

Tactical Combat Series:

A Frozen Hell

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Tactical Combat Series
Game Number 2-12

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A Complete Copy of A Frozen Hell Includes:

1x Box
1x TCS Series Rulebook (v3.1)
1x Game Specific Rulebook
2x Dice (one red, one white)
2x 22x 34" Map
3x 280-counter countersheets
1x Registration Card
Assorted Advertising Flyers (which our collaters love to hate...)

If you are missing something, contact us. If you have something extra, Merry Christmas!

Special Thanks:

1) LTC Kai P. Vainio, Assistant Defense, Military, Naval & Air Attache; Embassy of Finland.
2) COL Pekka Kurenmaa, Director, Finnish Institute of Military Science.

...for their generous assistance to the research for this game.

Counter Errata

The Finnish 5/2/JR 16 company was printed with eight infantry platoons. Four of these are actually 5/2/JR 16, the other four should be marked as 6/2/JR 16. Replacements will become available with the 2001 Repl Countersheet.

The Box

Yes, I slipped...it is Tolvajärvi, not Tolvajäri. The reindeer are for color only. :-)

Introduction

A **Frozen Hell** simulates a series of battles fought at Tolvajärvi, Finland between 8 and 12 December 1939 between the Finnish Task Force Pajari and the Russian 139th Rifle Division. The 139th was attempting to turn the north flank of the Finnish 4th Corps which was defending north-east of Lake Ladoga. Since the invasion on 30 Nov 39, the 139th steadily advanced against light opposition, but on 8 Dec the initial Finnish forces were reinforced and halted their retreat at Tolvajärvi determined to make a stand. In three battles over the next five days, Task Force Pajari stopped and then drove back the Russian invaders.

Time Scale

This game uses a 30 minute per turn scale for both day and night. This is due to the amount of night action and the relatively difficult operations in the day-time. Combined, this made a similar time scale for night and day appropriate. Other than this time change, all rules apply normally.

1.0 Terrain and Map Notes

1.1 Woods

Woods hexes are those with even the smallest amount of the woods symbol in them. LOS blockage is according to the actual symbol location.

1.2 Forest

Forest hexes are those with 100% coverage of the woods symbol within the hex.

1.3 Swamps

Regardless of the amount of Swamp symbol in the hex, the hex is considered to be Swamp. Forest symbol in a swamp hex is only for LOS purposes.

1.4 Lake Hexes

All lakes are outlined in blue and any hex containing or within the boundary is considered Lake hexes. Any hex containing **both** Woods and lake boundary is considered a Lake Hex. Lakes are Open Terrain for all purposes except the following:

1.4a During any daytime turn, Finnish fires against any Russian unit in a Lake Hex receive a +1 shift on the Area Fire Table.

1.4b Holes in the Ice. Place a "Holes in the Ice" Marker in any target hex (good or bad shoot) of 122mm or larger artillery fires. Holes in the Ice have the following effects and **do not** block LOS.

a) No vehicle, artillery peice or AT gun unit can enter a Holes in the Ice hex except along a road. Those not on a road but in such a hex when the marker is created are destroyed.

b) Other units can enter such a hex at a cost of 3 MPs.

c) Remove all Holes in the Ice markers at the next time the weather is Deep Freeze.

1.5 Buildings and the Hotel

Due to their limited size and number, these provide cover **only** for troops actually inside them. Units in their hex but not marked as inside the building/hotel use the terrain of the rest of the hex instead.

1.5a Up to seven steps can be inside a building. Up to 21 steps can be inside the Hotel (an exception to the normal TCS stacking rules). Mark the units inside each with the appropriate “inside” counter. Only Area target units can be inside these structures. Units inside the structure can fire normally (exception: mortars cannot fire while inside).

1.5b During his Action Phase, the player can freely reorganize the hex (who is inside, who is out), and such reorganization does not generate overwatch fire triggers.

1.6 Bridges

Units in a bridge hex are considered to be on the bridge unless the bridge is destroyed, in which case they are in a Lake Hex.

Bridges do not block LOS.

1.6a Bridge Blowing by Artillery If any artillery Good Shoot target hex is placed on a bridge hex, roll one die. On a 6, the bridge is destroyed, otherwise no effect. Mark it as such and it can never be repaired.

1.6b Bridge Blowing by Units. To blow a bridge, a unit (any infantry type) must be adjacent to the bridge (not on it!). Once per the unit’s Action Phase (as desired), or as the result of a Movement Overwatch Trigger (which might be several times per turn), roll one die. If the resulting modified roll is 5 or more, the bridge is destroyed and can never be repaired.

Modify the roll with the following:

- +2 if the rolling unit is Eng Plt/JR 16
- -1 if there are enemy units on the bridge.

Any unit on the bridge at the moment it is blown are destroyed (no Battalion Morale addition for this).

1.7 Trees Down

Roll one die for each HE artillery barrage (any size of gun or unit). On a 5 or 6, place one Trees Down Marker in the Target Hex of the barrage (on any other roll, there is no effect).

A Trees Down Marker **doubles** the hex’s Terrain Cost for Movement. There is no combat effect.

A hex can only have one Trees Down marker in it (don’t roll again for a hex that already has one in it). The markers cannot be moved or “fixed” later in the game.

1.8 The Fire Tower

Any unit in the Fire Tower (B43.24) receives a special spotting benefit, but no unit can execute fire combat itself as if it were atop the tower (there is only room there for an FO, a radioman, and their equipment—not a platoon of riflemen!). The Fire Tower spotter has a clear LOS to any hex on the map. No unit can try to shoot out the guys in the tower directly. The unit required to be in the hex to use the tower can be engaged normally and that unit must be in that hex (regardless of its condition) to retain the spotter.

***Design Note:** It may seem odd that the Fire Tower has a clear LOS everywhere on the map as many will quickly point out that there are some blind spots behind hills and the ever present forest canopy to deal with. Remember you are seeing the limited effect of a simple observer who can spot artillery from atop the tower (not massed area fires from there!). This means different things to each side: If the Finns own the tower, they’ll be shooting artillery at targets right under their nose (relatively speaking). If the Russians have the tower, they’ll be observing at extended range (low chance of a good shoot) and will have to deal with their permission to fire roll (3.1b). Yes, they might see the snow lifted up over a Finnish column behind that hill, but their chances of successfully engaging the target are very limited.*

1.9 Elevation & Line of Sight

Each contour line is 10 meters. The lake shore boundary is the 170 m contour line.

1.10 Mines

Neither side can use minefields in this game.

1.11 AT Roll Modifiers

There are none.

***Design Note:** The Finns were noted for their gutsy approach to close-in destruction of enemy armor. This compensates for the limited personal AT weapons available (not to mention the “lightness” of the Russian armor they face). In the Russian case, there is no Finnish armor to worry about.*

2.0 Finnish Special Rules

2.1 Artillery

Use the Commonwealth/German line for Finnish artillery spotting (line 2).

2.2 Artillery Ammo Replenishment

Each game day at 0600 turn, add the following:

76mm: HE: 35, Smoke: 1, Illum: 1

Additionally, the following is added to the Finnish Ammunition Pool when 7/ KTR 6 and 8/ KTR 6 activate as reinforcements (a one-time addition):

76mm: HE: 40, Smoke: 2, Illum: 2

2.3 Ski Troops

These units are designated with a White Arrow on their counter’s Move Mode side (instead of the usual red/yellow one).

Ski units get a 2 MP movement bonus provided they do not enter any hexes in which they must cross a contour line moving up hill. If they enter any such hex, they do not get the bonus for that phase.

The Ski troops cannot use this movement bonus in a phase in which they attack in Assault Combat.

Do not figure this bonus in when determining costs for switching mode.

Regardless of whether the bonus applies or not, Ski Troops always get the reduced terrain costs for Open and Lake hexes.

2.4 Lieutenant Colonel Pajari

LTC Pajari exerted considerable personal influence on this battle.

2.4a Pajari has no combat ability, never takes step losses, is always in Move Mode (with the printed MA of 8). His movement (by itself) does not trigger Overwatch fire.

2.4b When a Finnish Morale Check occurs at or within three hexes of Pajari, it gets an additional modifier of -1. If the stack is actually in Pajari’s hex, they get a -3. The modifiers are listed on the counter.

2.4c All units of the Provisional Company (Prov/TF-P) that start the Action Phase at or within three hexes of Pajari can move and fight anywhere on the map without reference to Op Sheets or orders. Furthermore, the Finnish player can instantly implement one Op Sheet (size two or less) per calendar game day, during any Command Planning Phase in which all the units to be included on the Op Sheet are

at or within three hexes of Pajari.

2.4d Pajari can be assigned to an Op Sheet. If this is done, reduce the Command Prep Rating to 0 for that Op Sheet. Remove Pajari from play when the op sheet is drawn up (he and the units involved can be anywhere on the map at that point). When the Op Sheet is completed or otherwise removed from play, return Pajari instantly to any hex containing a Finnish unit.

2.4e Combat Effects on Pajari. If the units in his hex are destroyed in Assault combat, he is removed from play (captured, killed or wounded). If the units in his hex are destroyed for any other reason, he automatically displaces to any Finnish unit's hex.

2.5 Field Kitchens

The two Field Kitchens have no combat ability and a limited ability to move.

2.5a The Field Kitchens cannot move or set up within three hexes of one another. They can only move on the 1000 turn of each day. During that turn, the Kitchens can be relocated to anywhere along the Primary Road between A1.17 to A21.10, inclusive. This move (any distance) is allowed if it can be done from their starting position without leaving the road or moving adjacent or through Russian units.

2.5b Anytime a Russian unit moves at or within 2 hexes of a Field Kitchen, pick it up and put it into the Field Kitchen's hex. If there is a Finnish unit in that hex, the Finn automatically displaces to the nearest Finnish occupied hex. Up to 40 steps can be "sucked into" the Field Kitchen's hex. Place the Field Kitchen on top of the Russian units in its hex (it acts as a Paralyzed Marker at this point). Units that would have been "sucked in" but are beyond the 40 step mark are placed adjacent to the Field Kitchen and marked with a Suppressed Marker. During the next Russian Clean Up Phase, remove the Kitchen from play and place a regular Paralyzed Marker on the Russian units (the adjacent Suppressed Russians recover to normal at that point).

2.6 The Provisional Company

The Provisional Company is a special reinforcement that arrives the Command Planning Phase the turn after a Russian unit enters any hex of the Primary Road between A1.17 and A21.10, inclusive. At that point, the Finnish player places the four platoons, one per hex, with or adjacent to Pajari, any Finnish artillery gun, and/or the Field Kitchens. The platoons cannot deploy in any hex containing Russian units. If they are unable to deploy that turn, they can deploy in the next game turn. The Provisional Company remains in play until eliminated.

2.7 Units that do not have Battalion Morale

Two units normally subject to Battalion Morale do not record Battalion Morale in this game. They are the Provisional Company and the one company of 3/JR 37. They are not subject to Battalion Morale, nor do they cause other units to suffer battalion morale.

2.8 Raids

The Finnish player can designate up to three raids each night at 2000. Each Raid must have its own Op Sheet and that Op Sheet is instantly accepted when drawn up. A raid can only have one organic battalion involved. The raid force's orders can only involve moving to and attacking a location, followed by an immediate withdrawal to the location where the mission launched. If the raid's objective has not been accomplished by dawn, the raid fails and the raiding force must return.

3.0 Russian Special Rules

3.1 Artillery

Use the Soviet line for artillery spotting (line 4).

3.1a The 354th Artillery Regiment. If a Finnish unit is inside the 354 Artillery Rgt Security Zone line (southeast corner of Map B) at the start of any game turn, remove the 354th and any remaining 122mm and 152mm ammo from play permanently.

3.1b Artillery Fire Permission Roll. Each time the Russian player wants to fire a battalion of artillery, roll one die—on a 5-6, the battalion fires. On a 1-4, the battalion cannot fire that turn. Make one check per battalion per turn. You can check more than one battalion per desired target, though each battalion cannot check more than once, and those that succeed **must** fire.

3.1c Forward Observers. Each Soviet artillery battalion comes with one Forward Observer. Only the FO associated with each battalion can observe fires of that battalion. Each Soviet battalion can only fire missions that are either self-spotted (by the gun units themselves) or by this one FO.

The FO is a one-step unit like any other unit. It can be killed normally and cannot be replaced if killed. The Soviet player can set up the FOs of available artillery battalions at the start of any turn (they do not start any scenario set up on the

map unless the Soviet player chooses to do so) with any Soviet unit. FOs can be placed on the map and pulled off (by stacking with any Soviet unit) any number of times in the game. Remove FOs during any Soviet Clean Up Phase in which they are stacked with one of their batteries. FOs are never forced to enter or leave the map. At its fastest, an FO can be pulled off in this Soviet player turn and reappear in the next Soviet player turn (the FO cannot be pulled and replaced in the same phase).

Without either self-spotting or their FO, Soviet artillery cannot fire.

EXCEPTION: Fires from the 354th Artillery Regiment can be spotted by any Battalion FO.

3.2 Artillery Ammo Replenishment

Each game day at 0600 turn, add the following:

76mm: HE: 100, Smoke: 5, Illum: 2

Plus, if the 354th is in play, also at 0600:

122mm: HE: 60, Smoke: 3, Illum: 3

152mm: HE: 20, Illum: 1

The following is added to the Russian Ammunition Pool when each Battalion of the 47th Howitzer Regiment activates as a reinforcement (a one-time addition):

76mm: HE: 100, Smoke: 6, Illum: 2

Additionally, the following is added to the Russian Ammunition Pool when each battalion of the 354th Artillery Regiment activates as a reinforcement (a one-time addition):

122mm: HE: 100, Smoke: 5, Illum: 6

152mm: HE: 30, Illum: 1

3.3 Russian Mortars

The 50mm Mortars cannot fire Smoke or Illum. Mortar fires can be spotted by any FO, but there must be an FO to spot (Exception: Mortars can always self-spot.)

3.4 The 139th Tank Battalion

There are two types of tank unit counters in this game: HQ Tanks and Platoons (3 tanks each). In each case, the values on the counter are those of one tank. The HQ tanks function normally, while the platoons are subject to the following:

3.4a The three tanks in a platoon can fire at the same or different targets. If the platoon moves, none of the tanks can fire. If any of the tanks fire, the platoon cannot move.

3.4b Record losses to these platoons using the usual step loss markers.

3.4c During each Command Planning Phase mark each Tank Platoon that has lost two of its tanks **and** is **not** stacked with its HQ tank with “Withdraw” marker and it must withdraw so as to be within the 354th Artillery Security Zone. It cannot re-enter normal play until the marker is removed. Remove the marker in any Command Planning Phase in which the tank starts stacked with its HQ tank.

3.4d No HQ tank can be destroyed in a hex if other (non-HQ) tanks are stacked with it. In other words, the HQ tank can only take the last tank loss in the hex.

3.5 Bonfires

During the Command Planning Phase of each Night Turn, the Russian player must mark each stack of unassigned Russian units (which are not in a building/hotel hex) with a Bonfire Marker. A Bonfire Marker illuminates its hex (but no others) and remains on the map until the first Twilight Turn. Units under a Bonfire Marker cannot move until the marker is removed or they implement an Op Sheet (and, no, the Bonfire cannot move).

3.5a Whenever a Russian Bonfire Stack is assaulted as part of an Ambush roll (see 4.2b), remove the Bonfire and mark them with a Panic Marker. Roll one die for each such stack during each Russian Clean Up Phase, remove the Panic Marker if the roll is a 6, otherwise the marker remains. While Panic Marked, those Russian units must fire Overwatch against **any** unit that moves adjacent to them (Russian or Finnish).

3.5b Remove all remaining Panic Markers in the Russian Command Phase of the first Twilight turn

Design Note: Only the Russians must use bonfires. The Finns were equipped with excellent tents with wood burning stoves that allowed them to sleep comfortably at -30 degrees C. The Russians had no such equipment. (...and I didn't even bring up the Finnish saunas.)

4.0 General Special Rules

4.1 Weather

Roll two dice each hour to determine the weather conditions for that hour. Apply the modifier from the previous turn's weather to the roll. Use the visibility maximum allowed by the weather determined for the coming hour.

There are no additional movement effects for the different snow amounts (there is already plenty on the ground).

4.2 Ambush

Movement-based Overwatch is not automatic when a unit moves adjacent to an enemy unit (or units) by entering a hex that is Swamp and/or Forest. To fire Overwatch, the player must secure permission according to the following table. The roll is required for each such potential trigger (there is no ability to **not** roll to avoid a potential ambush). Make a roll on this table, even if not called for above, when a stack attacks in an Assault Combat from a Swamp and/or Forest hex (only to see if an Ambush occurs).

Make only one roll, regardless of the number of stacks adjacent to the target (the result applies to all). Roll one die modified by the below.

Ambush Table

Roll	Result
0 or less	No Overwatch, Ambush possible.
1 to 3	No Overwatch, No Ambush
4 or more	Overwatch allowed, No Ambush

Die roll Modifiers

-1	Fog/Mist, Lt Snow
-2	Hvy Snow
-2	Night: Rolling stack in Illum, moving stack is not
+2	Night: Rolling stack is not in Illum, moving stack is
-1	Other than the above two night cases
-2	Moving unit is part of a Finnish Raid force

Rolling Unit's Op Sheet Status

+2	Prep Defense
+1	Hasty Defense
+0	Attack
-1	Move
-2	Unassigned

4.3 Mines

Mines are not used here.

5.0 Command and Control

5.1 Command Prep Ratings

Finnish: 2
Russian: 3

5.2 Russian Op Sheet Restrictions

The Russian player can have no more than 3 Implemented Attack Op Sheets at any one time. No Russian Attack Op Sheet can include more than three battalions.

4.2b Ambush. If the roll above indicates an Ambush is possible, the moving units can immediately enter one of the enemy hexes that made this roll and start an Assault Combat. If more than one such hex is available, the moving player can only choose one. The player is not required to make the ambush assault.

If the player chooses to do the ambush, follow the normal Assault Combat sequence, with the following changes:

- 1) The Attacker fires first, then the Defender.
- 2) The Attacker's firepower is x3.
- 3) The Defender's firepower is x1/6 (round up)

5.3 Night Operations

Only Attack Op Sheet that move in hexes which are on or adjacent to Road (any kind), Buildings, or Lake are allowed at night. Attack Op Sheets which cannot be followed given that constraint fail. Movement at night according to a Move Op Sheet is not constrained by hex type as above.

When assigned to conduct a raid (see 2.8), Finnish units ignore the above.

5.4 Higher Intentions

5.4a Finnish Commander's Intent. Pajari was to halt the Russian advance on Korpiselkä and then switch to an offensive to retake the road-net around Suojärvi (about 40 miles east of Tolvajärvi by road).

5.4b Russian Commander's Intent. Belyayev was to drive west along the Tolvajärvi road to Korpiselkä (18 miles west) in order to threaten the rear of the Finnish 4th Corps.

6.0 General Victory Conditions

6.1 Sudden Death Victory

If at any time during any two map scenario either player fulfills his Sudden Death Victory conditions **and** has more infantry platoons (regardless of step losses they might have) than the other player, the game instantly ends and the player wins a Massive Victory.

6.1a Finnish Sudden Death Victory.

The Finns must occupy B62.09 and be able to trace a Line of Communication (6.1c) to A1.17.

6.1b Russian Sudden Death Victory.

The Russians must occupy A1.17 and trace a Line of Communication to B62.09.

6.1c Line of Communication. The LOC must be traced exclusively along Primary or Secondary Roads. No enemy unit can be situated in such a way as to place direct fires on the LOC (if one or more can, it is blocked). Indirect fires (mortars, artillery) do not block the LOC.

6.2 Victory Conditions

Each scenario has its own victory conditions. The following applies to all scenarios.

6.2a All the specified minimum conditions must be met. If neither side fulfills its conditions, the result is a draw.

6.2b Eliminated Units. Units forced to leave the map are not considered eliminated. Artillery units count each gun lost. Units eliminated before the scenario begins do not count as eliminated.

6.3 Control of Islands

Some victory conditions require the player to control islands (usually Kottisaari). A player can “control” an island in one of two ways:

- 1) Be the only player with units on the island.
- 2) Have twice the number of steps on the island as the other player.

If neither of **these** are the case, neither player controls the island (even if one player was the “last to pass through” and such).

7.0 Set Up Notes

7.0a The Finns always set up first. Russians always set up second and cannot set up adjacent to any Finnish unit.

7.0b Battalion Morales start at Zero, unless stated otherwise.

7.0c Some scenarios list units as having a “Casualty Level” of I, II, or III. Roll for each such company on the tables on the map to determine pre-game losses. The owning player removes the steps in any way he desires.

8.0 Scenarios

8.1 The 609th Checks In

On the afternoon of December 8th, 1/JR 16 and 8/JR 37 attempted to hold the Kivisalmi crossing against the advancing 609th Rifle Regiment long enough for 3/JR 16 to dig-in along the west shore of the Tolvajärvi and Myllyjärvi.

General Information:

First Turn: 1100 8 Dec

Last Turn: 1630 8 Dec

Game Length: 12 turns

Map Area: A & B (all)

Finnish Information:

Set Up:

w/i 6 B32.32: 1/JR 16

w/i 1 3 B35.29: 8/3/JR 37

w/i 2 A14.15 (along road): 3/JR 16, LTC Pajari

w/i 8 B16.31, west of 18xx (inclusive): PPP 7

w/i 3 B10.32: ErP 112 (do not use MG/ErP 112)

w/i 2 A27.01: 5/KTR 12

A44.03: 9/KTR 13

Artillery Available: 5/KTR 12, 9/KTR 13 available

Artillery Ammo: 76mm: 30 HE, 2 Smoke, 2 Illum

Reinforcements:

1600 A1.17: 4/2/JR 16 (move to A28.08)

Implemented Op Sheets? Yes

Historical Orders:

8/3/JR 37 is in a hasty defense of the Kivisalmi Bridge. 1/JR 16 is in a hasty defense of the approaches to Hevosalmi. 3/JR 16 is to move to A28.08.

Special Rules:

PPP 7's companies are at Casualty Level II. ErP 112's are at Level III.

Russian Information:

Set Up:

w/i 4 B41.21: 1/609

Any road hex between B46.12 and B51.07 (inclusive): 2/609

Artillery Available: None at start

Reinforcements:

1100 B62.09: 3/609, Mtr/609 (move to B42.20)

1200 B62.09: 1/47, 2/47 (move to B50.08)

1300 B62.09: 1/364 (attack to take Kottisaari)

1400 B62.09: 2/364 (move to B50.08)

1500 B62.09: 3/364, Mtr/364 (move to B57.08)

Implemented Op Sheets? Yes

Historical Orders:

1/609 and 2/609 are to attack so as to extend the Russian line of communication (6.1c) as far west as possible before nightfall.

Special Rules:

Subject one from all Russian Morale ratings (i.e. make them all one better).

Victory

The side holding the Kivisalmi Bridge at the end of play wins.

8.2 Kivisalmen Cookout

In order to lift his troop's spirits by making an aggressive move, Pajari lead part of JR 16 across the ice of Tolvajärvi to raid the Russians encamped on the Kivisalmen Kangas. This raid was coordinated with PPP 7's feint attack on Kotisaari.

General Information:

First Turn: 0000 9 Dec

Last Turn: 0430 9 Dec

Game Length: 10 turns

Map Area: Map B (east of 1.xx, west of 46.xx, north of xx.01, south of xx.30, inclusive)

Finnish Information:

Set Up:

w/i 1 B16.10: 4/2/JR 16, 9/3/JR 16, Pajari

w/i 1 B14.17, B14.20, B16.24: One

company of PPP 7 in each

Artillery Available: None

Reinforcements: None

Implemented Op Sheets? Yes

Historical Orders:

JR 16 is to attack 2/364 and return to the west shore of Tolvajärvi before twilight.

PPP 7 is to attack Kotisarri

Special Rules:

Each of PPP 7's companies are at Casualty Level III.

Russian Information:

Set Up:

Anywhere on Kotisaari: 1/364

Any Road hex w/i 2 of B42.20: 2/364

Artillery Available: None

Reinforcements: None

Implemented Op Sheets? Yes

Historical Orders:

1/364 is in a Hasty defense of Kotisaari.

2/364 has no orders and has built Bonfires.

Special Rules:

The Bridge at B37.26 has been destroyed.

Victory

The Finns win if they destroy 15 or more Russian steps.

The Russians win if the Finns destroy 10 or fewer Russian steps

Any other result is a draw.

8.3 Belyayev's Attack

After resting his troops for two days, Belyayev launched two wide flanking moves aimed at getting in the rear of Pajari's main defense line and to cut the road between Tolvajärvi and Korpiselkä.

General Information:

First Turn: 2200 10 Dec

Last Turn: 1030 11 Dec

Game Length: 26 Turns

Map Area: A & B (all)

Finnish Information:

Set Up:

w/i 4 A31.05 (but not in A34.07 or

A35.07): 5/2/JR 16

A35.11, A37.13, A37.15, A39.17: 6/2/JR

16 (one platoon in each hex)

w/i 2 A33.11: MG/2/JR 16

w/i 3 A32.03: MG/1/JR 16

w/i 3 A29.08: 1/1/JR 16, 4/2/JR 16

w/i 1 A28.08: AT/JR 16, JR 16 Rgt

Troops (Eng Plt)

A32.03: one Mortar Platoon of JR 16 Rgt

Troops

w/i 2 B14.31: two Mortar Platoons of JR

16 Rgt Troops

w/i 1 A29.01: 3/ErP 112

w/i 3 B14.32: 7/3/JR 16

w/i 3 B12.28: 8/3/JR 16

w/i 3 B12.22: 9/3/JR 16

w/i 2 B14.24: three MG from MG/3/JR

16

w/i 2 B16.32: three MG from MG/3/JR

16

A18.10: LTC Pajari

A21.10: one Field Kitchen

A14.15: one Field Kitchen

w/i 3 A14.15: 7/KTR 6, 8/KTR 6

w/i 3 A32.03: 5/KTR 12, 9/KTR 13

Artillery Available:

7/KTR 6, 8/KTR 6, 5/KTR 12 and 9/

KTR 13 are available at start.

Artillery Ammo:

76mm: 40 HE, 2 Smoke, 2 Illum

Reinforcements: None

Implemented Op Sheets? Yes

Historical Orders:

MG/1/JR 16, 5/2/JR 16, 6/2/JR 16, MG/

2/JR 16, 7/3/JR 16, 8/3/JR 16, 9/3/JR 16,

MG/3/JR 16 and 3/ErP 112 are in

prepared defense.

1/1/JR 16 and 4/2/JR 16 are in reserve.

All other units have a hasty defense.

Special Rules: None

Russian Information:

Set Up:

Any hex on Kotisaari: 1/364

w/i 3 B39.20: 2/364

On or adjacent to the road from

B48.10 to B52.06 (inclusive): 3/364

with or adjacent to any 364th unit:

Mtr/364

B26.26, B25.26, B25.24: 2/47 (one

battery in each hex)

B38.21, B42.22, B48.12: 3/47 (one

battery in each hex)

B20.18, B24.18: 1/139 AT (one gun in

each hex)

B25.11, B33.11: 2/139 AT (one gun in

each hex)

w/i 6 B32.32: 1/609

w/i 1 A36.08: 7/3/609

A40.13, A41.08, A41.10: 8/3/609 (at

least one platoon in each hex)

w/i 1 A41.07: 9/3/609

with any 3/609 unit: MG/3/609

A45.14, A48.12, A46.07: 4/2/609 (at

least one platoon in each hex)

w/i 3 A51.10: 5/2/609

w/i 2 A48.05: 6/2/609

w/i 6 A45.03: Mtr/609

A43.04, A46.01, B30.34: 1/47 (one

battery in each hex)

On the trail between A22.18 and

A23.23 and/or A16.20 and A16.24

(inclusive): 1/718

w/i 6 A40.30: 2/718

w/i 6 A50.20: 3/718

Artillery Available:

47 and 354 Artillery Rgts are available at start.

Artillery Ammo:

76mm: 100 HE, 5 Smoke, 2 Illum

122mm: 50 HE, 2 Smoke, 1 Illum

152mm: 15 HE, 1 Smoke, 1 Illum

Reinforcements: None

Implemented Op Sheets? Yes

Historical Orders:

1/364 and 609 Rgt are in prepared

defenses.

2/364 is to attack the Finns in Tolvajärvi

by crossing the lake south of Kotisaari.

1/718 is to attack the Finnish rear area in

the vicinity of Luikkamökki.

2/718 and 3/718 are in a hasty defense.

Special Rules:

1/609 is at Casualty Level III

2/609 at Casualty Level II

2/364 at Casualty Level I

The bridges at A34.07 and B37.26 have been destroyed.

Victory

The Russians win if they occupy the primary road west of Tolvajärvi at the end of play.

8.4 The Sausage War

1 Bn, 718 Rifle Regiment has conducted a night march around the north end of Hirvasjärvi and is poised to strike the rear area of Task Force Pajari. Wafting through the forest is the smell of the Finnish freshly cooked dinner—and that smell urges the Russians on.

General Information:

First Turn: 2200, 10 Dec

Last Turn: 0530, 11 Dec

Game Length: 16 Turns

Map Area: Map A, west of 37.xx, inclusive

Finnish Information:

Set Up:

w/i 4 A31.05 (but not in A34.07 or A35.07): 5/2/JR 16

w/i 4 A34.13: 6/2/JR 16

w/i 2 A33.11: MG/2/JR 16

w/i 3 A32.03: MG/1/JR 16

w/i 3 A29.08: 1/1/JR 16, 4/2/JR 16

w/i 1 A28.08: AT/JR 16, JR 16 Rgt Troops (Eng Plt)

A32.03: JR 16 Rgt Troops (one mortar platoon)

A18.10: LTC Pajari

A21.10: E 1/JR 16 Field Kitchen

A14.15: E 2/JR 16 Field Kitchen

w/i 3 A14.15: 7/KTR 6, 8/KTR 6

w/i 3 A32.03: 5/KTR 12, 9/KTR 13

Artillery Available: 7/KTR 6 and 8/KTR 6 are available. 5/KTR 12 and 9/KTR 13 are also available but must follow the special rule below.

Artillery Ammo:

76mm: 20 HE, 1 Smoke, 2 Illum

Reinforcements: None

Implemented Op Sheets? Yes

Historical Orders:

MG/1/JR 16, 5/2/JR 16, 6/2/JR 16, and MG/2/JR 16 are in prepared defenses. 1/1/JR 16 and 4/2/JR 16 are in reserve.

Special Rules:

5/KTR 12 and 9/KTR 13 cannot move after set up. These two batteries can only fire direct fires and only at hexes at or within 3 hexes of their location.

Russian Information:

Set Up:

any trail hex between A22.18 and A23.23 OR any trail hex A16.20 and A16.24 (inclusive): 1/718
w/i 1 A36.08: 7/3/609, MG/3/609

Artillery Available: 1/47 and 354 Artillery are available.

Artillery Ammo:

76mm: 25 HE, 2 Smoke, 2 Illum

122mm: 15 HE, 1 Smoke, 2 Illum

152mm: 5 HE, 1 Illum

Reinforcements: None

Implemented Op Sheets? Yes

Historical Orders:

3/609 is in a prepared defense. 1/718 is to attack the Finnish rear area in the vicinity of Lutikkamökki.

Bridges Destroyed: A34.07

Victory

Finnish Victory: Eliminate 10 Russian units or more

Draw: Neither player achieves his victory conditions or both achieve the same level.

Russian Victory: Control any road hex between A14.15 and A21.10 (inclusive)

8.5 Iced!

As a battalion of the 364th Regiment crossed the ice to attack Tolvajärvi from the south, Lt Eero Kivela took part of JR 16 to intercept them before they cross the lake.

General Information:

First Turn: 0100 11 Dec

Last Turn: 0830 11 Dec

Game Length: 16 Turns

Map Area: Map B west of B37.xx, inclusive

Finnish Information:

Set Up:

w/i 3 B14.32: 7/3/JR 16

w/i 3 B12.28: 8/3/JR 16

w/i 3 B12.22: 9/3/JR 16

w/i 2 B14.24: 3x MG from MG/3/JR 16

w/i 2 B16.32: 3x MG from MG/3/JR 16

w/i B14.31: 2x Mortars from JR 16 Rgt Troops

Artillery Available: 5/KTR 12, 9/KTR 13 are available

Artillery Ammo:

76mm: 20 HE, 1 Smoke, 2 Illum

Reinforcements:

None

Implemented Op Sheets? Yes

Historical Orders:

All are in Prepared Defense but three platoons of 9/3/JR 16 can be placed into Reserve.

Special Rules:

None

Russian Information:

Set Up:

Any hex on Kotisaari: 1/364

in hexrow B37.xx, w/i 3 B37.20: 2/364
with or adjacent to any of the 364 above: Mtr/364

One AT each in B20.18 and B24.18: 1/139 AT

One AT each in B25.11 and B33.11: 2/139 AT

B37.20: One Battery of 3/47

w/i 6 B32.32: 1/609

B30.34: One Battery of 1/47

B26.26, B25.26 and B25.24: One Battery of 2/47 in each hex

Artillery Available: 2/47 (all), 3/47 (one battery), and 354 Artillery Rgt are available at start. 1/47 (one battery) is available with restrictions (see the special rules below).

Artillery Ammo:

76mm: 40 HE, 2 Smoke, 1 Illum

122mm: 16 HE, 1 Smoke, 1 Illum

152mm: 5 HE, 1 Illum

Reinforcements:

None

Implemented Op Sheets? Yes

Historical Orders:

1/364 and 1/609 are in a Prepared Defense. 2/364 has orders to attack the Finns in Tolvajäri after crossing the lake south of Kottisaari.

Special Rules:

The companies of 1/609 are at Casualty Level III and those of 2/364 are at Level I. The battery from 1/47 cannot execute indirect fire missions and can only do direct fire attacks on units at or within three hexes of the battery.

Bridges Destroyed: B37.26

Victory

The Russians win if they control at least 3 building hexes of Tolvajärvi and hex B13.33.

OP SHEET

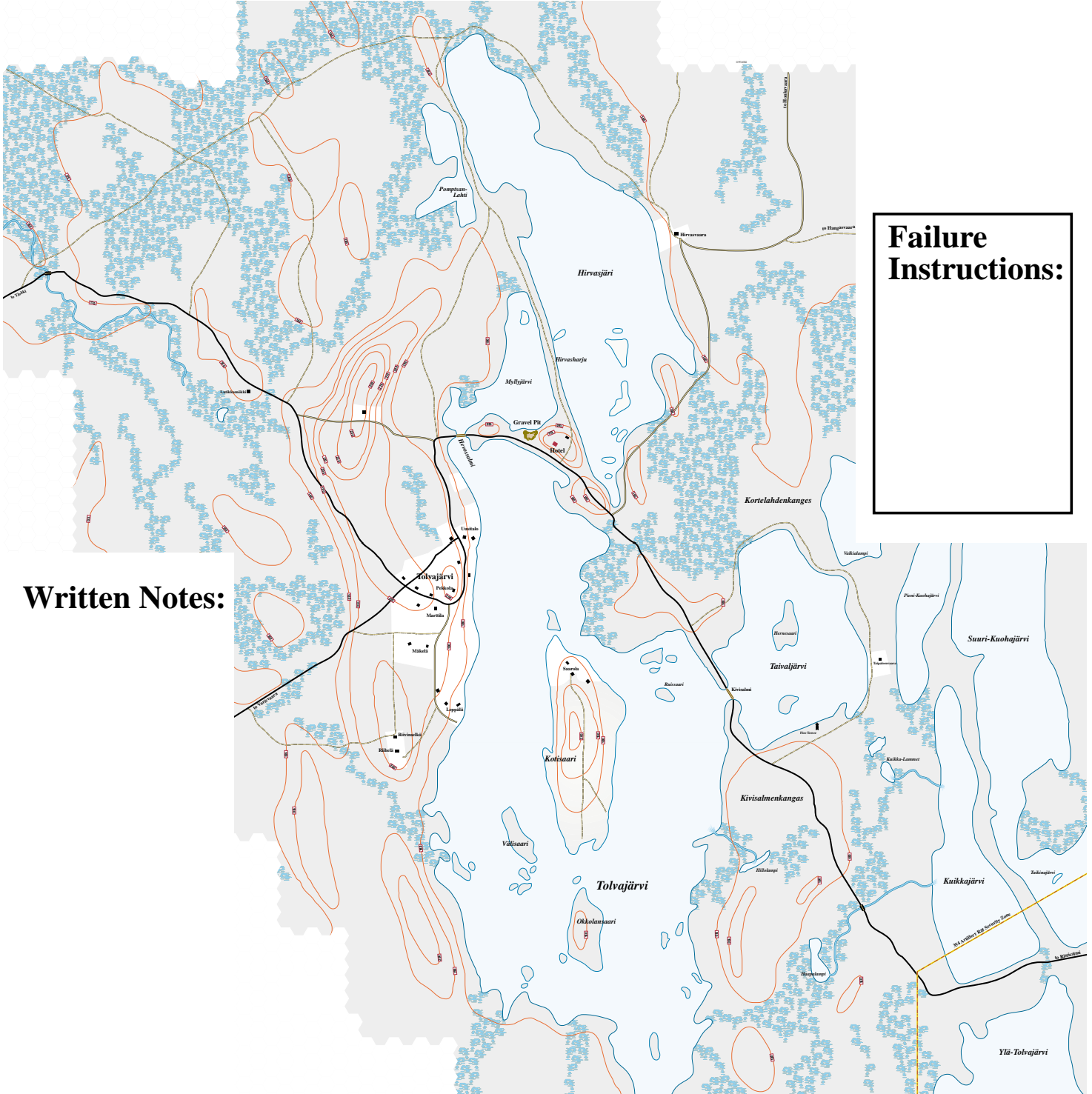
A Frozen Hell

Time:

Type:

Size:

**Task
Organization:**



**Failure
Instructions:**

Written Notes:

8.6 Talvela and Pajari's Attack

Originally scheduled for the 11th, the Finnish counterattack was postponed until the 12th to give the troops who fought to repel the Russian attack of the 10th time to rest.

General Information:

First Turn: 0800 12 Dec

Last Turn: 1700 12 Dec

Game Length: 19 turns

Map Area: A & B (all)

Finnish Information:

Set Up:

w/i 1 A26.24: 2/1/JR 16

w/i 1 A23.24: 3/1/JR 16

w/i 1 A28.20: 1/ErP 9

w/i 1 A29.24: 2/ErP 9

w/i 1 A28.22: 3/ErP 9

w/i/ 3 A32.03: MG/1/JR 16

w/i 1 A30.06: 4/2/JR 16

w/i 1 A29.07: 5/2/JR 16

w/i 1 A30.09: 6/2/JR 16

w/i 2 A33.11: MG/2/JR 16

w/i 1 A29.11: 7/3/JR 16

A32.03: One Mortar from JR 16

B14.31: Two Mortar from JR 16

w/i 1 A23.10: 2/ErP 10

w/i 1 A23.08: 3/ErP 10

w/i 1 A29.01: 3/ErP 112

A34.01: MG/ErP 112

w/i 3 A17.12: PPP 7

w/i 2 A31.02: 8/3/JR 37

B26.01: One platoon 1/ErP 10

w/i 1 B15.08: Remainder of 1/ErP 10

w/i 1 B14.17: 1/ErP 112

w/i 1 B12.17: 2/ErP 112

w/i 1 B12.27: 8/3/JR 16

w/i 1 B12.22: 9/3/JR 16

w/i 2 B14.24: Three MGs from MG/3/JR 16

w/i 2 B16.32: Three MGs from MG/3/JR 16

A1.17: 7/KTR 6

A2.17: 8/KTR 6

A14.15: 5/KTR 12

A15.15: 9/KTR 13

A21.10: E 2/JR 16 Field Kitchen

Artillery Available: 7/KTR 6, 8/KTR 6, 5/KTR 12, and 9/KTR 13

Artillery Ammo:

76mm: 40 HE, 4 Smoke, 2 Illum

Reinforcements:

1030: 1/1/JR 16, Obuhoff A1.17 move to A21.10

Implemented Op Sheets? Yes

Historical Orders: 2/1/JR 16, 3/1/JR 16, and ErP 9 have orders to cross the north end of Hirvasjärvi and attack down the trail to Hirvasvaara. 4/2/JR 16, 5/2/JR 16, and 6/2/JR 16 have orders to attack and capture the Hotel. MG/2/JR 16, 8/3/JR 37, 3/ErP 112, and MG/ErP 112 are in prepared defenses. 1/ErP 112, and 2/ErP 112 are to attack Kotisaari and Kivisalmenkangas. One platoon of 1/ErP 10 (B26.01) is to attack 2/364; the rest of 1/ErP 10 is in a prepared defense.

Special Rules: None

Russian Information:

Set Up:

w/i 2 A50.20: 1/718

w/i 4 A38.34: 2/718, 3/718

with any 718 unit: Mtr/718

w/i 1 A36.08: 7/3/609

A40.13, A41.08, A41.10: One platoon in each hex from 8/3/609, MG and Mortar with any platoon

w/i 1 A41.07: 9/3/609

with any 3/609 unit: MG/3/609

A45.14, A48.12, A46.07: One platoon in each hex from 4/2/609, MG and Mortar with any platoon

w/i 3 A51.10: 5/2/609

w/i 2 A48.05: 6/2/609

with any 2/609 unit: MG/2/609

w/i 6 B32.32: 1/609

w/i 6 A45.03: Mtr/609

A43.04, A46.01, B30.34: 1/47, one battery in each hex

anywhere on Kotisaari: 1/364

on or adjacent to the road from B47.11 to B49.09 inclusive: 2/364

w/i 6 B40.20: 3/364

with any 364 unit: Mtr/364

B20.18, B24.18: 1/139 AT, one gun in each hex

B25.11, B33.11: 2/139 AT, one gun in each hex

B26.26, B25.26, B25.24: 2/47, one battery in each hex

B37.20, B42.22, B48.12: 3/47, one battery in each hex

Artillery Available: 47, and 354 available.

Artillery Ammo:

76mm: 100 HE, 5 Smoke, 2 Illum

122mm: 50 HE, 3 Smoke, 1 Illum

152mm: 16 HE, 1 Illum

Reinforcements:

0930: 139 Tank Bn B62.09 move to A47.01

Implemented Op Sheets? Yes

Historical Orders: 1/718, 2/718 are to attack the Finnish left flank advancing south along the trails west of Hirvasjärvi. 3/718 is in a hasty defense. 3/609 and one company each from 1/609 and 2/609 are in prepared defense. The remainder of 1/609 and 2/609 are in reserve. 1/364 is in a prepared defense. 139 AT is in a hasty defense of the Russian left flank. 3/364 is in a hasty defense of Kivisalmenkangas.

Special Rules:

The companies of 2/364, 1/609, and 1/718 are at Casualty Level III. The companies of 2/609 are at Casualty Level II.

Bridges Destroyed: A34.07 and B37.26

Victory

The Finns win if they capture Hirvasvaara, Kivisalmenkangas, and the Hotel. Any other result is a Russian win.

8.7 Head On Collision

Major Malkamäki's attack force was to have crossed Hirvasjärvi before dawn, but were delayed by their cross-country march to Pompsanlahti. By coincidence, Belyayev had launched an attack with the 718 Rifle Regiment that was now rounding the north end of Hirvasjärvi on a collision course with Malkamäki.

General Information:

First Turn: 0800 12 Dec

Last Turn: 1330 12 Dec

Game Length: 12 Turns

Map Area: Map A inside the box created by A19.35 to A19.15 to A62.15 to A62.30

Finnish Information:

Set Up:

w/i 1 A26.24: 2/1/JR 16

w/i 1 A23.24: 3/1/JR 16

w/i 1 A28.20: 1/ErP 9

w/i 1 A29.24: 2/ErP 9

w/i 1 A28.22: 3/ErP 9

Artillery Available: None at start

Artillery Ammo: None at start

Reinforcements:

1130: One platoon from 1/1/JR 16, 9/KTR 13 arrive at A23.15.

Add the following ammo: 76mm: 10 HE, 2 Smoke.

1230: Remainder of 1/1/JR 16 at A23.15

Implemented Op Sheets? Yes

Historical Orders:

The Finns are to cross the north end of Hirvasjärvi via Pomptsan-Lahti and attack down the trail to Hirvasvaara.

Russian Information:

Set Up:

w/i 2 A50.20: 1/718

w/i 4 A38.24: 2/718, 3/718

with or adjacent to any of the above:

Mtr/718

Artillery Available: 3/47 Howitzer Bn and 1/354, 2/354 Artillery Bns available

Artillery Ammo:

76mm: 25 HE, 2 Smoke

122mm: 10 HE, 1 Smoke

152mm: 4 HE

Reinforcements:

1030: 5/2/609 arrive at A52.15

Implemented Op Sheets? Yes

Historical Orders:

2/718 and 3/718 are to attack by advancing south along the trails west of Hirvasjärvi. 1/718 is in a hasty defense of Hirvasvaara.

Special Rules:

1/718 is at Casualty Level III, 5/2/609 is at Casualty Level II.

Victory

The Finns win if they control Hirvasvaara and prevent the Russians from exiting more than 3 w/i 4 A33.15
The Russians win if they control Hirvasvaara and exit more than three units w/i 4 A33.15.
All other results are a draw.

8.8 Hotel Hell

With both Finnish flank attacks failing, the assault on the Russian positions at the Hotel would decide the battle.

General Information:

First Turn: 0800 12 Dec

Last Turn: 1630 12 Dec

Game Length: 18

Map Area: Map A South of Axx.18 (inclusive)

Finnish Information:

Set Up:

w/i 3 A32.03: MG/1/JR 16

w/i 1 A30.06: 4/2/JR 16

w/i 1 A29.07: 5/2/JR 16

w/i 1 A30.09: 6/2/JR 16

w/i 2 A33.11: MG/2/JR 16

w/i 1 A29.11: 7/3/JR 16

A32.03: One Mortar from JR 16 Rgt Troops

w/i 1 A23.10: 2/ErP 10

w/i 1 A23.08: 3/ErP 10

w/i 3 A17.12: PPP 7

A1.17: 7/ KTR 6

A2.16: 8/KTR 6

A14.14: 5/KTR 12

A15.16: 9/KTR 13

A21.10: E 1/JR 16 Field Kitchen

A14.15: E 2/JR 16 Field Kitchen

Artillery Available: 7/KTR 6, 8/KTR 6, 5/KTR 12, 9/KTR 13

Artillery Ammo:

76mm: 40 HE, 3 Smoke

Reinforcements:

1000: withdraw 5/KTR 12

1030: withdraw 9/KTR 13

Implemented Op Sheets? Yes

Historical Orders:

4/2/JR 16, 5/2/JR 16, and 6/2/JR 16 are to attack and capture the Hotel. All remaining units are in prepared defenses.

Russian Information:

Set Up:

A45.14, A48.12, and A46.07: One infantry platoon in each from 4/2/609. MG and Mortar with any platoon.

w/i 3 A51.10: 5/2/609

w/i 2 A48.05: 6/2/609

with any of the above: Mtr/609

A43.04, A46.01: One battery of 1/47 in each

Artillery Available: 1/47 and 354 are available

Artillery Ammo:

76mm: 50 HE, 4 Smoke

122mm: 40 HE, 2 Smoke

152mm: 20 HE, 1 Smoke

Reinforcements:

1030: withdraw 5/2/609

1100: 139 Tank Bn arrives at A47.01

Implemented Op Sheets? Yes

Historical Orders:

5/2/609 and 6/2/609 are to move to the Hotel and Gravel Pit and establish a Hasty Defense and can attack the Finns to secure these if needed. 4/2/609 is in reserve, all other units are in a prepared defense.

Special Rules:

2/609 is at Casualty Level II.

The Bridge at A34.07 has been destroyed.

Victory

Whoever controls the hotel at the end of play, wins.

8.9 Combined Scenario

This scenario combines both 8.7 and 8.8 and uses all of Map A.

General Information:

First Turn: 0800 12 Dec

Last Turn: 1630 12 Dec

Game Length: 18

Map Area: Map A (all)

Finnish Information:

Set Up, Artillery, Artillery Ammo, Orders, Special Rules: Combine 8.7 and 8.8

Reinforcements:

1000: withdraw 5/KTR 12

1030: 1/1/JR 16 arrives at A1.17

Russian Information:

Set Up, Artillery, Artillery Ammo, Orders, Special Rules: Combine 8.7 and 8.8

Reinforcements:

1100: 139 Tank Bn arrives at A47.01

Victory

The side controlling Hirvasvaara and the Hotel wins. Any other result is a draw.

8.10 Island Hopping

Captain A.V. Kanerva, commanding ErP 112, launches his assault on Kottisaari right on time. Unfortunately, his intended support (9/3/JR 16) hasn't received any orders.

Kanerva will have to go it alone all afternoon.

General Information:

First Turn: 0800 12 Dec

Last Turn: 1530 12 Dec

Game Length: 16 Turns

Map Area: Map B (all)

Finnish Information:

Set Up:

B26.01: One platoon 1/ErP 10

w/i 1 B15.08: remainder 1/ErP 10

w/i 1 B14.17: 1/ErP 112

w/i 1 B12.17: 2/ErP 112

w/i 1 B12.27: 8/3/JR 16

w/i 1 B12.22: 9/3/JR 16

w/i 2 B14.24: 3x MG from MG/3/JR 16

w/i 2 B16.32: 3x MG from MG/3/JR 16

B14.31, B15.32: one Mortar from JR 16 Rgt Troops in each

Artillery Available: 5/KTR 12 becomes available at 1030

Artillery Ammo:

76mm: 15 HE, 1 Smoke

Reinforcements:

1200: 8/3/JR 37, 3/ErP 112, MG/ErP 112 arrive on the north map edge w/i 3 B13.35

Implemented Op Sheets? Yes

Historical Orders:

3/JR 16 is in a prepared defense. 1/ErP 112 and 2/ErP 112 are to attack Kotisaari and Kivisalmenkangas. One platoon of 1/ErP 10 (B26.01) is to attack 2/364, the rest of 1/ErP 10 is in a prepared defense.

Russian Information:

Set Up:

anywhere on Kotisaari: 1/364

w/i 1 of the road running from B47.11 to B49.09: 2/364

w/i 2 B37.23: One company of 3/364

w/i 1 of the road running from B41.20 to B43.19: remainder of 3/364

with any 364 unit: Mtr/364

B20.18, B24.18: One AT from 1/139 AT in each hex

B25.11, B33.11: One AT from 2/139 AT in each

B37.20, B42.22, B48.12: One battery

from 3/47 in each

w/i 6 B32.32 (not on any island): 1/609

B30.34: One battery of 1/47

B26.26, B25.26, B25.24: One battery from 2/47 in each

Artillery Available: 1/47, 2/47, 3/47 and 354 Artillery Rgt are available at start.

Artillery Ammo:

76mm: 100 HE, 5 Smoke

122mm: 25 HE, 2 Smoke

152mm: 15 HE

Reinforcements: None

Implemented Op Sheets? Yes

Historical Orders:

One company of 1/609 is in a prepared defense. The remainder of 1/609 is in reserve. 1/364 is in a prepared defense. 139 AT is in a hasty defense of the Russian left flank. 3/364 is in a hasty defense of Kivisalmenkangas.

Special Rules:

2/364 and 1/609 are at Casualty Level III.

The bridge at B37.26 has been destroyed.

Victory

The Finns win if they control both Kotisaari and Kivisalmi Bridge at the end of play.

The Russians win if the Finns do not control either.

Any other combination is a draw.

8.11 The Battle of Tolvajärvi

This is the whole frozen banana...

General Information:

First Turn: 1100 8 Dec

Last Turn: 1730 12 Dec

Game Length: 99 Turns

Map Area: A & B (all)

Finnish Information:

Set Up, Artillery, Op Sheets, Orders, and Special Rules: As per 8.1

Reinforcements:

8 Dec:

1600: 4/2/JR 16 at A1.17

9 Dec:

0200: 5/2/JR 16, 6/2/JR 16, MG/2/JR 16 at A1.17

1000: JR 16 Troops (Eng Plt, 3x 81mm Mortar, 2x Field Kitchens) at A1.17.

(Field Kitchen deploy anywhere along A1.17 to A21.10 inclusive.)

10 Dec:

1000: JR 16 Troops (2x 37mm AT), 7/ KTR 6, 8/KTR 6 at A1.17 Arty Ammo added as per 2.2

11 Dec:

1100: 1/ErP 10 enter w/i 3 B23.01

1500: MG/ErP 112 place with any ErP 112 unit

1900: ErP 9 at A1.17

2300: 2/ErP 10, 3/ErP 10 at A1.17

12 Dec:

1030: Obuhoff at A1.17

Russian Information:

Set Up, Artillery, Op Sheets, Orders, and Special Rules: As per 8.1

Reinforcements:

8 Dec:

1100: 3/609, Mtr/609 at B62.09

1200: 1/47, 2/47 at B62.09 Arty Ammo added as per 3.2.

1300: 1/364 at B62.09

1400: 2/364 at B62.09

1500: 3/364, Mtr/364 at B62.09

1800: 3/47, 139 AT at B62.09 Arty

Ammo added as per 3.2.

9 Dec:

0600: 1/718 at A58.30

1000: 2/718 at A62.20, 354 Artillery Available. Arty Ammo added as per 3.2.

1400: 3/718, Mtr/718 at A62.20

12 Dec:

0930: 139 Tank Bn at B62.09

Victory

The player who holds Kotisaari, and the Hotel or meets his sudden death conditions wins. Any other result is a draw.

Abbreviations & Finnish Terms

AT	Antitank Gun
Bde	Brigade
Bn	Battalion
Btry	Battery
Co	Company
ErP	Erillinen Pataljoona (Independent Bn)
-harju	ridge
I or Inf	Infantry
-lahti	bay
-lammet	small lakes
-lampi	small lake
-järvi	lake
-joki	river
JR	Jalkaväkirykmentti (Infantry Rgt)
-kangas	moor or heath
KTR	Kenttätykistörykmentti (Field Artillery Rgt)
LTC	Lieutenant Colonel
M or Mort	Mortar
MG	Machine Gun
MG	Major General
PPP	Polkupyöräpataljoona (Bicycle Bn)
Rgt	Regiment
-saari	island
-salmi	strait
-vaara	hill

Counter Manifest

Finnish Forces

- Pajari Leader
- E1/JR 16 Field Kitchen
- E2/JR 16 Field Kitchen
- Prov/TF-P Inf Co (4x Inf Plt)
- Obuhoff AT Unit (1x 37mm AT)
- JR 16 Regimental Troops (1x Eng Plt, 2x 37mm AT Guns, 3x 81mm Mortar Plt)
- 1/1/JR 16 Inf Co (4x Inf Plt)
- 2/1/JR 16 Inf Co (4x Inf Plt)
- 3/1/JR 16 Inf Co (4x Inf Plt)
- MG/1/JR 16 MG Co (6x MG Sec)
- 4/2/JR 16 Inf Co (4x Inf Plt)
- 5/2/JR 16 Inf Co (4x Inf Plt)
- 6/2/JR 16 Inf Co (4x Inf Plt) (mistakenly marked as 5/2/JR 16 on the counters)
- MG/2/JR 16 MG Co (6x MG Sec)
- 7/3/JR 16 Inf Co (4x Inf Plt)
- 8/3/JR 16 Inf Co (4x Inf Plt)
- 9/3/JR 16 Inf Co (4x Inf Plt)
- MG/3/JR 16 MG Co (6x MG Sec)
- 8/3/JR 37 Inf Co (4x Inf Plt)
- 1/ErP 9 (4x Inf Plt)
- 2/ErP 9 (4x Inf Plt)
- 3/ErP 9 (4x Inf Plt)
- 1/ErP 10 (4x Inf Plt)
- 2/ErP 10 (4x Inf Plt)
- 3/ErP 10 (4x Inf Plt)
- 1/ErP 112 (4x Inf Plt)
- 2/ErP 112 (4x Inf Plt)
- 3/ErP 112 (4x Inf Plt)
- MG/ErP 112 (1x MG Sec)
- 1/PPP 7 (4x Inf Plt)
- 2/PPP 7 (4x Inf Plt)
- 3/PPP 7 (4x Inf Plt)

- 7/KTR 6 (4x 76mm Howitzers)
- 8/KTR 6 (4x 76mm Howitzers)
- 5/KTR 12 (4x 76mm Howitzers)
- 9/KTR 13 (4x 76mm Howitzers)

Russian Forces

- 1/1/364 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 2/1/364 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 3/1/364 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- MG/1/364 MG Co (4x MG Sec)
- 4/2/364 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 5/2/364 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 6/2/364 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- MG/2/364 MG Co (4x MG Sec)
- 7/3/364 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 8/3/364 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 9/3/364 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- MG/3/364 MG Co (4x MG Sec)
- Mtr/364 Mortar Co (1x FO, 1x 82mm Mortar, 1x 120mm Mortar)
- 1/1/609 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 2/1/609 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 3/1/609 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- MG/1/609 MG Co (4x MG Sec)
- 4/2/609 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 5/2/609 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 6/2/609 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- MG/2/609 MG Co (4x MG Sec)
- 7/3/609 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 8/3/609 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 9/3/609 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- MG/3/609 MG Co (4x MG Sec)
- Mtr/609 Mortar Co (1x FO, 1x 82mm Mortar, 1x 120mm Mortar)
- 1/1/718 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 2/1/718 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 3/1/718 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- MG/1/718 MG Co (4x MG Sec)
- 4/2/718 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 5/2/718 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 6/2/718 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- MG/2/718 MG Co (4x MG Sec)
- 7/3/718 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 8/3/718 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- 9/3/718 Inf Co (1x SMG Plt, 2x Inf Plt, 1x MG Sec, 1x 50mm Mortar)
- MG/3/718 MG Co (4x MG Sec)
- Mtr/718 Mortar Co (1x FO, 1x 82mm Mortar, 1x 120mm Mortar)
- 1/47 Artillery Bn (1x FO, 4x 76mm Arty Battery)
- 2/47 Artillery Bn (1x FO, 4x 76mm Arty Battery)
- 3/47 Artillery Bn (1x FO, 4x 76mm Arty Battery)
- 1/139 AT Co (2x 45mm AT)
- 2/139 AT Co (2x 45mm AT)
- 139 Tank Bn
 - Bn HQ (1x T-26)
 - 1/139 Tank Co (1x T-26 HQ Tank, 3x T-26 Tank Plts)
 - 2/139 Tank Co (1x T-26 HQ Tank, 3x T-26 Tank Plts)
 - 3/139 Tank Co (1x T-26 HQ Tank, 3x T-26 Tank Plts)

Historical Notes

The Opposing Forces

The 139th Rifle Division was raised in September, 1939 from Belorussians living in the Smolensk area. It was originally part of the Orel Military District, but entrained in November at Kozel'sk and transported to the Russo-Finnish border. During this campaign, its commander was Brigade Commander Belyayev as part of the 1st Independent Infantry Corps, 8th Army.

When the war began, its mission was to advance west along the main Tolvajärvi road to Korpiselkä and then south to cut the railroad at Värtsilä. This would place the division in the rear of the Finn 4th Corps, astride their line of communications. North of the 139th, the 155th Rifle Division was supposed to advance at the same time along the Ilomantsi Road, but its overly cautious advance would not pose as great a threat as the 139th's.

The only force available to oppose the 139th was a task force of 4,200 men commanded by LTC Räsänen. The task force was composed of ErP 10, a battery of 76mm guns, and the Obuhoff platoon. Soon to arrive were PPP 7, ErP 112, and part of JR 37. Field Replacement Battalion 13 was originally part of the task force but was sent to Task Force A at Ilomantsi before the battle began. These two task forces were the covering screen of the Finnish 4th Corps under MG Juho Heiskanen. The corps' mission was to secure the frontier north of Lake Ladoga in order to prevent the Russians from working around the lake into the rear of the Mannerheim Line.

30 November 1939

The 139th crossed the Finnish border near Suojärvi and advanced along the main Tolvajärvi road. The only force the Finns had in position to oppose this advance was ErP 10 under Major V. Paloheimo and two 1890-vintage field guns.

Belyayev's cautious advance slowly maneuvered ErP 10 out of position and Paloheimo retreated.

1 December 1939

Paloheimo continued to retreat to avoid attempts to encircle his small force while Belyayev quickly followed. The Russians maneuvered against the flanks while they launched a frontal assault. While the Finns had repulsed the frontal assault, they continued to give ground to avoid being encircled.

During this retreat, the Finns blew a dam on the west shore of Suojärvi to flood

the Tolvajärvi road. The icy water froze rapidly and it wasn't long before the Finns were withdrawing again with the Russians on their heels. Paloheimo's force retreated through the night and joined the rest of Task Force Räsänen behind the Aittojoki.

2 December 1939

Joining Task Force Räsänen at Aittojoki was ErP 112 a hastily thrown together force of rear area troops, who would soon prove themselves to be the crack troops of Task Force Räsänen. At the same time, PPP 7 became available as a reserve. As the snow was not yet very deep, PPP 7 could still use their bicycles, but they would soon trade them for skis.

The Russians, for their part, took it easy on the 2nd after the exertions of the day before and Belyayev merely moved up to the Finnish defenses.

During the day, Colonel Paavo Talvela (serving on the War Material Council) heard about the loss of the Suojärvi positions. He immediately went to see his friend, the Finnish commander-in-chief, Marshal Carl Gustav Mannerheim. Talvela was familiar with the area Task Force Räsänen occupied as he had led a battalion in that area during the Finnish Civil War (1917-1918) and later conducted map exercises at the Finnish War College on the defense of the area. Talvela petitioned Mannerheim to give him command of the Tolvajärvi sector and to release JR 16 from reserve to reinforce Task Force Räsänen.

Though not unsympathetic to Talvela's request Mannerheim had other fronts to worry about and only limited reserves to use. First, he would see if Task Force Räsänen could recover the situation on his own. Orders were issued for Räsänen to retake the roadblock at Salonjärvi the next day.

3 December 1939

Task Force Räsänen's attack took the 139th by surprise and Belyayev fell back to the east shore of Salonjärvi. Here he counterattacked with his tank battalion driving up the main road while part of the division crossed Salonjärvi to the south of the Finns. The tanks brought the Finnish attack to a halt, but ErP 112 was able to intercept the Russians crossing the lake and force them back under the cover the forest. Task Force Räsänen disengaged and returned to their lines on the Aittojoki.

4 December 1939

Having positioned his troops in the night, Belyayev launched a hard pre-dawn attack. After three hours of costly frontal

assaults, the 139th finally broke into the rear of PPP 7. Major Saarva was seriously wounded and rumor spread that he was dead. PPP 7 collapsed and routed to the rear. The rest of the Finns followed in disorder.

Task Force Räsänen checked its retreat upon reaching Ägläjärvi where it spent the afternoon regrouping and digging in. Räsänen established his HQ well to the rear at Tolvajärvi.

The Russians, disorganized by victory, did not pursue.

5 December 1939

Prodded by Mannerheim, Räsänen again attempts to counterattack to stall Belyayev. PPP 7 was placed forward in an exposed position to act as bait. If the Russians took it and advance, ErP 112 would move to support PPP 7 and ErP 10 was to attack the Russian flank. As it turned out, the plan worked up to a point. The Russians took the bait and drove forward. PPP 7 held for 15 minutes, the flank attack never got underway, and ErP 112 ended up covering another retreat. The Finns abandoned Ägläjärvi to the Russians.

Mannerheim decided to commit JR 16 to the Tolvajärvi front around noon that day. It and a battery of 76mm guns were to travel by rail to Värtsilä. He also replaced the 4th Corps commander with MG Hägglund and sent for Talvela to give him command.

6 December 1939 (Finnish Independence Day)

Talvela arrived at the Marshal's HQ at 0400 to find him still at work. Mannerheim combined Task Force A and Task Force Räsänen into a single group and gave command to Talvela.

At the front, the day passed quietly as the Finns established their positions at the Ristisalmi bridges. Belyayev advanced the main body of the 139th up the road while sending the 718 Rifle Regiment on the road running north from Ägläjärvi. This road eventually connected to trails leading behind the Finnish positions to rejoin the main road at the Hotel on Hirvasharju.

JR 16 and the guns arrived from Värtsilä. Shortly after he arrived, LTC Aaro Pajari, commander of JR 16, received a call from Talvela who was still at Mannerheim's HQ. Talvela asked Pajari, another veteran of the Civil War battles in the area, to drive to Tolvajärvi, assess the situation, and to report back. Pajari arrived at Tolvajärvi at 2200 to find Task Force Räsänen demoralized and exhausted.

7 December 1939

Talvela arrived at Värtsilä where Pajari briefed him on the situation. They decided a stand would be made on the west shore of Tolvajärvi as there was no better terrain east of there. At dawn, Task Force Räsänen was deployed as follows: 3/ErP 10 was at Haukivaara to delay the advancing 718 Rifle Regiment along with the newly released ErP 9. 2/ErP 10 was at Kangasvaara, PPP 7 at Ristisalmi, 1/ErP 10 was at the south end of Ylä-Tolvajärvi, 8/3/JR 37 at Kivisalmi and ErP 112 in reserve at Tolvajärvi. 5/KTR 12 and JR 16 were approaching and would be in the battle area in the next day.

In the morning, Belyayev moved against PPP 7 and the much abused bicycle battalion fled to Kivisalmi by the afternoon. Luckily for the Finns, rather than pursue, Belyayev chose to regroup. Meanwhile, the 718th reach Haukivaara by nightfall.

At 1700, Pajari returned to Tolvajärvi with orders to relieve Räsänen. The defenders of Tolvajärvi would now become Task Force Pajari.

8 December 1939

1/JR 16 under Captain U. Herranen arrived at Tolvajärvi in the morning and joined 8/3/JR 37 at the Kivisalmi bridge. Herranen's battalion was shaken by the contact with the defeated elements of the Task Force and would be attacked as soon as they began to dig in. Belyayev's 609th Rifle Regiment drove the Finns from Kivisalmi in disorder. While futile, the defense bought enough time for Pajari to get 3/JR 16 dug in along the west shore of Tolvajärvi. With approaching nightfall, the 609th stopped its pursuit short of Hevossalmi and established its HQ at the hotel on Hirvasjarju.

That hotel was built shortly before the war had a chalet-style building. The first floor's walls were built of stone and an overhanging second story. The hotel would become a key point in the Russian defense on the 12th. While the 609th established itself at the hotel, the 364th advanced a battalion to take possession of Kotisaari, another position that figured prominently in the coming battle.

That evening Talvela arrived and summed up the situation as follows:

“A total catastrophe seemed imminent, as the superior enemy...could continue the attack anytime and pierce the front...In situations like this, as in all confused and hopeless situations, an energetic attack against the nearest enemy was and is the only way to improve the spirits of the men and get control of the situation.”

In that aggressive spirit, Talvera and Pajari planned a night raid on the Russians

from troops that had spent the day in reserve at Tjokki. Shortly before midnight, Pajari's raiding force set out across the ice south of Kotisaari and headed for the eastern shore south of Kivisalmi.

9 December 1939

At 0100, PPP 7 attacked the battalion of the 364th on Kotisaari, an attack to divert the attention from the raiding force. After Captain Ericsson was killed, the attack fell apart and PPP 7 fell back across the ice. Having reached Kivisalmenkangas, Pajari found the Russians camped along the main road with huge bonfires illuminating their positions. The raiding force took up positions and opened fire. The surprised Russians panicked and began to fire in all directions. Pajari pulled out and headed back to Tolvajärvi. Two hours later, the raiding force could still hear Russians firing at each other in the darkness. At 0500, Pajari was back in his camp.

The raid accomplished its purpose in throwing Belyayev off balance as he did not attack on the 9th. The 609th and 364th consolidated their positions while the 718th arrived at Hirvasvaara throughout the day.

Pajari, who had a weak heart, spent the day resting and the Finns did little more than adjust their lines, rest, and reorganize.

10 December 1939

The day passed quietly, aside from the obligatory Russian artillery barrage, while Belyayev planned an attack for the night while he waited for a battalion of the 718th to complete a flank march around the Finn position from the north. Talvela took advantage of the lull to confer with Col. Ekholm on launching a coordinated counterattack along with Task Force Pajari.

That evening Talvela issued orders to both of his Task Force commanders to start the counteroffensive the next day, but Belyayev would throw a wrench in the works first. About 2200, the battalion of the 718th that had spent the day marching around the Finn's northern flank struck the main road behind their lines. Luck was not to be on Belyayev's side though, even while taking the Finns by surprise. A field kitchen was boiling sausage soup for the machine gunners of 3/JR 16. As the Finnish cooks scattered, many of the Russians (hungry from their long march) couldn't resist stopping for dinner. This gave Pajari a chance to gather about 100 men to launch a counterattack the men clustered around the field kitchen.

11 December 1939

Pajari's provisional company had been thrown the Russians off balance and held them until the Finnish reserves could attack. The last of 718th's battalions retreated by 0400, but they had fought hard and casualties were high. At the sound of the gunfire and

thinking it signified the opening of the Russian flanking attack, Belyayev opened the next part of his plan (he was unaware of the field kitchen sausage issues).

A battalion of the 364th was to cross the ice from Kotisaari and flank the Finns from the south. For some reason, the battalion was slow to move and by the time it had crossed the lake, Lt. Eero Kivelä of 9/3/JR 16 had set up an ambush with three of his platoons. The Russians were intercepted and sent fleeing back across the ice with heavy losses. At dawn, Belyayev made a half-hearted attempt at carrying out the rest of his plan by ordering an attack in the center by the 609th. This attack was easily beaten off and Belyayev called off the entire action.

The Russian attack made it impossible for the Finns to launch the coordinated assault they had planned and it was postponed until the next day. Talvela's Chief of Staff, LTC Stewen, suggested that the attack plan be revised to take advantage of the new reserve units now available. Talvela agreed and gave Major J.A. Malkamäki command of his own ErP 9, 2/1/JR 16, and 3/1/JR 16. This force would lead the attack by going around Hirvasjärvi to the north and then drive south along the east shore to the main road behind the hotel. PPP 7 would be brought up as the task force reserve.

12 December 1939

About midnight, Malkamäki's force moved out of their positions to march to the northwest shore of Hirvasjärvi. The difficult terrain kept him from reaching their jump-off positions before dawn, delaying the planned attack. Shortly before 0900, the reinforced battalion came under heavy fire from the north. Belyayev, in an attempt to renew his offensive, had sent two battalions of the 718th to the north end of Hirvasjärvi. 3/1/JR 16 on the left flank was the hardest hit and by 1000 it was in full retreat to Tolvajärvi. The company on the right flank (1/ErP 9) also came under heavy fire from across the lake and was also in retreat by 1000.

Malkamäki's three other companies made it across Hirvasjärvi with little loss and took Hirvasvaara around 1100. The retreating Russians counterattacked and brought the Finnish advance to a halt. Under pressure, Malkamäki ordered a withdrawal around 1200. The Finns withdrew across the lake in a wide arc to the north and arrived at Tjokki and Kokkari near nightfall. A few platoons of 2/1/JR 16 never received the order to withdraw from Hirvasjärvi and hunkered down on the island to fight off the Russians until nightfall alone. Around noon, 1/1/JR 16, 9/KTR 13, and the Obuhoff platoon had to be committed to hold off the part of the 718th coming across the lake and to keep the Russians from assaulting the hotel.

The other Finnish flank attack was also compromised by mishap and tough fighting

by the Russians. At 0800, Captain A.V. Kanerva with two companies of ErP 112 began his attack on the south end of Kottisaari as scheduled, but 9/3/JR 16 failed to attack because its battalion HQ did not issue the proper orders. Kanerva fought his way on to Kottisaari and by 1200 some of his platoons had even reached Ruissaari and Kivisalmenkangas. Unable to force the Russians to give up their positions Kanerva's companies withdrew to Välisaari and Okkolansaari to regroup by 1330.

The Finnish attack in the center, aimed at taking the hotel and opening the main road, was delayed from 0700 to 0915 because Pajari wanted to wait for his artillery to shell the Russian defenses before assaulting them. The results of this bombardment was so negligible that Pajari cursed himself for waiting for it. Captain Laakso's 2/JR 16 spearheaded the assault across Hevossalmi under the covering fire from Finnish MG companies along the shore.

The Russian artillery began firing at the assaulting Finns with lots of ammunition, but the fire was so inaccurate as to not have any effect on the fighting. 4/2/JR 16 and 6/2/JR 16 took the small hill near Hevossalmi, but were stalled by a group of Russians holding the gravel pits. 5/2/JR 16 and some MG units were brought over to drive the Russians from the gravel pits. Some Russian light tanks moved up the road from the hotel, but were forced to withdraw by Finnish AT guns posted to cover the road. 2/JR 16 pressed on from the gravel pits to the foot of the hill where the hotel stood. There, they were met by a hail of fire and (at 1200) the battalion was ordered to withdraw back to the gravel pits to reform. During this brief lull, the Finns brought forward a mortar battery for additional support. At 1300, the Russians tried to recover the gravel pits but were repulsed.

Around noon, with 1/1/JR 16 holding off the Russians to his north, Pajari was able to commit additional reserves to assault the hotel. By 1330, the attack on the hotel resumed. The hotel bristled with MGs and the battle seesawed for a while. Finally, 2/ErP 10 cleared Hirvasharju and attacked from the north—drawing some of the fire to meet this new threat.

Some of the 609th's defenders, afraid of having their having their line of retreat cut, began to withdraw down the main road. At this point, the Finns stormed the hotel and secured the first floor around 1500. Near nightfall, 6/2/JR 16 was assigned the job of clearing the second floor. The company commander wanted to burn the building down to prevent more casualties, but the battalion commander (Major Paloheimo) would not allow this to be done. Using grenades, the company was able to clear the floor quickly without casualties. The Finns took 28 prisoners and found the body of the 609th's commander, who had died defending his command post.

While the battle for the hotel was reaching its climax, the assault against Kotisaari was renewed. About 1400, 1/ErP 112, 2/ErP 112, 8/3/JR 16 and 9/3/JR 16 advanced against the

island and cleared it by 1730 after a hard fight. With the loss of the hotel and Kotisaari, Belyayev knew he could no longer hold on in the Tolvajärvi area and ordered the battered 139th to retreat to Ristisalmi where they would try to hang on until 8th Army could send reinforcements. Before Belyayev's men could get away, Pajari gave PPP 7 (his reserve) a chance to extract some revenge from their old adversary. The bicycle battalion was sent down the main road in pursuit, but nightfall and the Russian rear guard south of Kivisalmi prevented an effective pursuit.

Aftermath

Talvela and Pajari resumed the offensive on 14 December and took back Ristisalmi. That was the last battle of the Winter War for the 139th as it was ordered back to Russia to be rebuilt. Replacing them was the 75th Rifle Division from the 8th Army reserve. On 16 December, Pajari encountered a roadblock west of Hietajärvi manned by about 200 Red Army officer cadets who put up a stiff resistance and won the respect of the Finns. The roadblock held up Pajari for the rest of the day.

On 18 December, the Finns reached Ägläjärvi held by the 75th Rifle Division. On the 20th, Talvela ordered Pajari to the rear to rest out of concern for his heart condition. The task force came under the command of LTC Kaarlo Viljanen. The new commander and fresh reinforcements were able to take Ägläjärvi on the 23rd.

At 2000. 23 December, Mannerheim called a halt to further offensive action. Originally, he had hoped the task force could retake Suojärvi, but the casualties already taken prompted him to give up that goal.

The Finnish victory in the Tolvajärvi campaign won Talvela promotion to Major General on 19 December. He and his men had forced back the most serious threat to the 4th Corps front and caused the deployment of the 75th Rifle Division which could have been used elsewhere on the front. For the remainder of the war, the Russians were never again able to seriously threaten the Tolvajärvi-Ägläjärvi road.

Designer's Notes

Map and Terrain:

The game map was drawn from LTC Pajari's 1:25,000 situation maps with some additional information drawn from a 1922 set of Finnish 1:100,000 maps.

While the water in the swamps is frozen, they still contain more undergrowth and fallen trees than a forest hex, so the movement cost is still higher than a normal forest hex.

The rule for blowing holes in the ice was designed so that it will not happen very much. Neither side used this as a tactic. It is here for color.

Information on the astronomical conditions in the area at the time of the battle (phase of the moon, sunrise, sunset, and duration of twilight) was provided by Dr. Randy Olson, director of the planetarium at the University of Wisconsin at Steven's Point. It turns out the battle was fought under a New Moon, hence the night visibility is 1 not the normal 2.

The Finnish Force

The Finnish order of battle came from two Finnish books: *Talvisodan Ihme* and *Talvisodan Historia*. and material from the Finnish Institute of Military Science. Much is made of the disparity in numbers between Task Force Pajari and the 139th Rifle Division in English-language sources. While it is true that in total numbers of men the Russians had a 2 to 1 advantage, an analysis of each forces' TO&E both sides have an almost equal number of infantry.

A typical Finnish rifle company had 4 platoons with a standard firepower of 5. The platoons of PPP 7 have a firepower of 4 as I do not feel they had the full allotment of MGs. Some of the Provisional Company platoons are reduced as they had few MGs (they represent rear area and artillery troops through into ad hoc infantry to counter the Russians on the night of 10-11 Dec).

The snow at Tolvajärvi was just one foot deep with little drifting. Because of this, the Finnish ski troops do not get the dramatic superiority in movement that they would have in later battles. The ski troop movement bonus is given to reflect the mobility advantage gained by skis. Units cannot ski into assault combat, as the units would have to cache their skis at such a time.

The Russian Force

The 139th Rifle Division was organized along standard 1939 lines—a combined arms force too heavily stocked with heavy equipment to fight effectively in the far north. It had a smaller percentage of its men acting as infantry (45% vs the Finnish Task Force's 80%) as more of its strength was dedicated to support or to man weapons that were of limited use in Finland. The 139th did have a recon and an engineer battalion, but these have been factored into the infantry regiments to make up for losses occurring before the battle.

The only mention of tanks in the battle was in the counterattack by one platoon near the hotel during the battle of the 12th. It is unclear what kept them out of action earlier in the battle. It is unlikely that previous battle losses were the reason, so it is more likely that mechanical problems or a decision by Belyayev not to risk them for little gain kept them from playing or trying to play a larger part.

Despite the plethora of field artillery attached to the 139th, it had little effect on the battle due to antiquated fire control methods and lack of accuracy. The most effective of their artillery were the 76mm guns that were placed so as to fire direct fires instead.

Ambush Table


















Roll	Result
0 or less	No Overwatch, Ambush possible.
1 to 3	No Overwatch, No Ambush
4 or more	Overwatch allowed, No Ambush

Die roll Modifiers

-1	Fog/Mist, Lt Snow
-2	Hvy Snow
-2	Night: Rolling stack in Illum, moving stack is not
+2	Night: Rolling stack is not in Illum, moving stack is
-1	Other than the above two night cases
-2	Moving unit is part of a Finnish Raid force

Rolling Unit's Op Sheet Status

+2	Prep Defense
+1	Hasty Defense
+0	Attack
-1	Move
-2	Unassigned

Terrain Effects		Movement		Combat	Notes:
		Foot	Vehicle	Type	
	Open	2 (1)	4	Open	Reduced value for Ski Troops
	Woods	2	P	Partly Prot	
	Forest	3	P	Partly Prot	
	Swamp	4	P	Partly Prot	
	Lake	2 (1)	3	Billiard Table	Reduced value for Ski Troops
	Primary Roads	1/2	1/2	ot	
	Secondary Roads	1/2	1	ot	
	Tracks	1	2	ot	
	Stream	+1	-	ot	
	Building	ot	ot	Partly Prot	See 1.5
	Hotel	ot	ot	Prot	See 1.5
	Gravel Pit	3	P	Partly Prot	
	Fire Tower	ot	ot	ot	See 1.8
	Bridge	ot	ot	Billiard Table	See 1.6
	Contour Line	+1	-	ot	
	Holes in the Ice	3	P	ot	See 1.4b
	Trees Down	x2 ot	x2 ot	ot	See 1.7, Double normal terrain cost

P—Prohibative ot—Other Terrain Prot—Protective