



Suomussalmi



6 VP's



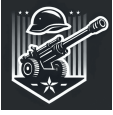
Card Balance:

Russian - 4

Finnish - 6

Complexity:

3



Conditions:

Winter



Location

Year

Theater:

Eastern Front

Campaign:

Russo - Finnish War

Codename

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



Allied Strategy:

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.



Axis Strategy:

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.

Battle Reports

(percentage of Allied victories):

54%

Author:

Days of Wonder



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