



Suomussalmi



Let me tell you about **Suomussalmi**, a frozen corner of Finland where, in the winter of '39, a handful of tough, stubborn Finns showed the world how a smaller force—if it's smart, fast, and mean enough—can tear a lumbering giant to pieces.

The Russians came in heavy, marching two full divisions down those narrow forest roads, thinking they could just roll over Finland and split the country in half. But those Finns didn't fight the war the way the textbooks said. They didn't stand still and get crushed. They **moved**. They lived on skis, slipping through the woods like ghosts, striking the Soviet columns where they were weakest—supply lines, roadblocks, isolated pockets of troops.

While the Russians froze in the open and bogged down in snowdrifts, the Finns carved them up piece by piece. They cut those long Soviet columns into little "motti" bundles—isolated groups with no food, no ammunition, no rescue. And then they finished them.



*By early January, the Finns had smashed one Soviet division entirely and sent the other running back the way it came. What happened at Suomussalmi wasn't luck; it was proof that **speed, ingenuity, and the will to win** can turn a frozen forest into a fortress and a small army into a battering ram.*

The Finns didn't just win a battle—they delivered a lesson every commander ought to remember:

Victory belongs to the side that fights smarter, moves faster, and never stops hitting.

~~ General Howitzer

6 VP's



Card Balance:

Russian - 4

Finnish - 6

Complexity:

3

Conditions:

Winter



Location:

Finland

Year:

1939

Theater:

Eastern Front

Campaign:

Russo - Finnish War

Summary:

The Finns switched sides during WW2, all in the name of defending themselves.

Objectives:

Six VP's, plus if the Finns occupy three of the four hexes of Suomussalmi, they win immediately, which I have done, and is a very satisfying win.

Battlefield:

The battlefield for this scenario is marked by three frozen rivers cutting across the field of play and creating hazardous conditions for troop movements.

Troops:



Finns: 10 Infantry, 1 Artillery

Russians: 10 Infantry, 2 Armor, 1 Artillery



□ **Winning as Allies**

Allies must defend the town of Suomussalmi, as it will be instant defeat if the Axis occupies 3 of the 4 town hexes. But the town is heavily defended with sandbagged troops, so do not try the attack unless you are able to assemble a strong force with powerful Combat cards.



□ **Winning as Axis**

1. Axis (Finnish) ski troops have a major movement advantage. They can move 0-3, and fire at 3 or 2. Plus they can move onto any terrain and still fire. So your infantry movement cards will allow you to quickly mass your troops for an attack.
2. You have an Artillery in your left section. Take every opportunity to move it forward to assist your Ski Troops in their attack.
3. Remember that your Ski Troops can move into terrain like woods and still attack the enemy. This is a powerful advantage you should use whenever you can.

Battle Reports

(percentage of Allied victories):



54%

16

BR - Suomussalmi



Allies Won



Axis Won

See Results

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Days of Wonder

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