KARELIA 44

Soviet set-up

Play area : West of 17.xx and north of xx.25 (inclusive) Finnish player *sets up* first. Soviet player *moves* first



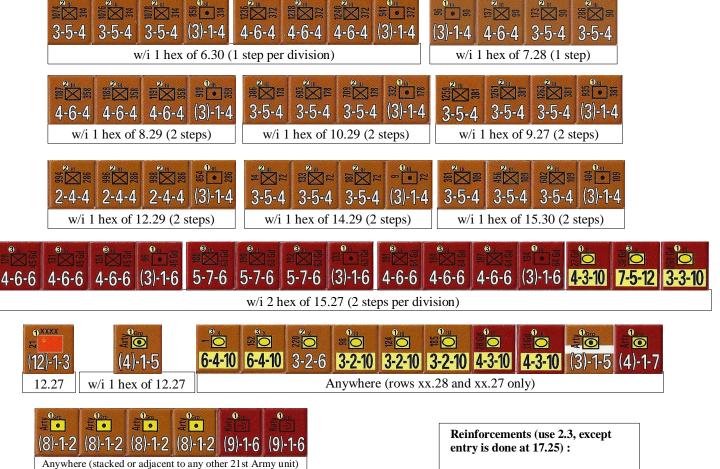
Prepared Offensive Prep : Ready Prepared Offensive # : 1

Boss points at Start : 2 (Both of the additional withdrawal Boss Points remain, the terrain ones have already been used)

Special Rule:

Besides most set up areas you'll find a number in parenthesis. This number shows the number of steps lost by units setting up in that area before the start of the scenario. The owning player may freely distribute or concentrate those losses as he sees fit. Note that the number is the total number of lost steps *for the whole group*, **not** a number *per* unit!

In addition to infantry losses shown in each set up area, **three steps** must be removed from tank units.





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Victory Conditions:

The player gaining 8 VPs wins.

KARELIA 44

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Finnish set-up

Play area : West of 17.xx and north of xx.25 (inclusive)

Finnish player sets up first. Soviet player moves first



(6)-1-8 (2)-1-8

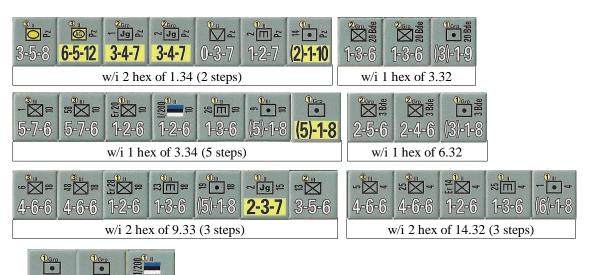
Anywhere north of the VKT line

1-2-6

Special Rule:

Besides most set up areas you¢l find a number in parenthesis. This number shows the number of steps lost by units setting up in that area before the start of the scenario. The owning player may freely distribute or concentrate those losses as he sees fit. Note that the number is the total number of lost steps *for the whole group*, **not** a number *per* unit!

Victory Conditions: The player gaining 8 VPs wins.



Group Kuhlmey has arrived. Reinforcement Groups 1 and 2 have arrived.

