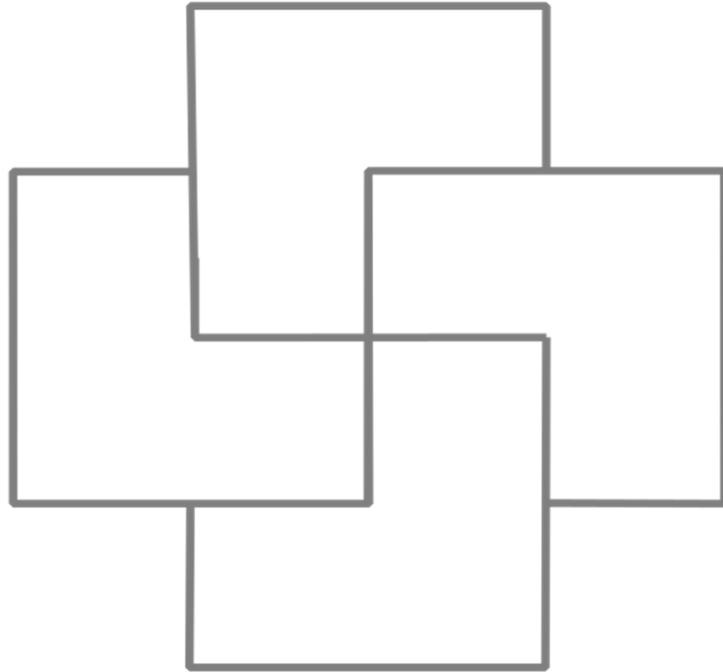


# KONFLIKT '47



**FINNISH  
DEFENSE  
&  
ATTACK  
FORCES**

## *Marconi listening post #3 Near Reykjavik, Iceland*

*22 March 1947*

*The screech of the alarms woke Mike up. He had donned his jumpsuit and was tying up his boots before Donny was out of his bunk.*

*“Come on Donny! I’m not getting docked points for your slow ass again!”*

*“Whatever Mick,” answered Donny, fishing for a boot. “Why do they always run drills when we are off? I was dreaming of your old lady.”*

*“Sounds more like a nightmare then,” Replied Mike. He snagged Donny’s missing boot and chucked it at him. “And stop calling me Mick for Christ sakes.”*

*“Isn’t my fault all your good Irish families in the Bronx name their kids Michael. ‘Mick’ Sure beats being called Mike Number Six.” Donny finished dressing.*

*They didn’t even need to step outside to reach the walkers. The Post was rather small, with only a handful of buildings. The walker pilots were housed in the same hanger as their machines. By the time they reached the pit, the crew had already started warming up the machines. Mike waved at one of the crew.*

*Tommy nodded back. “Don’t think it’s a drill, guys. I didn’t get any paperwork.”*

*“Crap. Out of bed for another flock of birds, no doubt,” stated Donny.*

*If the alarm was not a drill, chances were radar had picked up a phantom blip. The post was located 40 miles from Meeks Air force base, and miles from any air traffic. The last German plane that had even come close was in ’44. In fact, almost all of the Post’s radar technology was for finding active U-boats hundreds of miles away. The sleepy fishing village near the post was of no interest to the German Navy, or of any military for that matter.*

*“The ladies are up and running, you 2 are good to go. Fat Tony will be following soon-those belt feeds keep snagging while loading.” Tommy motioned to the giant Kodiak walker. Mike could hear curses come from the crew working on it. “You two best get out there and scan some skies in the meantime. Ohh, and try to stay warm.”*

*Climbing into the cockpits of the Coyote walkers, Donny asked: “what does he mean, stay warm?”*

*While it wasn’t hot, the weather had been rather warm all day. Not shorts weather, but too warm for a jacket. The mystery was solved as a crewman opened the bay doors to the courtyard. Snowflakes burst into the structure: Outside was a raging blizzard.*

*“Well that’s not normal” said Donny, marching his machine out into freezing night.*

*“Agreed” replied Mike, piloting the walker beside him. He surveyed the situation. Several units of marines had taken up posts. The dug outs were manned and guards could be seen running around. Beside Donny’s walker stood a squad of guards. One of the marines motioned them to head towards the center of the outpost.*

*Donny’s coyote started forward, walking past the guards. Something seemed off to Mike. The marine raised his head. Mike caught a glint of yellow eyes.*

*A flame came to life in the man’s hand. Horrified, Mike brought up the right hand machine gun as the man pulled back his arm to chuck the lit bottle. He hit the trigger, bullets raking the ground as he brought the gun to bear. The bullets trailed up the soldier’s legs and blew holes in his chest. The man dropped the Molotov, the explosion ruining Mike’s vision for a second.*

*The spots left his eyes as quickly as they had appeared. The man lay dead and burning on the ground. The squad he was with had disappeared. Mike swung the coyote back and forth, searching for them. Donny meanwhile was doing the same.*

*“Donny, we got hostiles dressed like Marines!”*

*Almost at the same time, both coyotes turned on their searchlights. The lights cut through the snowy night. Mike aimed the light at one of the machine gun dug outs. The light illuminated dead men slumped over sandbags.*

*Donny’s machine gun barked as he opened fire. There was a crack and his spotlight went out. A split second later another crack was followed by the loss of Mike’s light.*

*“Mick, I missed them. They’re too fast. We gotta-” Donny never finished.*

*Out of the corner of his suit’s visor, Mike caught the launch of the rocket from the roof on a nearby building. The charge caught Donny’s Coyote center mass, cracking the armor and sending remains flying.*

*Mike brought the shoulder mounted 50 Cal into a target lock as he followed the smoke trail. Two armored troopers crouched on the roof. One held a huge rifle aimed at Mike. The rifle fired as he pulled the trigger.*

*Nothing happened. Mike looked out of the side port at where the machine gun used to sit. The shot had sheared it right off the housing. Mike started to raise the right-hand machine gun. The two figures jumped up. A blue glow blossomed behind them as they took to the air.*

*From behind Mike, shots wrung out. The two figures dropped to the ground.*

*Mike raised the clawed fist of the walker, yelling in excitement. He turned towards the shooter.*

*Fat Tony stood in the center of the courtyard, autocannons and machine guns sprouting death. Tracers illuminated the Kodiak Walker. As Mike watched, a unit of fake marines was torn to shreds by the monster guns.*

*“Never fear, Fat Tony is here!” barked the pilot over the radio.*

*There was a deafening roar. The Kodiak walker exploded into smithereens. A huge shape appeared from behind where the walker had stood. Out of the snowstorm, a massive white Zeus panzermech came into view.*

*The autocannon turned towards Mike’s lone Coyote.*

### **History versus the gaming narrative:**

Behind the word conflict is always the question “why?” in life or games, either a dispute or a fight, those involved want to know why the conflict is occurring. In games, this can lead to a lengthy narrative of why orcs hate dwarfs, or why humans are destroying an alien base. The love and want for narratives and reasons has led to amazing series based on games, creating worlds for the player to immerse in.

The backbone of Konflikt 47 is based on the conflict of World War II. This gives a great narrative to the feel of the game. The weapons, the tactics, the heroes and the villains are all very real and assessable. The reasons for invasions, the battle plans, the outcomes and the long term results are all heavily documented with just as many opinions and theories given by historians and researchers.

This already filled in world can be both a blessing and a curse: it makes the world so much “real”, but also limiting in the fact that “real” is defined by limitations. In WW2 it would be unreal for the British and the Americans to be in a slugfest, or the Germans to be fighting the Japanese half a world away. While players will play such games, a reason for “why?” would go a long way to adding enjoyment to the game occurring.

The Finnish force battling anyone but the Russians in WW2 is one example of a gaming narrative

problem. The Finnish were in a battle of survival against the communist machine. However, the tactics and history behind the Finnish army make it a fighting force that many players would love to field. So the question is how does one take the history of the Finns and augment it fictitiously to make a good gaming narrative?

### **Real life Finnish history (the short hand version)**

In the early 1800's, the Russian oligarchy had seized Finland to "protect" the Capitol of St. Petersburg (about 32km from the Finnish border) Finland remained under Russian rule until the Russian civil war of 1917. Finland separated from Russia while Russia became the Soviet Union under communism.

Finland also stood a chance of becoming communist at this time. A four month civil war occurred, with the conservative white party (with Support from the German Imperial Army) defeating the communist red party. The country elected a president, and the country grew economically.

Economic growth mostly occurred in areas with venues of transport. Helsinki, the capitol, was one location of industrial growth with the counties only railroad station. The ports around the Karelain Isthmus Close to St. Petersburg handled a large deal of export via shipping.

It should be noted that Finland was mostly forests and rough terrain save for a few cities. Most of these industrial hubs were near or along the Finnish/Soviet border. Industry was new and only in key cities. To put it in perspective, during the Moscow Peace treaty of 1940, Finland ceded 11% of their land to Russia, which contained 30 % of Finland's economy.

Finland was focused on growing as a country and never showed any plans to be a part of WW2. Stalin, who by 1939 had started to set his sights on conquest, drew Finland into the war. At the time,

Hitler and Stalin had a wary cease- fire in place. While keeping a wary eye on each other, both countries attacked smaller countries. Stalin viewed the islands of Finland, the Karelian Isthmus and the land near Vyborg as being of military importance. When diplomats failed to secure these, Soviets shelled their own military base in Manilia and blamed it on the Finns.

On 30 November 1939, Soviet Russia invaded Finland resulting in the Winter War. The Winter War only lasted three months. The Finns held out well for winter, but the Russian juggernaut eventually wore them down. As talks of peace abound, the Russian army did a final push into the city of Vyborg on March 5<sup>th</sup>. This final battle let the Russians set the terms for the Moscow Peace treaty on March 12<sup>th</sup>-terms that were not favorable for Finnish.

This battle leads to many things. First off, the huge losses suffered by Russia cast them as a poor army. The war led Hitler to believe that an attack on Russia would be successful. Secondly, it had cost the Finnish greatly- a loss of over thirty percent of their economy. Thirdly, it had showed that the allies and the League of Nations were of no assistance to Finland.

Germany however, was more than willing to be of help. Over the next 18 months, diplomats and military leaders of both countries met in secret. Germany's interest in assisting Finland was based around two main motives. One reason would be that the Finnish would add pressure if attacking at the same time as Germany. The second reason was that an armed Finnish force would help protect the ore fields and other spots of value in Sweden.

Germany launched Operation Barbosa on June 15<sup>th</sup>, 1941. The Finnish began the continuation war just days later. The war allowed the Finnish to retake lands lost in the Moscow treaty. Finns continued fighting and did not seek to leave the war until the German defeat at the battle of Stalingrad in February of 43.

Russia was not interested in peace at this time. On June 10<sup>th</sup>, Stalin launched the Vyborg-Petrozavodsk offensive. Intense shelling and massive tank-driven forces drove the Finnish forces back to the lines set by the Moscow peace treaty. In September, Russia agreed to start peace negotiations. On September 18<sup>th</sup>, 1944 the Finnish parliament agreed to terms set by Molotov and the Russian delegates.

To this day, the reason Russia agreed to peace are still debatable. Some historians state that the original reason for the winter war centered on Russia going after the ports and land near Leningrad. Others say that the need to remove Finland from the war was the major factor. Still others debate that it was to gain favor with the Allies for when it was time to divide Germany at the end of the war.

#### **Adding in the Konflikt 47 narrative:**

In the fictional world of Konflikt 47, Dresden was bombed on 12 March 1944, creating a rift. By May of 1944 Stalin has declared the US as an enemy of the state for not sharing rift technology. By July of 1944, Hitler has unleashed the Totenkorps onto the battlefield...

The tech for the totenkorps was one of the first to appear. To reanimate the dead requires a large amount of radiation- both to modify the cell structure and to restart the brain. Germany found huge amounts of Uranium located in Saxony and Thuringia. Research moved from rocket technology to building radiation fields. Quickly it became apparent that radiation poisoning was extremely lethal, and if high enough in strength would kill extremely quick.

The German military saw the fallout of radiation poison, and saw a viable weapon: Strahlung mines. Teams of researchers combined Rift tech with refined uranium to create devices that created zones of 35 grays (units of radiation). Test subjects

approaching within 50 meters would experience nausea and vomiting within ten minutes, and death occurred within 2 hours. Vehicles would experience failure as the radiation would affect the electrical equipment in the engine. The mines themselves weighted marginally more than a regular mine, and remained inert until turned on with a time delay. The minds of the Reich estimated that the radioactivity would disperse quickly- the effects on Dresden already showed signs of decreasing radiation. It was estimated that within a year the mines would be safe enough to be moved without protective gear.

At the end of June, to halt the soviet invasion of Finland, Germany supplied Panzerfausts and panzerschreks, Sturgeschutz 3 tank destroyers, the 122<sup>nd</sup> infantry division, and thousands of newly developed Strahlung (of heat) mines. The mines were deployed at intervals along the VKT line (the current Finnish defensive line). 2 days later, the Russian forces began shelling along the defense line.

*“For three days the shells fell. Every centimeter of soil, rock, terrain within kilometers of the line was struck. Not one stone was left unturned. We had pulled back to forests and enjoyed the show from safety with our German friends. They had brought some fine wine with them...”*

*On the third day, the shelling stopped, and the forests shook as the engines of the tanks turned over, and treads dug into the earth, hundreds of units of heavy armor advanced. Behind them, marched the communist horde. We readied our weapons and took up positions, ready for a fearful fight.*

*But the fight never came. As the tanks passed into the area, engines sputtered and died. We laughed as Russians cursed the machines. I remember watching one tank commander swing his foot back to kick his tank and slipping in the mud. How funny we all found it as he pulled himself up. Then he bent over and began vomiting. Around the fallen commander*

*other soldiers began puking. Then it seemed like the whole soviet force was sick. Soon the soldiers were heaving blood. The laughter died as one by one the soviet soldiers fell dead.” -memoirs of Private Olavi Annala*

The mines proved a huge set back to the Russian offensive. Different strategies were tried to get around the mine field. However radiation poisoning could take effect within minutes to days due to amount of grays received. At first commissars would march penal troops across and see which ones survived. Finnish soldiers would shoot the lone men who made it across, making it impossible to judge if they had suffered any radiation effects. With no way to cross safely across the mine fields, the soviet army was halted.

The mines also had stopped the Finnish from retaliating. The Finns had recorded the location of the original placement of the mines. 3 days of shelling had moved everything. Several Finnish scout troops met an equally horrible end when supposedly safe paths turned out to be radioactive. Equally, as time went on, the radioactive life turned out to be years, not months, as more research into radiation occurred.

Stalin blustered and swore to continue the fight. The bombing of Helsinki commenced, but the Finnish were able to repel most of the attackers with AA guns and camouflage. Several attacks were launched via the Baltic Sea, but the German Naval force was vastly superior.

By September, the Reich started rolling out new weapons of war. Soviet forces are engaged in fights in Warsaw. Germany deems that Finland and its Swedish neighbor are safe from Russian conquest. Roughly 20,000 troops are moved to more active zones. By 1946 most German reserves been removed from Finland.

The League of Nations offered to let Finland out of the war. Since Finland was an Axis partner, they would have to plead unconditional surrender, and

would be held responsible for reparations to the Soviet Union. In the minds of the Finnish, who had received no help from the Allies when attacked by Russia and had only sought to defend Finland, this was considered absurd.

Russia refused to discuss peace. The Allies had set unfair treaty conditions. The technology to detect radiation became more advanced, allowing for the possibility of Russian attack. Rumors of attack from the allies after the fall of Germany abound. While the Germans had new and terrifying tech, they were involved in a war with multiple fronts. Finland knew that if Germany failed, Finland would be next. Resolute, the Finns prepared for war with the notion that Germany could not be defeated.

Finnish industry went into overdrive. Finnish scientists created new technology from rift tech shared from their German counterparts. Finish parliament signed deals with German officials, securing new equipment for the military. Government officials met in secret with military leaders and came to one unanimous conclusion: the world war could not end.

### **Tactics of the Finnish Army:**

The overall objective of Finland is to continue the war until a time when a reasonable peace treaty can be agreed upon. On one side the Allies are calling for unconditional surrender, with reparations and appeasement terms- all for actions that Finland felt justified. On the other side was the Soviet Union, determined to annex Finland.

Russia had found a way to circumvent the issue of the Strahlung mines with the invention of the Halogen tube by Sidney H. Liebson in 1947. The integration of the tube into Geiger counters allowed for low wattage, hand held units to be created. Soon Russian scouting forces with these new Geiger counters were encountered by Finnish patrols along the border.

While the Russian forces could not launch crushing waves of troops as in the past, smaller armies could now enter into Finland without suffering radiation poisoning.

The New Russian tech seemed well suited for fighting in the harsh Finnish forests and valleys. The Ursus infantry was able to move obstacles out of the way for the following tanks and walkers. The Cossack light walker was able to roust the Finns from cover. The new Zvukovoy was able to hit troops hidden without being able to target them.

Creating a strong Finnish defense force became the first main objective. To this end, the defensive positions were reinforced with German technology. Spinne walkers, Stugs and even giant Zeus walkers had been purchased/lent from Germany. Many wounded Finnish soldiers had also queued up to be a part of the German mutation experiments, and they also filled in the ranks. Finally, Finnish tech and Motti tactics were added to create a strong front.

While the defensive force protected Finland, Offensive forces were created to keep WW2 in effect. The second objective of the Finnish government was to create a situation where a mutually agreeable peace treaty was offered. To this end, the military created a plan to not help end the war, but to draw it out.

The plan centered on Finnish strike forces hitting key targets and objectives that were deemed of military necessity to winning the war. Targets could be fuel dumps, reserve forces, bridges, railroads- this list even included key military officers who were either too good or bad at the job.

To accomplish these attacks covert forces were created. Storm bringer technology would be used to create blizzards to hide the battles. The Vuohi (Finnish for goats) super soldiers would use whatever equipment and uniforms necessary to blend in and confuse the enemy. Meanwhile, Koi (Finnish for moth) troops use falcon jump packs for

hit and run tactics. Properly executed attacks could occur with other, more obvious forces being blamed.

Most of the blame for Finnish attacks would fall on the Germans. Along the Baltic Sea, disguised cargo ships and fishing boats sent out raiding parties on the western front. As 1947 leads into fall, none are sure exactly how many attacks the Finns are truly responsible for ...not even their German Allies.

*“The destruction to the railyard was absolute, Herr Gorman. Not a man of the guard was found alive. While the enemy carried off wounded and casualties, it seems they were British Commandos. Many clips and bullet casings of British design were found. A beret of that used by the Red Devils was found stuck in a fence, as were some scraps of British cameo patterns.*

*There are some puzzling incongruities, Herr Gorman. A large amount of MG42 shells were found rather far away from the towers and nests-and not places that would make sense for defending. The locations were very much suited for attacking, however.*

*Also the surgeon I had brought with me noted some odd discolorations. He found broken veins on the faces and the hands of some corpses. A few showed darkening of fingernails. The Surgeon would swear it was the start of frostbite, if it was not for the fact it was July...”-from a German transcript*

## FINNISH REINFORCED PLATOON TABLE

FINNISH REINFORCED PLATOON TABLE		
	DEFENSE FORCE	ATTACK FORCE
1st or 2nd Lieutenant	1	1
Infantry Squads	2 (these must be either Rifle or Partisan Squads)	2 (any choice)
PLUS		
Infantry Squads	0-3*	0-3*
medic	0-1	0-1
Luminskry (Blizzard) Launch	0-1	0-1
Machine Gun Teams	0-2	0-3
Mortar Teams	0-2	0-1
Sniper Teams	0-2	0-2
Flamethrower Teams	0-2	0-2
Anti-tank Teams	0-4	0-4
Field Artillery or AT Gun	0-1*	0-1*
Armored Car or Light Walker	0-1*	0-1*
Tank or Walker	0-1*	0-1*
Transport per Infantry Squad or Artillery Piece		

\*A player fielding a **Finnish defense force** may choose up to 2 of the following German forces or captured Russian equipment in their army. A player fielding a **Finnish attack force** may choose 1 of the following German forces or captured Russian equipment. A player looking at the unit list will note a lack of walker, tank and artillery selections, as well as a lack of German mutation units. These can be added, two per platoon, for the costs listed :

### Infantry squads:

Shrekwulfen Squad, per German Entry pg. 131  
 Nachtjager Squad, per German Entry pg. 133

### Artillery and ant-tank guns:

Pak 40 heavy anti-tank gun, per Germany, pg. 136  
 Captured ZizS-3 light howitzer/ medium anti-tank gun, per Russian entry pg. 191  
 75mm LG 40 or LG 40 /1 light or medium howitzer, per German entry pg. 134

### Scout cars or light walkers:

Spinne Light Panzermech (veteran choice only) either option, per German entry pg. 140  
 Captured BA-64d (no veteran choice) per Russian entry pg. 197

### Tanks and Heavy walkers:

Stug 3, Panzer 4, Jagdpanzer (Hetzer) can all be chosen with all options from German entries 138-139  
 Captured Russian T-34 and captured T-44 tanks (no projector variants, no veteran choice) from Russian entry pg. 192/194  
 Zeus Heavy Panzermech (veteran only) per German entry pg. 140

## FINNISH NATIONAL RULES

[Please note, as an act of good sportsmanship, please share these rules with your fellow players. The Finnish army is supposed to be crafty and hard to fight, but not by others not knowing the rules!]

### MOTTI

*“We shall split them up like Motti (cord wood). Into smaller and smaller units, until none is left” – unknown Finnish soldier*

**[Finnish Defense Force only]** If possible, the Finnish player must choose to be the defender in a scenario. After board set and sides are chosen, the player may place three obstacle markers on the board. These must be at least 12” from each other, at least 12” from the attackers board edge, and at least 12” from any objective markers.

These count as rough terrain and light cover. Tanks and walkers can cross them, but wheeled vehicles cannot. Infantry and walker with fists within 3” can spend an action to move the item (and themselves) 3 inches- this allows a player to ‘clear’ the obstacle and move by it.

**[Obstacle makers can be made easily using a 3” diameter base and rubble, brush, wood ,etc. something that shows that a path or road is blocked. They should not be larger than 3”]**

## ALKO MOLOTOV COCKTAIL

The Alko company, Finland's main Spirits company, produced an 'all in one' Molotov cocktail for the war. All Finnish Molotov cocktails count as grenades for attacking vehicles. However, if a roll of 1 or 2 occurs on the 'damage results on armored targets' table; switch instead to an outcome of 3(ON FIRE).

## TRAINED HUNTSMAN

Most men in Finland are trained to hunt from an early age. Troops using rifles and anti-tank rifles gain +1 to hit when firing from ambush.

## TANK KILLER (Against opponents fielding armored platoons only)

While not a national rule, if playing against an opponent using armored platoons, each unit that can take Panzerfausts may purchase one extra Panzerfaust per unit.

## UNIT SPECIAL RULES AND EQUIPMENT

**Hunter:** some units are skilled in moving into better firing positions. These units can move using an advance order, but instead of firing can switch their dice to ambush. Snipers using this rule cannot use the sniper special rule in the same turn, but would still get the normal +1 to hit (or +2 because of the trained huntsmen rule).

**Ski Troops:** may ignore snow conditions in concerns to movement. Ski troops may do a Run move on snow.

**Nimble:** Units with Nimble may advance 12" instead of the normal 6". This allows for a unit to move 12" in forests, rubble, fields, shallow streams and small walls and fences. It does not allow the unit to climb the side of buildings or scale walls deemed unpassable.

**Deep Strike:** The Unit must be declared as Deep Striking in the beginning of the game when players declare outflanking maneuvers. The unit must be

held in reserve and given a *Down* order on turns 1 and 2. On turn 3, the unit may attempt to enter the tabletop with a -1 order test. If passed, the unit may enter onto the board from any side (including opposing player's side!) An *Advance* or *Run* order may be used, but for this order the unit cannot *Assault* an enemy or take an objective (must be at least 1" from either).

**Lumimyrsky attack:** Finnish scientists took German rocket technology and rift tech and found a way to manipulate the weather. Finnish scientists took cloud seeding to another level. A two rocket system would be used. The first rocket would push warm air out of the area using ionization technology. Huge thunder strikes would occur as an area was quickly cooled by air pulled down from the upper atmosphere. A second rocket would disperse a mixture of various ingredients that included such things as dry ice and silver nitrate. If all went to plan, a large snowstorm would occur, no matter the season.

A Lumimyskry attack is paid for in points much like a forward observer, but it occurs more like a preparatory bombardment. After set up but before the dice are drawn, roll to see the effects on a 1d6.

1-2 no effect

3- snowstorm on the left half of the board (from Finnish player's point of view)

4-snowstorm on right half of board (as above)

5 snowstorm on Finnish player's half (from center back)

6 snowstorm on opposing player's side (as above)

[A piece of string can be used to show the board division. While real storms do not happen in perfect squares or rectangles, for ease of game play a straight line is easiest. Some snow based tokens spread around held the feel of the situation.]

The storm creates hard to see conditions. All units shooting in the storm are at a -1 to hit. Unless equipped with IR vision, all sight is also limited to 18 inches. The edge of the storm is extremely foggy as hot and cold air is mixing. Any unit shooting out from within one inch of the storm can use normal range to fire, but are at the -1 to hit. Those shooting into the storm are at -1 to hit, and are also limited by sight issues. When measuring for range, if the distance between where the shot enters the storm and the target is above 18”, the shot is an automatic 7+ roll.

Tracked vehicles, infantry and walkers can all *Advance* as if traversing rough terrain. Wheeled vehicles and artillery pieces cannot move during the storm. Ski troops can move without issue, and fliers are able to make 12” *Advance* jumps if they wish.

Starting on turn 2, roll a d6 at the beginning of each turn. On a 6 the storm continues to the next turn. On 1-5, the storm lasts until the end of the turn. On the next turn, the storm has ended, and all penalties and sight restrictions are ended. Flight troops are able to move at full jump capability, but all other movement restrictions remain until the end of turn, at which point all returns to normal.

**[The snowstorm can allow for some great battles. By limiting visibility, most horror troops can really cause a raucous. US walkers can do some real damage with fists, and dogs can become an absolute FUBAR event. If you are playing someone, let them know about your ability to take/pull off this attack and what happens- but don't feel like you have to use it...not knowing what an opponent is bringing to the battle adds to the fun!]**

## FINNISH UNIT CHOICES

### HEADQUARTER UNITS

#### Officer

Finnish officers are trained to a high degree. Many learned under German tutelage during the continuation war. Several carry rare German StgG 44s or captured AK-47s. Finnish Officers prefer to ‘lead from the front’.

Selection	Lieutenant
Cost	2nd 50pts (regular) 65pts (veteran) 1st 75 pts (regular) 90pts (veteran)
Weapons	equipped with a rifle and pistol or with a assault rifle
Options	- add 2 further men equipped similar 10pts (regular) 13pts (veteran)
Special Rules	Ski troops

#### Medic

To account for the amount of field medics available after the winter war, Finnish Platoons can purchase a medic at a reduced point cost. This unit is unarmed and without further men.

Selection	Medic
Cost	20pts (veteran)
Weapons	none
Special Rules	Medic

#### Lumimyrsky attack

The finish rarely had the resources to allow for artillery or aircraft attacks. However, they were able to make transportable rockets that could create a snowstorm. This technology is heavily guarded, and no other countries know about this ability (including Germany!)

Selection	Lumimyrsky Attack
Cost	100 pts

## INFANTRY SQUADS

### **Rifle Squad**

The normal Finnish troop is an excellent soldier. Well trained, by 1947 most of their weapons have been replaced with German equipment. Most troops are equipped with Molotov cocktails or Panzerfausts for anti- tank attacks.

Selection	Infantry
Cost	50pts (regular) 65pts (Veteran)
Composition	1 NCO and 4 men
Weapons	rifle
Options	-add up to 4 men 10pts (regular ) or 13pts (veteran -NCO and 2 men may replace rifles with SMGS for 3pts each -up to 2 men may replace rifles with LMGs for 20pts, with another man becoming loader per each LMG -up to 2 men may carry Panzerfausts for 5pts each -Molotov cocktails may be taken if panzerfausts are not for 2pts/model -skis may be taken at 1pt a model
Special Rules	Tank Hunter or Ski troops if options taken

### **Partisan Squad**

Partisans form the backbone of the Finnish defense forces. With such a large border to defend, and no way of knowing where Russia might strike, local levies can be called to fight in a moment's notice. Formed of young teens and hardened former Finnish soldiers, partisan squads are adept at fighting off Russian Incursions.

Selection	Infantry
Cost	40pts (inexperienced) 55pts (regular)
composition	1 NCO and 4 men
Weapons	Rifles and Molotov Cocktails
Options	-add up to 15 models for 8pts (inexperienced or 10pts (regular) -up to 5 models may replace rifles with SMGs for 3pts each -up to 5 models may replace rifles with shotguns for 5pts each -up to 5 models may also carry pistols for 1pt each 1 man may replace his rifle with an LMG for 20pts, with another man becoming the loader -the squad may have skis at 1pt per model
Special Rules	Tank Hunter Ski troops if option is taken

### **Sissi Recon patrol (max 2 per platoon)**

Sissi Recon patrols operate behind enemy lines in small attack squads. Trained in hand to hand and ambush tactics, they use hit and run tactics to disrupt enemy lines

Selection	Infantry squad
Cost	70pts (veteran)
composition	1 NCO and 4 men
Weapons	Rifles
Options	-Any model may replace rifle with SMG for 3pts each -Any model may also carry a pistol for 1pt each -Up to two men may carry Panzerfausts for 5pts each
Special Rules	Tough fighters, Hunters, Ski troops

### Kaukopartio Recon Squad (max 1 per platoon)

The best of the best are chosen for operating deep within enemy lines. These commandos of the Finnish forces specialize in both causing destruction and Intel gathering.

Selection	Infantry
Cost	120 (veteran)
composition	1NCO and 4 men
Weapons	Rifles, SMGs and Molotov Cocktails
Options	-Add up to 3 men at 25pts each
Special Rules	Tough fighters, tank hunters, Ski troops Medic (unit can roll a save roll from small arms on a 6 on D6) Deep strike

### Vouhi Strike Squads

Vouhi (goat in Finnish) Strike Squads are Finland's variant of super soldiers. While most militaries invested in making soldiers stronger and tougher, Finnish scientists choose to make quicker soldiers. By targeting genomes in the human eye and speeding up the information processing parts of the brain, they made soldiers who could traverse rough terrain with ease.

The only physical difference that could be seen is that the serum turned the eyes of soldiers' yellow-much like that of a goat. The minds of these soldiers could quickly determine friend or foe, so wearing matching uniforms became less important. Instead, the Vouhi would dress in the same garb as the enemy to cause confusion. If no uniforms were available, German outfits or black turtlenecks would be donned, leading to German forces or resistance fighters being blamed.

**[In game terms, this allows the Finnish player to choose what his units would be from other armies and forces. I personally love the look of modified BUF fighters with wild eyes and crazy hair.]**

Selection	Infantry
Cost	90 pts (veteran)
composition	1 NCO and 4 men
Weapons	Rifles
Options	-may add up to 3 men with rifles for 18pts each -any man may replace his rifle with a SMG for 3pts each -the unit may be armed with Molotov Cocktails for 2pts each -the entire unit may be tough fighters for 1pt a model -may replace First to Fight Rule with Behind Enemy lines for 5pts a model
Special Rules	IR Vision. Nimble (12" advance) First to Fight Tough fighter or Tank hunter if options taken

### INFANTRY TEAMS

#### Koi LMG Teams

Finland purchased several Falcon jump packs and suits of body armor from Germany. Deemed too expensive to be used in large units, it was decided that small two man attack forces would be more useful. Armed with the German MG42, these units would jump in, sow confusion and jump out before the enemy could retaliate. The name Koi (moth in Finnish) refers to how these teams would 'flutter above the battlefield'

**[Gamer note- a box of German falcon infantry modified with mg42s and anti-tank guns will provide 3 teams of LMGs and 2 teams of anti-tank guns with minimal work and great looking results]**

Selection	Machine Gun Team
Cost	80pts (Veteran)
Composition	2 man team
Weapons	1 LMG
Options	
Special Rules	Flight

### Medium Machine Gun Team

Well trained teams wield the German Mg42 or the MG44.

Selection	Machine Gun Team
Cost	50pts (regular) 65pts(veteran)
Composition	3 man team
Weapons	1 MMG
Options	
Special Rules	Team weapon, Fixed

### Light Mortar Team

Selection	Mortar Team
Cost	35 (regular) 46 (veteran)
Composition	2 man team
Weapons	Light Mortar
Options	
Special Rules	Team Weapon, Indirect fire HE(D3)

### Medium Mortar Team

The standard mortar of the Finnish army was the German 80mm Grantwerfer 34.

Selection	Mortar Team
Cost	50pts (regular) 65pts (veteran)
Composition	3 man team
Weapons	1 Medium Mortar
Options	Add a spotter for 10pts [if the team can see the spotter in a snow storm, Mortar can target what the spotter sees]
Special Rules	Team weapon, Indirect fire HE(D6)

### Sniper Team

Finnish snipers became legends during the winter war.

[Friendly reminder- the Hunter rule cannot be used at the same time as the sniper rule.]

Selection	Sniper Team
Cost	50pts (regular) 65pts (veteran)
Composition	2 man team
Weapons	1 Rifle
Special Rules	Team weapon, Hunter, Sniper, Ski Troops

### Flamethrower Teams

Most of the Finnish troops carry the flamethrower packs bought from Germany. Some units still carry Italian Lanciafiamme Spalleggiabile-35s.

Selection	Flamethrower Team
Cost	50pts (regular) 65pts (veteran)
Composition	2 man team
Weapons	1 Infantry Flamethrower
Special Rules	Team weapon, Flamethrower

### Koi Anti-Tank Rifle Team (max 2 per platoon)

The Finnish army equipped the remaining jump troops with a Boyle's anti-tank gun bought during the winter war. Lighter than its Finnish counterpart, it could be shot from standing by a man wearing body armor. In addition, the unit would carry a Panzerfaust for taking down larger targets. The team would target the rear of vehicles or attempt to pick off armored troops without being in range of retaliation.

Selection	Anti-Tank Team
Cost	70pts (veteran)
Composition	2 man team
Weapons	Anti-tank Rifle, SMG 1 Panzerfaust
Special Rules	Flight, Resilient team weapon(may fire rifle or SMG/Panzerfaust)

### **Anti-Tank Rifle Team**

Finnish teams were armed with either the Lahti L-39 or with the Boyle's Anti-tank gun.

### **CREDITS**

*Written by Joseph J. Sharps  
June 2020*

Selection	Anti-Tank Team
Cost	33pts (regular) 42pts (veteran)
Composition	2 man team
Weapons	1 Anti-tank Rifle
Special Rules	Team Weapon, Hunter

### **Panzerchreck Anti-Tank Team**

The German Panzerschreck has become the staple anti-tank weapon for the Finnish Forces.

Selection	Anti-tank Team
Cost	80pts (regular) 104pts (veteran)
Composition	2 man team
Weapons	1 Panzerschreck
Special Rules	Team Weapon, Shaped Charge

### **TRANSPORT VEHICLE**

#### **Truck**

Finnish troops made use of any truck that could be conscripted, from Russian make to British Vehicles.

Selection	Transport or Tow
Cost	31pts(inexperienced) 39pts (regular) 47pts (veteran)
Damage Value	6+
Transport	up to 12 men or I Artillery piece or Anti-tank gun
Options	May have Chains for 10pts (move as tracked Vehicle in Snow)