

FREEZING INFERNO

FINLAND vs. USSR, 1939-1940

Rulebook

Content:

Introduction.....	1
1. How to win the game	1
2. Game duration	1
3. Game board.....	2
3.1. Borders	2
3.2. Home Cities	2
3.3. Key Cities	3
3.4. Terrain	3
3.4.1. Terrain Attack Modifiers	3
4. Units	4
4.1. Attack and Defense Value of Units.....	5
4.2. Unit strength	5
4.3. Total Attack and Total Defense Value	6
4.4. Unit regrouping	6
4.5. Unit Movement	7
4.5.1. Ground Units	7
4.5.2. Air Units.....	8
4.6. Zone of Control.....	8
4.7. Unit Supply	9
4.8. Occupying a city.....	9
4.9. Capturing an airport.....	10
4.10. Air Bridge.....	10
5. Initial game set-up.....	11
5.1. Basic version.....	11
5.2. Advanced version	12
6. The Battle	12
6.1. Types of battles	12
6.1.1. Ground to Ground.....	13
6.1.2. Air to Ground.....	13
6.1.3. Air to Air	13
6.1.4. Anti-aircraft	13
6.2. Resolving the Battle.....	14
6.3. Defender's retreat.....	15
6.4. Adjusting luck	16
7. Special player abilities	16
7.1. Finland.....	16
7.2. USSR.....	16

- 8. Calendar.....17
- 9. Reinforcements17
- 10. Module 1 – Weather (optional)18
 - 10.1. Temperature.....19
 - 10.2. Weather Conditions19
- 11. Module 2 - Technological-tactical improvements (optional).....20
 - 11.1. Meteorology.....20
 - 11.2. Espionage21
 - 11.3. Sabotage.....21
 - 11.4. Technological Advancements – Finland.....21
 - 11.5. Technological Advancements – The USSR22
- 12. Module 3 - Diplomacy (optional)22
- 13. Action Sequence.....23
- 14. Solo mode.....24
 - 14.1. Finland AI bot24
 - 14.2. USSR AI bot.....25
- Appendix A – Finland bot setup27
- Appendix B – USSR bot setup.....35

List of Abbreviations

AA	– Anti-aircraft Gun
AE	– Attacker Eliminated
AtA	– Air to Air
AtG	– Air to Ground
AU	– Air Unit
AV	– Attack Value
CA	– Counter Attack
CRT	– Combat Result Table
DE	– Defender eliminated
DR	– Defender Retreat
DV	– Defense Value
GtG	– Ground to Ground
GU	– Ground Unit
H	– Hex
HQ	– Headquarters
KC	– Key City
MC	– Military Capacity
MP	– Movement Point
NMC	– National Military Capacity
NMCC	– National Military Capacity Chart
NONT	– No Offense Next Turn
TAV	– Total Attack Value
TDV	– Total Defense Value
ZOC	– Zone of Control

Introduction

Freezing Inferno covers the conflict between Finland and the USSR, best known as the Winter War of 1939-1940. The game consists of the following components:

- 1 Game Box – 14" x 11" x 4"
- 1 Mounted Game Board – 25" x 39"
- 24 Calendar Cards – 2.8" x 4.8"
- 1 Combat Result Table – 8.8" x 5.5"
- 2 Player Cards - 8.8" x 5.5"
- 2 Players' Aid Card – 8" x 4"
- 1 Attack Modifier Chart – 8" x 4"
- 5 Counters Sheets – 8" x 10"
- 50 Sheets of Minimap – 6" x 4"
- 1 Rulebook – 6.8" x 9.6"
- 45 Money Chits 2"x1"
- 1 Die D8
- 1 Die D10
- 1 Die D12
- 2 Dice D20

1. How to win the game

Freezing Inferno is a game for one or two players. If played in two players, one player controls Finland, while the other player controls the USSR.

In order for the USSR to win, it must occupy 2 of the 3 Finnish Key Cities (marked with an asterisk) and hold them until the beginning of the next round, while also controlling at least 5 of its 7 Home Cities. If this is not achieved by the end of the 8th round, the winner of the game is the player who controls Finland.

2. Game duration

The game lasts 8 rounds. In each round, the USSR and Finland have their own turn. The USSR plays first. The order of actions is given in Chapter 13.

3. Game board

The game board shows a modified map of Finland and the surrounding countries with borders from 1939. The board is divided into hexes, of which there are several types, depending on the terrain. Each type of terrain differently affects the movement of units, their offensive and defensive capabilities. The influence of the terrain on the movement of units will be explained in more detail later, in a separate section.

In the upper left corner of the map are the Attack Modifiers Charts (see Chapter 10) and in the lower left corner is the Diplomacy Chart (see Chapter 12).

Along the left side of the board there is National Military Capacity Chart (NMCC).

3.1. Borders

State borders are marked with red lines. During the initial setup, the player places the unit in the territory of the state they control. No player can place a unit on the hex through which the state border passes. Also, no player can place units on the territories of Sweden and Norway. Units cannot be placed on lakes and seas. Air units must be deployed at the Airport.

3.2. Home Cities

Each side has Home Cities in its territory. Home Cities bring a certain Military Capacity (MC), which is indicated by a number next to the city. The sum total of all MC cities under player control is the National Military Capacity (NMC). The NMC is tracked on the National Military Capacity Chart (NMCC), depending on whether the player has occupied an enemy city or lost one of its own. At the beginning of the game NMCC is set to 29 for the USSR and 28 for Finland.

When changing control of a city, the NMC of a player who has lost a home city is reduced by the number that city carries, while the NMC of a player who has occupied an opponent's Home City is increased by 1. If a player regains control of their Home City, their NMC is increased by the number of MCs a city carries, while the NMC of a player who lost control of an opponent's city is reduced by 1.

Each player's initial NMC is determined by the sum of the MCs of all Home Cities and is marked on the NMCC. Players start the game with no MCs in their hands, and each player at the end of their turn takes as many MCs as the NMCC shows at that time.

3.3. Key Cities

Three Finnish cities, Helsinki, Oulu and Petsamo, represent Key Cities (KC) and are marked with an asterisk. For the USSR to win, it must capture 2 of the 3 KCs and hold them until the start of the next round, while also controlling at least 5 of its 7 Home Cities. If this is not achieved by the end of the 8th game round, the winner is the player controlling Finland.

3.4. Terrain

Each hex on the map represents a type of terrain, and for crossing it the unit spends a certain number of Movement Points (MP):

TERRAIN MOVEMENT MODIFIERS										
Clear	Forrest	Hills	Mountains	Lake*	Sea	Frozen Sea***	City	Fortification	Airfield	Road**
										
3MP	4MP	5MP	6MP	3MP	Impassable	3MP	3MP	3MP	3MP	2MP

When moving a unit, always look at the terrain value of the hex the unit wants to move to. For example, if a unit is standing on a hex with clear terrain and wants to move to a hex with a forest, that move will cost 4MP. If it wants to move to a hex with a hill, it will cost 5MP, etc. This will be explained in more detail in the section related to the movement of units.

* LAKE - Units can only move across the lake when possible, but cannot end their turn on the lake. If played without Module 1 - Weather, only Infantry can cross the lake.
 Optional Module 1 - Weather conditions:
 o Icy: Infantry and artillery can cross the lake
 o Very cold: Infantry can cross the lake
 o Cold and Cool: Lakes are impassable
 (explained in more detail in the Weather Conditions section)

** ROAD – Some hexes have a road drawn on them. If the unit is moving along a road, each field counts as 2MP.

*** FROZEN SEA – Units can pass over the frozen sea hexes if the Calendar Card with that effect is drawn.

3.4.1. Terrain Attack Modifiers

Certain types of terrain give advantages to the attacking unit or make it difficult for it to attack. The type of terrain is determined by the hex on which the defending unit is located. The attacking player rolls a D8 die and applies the modifier from the table. The resolution of the battle will be discussed in more detail later, in a separate section.

Forrest, Hills, Mountains

DEFENDER	ATTACKER			
	Infantry	Artillery	Tank	Air Unit
Infantry, Artillery, HQ & AA	-1	-1	-1	-1
Tank	+1	-1	-	-1

Fortification

DEFENDER	ATTACKER			
	Infantry	Artillery	Tank	Air Unit
Infantry, Artillery, HQ & AA	-1	-1	-1	-2
Tank	-	-1	-	-2

* Fortification grants the option of not retreating a defending Infantry unit after losing a battle, until its Strength drops to 2. If during the battle the defending unit is down to Strength 2, this advantage no longer exists and the result from the Combat Result Table (CRT) is applied.

City

DEFENDER	ATTACKER
	All Units
All Units	-1

4. Units

Each player has 7 types of units:

1. Infantry
2. Artillery
3. Tank
4. Fighter
5. Bomber
6. Anti-aircraft Gun (AA)
7. Headquarters (HQ)

The characteristics of the units are listed in Table 4.1.

Table 4.1. - Unit characteristics

	Infantry	Artillery	Tank	Fighter	Bomber	AA	HQ
Attack Value	2	4	5	4	6	<3 on D8	-
Defense Value	3	1	4	4	2	6	6
Move	11MP	9MP	14MP	14H	17H AirLift – 19H	9MP	12MP
Range	-	4H	-	-	-	4H	-

Each Ground unit has its own Move, expressed by the number of Movement Points (MP) the unit has. It is spent when moving from one hex to another, depending on the terrain.

Each air unit has its own Move, which represents the number of hexes (H) the unit can cross in one move.

Artillery and AA also have Range expressed in hexes. Range is the distance from which those units can attack the enemy.

Artillery can only attack units on the ground. This means Artillery can attack Air Units (AU) if they are on the ground.

AA can only attack AU while they are in the air.

Each unit has its value in Attack and Defense, which in combination with Strength are used to decide the outcome of the battle, which will be discussed more later in a separate section.

4.1. Attack and Defense Value of Units

The offensive and defensive values of the units are listed in table 4.1.

The AA cannot attack ground units, it can only fire at AU while they are in the air and within its range.

HQ cannot attack and therefore has no offensive value; it can only defend.

4.2. Unit strength

Each unit (except AA and HQ) has its own Strength.

A unit's strength is represented by the number of Counters on the hex.

The minimum Strength of the unit is 1 Counter and the maximum Strength is 5 Counters.

AA and HQ have no Strength, therefore they cannot have more than 1 Counter.

4.3. Total Attack and Total Defense Value

A unit's Strength is added to its Attack Value (AV) and Defense Value (DV) to give its Total Attack Value (TAV) and Total Defense Value (TDV).

For example, an Infantry unit with 4 Counters will have a TAV:

$$2 \text{ (Attack Value)} + 4 \text{ (Strength=Number of Counters)} = 6 \text{ (Total Attack Value)}$$

The Artillery unit with 2 Counters unit will have TDV:

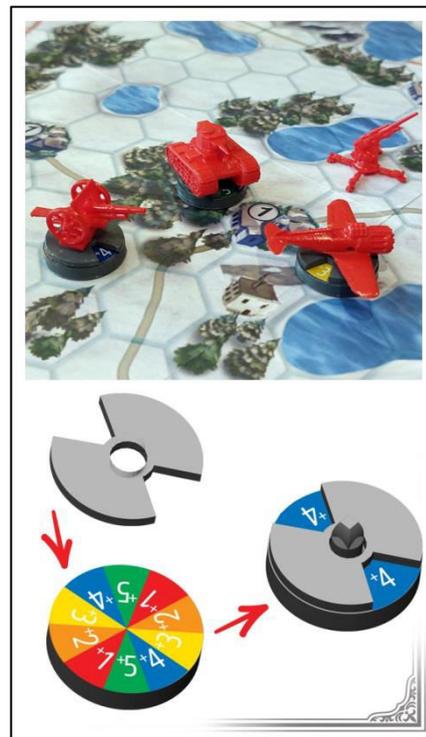
- $1 \text{ (Defense Value)} + 2 \text{ (Strength=Number of Counters)} = 3 \text{ (Total Defense Value)}$

GAME VERSION WITH MINIATURES!

A unit's Strength is added to its Attack Value (AV) and Defense Value (DV) to give its Total Attack Value (TAV) and Total Defense Value (TDV).

For example, an Infantry unit with the number 4 on the Base Disc will have a TAV:
 $2 \text{ (Attack Value)} + 4 \text{ (Strength= Base Disk Number)} = 6 \text{ (Total Attack Value)}$

The Artillery unit with the number 2 on the Base Disc will have the TAV:
 $1 \text{ (Defense Value)} + 2 \text{ (Strength= Base Disk Number)} = 3 \text{ (Total Defense Value)}$



4.4. Unit regrouping

Units of the same player and of the same type can regroup. For example, a player can regroup an Infantry unit that has a Strength of 3 by giving one of its Strength to another Infantry unit that has a Strength of 1. Then the Strength of the first Infantry will be reduced to 2, while the Strength of the second Infantry will be increased to 2.

When transferring Strength from one unit to another, the distance traveled, i.e. the hexes, are counted in the move of that part of the unit. For example, if an Infantry "sends" 2 Strength to another Infantry that has 1 Strength and is 2 hexes away, those two newly arrived Troops will use a certain number of points from their turn to reach the new unit. Then we will have a

Strength 3 Infantry, whose 2 Strengths have already used part of their turn, and the remaining 1 Strength has a full turn. Any further move of such unit is limited by the remaining moves of that 1 Strength.

The following rules apply when regrouping:

- A unit's strength cannot become higher than 5.
- A unit's strength cannot become less than 2.
- One unit can be divided into two units.

4.5. Unit Movement

On their turn the player decides whether to play with all units, only some, or no units at all.

If they choose to play a unit, it can:

- move to another hex on the board,
- move and engage in combat,
- engage in combat, then move (artillery only)

After one unit completes its turn, the player will select the next unit and so on. After all units have played their turn, the player has completed their turn.

4.5.1. Ground Units

Ground Units (GU) spend movement points (MP) when moving, depending on the terrain they cross. For example, Infantry has 11 MP - this means that it can cross two hexes with a value of 4MP and one hex with a value of 3MP.

All GUs except Artillery can first spend a certain number of movement points (they can move from their starting position), and then engage in combat. After entering combat, the unit loses the rest of its turn (if it has any left).

Artillery, if it moves first, loses the right to engage in combat (shooting at the enemy). Artillery can first engage (fire) from the hex it is on at the start of its turn, and then play its turn.

A Ground unit can move over a hex occupied by another unit belonging to the same player, but it cannot end its move on the hex occupied by another friendly GU.

4.5.2. Air Units

Air Units (AU) always start and end their turn on one of the airfield hexes controlled by the player who owns those units. An AU can start a move from one airport and end it at another, or return to the same airport, but in **both directions** it cannot move more hexes than its move allows. The AU must end its turn at the airport, i.e. suicide (kamikaze) missions are not allowed. If an attack on an enemy unit means that the AU will not be able to land on the airport because the move (number of hexes) does not allow it, the AU cannot even start the attack.

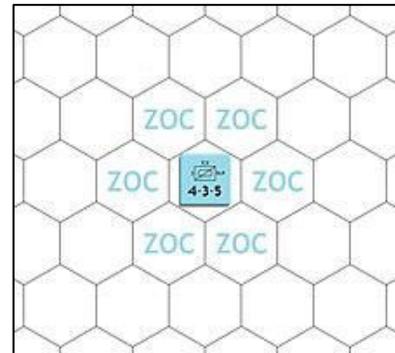
A unit cannot move more hexes in one turn than its move allows. A unit does not have to use its entire move, i.e. it does not have to spend all points/hexes. Unspent points/hexes are lost, i.e. not carried over to the next round.

4.6. Zone of Control

Zone of Control (ZOC) are hexes bordering the hex where the unit is located.

AA and Air Units don't have ZOC.

A unit can enter the ZOC of enemy units, but from there it cannot move to an adjacent unoccupied hex in the same move, instead it can only attack an enemy unit. In other words, a unit from a hex that is an enemy ZOC can attack one of the enemy units or stay in that hex.



If the unit is in the enemy's ZOC at the beginning of the turn, it can move to an adjacent hex that is also the enemy's ZOC, but then again it can only attack the unit or it loses the rest of the move. If the adjacent hex is not an enemy ZOC, then the unit can continue to use the rest of its move.

If a hex is in the ZOC of multiple units (with some of them being hostile), the hex is considered the ZOC of the player with more units. If the ratio is equal, that hex is the ZOC of both players, that is, the effects of the ZOC are applied to both players.

When a unit ends its turn in the enemy's ZOC, the hex it is on ceases to be anyone's ZOC and becomes an occupied hex.

4.7. Unit Supply

A unit is considered to be in supply:

1. if it is at a distance of a maximum of 7 hexes from the HQ, and
2. if an unobstructed sequence of hexes can be connected from the unit to the HQ. An unobstructed sequence means that the hexes through which the supply "goes" are not occupied by enemy units, nor are they in an enemy ZOC or cross an impassable hex or an unfrozen lake.

If a unit is in supply at the beginning of a player's turn, it will be considered to be in supply until the end of the turn, even if it moves out of the 7-hex space from the HQ or the unobstructed line of hexes is broken.

Therefore, the start of a player's turn (not of a new round, but a turn) determines the state of the unit for that entire turn. If it is in supply at the beginning of the turn, it will remain in supply that entire turn. If it is out of supply at the beginning of the turn, it will remain out of supply that entire turn.

When a unit is out of supply, its Move is halved, as well as its Total Attack Value and Total Defense Value (rounded up). For example, a Tank unit with maximum power has a Total Defense Value of 9, but if it is not in supply, that value is halved and rounded up to the higher value, i.e. 5. If any modifier affects the movement in that round, the player will first reduce the movement due to out of supply and then apply the modifier.

Air units are always in supply since they have to finish their turn on an airfield under the control of the player.

4.8. Occupying a city

An enemy city can only be occupied by Ground Units, except AA and HQ. When a GU lands on a hex containing a city (regardless of whether it was preceded by a battle or not), it is considered to have occupied the city and the NMCC is adjusted to reflect the terrain.

When occupying a city, GU loses the rest of its moves.

GU can also occupy a city when retreating after a lost battle.

If the GU leaves the opponent's occupied city, a marker with the flag of the player who occupied the city is placed on it, in order to know under whose control that city is. If there is no marker on the city, it is considered to be under the control of the player whose Home City it is.

4.9. Capturing an airport

Airports consist of 2 or 3 hexes with runways. One Ground Unit and one Air Unit of the same player can stand on those hexes. AUs can only land at an Airport controlled by the player who owns those AUs.

Each Airport has one hex with a Control Tower. The player who controls the Control Tower also controls the Airport. When a player takes control of a Control Tower, they are considered to have taken control of the entire Airport.

If a GU attacks an Airfield hex without a Control Tower containing both an opponent's Ground and air unit, the battle between two GU will take place.

If the attacker GU wins the battle, it occupies that hex, the defending GU (if it survives the battle) retreats according to the retreat rules, and the AU retreats to an Airport that is in range and under the control of the player whose AU is retreating, even though the opponent has not yet captured the airport. The AU cannot move to an adjacent Airport hex - it must move to another Airport.

If, at the moment of capturing the Control Tower, there are enemy AUs on the other hexes, they must immediately leave the Airport (fly to another Airport that is within range and under the control of the player who owns those AUs). If there is no such Airport, the unit is lost.

The control zone has no effect on the take-off and landing of the AU.

4.10. Air Bridge

The Bombers have the possibility of "airlift", that is, they can transfer the Infantry unit and the Headquarters from airport to airport. During that operation, the Move of the infantry and the bomber are counted separately; the infantry can spend, for example, 4MP to get to the airport, i.e. the hex where the bomber is and board. The bomber takes off and lands at another airport within its range. The infantry's arrival at that hex (landing at the airport) will not count as a Move, so they can use the rest of their Move leave that hex.

One Bomber can move one Infantry, taking into account the unit Strength ratio. In other words, a Bomber with a Strength of 5 can move Infantry with the same Strength of 5. If the Bomber's strength is 2, it can move Infantry with maximum Strength of 2, and so on.

For the "airlift" of the Headquarters, a minimum Bomber strength of 3 is required.

5. Initial game set-up

At the beginning, each side arranges its units with the help of the Minimap, in such a way that the other player does not know the layout of the opponent's units. After each player marks the starting positions of their units on the minimap, they are revealed and the units are placed in the manner marked on them.

The players can choose to do a draft setup, where they will place one unit at a time alternately. The Soviet player goes first.

Only one unit can be placed on one hex.*

*The exception is the Airport, where one Ground unit and one Air unit of the same player can stand at the same time.

When marking units, players can use abbreviations, such as I for infantry, A for artillery, etc.

HINTS FOR THE FIRST TIME PLAYERS:

1. Since the Soviet player goes first, at the initial setup the Finnish player should be careful not to place their units in the range of Soviet artillery and/or airplanes as much as possible (having in mind that the Soviet player can place their units near the border line), because it will make them unnecessary take the first blow.
2. When Soviet player is advancing deep in Finnish territory, they should be careful not to forget to take airfields. otherwise they won't have air units available for attack and defense.

5.1. Basic version

During set-up, players have a certain number of units at their disposal, which is listed in the table below. Each unit has Strength 5 at set-up.

Starting Ratio: Basic Version - **Number of units with Strength 5**

Unit	Finland	USSR
Infantry	9	9
Artillery	3	3
Tank	2	4
Fighter	2	3
Bomber	1	2
AA*	4	4
HQ*	3	3

*AA and HQ have no Strength. The number from the table represents the number of units.

5.2. Advanced version

Players can decide that all or some of the units they start the game with do not have full Strength of 5, but less than that. Depending on the strength of the unit, players write the numbers 3, 4 or 5 on the minimap next to the letter indicating the unit type. The maximum strength of the unit is 5, while at the initial set-up, the minimum strength of the unit is 3.

Starting Ratio: Advanced Version - **Total number of unit Strength**

Unit	Finland	USSR
Infantry	45	45
Artillery	15	15
Tank	10	20
Fighter	10	15
Bomber	5	10
AA*	4	4
HQ*	4	4

*AA and HQ have no Strength. The number from the table represents the number of units.

The table shows the total Strength of all units of a certain type. For example, the total Strength of Infantry is 45, which means that a player can field nine units with Strength 5 or ten units with Strength 4 and one unit with Strength 5 ($10 \times 4 + 5 = 45$).

6. The Battle

The battle takes place on the hex where the attacked unit is located.

Only one unit can attack one enemy unit. The battle is always 1 unit vs. 1 unit.

6.1. Types of battles

There are four types of battle:

1. Ground to Ground (GtG)
2. Air to Ground (AtG)
3. Air to Air (AtA)
4. Operation of Air Defense

6.1.1. Ground to Ground

A GtG battle is a battle between two Ground units. GtG CRT is applied.

If Artillery attacks, it suffers no negative effects. Also, if Artillery fires at Artillery, **CA**, **DR** i **(DR)** effects do not apply.

If a Ground unit attacks an Air Unit (AU) at an airport (which is then considered to be on the ground, i.e. the airport), the Total Defense Value of the AU is halved, and the AtG CRT is applied to obtain the results of the battle.

6.1.2. Air to Ground

An AtG battle is a battle where the AU attacks the GU. A special AtG CRT is used.

6.1.3. Air to Air

An AtA battle is a battle between two air units. As the range of the AU is such that they cannot attack units at the airports, the AtA battle occurs in situations when the AU starts to attack the opponent's GU, and the opponent sends the Fighter in the so-called "interception".

If the AU makes an attack on the GU and is intercepted by the defending Fighter, an AtA battle occurs in which the intercepting Fighter has the role of the attacker, and the AU that makes the attack on the GU has the role of the defender.

When the Fighter starts an interception, **CA**, **NONT**, **DR** i **(DR)** effects are not applied, but only the losses of both sides. If the result contains a "*", the AU that was intercepted cannot continue its attack. In all other results, regardless of losses, it can continue its attack on GU.

Only Fighters have the ability to "intercept" enemy Air Units, and each Fighter can use this ability only once during the opponent's turn.

6.1.4. Anti-aircraft

The Anti-aircraft Gun (AA) has a range of 4 hexes. If the opponent's AU attacks the GU in that space or crosses that space on its way to the GU, the AA fires at the AU once. No matter how many hexes the AU crosses on its way to the target and back, the AA only fires once. The player controlling the AA rolls a D8 die and if it rolls a 1 or 2, the AU has suffered a loss and its Strength is reduced by 1. The Air Unit may continue to attack, even though it has suffered a loss.

6.2. Resolving the Battle

The Combat Result Table (CRT) is used when deciding the outcome of a battle. There are two CRT:

1. Ground to Ground & Air to Air (GtG&AtA)
2. Air to Ground (AtG)

Battle resolving sequence:

1. The players chose the correspondent CRT depending on the type of the battle.
2. The Total Attack Value (TAV) of the attacking unit and the Total Defense Value (TDV) of the defending unit are calculated, as described in section 4.3.
3. TAV:TDV are put in ratio (for example, 7:7, 8:9 or 10:8).
4. The players look at the corresponding Column at the CRT.
5. The Attacker rolls a die. Terrain Attack Modifiers and The Calendar Attack Modifiers (if applicable) are applied.
6. The players look at the corresponding Row at the CRT and apply the result.

The signs on the left side of the slash "/" indicate the consequences for the attacker and on the right side the consequences for the defender.

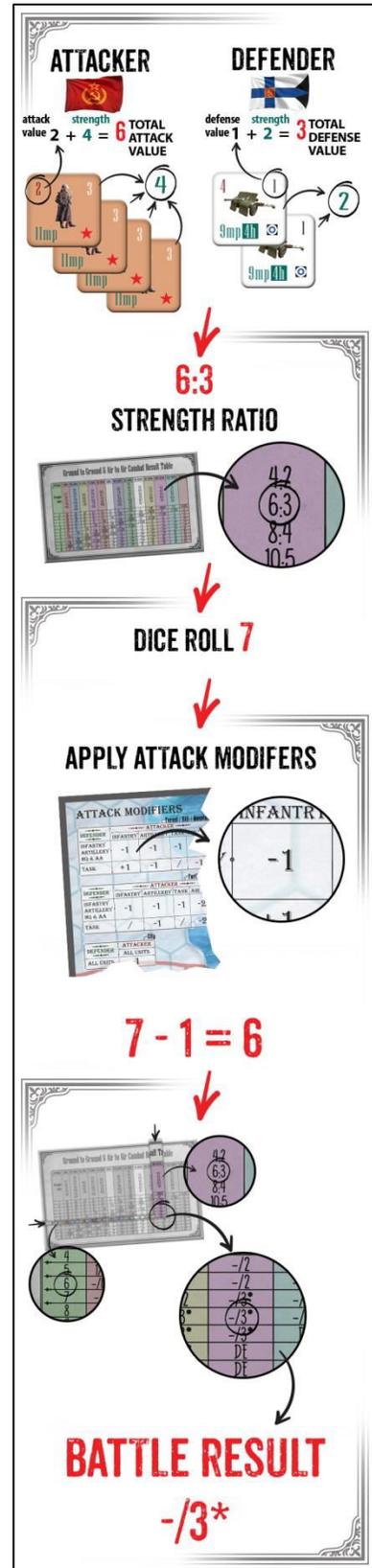
If the attacker has losses (left side of the result, e.g. **3/-**), they lose the battle, reduce the strength of the unit by the specified number and must retreat to the hex they came from.

If the defender has losses (right side of the result, e.g. **-/2**) they lose the battle, reduce the strength of the unit by the specified number and withdraw from the hex where the battle took place, and the attacker occupies that hex.

If the result is **1/1**, both units suffer a loss of 1 and the attacker retreats to the hex they came from.

In Air to Ground combat, GU does not retreat, even if they suffer a loss.

If the losses of a unit (attacker or defender) are such that its Strength falls below 1, the unit is destroyed and removed from the board.



Other markings on the CRT:

AE – Attacker Eliminated – the attacker's loss is such that they are automatically eliminated

DE – Defender Eliminated – the defender's loss is such that they are automatically eliminated

CA – Counter Attack – the defender has the option to start a counterattack if they want to. On this occasion, a new battle takes place on the hex where the attacker is located and the effect of that terrain is considered. This result can be applied only once, i.e. if the defender starts a counterattack, and the result of the counterattack is again a counterattack possibility (CA), that result will not be applied and the battle is considered over with no effects on both units.

DR – If the battle result is **-/DR** – the defender must retreat, even though they have no losses (DR = defender retreat).

(DR) - If the battle result is **-/1(DR)** - the defender has the option to retreat if they want or can stay on that hex, even though they have suffered a loss.

NONT (No Offensive Next Turn) – If the battle result is **-/NONT**, the defending unit loses the ability to play (move and attack) the next turn. The NONT marker is placed beneath the unit. If the same unit is attacked again in the same round and the result is again NONT, the defending unit will lose 1 strength for every additional NONT result.



6.3. Defender's retreat

The unit that lost the battle retreats by one hex, keeping in mind that the retreating hex must not border the hex from which the attacker came.

If it is not possible to move a unit to such hex because there is already another unit of the same player on it (except for an air unit) or there is no such hex (end of the board, impassable water surface), the unit can be moved in the direction of the attack line two hexes from the hex where the battle took place, as well as the hexes to the left and right of that hex.

If such a hex is also occupied or does not exist, the unit can move to the next free hex in the same direction, as well as to the hexes to the left and right of that hex, but then for each additional hex of distance it loses 1 Strength.

If, based on these retreat rules, there is no free hex to which a unit can retreat, or its retreat would mean that its Strength falls below 1, the unit is destroyed and removed from the board.

The zone of control has no effect on the withdrawal of units, that is, the unit can also be withdrawn to the hex that is the ZOC of the enemy unit.

A retreating unit cannot cross a hex containing an enemy unit.

6.4. Adjusting luck

In order to adjust the impact of luck on the game, the Players can chose to use 3 types of Dice:

1. Use of standard D8 die where the players have 12.5% chance to get any number from 1 to 8.
2. Use of custom D20 with numbers 1 to 8. Here you will have 10% chance to get a 1, 2, 7 or 8, but 15% chance to get 3, 4, 5 or 6.
3. Use of custom D20 with numbers 1 to 8, but in a way that you have 5% chance to get a 1 or 8, 10% to get 2 or 7, 15% to get 3 or 6, and 20% to get 4 or 5.

In this way the ratio of the strength of the units will have more impact on the result of the battle since the players will have less chance to completely fail (roll 1) or perform brilliantly (roll 8).

The players choose one of the dice at the start of the game and after that the die can't be changed.

7. Special player abilities

7.1. Finland

The Finnish Infantry has the ability to capture Soviet tanks. If Finnish infantry attack a Soviet tank, and the result of the battle is such that it means the destruction of a tank unit, that tank unit becomes a Finnish tank unit and has its original Strength. For example, if a Soviet tank had Strength 2, and the result of the battle was such that the unit was destroyed, the Finns get a Strength 2 tank unit.

The Finnish player can decide whether the Tank will stay in the hex where the battle took place and the Infantry will return to the hex it came from, or if they will switch places. The Finnish player can't play this tank unit until the next round.

7.2. USSR

The Soviet Tank has the ability to "remove the tracks" and move with the help of wheels. Before activating a unit, the Soviet player points out that the tank unit has taken off its tracks and that unit is marked by placing a marker under the counter.



That unit's move increases to 20MP. This applies only when moving along the road.

The total attack and defense value of the unit is halved. It is rounded up to a higher value.

If such a unit is out of supply at the end of the turn, the total attack and defense value of the unit is 1/4. It is rounded up to a higher value.

A tank unit that has used this ability remains in that status until the start of the Soviet player's next turn, meaning that its TAV and TDV will be 1/2 (or 1/4 if out of supply) during the Finnish player's turn as well.

This status of the units remains until the player, before activating the unit in one of the following turns, emphasizes that the unit returns to its original state and removes the marker.

8. Calendar

Each game round represents one time period. For each time period, there are 3 cards that describe important historical events from that period and the effects that apply in that round.

At the start of the game, players will randomly select one card for each of the 8 rounds and arrange them in order, face down.

At the beginning of each period, i.e. round, a new card will be revealed and the effects it brings will be applied immediately and last for the entire round.

Calendar cards indicate when it's time for players to reinforce their units and/or buy new ones, which will be on rounds 3, 5, 7 and 8.

9. Reinforcements

When there is a period in the calendar in which it is indicated that units are to be replenished, **both players buy new units and replenish old units** before the start of the round.

Unit prices vary depending on whether the game is played with or without Modules. Prices are listed in the following table:

Unit	Price without Module	With Module 2	With Module 3	With Modules 2 & 3
Infantry	6	5	5	4
Artillery	8	7	7	6
Tank	10	9	9	8
Fighter	10	9	9	8
Bomber	11	10	10	9
AA	7	6	6	5
HQ	10	9	9	8

A player can only replenish a unit already on the board up to a maximum Strength of 5.

Only units that are in supply can be replenished.

A player can form a new unit with a maximum Strength of 5, but has to **pay a new unit formation fee** of 2 Military Capacity (MC).

For example, if they want to form a new Artillery unit, the player will pay:

- for each Strength - 8 MC.
- fee for the formation of a new unit - 2 MC.

The procedure for replenishing units takes place in the following order:

1. At the beginning of the round, all players replenish units already on the board and in supply.
2. Also at the beginning of the round, both players buy/form **new units** which are not placed on the board immediately, but **at the end of the player's turn**.

For example, the Soviet player will replenish their units on the board at the beginning of the round, but will place new units on the board only after they have played their turn and before the Finnish player's turn.

A newly formed unit can only be placed on the board on one of the hexes bordering the hex where the HQ is located.

If the player does not have a Headquarters on the board, they cannot replenish the existing units or place new units on the board.

A player can buy a new HQ and place it on a city under their control, in which case they can place new units at the same time.

If a player does not have any cities under their control, they cannot place a new HQ on the board.

10. Module 1 – Weather (optional)

Module 1 is optional and players agree before starting the game whether they will play with this module or not.

Module 1 brings Temperature and Weather Conditions to the game which has certain effects on the movement of units.

At the start of the game, the Temperature is set to Very Cold and the Weather is set to Clear, and the effects from the table are applied for the first round of the game.

At the beginning of each subsequent round, one of the players (by agreement) rolls D10 and D12 dice, which determine what the Weather will be that round. The effects are applied immediately and last until the start of the next round.

10.1. Temperature

Temperature:	Icy	Very Cold	Cold	Chilly
Effects:	Deeply frozen lakes - infantry and artillery can cross.	Frozen lakes - infantry can cross.	No effect.	The snow is melting. Clear terrain becomes muddy and costs +1MP.

A D10 die is rolled for temperature:

1-3 – the temperature remains the same

4-8 – temperature drops (move one field to the left)

9-10 – the temperature rises (move one field to the right)

Temperature marker



10.2. Weather Conditions

Weather Conditions	Fog (always possible)	Snow (possible when Icy, Very Cold and Cold)	Rain (possible when Cold and Cool)	Clear (always possible)
Effects:	GU's movement is reduced by 1MP. Air units cannot play.	AU's movement is reduced by 4 hexes.	Clear terrain becomes muddy and costs +1MP.	No effect.

Weather conditions are partly determined by Temperature, because not all weather conditions are possible at all temperatures. Therefore, with some results there are two possibilities. If the result has two effects, like Rain/Snow, the first effect is applied, and if it is not possible due to temperature, then the second effect is applied.

A D12 is rolled for weather conditions:

1-6 – Clear

7 – Snow/Rain

8 – Rain/Snow

9 – Rain/Clear

10 - Snow/Clear

11 – Snow/Rain

12 – Fog

Weather conditions marker



11. Module 2 - Technological-tactical improvements (optional)

Module 2 is optional and players agree before starting the game whether they will play with this module or not.

The table consists of four branches of research. METEOROLOGY, ESPIONAGE, SABOTAGE and TECHNOLOGICAL ADVANCEMENTS. Each column is divided into a number of fields, which represent the degree of development of a given branch, that is, the effects that are obtained when the specified branch of research is sufficiently developed.

The starting values of each player are marked in the table (field START) on which a marker is placed to track progress. At the beginning of their turn, the player decides whether and how much Military Capacity (MC) they will use for upgrades from the table. Each field costs a certain number of MCs (listed in the table). The players can move the markers in every branch (column) for a maximum of 2 fields per turn.

When field 3 is reached in the column (marked in green), it is possible to try to activate that advantage. D8 is rolled and if the required number is obtained, the advantage is activated. In table 11.1. the result of the D8 which enables activation is displayed. If the activation is not successful the marker is reset to the the starting point.

Table 11.1. – Activating the advantage

Field in Column	D8 Number
3	<4
4	<5
5	<6
6	<7

11.1. Meteorology

Allows the player to see the weather conditions for the next round.

When activated, at the start of the round, after the players roll dice for indicating the weather conditions for that round, the player who has activated the Meteorology will roll dice again indicating the weather for the next round, but it will keep it secret from the other player.

Cost: 1 MC.

Once Meteorology is activated, it is valid until the end of the game, which is indicated in the table.

11.2. Espionage

The player can reroll their or opponents die if not satisfied with the result. Cost: 3 MC.



11.3. Sabotage

Enemy unit with the sabotage marker under it can't play on their next turn. Cost: 3 MC.



With Espionage and Sabotage, the current field in the column also determines how many times the activated advantage can be used (how many times the die can be rerolled or how many enemy units can be sabotaged).

Table 11.2. – Effects of activating Espionage/Sabotage

Field in the Espionage/Sabotage Column	Number of rerolls/sabotages
3	1
4	2
5	3
6	4

When Espionage or Sabotage is activated, the player takes as many Espionage and Sabotage markers as they have won. These markers can be used by the player immediately or throughout the game.

After the advantage is activated, the starting position is returned to the START field and can be used again.

11.4. Technological Advancements – Finland

The player can chose only one column at a time and after succesfully completing the process, the effects lasts throughout the whole game. Cost: 3 MC.

MOTTI TACTICS - No enemy ZOC for Finnish Infantry.

MOLOTOV COCKTAIL - +1 attack modifier for Finnish Infantry when attacking the Soviet Tank.

“WHITE DEATH” SNIPER - +1 attack modifier for Finnish Infantry when attacking the Soviet Infantry.

11.5. Technological Advancements – The USSR

The player can choose only one column at a time and after successfully completing the process, the effects last throughout the whole game. Cost: 3 MC.

B-4 203mm HOWITZER - Soviet Artillery range +1 hex.

KV-2 TANK – Minus 1 attack modifier for Finnish tank against Soviet tank.

AEROSANI KM-5 - Supply zone of Soviet HQ is increased to 9 hexes.

12. Module 3 - Diplomacy (optional)

Module 3 is optional and players agree before starting the game whether they will play with this module or not.

Diplomacy represents the influence of Finland and the USSR on other countries in the League of Nations. With the attack on Finland, the USSR was expelled from the League of Nations, so the initial position, that is, the attitude of the League of Nations towards the USSR, is negative.

Players use Military Capacity (MC) to influence the League of Nations, i.e. for lobbying.

One lobbying attempt costs 3 MC and it is limited to **once per round**. The player rolls a D10 die. If the result is equal to or less than 7, the lobbying is successful and the marker on the Diplomacy table is moved by one pro-Finnish or pro-Soviet space, depending on which player did the lobbying.

Lobbying can be done from the 2nd to the 6th round of the game (including the 6th round).

At the beginning of the 7th round of the game, the effects listed on the Diplomacy table field where the marker is located at that time apply. Depending on the position of the marker, the Finnish player may receive a certain number of units as reinforcements from the League of Nations. Those units are placed on one of the three Key Finnish cities (marked with an asterisk) or on the hexes bordering it. In order for those units to be placed on a city and adjacent hexes, the Finnish player must have control over that city. Units cannot be placed on hexes representing the Zone of Control of Soviet units. Air units are placed on Airports controlled by the Finnish player.

If there are not enough free hexes to place units (there are already units on them; opponent's ZOC; no Airport under Finnish control) those units are lost.

If the Diplomacy table shows that the League of Nations is pro-Soviet, the Finnish player loses one Infantry of their choice (regardless of Strength), i.e. removes it from the board.

13. Action Sequence

INITIAL OPERATIONS	1. The Players set markers on NMCC
	2. Players take the appropriate number of units from the box
	3. Minimaps are filled and players place units on the board according to the minimaps
	4. A deck of calendar cards is formed
	5. Initial weather conditions are set (optional)
	6. Technological-tactical progress boards are placed (optional)
	7. A marker is placed on the diplomacy scale (optional)
ROUND I	1. A calendar card is revealed and effects that last a full round are applied
	2. USSR's turn
	2.1. Actions with units (move, attack, regroup)
	2.2. The NMCC marker is adjusted if an enemy city is captured
	2.3. The player takes as many MCs as indicated on the NMCC
	3. Finland's turn
	3.1. Move, attack, regroup units
	3.2. The NMCC marker is adjusted if an enemy city is captured
3.3. The player takes as many MCs as indicated on the NMCC	
4. End of round	
ROUNDS II - VIII	1. A calendar card is revealed and effects that last a full round are applied
	2. The time is adjusted (if that option was selected at the beginning)
	3. Players replenish units on the board and buy new ones (only in round III, V, VII and VIII)
	4. USSR's turn
	4.1. Technological-Tactical adjustment (if that option is selected)
	4.2. Diplomacy Panel adjustment (if selected)
	4.3. Actions with units (move, attack, regroup)
	4.4. The NMCC marker is adjusted if an enemy city is captured
	4.5. A player takes as many MCUs as indicated on the NMCC
	4.6. Places newly formed units on the board (only in rounds III, V, VII and VIII)
	5. Finland's turn
	5.1. Technology Progress panel adjustment (if initially selected)
	5.2. Diplomacy Panel adjustment (if initially selected)
	5.3. Actions with units (move, attack, regroup)
	5.4. The NMCC marker is adjusted if an enemy city is captured
	5.5. A player takes as many MCUs as indicated on the NMCC
	5.6. Places newly formed units on the board (only in rounds III, V, VII and VIII)
	6. End of Round/Game

14. Solo mode

The player will first place their units on the board. Then the player will randomly choose 1 out of the 8 predetermined setups for the opponent which are shown in the Appendix A and B of this Rulebook.

14.1. Finland AI bot

1. Hold your cities. If you can move onto a city do so. Key cities have priority. (Recapture your own) Finland will place defensive zones around their outer cities and occupy them with a unit in the city. To halt player troops and hold onto as much of Finland as possible.

2. Defeat enemy troops, Enemy HQ first then the bot attacks the highest movement unit with the highest attack unit. The bot always aims for the best result possible, when attacking an enemy tank let infantry attack last in order to have a chance at claiming the enemy tank.

3. If your cities are safe and no troops can be destroyed take an enemy airfield, if not possible move toward the (high value) enemy city closest to the bot while holding a defensive line in terrain that gives bonuses, if an enemy city can be taken do so.

4. Do not move ground units into artillery range unless you can engage in combat stay 5 hexes away from Artillery. The same holds true for using bombers when a fighter can intercept. Do not sacrifice the bots units without function. The bombers will prioritize air dropping infantry as deep behind enemy lines as possible when they can.

5. The Generals (HQ) will move last to stay at the centre of all allied bot units and keep them in supply, the HQ will stay on defensive terrain when possible, HQ

End of round reinforcement replenish what was lost keep the unit ratio the same.

The Bot will avoid spending MC on a new unit formation fee if he can spend his MC by replenishing lost units. If MC is left after replenish he will form new units.

Finland prioritizes the following: Bombers then tanks then artillery

Bot in combat:

Will intelligently pick targets with a chance to deal damage, no kamikaze

Will pick the most beneficial terrain to gain an edge.

Will retreat towards the closest friendly unit in the supply

Bot and modules

Module 1

Bot checks current weather conditions before doing the priority sequence.

Module 2

The Bot will prioritize Technological advancements first (before buying new units)

The Bot will pick the advancement that affects the most units presently in the field.

The Bot will take espionage secondly to reroll losing fights.

Sabotage will be picked if there is MC left

Meteorology will be ignored.

Module 3

If bot can replenish a unit other than infantry they will prioritize that.

If MC is left after replenishing value units they will attempt Diplomacy.

Diplomacy has priority over new unit formation.

14.2. USSR AI bot

1. Take enemy cities. If you can move to an enemy city do so. Key cities have priority.
(Recapture your own)

2. Defeat enemy troops, enemy HQ first then the bot attacks the lowest defense unit with the highest attack unit. The bot always aims for the best result possible.

3. If no cities can be claimed or troops can be destroyed take an airfield, if not possible move toward the (high value) enemy city closest to the bot to make claiming one next turn better possible. Only remove the tank tracks when you can dive deep into enemy territory to claim cities.

4. Do not move ground units into artillery range unless you can engage in combat stay 5 hexes away from Artillery. The same holds true for using bombers when a fighter can intercept. Do not sacrifice the bot's units without function. The bombers will prioritize air dropping infantry as deep behind enemy lines as possible when they can.

5. The Generals (HQ) will move last to stay at the centre of all allied bot units and keep them in supply, the HQ will stay on defensive terrain when possible, HQ will move towards enemy cities alongside their units but as far back as possible.

End of round reinforcement replenish what was lost keep the unit ratio the same.

The Bot will avoid spending MC on a new unit formation fee if he can spend his MC by replenishing lost units. If MC is left after replenish he will form new units.

USSR prioritizes the following: Tanks, artillery then infantry

Bot in combat:

Will intelligently pick targets with a chance to deal damage, no kamikaze

Will pick the most beneficial terrain to gain an edge.

Will retreat towards the closest friendly unit in the supply

Bot and modules

Module 1

Bot checks current weather conditions before doing the priority sequence.

Module 2

The Bot will prioritize Technological advancements first (before buying new units)

The Bot will pick the advancement that affects the most units presently in the field.

The Bot will take espionage secondly to reroll losing fights.

Sabotage will be picked if there is MC left

Meteorology will be ignored.

Module 3

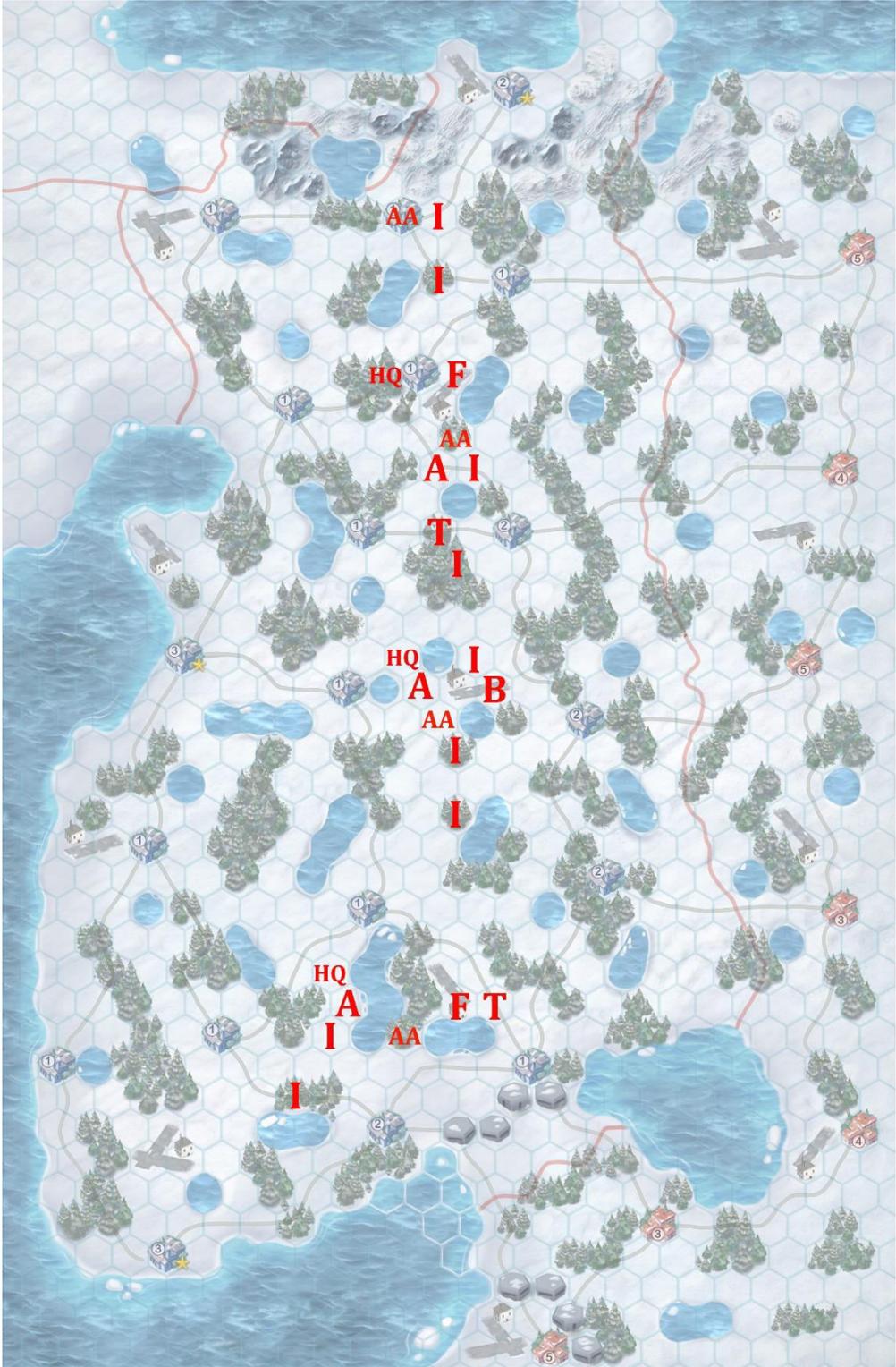
If Finland pursues Diplomacy Soviet will do next:

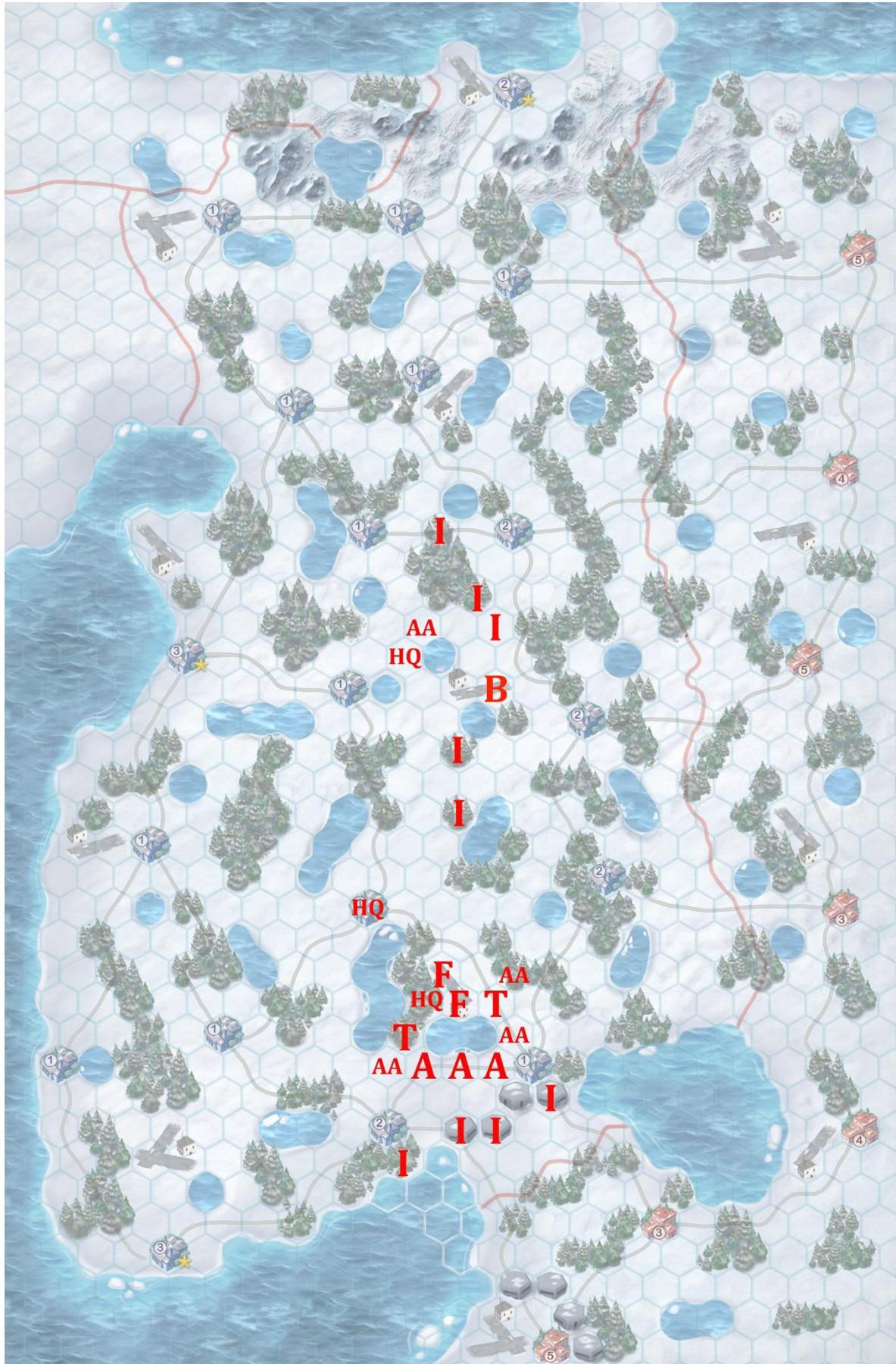
If bot can replenish a unit other than infantry they will prioritize that.

If MC is left after replenishing value units they will attempt Diplomacy.

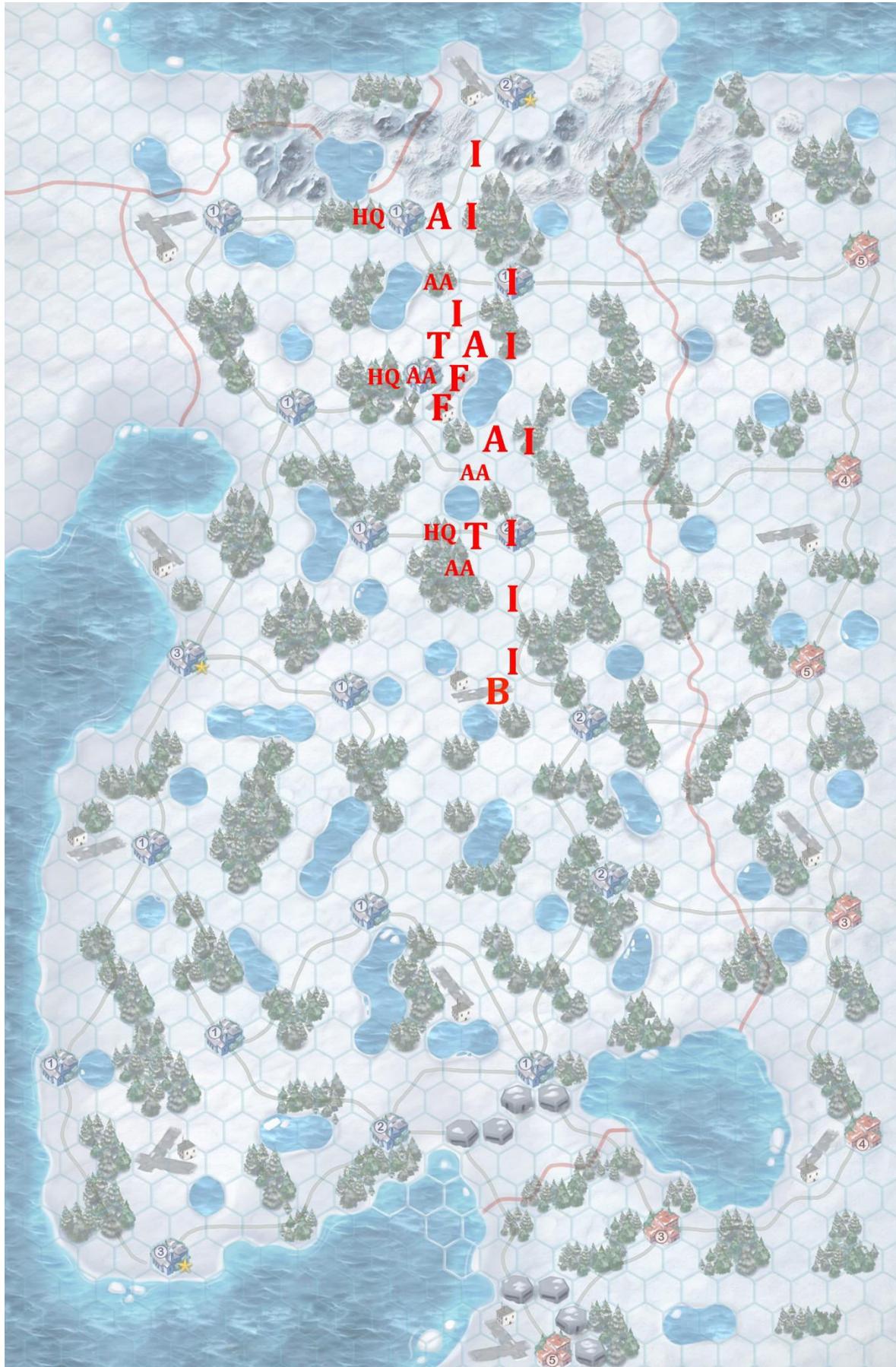
Diplomacy has priority over new unit formation.

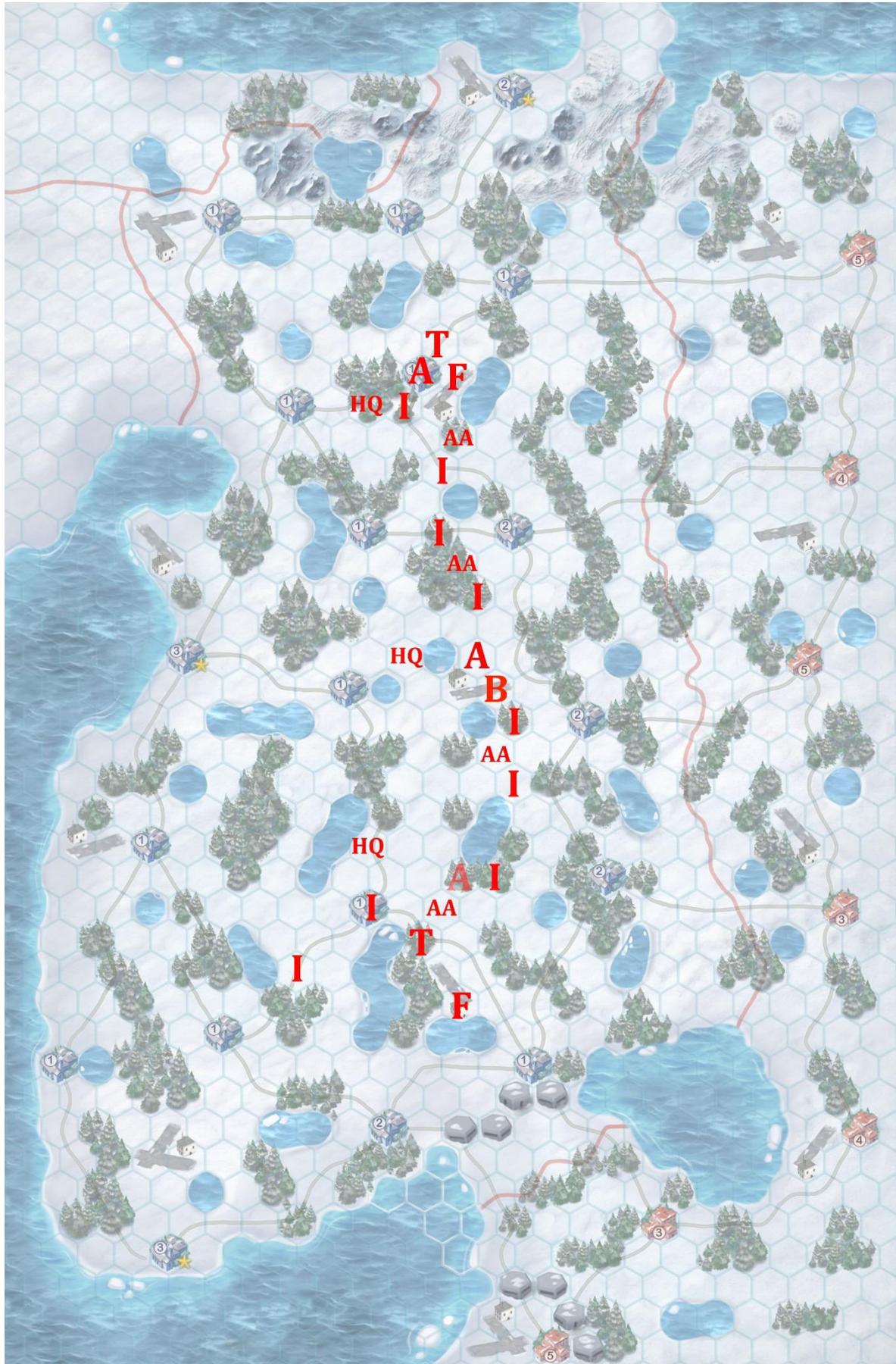
Appendix A – Finland bot setup





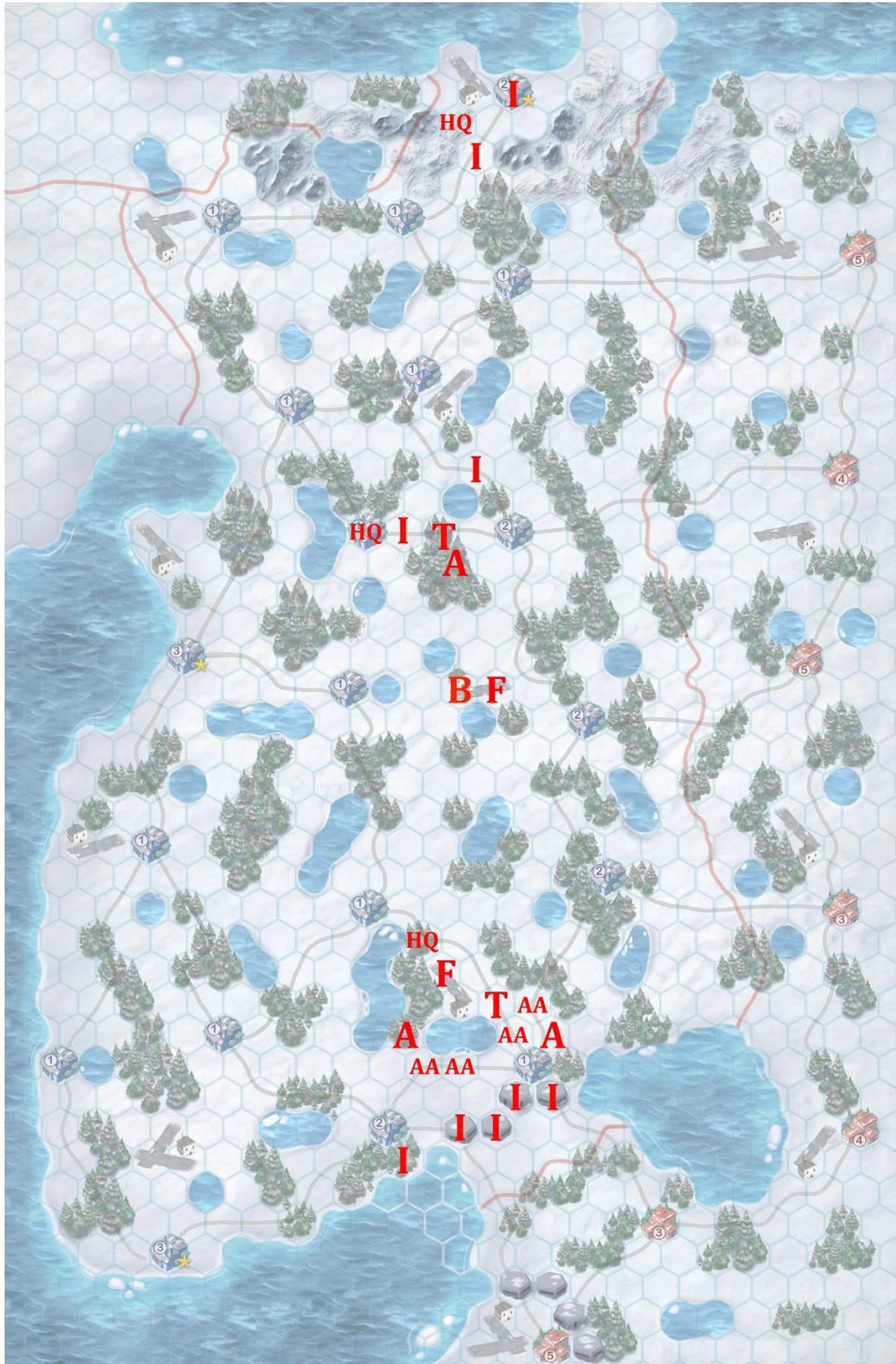












Appendix B – USSR bot setup





