Uomaa Village [Winter War]

Victory
6 Medals

Card Balance
Finnish: 5
Soviet: 5

First Player
Soviet

Conditions
Winter

Date: December 5, 1939 **Location:** Finland

Theater: Eastern Front **Campaign:** Winter War

Historical Background

The Soviet 208th Rifle Regiment encountered strong fortified positions at Uomaa, where the Finns prepared to fight a delaying action. In front of Uomaa they were faced with barbed-wire obstacles, behind these was a minefield, and on the edge of the village there were dugouts for forward observers. Brigade Commander Kondrashev gave orders for a series of direct attacks, but they all failed. Two Soviet tanks hit mines and were destroyed. Machine-gun fire mauled the soldiers. At noon the Soviets dragged up their heavy howitzers; they struck the machine-gun dugouts with direct fire. By the evening they had nearly surrounded the village. The Finns started to burn down the houses and then headed into the woods, retreating toward Kitila where they would make their next stand.

Briefing

Finnish Player: Take 5 Command Cards.

Soviet Player: Take 5 Command Cards. You move first.

Conditions of Victory

6 Medals

Exit medal rules are in effect for the Soviet Player.

Uomaa village is a Temporary Objective Victory Medal for the Soviet Player

Special Rules

Russian Command Rules [Nations 2] are in effect.

Finnish Ski Troops [Troops 9] rules are in effect for only the Finnish units marked with the badges.

The Finnish player lays out the minefields.

The Marsh hexes represent the frozen lakes. The ice was not thick enough for tanks, so these hexes are impassable for tanks. Infantry may enter the hexes with no effect upon them, except that any unit on a Frozen Lake Hex is considered exposed and is thus also hit by any Stars rolled against it.

Source/Authorship: Harley Southwell

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