

KARELIA 44

Scenario 1 : The Full Campaign

Soviet set-up



All Soviet units must set up **south** of the Finnish Main Line of Resistance (MLR)

Soviet player *sets up* first, soviet player *moves* first

Prepared Offensive Prep : Ready

Prepared Offensive # : 3

Boss points at Start : 3 (none of the additional Boss Points have been used)

Victory Conditions: Side with 20 or more VPs when the game ends wins.

21st Army Units :

47.01	w/i 1 hex of 43.01					w/i 1 hex of 45.01				w/i 1 hex of 47.03				
w/i 1 hex of 48.03						w/i 1 hex of 50.01				w/i 1 hex of 50.04				
w/i 1 hex of 52.05				w/i 1 hex of 52.03				w/i 4 hex of 57.03						
								Anywhere (stacked or adjacent to any other 21st Army unit)						

Anywhere south of the Finnish MLR (Main Line of Resistance)								

23rd Army Units :

56.05	w/i 2 hex of 53.10					w/i 2 hex of 58.13				w/i 2 hex of 57.08			
w/i 4 hex of 57.03									Anywhere (stacked or adjacent to any other 23rd Army unit)				

Reinforcements (use 2.3):



KARELIA 44

Scenario 1 : The Full Campaign

Finnish set-up



All Finnish units must set up **on or north** of the Finnish Main Line of Resistance (MLR)
 Finnish player *sets up* second.

Victory Conditions: Side with 20 or more VPs when the game ends wins.

5-7-6	5-7-6	1-2-6	1-2-6	1-3-6	(5)-1-8	(5)-1-8
w/i 5 hex of 43.06						
The infantry regiments must set up in MLR hexes						

4-6-6	4-6-6	1-2-6	1-3-6	1-3-6	(5)-1-8	(6)-1-8
w/i 4 hex of 51.09						
The infantry regiments must set up in MLR hexes						

4-6-6	4-6-6	1-2-6	2-3-7	1-3-6	(6)-1-9	(2)-1-8
w/i 3 hex of 54.15						
The infantry regiments must set up in MLR hexes						

3-6-6	2-4-6	(4)-1-10
w/i 3 hex of 60.17		

4-6-6	4-6-6	1-2-6	1-3-6	(6)-1-9
w/i 3 hex of 33.13				
All units set up <u>on or north</u> of the VT Line				

3-5-8	6-5-12	3-4-7	3-4-7	0-3-7	1-2-7	(2)-1-10
w/i 2 hex of 24.23						

2-3-8	1-2-7
30.04	

2-3-8	1-2-7	(2)-1-9
22.10		

4-6-6	4-6-6	1-2-6	1-3-6	(5)-1-8
w/i 2 hex of 40.23				

4-6-6	4-6-6	1-2-6	1-3-6	(6)-1-8
w/i 1 hex of 10.28				

2-5-6	2-4-6	(3)-1-8
w/i 1 hex of 13.27		

1-2-6

Anywhere north of the VKT line

Reinforcements : Group Kuhlmeij has not yet arrived.

Finnish Reinforcement Table

Roll *one* die each Finnish Reinforcement Phase. On a **5 or 6**, get the next available reinforcement group below.
 On a 1-4, better luck next turn. If no groups remain, there are no more reinforcements.

	1-3-6	1-3-6	(3)-1-9	3-5-6
Finnish Reinforcement : Group 1				

4-6-6	4-6-6	1-2-6	1-3-6	(6)-1-8
Finnish Reinf.orcement : Group 2				

4-6-6	4-6-6	1-2-6	1-3-6
Finnish Reinforcement : Group 3			

6-6-10	5-7-6	5-7-6	1-2-6	1-2-6	1-3-6	(5)-1-8
Finnish Reinforcement : Group 4						

