

WINTER FURY

RULES



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1.0 Introduction

Winter Fury is a game for two players based on the December 1939 battles between Soviet and Finnish forces around the key towns of Tolvajärvi and Ilomantsi during the Winter War. Three Soviet rifle divisions, with supporting units, advanced into this key area north of Lake Ladoga in hopes of outflanking the Finnish defenses south of the lake. After some Soviet success, the Finns held their lines and launched an unexpected counterattack. The victory electrified Finland and gave her outnumbered and demoralized army a spark of hope that inspired months of heroic defense. The game includes four scenarios, allowing players to simulate all or part of the campaign.

2.0 Components

Winter Fury includes this rules booklet, a map and a set of 140 die-cut counters. You will also need to furnish two six-sided dice.

Each section of the rules is numbered, and paragraphs within each section that discuss important concepts are identified by a second number, like this: 2.2. When that section includes subsections, these are identified like this: 2.24.

When the rules refer to another, related paragraph, they will have the number identifying that rule included parenthetically, like this: (2.2). This will help you find that rule for comparison or reference.

2.1 Definitions.

Active: The player or side conducting the current impulse.

Attack Strength: A unit's value when attacking; higher numbers are better.

Control: A hex is controlled by the player who last had a unit or zone of control (6.0) in it. Unless the scenario instructions state otherwise, all hexes are Finnish-controlled at the start of the game.

Defense Strength: A unit's value when under attack; higher numbers are stronger.

Fractions: Many game functions require that numbers be divided. Contrary to your fourth-grade math lessons, unless the rules state otherwise *all* fractions are rounded up (2 1/2 becomes 3, as does 2 1/4).

Inactive: The player or side not conducting the current impulse.

Motorized: Units whose primary mode of transport is vehicles. Units with the "wheels" motorized symbol and all units noted as motorized on the Unit Chart pay the motorized costs on the Terrain Effects Chart.

Movement Allowance: A measure of the maximum distance the unit may move in a single impulse in which movement is allowed, measured in movement points (MPs).

Range: The distance in hexes over which an artillery unit may project its support values.

Steps: Most units, other than artillery, are represented at several strength levels. Each increment of strength is called a "step," and steps may be lost for several reasons, usually as a result of combat. When a unit suffers casualties, in the form of step losses, the counter is flipped to its back side or replaced with the counter

showing the next lowest number of steps. Unless the scenario instructions state otherwise, the unit is set up at its greatest strength.

Support Value: An artillery unit's value when assisting friendly units in attack or defense. Only artillery units have support values.

Unit Type: The kind of troops or weapons the counter represents.

2.2 Counters.

Most of the counters represent military units that took part or could have taken part in this campaign. The Finnish player controls all Finnish units and the Soviet player controls all Soviet Army and Finnish People's Army units. Finnish units are white with a light blue Finnish cross. Units of each Soviet division have a different shade of reddish brown. Finnish People's Army units are white with a red Finnish cross. Independent Soviet units are green.

Ski-capable units, which have special movement and combat abilities (12.4), have a ski symbol (crossed ski poles and a mountain) printed on their counter.

The three numbers across most units represent (from left to right) the unit's attack strength, defense strength and movement allowance. In addition, artillery units display across the top of the counter (from left to right) their offensive support strength, defensive support strength and range.

A unit's designation is alongside its unit type indicator (see the unit type chart). The small "dots" represent the number of steps the unit possesses. Note that Soviet infantry, engineer, artillery and anti-tank units with two dots (stacking points) do not have any lesser strength levels — they are eliminated if they suffer a step loss at the 2 stacking point level.

Other pieces are markers, used to determine the sequence of events, the presence of fortifications, and to indicate unit status. If players desire, additional markers may be constructed.

2.3 Map.

The map is divided into hexagons (called hexes) which define the units' positions like squares on a chessboard. Each hex is numbered, to aid in setting up the scenarios. The map also shows important terrain features. The Terrain Effects Chart (TEC) explains the effects of terrain on movement and combat.

2.4 Scale.

Each turn represents one day of actual time. Each hex is 2 kilometers across. Units for the most part represent battalions (500 to 1,000 men) and companies (100 to 200 men).

3.0 Sequence of Play

After selecting a scenario to play, each player sets up his or her units as shown in the scenario set up. The Finnish player sets up first. Note that many units enter play later as reinforcements (10.1).

Each turn consists of between three and six impulses. The number of impulses that constitute a turn varies with the weather. When the last impulse has been completed, the turn ends.

3.1 Initial Segment.

3.11 Weather. The Finnish player rolls one die, adds any modifier from the Turn Record Track, and consults the Weather Table

to determine the number of impulses that will make up the turn.

3.12 Each player determines the supply status of his or her units (7.0).

3.13 Return all unavailable artillery (11.14) units to their available sides.

3.14 The Finnish player picks a number of his or her impulse chits equal to the weather result minus one, but never less than three. The Soviet player picks a number of his or her impulse chits equal to the weather result minus one, but never less than two (not that number for each formation). Note that each Soviet formation has its own set of impulse chits. The Soviet player must select at least one chit for each formation (even if every unit of a particular formation has been eliminated) unless two chits are to be selected and all three Soviet divisions are in play (the Soviet player chooses which one is not represented).

Choice of the chits is entirely up to the owning player. Players must choose from the chits provided in the game (they may not construct their own). The chits and both Soviet aircraft counters are placed in a common cup.

3.2 Impulses.

The Finnish player randomly draws a single impulse chit from the cup. The color of the chit determines the active player (white for the Finns and red/tan/brown for the Soviets). If a Soviet aircraft counter is selected, the Soviet player sets it aside. The aircraft unit is available to bombard enemy units in subsequent Soviet impulses. Draw another chit.

The active player may move and/or conduct combat, depending on the chit drawn. This is defined as an "impulse." When the impulse is complete, the active player draws another impulse chit and play proceeds according to the chit drawn. (Note that the Soviet player will be further limited in that he or she may only activate one of the three Soviet divisions in a single impulse.)

Example: At the start of turn one, the Finnish player draws a white FULL chit. He or she moves his or her units and conducts any attacks. When he or she is finished, he or she draws another chit, this time a brown 155th Division FULL chit. The Soviet player now conducts a FULL impulse (see below), using only units of the 155th Division. Had the Finnish player drawn another white chit, Finnish units would have had the opportunity to move twice before any Soviet response.

In each turn a number of impulses equal to the turn's weather condition are played. Thus, there will be some impulse chits left at the end of the turn. When the final impulse is completed for the turn, remove the leftover chits, advance the game-turn marker one box on the Turn Record Track and begin the next turn's Initial Segment.

3.3 Soviet Formations.

The Soviet forces are divided into three formations, the 139th Rifle Division, the 75th Rifle Division and the 155th Rifle Division. Each has its own set of impulse chits. When a Soviet impulse chit is drawn, only the units of the formation indicated on the chit may take action.

3.4 Soviet Eighth Army.

The Soviet player also has several units belonging to the Eighth Army. These green-colored units are activated with the 139th or 155th Rifle Division (Soviet player's choice, but they may only activate once per turn). The two Finnish Liberation Army units activate with the 139th Division.

3.5 Options.

Impulse chits allow the following actions, which must be performed in the order stated. Every impulse begins with both players determining whether unsupplied units have regained supply (7.0).

ATTACK:

- 1) The active player may break down (12.5) full-strength battalions.
- 2) The active player may bombard (8.0) enemy units.
- 3) Units of the active player may not move, but may attack adjacent enemy units.

CHOICE: The active player may take an ATTACK or a MOVE impulse (not both or any combination).

FULL:

- 1) The active player may break down (12.5) full-strength battalions.
- 2) Reinforcements (10.1) for the active player may arrive.
- 3) Unavailable artillery units of the active player may attempt to recover (11.15).
- 4) Units of the active player may expend their entire movement allowance.
- 5) The active player may bombard (8.0) enemy units.
- 6) The active player's units may attack adjacent enemy units.

HALF: Units of the active player may expend one-half of their movement allowance OR attempt to attack. If any unit moves, none may attack. If the active player wishes to attack, he or she rolls one die. On a result of 1, 2 or 3, his or her units may attack adjacent enemy units. If the attempt fails the active player may not attack enemy units and may not move any of his or her units.

The active player may break down (12.5) full-strength battalions. He or she may not bombard (8.0) enemy units.

MOVE:

- 1) The active player may break down (12.5) full-strength battalions.
- 2) Reinforcements (10.1) for the active player may arrive if available.
- 3) Active units may move their full movement allowance, but may not bombard or attack enemy units.

No matter which impulse chit is drawn, the active player is never required to move or attack with any of his or her units if he or she does not wish to do so.

4.0 Movement

If the impulse chit drawn permits movement, all active units

capable of moving may do so. Some restrictions apply by unit type, supply state or position; some impulse chits limit units to half of their movement allowance.

The active player moves his or her units one at a time from hex to adjacent hex paying the movement costs specified on the Terrain Effects Chart. Movement cost is based on the least favorable terrain type found in the hex unless using a road (4.1). All terrain and zone of control (6.0) costs are cumulative. A unit may not normally exceed its modified (by supply status or impulse chit) movement allowance in a single impulse (see restrictions below). Note that retreats and advances after combat do not count against a unit's movement allowance.

4.1 Roads.

To obtain the movement benefit of roads, movement must follow the road across a hexside containing the road, not merely into or out of a hex containing it. If movement along a road crosses a stream hexside, the moving unit pays the road movement cost for entering the hex plus the additional cost for crossing a stream hexside.

4.2 Units may not enter hexes containing enemy units.

4.3 In a HALF impulse, a unit may move from one zone of control (6.0) to another only if it has sufficient MPs to pay all terrain and zone of control costs (even if only moving a single hex). In a FULL, CHOICE (if movement is chosen) or MOVE impulse a unit may always move one hex, regardless of terrain or zone of control costs.

5.0 Stacking

More than one friendly unit may occupy the same hex. This is called "stacking." The maximum number of units of one side which may occupy a hex varies by terrain type, as noted on the TEC.

5.1 The step indicator is also the unit's stacking value. Total the stacking values of all units in a hex to determine if the stacking limit has been exceeded.

5.2 Stacking restrictions apply at the end of an active player's impulse which included movement or an advance after combat (9.5). Units in excess of stacking limits at that time are eliminated (owning player's choice).

5.3 Stacking restrictions limit the number of units which may attack from or into a hex. The maximum number of stacking points which may attack from a specific hex equals the hex's stacking limit or the defending hex's stacking limit, whichever is the least. The maximum number of stacking points which may defend in a hex is equal to the hex's stacking limit; all others are ignored.

6.0 Zones of Control

Zones of Control (ZOCs) represent a unit's influence on its immediate vicinity. Units capable of exerting a ZOC do so in the six adjacent hexes, provided movement across the connecting hexside is possible.

It costs additional MPs to enter and leave an enemy ZOC

(costs are cumulative). Units entering an enemy ZOC are not required to stop.

Every Soviet unit with an attack strength and every Finnish unit exerts a ZOC.

7.0 Supply

To function fully, units must be in supply. Supply for all units is judged at the beginning of each game-turn. Units which are out of supply are examined at the beginning of each impulse to determine if they are in supply. Thus, a unit may only be declared out of supply at the beginning of a game-turn, but can become supplied at the beginning of any impulse.

7.1 Finnish Supply.

To be supplied, Finnish units must trace a path no longer than 10 hexes (of any type) in length and unblocked by enemy units or ZOCs (a friendly unit negates an enemy ZOC for supply purposes) to a friendly HQ which is itself supplied or to a friendly-controlled town (one that has never been Soviet-controlled). Count the hex the unit occupies, but not the hex the HQ occupies. To be supplied the HQ must trace an unblocked path no longer than 12 hexes to a road leading to hex 4301, 5020 or 5034.

7.2 Soviet Supply.

To be supplied, Soviet units must trace a path of no more than seven hexes in length and unblocked by enemy units or ZOCs (a friendly unit negates an enemy ZOC for supply purposes) to hex 1007 or 1026 (if the hex is Soviet-controlled) or to a friendly HQ which is itself supplied. Count the hex the unit occupies, but not the hex the HQ occupies. Forest hexes count double when tracing supply lines. To be supplied the HQ must trace an unblocked path no longer than three hexes (forest hexes count double) to a road which leads to hex 1007 or 1026.

On and after the 6 Dec turn, Soviet units may also trace supply to hex 2243 (if the hex is Soviet-controlled).

7.3 An HQ may not trace supply to a hex occupied by enemy units. Any number of units may trace supply through a single HQ.

7.4 Effects.

7.41 Each unsupplied unit's attack strength is halved.

7.42 Unsupplied artillery units may not provide support (9.2) or bombard (8.0).

7.43 The defense strength of each unsupplied Finnish unit is lowered by one. The defense strength of each unsupplied Soviet unit is halved. An unsupplied unit's defense strength is never lowered to less than one.

7.44 Movement allowances of Soviet unsupplied units are reduced by one. Unsupplied Finnish units suffer no movement penalty.

7.45 Supply status does not affect a unit's ability to exert a ZOC.

8.0 Bombardment

Air units, artillery within range (11.16) and adjacent machine-gun units may attack enemy units by using the Bombardment Table. Enemy units being bombarded must be

adjacent to a friendly unit.

8.1 The active player may conduct bombardments in any FULL, ATTACK or CHOICE (if attacking) impulse. A hex may be bombarded and later attacked by other units during the combat portion of the same impulse. Note that bombardment is not possible in a HALF impulse.

8.2 There is no limit to the number of units that may participate in a single bombardment, but no hex may be bombarded more than once in the same impulse.

8.3 No unit may bombard more than once during the same impulse.

8.4 Procedure.

The active player totals the strength of his or her air units assigned to the bombardment, the modified (by terrain) offensive support values of artillery units and the modified attack strength of adjacent machine gun units participating in the bombardment. Total the number of enemy stacking points in the hex being bombarded, and find the appropriate column on the Bombardment Table. If the total bombardment strength does not appear on the table, use the next lowest number. Bombardments at less than the lowest value on the table are not allowed. Roll two dice and implement the results. The owning player distributes losses among his or her units.

Example: The Soviet player decides to bombard a cultivated hex containing 2 full-strength Finnish infantry battalions, using an artillery regiment with a strength of 9. The Finnish units have 6 stacking points. The bombardment will be resolved on the 8 column's 3 to 6 stacking point line. The Soviet rolls a 3; the Finnish player must eliminate one step from either of the battalions.

8.5 Following bombardment, all participating artillery units are flipped to their unavailable side (11.13). A machine-gun unit which bombards may not attack or move during the same impulse.

8.6 Air Attacks.

The Soviet player has two air units, each with a bombardment strength of 8. These may bombard any hex on the map, individually or combined with each other or Soviet artillery units. Both air units are placed in the impulse chit cup at the beginning of each game-turn and are available for use only after having been drawn from the cup. An air unit may bombard once per turn, on any Soviet impulse after it has been drawn. Air units are the only units that may bombard enemy units anywhere on the map regardless of the presence of friendly unit.

9.0 Combat

In combat, active units attack adjacent enemy units and artillery units project their support strength over intervening hexes to assist friendly units. If the impulse chit drawn permits, active units capable of conducting combat (see 9.1 below) may attack. Some restrictions apply by unit type, supply state, or position.

Attacking is always voluntary. Not all units in a hex need attack the same enemy-occupied hex. Unoccupied hexes may

not be attacked (to gain an advance after combat). All units stacked together must be attacked in a single attack. The terrain in the hex most favorable to the defender is used to resolve combat. Active non-artillery units may only attack adjacent enemy units if the attacking units could normally move into the defenders' hex.

9.1 Movement Cost of Combat.

During a FULL impulse, active units may only attack if they expend enough MPs to enter the hex under attack (do not include ZOC costs), plus one. Supporting artillery, and units which begin an impulse adjacent to the enemy units under attack, need not expend MPs.

9.2 Artillery Support.

Both players secretly assign available artillery (front side of the counter) support to enemy-occupied (active player) and friendly-occupied (inactive player) hexes under attack.

9.21 The active player may not add more support to an attack than twice the total printed attack strength of the attacking ground (non-artillery) units. The inactive player may not add more support than the total printed defensive strength of the defending units.

9.22 Offensive support may only be placed in hexes adjacent to friendly units.

9.23 Artillery units under attack by enemy ground units may not provide defensive support to any friendly units, and may not use their support values to assist in their own defense.

9.24 Artillery strength is halved when placed in forest hexes.

9.25 Aircraft units may not provide offensive (or defensive) support.

9.3 Resolution.

Battles are resolved one at a time in any order that the attacking player desires, using the following procedure:

- 1) Total the attack strengths (may be modified by supply) of all attacking units and add the support strength of any participating artillery (may be modified by the terrain occupied by the defender).
- 2) Total the defense strengths (may be modified by terrain, supply or fortifications) of all defending units under attack and add the support strength of any participating artillery.
- 3) Divide the total modified attack strength of the attacking units by the modified defense strength of the defending units, dropping all fractions, to get an odds level found on the Combat Results Table. For example, a strength of 16 attacking one of 4 is 4:1, while 15 attacking 4 is only 3:1.
- 4) Determine which odds column on the Combat Results Table is to be used, according to the terrain the defending units occupy. This may be increased or decreased by a number of factors, listed on the table.
- 5) Roll the die and consult the Combat Results Table; cross-index the number rolled with the appropriate odds column and determine the result.
- 6) Apply the result immediately (9.32).

- 7) Resolve any retreats (9.4) or advances after combat (9.5).
- 8) Proceed to the next battle.

When all battles are concluded, the combat portion of the impulse is over.

Example: A 5-7-8 Finnish battalion and four 2-3-10 companies are attacking a 6-5-6 Soviet battalion in cultivated terrain. In support for the Finns is a 2-strength artillery company while the Soviets have allocated four points of defensive support. The Finns are attacking from four hexes. The attacker:defender ratio is 15:9 or 1.67:1, which becomes 3:2. The Finnish player is attacking from four hexes and thus the column used is increased by one. Combat is resolved on the 2:1 column of the cultivated terrain line.

9.31 Maximum and Minimum Odds. No attack may take place at less than the lowest odds shown on the Combat Results Table. Attacks at greater than the highest odds shown are resolved on the highest column.

9.32 Combat Results. Combat results are in the form of #/#. The first number is the attacker's casualties and the second the defender's casualties. The attacker must remove from play a number of steps equal to the first number. A unit taken as a loss by the attacker may not be an artillery unit. The defender has some choice in how to take casualties. One-half of the required losses must be taken as steps eliminated and the remainder may be taken as hexes of retreat or steps eliminated (not both) at the owner's choice. If either side has an insufficient number of steps to satisfy the required loss portion of the combat result, his or her opponent's losses are reduced by an amount equal to the unfulfilled portion. Soviet infantry, engineers, artillery and anti-tank units with two stacking points do not possess a lower strength level and are eliminated entirely if they suffer a step loss.

9.33 If a tank company is attacking and the attacker suffers two or more step losses, at least one must be a tank company.

9.4 Retreats.

Retreats are performed by the owning player. A unit or a stack of several units forced to retreat through enemy ZOCs (even if the hex is occupied by friendly units) loses one step for every hex containing an enemy ZOC which is entered during the retreat. Retreats must, if possible, be away from the attacking units (each hex of the retreat must carry the retreating units one hex farther from the attacking units). A retreat path through an enemy ZOC may not be chosen if another exists that does not enter an enemy ZOC. Units from a single defending stack may retreat to different hexes.

9.5 Advances After Combat.

When defending units vacate a hex, surviving attacking units in adjacent hexes may advance. The length of the advance is the number of hexes retreated by the defender. All attacking units may advance after combat, except supporting artillery units. Stacking restrictions apply at the end of the advance. The first hex of the advance must be the hex attacked. The second and subsequent hexes are chosen by the attacking player. All advancing units must stop in the first hex containing an enemy ZOC. The movement benefits of roads and trails do not affect

advance limits. Advancing units may not enter a hex which they would not be allowed to enter during normal movement.

Example: Two Finnish companies are attacked and the combat result is -/4. Following the required elimination of two steps, two hexes of the result remain unfulfilled and the attacking units may accordingly advance two hexes (provided no enemy ZOC exists in the first hex).

9.6 Probes.

The active player may launch limited attacks to "probe" hexes containing enemy units. A probe is conducted exactly as an attack, except that the combat results are halved for both attacker and defender, and the attacker may not advance after combat. The defender may attempt to retreat before combat (12.4), but probing units may not advance into the hex.

10.0 Reinforcements and Replacements

10.1 Reinforcements.

During the game both players receive additional units as reinforcements, as noted on the Reinforcement Schedule. These appear on the specified turn in any friendly FULL, MOVE or CHOICE (if moving) impulse, entering the map at the hex noted or an adjacent hex.

10.11 Reinforcements may move and attack during the impulse in which they enter the map, like any other unit. They must pay movement costs for their entry hex.

10.12 Reinforcements are in supply during the impulse in which they enter the map.

10.13 Reinforcements may not enter the map in hexes occupied by enemy units. They enter play at the nearest map-edge hex not occupied by enemy units.

10.14 Soviet reinforcements may only enter play during an impulse in which they would be allowed to move (one for their formation).

10.2 Replacements.

When a replacement is available (designated on the reinforcement schedule), for each replacement step expended the Finnish player may return to play one company which had been eliminated, or add one step to a battalion which has suffered losses and is in supply and not in an enemy ZOC. Units returned to play enter the map as reinforcements at hex 4301. Replacements may be accumulated for use on a later turn. The Soviet player receives no replacements.

11.0 Special Unit Types

11.1 Artillery.

11.11 If forced to retreat, artillery units are eliminated.

11.12 Artillery support is secretly allocated before combat.

11.13 If an artillery unit moves or provides offensive support it is flipped to its unavailable side. Unavailable artillery may move normally, but may not provide support.

11.14 During the Initial Segment of each game-turn all unavailable artillery units are returned to their available (front) side.

11.15 At the beginning of a FULL impulse all unavailable

active artillery units may attempt to recover (return to their available side). The active player rolls one die for each of his or her unavailable artillery units. On a result equal to or less than the unit's recovery number (shown on the unit's unavailable side) the unit returns to its available side.

11.16 Artillery units must be within range of their intended target to bombard or lend their support values. Count the hex occupied by the target unit(s) but not the hex occupied by the artillery unit. Both offensive and defensive support is traced to the hex under attack.

11.2 Headquarters.

Headquarters are supply sources (7.0), or, more accurately, links in the supply chain.

11.3 Tanks.

11.31 If the attacking units include one or more tank companies and the defender does not include an AT unit the final combat odds are increased by two columns.

11.32 If the defending units include one or more tank companies and the attacker does not include a tank unit, the final combat odds are decreased by one column.

11.4 Red Finns

The Soviet forces include two units of the Finnish People's Army. Both of these units are part of 139th Division.

11.5 Zero-Strength Units.

Units with an attack strength of zero may not attack enemy units.

11.6 Soviet Strength Levels.

Soviet infantry, recon, engineer, artillery and anti-tank units with two stacking points do not possess a lower strength level and are eliminated entirely if they suffer a step loss.

11.7 Anti-Tank Gun Capture.

If a Finnish attack results in the elimination of a Soviet anti-tank battalion and Finnish units occupy the defender's hex in an advance after combat, the Finnish player rolls one die for each anti-tank battalion eliminated. On a result of 1 or 2 the Finns capture the anti-tank guns. Flip the counter to its Finnish side and place it on the Turn Record Track three turns ahead of the present turn, when it arrives at hex 5020 as a Finnish reinforcement.

11.8 Tank Capture.

If a Finnish attack results in the elimination of a Soviet tank company and Finnish units occupy the defender's hex in an advance after combat, the Finnish player rolls two dice for each tank company eliminated. On a result of 2 the Finns capture the tanks in somewhat usable condition. Flip the counter to its Finnish side and place it on the Turn Record Track five turns ahead of the present turn, when it arrives at hex 5020 as a Finnish reinforcement.

Each time the Finnish player moves a captured tank company, he or she rolls one die. On a result of six, the tanks break down irreparably and are removed from play.

The Soviet player may not re-capture tank units.

12.0 Special Rules

12.1 Panssari Panic.

When resolving any attack involving two or more Soviet tank or armored car companies, the Soviet player rolls one die. On a result of six the Finnish defenders lose one step and must retreat one hex in addition to any other combat result. Resolve the attack normally after inflicting the step loss but before the Finns retreat. If the Finnish defenders included only one step, it is eliminated and Soviet units may advance (9.5) into the hex.

12.2 Ice Roads.

The Finnish player may construct secret ice roads. At the end of a friendly FULL impulse the Finnish player may construct a secret road in a hex if it contains a Finnish engineer or construction unit. The engineer or construction unit may not move during the impulse and may not be in an enemy ZOC.

12.21 Ice roads are treated exactly as road hexes.

12.22 The Finnish player notes ice road hexes on a piece of paper. He or she need not reveal their existence until a Finnish unit makes use of them.

12.23 Soviet units may not use ice roads.

12.24 Ice roads may not be destroyed.

12.3 Weather.

During each turn's Initial Segment, the Finnish player rolls one die and consults the Weather Table to determine the turn's weather. The result is the number of impulse chits which will be played during the game-turn. Note that, beginning with the 20 December game-turn, one is added to the weather die roll.

12.4 Ski-Capable Units.

All units indicated as ski-capable (their background shows ski poles and a mountain) pay the ski-capable movement costs on the Terrain Effects Chart (those in parentheses). Ski-capable units occupying a forest hex may also attempt to retreat before being attacked or probed. The inactive player rolls one die for each ski-capable unit attempting to retreat. On a result of 1, 2 or 3, the unit may retreat two hexes (add one to the die roll for Finnish ski guerrilla units and subtract one for Soviet (but not Red Finnish) ski units). These retreating units may not enter enemy ZOCs. If the defender opts to retreat before combat and vacates the hex his or her units occupied, the attacking player may advance into the hex, but may not attack again during the impulse with the advancing units or any assigned to provide them support. Retreating units are revealed.

12.5 Breakdown Counters.

The Finnish player may break down a limited number of full-strength battalions into companies at the beginning of a friendly impulse. The Soviet player may break down one recon battalion. To do so, replace the battalion with the number of companies indicated on the Breakdown Chart. To re-form a battalion, all breakdown units must end a friendly impulse in the same hex. Remove the breakdown units and place the battalion counter in the hex. Note that breakdown units do not have designations; any of the required strength or greater may be re-formed into a battalion. If eliminated, they may be used again to break down battalions. Soviet breakdown units remain a part of their parent unit's formation.

12.6 Fortifications.

12.61 Fort counters double the defensive strength of units stacked with them. Forts do not double the defensive strength of units in town hexes.

12.62 At the end of a friendly FULL impulse a fortification counter may be placed in any hex containing at least four stacking points of infantry, engineer, construction, recon, machine-gun, cavalry, bicycle or ski guerrilla units if the four stacking points of units have not moved during the impulse and are not in an enemy ZOC.

12.63 Engineer and construction units count double their step value for the purpose of constructing fortifications.

12.64 If at the end of any friendly impulse no units of the constructing player are in the hex with a fortification counter or if at any time enemy units enter a hex containing a fortification counter, it is removed from play.

12.7 Fog of War.

Finnish units (except artillery and captured anti-tank and tank) have the Finnish battle flag printed on their reverse side. The Finnish player should move his or her units without the Soviet player observing, and when finished flip to their reverse all units except those attacking or probing.

12.71 Finnish units which are attacked are revealed at the moment combat is resolved (9.3).

12.72 Revealed Finnish units may be flipped to their reverse side during any Finnish impulse in which they do not attack or probe.

12.8 Exiting the Map.

Soviet units may exit the map as directed in the scenario instructions. They may not re-enter play, but are not counted as destroyed when determining victory. Otherwise, no unit may leave the map. Those forced to do so (through combat) are eliminated instead.

13.0 Optional Rules

13.1 Consecutive Impulse Limits.

If players desire, they may limit the number of consecutive impulses one player may perform. Neither player may perform more than three consecutive impulses; if a fourth consecutive impulse is drawn for the same player, the chit is returned to the container and another drawn until one of his or her opponent's chits is drawn.

13.2 Random Impulse Selection.

If players desire, rather than choosing the impulse chits they place in the common cup (3.14), each player randomly selects the appropriate number of impulse chits from those available. All other restrictions on chit selection remain in effect.

13.3 Poison Gas.

North of the Tolvajärvi battlefield, Soviet officers claimed that Finnish troops used chemical weapons against the 5th NKVD Regiment and requested permission to reply in kind. The Stavka refused the request, and the claim does not appear substantiated (chemical weapons perform very poorly in low temperatures; had the Finns used gas it would not have done much damage).

In any Finnish FULL impulse, the Finnish player may declare the use of poison gas. The odds for all Finnish attacks during the impulse are increased by one column and the Soviet player immediately gains 10 victory points. Poison gas may only be deployed once per game.

13.4 Brother Against Brother.

If during any Finnish impulse Finnish units adjacent to Red Finnish units are attacking, the Finnish player must also attack the hex containing Red Finnish units. If during any Soviet impulse Red Finnish units are adjacent to Finnish units being attacked, the Soviet player must include the Red Finnish units in an attack.

14.0 Scenarios

All units set up at full strength unless noted otherwise.

14.1 Liberation Mission.

14.11 The scenario starts with the 30 Nov 39 game-turn and ends at the conclusion of the 8 Dec game-turn.

14.12 Finnish Set Up:

Within 6 hexes of hex 1929: 11 inf bn, K-1 ski co.

Within 9 hexes of Aglajärvi (hex 2112): Os. R HQ, 10 inf bn, 2 MG co, 9/13 art co.

Finnish battalions may be broken down (12.5) prior to set up. Reinforcements are per the Finnish Reinforcement Schedule.

14.13 Soviet Set Up.

No Soviet units set up on the map.

Reinforcements are per the Soviet Reinforcement Schedule.

14.14 *Control.* Every hex on the map begins the game under Finnish control.

14.15 *Victory.* Victory is determined by the relative number of victory points (VPs) each player has accumulated at the end of the game.

The Finnish player receives four VPs for each Soviet HQ eliminated, two VPs for each artillery unit eliminated and one VP for each strength step (not stacking point) of all other unit types eliminated. He or she also receives one VP for each anti-tank unit captured (11.7) and four VPs for each tank company captured (11.8) in addition to the one VP for eliminating the unit. The Finnish player receives no VPs, but much satisfaction, for each Red Finnish unit eliminated.

The Soviet player receives the following VPs if he or she controls the following town hexes at the end of the game: Aglajärvi (2112) 5 VPs, Tolvajärvi (3409) 8 VPs, Ilomantsi (3833) 8 VPs, Mutalahti (3822) 6 VPs, Korpiselkä (4317) 8 VPs, Tuupovaara (5029) 10 VPs.

He or she receives two VPs for each Finnish step eliminated and 2 VPs for each Soviet step which exits the map from hex 5034, 5020 or 4301.

Subtract the Finnish VP total from the Soviet VP total and compare to the following to determine the winner:

<i>Victory/Level</i>	<i>VP Total</i>
Soviet Major Victory	28 or more
Soviet Moderate Victory	24-27
Soviet Minor Victory	20-23
Draw	19
Finnish Minor Victory	15-18
Finnish Moderate Victory	11-14
Finnish Major Victory	10 or fewer

14.2 Finnish Offensive.

14.21 The scenario starts with the 12 Dec game-turn and ends at the conclusion of the 25 Dec game-turn.

14.22 Soviet Set Up.

The Soviet player sets up his or her units first.

Within one hex of hex 3312, but not in any hex adjacent to Tolvajärvi (3409): I/718 inf bn, II/718 inf bn, III/718 inf bn, 1 Red Finnish ski co, one tank co. Remove one step from one of these units.

Within one hex of hex 3310, but not in any hex adjacent to Tolvajärvi (3409):

I/609 inf bn, II/609 inf bn, III/609 inf bn, 2 ski bn, one tank co.

Within one hex of hex 3307, but not in any hex adjacent to Tolvajärvi (3409):

I/364 inf bn, II/364 inf bn, III/364 inf bn, 139 recon bn, one tank co. Remove one step from one of these units.

Hex 3208: 139 HQ, 195 eng bn, 139 AT bn, 139 howitzer regt.

Hex 3209: 354 art regt.

Within seven hexes of Aglajärvi: all 75th Rifle Division units.

Within one hex of hex 2930: I/659 inf bn, II/659 inf bn, III/659 inf bn, 12 ski bn, 129 recon bn, 306 art regt, one tank co. Remove one step from one of these units.

Within one hex of hex 3337: I/436 inf bn, II/436 inf bn, III/436 inf bn, one tank co.

Within one hex of hex 3236: I/786 inf bn, II/786 inf bn, III/786 inf bn, 203 eng bn, one tank co.

Within one hex of hex 3238: all other 155th Rifle Division units.

Reinforcements are per the Soviet Reinforcement Schedule.

14.23 Finnish Set Up.

Finnish units may not be set up in any hex containing Soviet units, but may set up adjacent to them.

Within 5 hexes of Tolvajärvi (3409), in hexes numbered 34xx or higher: Os. R HQ, Os. P HQ, 9 inf bn, 10 inf bn, I/16 inf bn, II/16 inf bn, III/16 inf bn, 112 inf bn, 7 bicycle bn, III/6 art bn, one 3-4-10 inf co (any), 2 MG co, 16 MG co, 9/13 art co, 5/12 art co, 16 mtr co, 16 eng co. Remove two steps from any of these units.

Within seven hexes of Ilomantsi (3833) OR within one hex of Möhkö (3029): Os. A HQ, I/41 inf bn, II/41 inf bn, III/41 inf bn, 11 inf bn, K-1 ski co, 9/6 art co, 4 mtr co. Remove one step from any of these units.

Reinforcements are per the Finnish Reinforcement Schedule.

14.24 Battalions may be broken down (12.5) prior to set up.

14.25 *Control.* All hexes occupied by Soviet units or their ZOCs and not containing Finnish units, and all road hexes between hex 1007 and hex 3310, hex 1026 and 2929, and hex 2423 and 3337, begin the game under Soviet control. All other hexes begin the game under Finnish control.

14.26 *Victory.* Victory is determined by the relative number of victory points (VPs) each player has accumulated at the end of the game.

The Finnish player receives four VPs for each Soviet HQ eliminated, two VPs for each artillery unit eliminated and one VP for each strength step (not stacking point) of all other unit types eliminated. He or she also receives one VP for each anti-tank unit captured (11.7) and four VPs for each tank company captured (11.8) in addition to the one VP for eliminating the unit. The Finnish player receives no VPs, but much satisfaction, for each Red Finnish unit eliminated.

The Finnish player receives 10 VPs if he or she controls Aglajärvi (2112) at the end of the game.

The Soviet player receives the following VPs if he or she controls the following town hexes at the end of the game: Tolvajärvi (3409) 6 VPs, Ilomantsi (3833) 6 VPs, Mutalahti (3822) 5 VPs, Korpiselkä (4318) 6 VPs, Tuupovaara (5029) 8 VPs.

He or she receives three VPs for each Finnish step eliminated.

The player with the most VPs at the end of play wins.

14.3 Campaign Game.

14.31 The scenario starts with the 30 Nov 39 game-turn and ends at the conclusion of the 25 Dec game-turn.

14.32 Finnish Set Up:

Within 6 hexes of hex 1929 OR within 9 hexes of Aglajärvi (hex 2112): 11 inf bn, K-1 ski co., Os. R HQ, 10 inf bn, 2 MG co, 9/13 art co.

Finnish battalions may be broken down (12.5) prior to set up.

Reinforcements are per the Finnish Reinforcement Schedule.

14.33 Soviet Set Up.

No Soviet units set up on the map.

Reinforcements are per the Soviet Reinforcement Schedule.

14.34 *Control.* Every hex on the map begins the game under Finnish control.

14.35 *Victory.* Victory is determined by control of the towns on the map at the conclusion of play or the relative number of victory points (VPs) each player has accumulated at the end of the game.

The Finnish player receives four VPs for each Soviet HQ eliminated, two VPs for each artillery unit eliminated and one VP for each strength step (not stacking point) of all other unit types eliminated. He or she also receives one VP for each anti-tank unit captured (11.7) and four VPs for each tank company captured (11.8) in addition to the one VP for eliminating the unit. The Finnish player receives no VPs, but much satisfaction, for each Red Finnish unit eliminated.

The Soviet player receives two VPs for each Finnish step eliminated and 2 VPs for each Soviet step which exits the map from hex 5034, 5020 or 4301.

The player who controls 6 or more of the towns on the map at the conclusion of the scenario wins. If neither player wins by controlling towns, the player with the most VPs at the end of play wins.

14.4 Conquest of Finland.

WINTER FURY may also be played in combination with BLOOD ON THE SNOW, which is based on the battle of Suomussalmi north of the Tolvajärvi-Ilomantsi battlefield. This scenario uses both games.

14.41 The scenario starts with the 30 Nov 39 game-turn and ends at the conclusion of the 9 Jan game-turn.

14.42 Finnish Set Up.

On the Blood on the Snow map:

Hex 2608: TO-2 ski guerrilla

Hex 0923: 15 infantry battalion

Hex 2627: 1 x 3-4-10 infantry company

On the Winter Fury map:

Within 6 hexes of hex 1929: 11 infantry battalion, K-1 ski co.

Within 9 hexes of Aglajärvi (hex 2112): Os. R HQ, 10 infantry battalion, 2 MG company, 9/13 artillery company.

Finnish battalions may be broken down (12.5) prior to set up.

14.43 Finnish Reinforcements.

Reinforcements may be allocated to either map. Once a unit enters play on one map, it may not be sent to the other. Units enter the Blood on the Snow map at hex 0105 or 0129, the Winter Fury map at 4301 or 5020. The Finnish player may delay the arrival of reinforcements.

TURN	UNIT TYPE	DESIGNATION
30 Nov	infantry battalion	112
	3-4-10 infantry company	any
2 Dec	bicycle battalion	7
	infantry battalion	4
4 Dec	2-2-9 infantry company	any
	2-3-10 infantry company	any
6 Dec	HQ	Os. P
	HQ	Os. A
	infantry battalion	9
	artillery company	5/12
	2-3-10 infantry company	any
7 Dec	two replacement steps	
8 Dec	infantry battalion	1/16
	infantry battalion	2/16
	MG company	16
	mortar company	K16
	engineer company	16
	infantry battalion	3/41
	mortar company	K4
9 Dec	infantry battalion	3/16
	infantry battalion	1/41

	infantry battalion	2/41
	infantry battalion	1/27
	MG company	27
	2-2-9 infantry company	any
	HQ	27
	construction company	9
	engineer company	A/9
	anti-tank company	9
	0-0-12 ski guerrilla	any
	Truck	
10 Dec	infantry battalion	2/27
	infantry battalion	3/27
	artillery company	III/6
	two replacement steps	
11 Dec	ski guerrilla	TO-1
	artillery company	9/6
12 Dec	3-4-10 infantry company	any
13 Dec	HQ	Susi
	two replacement steps	
14 Dec	two replacement steps	
16 Dec	bicycle battalion	6
	two replacement steps	
17 Dec	2-1/2 artillery company	
18 Dec	ski battalion	P-2
	3-1/4 artillery company	
22 Dec	infantry battalion	2/65
	MG company	65
24 Dec	infantry battalion	1/65
	infantry battalion	1/64
	infantry battalion	3/64
	HQ	64
	MG company	65
25 Dec	infantry battalion	3/65
	infantry battalion	2/64
	infantry battalion	
	Paavola	
	engineer company	B/9
26 Dec	HQ	65
27 Dec	ski battalion	1

14.44 Soviet Set Up.

No Soviet units set up on the map.

14.45 Soviet Reinforcements.

Reinforcements may be allocated to either map. Once a unit enters play on one map, it may not be sent to the other. All units of the same formation must enter the same map. Units enter the Blood on the Snow map at hex 3007 or 3027, the Winter Fury map at any map-edge hex within five hexes of 1007 or 1026. The Soviet player may delay the arrival of reinforcements.

TURN	UNIT OR FORMATION
30 Nov	All units of 75 Rifle Division, 139 Rifle Division, 155 Rifle Division, 163 Rifle Division, 9 Army HQ
5 Dec	Agitprop motorized brass band.
12 Dec	Akad infantry company.

13 Dec All units of 44 Motorized Rifle Division
2 Jan I/3, II/3 NKVD motorized rifle battalions

14.46 Control.

Every hex on both maps begins the game under Finnish control.

14.47 Special Rules.

The special rules from both games apply to play on both maps (Poison Gas and Soviet breakdown counters may be used at Suomussalmi; the Finnish truck may be used at Tolvajärvi).

14.48 Terrain.

Use each game's Terrain Effects Chart. Note that movement is somewhat easier on the Winter Fury map (less snow had fallen here).

14.49 Victory.

Victory conditions on each map are those for the respective game's campaign scenario. A player must win on both maps to win the combined game. Any other result is a draw.

The Soviet motorized brass band may only receive victory points on the Blood on the Snow map.

Soviet Reinforcement Schedule

30 Nov: All units of 75th and 139th Rifle Divisions and all independent units except Akad infantry company plus two Red Finnish companies at any map-edge hex within ten hexes of 1007.

All units of 155th Rifle Division at any map-edge hex within five hexes of 1026.

12 Dec: Akad infantry company at 1007.

Finnish Reinforcement Schedule

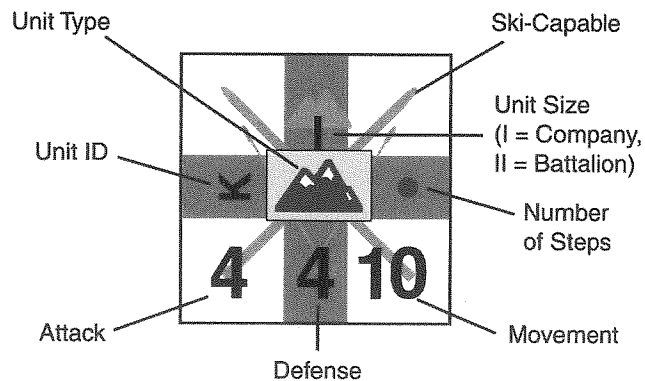
TURN	UNIT TYPE	DESIG.	LOCATION
30 Nov	infantry battalion	112	4301 OR 5020
	3-4-10 infantry company	any	4301 OR 5020
2 Dec	bicycle battalion	7	4301 OR 5020
6 Dec	HQ	Os. P	4301 OR 5020
	HQ	Os. A	5033 OR 5020
	infantry battalion	9	4301 OR 5020
	artillery company	5/12	4301 OR 5020
7 Dec	two replacement steps		
8 Dec	infantry battalion	1/16	4301 OR 5020
	infantry battalion	2/16	4301 OR 5020
	MG company	16	4301 OR 5020
	mortar company	K16	4301 OR 5020
	engineer company	16	4301 OR 5020
	infantry battalion	3/41	5033 OR 5020
	mortar company	K4	5033 OR 5020
9 Dec	infantry battalion	3/16	4301 OR 5020
	infantry battalion	1/41	5033 OR 5020
	infantry battalion	2/41	5033 OR 5020
10 Dec	artillery company	III/6	4301 OR 5020
	two replacement steps		
11 Dec	artillery company	9/6	5033 OR 5020
13 Dec	two replacement steps		
16 Dec	two replacement steps		
18 Dec	ski battalion	2	4301 OR 5020

Company Breakdowns






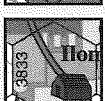

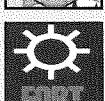


Battalioin	Companies
Finnish	
12-14-10	2 x 4-5-10, 1 x 4-4-10
8-10-10	1 x 3-4-10, 2 x 2-3-10
9-9-10	3 x 3-3-10
5-7-8	1 x 2-2-8, 2 x 12-8
Soviet	
7-7-8	1 x 1-2-8 armored car
	1 x 3-2-8 cavalry
	1 x 3-3-8 motorized infantry

Strength Reductions

Finnish		
3 Steps	2 Steps	1 Step
12-14-10	8-10-10	4-5-10
9-9-10	6-7-10	3-3-10
8-10-10	5-7-10	3-4-10
5-7-8	3-4-8	1-2-8
Soviet		
3 Steps	2 Steps	1 Step
	7-7-8	4-4-7
	7-6-6	4-4-5
	6-8-6	4-5-6
	6-5-6	4-3-5



Terrain Effects Chart

	Type	Movement Cost (Ski)	Motorized Unit Movement Cost	Combat Notes	Stacking
	Forest	3 (2)	6	—	6
	Road	2	1	Roads do not cross streams except at bridges.	—
	Stream Hexside	+1	+4	—	—
	Frozen Lake Hexside	+1 (+0)	+4	Increase attacker casualties by one if defender is in non-lake.	—
	Frozen Lake Hex	2 (1)	Prohibited	—	8
	Town	2	1	Defender doubled.	8
	Cultivated	2 (1)	3	—	8
	Fort	—	—	Defender doubled.	—
	Bridge	—	—	Negates stream costs.	—
	Hill	4 (3)	8	Defender doubled.	6

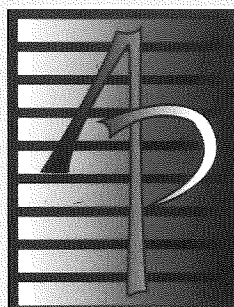
Bombardment Table

Stacking Points	Bombardment Strength						
7 or more	4	6	8	12	16	20	30
3 or 6	6	8	12	16	20	30	40
1 or 2	8	12	16	20	30	40	50

Dice Roll

2	1	1	2	2	2	3	3
3	x	1	1	1	1	2	2
4	x	x	1	1	1	1	1
5	x	x	x	x	x	1	1
6	x	x	x	x	x	x	x
7	x	x	x	x	x	x	x
8	x	x	x	x	x	x	x
9	x	x	x	x	1	1	1
10	x	x	x	1	1	1	1
11	x	x	1	1	1	1	2
12	1	1	1	1	2	2	2

Increase by two columns if target is lake hex. # = number of steps eliminated, never more than one-half of steps in hex, owning player's choice. x = no effect



Credits

Design: Dr. Mike Bennighof, Ph.D.

Research: Leif Snellman

Development: Brian L. Knipple

Box Graphics: Brien J. Miller

Map: Peggy Coleman

Counter Graphics: Peggy Coleman and Brien J. Miller

Playtest: Steve Bullock, Ernie Chambers, John Morris, Ron Würth.

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Winter Fury errata. The following table were inadvertently left out of the game.

Terrain Effects Chart

Foot (Ski) MOTORIZED Combat/Notes

ENTER ZOC:	+2 (+1) +2	In addition to hex Entry Costs (see 6.0 and 4.3)
Leave ZOC:	+1 (0) +2	In addition to hex Entry Costs
Attack Or Probe:	Defender's Terrain Cost +1	Ignore ZOC Costs (see 9.1)

Weather Table
die roll weather

1	6
2	6
3	5
4	5
5	4
6	4
7	3

 9 8 10 10	 9 5 7 10	 10 8 10 10	 10 5 7 10	 11 8 10 10	 11 5 7 10	 1/16 8 10 10	 1/16 5 7 10	 1/16 8 10 10	 1/16 5 7 10
 III/16 8 10 10	 III/16 5 7 10	 112 5 7 8	 112 3 4 8	 I/41 5 7 8	 I/41 3 4 8	 III/41 5 7 8	 III/41 3 4 8	 III/41 5 7 8	 III/41 3 4 8

 7 9 9 10	 7 6 7 10	 P-2 12 14 10	 P-2 8 10 10	 K-1 4 5 10	 16 1 1 8	 16 3 4 6	 2 3 4 6	 2 2 3 10	 2 2 3 10
 2 3 10	 2 3 10	 3 4 10	 3 4 10	 3 4 10	 2 2 8	 1 2 8	 1 2 8	 4 5 10	 4 5 10

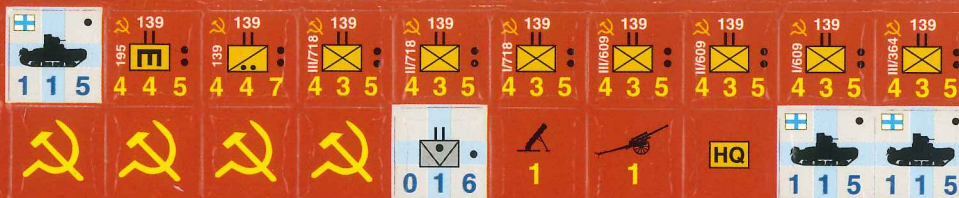
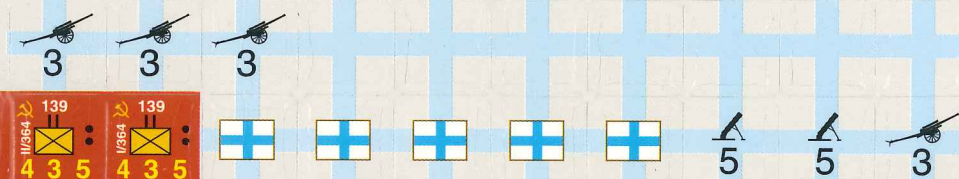
 4 4 10	 3 3 10	 3 3 10	 3 3 10	 OsA HQ 0 1 8	 OsP HQ 0 1 8	 OsR HQ 0 1 8	 2-1 0 1 6	 2-1 0 1 6	 2-1 0 1 6
 4-2 0 1 6	 1-1 0 1 8	 1-1 0 1 8	 FULL	 FULL	 CHOICE	 CHOICE	 HALF	 139 6 5 6	 139 6 5 6

 139 6 5 6	 139 6 5 6	 139 6 5 6	 139 6 5 6	 139 6 5 6	 139 6 5 6	 139 6 5 6	 139 6 5 6	 139 6 5 6	 139 6 5 6
 139 2 2 7	 139 2 2 7	 139 0 2 6	 9-4 139 6 0 1 5	 10-4 139 7 0 1 5	 139 1 3 4	 139 FULL	 139 CHOICE	 139 ATTACK	 139 HALF

 75 6 5 6	 75 6 5 6	 75 6 5 6	 75 6 5 6	 75 6 5 6	 75 6 5 6	 75 6 5 6	 75 6 5 6	 75 6 5 6	 75 6 5 6
 75 7 7 6	 75 2 2 7	 75 2 2 7	 75 2 2 7	 75 0 2 6	 75 0 1 5	 75 0 1 5	 75 1 3 4	 75 FULL	 75 MOVE

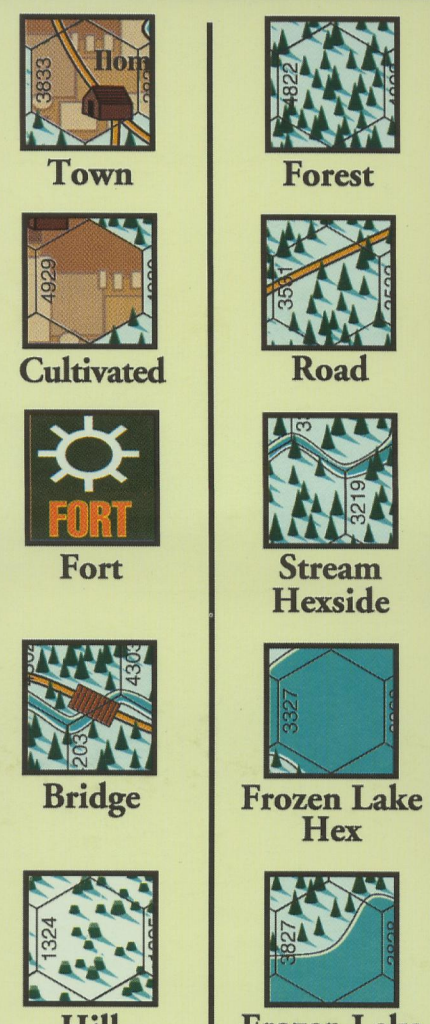
 155 6 5 6	 155 6 5 6	 155 6 5 6	 155 6 5 6	 155 6 5 6	 155 6 5 6	 155 6 5 6	 155 6 5 6	 155 6 5 6	 75 6 5 6
 129 7 7 8	 203 7 6 6	 155 2 2 7	 155 2 2 7	 155 2 2 7	 155 0 2 6	 155 0 1 5	 155 0 1 5	 155 1 3 4	 155 6 8 6

 1 3 2 8	 OUT OF SUPPLY	 SB2 8	 SB1 8	 3 3 8	 Akad 2 4 6	 XXX 0 3 6	 11-5 0 1 5	 155 FULL	 155 CHOICE
 2 3 2 8	 OUT OF SUPPLY	 OUT OF SUPPLY	 OUT OF SUPPLY	 OUT OF SUPPLY	 1 2 8	 3 2 8	 6 8 6	 6 8 6	 155 ATTACK



WINTER FURY

LEGEND



TURN RECORD

Nov 30	Dec 01	Dec 02	Dec 03
Dec 04	Dec 05	Dec 06	Dec 07
Dec 08	Dec 09	Dec 10	Dec 11
Dec 12	Dec 13	Dec 14	Dec 15
Dec 16	Dec 17	Dec 18	Dec 19
Dec 20	Dec 21	Dec 22	Dec 23

COMBAT RESULTS TABLE

Forest	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	8:1	10:1	12:1
Town	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	8:1	10:1
Cultivated	1:4	1:3	1:2	1:1	3:2	2:1	3:1	4:1	5:1	6:1	8:1
Lake	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1	1:1
DIE ROLL	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6	1-6
1	3+	3+	2+	2+	2+	1+	1+	1+	1+	1+	1+
2	3+	2+	2+	2+	1+	1+	1+	1+	1+	1+	1+
3	3+	2+	1+	1+	1+	1+	1+	1+	1+	1+	1+
4	2+	2+	1+	1+	1+	1+	1+	1+	1+	1+	1+
5	2+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+
6	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+	1+

SHIFTS TO THE ODDS

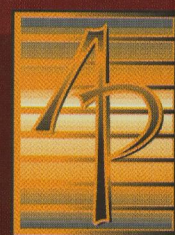
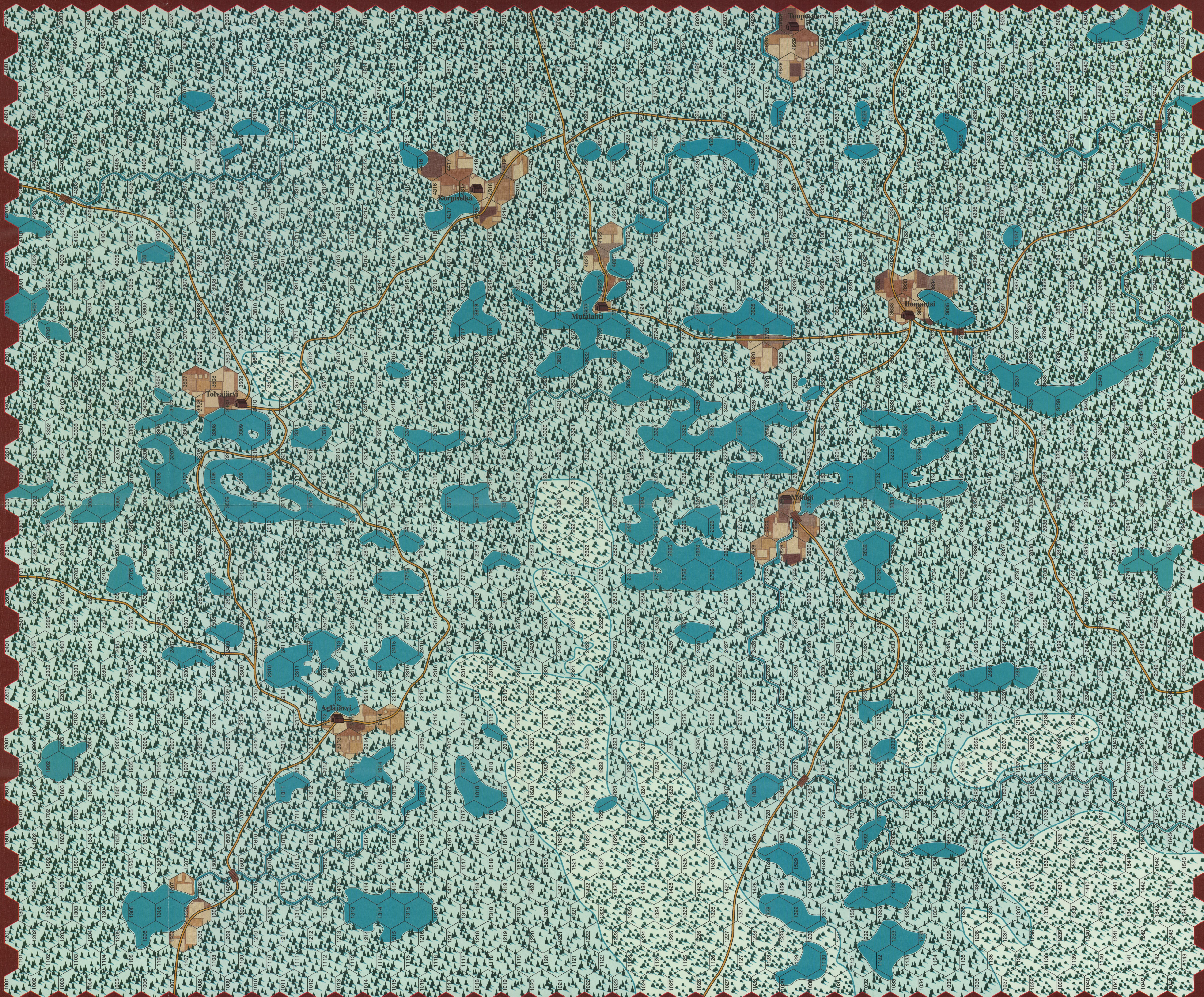
Increase by 1: If the attacker is attacking from four or more adjacent hexes.

Increase by 2: If the attacker includes tank company and defender does not include AT.

Decrease by 1: If defender includes tank unit.

WEATHER THIS TURN

6	5	4
3	2	1



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