

Red Winter Sneak Preview:

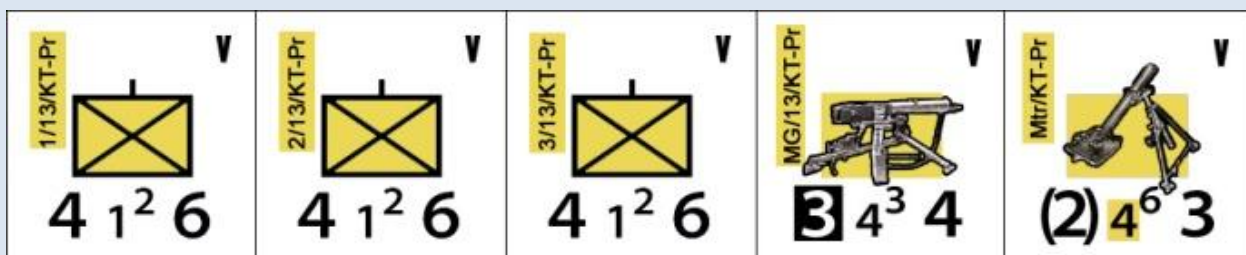
Finnish Variant Units and Variant Campaign game

by Mark Mokzycki (designer), August 30, 2011



For me, one of the more interesting aspects of creating **Red Winter** was examining various "what if" scenarios. Some of these scenarios include variant units that were not historically present at the Battle of Tolvajärvi, but might have been.

Below: My newly updated playtest counters for the Finnish variant units. Artwork by Michael Evans and myself. These are for playtest purposes only - not final art!



I thought it might be fun to include a variant of the full game. Thus the following campaign scenario was born.

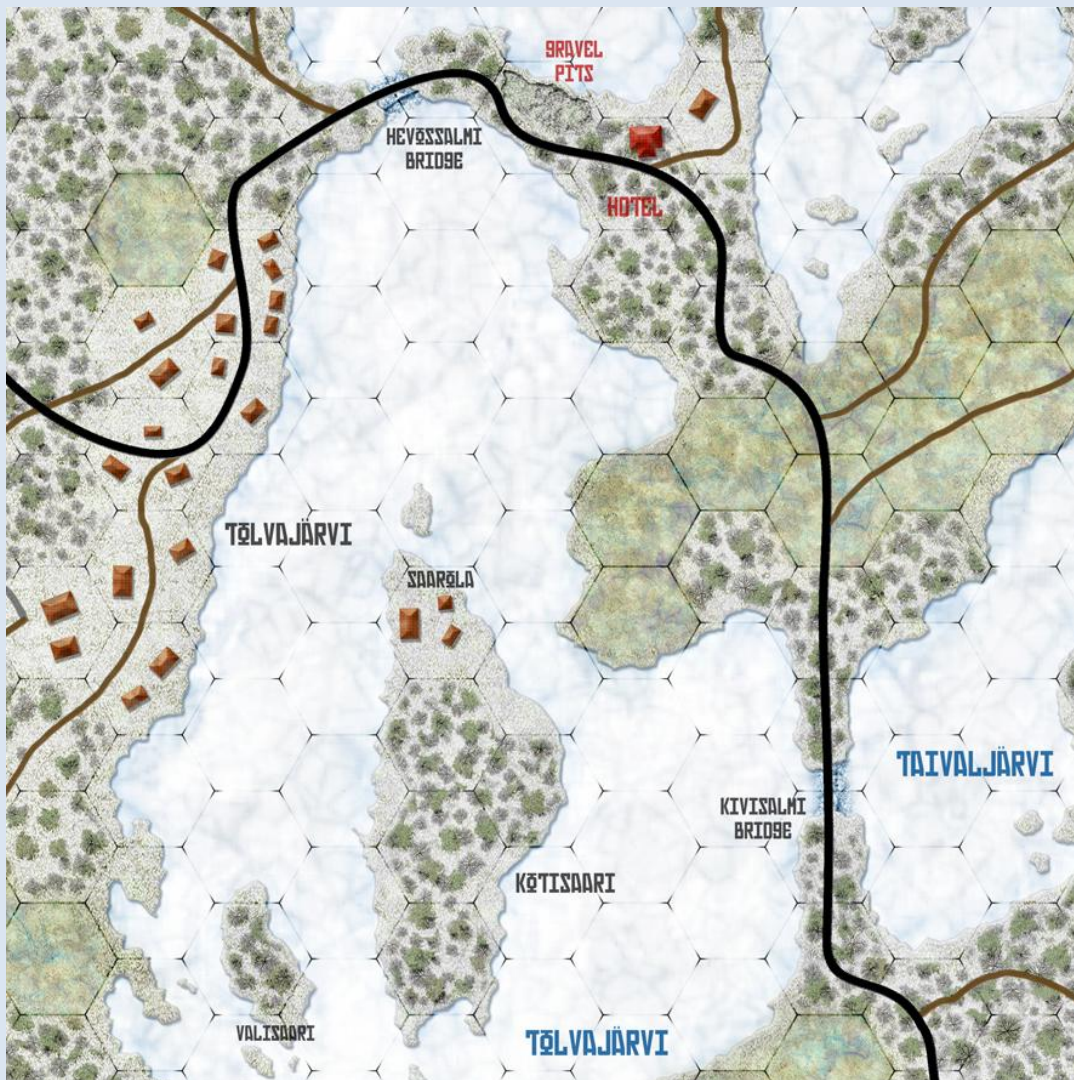
Note: This is an update of a scenario that was posted previously on consimworld.com. It will appear in the Play Book of the published game. The units have been "tweaked" to reflect the latest research efforts, and the scenario has been adjusted to reflect the latest optional rules and playtesting. Special thanks go to Vesa Teräs for his ongoing research efforts and emails on this topic.

17.14 Alternate Campaign "Replacements to the Rescue" (hypothetical)

This campaign variant examines what might have happened had elements of the Finnish Field Replacement Brigade "Kenttä Täydennys Prikaati" (or KT-Pr.) been ordered to defend Tolvajärvi. Historically, three of the brigade's nine battalions, plus a mortar company, were assigned to Task Force A "Osasto A" (or Os. A), near Ilomantsi (north of our game map) and under the command of Colonel Per Ekholm.

In this alternate history campaign game, one battalion (13/KT-Pr) of the brigade, plus a platoon of 81mm mortars, has been sent south to aid JR16. The Finns are in a better position to resist than they were historically during the first few days of the battle, but they will not enjoy their latter day morale bonus to the same extent due to unfavorable news from the north (the Finns have been crushed at Ilomantsi, and JR16 is now in danger of being surrounded).

Below: A portion of the Red Winter playtest map by Mark Mahaffey. For playtesting purposes – not final art!



This scenario uses the 5 units of 13/KT-Pr. which are designated as variant units on the countersheet ("V" at upper right).

Duration: Turns 1-32 (32 turns).

Play area: The entire map.

Play Sequence: The Soviet player is Player One, but this can change over the course of the game (see Change of Finnish Operational Stance, under Special Rules for scenario 17.1).



Soviet Setup: No Soviet units begin on the map.

Soviet Artillery: see below.

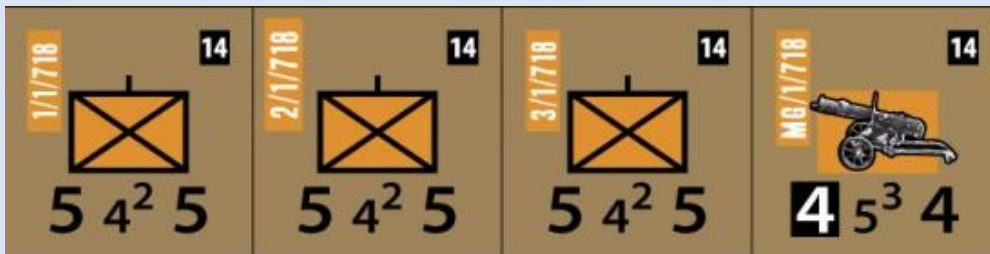


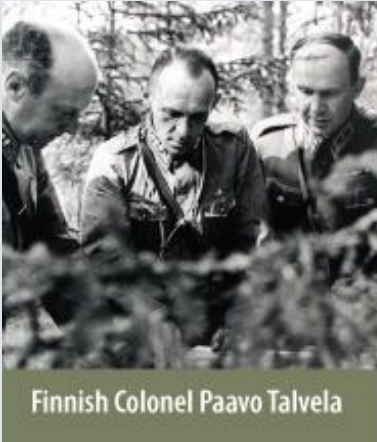
Soviet Reinforcements: All Soviet units, including those which normally begin set up on the map, enter the game as reinforcements.

The two battalions that normally set up on the map enter as reinforcements on game turn 1. All other Soviet units, including artillery but excluding the units of the 718th Rifle Regiment, enter two turns later than indicated on their counters. Thus, a Soviet unit which normally enters the game on turn 2 is delayed until turn 4.

The units of 718th Rifle Regiment still enter the map at hex W1 on their normal turns of entry. Design note: This Soviet regiment would have been unaffected by stiffened Finnish resistance following the arrival 13/KT-Pr. arrived, already having been sent on their flank march from Ägljärvi.

Below: Third battalion of the Soviet 718th Rifle Regiment (one of three battalions). Playtest counters by Michael Evans – not final art!






Tolvajärvi

Finnish Colonel Paavo Talvela was already thoroughly familiar with the terrain north of Lake Ladoga. He had extensively wargamed the very situation now at hand, and also led troops in the region during the Finnish Civil War. Talvela chose the place for his weary and tattered Finns to make a stand: **a lake called Tolvajärvi.**

P500 Briefing



Red Winter

RUSSO-FINNISH WAR
8-12 December 1939




Banner by Rodger MacGowan.



Finnish Setup: As per the setup codes in the upper right-hand corners of the Finnish units, with the following exceptions:

The units of 13/KT-Pr. and the units of 1/JR16 may set up anywhere within 4 hexes of O19, or within 2 hexes of Q25.

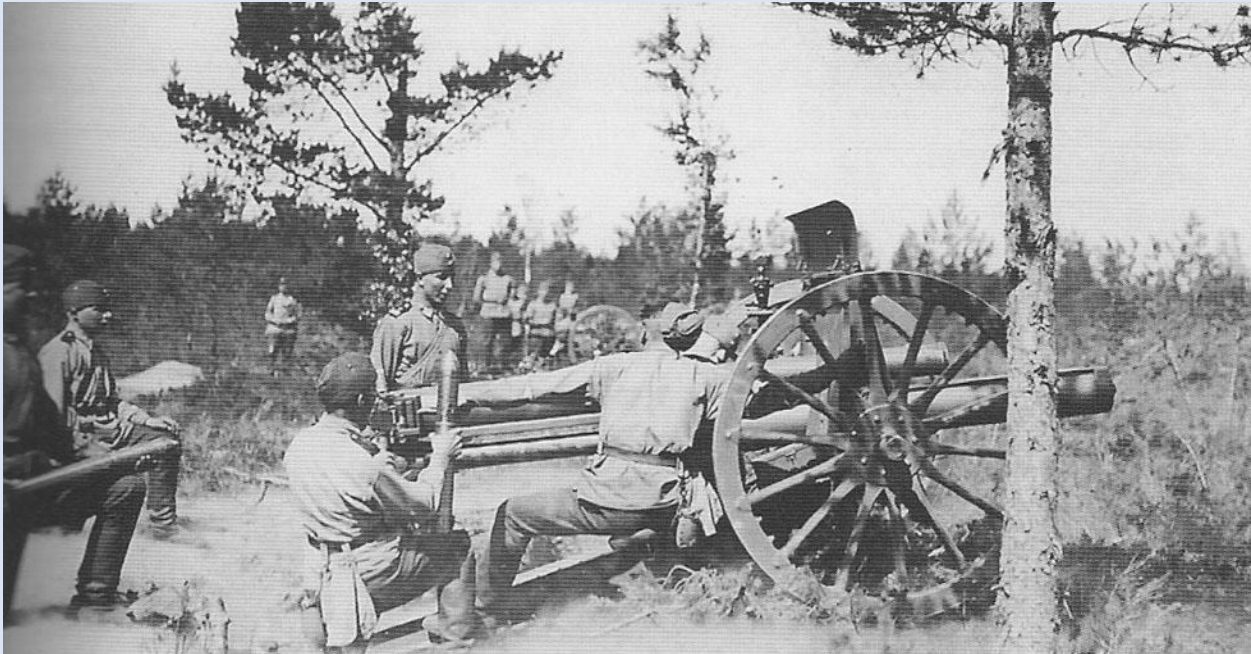
One battalion of units (either PPP7 or ErP112) may set up within 4 hexes of the hotel instead of using their normal start location or entry turn, at the Finnish player's discretion. Two units of the chosen battalion begin the game on their reduced strength sides.

Design note: The idea is that the presence of the replacement battalion has slowed the Soviet advance and mitigated Finnish fatigue and casualties to some extent.



Finnish Artillery: As per setup codes on the counters (Finns begin the game with 2 x 76mm artillery batteries: 5/KTR 12 and 9/KTR 13, as indicated by "start" on their counters).

Finnish 76mm Ammo: As per Turn Track (Finns start the game with 3).



Finnish Reinforcements: As per Turn Track.

Special Rules:

The Soviet morale bonus ends normally on Dec. 9th, but the Finns do not receive their morale bonus until Dec. 12th.

Design note: Without the replacements, the Finns defending at Ilomantsi, to the north, are becoming quickly overwhelmed by the Soviet advance. This does not bode well for the fate of the Finns at Tolvajärvi, who will soon be cut off. The psychology of both sides is reflected in these amended morale rules.

Optional. If the players are using optional rule 20.9 Variable Morale, they must amend the morale check procedure as follows:

Result > 15 = Soviets lose morale bonus

Result > 50 = Finns gain morale bonus

Design notes: The loss of the Soviet morale bonus is unchanged, but the Finnish player may be able to hasten this because has more forces to work with. The requirement for Finns gaining the morale bonus is now steeper, despite having more forces with which to presumably inflict more losses. While this accurately reflects the dire situation to the north, it also conveniently addresses the shifted game balance as a result of the additional Finnish troops.

Victory Conditions: As per The Campaign Game (17.1).

Below: The Soviet 8th Army on the move. The vehicles are artillery tractors and T-26 tanks.



<h1>Red Winter</h1>  <p>Russo-Finnish War, 1939</p>	 <p>The Attack at Tolvajärvi, Finland 8-12 December 1939</p>	<p>Company Level Combat</p>  <p>P500</p>
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Banner art (this page and next) by Rodger MacGowan.

GAME SCALE – Grand Tactical



UNIT: Company; Section; Platoon

PLAYERS: 1-2



PLAYING TIME:
30-minutes
to 6-hours



TIME:
90 minutes per turn



MAP: 425 yards per hex



RANGE OF WEAPONS:

- 1 hex – rifles (adjacent combats only)
- 2 hexes – light machine guns
- 3 hexes – heavy machine guns & Russian tanks
- 6 hexes – medium mortars
- 12 hexes – heavy mortars

• Close range weapons figure into the rules for assaults



**P500
Briefing**



Red Winter

**RUSSO-FINNISH WAR
8-12 December 1939**



Thanks for looking!