

# KARELIA 44

# Scenario 2 : Opening Moves

## Soviet set-up

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.

### 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				Anywhere (stacked or adjacent to any other 21st Army unit)						

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

### Reinforcements (use 2.3):




# 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.

5-7-6	5-7-6	1-2-6	1-2-6	1-3-6	(5)-1-8	(5)-1-8	4-6-6	4-6-6	1-2-6	1-3-6	1-3-6	(5)-1-8	(6)-1-8
w/i 5 hex of 43.06 <i>The infantry regiments must set up in MLR hexes</i>							w/i 4 hex of 51.09 <i>The infantry regiments must set up in MLR hexes</i>						

4-6-6	4-6-6	1-2-6	1-3-6	(6)-1-9	3-5-8	6-5-12	3-4-7	3-4-7	0-3-7	1-2-7	(2)-1-10	2-3-8	1-2-7
w/i 3 hex of 33.13 <i>All units set up on or north of the VT Line</i>					w/i 2 hex of 24.23							30.04	

2-3-8	1-2-7	(2)-1-9	4-6-6	4-6-6	1-2-6	1-3-6	(5)-1-8
22.10			w/i 2 hex of 40.23				

Reinforcements : Group Kuhlmei 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 Reinforcement : 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						

