

Winter War

THE RUSSO-FINNISH CONFLICT NOVEMBER 1939—MARCH 1940

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The game of *Winter War* is basically, a two-player simulation comprising all of the essential elements of the actual campaign. In addition, an option has been included to present Players with outside influences which might have seriously affected the course of events.

The game then consists of two parts: the *Standard Game* rules and procedures, and the *Scenario/Special Event Optional* rule which Players may "plug in" to the *Standard Game* to introduce variation and an element of surprise and suspense.

General Course of Play

Winter War is played in sequenced turns (called *Game-Turns*) during which Players move their units on the map, have combat and attempt to achieve certain objectives. Basically, the Soviet Army is attempting to invade and occupy territorial/political objectives in Finland and, of course, the Finnish army is attempting to stop them. Given cities and areas on the map are worth a certain amount of Victory Points to the Soviet Player and it is by accumulating enough or too few of these points that the Soviet Player wins or loses.

HOW TO READ THE RULES

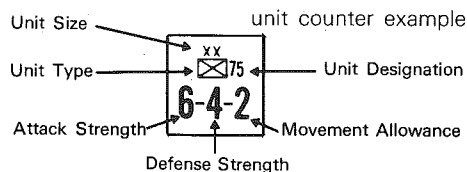
The rules have been organized into major categories of activity or effect. Each category usually has its basic meaning expressed in terms of a *General Rule*. This *General Rule* will often be modified and expanded by short, specific game rules called *Cases*. Players should skim over the *General Rule* sections first and then return to read the detailing cases. Players should note that much of the information in the game is to be found printed directly on the map.

GAME EQUIPMENT

The Game Map: the 22x34" map sheet portrays the area of Finland and vicinity in which the actual campaign took place. A hexagonal grid is superimposed upon the map sheet in order to regulate the movement and position of the playing pieces. In order to make the map lie flat, back-fold it against the direction it is creased. Small pieces of masking tape on the four corners may also be used.

Game Charts and Tables: various visual aids are provided for the Player to simplify and illustrate certain game functions. These are the Combat Results Table, the Turn Record/Reinforcement Chart, the Terrain Effects Chart, the Set-Up Chart, and the Victory Points Chart.

The Playing Pieces: two differently colored sets of playing pieces (henceforth known as units) as supplied. They represent the opposing armies in the campaign that did, or could have fought in the actual war. The playing pieces are distinguished by type, strength and mobility, as represented by the various numbers and symbols printed on their faces.



DEFINITION OF TERMS:

Attack Strength — the basic offensive power of a unit quantified in terms of Attack Strength Points.

Defense Strength — the basic defensive power of a unit quantified in terms of Defense Strength Points.

Movement Allowance — the basic movement ability of a unit quantified in terms of Movement Points. In most cases a unit expends one Movement Point of its total Movement (point) Allowance in order to move on hex.

UNIT TYPES		UNIT SIZES	
	infantry	corps:	XXX
	cavalry	division:	XX
	armor	brigade:	X
	artillery	regiment:	III
	ski	battalion:	II
	border guards	patrol:	••
	headquarters		

NATIONALITIES:

The Finnish Army: White counters

The French/British Allies: Pale green counters, marked "A".

The Soviet Army: Dark Green counters, white markings.

GAME EQUIPMENT INVENTORY

A complete game of *Winter War* should include the following parts:

- one Game Map
- one set of Game Rules
- one set of die-cut counters (120 pieces)

NECESSARY EQUIPMENT NOT SUPPLIED WITH THE GAME:

In order to play *Winter War*, Players will need a single die. Dice can be purchased in most "variety" stores or can be scavenged from old games. Alternatively, dice can be purchased from SPI at a cost of \$1.00 for twenty.

GAME SCALE

Each Game-Turn represents ten days real time. Each hex is equivalent to 20 kilometers (12.5 miles) in real distance.

SEQUENCE OF PLAY

Winter War is played in sequenced turns, called *Game Turns*. Each Game-Turn is composed of two *Player-Turns*. Each Player-Turn is composed of three *Phases*. In addition, when the Optional Scenario/Special Event rule is employed, there is a *Scenario Interphase* at the end of every Game-Turn (except the last). Players must strictly follow the Sequence of Play. Any play-action executed out of sequence constitutes a violation of the rules.

SEQUENCE OUTLINE:

A. First Player-Turn (Soviet Player)

1. **Reinforcement Phase:** The player refers to the Turn Record/Reinforcement chart and places the newly arriving units on the map. Units must be placed on the map in a supplied state.
2. **Movement Phase:** the Player may now move his units in accordance with the Movement, Terrain, Zone of Control, and Supply rules.
3. **Combat Phase:** the Player conducts attacks against the opposing Player's units in accordance with the rules of Combat. The Combat Phase is composed of three *Segments*:
 - a. **Retreat-Before-Combat Segment:** the non-phasing Player may retreat certain of his units which are adjacent to the phasing Player's units. Units retreating before combat may not contribute their Defense Strength to any combat action directed against a hex which they may have retreated into.
 - b. **Advance -Before-Combat Segment:** the phasing Player may now advance into the hexes vacated by units retreating before combat. Only those units originally adjacent to the retreating units, may advance. Units which advance before combat may not participate in the ensuing Attack Segment.
 - c. **Attack Segment:** the Player now executes attacks against adjacent Enemy units. Only those units which did not advance before combat may participate. Each separate combat action is resolved totally before going on to the next. The phasing Player may resolve his attacks in any order he chooses, consistent with the rules of combat and supply.

B. Second Player-Turn: (Finnish Player)

The Second Player follows the exact same sequence as the First Player, but of course, using his own units and considering himself "the phasing Player."

C. Scenario Interphase: (Optional Rule)

The Players now roll the die to determine if any of the Scenarios will come into force, and if any of the Special events will occur.

1. **The Finnish Player** rolls the die once and consults the Scenario chart (see map). Note that once a Scenario comes into force the Finnish Player no longer participates in this Interphase.
2. **The Soviet Player** rolls the die once to determine if a Special Event will occur. The Soviet Player always rolls the die in Interphase, regardless how many times a Special Event is triggered.

D. Game Turn Indication:

The Players advance their Game-Turn indicators one step on the Turn Record Track. It is suggested that coins be used as indicators.

Repeat the above sequence until all ten Game-Turns have been played

MOVEMENT

GENERAL RULE:

During the Movement Phases of a Player's turn, the Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as desired within the limits of its Movement Allowance, the Terrain Effects Chart, and the Zone of Control Rules.

PROCEDURE:

Move each unit individually, tracing the path of its movement through the hexagonal grid.

CASES:

(A) Movement is calculated in terms of hexagons. Basically, each unit expends one *Movement Point* of its total Movement (point) Allowance for each hex entered. To enter some types of hexes, more than one Movement point is expended. See the Movement section of the Terrain Effects Chart for a full list of these different "entry costs."

(B) In any given Movement Phase of a Player-Turn, the Player may move all, some or none of his units. Movement is never required; it is voluntary.

(C) Units are moved individually, in any direction or combination of directions. A unit may be moved as many or as few hexes as the owning-Player desires, as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement points however, may not be accumulated from Phase to Phase, or transferred from unit to unit.

(D) No Enemy movement is permitted during a Player's Movement Phase.

(E) No combat (Enemy or Friendly) may take place during a Movement Phase.

(F) Units may *never* enter or pass through a hex containing Enemy units.

(G) In a given Movement Phase, once a unit has been moved and the Player's hand withdrawn from the piece it may not be moved again nor may it re-trace and change its move.

(H) Units may move over different types of terrain-hexes in the same Movement Phase as long as they have enough Movement points to expend as they enter each hex.

(I) A unit may, unless otherwise indicated, always move one hex, even without being able to expend sufficient Movement Points, unless it is moving directly from one Enemy Zone of Control to another Enemy Zone of Control. Moving directly from one Enemy Controlled hex to another is forbidden.

(J) Rail Movement

Units may move by rail only within their home country. If a unit begins its Movement Phase on a non-rail hex (or a foreign rail hex) it may move *overland* to a home country hex and then *entrain* at a cost of one additional Movement Point. It may then travel by rail to any connected rail hex in its home country. The rail movement is performed at *no* Movement-Point cost to the moving unit. There is no Movement Point cost to detrain. Units may detrain at will, in the same Movement Phase. If the unit begins its Movement Phase in a home country rail hex, it may be considered automatically entrained, without having to pay any Movement Point cost.

If they have sufficient Movement Points to accomplish it, units may move by rail, detrain and move overland, and entrain and move by rail again, all in the same Movement Phase. Units may, in fact, perform any combination of rail and non-rail movement in the same Movement Phase as long as they have sufficient Movement Points. Units may not entrain in an Enemy Zone of Control. They may, however,

move out of the Enemy Zone of Control and then entrain (in the same Movement Phase).

When moving by rail the unit must move along continuously connected rail hexes, free of Enemy units or Enemy Zones of Control. Units moving by rail must detrain upon coming adjacent to an Enemy unit with a Zone of Control. All units are considered to be automatically detrained at the end of the Movement Phase.

NOTE: Isolated units may *not* use rail movement. Additionally, in order for a particular Soviet rail line to be used, it must be connected to Leningrad by a continuous line of rail hexes, free of Finnish units (although not necessarily free of Finnish Zones of Control). Similarly, in order for the Finns to use a particular rail line, it must be connected to a Finnish city (in Finnish hands) by a continuous line of rail hexes, free of Soviet units (although not necessarily free of Soviet Zones of Control).

(K) MOVEMENT PROHIBITIONS

(see also the Terrain Effects Chart)

No unit may move off the edge of the map (units which are forced off the edge of the map by combat are considered to be eliminated).

TERRAIN NOTES

There are two basic categories of bodies of water represented on the map:

1. Minor Lakes and Rivers
2. Major Lakes and Seas.

Major Lakes and Seas are distinguished by being edged with a fine, black "coastline." Minor lakes and Rivers have no such coastline. (It may also be noted that all Major bodies of water are named: Lake Ladoga, Lake Onega, Gulf of Finland, Gulf of Bothnia, White Sea, and the Arctic Ocean.)

Units may never cross *hexsides* which are totally covered by Major Lakes or Sea. Hexsides which are partially covered by such bodies of water may be traversed. Units may enter certain Gulf of Finland hexes when ice forms in the indicated hexes (this condition exists throughout the last three Game-Turns).

Units may cross Minor Lake and River hexsides at a cost of one additional Movement Point. Units may not, however, enter hexes which are totally covered by minor lakes.

Units may enter hexes which are partly land and partly water. Units may *never* enter hexes with Mountains in them.

Special Prohibitions:

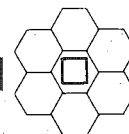
1. No units may enter Norway or Sweden in the Standard Game.
2. NKVD units may never leave the USSR.
3. Finnish 6-6-2 units and Soviet 20-12-2 units may never enter any of the hexes north of Row A.
4. Units which are forced (by combat) to violate any of the above prohibitions are eliminated.

(L) Movement during the Combat Phase is not considered as part of normal movement and does not require the expenditure of Movement Points.

(M) It is suggested that the moving Player rotate his units 60° as he moves them in order to keep track of which units have been moved and which may yet move.

(N) Ice: Throughout Game-Turns Eight, Nine and Ten, part of the Gulf of Finland is frozen and may be traversed at a cost of two Movement Points per ice hex.

Zones of Control



GENERAL RULE:

The six hexes immediately surrounding a unit constitute that unit's Zone of Control. Friendly units must stop their movement upon entering an Enemy controlled hex; they may move no further in that Movement Phase.

CASES:

(A) Friendly Zones of Control have no effect upon Friendly units.

(B) For the purposes of Movement, Enemy Zones of Control do extend into hexes occupied by Friendly units.

(C) For the purposes of tracing Supply Lines, Enemy Zones of Control do not extend into hexes occupied by Friendly units.

(D) In the case of retreats mandated by the Combat Results Table, Enemy Zones of Control do *not* extend into hexes occupied by Friendly units (which means that a Friendly unit may retreat onto another, adjacent friendly unit even if that hex is adjacent to an Enemy unit). Similarly, when retreating *before* combat, Enemy Zones of Control do *not* extend into hexes occupied by Friendly units. Note that units may retreat onto other Friendly units only within the limitations of the Stacking Rule.

(E) Zones of Control *do* extend across lake and river hexsides, but not across major lake or sea hexsides.

(F) Units which begin their Movement Phase adjacent to Enemy units, *may* leave the Enemy controlled hex in which they started. They may not, however, move directly into another Enemy controlled hex — they must first enter a non-controlled hex and then they may enter the Enemy controlled hex.

(G) Finnish 1-1-3 units and 0-0-3 Ski units do *not* have a Zone of Control when operating in the USSR. Soviet HQ units *never* exert a Zone of Control regardless of which country they are in. The Zone of Control of NKVD units does not extend across the border into Finland. The Zones of Control of Soviet units do not extend into Finnish Fortification hexes where are occupied by Finnish units or which Finnish units were the last to occupy. The Zones of Control of Finnish units, however, are never affected by Fortification hexes no matter who occupies them.

(H) Isolated units do not exert a Zone of Control. They regain their Zone of Control the instant their isolated condition is relieved.

(J) There is no additional Movement cost to enter or leave Enemy or Friendly Zones of Control.

STACKING

(more than one unit per hex)

GENERAL RULE:

In any hex that is on, or south of, Row A, as many as two Friendly units may be placed in a single hex. On any hex *north* of Row A, only *one* Friendly unit may be placed in a single hex.

CASES:

(A) Stacking limitations apply at the end of the Movement Phase and all during the Combat Phase.

(B) There is no additional movement cost to stack or "unstack" units.

(C) Finnish Ski Patrol units (0-0-3) *never* count against stacking limits, and may be stacked freely with other Finnish units anywhere on the map. All five Ski Patrol units may be placed in the same hex if desired.

COMBAT

GENERAL RULE:

Combat takes place during the Combat Phase of a Player's Turn. The phasing-Player is considered to be the *Attacker* and the non-phasing-Player is considered to be the *Defender* (regardless of their overall strategic posture). A Combat Phase is composed of three Segments:

PROCEDURE:

(A) *Retreat-Before-Combat Segment*: The Defender, at his option, may retreat certain unit types which are adjacent to the Attacker's units.

(B) *Advance-Before-Combat Segment*: the Attacker, at his option, may advance any one of his units which were adjacent to Defending units which exercised their option to retreat before combat. Flip the advancing unit face-down as it advances into the vacated hex.

(C) *Combat Resolution Segment*:

Total-up the Attack Strengths of all the attacking units involved in a specific attack and compare it to the total Defense Strengths of the unit(s) in the hex under attack. State the comparison as a probability ratio: Attacker's Strength - to - Defender's Strength. Round-off the ratio downward to conform to the simplified odds found on the Combat Results Table: roll the die and read the result on the appropriate line under the odds. Apply the result *immediately*, before going on to resolve any other attacks being made during the Combat Phase.

CASES:

(A) *Retreat Before Combat*:

The Finnish Player may exercise the retreat-before-combat option if the units in question are 0-0-3's or 1-1-3's. No other Finnish unit may retreat before combat. The Finnish Player may retreat before combat only if the retreating units *begin* the retreat within Finland and are north of Row A. If the Soviet Player has captured all four hexes of the Mannerheim Line (see definition of "capture" in Victory section of the rules) the Finnish Player entirely loses the option to retreat units before combat. If the Finns retake any or all of the Mannerheim hexes, they regain the ability to retreat before combat.

The Soviet Player may retreat before combat if the unit in question is a Headquarters unit. HQ's may retreat before combat regardless of their location. No other Soviet unit may retreat before combat.

Limitations on Retreat Before (and After) Combat

1. A unit may retreat a distance of one hex, maximum.
2. The hex to which the unit retreats may not be in Enemy Zones of Control, nor impassable terrain, nor may the retreat violate stacking limitations. Note that Finnish 0-0-3's do not count against Stacking limitations.
3. Units may retreat onto Friendly units (within Stacking limits) even if that Friendly unit is in Enemy Zones of Control. Units which retreat onto Friendly units may *not* participate in the Defense of that hex during the Combat Resolution Segment. They *do*, however, suffer the effects of any attacks made upon the "host" unit.

(B) *Advance Before Combat*:

Any unit, except HQ units, may participate in an advance-before-combat. In an advance-before-combat, the Attacker may move any one unit which was adjacent to the defending unit that exercised its option to retreat before

combat. The advance consists of moving one hex to occupy the position vacated by the retreating unit. Units may advance even if they are in Enemy Zones of Control at the start of the advance. Units which advance before combat may *not* participate in an attack during the Combat Resolution Segment. Flip the advancing unit face-down to indicate this. Turn such units face-up when the Combat Resolution Segment is completed.

(C) During the Combat Resolution Segment of his Combat Phase, a Player may only attack those Enemy units to which Friendly units are adjacent. Only those Friendly units directly adjacent to a given Enemy unit may participate in an attack upon that Enemy unit.

(D) *FINNISH ATTACKING*: The Finnish Player is *not* obligated to attack any or all of the Soviet units to which he has units adjacent. He may execute attacks against some Soviet occupied hexes while ignoring other Soviet occupied hexes. Attacking is strictly voluntary for the Finnish.

(E) *SOVIET ATTACKING*: The Soviet Player *is* obligated to attack all Finnish (or Allied) units to which he has unit adjacent. All Soviet units which are adjacent to Finnish units *must* participate in an attack. Modification: Isolated Soviet units, Soviet units which participated in an advance-before-combat, and Soviet HQ units may never participate in an attack.

(F) No unit may participate in more than *one* attack per Combat Resolution segment. No unit may be the object of more than one attack per Combat Resolution Segment.

(G) Friendly units in different hexes, adjacent to the same defending hex, may participate in a combined attack against that hex. In such a case, combine all the Attack Strength Points of the attacking units into one total Strength value. An Enemy occupied hex may be attacked by as many units as can be brought to bear. Conceivably, as many as six stacks of units could participate in an attack upon a single Enemy occupied hex.

(H) Friendly units stacked in the same hex must be treated as one combined Defense Strength value when subjected to an attack.

(J) Not every unit in a stack need participate in the same attack upon the same defending hex.

(K) A unit (or units) in a single hex may execute an attack against Enemy units located in two or more adjacent hexes. In such a case, the Enemy units must be treated as one combined Defense Strength.

(L) Units may *never* split their Attack Strength and use it in two or more attacks in the same Combat Resolution Segment. The Defense Strength of a unit may *never* be split or attacked in piecemeal fashion. All Combat Strengths must be used as integral quantities.

(M) Attacks may be resolved in any order that the Attacker desires. The result of each attack must be applied immediately, as the attack is executed. Advances after combat must be executed immediately, as the opportunity is presented.

(N) Combat Odds are rounded off in favor of the defender to conform to the ratios given on the Combat Results Table. For example, an attack of 26 Attack Points against 9 Defense Points would be rounded off to a "2 to 1" odds situation.

(P) Isolated units may *not* participate in attacks.

(Q) NKVD Units may *not* attack Finnish units in Finland (i.e., they may not launch attacks across the border).

(R) Finnish Ski Patrols which cannot or will not execute a retreat before combat, must be

attacked just as any other Finnish unit to which the Soviet Player has combat units adjacent. The result of such an attack is always "Defender Eliminated."

(S) Finnish units have their Defense Strength doubled when defending in Finnish Cities, or Finnish Fortification hexes. (see Fortification Rules and Terrain Effects Chart). Soviet units have their Defense Strength doubled when defending in Soviet cities. Units of either army have their Defense Strength doubled if *all* the attacking units are attacking through lake or river hex-sides. A unit's Defense Strength can never be more than doubled (see the Terrain Effects Chart).

Supply and Isolation

GENERAL RULE:

The five cities shown in the U.S.S.R. each have a given Supply Capacity (the number in the circle). This capacity is the number of Soviet units, in terms of Attack Strength Points, which may be supplied by the city. Soviet units which cannot establish a proper supply line to such a city are considered to be *isolated*. Isolated units suffer restrictions on movement and combat.

Finnish units are only subject to supply considerations when operating *outside* Finland. Finnish units in Finland can never be isolated.

CASES:

(A) Units which are isolated may move only one hex per Friendly Movement Phase. Except for moving directly from one Enemy controlled hex to another, isolated units may *always* move one hex regardless of normal Terrain Movement costs.

(B) Units which are isolated have their Defense Strength cut in half (do *not* round-off any resulting fractions).

(C) Units which are isolated may not attack, even in circumstances in which they would normally be required to attack. Isolated units do *not* exert a Zone of Control (they regain their Zone of Control the instant their isolation is relieved).

(D) Determine whether a unit is "in supply" for Movement purposes at the very beginning of the Movement Phase. Units may deliberately move out of supply.

(E) Determine whether a unit is in supply for combat purposes at the instant of combat, i.e., it is possible that a unit could become isolated as a result of advances and retreats by other units in other combat actions taking place prior to the resolution of the combat action in which it is itself involved.

(F) Soviet Supply

Soviet units must fulfill all of the following conditions in order to be considered as being supplied.

1. The Soviet unit must be directly in a Supply City or within five hexes of a Soviet Headquarters unit. This five-hex distance must be traced through passable terrain, free of Finnish units or their Zones of Control. If more than one Headquarters unit is within five hexes, the Soviet Player may choose which units will be "administered" by which Headquarters.

2. That Headquarters unit must itself be able to trace a line of passable hexes no more than ten hexes in length, to a Soviet Supply City. This line must also be free of Finnish units or their Zones of Control. The Supply City to be used (if more than one is within ten hexes of the Headquarters unit) is *always* the one closest to the Headquarters unit. This restriction holds true even if the Supply Capacity of that city is being exceeded. If the Supply Capacity of the

city is exceeded, the excess Attack Strength Points (in terms of whole units) are isolated. Such units may *not* draw supply from a more distant city. The units to be designated as isolated are chosen by the Soviet Player.

3. That Supply City must be connected to Leningrad by a continuous line of rail hexes, free of Finnish units (but not necessarily free of Finnish Zones of Control).

All Soviet units require supply except the following: NKVD units and Headquarters units; such units can never be isolated. Note that the Supply Capacity of Leningrad exceeds the requirements of the entire Soviet Army. When Leningrad itself is the closest Supply City, the Soviet Player need not worry about exceeding Supply Capacity.

(G) **Finnish Supply**

Finnish units operating in Finland never need supply and can not be isolated. Finnish units operating outside of Finland can become isolated if they cannot trace a continuous line of hexes, through passable terrain, back to any point within Finland which is free of Soviet units or their Zones of Control. This line of hexes may be as long and as devious as necessary in order to avoid Soviet units or their Zones of Control.

(H) Units are never destroyed simply by being isolated. They may exist in an isolated state indefinitely.

(J) Soviet units may *not* start the game in an isolated condition.

(K) When tracing Supply lines, the presence of Friendly units *negates* the effect of Enemy Zones of Control in the hex occupied by the Friendly unit. Remember, isolated units do not exert a Zone of Control.

(L) Isolated units may not use Rail Movement.

MURMANSK DEFENSE

To provide defense against a possible Anglo-French amphibious attack, the Soviet Player must keep at least seven combat units (not including Headquarters) within a five hex radius of Murmansk for the duration of the game after the conclusion of Game-Turn 3. This condition must be met: the Soviet Player loses a significant amount of Victory Points for each Soviet Player-Turn in which this condition is not fulfilled.

NOTE: Do not use this rule when employing the Optional Scenario/Special Event rule.

FORTIFICATIONS

The four hexes which constitute the *Mannerheim Line* and the four hexes which constitute the *Ladoga Defense Line* are Fortification hexes. These hexes *double* the Defense Strength of any Finnish units in them.

CASES:

(A) Only Finnish units may benefit from the doubling effect of Fortification hexes. Soviet units *never* enjoy any advantage when in Fortifications.

(B) When Fortification hexes containing Finnish units are attacked, the Finnish units defend at double their printed defense strength. Additionally, if a combat result in parentheses is shown on the Combat Results Table, that combat result takes precedence over the normal combat result.

(C) Soviet Zones of Control do *not* extend into Fortification hexes which are occupied by Finnish units or which were last occupied by Finnish units.

(D) Unoccupied Fortification hexes may be entered by Soviet units. Fortification hexes in themselves have no combat strength or abilities.

(E) Fortification hexes are *never* destroyed. If the Soviets occupy a Fortification hex and then the Finns retake it, the Finns may once again enjoy the full benefit of that Fortification.

(F) If at any time prior to a given Combat Phase the Soviet Player occupies (or was the last to occupy or pass through) all four hexes of the Mannerheim Line, then the Finnish Player may no longer exercise the option to retreat before combat with his Ski units or his 1-1-3 infantry units (see Combat). As soon as the Finnish Player relieves this condition by re-occupying one or more of the Mannerheim Line hexes, he may once more exercise his retreat-before-combat option.

INITIAL DEPLOYMENT

Setting Up for Play:

The Finnish Player sits on the west, the Soviet Player on the east. Both Players refer to their Initial Forces Charts on the map and sort out the units with which they begin the game.

The Finnish Player Deploys First:

The Finnish Player deploys his units face-down on the map, anywhere within Finland with the following restriction: the Finnish 6-6-2 units must be placed on the Fortification hexes. The Finnish Player may deploy five blank counters in order to confuse the Soviet Player.

The Soviet Player Deploys Second:

The Soviet Player deploys his units face-up anywhere within the U.S.S.R. with the following restrictions:

(a) The three 20-12-2 units must be deployed within three hexes of Leningrad.

(b) No Soviet unit may be deployed in such a way that it would begin the game in an isolated state. See Supply and Isolation rules.

Both Player's units must be deployed in conformance with the Stacking rules.

After the Soviet Player has finished deploying units, the Finnish units are turned face-up, the five blank counters removed from the map, and play begins (the game starts with the Soviet Player-Turn).

Victory Conditions

(How the Game is Won)

The game is won by scoring Victory Points. Only the Soviet Player can score points (by fulfilling certain conditions or capturing certain objectives). The goal of the Finnish Player is to limit the number of Victory Points scored by the Soviet Player. Additionally, the Finnish Player can force the Soviet Player to subtract Victory Points from his score by capturing cities in the USSR. Most of the Victory Points in the game can be found printed on the map — those with a plus sign (+) in front of them are "positive" Victory Points which the Soviet Player can achieve; those with a minus sign (-) are "negative" Victory Points which the Finns can cause the Soviet Player to subtract from his total. (see *Victory Point Schedule on map*)

SCORING THE GAME

At the end of the tenth game-Turn, both Players should simultaneously remove any of their units which are in an isolated state. After all such units have been removed, the Victory Points for the various objectives are counted up (see "capture" definition). Calculate all of the positive Victory Points first, and then

subtract from that figure any negative Victory Points. The final Victory Point score is compared to the score ratings on the Victory Level table.

VICTORY LEVELS

Soviet Victory Level of Victory Point Total:

101 (or more) . . . *Decisive Soviet Victory*
81 through 100 . . . *Substantive Soviet Victory*
61 through 80 . . . *Marginal Soviet Victory*
31 through 60 . . . *Draw (Finnish Moral Victory)*
30 or less *Finnish Decisive Victory*

DEFINITION OF "CAPTURE"

For a city or objective to be considered captured by the Soviets, the Soviets must occupy, or have been the last to pass through, the objective. They must also be able to trace a "line of communication" from the objective to Leningrad. This line of communication is traced in the same manner as a Supply line: five hexes to a Headquarters unit, ten hexes from the HQ to Leningrad, or a Supply City which itself is connected to Leningrad by rail.

For a city or objective to be captured by the Finns, the Finns must occupy or have been the last to pass through the objective. They must also be able to trace a line of communication from the objective back to Finland (in the same manner that Finnish units trace a Supply line).

OPTIONAL RULE

SCENARIO/SPECIAL EVENTS

This optional rule is designed to allow for some of the "what-if" possibilities that bore upon the actual campaign. The occurrence of given Scenarios and Special Events is triggered by die-rolls performed during the Interphase (see Sequence of Play).

At the end of each Game-turn (except the tenth) the Finnish Player rolls the die once and consults the Scenario Table (which is built into his Time Record track), cross-indexing the die result with the appropriate Game-Turn. If the outcome is a Scenario Code Letter, the Finnish Player follows the instructions given in the matching Scenario-paragraph found on the map. Once a Scenario Letter is the result, the Finnish Player no longer rolls the die for the rest of the game. If, however, the result is "no Scenario" (indicated by a dot on the table) the Finnish Player rolls once again in the next Interphase until a Scenario is triggered or the game ends.

Regardless of whether the Finnish Player triggers a Scenario with his die-roll, the Soviet Player also rolls the die once each Interphase and reads the result from one of the three Special Event Tables built into his Time Record track. (The first table is to be used for each of the first four Game-Turns, the second table for the next three Game-Turns, and the third table for Game-Turns Eight and Nine.) If the result is a Special Event Code Letter, the Soviet Player reads the matching Special Event description found on the map. Regardless of whether a Special Event is triggered, the Soviet Player always rolls the die once each Interphase.

IMPORTANT: When employing this optional rule, do not use the Murmansk Defense Rule, nor the associated Victory Point penalties.












WINTER WAR DESIGN CREDITS: Basic Game Design: James F. Goff. Physical Systems Design, Graphics and Rules Construction: Redmond A. Simonsen. Game Development: Philip Orbanes and Steve Bettum. Production: Manfred Milkuhn and George Bouse. Typography: Arnold Hendrick.

Winter War

FINNS

6-6-2	$\begin{array}{ c } \hline \text{XX} \\ \hline \end{array}$ 1	6-6-2	$\begin{array}{ c } \hline \text{XX} \\ \hline \end{array}$ 4	6-6-2	$\begin{array}{ c } \hline \text{XX} \\ \hline \end{array}$ 5	6-6-2	$\begin{array}{ c } \hline \text{XX} \\ \hline \end{array}$ 8	6-6-2	$\begin{array}{ c } \hline \text{XX} \\ \hline \end{array}$ 10	6-6-2	$\begin{array}{ c } \hline \text{XX} \\ \hline \end{array}$ 11	6-6-2	$\begin{array}{ c } \hline \text{XX} \\ \hline \end{array}$ 12
6-6-2	$\begin{array}{ c } \hline \text{XX} \\ \hline \end{array}$ 13	4-4-2	$\begin{array}{ c } \hline \text{XX} \\ \hline \end{array}$ 6	4-4-2	$\begin{array}{ c } \hline \text{X X} \\ \hline \end{array}$ 21	4-4-2	$\begin{array}{ c } \hline \text{X X} \\ \hline \end{array}$ 23	3-3-3	$\begin{array}{ c } \hline \text{X} \\ \hline \end{array}$ SWED	2-2-3	$\begin{array}{ c } \hline \text{1 1 1} \\ \hline \end{array}$ 16	2-2-3	$\begin{array}{ c } \hline \text{1 1 1} \\ \hline \end{array}$ 25

Ξ_{27}^{III}	Ξ_{40}^{III}	Ξ_{45}^{III}	Ξ_{64}^{III}	Ξ_{11}^{X}	Ξ_8^{II}	Ξ_9^{II}
2-2-3	2-2-3	2-2-3	2-2-3	2-2-3	1-1-3	1-1-3
Ξ_{10}^{II}	Ξ_{12}^{II}	Ξ_{13}^{II}	Ξ_{14}^{II}	Ξ_{15}^{II}	Ξ_{16}^{II}	Ξ_{17}^{II}
1-1-3	1-1-3	1-1-3	1-1-3	1-1-3	1-1-3	1-1-3

0-0-3		 11 8	1-1-3	 11 18	1-1-3		0-0-3
0-0-3		 11 19	1-1-3	 11 23	1-1-3		0-0-3
0-0-3		 11 112	1-1-3	 11 68	1-1-3		0-0-3
2-2-2	1 Vol. 2	11 78	2-2-2	2 Vol. 2	2-2-2		2-2-2
2-2-2	3 Vol. 2		2-2-2				2-2-2

$\frac{X}{A \times 5}$	$\frac{X}{A \times 6}$					
3-2-2	3-2-2					
$\frac{X}{4Vol.}$	$\frac{X}{5Vol.}$	$\frac{X}{6Vol.}$	$\frac{X}{A \times 1}$	$\frac{X}{A \times 2}$	$\frac{X}{A \times 3}$	$\frac{X}{A \times 4}$
2-2-2	2-2-2	2-2-2	3-2-2	3-2-2	3-2-2	3-2-2

