KARELIA 44

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Soviet set-up Play ar



Play area : West of 51.xx and south of xx.23 (inclusive)

Soviet player sets up first, soviet player moves first

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

Prepared Offensive Prep : Ready **Prepared Offensive** # : 3

Boss points at Start : 3 (none of the additional Boss Points have been used and withdrawals cannot be used to get more in this scenario. The MLR capture can be used - counting only hexes in play)

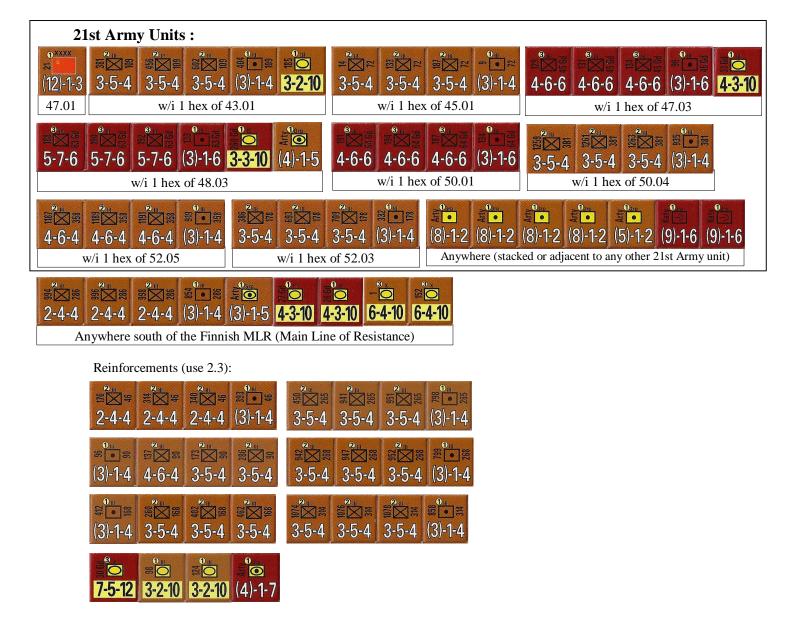
Special Rules:

The game ends when the Russian player runs out of Boss Points (as is normally the case) or when he captures all the VP stars of the VT line.

Ignore the VP star in 50.20 for this scenario.

Victory Conditions:

If the game ends because the Russians have taken the VP stars on the VT line, they win, otherwise, the Russians win if they occupy 5 VP stars. In all other cases, the Finns win.



KARELIA 44

Scenario 2 : Opening Moves

Finnish set-up

All Finnish units must set up on or north of the Finnish Main Line of Resistance (MLR)

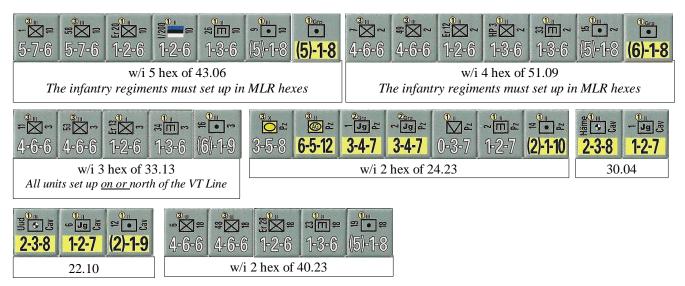


Play Area: West of 51.xx and south of xx.23 (inclusive)
Soviet player *sets up* first
Soviet player *moves* first
Special Rules:
The game ends when the Russian player runs out of Boss Points (as is normally the case) or when he captures all the VP stars of the VT line.

Ignore the VP star in 50.20 for this scenario.

Victory Conditions:

If the game ends because the Russians have taken the VP stars on the VT line, they win, otherwise, the Russians win if they occupy 5 VP stars. In all other cases, the Finns win.



Reinforcements : Group Kuhlmey 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.

