

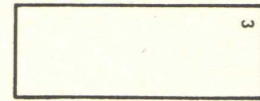
SILENT DEATH

Scenario 23



AITTOJOKI, FINLAND, December 9, 1939: As Soviet troops pressed into the wilderness areas north of Lake Ladoga, the Finns instituted a full scale scorched-earth policy. Even those Russians lucky enough to find Finnish dwellings still intact often met with disaster. With the onset of the severe winter, the Sissi began raids deep behind Red Army lines with standing orders to destroy all shelter. One such raid by the 27th Sissi Company, led by Lieutenant Perala, struck several battalion headquarters of the 18th Russian Division stationed at the village of Aittojoki at dawn.

Board Configuration



VICTORY CONDITIONS

The Finnish player wins by *eliminating* 22 Russian units (squads, crews, leaders) and/or building hexes. Deduct one unit from the Russian losses for each Finnish unit which is lost. The Russian wins by avoiding the Finnish victory conditions. Any building hex which is fired or rubble is considered *eliminated*.

Rules Introduced: Sections 114 - 115

TURN RECORD CHART

| | | | | | | | | | | | | | |
|-------------------------|---|---|---|---|---|---|-----|--|--|--|--|--|--|
| ★ Russian sets up first | 1 | 2 | 3 | 4 | 5 | 6 | END | | | | | | |
| ☞ Finn moves first | | | | | | | | | | | | | |

The 27th Sissi Company enters on any board edge(s):

| | | | | | | | |
|-------|-----|-----|-------------|------------|---------|---|-------------------------------|
| 8-3-8 | 5-1 | 8-0 | 4-12 B12 | 2-8 B12 | 30 A | 1 | 6 ★ S4 7ML 1S/5PP |
| 12 | | | 2 | 2 | 10 | 2 | |

★ Battalion Headquarters of the 18th Division set up on board 3. All infantry except for two crews must set up in building hexes. No more than one squad/crew may set up per building hex. Building 3M2 is defined as a three hex building for setup purposes despite 2nd level "hexes". The two crew counters set up outside building hexes may deduct '2' from any "sighting" die roll (see Special Rule 23.1) they attempt.

| | | | | | |
|-------|-------|-----|-----|-----|-------------|
| 4-4-7 | 2-3-7 | 8-1 | 8-0 | 7-0 | 2-6 B10+ |
| 12 | 7 | | | | 4 |

SPECIAL RULES

23.1 Russian units, asleep for the night and caught by surprise, may not fire during the Finnish first player turn (including Close Combat) *unless* they can roll a '1' or '2' with one die after 'seeing' a Finnish unit. Each Russian squad or crew gets only one 'sighting' die roll regardless of the number of units which enter its LOS. Leaders do not get a 'sighting' die roll of their own, but do allow any infantry unit they are stacked with another 'sighting' die roll if they failed their first attempt. This scenario does *not* use night rules.

23.2 Russian units may not 'grow' concealment counters.

23.3 Extreme Winter rules (111.9) are in effect.

23.4 All Finnish units are equipped with skis and snow smocks and thus derive a +1 protective DRM to all fire made against them. This +1 DRM does *not* apply to units beneath a concealment counter (i.e., hidden from view) or inside a building.

23.5 All buildings are of wooden construction and thus can be fired on a kindling dice roll of 7+ (102.22). Kindling has no relationship to use of Molotov Cocktails.

23.6 The Sissi were commandos, and as such rarely engaged in extended combat, excelling in hit & run tactics. Any Finnish unit (including pulkkas) left on board at scenario end is considered eliminated. The sissi may *not* take prisoners.

23.7 Treat all shellholes as open ground.

23.8 A pulkka may transport broken Finnish units off the board. The Pulka (using bypass movement) and the broken unit must both occupy the same building or woods hex at the start of the Movement Phase in which the broken unit enters the pulkka.

AFTERMATH: In the pre-dawn darkness, the Finns had silently enveloped the Russian occupied town aided by the bitter cold which concerned the Russian sentries more than the possibility of a Finnish raid so far behind the front lines. The surprise was total as the Sissi killed many of the Russians in their beds and fired the wooden structures with molotov cocktails. As nearby Russian reinforcements, roused by the sounds of gunfire hurriedly approached the village, the Sissi faded silently once more into the forest, the wounded loaded upon pulkkas.