



# Suomussalmi



6 VP's



**Card Balance:**

Russian - 4

Finnish - 6

**Complexity:**

3



**Conditions:**

Winter



**Location:**

Finland

**Year:**

1939

**Theater:**

Eastern Front

**Campaign:**

Russo - Finnish War

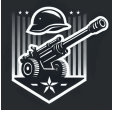
**Summary:**

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



**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%



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**Author:**

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