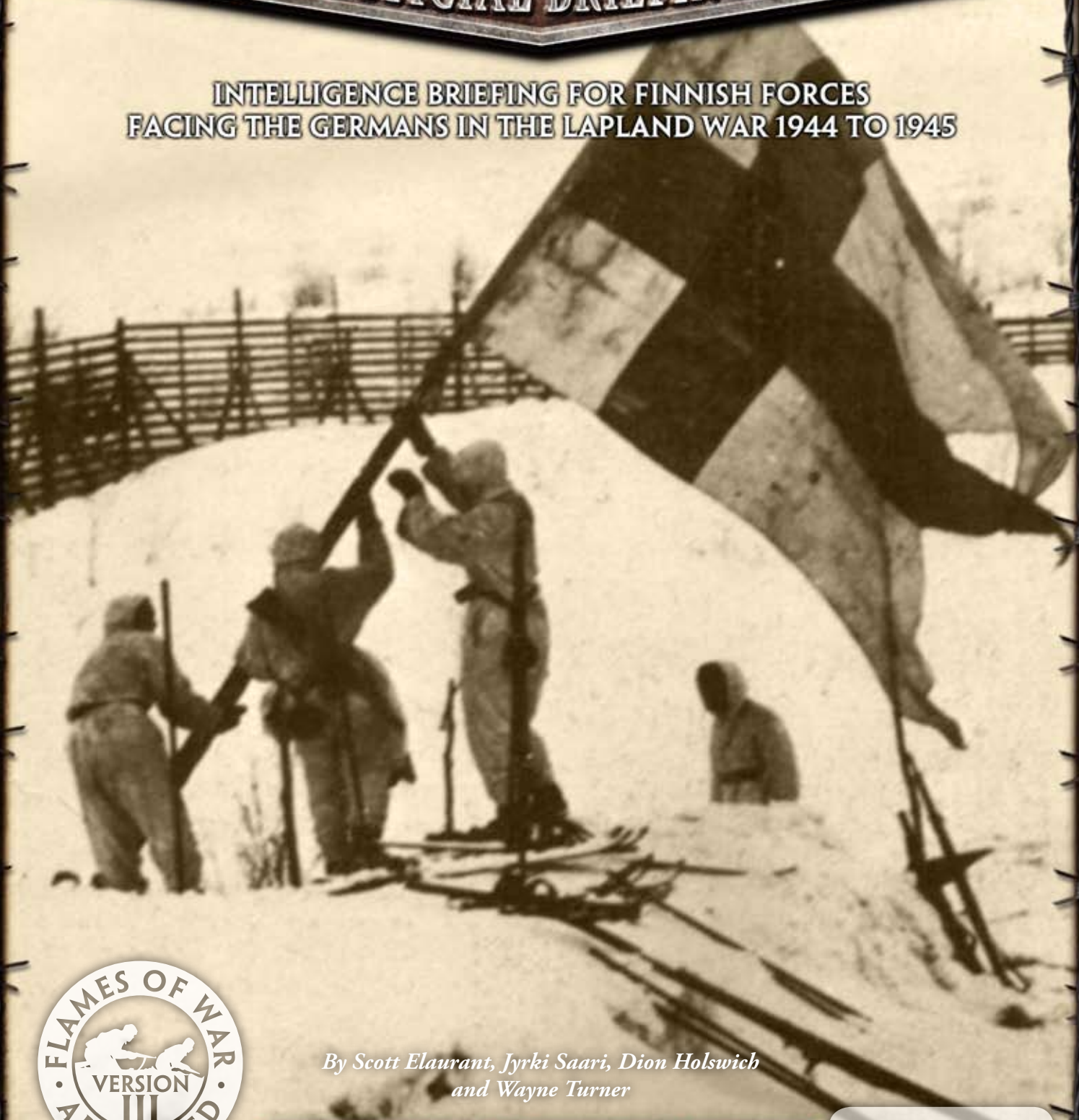


# LAPINSOTA

## OFFICIAL BRIEFING

INTELLIGENCE BRIEFING FOR FINNISH FORCES  
FACING THE GERMANS IN THE LAPLAND WAR 1944 TO 1945



*By Scott Elaurant, Jyrki Saari, Dion Holswich  
and Wayne Turner*



UPDATED ON  
15 NOV 2012





# Lapin Sota - The Campaign Against Germany

BY SCOTT ELAURANT AND JYRKI SAARI

The terms of the armistice required Finland to expel or intern all troops of her former partner Germany in two weeks. This was difficult in the south, downright impossible in remote Lapland where the 200,000 man German 20<sup>th</sup> Mountain Army could not have left the country in two weeks if it had withdrawn at full speed, assuming the Germans had even wanted to do so.

This situation led to the Lapin Sota – the war in Lapland, against German troops remaining in Finland. Although much less than the Continuation War in intensity and number of troops involved, the Lapin Sota still ran over seven months, included pitched battles, and cost the Finnish army 3940 casualties, of which 774 were KIA and 262 MIA by April 1945.

On 15 September, shortly before the deadline for German troops to leave Finland, German troops tried to invade Suursaari Island in the Gulf of Finland to secure their lines of retreat. The attempt failed with over 1000 German troops taken prisoner. It gave a perfect excuse to motivate Finnish troops to take arms against their former comrades in arms.

At first Finnish troops were in no hurry to take up arms against their former “co-belligerent”. Much of the Finnish army was being moved behind the new border and it took time to pull even an adequate amount of troops out of the front line. In addition, the demobilisation of the army was supposed to start at the same time, as demanded by the Soviets. III Corps staff was sent north and the troops included the Panssari Division, 3<sup>rd</sup> Division, 6<sup>th</sup> Division, 11<sup>th</sup> Division, 15<sup>th</sup> Brigade and the Rajajääkäri Brigade. 6<sup>th</sup> Division and the Rajajääkäri Brigade were sent to Kajaani while the rest were sent to Oulu. The Finnish troops pursued at the same rate as the German 20<sup>th</sup> Mountain Army withdrew, avoiding combat. However, soon the Soviets were pressing Finland to take firmer military action and presented an ultimatum to the Finnish government on 30 September.

The commander of III Corps, General Siilasvuo carried out a daring plan. On 1 October the Finnish JR11 from 3<sup>rd</sup> Division was transported by ship to Tornio, a port town on the Finnish – Swedish border. They managed to surprise the Germans from Division Group Kräutler, captured a supply depot there, defeated the small garrison and cut the withdrawal route of German troops to Muonio. However, the attack stopped when Finnish troops found a considerable liquor store in the supply depot and started a victory celebration. The situation was rapidly brought under control, but the Germans still gained valuable time as the whole II Battalion and part of I Battalion was temporarily unfit for combat. Siilasvuo then shipped in the rest of 3<sup>rd</sup> Division infantry (JR53) and 1<sup>st</sup> Company of 1<sup>st</sup> Tank Battalion (T-26 tanks). Germans had also received reinforcements and counterattacked furiously with two Kampfgruppen, Kampfgruppe Steets (MG Ski Brigade Finland reinforced with Gebirgsjäger battalions) and Kampfgruppe Tornio (two battalions, one SS recon battalion and Pz.Abt 211). They took the initiative





Meanwhile 15<sup>th</sup> Brigade advancing from Oulu attacked Kemi. It tried to surround the two German battalions there, but a German counterattack broke the encirclement and most escaped. Kemi was secured on 8 October. The Panssari Division and 6<sup>th</sup> Division had started to advance towards Rovaniemi on 1 October. To clear the command structure Siilasvuo combined the divisions of III Corps into two major groups, Group Lagus with Panssari Division and 6<sup>th</sup> Division and Group Pajari with 3<sup>rd</sup> and 11<sup>th</sup> Divisions.

During the battles at Kemri and Tornio, Group Lagus, spearheaded by the Jääkäri Brigade, continued to advance towards Rovaniemi fighting German rearguards. Group Pajari sent 11<sup>th</sup> Division towards Muonio to the north while 3<sup>rd</sup> Division and 15<sup>th</sup> Brigade were directed to Rovaniemi. However, many difficulties would beset the pursuers. The roads were few and had many unbridged creek crossings, and in any case all of the bridges had usually been destroyed by Germans, so that the Sturm assault guns and many other vehicles with low clearance had to be left behind. Mines were everywhere and continued to cause casualties. Finally the difficult nature of the northern terrain asserted itself, making movement difficult, while the rocky slopes of northern hills made ideal blocking positions. Plentiful swamps and water obstacles made outflanking and going around destroyed road sections difficult.

was easy to calculate the place of the blocking position so that the pursuers reached it in the evening. On the destroyed roads most of the artillery was usually left far behind so there was no choice but to try and go around the position. When the flanking force got to a threatening position during the night the Germans simply boarded their trucks and left to establish another position where the same game started all over again. Destroyed bridges were kept under artillery and rocket fire for as long as possible so that repairs started late. Combined with the destroyed and mined roads this meant that heavy equipment and supply columns were left far behind of the advancing infantry while the broken roads took a heavy toll on the already worn trucks.

Finnish troops were ordered to surround Rovaniemi to cut off the German troops there. The vanguard of Group Lagus crossed River Kemi east of Rovaniemi and cut the railway to Kemijärvi. They could not cross River Ounas between





them and Rovaniemi as the western bank was heavily defended. The vanguard of Group Pajari, battle group Halsti, was ordered to outflank Rovaniemi from the northwest and cut the road to Muonio. The outflanking succeeded and the battlegroup attacked into a German column on the march and cut the road on two places. However, as the Germans brought reinforcements from Rovaniemi ammunition once again started to run low and the battle group had to withdraw. Rovaniemi had been thoroughly destroyed and mined by the Germans.

Meanwhile 11<sup>th</sup> Division was advancing towards Muonio in the Tornio River valley. If Muonio could be occupied an important withdrawal route of Germans from Rovaniemi would be cut. The Germans knew this well enough and offered tough resistance. The Finns managed to outflank and surround the German rear-guard a few times but the Germans always had sufficient strength to break out as the outflanking troops lacked both ammunition and artillery support.

After the battles at Rovaniemi were over 3<sup>rd</sup> Division was ordered towards Muonio as it was planned to catch the Germans between 11<sup>th</sup> and 3<sup>rd</sup> Division. 3<sup>rd</sup> Division had to cross the River Ounas and that delay meant it could not effectively tie down the retreating Germans.

Muonio was occupied by 6. SS-Gebirgsdivision "Nord" protecting the evacuation of a local supply base. 11<sup>th</sup> Division couldn't break the defences and outflanking attempts only managed to trap elements of 6. SS. The Germans managed to breakthrough the encirclement with minor losses. Muonio was thoroughly destroyed by the Germans. 3<sup>rd</sup> Division only reached Muonio when the Battle was effectively over and the Germans had disengaged.

Meanwhile Group Lagus pressed after German troops retreating north-east on the Arctic Sea Road towards North Cape via Sodankylä and Ivalo. The Finnish high command planned to bring in more troops but the Soviets, in a typical fashion, refused to allow the demobilisation schedule to be slowed, instead demanding that the pursuing troops start demobilising as well. Thus, a few days later 6<sup>th</sup> Division was disbanded which left only the Panssari Division, itself weakened by the demobilisation, to continue. The Division, in practice the weakened Jääkäri Brigade as tanks had been left far behind on the mined and destroyed roads, pushed on slowed by weather, mines, German demolition works, and battles with the German rearguard. At Vuotso the Jääkäri Brigade ran into a temporary blocking position which delayed the advance until the Germans disengaged on 25 October.

South of Ivalo German forces had prepared strong defensive line with fortified positions, the so-called Schutzwall, defended by the German 169. Infanteriedivision. The positions were almost impossible to outflank in the terrain and the nearly full-strength and well supplied division was more than a match for the tired and badly understrength Jääkäri Brigade, where each battalion was about company sized due to casualties and forced demobilisation. Several attempts to outflank the position failed and frontal assault without adequate artillery support was out of the question. 169. Infanteriedivision disengaged on 31 October. The Brigade soldiered on, battling German rearguards, and arrived at Ivalo on 13 November as Germans were withdrawing. The last rearguard of Grenadier Regiment 379 left Finland on 18 November.

After the Muonio battle 3<sup>rd</sup> Division was ordered to form a new infantry regiment, JR 1, around the cadre of JR 11. The division was then disbanded as demanded by the demobilisation. 11<sup>th</sup> Division similarly formed JR 3 around the cadre of JR 8. The new regiments only had two battalions each. In addition, the battalions had fewer men than a wartime battalion. These meagre troops were combined with artillery and support troops to form a new 1<sup>st</sup> Division, which then continued after the Germans. The Germans had several well fortified blocking positions and withdrew systematically through Kaaresuvanto and Kilpisjärvi until on 25 April, 1945, they left Finland, leaving their minefields as a going away present. Ten days later Germany surrendered to the allies.





## FINNISH SPECIAL RULES

### SELF SUFFICIENT

The Finnish Army is composed of farmers and hunters, used to an outdoor lifestyle and making their own decisions. Their training emphasised this self-sufficiency.

*Finnish Platoons use the German Mission Tactics special rule (see page 242 of the Flames Of War rulebook).*

### HUNTERS

Finland is a country of forests and lakes and the natives know their country well. They are able to quickly move through this difficult terrain with ease. Skiing is the national sport in Finland, as well as a necessity for travelling cross-country. Finnish platoons are ski-equipped, increasing their mobility during winter.

*Finnish Infantry and Man-packed Gun teams may move At the Double through Woods and deep snow.*

### INTERCEPTED COMMUNICATIONS

During their fighting against the Soviets in 1944 the Finns would often intercept Soviet radio communications. This gave them prior knowledge of the Red Army's attacks and where their troops were massing. The Finns would use this information to bring down very accurate artillery bombardment on the enemy positions.

*Because of the excellent quality of the Finnish radio interception, Artillery Bombardments fired by an artillery platoon with a Staff team may re-roll the third failed attempt to range in. The artillery platoon does not get a re-roll on their first and second attempts.*

### AUTOMATED FIRE CONTROL

General Vilho P Nenonen trained and reorganised the Finnish artillery. Now they have several innovations to improve its performance. Finnish artillery organisation is very flexible and allows any Forward Observer to call down fire from any battery in range. Major Unto Petäjä's new correction converter meant that artillery could respond to orders from any Observer very quickly, with a high degree of accuracy.

*A Finnish Observer team from an artillery battery with a Staff team may act as the Spotting team for any artillery platoon, whether or not they have a Staff team.*

*When a Finnish artillery battery that has a Staff team fires an Artillery Bombardment, any other artillery batteries with Staff teams may join it before rolling to Range In and fire as a single combined Artillery Battery.*

### BITTER ENEMIES

The Finns are a stubborn people used to adversity. The survival of their country is at stake. All Finnish troops are prepared to fight at close quarters if needed to see off the invading Red Army.

*When Finnish platoons fighting against any Soviet force take a Motivation Test to Counterattack in assaults, you may re-roll the die and apply the re-rolled result to Finnish platoons instead of the original result.*







# Lapin Sota Jalkaväkikomppania

LAPLAND WAR INFANTRY COMPANY

(INFANTRY COMPANY)



HEADQUARTERS

## HEADQUARTERS



Jalkaväkikomppania HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Divisional Support Platoons must be either Regular (marked ) or Elite (marked ) . All Support platoons marked with any of these symbols must be from the same symbol. Support platoons without a symbol can be taken by either symbol choice.

COMBAT PLATOONS

## INFANTRY



Jalkaväki Platoon

## INFANTRY



Jalkaväki Platoon

## INFANTRY



Jalkaväki Platoon

WEAPONS PLATOONS

## MACHINE-GUNS



Jalkaväki Machine-gun Platoon

## MACHINE-GUNS



Jalkaväki Machine-gun Platoon

## ARTILLERY



Jalkaväki Mortar Platoon

REGIMENTAL SUPPORT PLATOONS

## ANTI-TANK



Jalkaväki Tank-hunter Platoon

## ARTILLERY



Jalkaväki Heavy Mortar Platoon

## RECON



Jalkaväki Scout Platoon

DIVISION SUPPORT PLATOONS

## ARMOUR



Panssari Platoon

## ANTI-TANK



Heavy Anti-tank Platoon

## INFANTRY



Pioneer Platoon

## ARTILLERY



Artillery Battery

## ARTILLERY



Artillery Battery

Heavy Artillery Battery

## ANTI-AIRCRAFT



Anti-aircraft Platoon

## AIRCRAFT



Finnish Air Support



## MOTIVATION AND SKILL

The Lapin Sota placed the Finnish Army in a difficult situation. Many of the “old hands” were reluctant to take up arms against their former brothers in arms. These platoons are rated Reluctant Veteran.

RELUCTANT

CONSCRIPT

CONFIDENT

TRAINED

FEARLESS

VETERAN

## HEADQUARTERS

### JALKAVÄKIKOMPPANIA HQ

#### HEADQUARTERS

Company HQ

35 points

#### OPTIONS

- Add an Anti-tank Section with Lahti Anti-tank Rifle teams for +10 points per team
- Replace Lahti Anti-tank Rifle teams with Panzerfaust Rifle teams for +10 points per team or Panzerschreck teams for +10 points per team.
- Add up to three Sniper team for +50 points per team.

A *Jalkaväkikomppania* (Infantry Company — pronounced yal-kar-va-kee komp-pa-nee-a) is led by a *Kapteeni* (Captain — pronounced kap-teen-ee) who is by now a veteran of years of fighting. Finnish divisions have had to be reduced from three to two regiments each of infantry, but they are still balanced teams with infantry, light infantry (*Jääkäri* scouts),



machine guns and mortars. Over the last year enough new guns have been acquired for each regiment to have an anti-tank unit. Divisional support is better than ever, with anti-aircraft, anti-tank and artillery support readily available.





## COMBAT PLATOONS

### JALKAVÄKI PLATOON

#### PLATOON

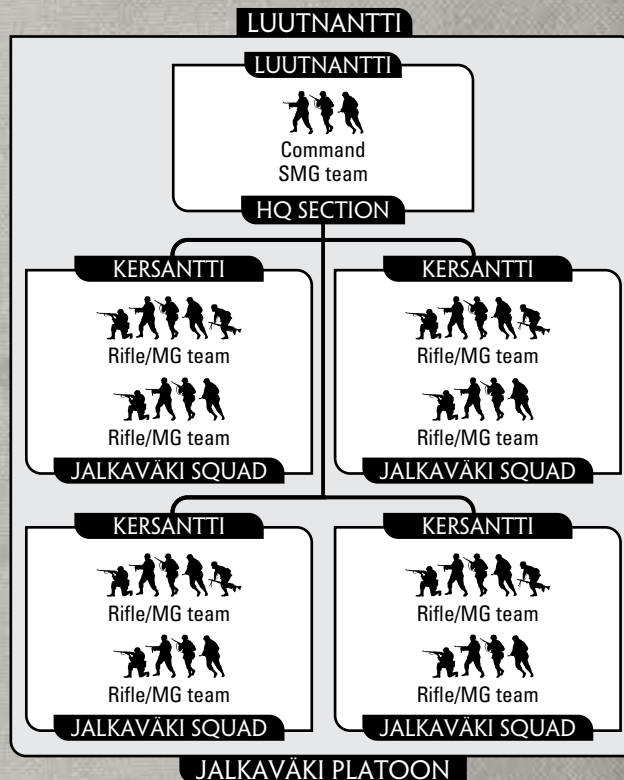
HQ Section with	
4 Jalkaväki Squads	145 points
3 Jalkaväki Squads	110 points

#### OPTIONS

- Replace the Command SMG team with a Command Close-defence SMG team for +5 points or with a Command Panzerfaust SMG team for +10 points.
- Replace all Rifle/MG teams with SMG teams at no cost.

*Only one Jalkaväki Platoon in a company may replace its Rifle/MG teams with SMG teams.*

Jalkaväki platoons are the core of the Finnish army. The infantry are well-trained, well-led, combat-seasoned, and comfortable fighting in the difficult terrain and weather of their country, which the foreign invaders find so challenging. It has been necessary to return a few of the old hands home to work in the farms and factories, but the new boys perform just as well.



## WEAPONS PLATOONS

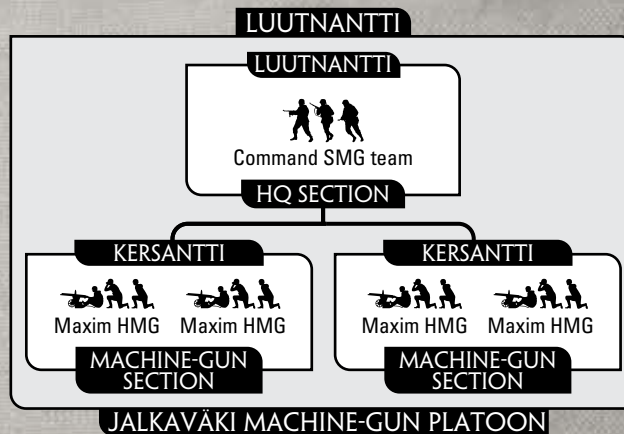
### JALKAVÄKI MACHINE-GUN PLATOON

#### PLATOON

HQ Section with	
2 Machine-gun Sections	115 points
1 Machine-gun Section	60 points

When attacking the German the ever reliable Maxim HMG is still at hand to see them to pin them down before sending in the attack.

*A Jalkaväki Machine-gun Platoon may make Combat Attachments to Jalkaväki Platoons.*





## JALKAVÄKI MORTAR PLATOON

## PLATOON

HQ Section with

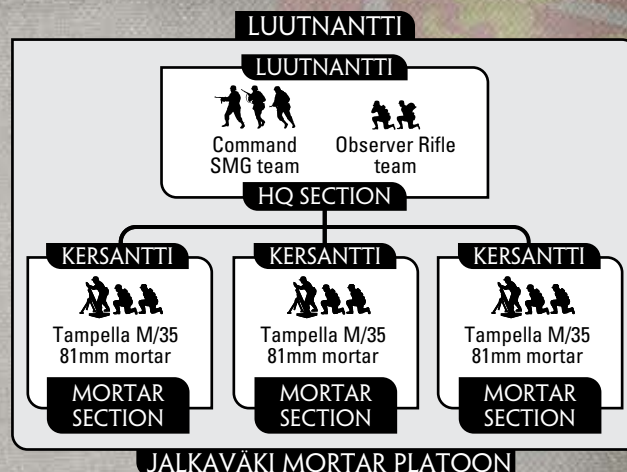
3 Mortar Sections

75 points

2 Mortar Sections

55 points

Our little Tampella M/35 81mm mortars remain a great support weapon for the infantry. Skilled observers can bring their shells down on the enemy before they have time to react.



## REGIMENTAL SUPPORT PLATOONS

## JALKAVÄKI TANK-HUNTER PLATOON

## PLATOON

HQ Section with

3 Anti-tank Sections

160 points

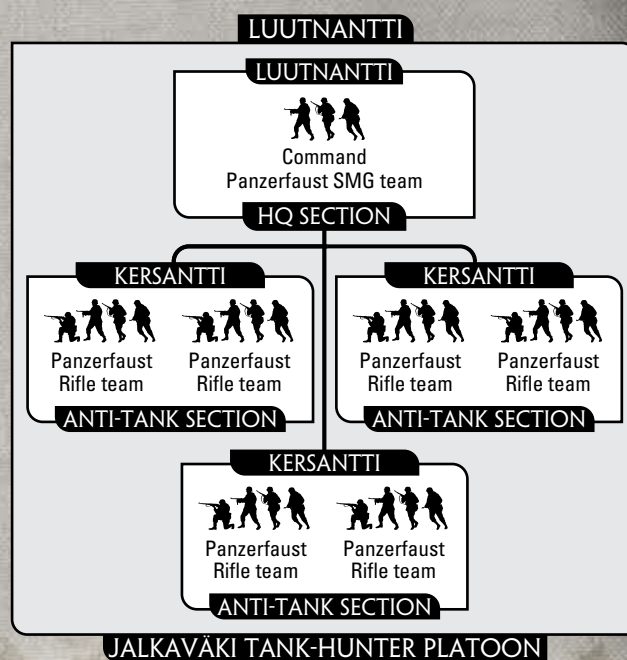
2 Anti-tank Sections

115 points

1 Anti-tank Section

70 points

During the fighting against the Germans a lot of older anti-tank guns were withdrawn from service. However, many soldiers are armed with *Panssarinyrkki* (Panzerfaust) anti-tank launchers, making them much more deadly than their predecessors armed with Molotov Cocktails.





## JALKAVÄKI HEAVY MORTAR PLATOON

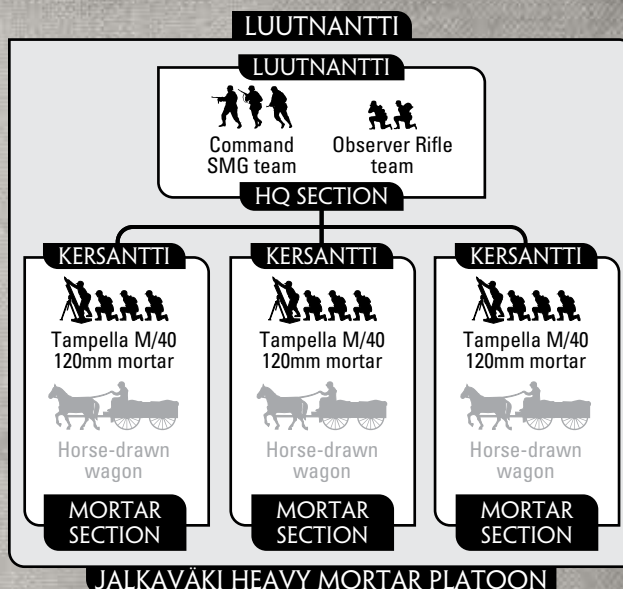
### PLATOON

HQ Section with	
3 Mortar Sections	90 points
2 Mortar Sections	65 points

### OPTIONS

- Add horse-drawn wagons for +5 points for the platoon.
- Replace horse-drawn wagons with 3-ton trucks at no cost.

Our own Tampella 120mm mortars along with those we captured from the Soviets provide our infantry with heavy firepower. The heavy mortars' high explosive rounds disrupt enemy positions as the Finns advance on them.



## JALKAVÄKI SCOUT PLATOON

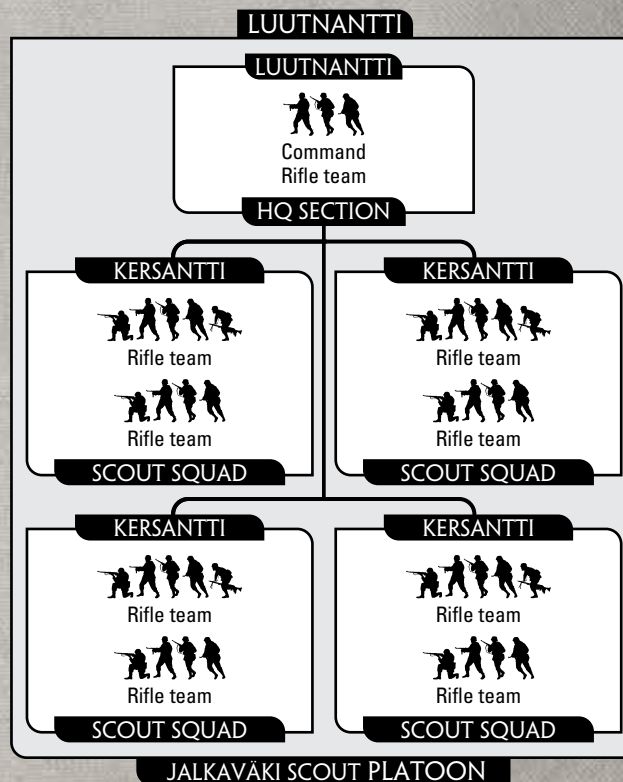
### PLATOON

HQ Section with	
4 Scout Squads	200 points
3 Scout Squads	155 points
2 Scout Squads	110 points

### OPTIONS

- Replace the Command Rifle team with a Command SMG team for +5 points or Command Close-defence SMG team for +10 points or with a Command Panzerfaust SMG team for +15 points.
- Replace all Rifle teams with SMG teams for +10 points per Scout Squad.

*Jääkäri* (pronounced yay-kar-ree) means hunter as well as scout, and these units perform both roles. Infantry divisions have lost their light detachments in the reorganisation of 1944, but every regiment and battalion still has a Scout Platoon for aggressive reconnaissance. Scout units remain the hand picked cream of the Finnish army.



A *Jalkaväki Scout Platoon* is rated as **Confident Veteran**.

**CONFIDENT VETERAN**

A *Jalkaväki Scout Platoon* is a Reconnaissance Platoon.









# Lapin Sota Jääkärikomppania

LAPLAND WAR LIGHT INFANTRY COMPANY

(INFANTRY COMPANY)

HEADQUARTERS



## HEADQUARTERS



Jääkärikomppania HQ

13

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Divisional Support Platoons must be either Regular (marked ) or Elite (marked ) . All Support platoons marked with any of these symbols must be from the same symbol. Support platoons without a symbol can be taken by either symbol choice.

COMBAT PLATOONS

## INFANTRY



Jääkäri Platoon

13

## INFANTRY



Jääkäri Platoon

13

## INFANTRY



Jääkäri Platoon

13

WEAPONS PLATOONS

## MACHINE-GUN



Jääkäri Machine-gun Platoon

14

## MACHINE-GUN



Jääkäri Machine-gun Platoon

14

## ARTILLERY



Jääkäri Mortar Platoon

14

## ANTI-TANK



Jääkäri Tank-hunter Platoon

15

BRIGADE SUPPORT PLATOONS

## ANTI-TANK



Jääkäri Heavy Tank-hunter Platoon

15

## ANTI-TANK



Jääkäri Heavy Tank-hunter Platoon

15

DIVISION SUPPORT PLATOONS

## ARMOUR



Panssari Platoon

18

## ARMOUR



Panssari Platoon

18

Heavy Anti-tank Platoon

19

## INFANTRY



Jalkaväki Platoon

8

Pioneer Platoon

17

## RECONNAISSANCE



Armoured Car Platoon

19

## ARTILLERY



Artillery Battery

20

## ARTILLERY



Artillery Battery

20

Heavy Artillery Battery

20

## ANTI-AIRCRAFT



Anti-aircraft Platoon

19

Self-propelled Anti-aircraft Platoon

18

## AIRCRAFT



Air Support

27



## MOTIVATION AND SKILL

The Jääkäri remain the best of the Finnish infantry, and rigorous training and patrolling has kept them so during the quiet of 1943, though they are not so keen to fight the Germans. A Jääkärikomppania is rated Confident Veteran.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## HEADQUARTERS

### JÄÄKÄRIKOMPPANIA HQ

#### HEADQUARTERS

Company HQ

40 points

#### OPTIONS

- Add an Anti-tank Section with Lahti Anti-tank Rifle teams for +15 points per team.
- Replace Lahti Anti-tank Rifle teams with Panzerfaust Rifle teams for +10 points per team, or Panzerschreck teams for +10 points per team.
- Add up to three Sniper team for +50 points per team.

A Jääkärikomppania (Light Infantry Company—pronounced yay-kar-ree komp-pa-nee-a) is led by a Kapteeni (Captain) who has been selected for his skill, courage and initiative. The Jääkäri provide much of the cutting edge of the Finnish army. The *Panssari* Division has a brigade of Jääkäri that are the finest troops in the army. While much of the army has



been used in a static defensive role for the last two years, the Jääkäri have been patrolling and engaging the enemy. Their tactics emphasize speed and mobility. A high proportion of their leaders are volunteers or former regular army officers. For them the best form of reconnaissance is attack.

## COMBAT PLATOONS

### JÄÄKÄRI PLATOON

#### PLATOON

HQ Section with

4 Jääkäri Squads

145 points

3 Jääkäri Squads

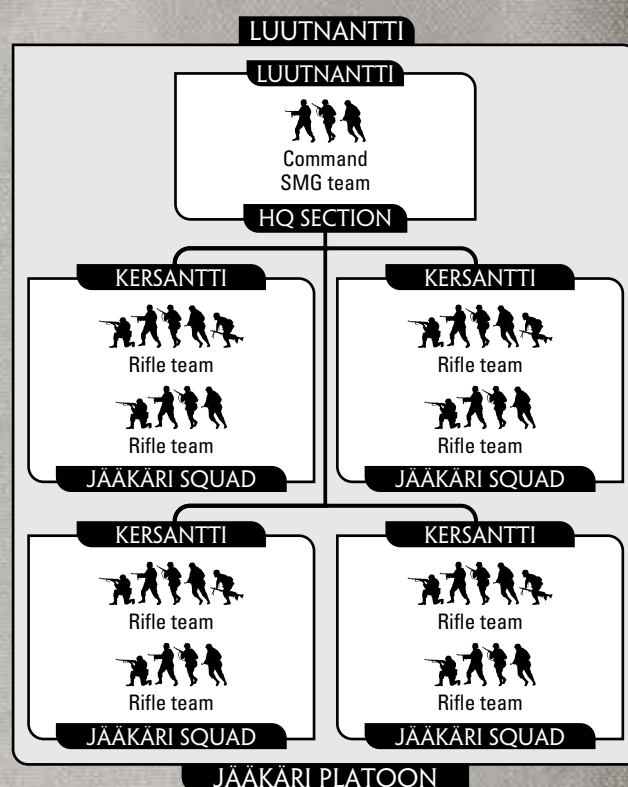
115 points

#### OPTIONS

- Replace the Command SMG team with a Command Close-defence SMG team for +5 points or with a Command Panzerfaust SMG team for +10 points.
- Replace all Rifle teams with SMG teams for +15 points per Jääkäri Squad.
- Upgrade a Jääkäri Platoon to be a Reconnaissance Platoon for +60 points for the platoon.

Only one Jääkäri Platoon in a company may be upgraded to a Reconnaissance Platoon.

Jääkäri (pronounced yay-kar-ree) means hunter as well as scout, and these units perform both roles. Whether they are fighting alongside an infantry unit or a *Panssari* unit, they are always at the vanguard. Often composed of men from rural areas, they have excellent fieldcraft skills.





## WEAPONS PLATOONS

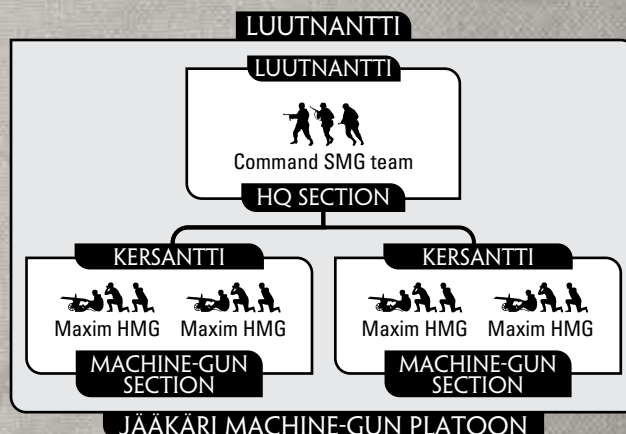
### JÄÄKÄRI MACHINE-GUN PLATOON

#### PLATOON

HQ Section with	
2 Machine-gun Sections	135 points
1 Machine-gun Section	70 points

Using surprise and quick repositioning of their machine guns, the *Jääkäri* are able to make better use of them in mobile battles.

*A Jääkäri Machine-gun Platoon may make Combat Attachments to Jääkäri Platoons.*



### JÄÄKÄRI MORTAR PLATOON

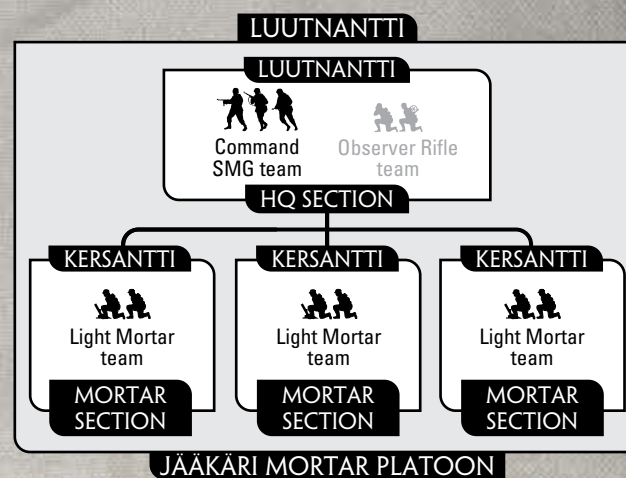
#### PLATOON

HQ Section with	
3 Mortar Sections	75 points
2 Mortar Sections	55 points

#### OPTIONS

- Replace all Light Mortar teams with Tampella 81mm M/35 mortars and add an Observer Rifle team for +10 points.

The *Jääkäri* were originally equipped with captured Soviet light mortars for mobile firepower. However with their inclusion in the Panssari as an infantry brigade they are now using the same Tampella 81mm mortars as the *Jalkaväki* units.



*A Jääkäri Mortar Platoon may make Combat Attachments to Jääkäri Platoons.*



## JÄÄKÄRI TANK-HUNTER PLATOON

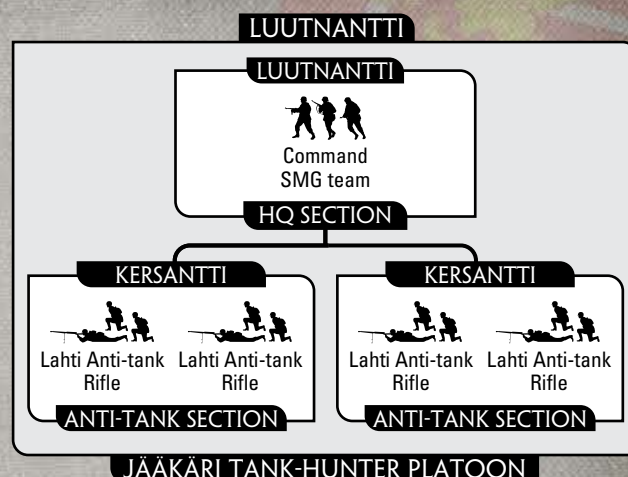
### PLATOON

HQ Section with	
2 Anti-tank Sections	70 points
1 Anti-tank Section	40 points

### OPTIONS

- Replace all Lahti Anti-tank Rifle teams with Panzerfaust Rifle teams for +10 points per team and Command SMG team with Command Panzerfaust SMG team for +10 points.

The *Jääkäri* favour the use of lighter anti-tank weapons such as the Lahti. The *Jääkäri* were among the first units to be equipped with the new anti-tank launchers, and have learned to use these with devastating effect on enemy armour.



## BRIGADE SUPPORT PLATOONS

### JÄÄKÄRI HEAVY TANK-HUNTER PLATOON

### PLATOON

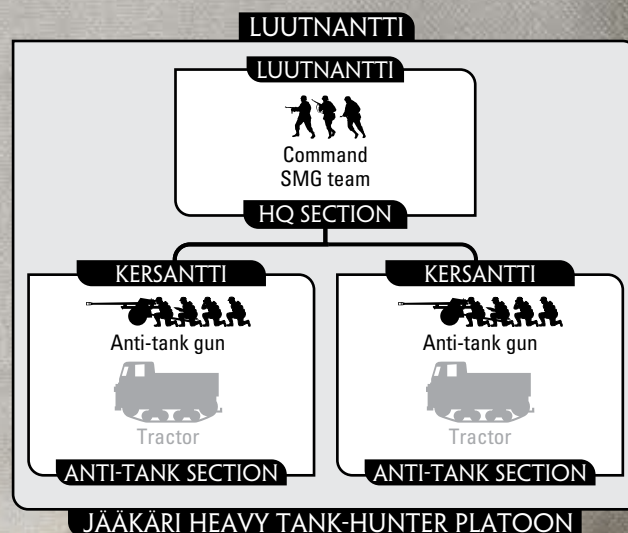
HQ Section with	
2 50 PstK/38	60 points

2 75 PstK/40 guns	105 points
1 75 PstK/40 gun	55 points

### OPTION

- Add tractors for +5 points for the platoon.

The *Jääkäri* Brigade had first priority in receiving the new German PaK guns and transport to keep mobile.







# Lapin Sota Pioneerikomppania

LAPIN SOTA COMBAT ENGINEER COMPANY

(INFANTRY COMPANY)



HEADQUARTERS

## COMPANY HQ



Pioneerikomppania HQ

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Divisional Support Platoons must be either Regular (marked  ) or Elite (marked  ). All Support platoons marked with any of these symbols must be from the same symbol. Support platoons without a symbol can be taken by either symbol choice.

COMBAT PLATOONS

## INFANTRY



Pioneereri Platoon

## INFANTRY



Pioneereri Platoon

## INFANTRY



Pioneereri Platoon

DIVISION SUPPORT PLATOONS

## ARMOUR



Panssari Platoon

## ANTI-TANK



Heavy Anti-tank Platoon

## INFANTRY



Jalkaväki Platoon

Jalkaväki Scout Platoon

## ARTILLERY



Artillery Battery

## ARTILLERY



Artillery Battery

Heavy Artillery Battery

## ANTI-AIRCRAFT



Anti-aircraft Platoon

## AIRCRAFT



Air Support



## MOTIVATION AND SKILL

The *Pioneeri* are superbly trained and experienced, although some of the troops grow weary from five years of war. A *Lapin Sota Pioneerikomppania* is rated as *Reluctant Veteran*.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

## HEADQUARTERS

### PIONEERIKOMPPANIA HQ

#### HEADQUARTERS

Company HQ

35 points

The *Pioneerikomppania* (Engineer Company — pronounced pi-o-neer-ee komp-pa-nee-a) provide the Finnish divisions experts in field engineering and mine clearing. They also serve as excellent assault troops for taking our enemy fortifications.



## COMBAT PLATOONS

### PIONEERI PLATOON

#### PLATOON

HQ Section with

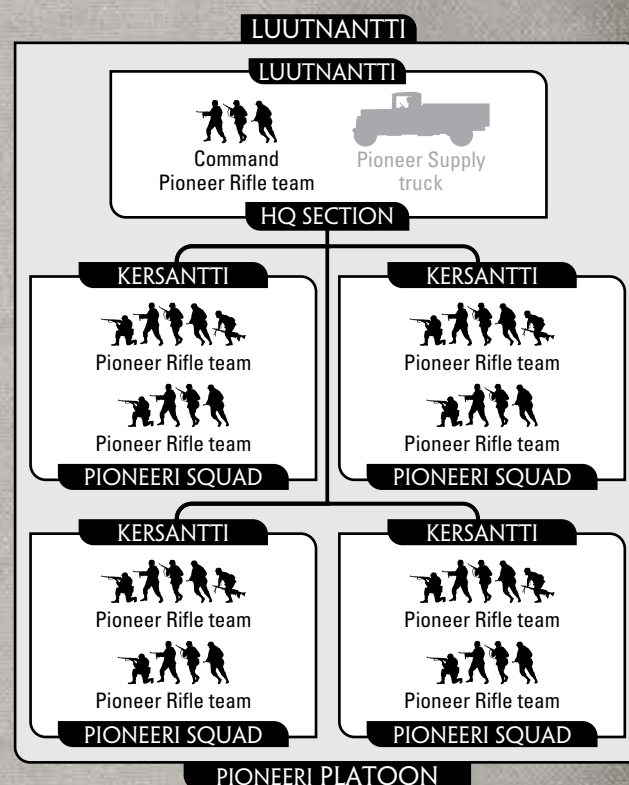
4 Pioneeri Squads	155 points
3 Pioneeri Squads	120 points
2 Pioneeri Squads	85 points

#### OPTIONS

- Replace the Command Pioneer Rifle team with a Command Pioneer SMG team for +5 points or with a Command Panzerfaust SMG team for +10 points.
- Replace all Pioneer Rifle teams with Pioneer SMG teams for +10 points per Pioneer Squad.
- Add Pioneer Supply truck for +25 points.

The *Pioneeri* continue to perform the hardest jobs with aplomb. In attack their satchel charges, flame-throwers and pioneer skills are invaluable.

*You may replace up to two Pioneer Rifle or SMG teams in the platoon with a Flame-thrower team each at the start of the game before deployment.*







# Divisional Support

## MOTIVATION AND SKILL

All Divisional support platoons are well trained and with officers often drawn from the regular army specialists. They have suffered least from the years of static warfare. Regular units, marked ( ), are rated **Reluctant Veteran**. Elite Units, marked ( ) or with no symbol, are rated **Confident Veteran**.



Your Divisional Support Platoons must be either Regular (marked ) or Elite (marked ). All Support platoons marked with any of these symbols must be from the same symbol. Support platoons without a symbol can be taken by either symbol choice.

RELUCTANT

CONSCRIPT

CONFIDENT

TRAINED

FEARLESS

VETERAN

RELUCTANT

CONSCRIPT

CONFIDENT

TRAINED

FEARLESS

VETERAN

## PANSSARI PLATOON

### PLATOON

5 T-26	145 points
4 T-26	115 points
3 T-26	85 points

5 Panzer IV J	430 points
4 Panzer IV J	345 points
3 Panzer IV J	260 points

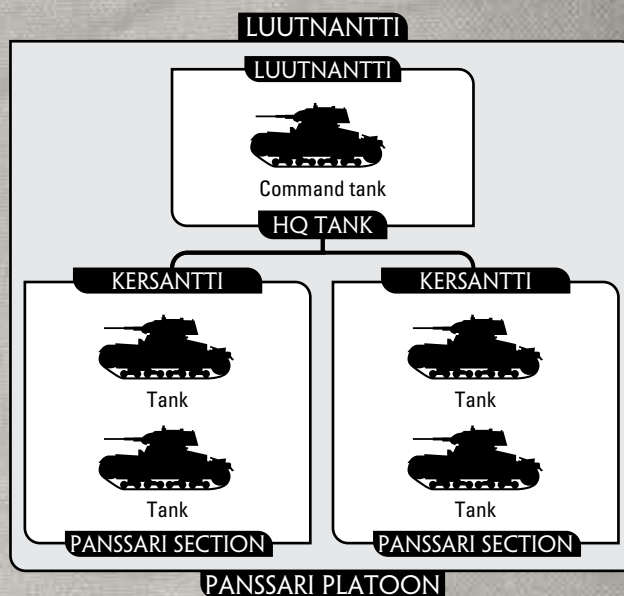
3 T-34/85	315 points
-----------	------------

3 T-34/76	220 points
-----------	------------

### OPTION

- Upgrade any T-34/76 tanks to have Cupolas for +5 points per tank.

Panssari companies saw fighting in the Lapland war in support of the infantry. The Finns used T-26, T-34, Panzer IV J tanks and Sturm assault guns at first. However, Sturm assault guns were sent home due to too low ground clearance. T-26 and T-28 models were officially withdrawn from frontline service in August after heavy losses of T-26 tanks. In fact, despite this order, a T-26 platoon supported the 3<sup>rd</sup> Division during the battle for Tornio in October 1944.



The KV-1 and T-34 tanks continued in action until the end of the campaign and proved the best performers in these tough conditions.

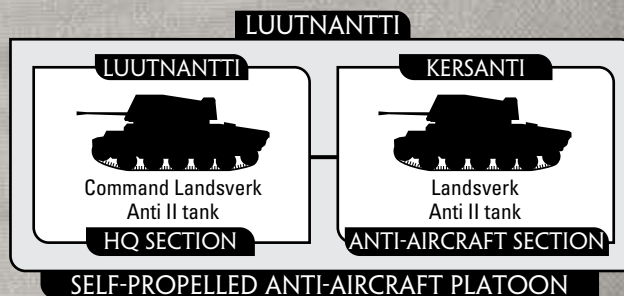
*Finnish Companies may only field one Panssari Platoon equipped T-34/76 tanks, as only three of these tanks saw service with the Finns in 1944.*

## SELF-PROPELLED ANTI-AIRCRAFT PLATOON

### PLATOON

2 Anti II	110 points
-----------	------------

The Swedish made Landsverk Anti II self-propelled anti-aircraft guns are very serviceable weapons. Whether screening Finnish troops during mobile operations or guarding the tanks against enemy aircraft, their 40mm Bofors cannon and high rate of fire make them very useful. Unfortunately there are very few of them.





## ARMoured CAR PLATOON

### PLATOON

3 BA-10	120 points
2 BA-10	80 points



Some of the many Soviet armoured cars captured in the Winter War are now used for reconnaissance in the *Panssari* Division. The BA-10 armoured car is the preferred model, with the lighter Soviet vehicles being discarded.

*An Armoured Car Platoon is a Reconnaissance Platoon.*



## HEAVY ANTI-TANK PLATOON

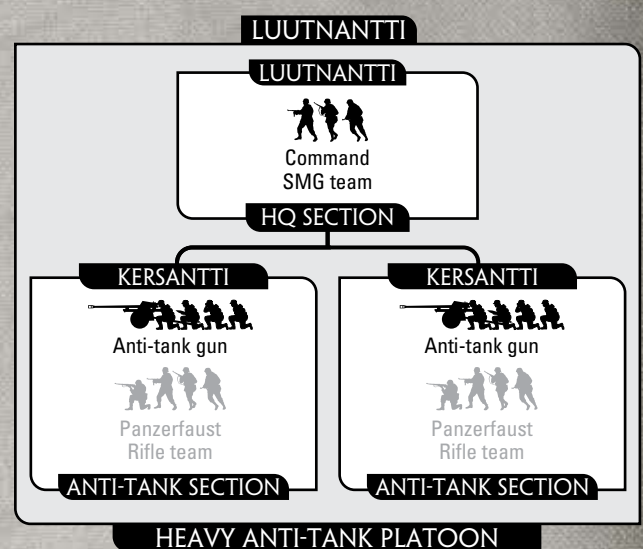
### PLATOON

HQ Section with		
2 50 PstK/38 guns	55 points	60 points
2 75 PstK/40 guns	90 points	105 points
1 75 PstK/40 gun	45 points	55 points

### OPTION

- Add Panzerfaust Rifle teams for +25 points per team or replace Command SMG team with Command Panzerfaust SMG team for +10 points.



The divisional anti-tank gun units have been re-equipped, mostly with the German 75mm anti-tank guns. These are far more effective against armour. The smaller guns have been retained at regimental level. The divisional anti-tank platoons rely less on close-defence teams, but those that remain form



tank-hunter teams armed with the new German Panzerfaust anti-tank launchers.

## ANTI-AIRCRAFT PLATOON

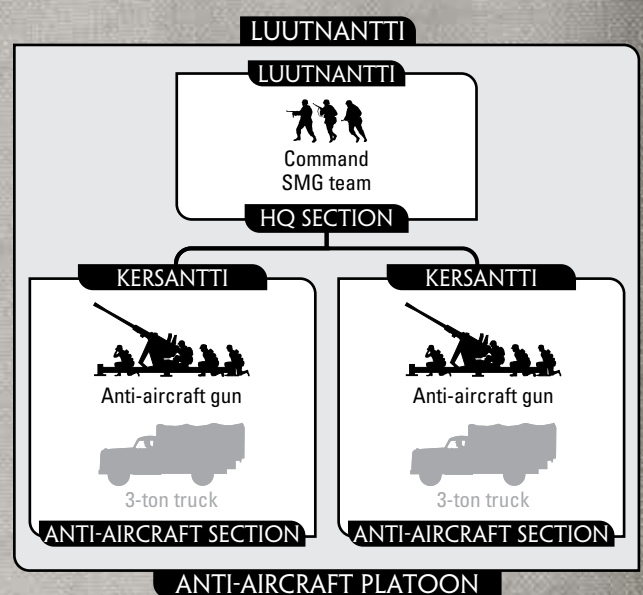
### PLATOON

HQ Section with:		
2 40 ItK/38	55 points	65 points
2 20 ItK/38	45 points	55 points
2 20 ItK/35 Breda	45 points	55 points

### OPTION

- Add 3-ton trucks for +5 points for the platoon.

Finland now has lots of anti-aircraft guns, even up to 88mm calibre, although most are deployed around Helsinki and Turku to defend against bombing raids. On the front line the durable and effective Bofors 40mm anti-aircraft gun continues to be the primary form of air defence, with German 20mm guns also still in use.





## ARTILLERY BATTERY

### PLATOON

HQ Section with:

4 76 K/36 guns	160 points	180 points
2 76 K/36 guns	85 points	95 points

4 84 K/18 guns	125 points	140 points
2 84 K/18 guns	70 points	75 points

4 105 H/33 howitzers	180 points	205 points
2 105 H/33 howitzers	95 points	110 points

4 122 H/38 howitzers	180 points	205 points
2 122 H/38 howitzers	95 points	110 points

### OPTIONS

- Add horse-drawn wagon and limbers or +5 points for the platoon.
- Replace horse-drawn wagon with a 3-ton truck and limbers with tractors or 3-ton trucks at no cost.

Under General Nenonen's leadership and technical guidance, the artillery is now well trained, well equipped, and capable of responding quickly and accurately to fire requests. Divisions now have excellent quality German or Swedish 105mm guns.

### LUUTNANTTI

#### LUUTNANTTI



Command SMG team



Staff team



Horse-drawn wagon

#### HQ SECTION

#### KERSANTTI



Observer Rifle team



Gun or howitzer



Horse-drawn limber



Gun or howitzer



Horse-drawn limber

#### GUN SECTION

#### KERSANTTI



Observer Rifle team



Gun or howitzer



Horse-drawn limber



Gun or howitzer



Horse-drawn limber

#### GUN SECTION

### ARTILLERY BATTERY

Artillery Batteries may not be placed in Ambush within 16"/40cm of enemy teams.

## HEAVY ARTILLERY BATTERY

### PLATOON

HQ Section with:

4 105 K/13 guns	170 points	190 points
2 105 K/13 guns	90 points	100 points

4 155 K/17 howitzers	220 points	250 points
2 155 K/17 howitzers	115 points	130 points

4 152 H/43 howitzers	225 points	255 points
2 152 H/43 howitzers	120 points	135 points

4 150 H/40 howitzers	240 points	270 points
2 150 H/40 howitzers	130 points	145 points

### OPTION

- Add a 3-ton truck and limbers with tractors for +5 points for the platoon.

New fire control calculation cards automate range corrections and enable rapid coordination of many batteries. A few divisions now use captured Soviet 122mm and 152mm guns and German 150mm guns, with our State factories once again manufacturing good shells for them.

### LUUTNANTTI

#### LUUTNANTTI



Command SMG team



Staff team



3-ton truck

#### HQ SECTION

#### KERSANTTI



Observer Rifle team



Howitzer



Tractor



Howitzer



Tractor

#### GUN SECTION

#### KERSANTTI



Observer Rifle team



Howitzer



Tractor



Howitzer



Tractor

#### GUN SECTION

### HEAVY ARTILLERY BATTERY

Heavy Artillery Batteries may not be placed in Ambush within 16"/40cm of enemy teams.



## AIR SUPPORT

## LIMITED AIR SUPPORT

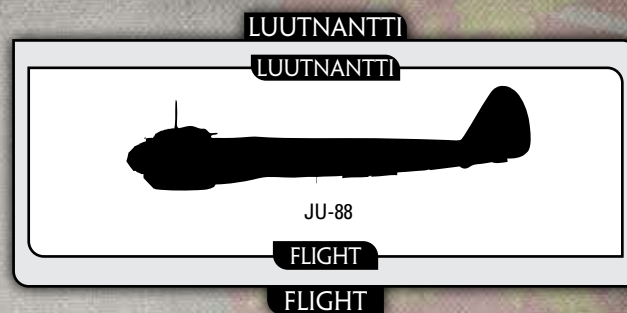
Ju 88

135 points

## SPORADIC AIR SUPPORT

Ju 88

100 points



## FINNISH EQUIPMENT RECOGNITION GUIDE

Finnish Name	Foreign Name	Original Nationality	Model to Use
T-26	T-26 obr 1939	Soviet	SU002
T-34/76	T-34 obr 1941, T-34 obr 1942	Soviet	SU052, SU053
T-34/85	T-34 obr 1943	Soviet	SU055
Panzer IV J	Panzer IV J	German	GBX68
Landsverk Anti II	-	Swedish	FI160
Famo	Sd Kfz 9 (18t) half-track	German	GE600
20 ItK/38 gun	2cm FlaK38 gun	German	GE542
20 ItK/35 Breda gun	20/65 gun	Italian	IT561
40 ItK/38 gun	40mm Bofors gun	Swedish	US541, BR540
50 PstK/38 gun	5cm PaK38 gun	German	GE510
75 PstK/40 gun	7.5cm PaK40 gun	German	GE520
76 K/36 gun	76.2mm F-22 gun	Soviet	GSO505
84 K/18 gun	OQF 18 pdr gun	British	BSO507
105 K/13 gun	105mm L mle 1913 S gun	French	FRX08
105 H/33 howitzer	10.5cm leFH18 howitzer	German	GE572
122 H/38 howitzer	122mm obr 1938 howitzer	Soviet	SU576
150 H/40 howitzer	15cm sFH18 howitzer	German	GBX20
152 H/43 howitzer	152mm obr 1943 howitzer	Soviet	SBX10
155 K/17 howitzer	155mm C mle 1917 S howitzer	French	FRX08
Tractor	Stalinets tractor	Soviet	SU273
3-ton truck	ZIS-5, Opel Blitz	Soviet, German	SU422, GE431

## SPECIAL ORDER CATALOGUE

Remember the Finns appear in the Special Order Catalogue where you can get the FSO101 Finnish Command Group, FSO102 Finnish Artillery Group, FSO103 Finnish Panzerfausts, FSO104 Finnish Panzerschreck Team and SU040 T-28 tank.





# Finnish Arsenal

## TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
<b>TANKS</b>					
T-26 45mm obr 1934 gun	Slow Tank 24"/60cm	1 2	1 7	1 4+	Co-ax MG, Limited vision, Unreliable.
Panzer IV J 7.5cm KwK40 gun	Standard Tank 32"/80cm	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen. Slow traverse.
T-34/76 76mm F-34 gun	Standard Tank 32"/80cm	6 2	5 9	1 3+	Co-ax MG, Fast tank, Hull MG, Limited vision, Wide-track.
T-34/85 85mm D-5T gun	Standard Tank 32"/80cm	7 2	5 12	1 3+	Co-ax MG, Hull MG, Limited vision.

## SELF-PROPELLED ANTI-AIRCRAFT

Landsverk Anti II 40 ItK/38 gun	Standard Tank 24"/60cm	2 4	1 6	0 4+	Anti-aircraft.
------------------------------------	---------------------------	--------	--------	---------	----------------

## ARMoured CARS

BA-10 45mm obr 1934 gun	Wheeled 24"/60cm	1 2	0 7	0 4+	Co-ax MG, Hull MG, Limited vision.
----------------------------	---------------------	--------	--------	---------	------------------------------------

## VEHICLE MACHINE-GUNS

Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
------------	----------	---	---	---	------------------------------

## TRANSPORT TEAMS

Vehicle Weapon	Mobility Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
<b>TRUCKS</b>					
3-ton truck	Wheeled	-	-	-	
Horse-drawn wagon	Wagon	-	-	-	
<b>TRACTORS</b>					
Stalinets tractor	Slow Tank	-	-	-	
Horse-drawn limber	Wagon	-	-	-	



## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Maxim HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
Lahti anti-tank rifle	Man-packed	16"/40cm	3	5	5+	
Tampella M/35 81mm mortar	Man-packed	24"/60cm	2	2	3+	Minimum range 8"/20cm, Smoke.
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment.
Tampella M/40 120mm mortar	Light	56"/140cm	-	3	3+	Smoke bombardment.
50 PstK/38 gun	Medium	24"/60cm	3	9	4+	Gun shield.
75 PstK/40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
20 ItK/38 gun	Light	16"/40cm	4	5	5+	Anti-aircraft, Turntable.
20 ItK/35 Breda	Light	16"/40cm	4	5	5+	Anti-aircraft, Turntable.
40 ItK/38 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
76 K/36 gun	Heavy	32"/80cm	2	10	3+	Gun shield.
Firing bombardments		80"/200cm	-	3	6	
84 K/18 gun	Heavy	24"/60cm	2	8	3+	Gun shield, Smoke, Turntable.
Firing bombardments		72"/180cm	-	3	6	Smoke bombardment.
105 K/13 gun	Immobile	24"/60cm	1	9	2+	Gun shield.
Firing bombardments		80"/200cm	-	4	4+	
105 H/33 howitzer	Immobile	24"/60cm	1	10	2+	Breakthrough gun, Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment.
122 H/38 howitzer	Immobile	24"/60cm	1	7	2+	Breakthrough gun, Gun shield.
Firing bombardments		80"/200cm	-	4	3+	
152 H/43 howitzer	Immobile	24"/60cm	1	10	1+	Bunker buster, Gun shield.
Firing bombardments		80"/200cm	-	5	2+	
150 H/40 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke.
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment.
155 K/17 howitzer	Immobile	16"/40cm	1	10	1+	Bunker buster, Gun shield.
Firing bombardments		72"/180cm	-	5	2+	

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

## ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
-------------	---------	---	----	----	--

Close-defence and Pioneer teams are rated as Tank Assault 4.

## AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Ju 88	Bombs	4+	5	1+	





