

Defiant Confrontation



SETTING

Date: 13 December 1939, 0800 hours

Location: On the outskirts of Suomussalmi.

History: The Finns had identified the divisional headquarters elements of the 163rd Rifle Division among the Soviet forces in Suomussalmi. In addition to this, the roads (and in some cases trails over the lakes that were beginning to freeze hard enough to support tanks) out of Suomussalmi were the only Soviet hope for either reinforcements or for a continued advance. Defeating the Soviet forces holding the village would greatly weaken the command structure of the remainder of the division, and also virtually eliminate the threat of any further Soviet advances to the west. Despite the desperate plight of the 163rd Division, the first several days of fighting produced high Finnish casualties. Finnish progress slowed, and occasional Soviet counter-attacks added to the ferocity of the fighting. Fortunately for the Finns, reinforcements were arriving, helping to tip the balance.

Finnish Orders: Hold the two southern buildings and capture one additional building.

Soviet Orders: Capture four buildings.

Game Length: 10 Turns. If neither side has fulfilled their victory conditions at the end of turn 10, the five points for victory are not awarded.

SCENARIO RULES

1. The buildings are of wood frame construction and are partially to heavily damaged, and/or burned out. The barn may be burned out with stone foundation walls.
2. The ground is snow-covered to a depth of twelve to eighteen inches (30 to 45 cm). See the **SCENARIO OPTION, Snow Removal**.
3. The Finns have 6+d4 Molotov cocktails. They must either be distributed prior to play, or recorded as in a building in the Finnish set-up area. Each soldier may carry two.

AFTERMATH

As the Finns pushed into Suomussalmi, the Soviet defenders stiffened. Several areas were very well defended with mutually supporting machine gun positions. Armor and mortar fire also helped check the Finnish assault. Soviet counter-attacks, especially when the Finns paused, were common, and in several instances forced the Finns to pull back. Slowly, however, the Finns gained the upper hand in the village and broke the leading elements of the 163rd Rifle Division.

SCENARIO OPTIONS

Finnish Defenses: Roll a d10 for each Finnish unit; on 1 to 3 the unit may start in foxholes.

Snow Removal: The roads are treated as plowed, reducing the snow cover to six inches (15 cm).

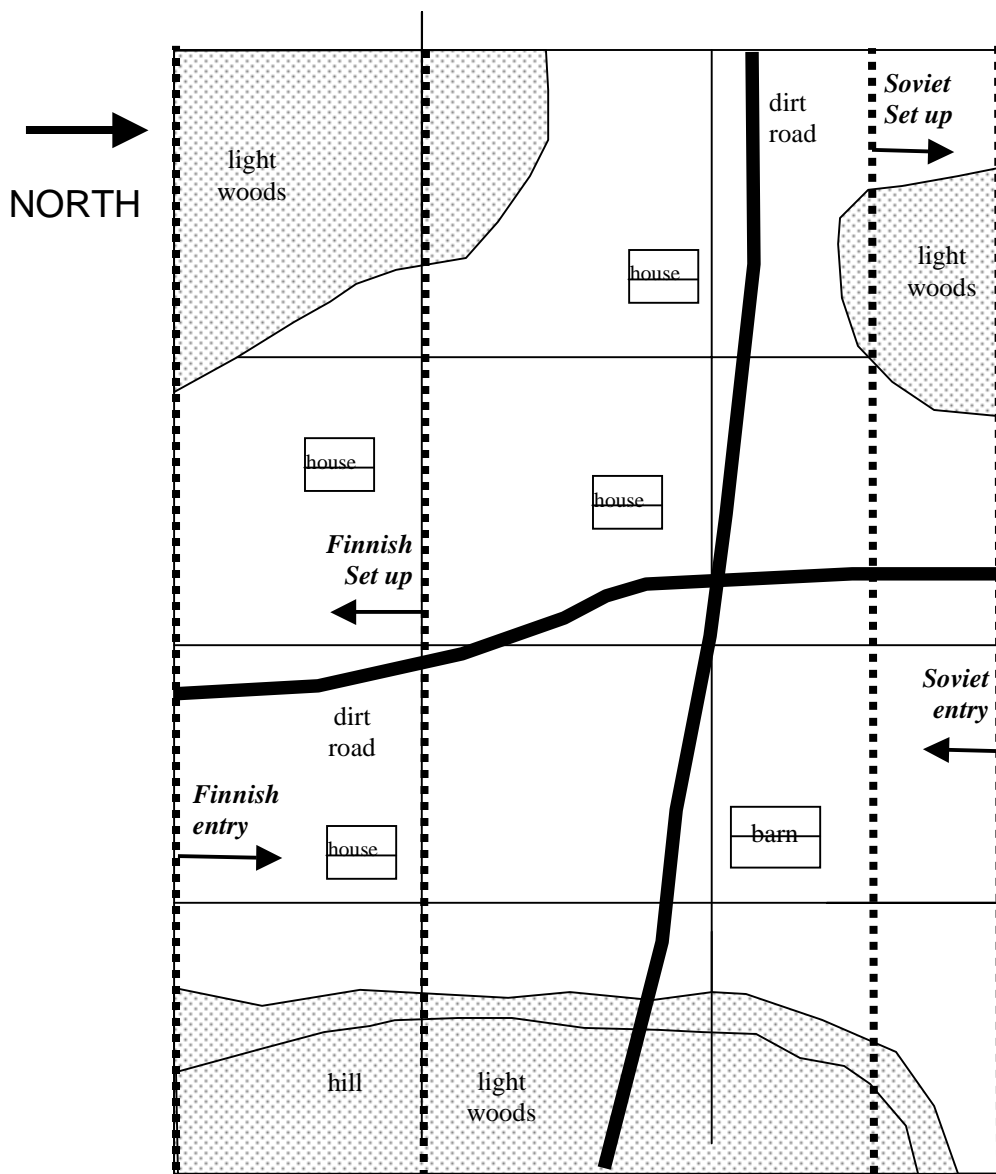
CAMPAIGN NOTES

With the possibility that the scenario may end with neither side victorious, players should carefully balance the risks of exposing forces to fire across the open ground in the middle of the board. If victory can swing the campaign results, the risks might be worthwhile.

SCENARIO NOTES

The victory conditions are set up so that if the Finnish player holds on to the at start area, victory can be denied to the Soviets, but without a Finnish victory. To gain a victory, the Finnish player must seize and hold at least one building in the middle of the board. This may prove difficult, given the small number of forces available. However, several of the buildings would provide good positions from which to contest the Soviet advance. The Soviets have several good avenues of attack and a variety of good weapons, including mortar support and the possibility of armor support.

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Finnish Forces

BASE FORCE	VARIABLE ATTACHMENTS																																																														
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1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules.
2. Set Up- The *base force* **Platoon HQ & Ski Squad** and the **Machine Gun Team** set up within 12 inches of the south board edge. The *variable attachment* **Light Machine Gun Team** sets up within 12 inches of the south board. The *base force* **Rifle Squad** and the *variable attachment* **Sub-machine Gun Squad** and **Assault Squad** enter from the south board edge sometime between turn 1 and 4 (inclusive), roll d4 to determine the turn of entry. All starting and entry positions must be recorded prior to play.
3. All Finns start with two grenades each.
4. All soldiers in the Platoon HQ & Ski Rifle Squad have skis.

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Soviet Forces

BASE FORCE	VARIABLE ATTACHMENTS
<p>Elements of the 759th Rifle Regiment, 163rd Rifle Division</p> <p>1x Rifle Platoon Officer & Infantry (T4)</p> <p>1 Lt. with Nagant 1895 and Mosin-Nagant B</p> <p>2 Squad Ldrs. w/ Nag '95 & Mosin-Nagant D</p> <p>2 Gunners with Degtyerev DP LMG D</p> <p>2 Asst. Gunners with Mosin-Nagant D</p> <p>18 Riflemen with Mosin-Nagant D</p> <p>1x Rifle Platoon Sargent & Infantry (T4)</p> <p>1 Sgt. W/ Nagant 1895 and Mosin-Nagant B</p> <p>2 Squad Ldrs. w/ Nag '95 & Mosin-Nagant D</p> <p>22 Riflemen with Mosin-Nagant D</p> <p>1x 50mm Mortar Team (T4)</p> <p>1 Team Leader with Mosin-Nagant D</p> <p>1 Gunner with Mosin-Nagant D</p> <p>1 Asst. Gunner with Mosin-Nagant D</p>	<p>Elements of the 759th Rifle Regiment and 222nd Tank Battalion, 163rd Rifle Division</p> <p><u>Roll</u> <u>Attachment</u></p> <p>1-10 1x Heavy Machine Gun Team (T4)</p> <p> 1 Team Leader with Mosin-Nagant D</p> <p> 1 Gunner with DShK 12.7mm MG D</p> <p> 2 Asst. Gunners with Mosin-Nagant D</p> <p> 1 Rifleman with Mosin-Nagant D</p> <p>11-13 1x Shock Squad (T3)</p> <p> 1 Political Officer with Nagant 1895 A*</p> <p> 1 Gunner with Degtyerev DP LMG B</p> <p> 1 Asst. Gunner with Mosin-Nagant B</p> <p> 9 Riflemen with Mosin-Nagant B</p> <p>14-15 1x OT-26 with crew of 3 (T4) D</p> <p> (<i>enters on turn d4</i>)</p> <p> -and-</p> <p> 1x Political Officer (T3)</p> <p> 1 Commisar with Nagant 1895 B*</p> <p>16-20 2x T-26 with crew of 3 (T4) D</p> <p> (<i>enters on turn d4</i>)</p>
<p>*NOTE: Soviet Platoons- Soviet soldiers were more likely to rally around their platoon and company commanders than their relatively untrained squad leaders.</p>	

1. OOB- Roll (d20) for Variable Attachments to determine additions to your Base Force. See Attachments Rules.
2. Set Up- Set up anywhere within six inches of the north board edge. The *variable attachment OT-26* and the **T-26s** enter from the north board edge sometime between turn 1 and 4 (inclusive), roll d4 to determine the turn of entry. All starting and entry positions must be recorded prior to play.
3. All Soviets start with one grenade each.
4. The 50mm mortar has 10+d10 rounds of HE and 4+d4 rounds of smoke.
5. The T-26s have 6+d6 rounds of HE.