

TURN	Oct				Nov				Dec	end			Jan				Feb			
	I	II	III	IV	I	II	III	IV	I	II	III	IV	I	II	III	IV	I	II	III	IV

COMBAT RESULTS TABLE

DIE ROLL	1-4	1-2	1-1	2-1	3-1	5-1	7-1	
	1-3				4-1	6-1	+	
1	Ab2	Db1	DE	DE	DE	DE	DE	1
2	Ab2	Ex	Ex	Ex	Ex	DE	DE	2
3	Ab2	Ab2	Db1	Db2	Ex	DE	DE	3
4	Ab2	Ab2	Ab1	Db1	Db2	Ex	DE	4
5	AE	AE	A-1	Ab1	Db2	Db2	DE	5
6	AE	AE	A-2b2	A-1b2	Db1	Db1	Db2	6

A-1=the attacker loses factors from his attacking units equal to the defender's strength. If the defender was doubled, or if the attacker was attacking at half factor, of course he would lose double factors.

A-1b2=same as above except the remaining attacking units, if any, are retreated by the defender.

Ex=the defender is eliminated, but the attacker must also remove factors equal to the defender's eliminated strength.

Ab2, Ab1=the defending player moves all attacking units in any direction or combination of directions he chooses, two or one hexes.

Db2, Db1=the attacking player moves all the defending units in any direction or combination of directions he chooses, two or one hexes.

AE =all attacking units eliminated.

DE=all defending units eliminated.

EXTENDED GAME: In the original campaign the failure of the German offensive in mid-December led to a Russian counter offensive which threw the Germans back a considerable distance. Therefore, you can extend the game ten turns. Each of these ten turns has SNOW weather. There is no need to roll the die for this.

GERMAN ORDER OF APPEARANCE

AT START:

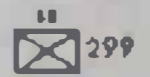
Germans - ALL UNITS except four 1-4's Set-up west of Front.

Finns - ALL UNITS set-up north of Front.

see 40th Army rule

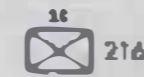


1-4



1-4

Dec II -



1-4



1-4

EFFECT OF WEATHER, SUPPLIES & TERRAIN ON MOVEMENT German Only

UNIT'S SUPPLY CONDITION	BASIC MOVEMENT FACTOR	MOVEMENT FACTOR CHANGED BY			
		FAIR WEATHER		SNOW, MUD & ROUGH TERRAIN	
		1st IMPULSE	2nd	1st IMPULSE	2nd
SUPPLIED	4	4	2	2	1
	8	8	4	4	2
UNSUPPLIED	4	2	0	1	0
	8	4	0	1	0
ISOLATED	4	1	0	1*	0
	8	2	0	1	0

*Exception: an isolated German infantry unit in snow, mud or rough terrain would normally lose all movement; make an exception for these units only and allow them to move one hex per turn.

WEATHER TABLE

DIE ROLL	1	2	3	4	5	6
OCT						
I	F	F	F	F	F	F
II	F	F	F	M	M	M
III	F	M	M	M	M	M
IV	F	M	M	M	M	HF
NOV						
I	M	M	M	HF	HF	HF
II	M	HF	HF	HF	HF	S
III	M	HF	HF	HF	S	S
IV	HF	HF	S	S	S	S
DEC						
I	HF	S	S	S	S	S
II	HF	S	S	S	S	S

F=Fair; M=Mud; HF=Hard Frost; S=Snow.