



SUOMUSSALMI

- ARCTIC FRONT



Setup order

- 1 x16
- 2 x10
- 3 x7
- 4 x7
- 5 x4
- 6 x1
- 7 x7

Historical Background

The Soviet Army crossed the border into Finland in the last days of November, 1939. On December 8th, they reached the lightly defended village of Suomussalmi. The next day, Colonel Hjalmar Siilasvuo, a veteran of WWI, brought in reinforcements and took command of the Finnish defenses. His mission was to destroy the Russian forces and force them out of the village - a tall order, as the enemy was well supplied and numerically superior.

One of Siilasvuo's first orders was for Captain J. A. Makinen to set up a roadblock to slow the continuing advance of the Russian 44th Division. While the roadblock operation was being developed, Siilasvuo launched an attack against the Russian positions in and around Suomussalmi. The Soviets, however were too well entrenched and little headway was made in the first few days of the battle.

In time, the Finnish ski troops, fighting on home ground, were able to slowly tighten the ring around the villages and by the first week of January had defeated the larger Soviet force.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Finland [Axis baseline]
6 Command cards.
You move first.

Soviet Union [Allied baseline]
4 Command cards.

Conditions of Victory

6 Medals.

If Finnish units occupy 3 of the 4 town hexes at the end of their turn, they win immediately and the Axis player gains 6 medals.

Special Rules

Red Army-rules are in effect for the Soviet player (Nations 2).

The objectives are temporary medal objectives

Winter weather are in effect (Actions 26).

The Air Power card is played as an Artillery Bombard Tactic card: 'Artillery battles twice or moves up to 3 hexes. If you do not command any artillery units, issue an order to 1 unit of your choice.'

The bunker is a Field Bunker (Terrain 22).

The rivers are frozen rivers (Terrain 47).