

# WINTER WAR

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## BACKGROUND:

In December, 1939, during the Winter War (also known as The Russo-Finnish War of 1939-40) between the Soviet Union and Finland, the Finns launched a counter offensive against the Soviets. Near the northern shore of Lake Ladoga, the Soviet 168<sup>th</sup> Division, which was spread out along a long stretch of snow covered roads in difficult terrain, was attacked by the Finns. As Finnish ski troops swept around the flanks and infiltrated enemy positions, the Finns were able to cut up the long Soviet column into several individual pockets. The

Soviet troops in these pockets redeployed into all-around defenses and began digging in. These pockets were known to the Finns as "mottis", and a mobile siege upon them soon began. The Soviets attempted to supply these cut off troops by whatever means possible, because without supplies, these pockets (or mottis) of Soviet troops will either have to surrender to the Finns, or attempt a breakout on their own under unfavorable conditions.

## OBJECTIVE:

At the end of any game round, the Soviet player wins if he/she can control the Victory Objective Marker (building, board 34A), or successfully exit two or more supply trucks off the board from the blue shaded hex (board 39B). The Soviet player wins a marginal victory if he/she can exit one supply truck off the board from the blue shaded hex (board 39B). The Finnish player wins if the Soviet player is unable to fulfill any of the victory conditions outlined above by the end of game round seven.

## RUSSIAN SETUP

### DIVISION 1

- 4 Squad Bases
- 13 Regular Infantry
- 1 Officer
- 1 Machine Gun Crew
- 2 KV-1 tanks

### DIVISION 2

- 4 Squad Bases
- 13 Regular Infantry
- 1 Officer
- 1 Machine Gun Crew
- 4 GMC CCKW 353 trucks (these are supply trucks and cannot transport squads)

- Starting Strategy Cards: 2
- Starting Command Points: 4
- Strategy Decks
  - Command Deck I (Shared)
  - Morale Deck I (Shared)
  - Soviet Reinforcements Deck I (but no trucks)
- Operations Cards
  - Soviet Command Restraints (#44)
- Deployment Zone
  - Division 1 and 2: Any hex on map 35A

## FINNISH SETUP

### DIVISION 1

- 5 Squad Bases
- 10 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 2 Machine Gun Crew
- 1 Mortar Crew

- (1) Anti-Tank Token
- (1) Medic Token
- (1) Concealed marker

### DIVISION 2

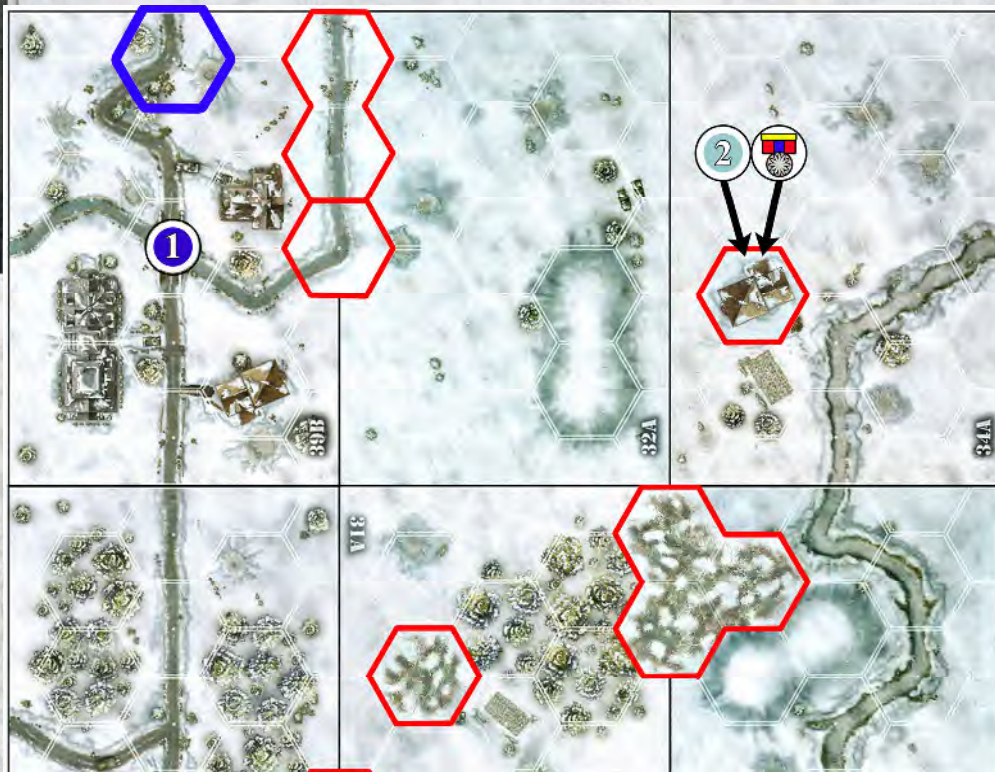
- 6 Squad Bases
- 14 Regular Infantry
- 4 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 1 Mortar Crew

- (2) Anti-Tank Tokens
- (1) Medic Token
- (2) Concealed markers

- Starting Strategy Cards: 3
- Starting Command Points: 0
- Strategy Decks
  - Winter Tactics Deck I
  - Command Deck I (Shared)
  - Morale Deck I (Shared)
- Operations Cards
  - Merciless Assault (#6)
- Deployment Zone
  - Div 1: Any hex on map 32A, 34A, and 39B
  - Div 2: Any hex map 31A, 33A, 36A, 37B, 38B



**Important note:** For this scenario, use German units, markers, and reference sheet to substitute for Finnish units, markers, and reference sheet, but change the firepower value of the German machinegun team to **three** (instead of four) against infantry so that it has **Range 5** and **Firepower 3**.



## SCENARIO DETAILS

- **Rounds:** 7
- **Starting Initiative:**  
Soviets – but the Finnish forces setup first.
- **Actions per Turn:**  
2 actions per nation

## SPECIAL RULES

- The building on map 34A has been fortified and has a cover of +5 instead of +3.
- The blue shaded hex represents the exit point for the Soviet trucks. A truck on the blue shaded hex needs to spend one movement point to exit the board.
- Except for when moving continuously along a road, **Snow** terrain hexes reduce all Soviet movement by 1 (i.e. Soviet infantry and the KV-1 heavy tank has a move of 3 instead of 4). Finnish units are unaffected by this **Snow** restriction.
- Ignore the special rule (slides on ice) for the Bridge hex (with snow trait).
- The four Soviet trucks are carrying supplies and cannot transport squads.
- Trucks lose their **Effective Road Movement** ability.
- Trucks are restricted to moving continuously along the road. Should for any reason a truck leave the road, it automatically stops moving in the first hex moved into, and is stuck for the rest of the game - use an immobilized token to mark the truck.



## TERRAIN FEATURES

- The stream is **Frozen**.
- All swamp hexes are woods hexes. (No swamps in this scenario)

Maps 39B – 32A – 34A  
38B – 31A – 33A  
36A – 37B – 35A