

# KARELIA 44

# Scenario 3 : Tali-Ihantala

## Soviet set-up



### Victory Conditions:

The player gaining 8 VPs wins.

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.

3-5-4	3-5-4	3-5-4	(3)-1-4	4-6-4	4-6-4	4-6-4	(3)-1-4	(3)-1-4	4-6-4	3-5-4	3-5-4
w/i 1 hex of 6.30 (1 step per division)								w/i 1 hex of 7.28 (1 step)			

4-6-4	4-6-4	4-6-4	(3)-1-4	3-5-4	3-5-4	3-5-4	(3)-1-4	3-5-4	3-5-4	3-5-4	(3)-1-4
w/i 1 hex of 8.29 (2 steps)				w/i 1 hex of 10.29 (2 steps)				w/i 1 hex of 9.27 (2 steps)			

2-4-4	2-4-4	2-4-4	(3)-1-4	3-5-4	3-5-4	3-5-4	(3)-1-4	3-5-4	3-5-4	3-5-4	(3)-1-4
w/i 1 hex of 12.29 (2 steps)				w/i 1 hex of 14.29 (2 steps)				w/i 1 hex of 15.30 (2 steps)			

4-6-6	4-6-6	4-6-6	(3)-1-6	5-7-6	5-7-6	5-7-6	(3)-1-6	4-6-6	4-6-6	4-6-6	(3)-1-6	4-3-10	7-5-12	3-3-10
w/i 2 hex of 15.27 (2 steps per division)														

(12)-1-3	(4)-1-5	6-4-10	6-4-10	3-2-6	3-2-10	3-2-10	3-2-10	4-3-10	4-3-10	(3)-1-5	(4)-1-7
12.27	w/i 1 hex of 12.27	Anywhere (rows xx.28 and xx.27 only)									

(8)-1-2	(8)-1-2	(8)-1-2	(8)-1-2	(9)-1-6	(9)-1-6
Anywhere (stacked or adjacent to any other 21st Army unit)					

**Reinforcements (use 2,3, except entry is done at 17.25) :**

(3)-1-4	3-5-4	3-5-4	3-5-4
3-5-4	3-5-4	3-5-4	(3)-1-4
3-5-4	3-5-4	3-5-4	(3)-1-4



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# Scenario 3 : Tali-Ihantala

## Finnish set-up

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



Finnish player *sets up* first. Soviet player *moves* first

### 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*!

**Victory Conditions:** The player gaining 8 VPs wins.

w/i 2 hex of 1.34 (2 steps)							w/i 1 hex of 3.32		

w/i 1 hex of 3.34 (5 steps)							w/i 1 hex of 6.32		

w/i 2 hex of 9.33 (3 steps)							w/i 2 hex of 14.32 (3 steps)				

Anywhere north of the VKT line		

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

These units are already set up				
Finnish Reinforcement : Group 1				

Finnish Reinf. Group 2 (to enter)				

Finnish Reinforcement : Group 3			

Finnish Reinforcement : Group 4						

