

WITHDRAW AND SAVE YOURSELVES

THE SETTING

Sestroretsk Road, Terijoki, 2 September 1941: The Finns, seeking restitution for the Winter War of 1939, had erupted across the borders and breached the Soviet Karelian Front, even as the crisis to the south of Leningrad came. Within 3 weeks the Soviet 23rd Army had collapsed before the onslaught of the implacable Finns, with three Soviet regiments cut off in Sortvala.

THE SCENARIO

An element of the 198th Motorized Division was trapped in Khiola, north of Leningrad. In a desperate attempt to salvage something and form a new defensive line along the Sestra River, orders went out to the units along the border to break off and retreat southward. One such unit was the 131st Border Battalion, which was to serve as a rearguard. At 1530 hours, orders arrived releasing them to save themselves . . . if they could.

Scenario Length: 10 Turns.

SCENARIO RULES

1. Environmental conditions are dry with a mild breeze (strength 1) blowing towards the east.
2. Soviets are subject to ammunition shortage. Any Soviet infantry unit rolling a "20" when firing should be indicated as being low on ammo. Once low on ammunition, any to-hit roll of 15 or greater will cause the unit to be totally out of ammo.
3. Vehicles moving through the marsh are subject to becoming Bogged Down (see Special Rules Section).

TERRAIN

This scenario should be played on a 4' x 4' game table. The majority of the terrain is lightly forested, level ground with a series of roads and trails.



There is one primary road that extends from the northwest edge of the table, to the southeast edge. The road crosses the entire table, moving through the center of the town.

A secondary road extends from the northeast corner in a southwest direction, intersecting the primary road in Grid 2-3. Another secondary road enters the game board in the southwest corner, and heads easterly where it intersects the primary road in 4-3. Finally, a third secondary road runs for a short distance from the south table edge northward, until it intersects one of the other secondary roads. There are also several trails in the area.

The village of Khola is in the center of the map, and a large area of marsh covers the entire southern edge of the board. Several level 1 and level 2 hills are scattered across the area.

DEPLOYMENT

SOVIET DEPLOYMENT

Soviet forces deploy first within, and south, of the village.

FINNISH DEPLOYMENT

The Finnish tank squadron enters the game board on the primary road in map grid 1-1.

The SISI Company enters from the east on Turn 3, in grid 1-4.

All other units are deployed in grids 1-1 and 1-2, after the Soviet player has positioned his forces.

THE FORCES

FINNISH BRIEFING

Finns, you are to capture the village of Vyborg and the hills to the south of the village. Opening the main road to Sortvala will allow our 9th Army to recapture the area lost during the Winter War.

FINNISH ORDER OF BATTLE

Jaeger Company (1)

Company Headquarters (1)

Command Stand (1)

Rifle Stand (1)

Jaeger Platoon (3)

Platoon Headquarters (1)

Command Stand (1)
LMG Support Stand (1)
SMG Stand (1)

Rifle Squad (3)

LMG Support Stand (1)
Rifle Stand (2)

Machinegun Squad (1)

HMG Stand (2)
Rifle Stand (1)

Tank Squadron (2)

T-28E (3)

SISI Company (1)**Platoon Headquarters (1)**

SISI Command Stand (1)
SISI SMG Stand (1)
SISI ATR Support Stand (1)

SISI Platoon (3)**Platoon Headquarters (1)**

SISI Command Stand (1)

Rifle Squad (1)

SISI LMG Support Stand (1)
SISI Rifle Stand (2)

SMG Squad (2)

SISI SMG Stand (2)

LMG Squad (1)

SISI LMG Support Stand (2)
SISI Rifle Stand (1)

SOVIET BRIEFING

Soviets, you are to retreat to the south in an orderly manner, destroying all items that may be of use to the enemy.

SOVIET ORDER OF BATTLE**Soviet Rifle Company (1)****Company Headquarters (1)**

Command Stand (1)
Rifle Stand (1)

Weapon Platoon (1)**Platoon Headquarters (1)**

Command Stand (1)

Machinegun Squad (2)

HMG Stand (1)
Rifle Stand (1)

ATR Squad (1)

ATR Stand (2)
SMG Stand (2)

Rifle Platoon (3)**Platoon Headquarters (1)**

Command Stand (1)

Rifle Squad (4)

LMG Support Stand (1)
Rifle Stand (2)

Mortar Section (1)

50mm Mortar (1)

VICTORY RESULTS

DECISIVE FINNISH VICTORY

Finns control the village, hills to the south and east, and exit at least 30% of their forces off the east edge of the board.

MARGINAL FINNISH VICTORY

Finns control the village and the hills to the south and east.

DRAW

Finns control the village and there is contested control of the hills.

MARGINAL SOVIET VICTORY

Soviets control the hills to the south.

DECISIVE SOVIET VICTORY

Soviets exit at least 60% of their force off the south edge of the gameboard.

AFTERMATH

The 2nd Finnish Corps ground forward, with the 1st Jaeger Battalion leading the way. The battered Soviet Border Battalion only had 140 men and women left. Behind them a bakery was on fire, the town hall was ablaze, and ammunition was dwindling. Nevertheless, their young officers organized a fighting withdrawal toward the hills in an attempt to reach the newly established lines. For three hours the Finns harried them through the town streets, as the Soviets formed two leap-frogging lines of defense. By nightfall, they were on their way into the swamp beyond the hills.

SCENARIO OPTIONS

OPTION #1 – Off Board Artillery

The Soviet player receives one battery of 122mm howitzers (6 tubes).

The Finnish player receives one battery of 81mm mortars (6 tubes), and one battery of 122mm howitzers (6 tubes).

