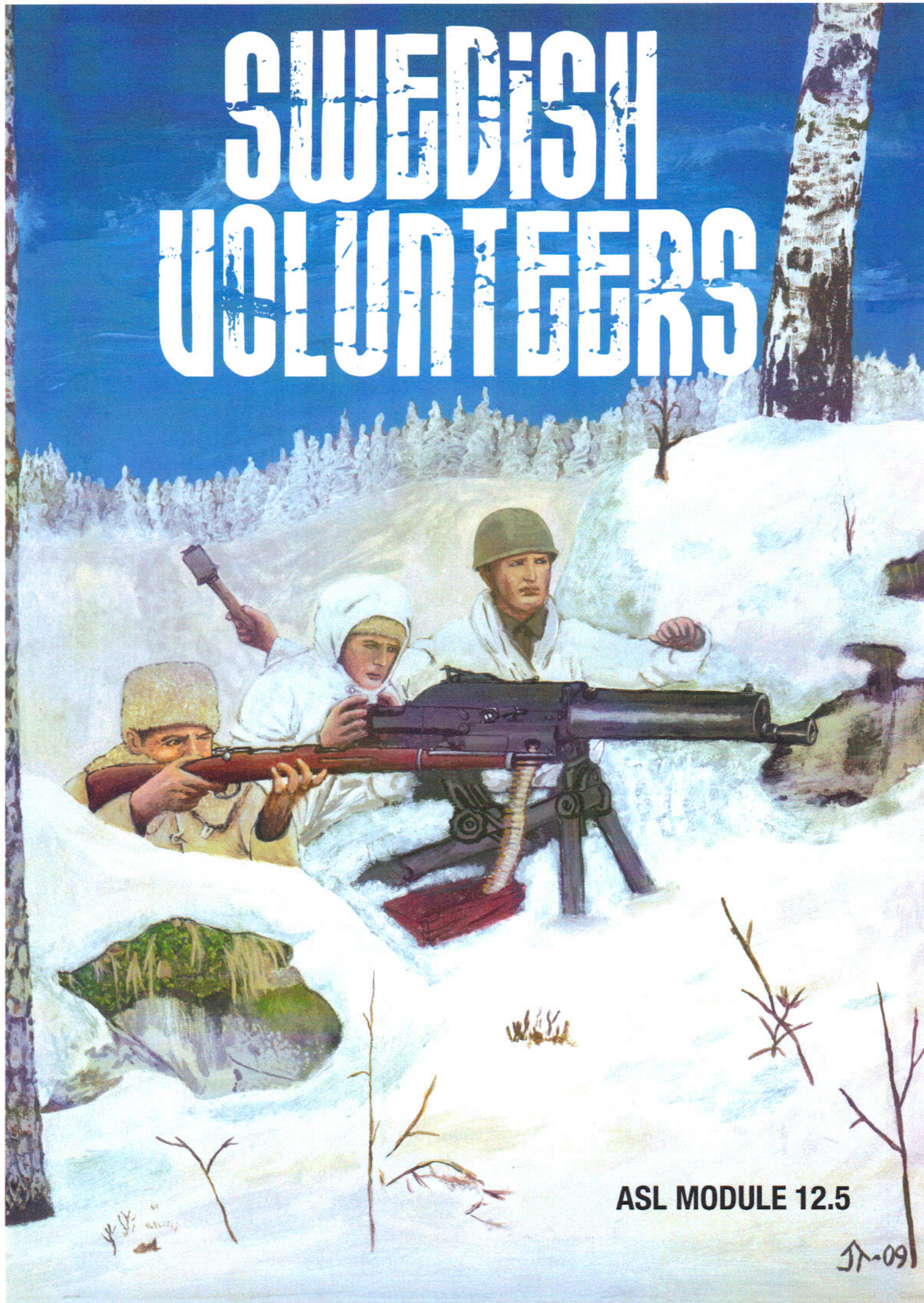
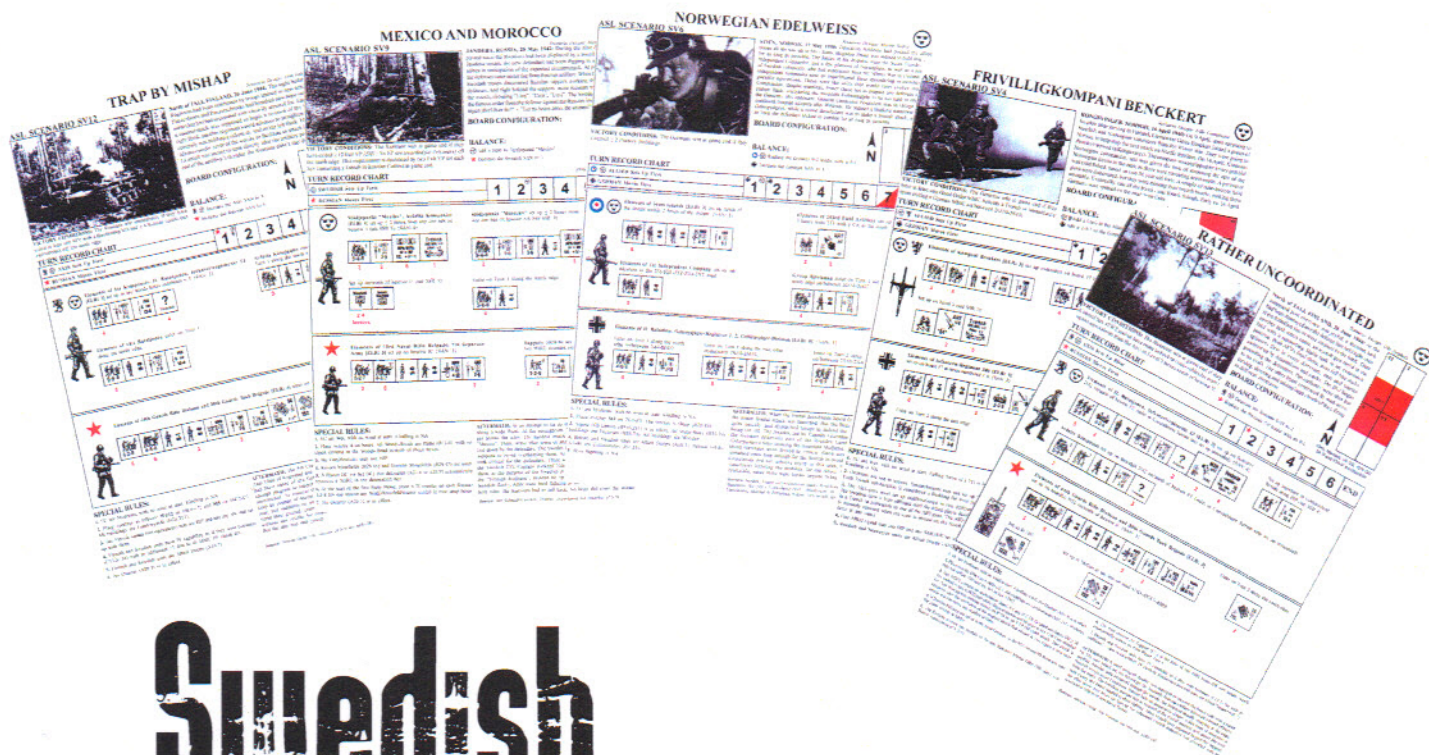


SWEDISH VOLUNTEERS



ASL MODULE 12.5

57-091



Swedish Volunteers



CONTENTS:

- 1 Countersheet (128 counters)
- 14 ASL Scenarios
- 1 Chapter H notes for the Swedish Volunteers
- 1 Historical Background
- 1 Designers Notes

TIME SCALE: 2 minutes per Game Turn

MAP SCALE: 40 meters per hex

PLAYERS: 2

UNIT SCALE: 5-10 men with individual leaders, and guns

PLAYING TIME: 2 hours (or more)

COMPLEXITY: High

SOLITAIRE SUITABILITY: Medium



SWEDISH VOLUNTEERS is not a complete game. Ownership of the ASL Rulebook, *Beyond Valor*, *For King and Country* (or *West of Alamein*), *The Last Hurrah* (or *Doomed Battalions*), mapboards: u, 2, 5, 8, 10, 17, 19, 24, 34, 38, 42, 44, 50, 52 and overlays OW1, O3, Wd5, B2, B4, St3, 4, Hi2, Hi3 and Hi4 are required (one scenario also requires overlays Wd2, OG2, P1, M4, Wd1, M2, P2, M1, OG1, M3, Wd4, P3 and B1).

MÄRKÄJÄRVI, FINLAND, 27 February 1940... On the afternoon of the 27th, a "Ten-ton-tank" showed up beside the road at the rim of the woods opposite the Swedish position. The Swedes carefully took their aim, awaiting its next move...

OS, NORWAY, 2 May 1940... While organizing local hunters to bolster their forces, the Norwegians received unexpected aid. Led by Tage Holmqvist, a band of Swedish veterans from the Winter War appeared, ready and willing to fight. Soon, German forces approached across the broken terrain...

SHEMENSKI, RUSSIA, 18 April 1942... Following an artillery barrage, the attack against the hills started, but a knee-deep mix of snow and mud slowed the Finns and Swedes significantly, while the Soviet artillery strikes and automatic weapons fire were taking their toll...

South of NÄÄTÄLÄ, FINLAND, 21 June 1944... Following a brief artillery preparation, Russian troops charged the height. After some hard fighting, the attackers were forced to retreat. The battle around Vierumäki had resulted in heavy losses for both sides. Avdelta Kompaniet alone was down to less than 30% of its initial strength...

North of TALI, FINLAND, 25 June 1944... At the same time Russians with bayonets and their familiar "Urra" battle cry were already present on the hill. Everything happened by instinct and reflex. Fire positions against tree or stone, short fire bursts against closest enemy, machineguns filling the air with lead...

This is **SWEDISH VOLUNTEERS** - bringing the Swedish Volunteers' order of battle into the ASL system, thus enabling you to command every major gun, support weapon, and troop type used by the Swedish Volunteers throughout the war.

This is an independently published product for aftermarket use with the ASL game system. Any referenced non-Swedish Volunteers products remain the trademark/property of its respective owner/publisher and no association with Swedish Volunteers is implied.



SV DESIGNERS NOTES

INTRODUCTION: It wasn't long after opening my first copy of *Beyond Valor*, and browsing through the rulebook, that I realised the enormous potential in ASL. Armored battles in Libya, jungle combat in Burma or paratroops in Normandy, the possibilities seemed endless. But how endless? I reversed my reasoning, and started to examine the limits of the game.

There was an apparent chronological limitation to the system. Armed conflicts from the mid 30's (the Spanish Civil War) to the mid 50's (the Korean War) seemed feasible, but neither WWI nor the Vietnam War had the right character. Warfare had changed too much between the different sides of these limits, and the game was constructed for a quite specific era.

Another limitation in the system was inherent in the very character of the engagements. The game needed dynamic situations to be fun and interesting to play. It is possible to construct static trench warfare scenarios, but they are likely to be quite boring. At least one side must have a goal, besides pounding the opponent with artillery, to make the situation interesting.

But it was the third limitation that hooked me. Some nations were not represented in the system, and some were not even planned to be included. Sweden sent volunteers, armed and equipped in their homeland, out to fight in the war. And these did not easily translate into any published counters. An idea had been planted, and it was silently growing.



This all took place in 1995, and at the time I was writing an essay on Swedish volunteers in Finland 1940. The possible translation of my work to the realm of ASL kept popping up, and I occasionally made a half hearted attempt to create a scenario, or design appropriate squad types for Swedes etc. These projects almost invariably floundered and sank (the exception being scenario FrF2, reprinted in this module).

In 1998 I moved to Stockholm, and I expanded my group of ASL opponents. As I met new players, I realised that several of them shared my dream of making Sweden a complete ASL nation. At this point, I decided to try to finish this project, accompanied by other Swedish volunteers.

Martin Svärd 2008-10-28

An early attempt at drawing a Swedish leader, from 1995. The need for a skilled artist seemed obvious.

THE SWEDISH VOLUNTEERS: Having studied all available literature pertaining to the Swedish volunteers, and visiting the national war archive, planning could commence. The project would be called Swedish Volunteers, referring both to the subject and to the people involved in the work.

Historical accuracy has been of prime importance. History is often more fantastic than fiction. This is confirmed by the multitude of amazing and/or horrific events of WWII.

☹ Designers Notes 1

The Swedish counters are only used to represent troops trained in Sweden. This includes Swedes fighting under Finnish command, but excludes the ones fighting in the Waffen-SS. In the Waffen-SS, everyone was trained by Germans. These should be represented by German counters.

Another important decision was that all scenario designers should have the last word on their own creations. This does not mean that the design process has been the work of lone individuals. We have all been involved in play testing, comments, proofing, etc. But still, the original designer has always had the final say. The reason for this decision is that we think that is a way of safeguarding the originality and variation of the scenario mix. Hopefully, you will agree that this goal was reached.

After these design related decisions had been finalised, possible candidates for our group were invited to design scenarios. Almost everyone accepted straight away. Due to overwhelming enthusiasm, the project expanded from the originally planned eight scenarios to fourteen. The new plan was to make scenarios based on all feasible occasions. That is why scenario FrF3 is reprinted in this module. We only have knowledge of one incident we have not covered in this pack, but that one will be published later in another publication.

We had to start from scratch with the counters. It was essential that we found a good artist. Fortunately there was an ASL player who had considerable talent and experience in this field, Janne Thörne. He has made significant contributions to the project. If your eyesight is good, you can see that on the squads, the three guys wear different headgear. The first one wears a German helmet, the second a Finnish cap, and the last one a Swedish helmet. If you were to visit the Swedish volunteers during the Continuation War, this is the motley collection of uniform details you would encounter. Note that in the HS, the guy without helmet is missing. He should have been better at using the appropriate equipment.

We have also been blessed with a couple of world class proofers. Klas Malmström and Melvin Falk are experts at ASL lingo, and they have an uncanny ability to foresee unwanted side effects of elaborate SSRs.

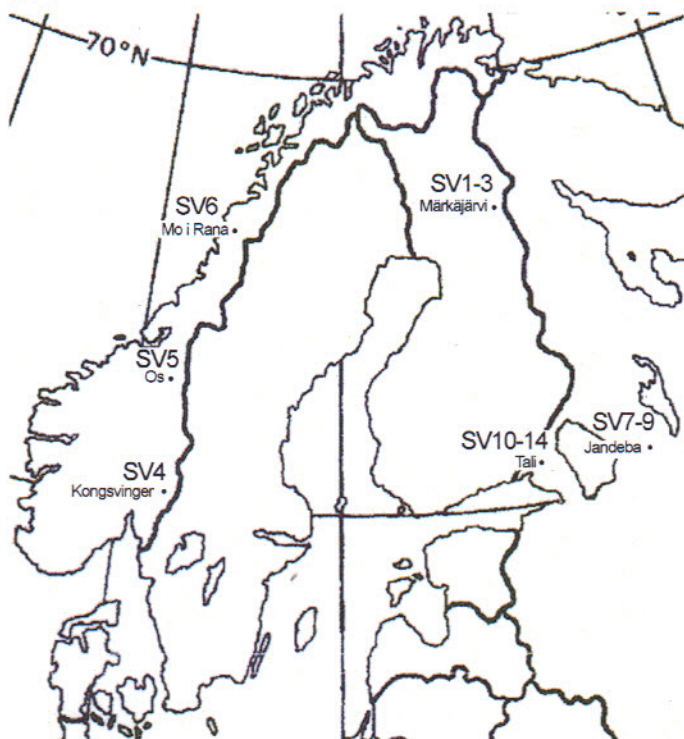
PROBLEMS AND SOLUTIONS: The next step was to decide on the stats for the Swedish troops. Our point of view is that a nation's counters are a middle road between caricatures (exaggerations of traits) and historical facts.

From a historical point of view, the Swedes fighting in Finland were considered equal to the Finns in fighting ability (according to Finnish sources). The Swedes fighting in Norway seem to have performed a little less impressive. Something resembling the Finns seemed appropriate in Finland, but not in Norway. Something similar to the Allied Minors seemed more suitable for Norwegian conditions. Another consideration is that the voluntary Swedes, in spite of all positive things written about them, probably were a little less motivated than most of their local counterparts. The Swedes' own families were not at risk.

Based on these factors, the decision we reached was to, as a general rule, use one set of MMCs in Finland, and another one in Norway. The basic squads are slightly less effective than their local counterparts. No Swedish MMC is Elite to avoid unwanted effects on the tables for Leader Creation and Heat of Battle. The Finnish-like squad is 1st Line, and the Allied Minor-like is 2nd Line. The Swedes will be less proficient using a DC, but that is of secondary importance.



SV



Map showing the locations of the scenarios in this module.

The Swedish Crew is a Fenno-Norwegian hybrid with a morale level of 8, and a broken morale level of 7.

The Swedish army was an army of trained citizens, a system of compulsory military service had been in effect since 1901. But the troops that actually fought in WWII were volunteers. A tendency in the ASL system is to award democratic states green troops and totalitarian states conscript troops. In this module, Swedes have green troops.

The next question was: which SW, Guns and Vehicles do we make counters for? The Swedish weapon industry was quite successful throughout the twentieth century. During WWII Sweden had an international bestseller in the Bofors 40mm AA gun (used by several nations in the ASL system). A number of other guns and AFVs were exclusively produced the Swedish army.

In making the counters, we decided we would only print the weapons Swedish troops had used in combat. But to make the counter mix a little more interesting, we have gone to great lengths to investigate what weapons were used. We believe that we have included all of these weapons but two, the panzerschreck and the Lahti 20L ATR.

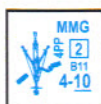
What colors would be appropriate for the counters? An early suggestion was to use blue and yellow, the colors of the Swedish flag. But in the rest of the system, the colors used by different nations have no connection to their flags. There seems to be a slight connection to uniform colors. The Swedish counters would ideally fit in seamlessly with the rest of the game. We decided on white counters with blue printing. The white color bears a resemblance to the snow uniforms used in winter. The use of white as a major color can be a problem with regards to information counters, but we think the pros outweigh the cons.

Support Weapons 2

SUPPORT WEAPONS (featured in this module)

1. Kg m/21 LMG: After WWI, Sweden bought a number of U.S. Browning Automatic Rifle M1918 (BAR) from the Colt Corporation. The weapon was commissioned by the Swedish army in 1921, and it was manufactured under license at Carl Gustaf Stads Gevärsfaktori in Eskilstuna. The calibre was adjusted to Swedish standards, and the weapon was fitted with a detachable pistol handle. In the late 30's an updated version, the m/37 was introduced. The new model had an easily replaceable barrel. Kg m/21 was the standard LMG of the Swedish army during WWII.

The Kg m/21 is represented by the 1st Line squads' Assault Fire capability. [EXC: In SV2 it is also represented by 2-6 LMGs.]

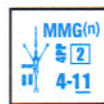


2. Kulspruta m/1914 MMG & HMG:

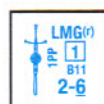
About 1300 Schwarzlose Machine Guns were manufactured under license at Carl Gustaf Stads Gevärsfaktori in Eskilstuna. The weapon had been commissioned in 1914, and it was considered a very good investment. It remained the standard MMG/HMG of the Swedish army throughout WWII. Finland bought 12 m/1914 during the Winter War, and the Voluntary Corps left another 40 behind when they returned to Sweden in 1940.



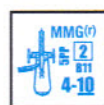
3. Madsen m/22 LMG: About 3500 Madsen 6.5mm maskin-gevaer were manufactured under license at Kongsberg Våpenfabrikk in Norway. This weapon had a low rate of fire, but was still considered effective. Unlike most SWs used by the Norwegian army, the Madsen was a complex weapon that required a specially trained crew.



4. Hotchkiss m/1914 MMG(n): The French 8mm Hotchkiss was the first MG used by the Norwegian army. The weapon was manufactured under license at Kongsberg Våpenfabrikk in Norway. It was later replaced by the BAR. About 500 Hotchkiss MGs were still in service in 1940.



5. Degtjarev m/27 LMG(r): This was a simple, durable and effective weapon. It was produced in large numbers after 1927. More than 3400 were captured by the Finns during the Winter War, and an additional 5000 during the Continuation War. By June 1944, the Finnish army had more than twice as many Degtjarev than their own Lahti-Saloranta. The Russian weapon was in many ways superior to its Finnish counterpart. During the wars, ammunition and spare parts to the Degtjarev were produced in Finland.



6. Maxima m/1910 MMG(r): The Maxim MG was manufactured in Russia 1910-1943. It was considered a reliable weapon, but it was very heavy (75 kg, including the wheel-and-shield Solokov mounting). About 2000 were captured by the Finns during the Winter War, and an additional 2000 during the Continuation War.

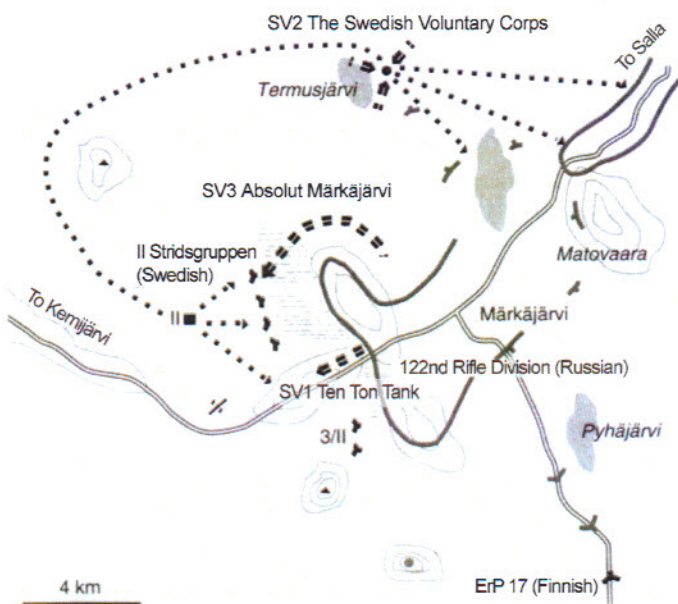


7. Lahti-Saloranta m/26 LMG: The Lahti-Saloranta was manufactured at VKT in Jyväskylä in Finland. It was the standard LMG in the Finnish army at the outbreak of the Winter War. About 4000 were in service in 1939. Production of the weapon ceased in 1942 due to its obvious inferiority to the Russian Degtjarev. The Lahti-Saloranta was heavy, expensive and prone to malfunction. The weapon's only redeeming feature was its high level of accuracy.



SV

Historical Background 3



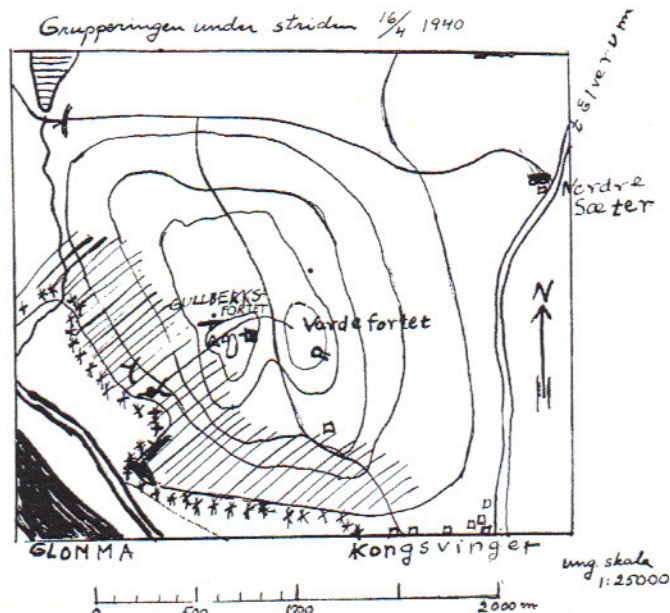
Map showing the positions of the Swedes at Märkajärvi 1940. The locations of scenarios SV1-3 are marked. Nowadays, Märkajärvi is renamed Salla.

HISTORICAL BACKGROUND

Before the outbreak of WWII, the Nordic countries had made a few attempts to form a defensive cooperation. They had all failed, due to a number of reasons. Sweden resented that the island group of Åland had been awarded to Finland by the League of Nations. At the same time, Sweden had developed a sense of being protector to its smaller neighbors. Fear of the Soviet Union was a dominant feature in Finnish foreign policy, and fear of Germany played a similar part in Danish policy-making. Norway had still not put her past, as a minor partner in the union with Sweden, behind herself. The union had been peacefully dissolved in 1905, but Norway still preferred to keep Sweden at a distance. Despite these obstacles, there was a strong undercurrent wishing for closer inter-Nordic cooperation.

The Winter War: The Winter War broke out on 30 November 1939. Time had run out for the proponents of a deterring Nordic defense cooperation. The question as to if and how the others could help Finland entered the agenda. On the day of the Soviet attack, Swedish officers opened the first two *Frivilligbyråerna* (volunteer recruiting agencies) in Gothenburg and Stockholm. *Finlandskommittén* (the committee of Finland) was formed a couple of days later, with the purpose of leading the work of organizing the Swedish voluntary effort. The government took some time deciding whether they would allow the formation of a Swedish force. The politicians wanted to help the Finns, but they also wanted to keep Sweden out of the war. Another concern was how Germany, at this point allied with the Soviet Union, would react.

Frivilligbyråerna were forbidden to publish any printed material. In spite of some opposition from the cabinet, on 12 December the forming of a force was approved. Its maximum size was set at 5000 (and not the requested 7600) of which no more than 200 could be professional military personnel. This force would use Swedish equipment, purchased from the army, paid for by funds raised all over the country. There was a very strong opinion for helping the neighbor, but still *Frivilligkåren* (the Voluntary Corps) was not mentioned on radio until 16 January 1940.



Benckert's map showing the battle at Kongsvinger (SV4).

When the Soviet attack started bogging down, the Swedish government became increasingly positive to *Frivilligkåren*. Limitations to the freedom of information about, as well as to the size of the force, were withdrawn.

Frivilligkåren consisted of three reinforced battalions supported by artillery (75 mm) and AT troops.

I. Combat Command:

- HQ
- 1-3. infantry company
- 4. jaeger company
- 5. heavy company
- 1. battery
- 1. snow plow platoon
- 1. signal platoon



II. Combat Command:

- HQ
- 1-3. infantry company
- 4. jaeger company
- 5. heavy company
- 2. battery
- 2. snow plow platoon
- 2. signal platoon



III. Combat Command:

- HQ
- 1-3. infantry company
- 4. jaeger company
- 5. heavy company
- 3. battery
- 3. snow plow platoon
- 3. signal platoon



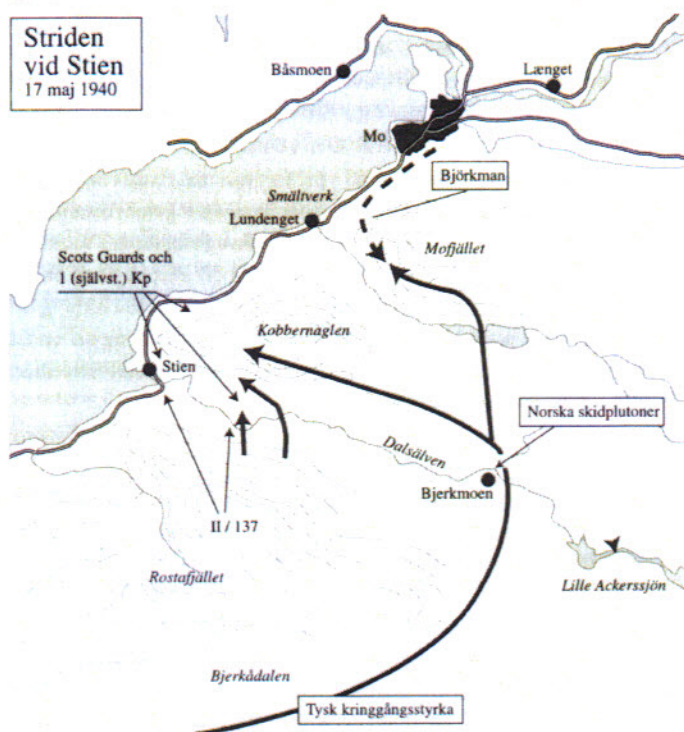
Other units:

- 1. AT platoon
- 2. AT platoon
- AA company
- Engineer company
- 16. Independent jaeger company



SV

Striden
vid Stien
17 maj 1940



Map showing the battle at Stien and the Lundenget forge (SV6), on an unusually gloomy Norwegian national day.

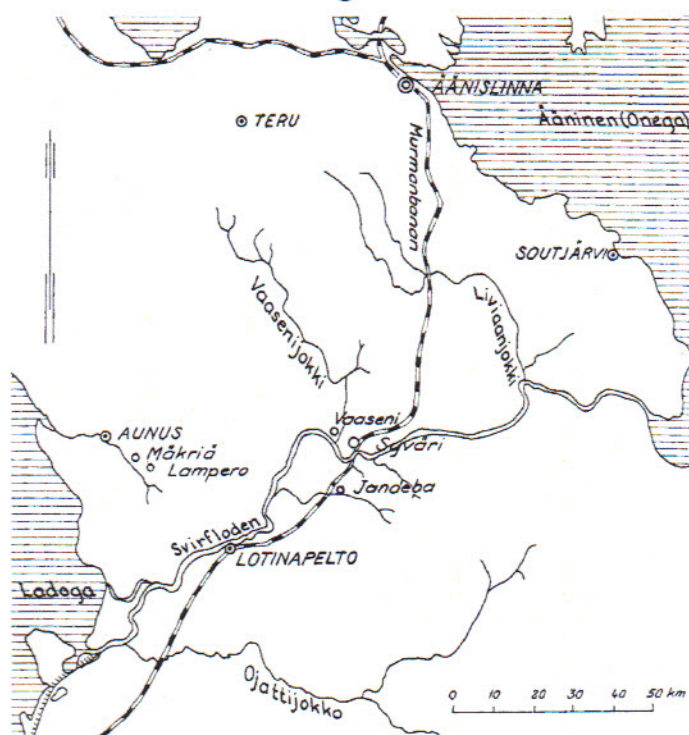
Even though a majority of the involved wanted to rush the deployment of the Corps, it took some time to get it to Finland. In the Finnish border town of Tornio, the volunteers were enrolled, signed a contract, were equipped and assigned to units. At last, on 26 February, the Corps was awarded responsibility for a segment of the front. It was responsible for all of Finland north of a line through Oulu and Paanajärvi, north of Kuusamo. Finnish troops amounting to 7 000 men were put under the Swedish General Linder's command. Combat Commands I and II arrived at the front in Märkäjärvi on this date, and relieved the Finns stationed in the area.

Frivilligkåren intended to attack the Soviet forces in the area, but settled for scouting the area while waiting for Combat Command III. The result was a war of positions, with occasional patrolling. Two weeks later, peace was concluded. In total 12 705 volunteers signed up for service (727 of these were Norwegians), and 8 260 were accepted. Casualties amounted to 33 killed and about 50 wounded in combat.

Weserübung: On 9 April 1940, Germany attacked Denmark and Norway. *Frivilligkåren* was still in Finland, in the process of demobilization. A number of the volunteers arrived in Sweden on the morning of 9 April. Their reaction was strong. On their collars, they wore a badge showing four intertwined hands, symbolizing the strong solidarity between the Nordic countries. The earlier Swedish motto "Finland's cause is ours" was replaced by "For Nordic freedom".

Sweden was to remain strictly neutral throughout this period. There would be no *Frivilligkår* in support of Norway. But in spite of the government's clearly stated policy, local authorities often looked the other way when Swedish volunteers crossed the border. Norway gratefully accepted any help she could get, as long as the troops were trained and wearing uniform. This resulted in volunteers from the Winter War retaining their uniform, and being armed by the Norwegians.

Historical Background 4



Avdelta Kompaniet spent 1942-44 at the Svir front in Far Karelia. After an eventful first year, the unit was transferred to a calmer sector.

There was no registration of the volunteers, and no contracts. On occasion, a volunteer would enter combat without having even told anyone their name. This led to a situation where volunteers sometimes crossed the border several times, in both directions. They formed small bands, and joined Norwegian units. Obviously, it's impossible to tell how many Swedes fought in Norway. It seems to have been about 300, and most of them saw action in the valley of Glåma in Østerdalen. Some fought in Trøndelag, some in Mo i Rana and a few in northern Norway. At no other locations are Swedes mentioned in the official Norwegian accounts of the war.

The Continuation War: On 22 June 1941 Germany attacked the Soviet Union. Hitler referred to Finland as a country at war with the Soviet Union, and German troops prepared for an attack out of positions in Finland. The Soviet Union regarded this as actions of war, and started bombing Finnish cities on 25 June claiming to attack German targets in Finland. The following day, Finland declared war.

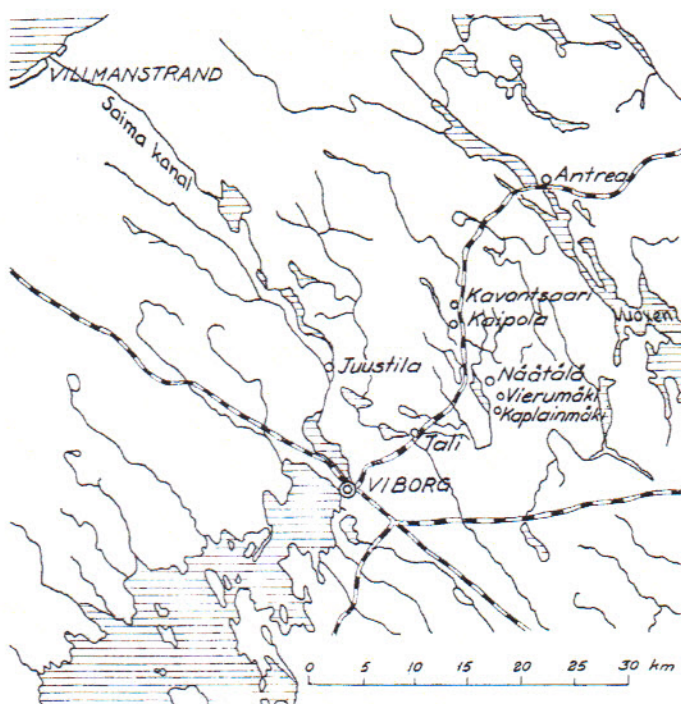
This put the question of a Swedish voluntary force back on the agenda. This time, the question was more complex. Germany and Finland were the aggressors. Still, on 4 July the Swedish government gave its permission to the creation of a new voluntary force. The same restrictions as at the beginning of the Winter War applied (200 regulars in a force consisting of no more than 5000 troops). But this time, the Finns had to provide the equipment. The Finns only wanted trained troops in good health. The Swedish organization also demanded a higher standard than earlier. Between 18 July and 7 October about 2 800 men applied. 600 of these were rejected by the Finns, and more than half of the rest were deemed unsuitable by the Swedes.

The volunteers were organized in a battalion which would be included in the Finnish 55. Infantry Regiment. The Voluntary Battalion consisted of an HQ, three jaeger companies, and one heavy company (three heavy platoons, one MG platoon and one AT platoon).

The battalion was deployed at Hangö, a peninsula the Soviets had demanded to lease for thirty years at the end of the Winter War. Hangö is situated at the south-western tip of Finland. The Russian



SV



Avdelta Kompaniet fought around the hills of Vierumäki and Kaplainmäki south of Näättäla. After that, they were transferred north of Tali, to the mill of Tali.

troops there were strong and well placed to disrupt Finnish naval transports as well as to serve as a bridgehead in case an invasion would be launched. The garrison consisted of about 30 000 troops, including two infantry regiments, one light tank battalion and one fighter regiment. Deploying the Swedish volunteers in this area seemed a natural choice. Hangö is a part of Nyland, an area in Finland where Swedish is the dominant language. And its location made it a potential threat to Sweden as well.

The Swedes received second rate weapons, mostly captured Soviet items. The rest of the equipment was equally flawed. Due to this, the battalion was considered unfit for offensive actions.

On 17 August the Swedes were put in charge of a sector of the front. No pitched battle was fought during the Swedish period at Hangö. The time was passed patrolling and maintaining a noticeable presence to keep the Russians from offensive action. The boredom led to a constant decrease in the troops' morale. Not even a visit by the Swedish royal heir, crown prince Gustaf Adolf, could change this. During the autumn, battalion commander Berggren sent a plan for an attack on Mannerheim. It was rejected. Due to victories by the axis powers, Hangö had lost its strategic importance. The Finnish commander-in-chief thought it unnecessary to risk any Swedish casualties.

On 23 October, Soviet command ordered the abandonment of Hangö. On 2 November 4 000 Russian troops were evacuated. In three instalments, another 10 000 Russians, with equipment and munitions, left the base. On 2 December a large flotilla evacuated the rest of the Soviet outpost. Soviet command considered this operation a success, only befallen with minor setbacks.

The Voluntary Battalion had completed its task. Now it was decommissioned, and the volunteers' contracts were considered fulfilled. A grand total of about 900 Swedes served with this battalion. 28 of them were killed, and about 80 were wounded.

⦿ Historical Background 5

There were still Swedes who wanted to help the Finns, so a new unit of volunteers was created. *Avdelta Kompaniet* (the Independent Company), was mainly equipped with Finnish (and captured Soviet) gear. In relation to most of its Finnish counterparts, this company was well equipped.

Avdelta Kompaniet was included in 13. Infantry Regiment, consisting mostly of Swedish speaking Finns. This regiment was in charge of a sector of the front at the little river Jandeba, a subsidiary of Svir, in Far Karelia. This was a secondary front with a low level of concentration of manpower. Each company was in charge of a couple of miles of rough and heavily forested, marshy frontline. Constructing any kind of coherent frontline was impossible under these circumstances. A system of small strongpoints, each manned by about 20 men, was the solution.

Avdelta Kompaniet was deployed at the front at the end of February 1942. The 125 Swedes were entrusted with 2½ miles of frontline. Most of the time here would be spent patrolling. Most, but not all. Late in the spring, the Russians launched an offensive, which the Finns dubbed "spring brothel". The Russians' main effort was not in the Swedish area, but still some attacks were made on the company's positions.

By early 1943, the strength of *Avdelta Kompaniet* had decreased considerably. On 19 April, unable to maintain control of its sector, it was transferred east, to the point where the Murmansk railroad crossed Jandeba. This was more open country, and the number of patrols was reduced.

On 17 May 1944, the company was transferred to the reserve pool. During 27 months of frontline service, 27 men had been killed, 58 wounded, and one captured by the enemy.

The powerful Soviet offensive on the Isthmus of Karelia in the summer of 1944 pushed the Finnish defenders back to the last line of defense, around Vipuri. All available reserves, including 13. Infantry Regiment, with the remaining Swedes, were ordered to go to the isthmus. On 20 June, the last 64 men of *Avdelta Kompaniet*, were deployed in the frontline, at Näättäla.

The company lost 53% of its strength, including nervous breakdowns, in fighting around the hills of Kaplainmäki and Vierumäki on 20-24 June. The unit was relieved on that last day, and transferred three miles further west, to be held in reserve north of Tali.

In the morning hours, the Russians broke through the defenses at Tali, and the battalion containing the Swedes counterattacked. At first some minor success was achieved, but soon a defensive posture had to be adopted. At this point, the fighting strength of *Avdelta Kompaniet* was at 26 men. On 28 June, the battalion was threatened to be surrounded, and it was ordered to fall back and regroup. The new position was reached after a gruelling six hour march through rough terrain. The battalion was down to 82 men. 16 Swedes remained, having in a few days sustained losses amounting to 72% of their strength.

After a few days of rest and recuperation, 13. Infantry Regiment was back at the frontline, this time at the channel of Saima. On 1 August a nightly shock assault was conducted, and this was the last combat mission for the Swedes. Their losses amounted to three killed and six wounded. After this, *Avdelta Kompaniet* was put in the reserve pool until the end of the war. The company was dissolved on 26 September 1944.

At least 412 Swedes served in *Avdelta Kompaniet*. The strength of the unit never exceeded 160 men. The average tour of duty was nine months.



A

NATIONALITY DISTINCTIONS



25.99 SWEDISH: In general, First Line troops should be used to represent Swedish units in Finland and Second Line troops to represent Swedish units in Norway.



25.991 GREEN: Swedish 4-3-7 squads (and their HS) are Green troops. They are considered Conscripts only in hypothetical scenarios depicting the Swedish Regular Army.



25.992 LEADER CREATION AND HEAT OF BATTLE DRM: Swedish units have no nationality modifier for Leader Creation or Heat of Battle.

Heat of Battle DR. Swedish 1st Line units become Fanatic if receiving a Battle Hardening result.

25.993 EXTREME WINTER: Swedish units do not suffer any negative effects from Extreme Winter (E3.741-.742).

25.994 ORDNANCE AND OBA: Swedish ordnance uses red TH Numbers [EXC: MG]. Swedish OBA receives six black and three red cards/chits, and achieves Accuracy (C1.3) on a Final dr of ≤ 1 .

CHAPTER A FOOTNOTES:

Sweden was spared from the Second World War. When the war came to the Nordic countries, the Swedish government, within certain limits, officially and unofficially accepted that Swedish volunteers were sent to help their country's neighbors. At the height of the Swedish presence during the Finnish Winter War, there were circa 8000 Swedish soldiers in Finland with 4000 more on their way. In Norway there were circa 300, Finland 1941 circa 800 and Finland 1942-44 circa 400. All of these volunteers were trained according to the Swedish military model. In the Finnish Winter War, the equipment and weapons were all Swedish, in Norway the uniforms were Swedish and the weapons Norwegian. In The Finnish Continuation War the equipment and armament were of Finnish, Swedish, German or of captured Russian origin.

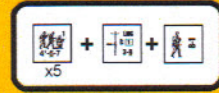
COMMENTS AND CLARIFICATIONS:

1. **ALLIED TROOPS:** Swedish units can use any Allied Troops' support weapons without any captured use penalties and vice versa. [At several occasions during play test, the issue of allied troops using each others' SW was raised. The rules may seem unclear as to the effects of using an ally's SW, but there is a "Perry says" that clarifies it: *Question: "After reading A25.35 and A25.56 it's easy to think that the Captured Equipment rules A21.11 and A21.12 are also applied to friendly units from different nationalities. Does the A21.11 and A21.12 apply to use of friendly SW of different nationalities, except for the exception listed in A25.35?"* No.Perry]

2. **FINNISH GUNS/VEHICLES & SUPPORT WEAPONS:** When this module was made, the Finnish countermix lacked many support weapons, guns and vehicle counters. For now, these are substituted with counters from other nationalities (EX: Swedish LMG(r), German StuG III). When Hakkaa Päälle is released it is our intention that the Finnish equipment in these scenarios should be represented by Finnish counters, even if there are minor differences in their stats.

3. **8.4 cm FELTKANON m/1887:** This counter is in Swedish colors despite it being a Norwegian weapon. We made this decision because the gun was crewed by trained Swedish units and the weapon stemmed from a time when Sweden and Norway were in a personal union.

4. **SWEDISH LEADERS:** Note that the names on the leader counters are historical, and that many of them are mentioned in



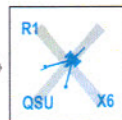
H

Ordnance 3

SWEDISH ORDNANCE NOTES



1. **81 mm Granatkastare m/29:** This mortar was a licensed version of the French *Brandt Mortier de 81 mle 27/31* built by AGA (*Aktiebolaget Gas-ackumulator*). It was the standard mortar for the Swedish Army during the Second World War. 25 mortars were used by the Swedish volunteers during the last weeks of the Finnish Winter War. These weapons were later handed over to the Finnish Army. (2/40-3/40) (See French Ordnance Note 3.)



2. **37 mm Pansarvärnskanon m/38:** Along with the German PaK 36, this Swedish-designed Bofors weapon was one of the most important and influential AT guns of the 1930s and the early 1940s.

After some tinkering, a simplified version with a sharply sloped gunshield was settled on, and it was bought, licensed, and copied by at least 7 different nations in the 1930s. The British Army in Egypt acquired some and used them in North Africa in 1941 - 1942. A variety of mid-war Japanese and Russian AT gun designs suggest that the gun was an integral part of their design. See French Ordnance Note P for the *en portee* mechanics. (2/40-3/40)



3. **8.4 cm Feltkanon m/1887:** In the end of the nineteenth century the Norwegian Army bought a number of Krupp manufactured artillery pieces from Germany. The gun was the first breech

loaded gun in the Norwegian army and lacked any type of recoil mechanism. In connection with the Norwegian independence in 1905, some of the guns were placed in Norwegian fortresses along the Swedish-Norwegian border. At the outbreak of the Second World War, the now ancient guns were hopelessly obsolete. However, a few of them saw limited action in 1940 at Kongsvinger and Hegra.

This Gun may not use Target Acquisition (C6.5-.58)-as signified by "Acq. NA" on the counter. (4/40)

scenarios. [EXC: "Ten Ton Tank", "Mexico and Morocco" and "Probing Korsus" feature leaders that are not represented in the countermix.] Leaders in the Winter War wear the Swedish winter uniform, in Norway they carry a rifle, and in the Continuation War they are armed with a Finnish SMG.

5. **HISTORICAL PICTURES:** SV1: Swedish volunteers in the AT-company during the Winter War. SV2: 4. Jägarkompaniet sets out on the raid that would lead to the situation described in the scenario. SV3: No mans land at Märkäjärvi, viewed from a Swedish HMG. SV7: Swedish volunteer at Jandeba, winter 1942. SV8: Swedish volunteers manning a Russian Maxim MG, winter 1942. SV9: Swedish volunteer, spring 1942. SV12: Russian KV-tank in *Frivilligkompaniet*'s sector, 25-26 June 1944. SV13: The Josef Stalin tank mentioned in the scenario.

CREDITS:

Production: Martin Svärd and Erik Leander.

Production Consultant: Melvin Falk.

Scenario Design: Martin Svärd, Ola Nygårds, Erik Leander, Olle Gustafsson, Janusz Maxe and Lars Olsson.

Cover and Counter Art: Janne Thörne.

Proofing: Klas Malmström and Mattias Bergwall.

Playtest (in addition to all people above): Richard Eichenlaub, Henrik Frid, Conny Gesar, Fredrik Hansson, Robert Maglica, Patrik Manlig, Phil Pomerantz, Erik Toshach.

Special thanks to: Olav Heie, Patrik Gynnestam and Roy Blom.

TEN TON TANK

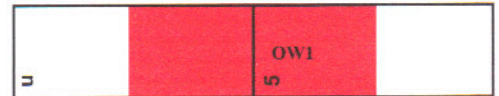


ASL SCENARIO SV1

Scenario Design: Lars Olsson & Martin Svärd

MÄRKÄJÄRVI, FINLAND, 27 February 1940: The Swedish Voluntary Corps anti-tank gun company had taken up position along the road leading from Kemijärvi to Märkäjärvi. On the afternoon of the 27th, a "Ten-ton tank" showed up beside the road at the edge of the woods opposite the Swedish position. The Swedes carefully took their aim, awaiting its next move. Suddenly the tank stopped, seemingly stuck in the snow. Instead of revealing the location of the anti-tank gun, indirect artillery fire was called in. But the shells fell with no effect. At that moment the bogged tank managed to free itself and started moving.

BOARD CONFIGURATION:



(Only hexrows 5A-P and uR-GG are playable)

BALANCE:

- ☺ Replace a Swedish 4-4-7 with a 5-4-8.
- ★ Replace a Russian 4-4-7 with a 4-5-8.

VICTORY CONDITIONS: The Russians win at game end if they have ≥ 4 Good Order squads/Mobile AFVs on/west of hexrow X. Decrease the required number by two for each Gun eliminated or captured (at game end) and by one for each AFV exited off the map from hex Y1.

TURN RECORD CHART

☺ SWEDISH Sets Up First

★ RUSSIAN Moves First

★	1	2	3	4	5	END
---	---	---	---	---	---	-----



1. Pansarvärnsplutonen [ELR: 4] set up on/between hexrows EE and X (not adjacent to hex oFF6) (see SSR 4): {SAN: 4}

2 4-4-7	2 2-2-8	8-1	8-0	2 BT1 4-10	11 X12 11	7 morale	3 37L	4 OVR.OBA:+4 Other:+2
4	2					4	2	4



Elements of 122nd Rifle Division [ELR: 2] set up on/east of hexrow E with the AFVs in Motion: {SAN: 3}

E 4-5-8	1 4-4-7	8-0	1 BT1 2-6	11 BT1 45L -/4	11 BT1 45L -/4/2
2	6				

Set up in hex oFF6:

11 BT1 45L -/4

Enter on Turn 1 on I1:

9-0

SPECIAL RULES:

- EC are Snow, with no wind at start. Deep Snow (E3.73) [EXC: Brush exists normally] and Extreme Winter (E3.74) are in effect. All roads are Plowed.
- Place overlay OW1 on 5A8-A9.
- All Swedish units have Winter Camouflage (E3.712).
- At least one AT-gun and the 8-0 leader with the Field Phone must set up HIP with a LOS to hex oFF6. Trenches may neither set up in road hexes nor use HIP.
- The Swedes receive one module of 70+mm OBA (HE only) and oFF6 is a Pre-Registered Hex [EXC: The E1.73 extra black chit is NA]. The Security Area (C1.23) is traced to a west-edge hex.

AFTERMATH: Lieutenant Nils Ahlström immediately ordered the closest anti-tank gun to open fire. The tank took three hits. One shell cut one of the tank's tracks and it came to a stop. Accompanying infantry was mowed down by machinegun fire and soon all Russian breakthrough attempts were over. No more probing actions involving tanks were made before the cease-fire a couple of weeks later.

Source: von Schmidt-Laussitz, Nicolas & Klaus-Jürgen. *För Finlands Frihet: Svenska frivilligkåren 1939-1940*, p96.

THE SWEDISH VOLUNTARY CORPS



ASL SCENARIO SV2

Scenario Design: Martin Svärd



VICTORY CONDITIONS: The Russians win at game end if there are no Good Order Swedish MMC on/adjacent to hex 10E4.

MÄRKÄJÄRVI, FINLAND, 2 March 1940: In November 1939, the Soviet Union attacked Finland. Sweden blamed the Soviet Union, but feared a war against the Soviet Union or Germany. The solution was to set up volunteer bureaus to assemble volunteers for Finland. The volunteer corps would be armed with Swedish equipment and led by Swedish officers. On 27 February, in bitter cold (-47° C), the Swedish Voluntary Corps took over the defense of the northern Finnish front, and was now for the first time in front line service. Two out of three volunteer battlegroups were ready for combat. The front was the region around Märkäjärvi opposing the Russian 122nd Rifle Division on the line, and the 88th Rifle Division in reserve. In order to break the standstill the 4. Jägarkompaniet, led by Lieutenant Grafström was sent to reconnoiter possible advance routes. After a nine-hour night march in a wide arc around the Russian left flank, a base camp was established. From there small reconnaissance parties started to scout the area. Just after the first group came back a Russian patrol discovered the base camp. Soon more and more Russian troops followed and started to skirmish and encircle the jägare, an attack was inevitable.

BOARD CONFIGURATION:

BALANCE:

☹ The first two non-Fanatic, unpinned and Good Order Swedish MMC to pass any type of MC without invoking HOB or being pinned will become Fanatic (A10.8).

★ The first unpinned and Good Order Russian MMC to pass any type of MC without invoking HOB will become Berserk (A15.4).



	O3	10
	Wd5	
		44

(Only hexrows A-P are playable)

TURN RECORD CHART

☹ SWEDISH Sets Up First

★ RUSSIAN Moves First

★	1	2	★	3	4	5	6	END
---	---	---	---	---	---	---	---	-----



4. Jägarkompaniet [ELR: 2] set up within 9 hexes of 10E4: {SAN: 3}

1 5-4-8	9-1	8-1	8-0	LMG BT1 2-6	DC K12 30-1
9				3	2



Elements of 122nd Rifle Division [ELR: 2] enter on Turn 1 along the south edge: {SAN: 2}

1 4-4-7	8-1	7-0	MMG BT1 4-10	LMG BT1 2-6
18				2



Enter on/after Turn 3 along the west edge:

1 4-4-7	8-0	LMG BT1 2-6	DC K12 30-1
6			

SPECIAL RULES:

- EC are Wet, with no wind at start. Deep Snow (E3.73) and Extreme Winter (E3.74) are in effect. Kindling is NA.
- Place overlays as follows: O3 on 10I6-I7; Wd5 on 10L4-K5.
- All Swedish units are Stealthy (A11.17), ski-capable and have Winter Camouflage (E3.712) and skis. One Swedish MMC may use HIP and any SMC/SW set up with it.
- The Russians have Winter Camouflage (E3.712). The Russian group entering on/after Turn 3 have skis and are ski-capable.

Sources: Grafström, Anders. *Från Salla till Hangöudd*, p41-54.
Ekberg, Henrik (ed.). *Finland i krig: 1939-1940 Första delen*, p218-219.
Cleason, Sten (ed.). *Svenska Frivilliga i Finland*, passim.
www.svenskafrivilliga.com

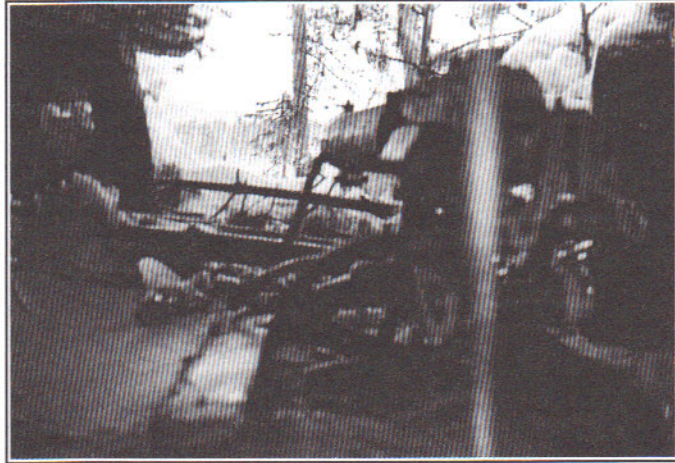
AFTERMATH: With the signal of a red light flare the Russians started to attack under a loud "hurrah!" battle cry. The attack was concentrated on the flank and soon gained ground. The Swedes had positioned their machineguns to stop any flanking maneuvers, and as the attack slowed, the Swedes launched a small counterattack lead by Lieutenant Grape and Sergeant Öhman. The combination resulted in heavy Russian casualties and temporarily stopped the attack. The Swedish success was then followed up with a quick withdrawal out of the encirclement. Six prisoners had been taken, one of them a Commissar. The prisoners complained that the Commissar's assistants forced the troops to drink vodka before the attack. The Swedish casualties were only 18 men, while the Russian casualties were estimated to around 200. After seven hours march through the cold (-30° C) night, with the wounded on sledges, the Swedes came back to their own lines. The scouting had been successful and a plan to encircle the 122nd Infantry Division was beginning to take form. However this was stopped by the peace established on 13 March. As the Finnish Winter War came to an end over 8 000 Swedish volunteers had arrived in Finland to fight for its cause.

ABSOLUT MÄRKÄJÄRVI



ASL SCENARIO SV3

Scenario Design: Martin Svärd



MÄRKÄJÄRVI, FINLAND, 10 March 1940: The first two weeks of front service had passed without any major incidents for the Swedish Voluntary Corps. Both sides tried to find weaknesses in the opposite line of defense. On the very day Lieutenant Colonel Viking Tamm took a section of the 2nd Rifle Company to conduct the final scouting of an area targeted for attack by the Swedes, the Russians surprised by attacking 2nd Rifle Company's now weakened front line. The attack was initiated by a Russian scouting patrol that bumped into engineers from the 2nd Plow Platoon, who were, under the supervision of Corporal Alm, laying wire on the moor. When the shooting started, Russians started pouring out into the field.

BOARD CONFIGURATION:



	44	
	B2 B4	
	OW1	
29		09

(Only hexrows 44A-W, 50K-GG and 52K-GG are playable)

BALANCE:

☺ Decrease the Russian SAN to 2.

★ Replace one Russian 2-4-8 with a 4-5-8.

VICTORY CONDITIONS: The Russians win at game end if they have ≥ 10 Unbroken VP of Russian units in ≥ 2 Woods hexes on board 52.

TURN RECORD CHART

☺ SWEDISH Sets Up First

★ RUSSIAN Moves First

1	2☺	3	4	5	6	END
---	----	---	---	---	---	-----



Elements of 2. Skyttekompaniet, II. Stridsgruppen [ELR: 3] set up concealed in hexes numbered 10 on board 44 and/or on board 52 (see SSR 5): {SAN: 3}

1 5-4-8	2-2-8	8-0	3 6-12	M11 81* 13-711
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5

Elements of 2. Plogplutonen set up on/adjacent to any one board 44 hex numbered 6:

G 4-3-7	6+1	MPh/RtPh: dr=MF CG: +1/-1
------------	-----	---------------------------------

2

2

Enter on Turn 2 on either 52K6 or 52GG5:

1 5-4-8	9-2
------------	-----

2



Elements of 420th Rifle Regiment, 122nd Rifle Division [ELR: 2] set up on board 50: {SAN: 3}

1 4-4-7	8-1	8-0	3 6-12	1 BTI 2-6	6/7/8
------------	-----	-----	-----------	--------------	-------

12

2

Set up on board 44 in hexes numbered ≤ 7 , ≥ 3 hexes from any Swedish unit:

E 4-5-8	E 2-4-8	8-0	1 BTI 2-6
------------	------------	-----	--------------

2

SPECIAL RULES:

1. EC are Snow, with no wind at start. Deep Snow (E3.73) [EXC: Brush exists normally and the E3.733 extra $\frac{1}{2}$ MF per hexside cost is NA when entering Brush] and Extreme Winter (E3.74) are in effect.

2. The 52K5-GG5 road is Plowed. No Walls/Hedges exists. Place a Wooden Rubble in 44Q8. Place overlays as follows: **OW1** on 44R8-R7; **B2** on 44L2-M3; and **B4** on 44O2-N2.

3. All Swedish units have Winter Camouflage (E3.712).

4. The Russians receive one module of 70+mm OBA (HE only). The first and second Radio Contact/Maintenance DRs and first Battery Access chit drawn are automatically successful/black. A leader possessing the Radio may set up using HIP.

5. Swedish concealment/HIP is lost at the start of Game Turn 1 if ≤ 5 hexes from any Russian MMC (regardless of LOS).

AFTERMATH: Well aimed suppressing MG fire, directed by Lieutenant Fjellström, made it possible for the engineers to avoid being overrun, and to withdraw to less exposed positions. When the Swedish defenses held, the Russians halted, and called in supporting fire from artillery and heavy MGs. In the meantime, Company Commander Lieutenant Broberg had the defenses reinforced. Soon the Russians tried another attack. But this time, it was against even stronger Swedish positions. The attempt was soon deemed futile and abandoned. But it had achieved more than the Russians understood at the time. The attack had led to the Swedes having to rethink, and eventually cancel, their own attack.

Sources:

2. Skyttekompaniets war diary

2. Plogplutonens war diary

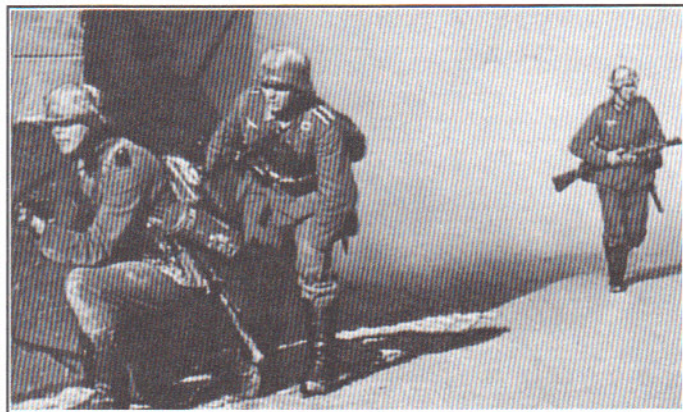
Nilsson, Orvar. *När Finlands sak blev min*, p41-47.

Grafström, Anders. *Från Salla till Hangö*, p56.

FRIVILLIGKOMPANI BENCKERT

ASL SCENARIO SV4

Scenario Design: Olle Gustafsson



VICTORY CONDITIONS: The Germans win at game end if they have at least one Good Order MMC beneath a Trench or immediately upon exiting a German MMC on/between 2010-2S10.

KONGSVINGER, NORWAY, 16 April 1940: On 9 April, upon returning to Sweden after serving in Finland, Lieutenant Gösta Benckert joined a group of Swedish and Norwegian volunteers from the Winter War. They were going to Norway to help stop the next attack on Nordic freedom. On 14 April, *Kompani Benckert* arrived in Kongsvinger. The company was equipped by a very grateful Norwegian commander, and was given the task of screening the rest of the Norwegian forces in the area, as these were retreating northwards. A perimeter was established, based on two 50 year old forts. A couple of near-ancient field guns were discovered, but they were missing their breech blocks, making them unusable. Eventually, one of the blocks was found, though. Early on 16 April, Germans were spotted on the road from Oslo.

BOARD CONFIGURATION:



(Only hexrows A-V are playable)

BALANCE:

☺ Add a LMG to the Allied OB.

⚡ Add a 2-4-7 to the German Turn 1 reinforcements.

TURN RECORD CHART

☺ ALLIED Sets Up First	1	2	3	4	5	6	END
⚡ GERMAN Moves First							



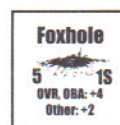
Elements of Kompani Benckert [ELR: 3] set up concealed on board 17 in hexes numbered ≥ 8 and/or on board 2: {SAN: 4}



2 5



4



3

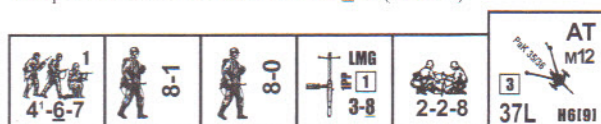
Set up on Level 3 (see SSR 3):



2 5



Elements of Infanterie-Regiment 340 [ELR: 4] set up on board 17 in hexes numbered ≤ 4 : {SAN: 2}



8 2

Enter on Turn 2 along the east edge:



3

Enter on Turn 1 along the south edge:



3

SPECIAL RULES:

- EC are Wet, with no wind at start. Falling Snow (E3.71) is in effect. Kindling is NA.
- Orchards are not in season. Entrenchments may not set up using HIP. Each Trench sub-location is considered a Building for Rout purposes.
- The ART-guns must set up malfunctioned in two different Trenches. The Swedish crew is kept offboard until the Allied player decides to place it in a Trench in possession of one of the ART-guns. The ART-gun possessed is instantly repaired when the crew is placed on the board (which can be done at any time).
- One Allied squad may use HIP and any SMC/SW set up with it.
- Swedish and Norwegian units are Allied Troops (A10.7).

AFTERMATH: The fighting lasted for a couple of hours. The firing was poorly directed, and there were very few casualties on either side. Since none of the bridges crossing the river Glåma had been blown up, the defenders ran the risk of being cut off by flanking enemies. To avoid this, a retreat was commenced at 1400 hours. The company was divided. One group under the command of Sergeant Holm left for Sweden, while Benckert and the rest went north to join other Norwegian units.

Sources: Den krigshistoriske avdeling Gyldendal 1953. *Krigen i Norge 1940: Operasjonene i Glåmadalføret, Trysil og Rendalen*, p109-121. Benckert, Gösta. *Vid Kongsvinger; Förbundet Svenska Frivilligas Tidning 1/1944*, p18-21. Hugemark, Bo (ed.). *Urladdning: 1940 - Blixtkrigens år*, p295-298.

LIONS AND TIN MEN

ASL SCENARIO SV5

Scenario Design: Erik Leander



OS, NORWAY, 2 May 1940: In early May, the defenses in central Norway, much like the snow on the ground, were reduced to minor patches. In the district of Røros, a handful of soldiers struggled to keep communications with Sweden open. To secure this, they needed to ensure that the Germans would not be able to cross the river Glåma. While organizing local hunters to bolster their forces, the Norwegians received unexpected aid. Led by Tage Holmqvist, a band of Swedish veterans from the Winter War appeared, ready and willing to fight. This band, and some Norwegians, were ordered to defend Os, just south of Glåma. Soon, German forces approached across the broken terrain.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Germans win immediately when they have exited ≥ 7 Good Order units off the north edge on/between hexes P2 and P7 (each squad counts as 2 units, prisoners do not count).

BALANCE:

☺ Replace the German 9-1 leader with an 8-0.

⚡ Replace one Norwegian 4-5-7 with a 4-3-7.

(Only hexrows A-P are playable)

TURN RECORD CHART

☺ ALLIED Sets Up First	1	2	3	4	5	END
⚡ GERMAN Moves First						

Elements of Hjemmefronten, Røros district [ELR: 3] set up on/north of hexrow J: {SAN: 3}

3

4

5

6

7

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11

12

13

14

15

16

17

18

19

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22

23

24

Elements of Maschinengewehr-Bataillon 13, 181. Infanterie-Division [ELR: 3] set up on/south of hexrow F: {SAN: 2}

5

Group 2: Elements of Eisenbahn-Pionier-Bau-Regiment 2 enter along the south edge as per SSR 2:

5

Group 1: Elements of Panzer-Abteilung zBV 40 enter along the south edge as per SSR 2 (see also SSR 3):

Group 3: Elements of Maschinengewehr-Bataillon 13 enter along the south edge as per SSR 2:

3

SPECIAL RULES:

- EC are Wet, with no wind at start. Kindling is NA.
- At the beginning of Turn 1, the German player randomly selects *one* reinforcement group. The German player repeats this procedure at the beginning of Turn 2 with the two remaining groups (i.e., one of the three reinforcement groups does not enter play).
- The German cycle counter represent Bicycles (D15.8).
- Swedish and Norwegian units are Allied Troops (A10.7).

AFTERMATH: The fight lasted all day. The Germans received reinforcements continuously, while the Norsemen had to make do with the few men they had started with. It seems as if the Germans didn't realize how few their opponents actually were, the decisive assault never materialized. At dusk, the defenders retreated across the bridge, and blew it up. The net result of the fight was that the defenders lost two men, one of each nationality, while inflicting some casualties on the attackers. But more importantly, on the very day of the British evacuation of central Norway, there were still troops from friendly countries who made an effort to defend the area.

Sources: Holmqvist, Tage. *Med svenska frivilliga i Norge*; *Förbundet Svenska frivilligas Tidning* 1/1950, p8-9.
Hugemark, Bo (ed.). *Urladdning: 1940 - Blixtkrigens år*, p309-311.
Wikipedia: *Trefningen ved Os*.

NORWEGIAN EDELWEISS



ASL SCENARIO SV6

Scenario Design: Martin Svärd



STIEN, NORWAY, 17 May 1940: Operation *Wildente* had pushed the allied troops all the way up to Mo i Rana. Brigadier Fraser was ordered to hold that area for as long as possible. The forces at his disposal were the Scots Guards, five Independent Companies, and a few platoons of Norwegians, as well as a platoon of Swedish volunteers, who had experience from the Winter War in Finland. The independent companies were an experimental force specializing in mobility and guerilla operations. These were the units that would later evolve into the Commandos. Despite warnings, Fraser chose not to prepare any defenses on his eastern flank, considering the mountain Kobbernageln to be too hard to cross for the Germans. His opponent, General Lieutenant Feuerstein was in charge of the continued German advance after *Wildente*. He ordered a flanking maneuver by his *Gebirgsjäger*s, while a minor detachment was to make a frontal attack, in order to keep the defenders locked in combat for as long as possible.

BOARD CONFIGURATION:



8	
	St3
	2

VICTORY CONDITIONS: The Germans win at game end if they Control ≥ 2 Factory buildings.

BALANCE:

⦿ ⦿ Replace the German 9-2 leader with a 9-1.

⦿ Increase the German SAN to 4.

TURN RECORD CHART

⦿ ⦿ ALLIED Sets Up First	⦿ ⦿	1	2	3	4	5	6	7	END
⦿ GERMAN Moves First									

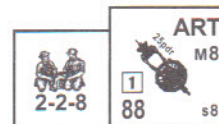


Elements of Scots Guards [ELR: 3] set up north of the stream within 2 hexes of the stream: {SAN: 2}



6

Elements of 203rd Field Artillery set up within 2 hexes from 2T1 with a CA to the south:



2

2

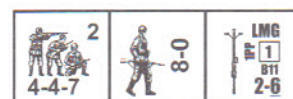


Elements of 1st Independent Company set up on/adjacent to the 2I2-2Q1-2T2-2U2-2Y2 road:



2

Group Björkman enter on Turn 1 along the north edge on/between 2GG4-2GG7:



4



Elements of II. Bataillon, Gebirgsjäger-Regiment 2, 2. Gebirgsjäger-Division [ELR: 4]: {SAN: 3}

Enter on Turn 1 along the south edge on/between 2A9-8GG3:



4

Enter on Turn 1 along the east edge on/between 2K10-2M10:



8

2

Enter on Turn 2 along the east edge on/between 2T10-2AA10:



4

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA.
- Place overlay St3 on 2G5-F5. The stream is Deep (B20.43).
- Alpine Hill Option (B*10.211) is in effect. All Multi-Story (B23.23) buildings are Factories (B23.74). All buildings are Wooden.
- British and Swedish units are Allied Troops (A10.7). British 6-4-8s/3-3-8s are Commandos (H1.24).
- Bore Sighting is NA.

AFTERMATH: When the frontal detachment heard firing from Kobbernageln, the minor frontal attack was launched. But the British grasped the situation quite quickly, and dispatched troops to defend the eastern flank and avoid being cut off. The Swedes, led by Captain Lewenhaupt, were ordered to stop the German approach east of the foundry Lundengenets, were about 60 *Gebirgsjäger*s were crossing the mountain Mofjället. After some hard fighting, those Germans were forced to retreat. Once more, the routes for retreat remained open long enough for the British to avoid capture. The Independent Companies did not achieve much in this area, mostly due to German air superiority limiting the mobility for the Allies. Civilian support was also negligible, since there were hardly anyone living in the area.

Sources: Sandvik, Trygve. *Operasjonene til lands i Nord-Norge 1940*, band II, p100-103. Hugemark, Bo (red.). *Urladdning; 1940 - Blixtkrigens år*, p315-317. Tamelander, Michael & Zetterling, Niklas. *Den nionde april*, p245-254.

PROBING KORSUS



ASL SCENARIO SV7

Scenario Design: Erik Leander



VICTORY CONDITIONS: The Swedes win immediately when both the Pillboxes have been revealed (i.e., are not HIP anymore).

JANDEBA, RUSSIA, 4 March 1942: The Svir Front had been calm for some time when the Swedish volunteers in *Avdelta Kompaniet* arrived at the stream Jandeba. Occasional shelling was a nuisance, and a raid to locate the source of this problem was ordered. After a few days worth of preparations, Captain Rickard Nilsson and a platoon of Swedes, supported by flank guards, silently moved into the woods south of the frozen Jandeba.

BOARD CONFIGURATION:

BALANCE:

- ★ Replace the Russian 7-0 leader with an 8-1.
- ☹ Decrease the Russian SAN to 3.



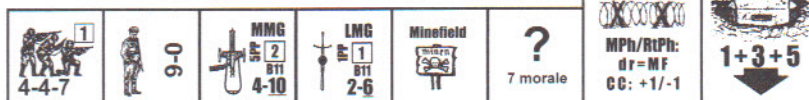
34

TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	3	4	5	6	7	END
☹ SWEDISH Moves First								



Elements of 7th Separate Army [ELR: 2] set up on/south of hexrow Q (see SSR 4): {SAN: 4}



5

48
factors

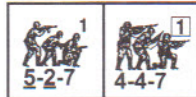
9

2

2



Enter on Turn 1 on/south of hexrow Q along either the east or west edge (randomly selected):



Enter on Turn 2 on/south of hexrow Q along the opposite side of the Russian Turn 1 reinforcements:



Elements of *Avdelta Kompaniet* [ELR: 4] set up on hexrow W: {SAN: 2}



5

Enter on Turn 3 on/north of hexrow R along the opposite side of the Swedish Turn 2 reinforcements:



Enter on Turn 2 on/north of hexrow R along either the east or west edge (randomly selected):



SPECIAL RULES:

- EC are Snow, with no wind at start. Deep Snow (E3.73) is in effect.
- Treat all Woods-Roads as Paths (B13.6), with no Open Ground in the Woods-Road portion of those hexes. The Stream is Flooded (B20.44).
- All Swedish units are ski-capable, have Winter Camouflage (E3.712) and skis. A Ski counter not in ski mode is immediately removed from play.
- The Russians must set up one Pillbox on hexrow O and one on hexrow I. All mines and WIRE must be placed ≤ 2 hexes from any Pillbox(es).
- Contrary to E3.732, no minefield attack/clearance DR is subject to a +1 DRM due to Deep Snow. However, A-P attacks are still resolved with half FP. Mines may be hidden in Pond hexes.

AFTERMATH: The Swedes soon ran into problems. Russian forces in a hidden *Korsu*, a timbered MG-nest, opened fire. This strongpoint was closer to the Axis lines than expected. A troop was sent to outflank the defenders, but this force moved into a minefield, and wasn't able to relieve the main effort. Meanwhile, the Swedes also met with stiff opposition from similar defenses on both flanks. Some of the Swedes showed up at the center, hoping to be able to break through there, but the raid soon had to be cancelled and withdrawn. The main objectives were not achieved this day, but *Avdelta Kompaniet* had been tried in combat. This trial had left the Swedes hungry for more.

Source: von Schmidt-Laussitz, Nicolas. *Svenskarna vid Jandeba*, p41-43.

THROUGH MUD AND BLOOD

ASL SCENARIO SV8

Scenario Design: Janusz Maxe



VICTORY CONDITIONS: The Axis win at game end if there is at least one Good Order Axis MMC in any hill hex.

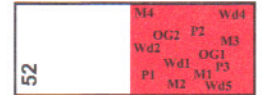
SHEMENSKI, RUSSIA, 18 April 1942: The Soviet offensive at Jandeba had left a dangerous bulge in the Finnish lines at Shemenski. It threatened to cut the Finnish forces in two, thus a counterattack was ordered with two hills being the primary objective. The ad-hoc unit given this assignment was named Plathan after its commander, and contained a platoon of Swedish volunteers led by Second Lieutenant Axel Hård af Segerstad. Following an artillery barrage, the attack against the hills started, but the knee-deep mix of snow and mud slowed the Finns and Swedes significantly, while the Soviet artillery strikes and automatic weapons fire were taking their toll.

BOARD CONFIGURATION:

BALANCE:

★ Add one 4-5-8 to the Russian at-start OB.

☞ Add one Finnish 5-4-8 to the Axis OB.



(Only hexrows R-GG are playable)

TURN RECORD CHART

★ RUSSIAN Sets Up First	1	2	3★	4	5★	6	7	8	END
☞ AXIS Moves First					SSR 7 & 8	SSR 7 & 8	SSR 7 & 8	SSR 7 & 8	

★ Elements of 7th Separate Army [ELR: 2] set up on/east of hexrow T (see SSR 4): {SAN: 4}

2	4			2	2	12	3	

Enter on Turn 5 along the east edge:

2	3	4	3			

☞ Elements of detachment Plathan [ELR: 4] set up on hexrow R (see SSR 3): {SAN: 3}

6			3			

SPECIAL RULES:

1. EC are Mud, with no wind at start. Mud (E3.6) is in effect [EXC: The cumulative +1 TEM cushioning effect for HE attacks and the extra 1/2 MF per hexside also applies in Woods and Brush]. No Woods-Roads exist, treat the road depiction in Woods-Road hexes as woods instead. Place overlays as follows: Wd2 on S5-R5; OG2 on T4-U4; P1 on T6; M4 on U2-T2; Wd1 on V5; M2 on W8-V7; P2 on X3-Y4; M1 on Z8; OG1 on AA7; M3 on BB4-CC4; Wd4 on DD1-EE1; P3 on EE6-EE7; and Wd5 on EE10-DD9.

2. Finnish squads/HS are represented by German counters and are subject to German nationality distinctions [EXC: Leader Creation is NA]. Finnish and Swedish units are Allied Troops (A10.7). Finnish, Swedish and Russian units use captured equipment without penalties.

3. Prior to Russian setup, the Axis player secretly designates a hex for an artillery preparation. At the start of Axis Turn 1 PFP, an 80+mm FFE:1 HE concentration is placed in this hex. It is always accurate and may not be corrected, and stays there as FFE:2 and FFE:C until removed at the start of the Axis Turn 2 PFP.

4. During Russian setup, the Russian player may secretly designate a non-hill woods hex where the defenders have cut down the vegetation to clear the fields of fire. Overlay B1 is considered to exist in this hex, but is only revealed either when an Axis unit has LOS to the hex, or when the Russian player decides to voluntarily reveal it. Until the overlay is revealed, the hex is treated as a woods hex. Immediately after an OBA IFT DR, it can be revealed to avoid airburst.

5. At the end of Russian Turn 1 PFP, the Russian player secretly designates a hex for a first artillery strike. At the start of Russian Turn 3 PFP, a 70+mm FFE:1 HE concentration is placed in this hex. It is always accurate and may not be corrected, and stays there as FFE:2 and FFE:C until removed at the start of the Russian Turn 4 PFP.

6. At the end of Russian Turn 3 PFP, the Russian player secretly designates a hex for a second artillery strike. At the start of Russian Turn 5 PFP, an 80+mm FFE:1 HE concentration is placed in this hex. It is always accurate and may not be corrected, and stays there as FFE:2 and FFE:C until removed at the start of the Russian Turn 6 PFP.

7. At the start of Russian Turn 5, 6, 7 and 8 (each), the Russian ELR is lowered by one (to a minimum of 0). As soon as the Russian player declares a Human Wave, the Russian ELR is set to 4, and stays so until lowered by this SSR or raised by Massacre. Russian ELR is also lowered to 0 at the end of any Human Wave if no Russian MMC entered a hex adjacent to an Axis unit. Contrary to A25.23, Human Wave is allowed even if ADJACENT to an enemy unit.

8. At the start of Game Turn 5, the Axis side is affected by Ammunition Shortage (A19.131). At the start of Turn 6-8, the number affecting inherent weapon fire is lowered by one (e.g. during Turn 7, an original DR of 10 or higher results in replacement).

AFTERMATH: The Nordic troops drove on despite exhaustion, and their quick pace of advance often made the Soviet barrages fall behind them. But courage and élan can only get you so far. After taking the hills, the Finns and Swedes were once more forced back onto the defensive by Soviet attacks and a deteriorating supply situation. For eight hours they fought for the terrain taken, often in desperate close combat. Despite heavy casualties the line held. One of the killed defenders was a Danish sergeant, fighting for Finland because Finnish volunteers had fought on the Danish side against Germany in 1864.

Source: von Schmidt-Laussitz, Nicolas. *Svenskarna vid Jandeba*, p57-59.

MEXICO AND MOROCCO



ASL SCENARIO SV9

Scenario Design: Martin Svård



VICTORY CONDITIONS: The Russians win at game end if they have exited ≥ 12 Exit VP [EXC: No VP are awarded for Prisoners] off the north edge. This requirement is decreased by two Exit VP for each hex containing a Trench in Russian Control at game end.

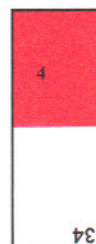
JANDEBA, RUSSIA, 25 May 1942: During the nine day period that had passed since the Russians had been displaced by a Swedish attack across the Jandeba stream, the new defenders had been digging in and placing wire and mines in anticipation of the expected counterattack. At pre-dawn on 25 May, the defenses came under fire from Russian artillery. When the barrage was lifted, Swedish troops discovered Russian sappers working their way through the defenses. And right behind the sappers, more Russian troops poured through the woods, shouting "Urra", "Urra", "Urra". The Swedes replied by shouting the famous order from the defense against the Russian invasion of 1808: "Släpp ingen jävel över ån!" - "Let no brute cross the stream!"

BOARD CONFIGURATION:

BALANCE:

☺ Add a Hero to Stödjepunkt "Mexico".

★ Decrease the Swedish SAN to 3.



(Only hexrows R-GG are playable)

TURN RECORD CHART

☺ SWEDISH Sets Up First

★ RUSSIAN Moves First

1

2 ☺

3

4

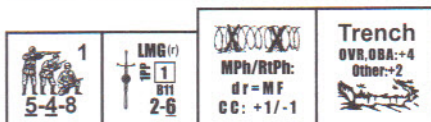
5

6

END



Stödjepunkt "Mexiko", Avdelta Kompaniet
[ELR: 4] set up ≤ 2 hexes from any *one* hex on hexrow V (see SSR 3): {SAN: 4}



2

2

5

3

Stödjepunkt "Marocko" set up ≤ 2 hexes from any *one* hex on hexrow AA (see SSR 3):



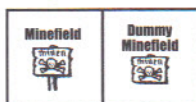
2

5

3



Set up on/north of hexrow U (see SSR 4):



2

4 factors

Enter on Turn 2 along the north edge:



4



Elements of 73rd Naval Rifle Brigade, 7th Separate Army
[ELR: 3] set up on hexrow R: {SAN: 2}

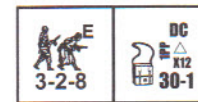


3

8

2

Sappers (B28.8) set up on any two WIRE counters (see SSR 6):



2



SPECIAL RULES:

- EC are Wet, with no wind at start. Kindling is NA.
- Place overlay 4 on board. All Woods-Roads are Paths (B13.6), with no Open Ground in the Woods-Road portion of those hexes.
- No Fortifications may use HIP.
- Known Minefields (B28.45) and Dummy Minefields (B28.47) are used.
- A Placed DC (or Set DC) that detonates (A23.4 or A23.7) automatically removes a WIRE in the detonation hex.
- At the start of the first Rally Phase, place a TI counter on each Russian 3-2-8 HS and remove any WIRE/Minefield/enemy unit(s) in their setup hexes.
- No Quarter (A20.3) is in effect.

AFTERMATH: In an attempt to tie up the defenders, the attack was delivered along a wide front. At the strongpoint "Morocco", the attackers didn't even get across the wire. The hardest attack was directed at another strongpoint, "Mexico". There, wave after wave of attackers were broken by the massive fire laid down by the defenders. The Swedes had two rifles each, alternating between weapons to avoid overheating them. Around 9.00 AM, the situation began to look critical for the defenders. There were Finnish troops in the vicinity, but the Swedish CO, Captain Rickard Nilsson, didn't want to request help from them, as the purpose of the Swedish presence was to alleviate the pressure on the "Finnish brothers". Instead he opted for small counterattacks from the Swedish flanks. After some hard fighting in the woods, with heavy casualties on both sides, the Russians had to fall back. No brute did cross the stream.

Source: von Schmidt-Laussitz, Nicolas. *Svenskarna vid Jandeba*, p72-76.

KATYUSHA VARIATIONS



ASL SCENARIO SV10

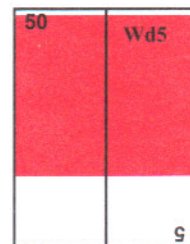
Scenario Design: Martin Svärd



VICTORY CONDITIONS: The Russians win at game end if they have ≥ 2 Good Order squad equivalents on Level 4 hex(es).

South of NÄÄTÄLÄ, FINLAND, 21 June 1944: After the Russian breakthrough of the first Finnish line of defense in the Karelian Isthmus, Field Marshal Mannerheim ordered the evacuation of Far Karelia. All forces in that region were sent to the Isthmus to prevent a Russian exploitation of the breakthrough. On the height Vierumäki, the Swedish unit *Avdelta Kompaniet* was deployed with orders to delay any Russian movements, while a new and last line of defense was constructed behind it. At dusk 20 June, the Swedes, commanded by Lieutenants Axel Hård av Segerstad and Orvar Nilsson, occupied the slopes. To their dismay, they soon realized that the rocky ground made every attempt at digging in impossible. The next morning, the Russians attacked.

BOARD CONFIGURATION:



(Only hexrows 50B-W and 5K-FF are playable)

BALANCE:

- ☹ Add a Hero to the Swedish OB.
- ★ Add one 4-4-7 to the Russian at-start OB.

TURN RECORD CHART

☹ SWEDISH Sets Up First	1	2	★ 3	4	5	END
★ RUSSIAN Moves First						



Avdelta Kompaniet, II. Bataljonen, Infanteriregimente 13 [ELR: 4] set up concealed (all hexes are Concealment Terrain for setup purposes) on board 50: {SAN: 4}



1 5-4-8	2 2-3-7	9-1	8-1	2 BTI 4-10	1 BTI 2-6	8	? 7 morale
7				2			6



Elements of 13th Rifle Division [ELR: 4] set up on board 5 ≥ 10 hexes from all Level 4 hexes: {SAN: 2}

Set up Unemplaced and CX at the start of Russian Turn 3 on board 5 in any hex(es) numbered ≥ 4 :



1 5-2-7	1 4-4-7	8-1	8-0	7-0	2 BTI 4-10	1 BTI 2-6
3	1 1					3

M9 120* [12-151]	M8 76*
2	2

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA.
- The Stream is Dry (B20.41). Entrenching is NA. Place overlay **Wd5** on 5CC5-BB4.
- The Swedes receive one module of 80+mm OBA Battalion Mortar (HE only). If the first chit drawn is red, the next is automatically black.
- The Russians receive one module of 200+mm Rocket OBA, directed by an Offboard Observer (C1.63) at Level 3 in hex 5W10. The Module receives one Pre-Registered Hex (C1.73). The first Battery Access chit draw is automatically black. For Russian OBA purposes only, treat Level 4 hexes as Known enemy units.
- No Quarter (A20.3) is in effect.

AFTERMATH: Following a brief artillery preparation, Russian troops charged the height. After some hard fighting, the attackers were forced to retreat. Soon, Finnish troops arrived and bolstered the defenses, and a few hours later a new Russian attack materialized. At the end of the day, after being subjected to heavy shelling, the Finns and Swedes repelled yet another attack. Two days later, Vierumäki had been attacked a total of six times, but the Russians had not been able to take it. Under the pressure of a seventh attack, the defense crumbled, and the surviving defenders had to flee. The battle around Vierumäki had resulted in heavy losses for both sides. *Avdelta Kompaniet* alone, was down to less than 30% of its initial strength. Even though the height had been lost, the battle was considered a success for the Finnish army. The prolonged fighting had broken the Russian momentum, and the new Finnish line of defense, manned by fresh Finnish sisu-filled troops, had been finished.

Sources: Nilsson, Orvar. *När Finlands sak blev min*, p143-164.
Ekberg, Henrik (red.). *Finland i krig: 1944-1945 tredje delen*, p70.
Rytterås, Filip. *Frivillig soldat*, p107-117.
Nilsson, Orvar. *Undret vid Tali; Förbundet Svenska Frivilligas Tidning 4/1945*, p41-44.

MEXICO AND MOROCCO



ASL SCENARIO SV9

Scenario Design: Martin Svård



VICTORY CONDITIONS: The Russians win at game end if they have exited ≥ 12 Exit VP [EXC: No VP are awarded for Prisoners] off the north edge. This requirement is decreased by two Exit VP for each hex containing a Trench in Russian Control at game end.

JANDEBA, RUSSIA, 25 May 1942: During the nine day period that had passed since the Russians had been displaced by a Swedish attack across the Jandeba stream, the new defenders had been digging in and placing wire and mines in anticipation of the expected counterattack. At pre-dawn on 25 May, the defenses came under fire from Russian artillery. When the barrage was lifted, Swedish troops discovered Russian sappers working their way through the defenses. And right behind the sappers, more Russian troops poured through the woods, shouting "Urta", "Urta", "Urta". The Swedes replied by shouting the famous order from the defense against the Russian invasion of 1808: "Släpp ingen jävel över ån!" - "Let no brute cross the stream!"

BOARD CONFIGURATION:

BALANCE:

☺ Add a Hero to Stödjepunkt "Mexico".

★ Decrease the Swedish SAN to 3.



4

34

(Only hexrows R-GG are playable)

TURN RECORD CHART

☺ SWEDISH Sets Up First

★ RUSSIAN Moves First

1

2 ☺

3

4

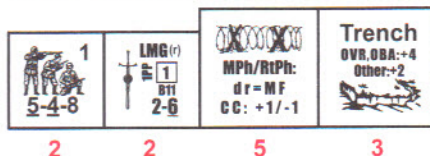
5

6

END



Stödjepunkt "Mexiko", Avdelta Kompaniet
[ELR: 4] set up ≤ 2 hexes from any *one* hex on hexrow V (see SSR 3): {SAN: 4}



2

2

5

3



Set up on/north of hexrow U (see SSR 4):



2

4 factors

Stödjepunkt "Marocko" set up ≤ 2 hexes from any *one* hex on hexrow AA (see SSR 3):



2

5

3

Enter on Turn 2 along the north edge:



4



Elements of 73rd Naval Rifle Brigade, 7th Separate Army
[ELR: 3] set up on hexrow R: {SAN: 2}



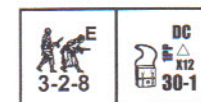
3

8

2



Sappers (B28.8) set up on any two WIRE counters (see SSR 6):



2

SPECIAL RULES:

- EC are Wet, with no wind at start. Kindling is NA.
- Place overlay 4 on board. All Woods-Roads are Paths (B13.6), with no Open Ground in the Woods-Road portion of those hexes.
- No Fortifications may use HIP.
- Known Minefields (B28.45) and Dummy Minefields (B28.47) are used.
- A Placed DC (or Set DC) that detonates (A23.4 or A23.7) automatically removes a WIRE in the detonation hex.
- At the start of the first Rally Phase, place a TI counter on each Russian 3-2-8 HS and remove any WIRE/Minefield/enemy unit(s) in their setup hexes.
- No Quarter (A20.3) is in effect.

AFTERMATH: In an attempt to tie up the defenders, the attack was delivered along a wide front. At the strongpoint "Morocco", the attackers didn't even get across the wire. The hardest attack was directed at another strongpoint, "Mexico". There, wave after wave of attackers were broken by the massive fire laid down by the defenders. The Swedes had two rifles each, alternating between weapons to avoid overheating them. Around 9.00 AM, the situation began to look critical for the defenders. There were Finnish troops in the vicinity, but the Swedish CO, Captain Rickard Nilsson, didn't want to request help from them, as the purpose of the Swedish presence was to alleviate the pressure on the "Finnish brothers". Instead he opted for small counterattacks from the Swedish flanks. After some hard fighting in the woods, with heavy casualties on both sides, the Russians had to fall back. No brute did cross the stream.

Source: von Schmidt-Laussitz, Nicolas. *Svenskarna vid Jandeba*, p72-76.

KATYUSHA VARIATIONS



ASL SCENARIO SV10

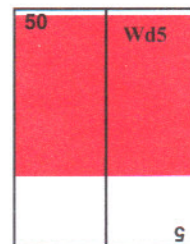
Scenario Design: Martin Svärd



VICTORY CONDITIONS: The Russians win at game end if they have ≥ 2 Good Order squad equivalents on Level 4 hex(es).

South of NÄÄTÄLÄ, FINLAND, 21 June 1944: After the Russian breakthrough of the first Finnish line of defense in the Karelian Isthmus, Field Marshal Mannerheim ordered the evacuation of Far Karelia. All forces in that region were sent to the Isthmus to prevent a Russian exploitation of the breakthrough. On the height Vierumäki, the Swedish unit *Avdelta Kompaniet* was deployed with orders to delay any Russian movements, while a new and last line of defense was constructed behind it. At dusk 20 June, the Swedes, commanded by Lieutenants Axel Hård av Segerstad and Orvar Nilsson, occupied the slopes. To their dismay, they soon realized that the rocky ground made every attempt at digging in impossible. The next morning, the Russians attacked.

BOARD CONFIGURATION:



(Only hexrows 50B-W and 5K-FF are playable)

BALANCE:

☹ Add a Hero to the Swedish OB.

★ Add one 4-4-7 to the Russian at-start OB.

TURN RECORD CHART

☹ SWEDISH Sets Up First	1	2	★ 3	4	5	END
★ RUSSIAN Moves First						



Avdelta Kompaniet, II. Bataljonen, Infanteriregimente 13 [ELR: 4] set up concealed (all hexes are Concealment Terrain for setup purposes) on board 50: {SAN: 4}



1 5-4-8	2 2-3-7	9-1	8-1	2 BTI 4-10	1 BTI 2-6	8	?
7				2			6



Elements of 13th Rifle Division [ELR: 4] set up on board 5 ≥ 10 hexes from all Level 4 hexes: {SAN: 2}

Set up Unemplaced and CX at the start of Russian Turn 3 on board 5 in any hex(es) numbered ≥ 4 :



1 5-2-7	1 4-4-7	8-1	8-0	7-0	2 BTI 4-10	1 BTI 2-6
3	1 1					3

2-2-8	M9 120* 112-1511	M8 76*
2		

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA.
- The Stream is Dry (B20.41). Entrenching is NA. Place overlay **Wd5** on SCC5-BB4.
- The Swedes receive one module of 80+mm OBA Battalion Mortar (HE only). If the first chit drawn is red, the next is automatically black.
- The Russians receive one module of 200+mm Rocket OBA, directed by an Offboard Observer (C1.63) at Level 3 in hex 5W10. The Module receives one Pre-Registered Hex (C1.73). The first Battery Access chit draw is automatically black. For Russian OBA purposes only, treat Level 4 hexes as Known enemy units.
- No Quarter (A20.3) is in effect.

AFTERMATH: Following a brief artillery preparation, Russian troops charged the height. After some hard fighting, the attackers were forced to retreat. Soon, Finnish troops arrived and bolstered the defenses, and a few hours later a new Russian attack materialized. At the end of the day, after being subjected to heavy shelling, the Finns and Swedes repelled yet another attack. Two days later, Vierumäki had been attacked a total of six times, but the Russians had not been able to take it. Under the pressure of a seventh attack, the defense crumbled, and the surviving defenders had to flee. The battle around Vierumäki had resulted in heavy losses for both sides. *Avdelta Kompaniet* alone, was down to less than 30% of its initial strength. Even though the height had been lost, the battle was considered a success for the Finnish army. The prolonged fighting had broken the Russian momentum, and the new Finnish line of defense, manned by fresh Finnish sisu-filled troops, had been finished.

Sources: Nilsson, Orvar. *När Finlands sak blev min*, p143-164.
Ekberg, Henrik (red.). *Finland i krig: 1944-1945 tredje delen*, p70.
Rytterås, Filip. *Frivillig soldat*, p107-117.
Nilsson, Orvar. *Undret vid Tali; Förbundet Svenska Frivilligas Tidning 4/1945*, p41-44.

SWEDE REVENGE

ASL SCENARIO SV11

Scenario Design: Ola Nygård



VICTORY CONDITIONS: The Axis win at game end if they Control ≥ 2 multi-hex buildings. For Control VC purposes each overlay (hill) is treated as if it is a multi-hex building (A26.14).

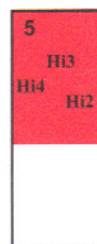
North of TALI, FINLAND, 25 June 1944: The Finnish battalion commander's voice was barely heard over the alarm. "Take the height! Protect the flank". The order started pumping adrenalin in every man's body, as the Swedish group led by Lieutenants Axel Hård av Segerstad and Orvar Nilsson set out to assault. At the same time Russians with bayonets and their familiar "Urra" battle cry was already present on the hill. Everything happened by instinct and reflex. Fire positions against tree or stone, short fire bursts against closest enemy, machineguns filling the air with lead. Shouting, screaming, men throwing grenades, the alarm was deafening. From stone to stone, tree to tree the advance went slowly while the machineguns rattled.

BOARD CONFIGURATION:

BALANCE:

★ Delete the Finnish 2-4-8 HS.

☹ Decrease the Russian SAN to 3.



(Only hexrows A-P are playable)

TURN RECORD CHART

★ RUSSIAN Sets Up First

☹ ☹ AXIS Moves First

1

2

3

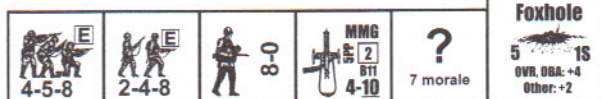
4

5

END



Elements of 64th Rifle Division [ELR: 3] set up concealed (all hexes are Concealment Terrain for setup purposes) on/south of hexrow J: {SAN: 4}



2

2

5

Set up on Turn 4 offboard on hexrow Q with at least one squad per hex (see SSR 3):



1 1

2



Avdelta Kompaniet, II. Bataljonen, Infanteriregimente 13 [ELR: 3] set up on/north of hexrow H: {SAN: 4}



2

Elements of II. Bataljonen enter on Turn 3 along the north edge:



4

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA.
- Place overlays as follows: **Hi2** on M2-N1; **Hi3** on K4-L4; and **Hi4** on K9-L8.
- The Russian reinforcements must enter along the south edge as one declared Human Wave (A25.23). The "Target enemy unit" is in hex J6 and the chosen alternate hex grain (A9.221) includes the following hexes: J6, K6, L6, M6, N6, O6 and P6.
- The Russians may (once) at the start of any friendly PFPh place an AR counter in any hex, decide if it will be resolved as either HE concentration or Harassing Fire, make an Accuracy dr (dr 1 = AR accurate; dr 2-3 = drifts one hex; dr 4-6 = drifts 2 hexes). If inaccurate roll for the direction it drifts. Convert the AR immediately to a **FFE:1** and resolve as a 70-mm OBA fire mission. Exchange the **FFE:1** counter for a **FFE:2** counter. Remove the **FFE:2** counter at the end of the next Axis Movement Phase.
- Finnish and Swedish units are Allied Troops (A10.7).

AFTERMATH: Soon the back of the first fleeing Russian soldier was seen, it was soon followed by several more. The Swedes screamed of sweet revenge when the Russians were finally driven off the hill. The terrain flattened out, the height was taken and the Swedish forces set to a halt. But as often during this period, the overwhelming enemy was soon to make yet another counterattack.

Sources: Nilsson, Orvar. *När Finlands sak blev min*, p175-176. Rytterås, Filip. *Frivillig soldat*, p120-123.

TRAP BY MISHAP



ASL SCENARIO SV12

Scenario Design: Erik Leander



VICTORY CONDITIONS: The Russians win immediately if they have exited at least one AFV with a functioning MA and ≥ 4 Russian squads (not equivalents) off the north edge.

North of TALI, FINLAND, 26 June 1944: The night before, 13th Infantry Regiment had been reinforced by troops trained in new anti-tank weaponry. Panzerfausts and Panzerschrecks had breathed new hope into troops who for some time had had to contend with a heavily armored foe. Early in the morning, a counterattack was supposed to begin a reversal of the fortunes. On their right flank, another regiment would advance to straighten the line that IR 13 currently was holding a salient in. And on the left flank, 14th Battalion would advance under cover of the woods, to facilitate an attack in the center. The IR 13 attack was meant to start directly after the artillery preparation. But at the end of the artillery's thunder, the Russians didn't stay dug in. They attacked.

BOARD CONFIGURATION:



	Wd12 19
	M5
38	

(Only hexrows 19A-P and 38R-GG are playable)

BALANCE:

☹ Increase the Axis SAN to 4.

★ Increase the Russian SAN to 4.

TURN RECORD CHART

☹ ☹ AXIS Sets Up First	★ ☹	1	2	3	4	5	6	END
★ RUSSIAN Moves First								



Elements of 5:e Kompaniet, II. Bataljonen, Infanteriregemente 13 [ELR: 2] set up in any woods hexes numbered ≤ 3 : {SAN: 3}

1 6-4-8	(r) BTI 2-6	x10 12-4	?
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4

4

Avdelta Kompaniet enter on Turn 1 along the north edge:

1 5-4-8	1 9-1	(r) BTI 2-6
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3



Elements of 14:e Bataljonen enter on Turn 1 along the south edge:

1 6-4-8	1 9-0	(r) BTI 2-6	x10 12-4
------------	----------	----------------	-------------

5



Elements of 64th Guards Rifle Division and 30th Guards Tank Brigade [ELR: 4] enter on Turn 1 along the south edge: {SAN: 3}

E 6-2-8	E 4-5-8	1 9-1	1 8-0	3 6-12	1 BTI 2-6	30-1	14 8 6 76L 2/4 R2	13 14 11 152 -1/-4
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6

6

2

3

3



SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA.
- Place overlays as follows: Wd12 on 19L6-L7; and M5 on 19C2-C3. All buildings are Lumberyards (B23.211).
- Two Finnish squads (not equivalents) may use HIP and any SW that set up with them.
- Finnish and Swedish units have PF capability as if they were Germans (C13.3-.36) with an additional +1 drm to all MMC PF check drs.
- Finnish and Swedish units are Allied Troops (A10.7).
- No Quarter (A20.3) is in effect.

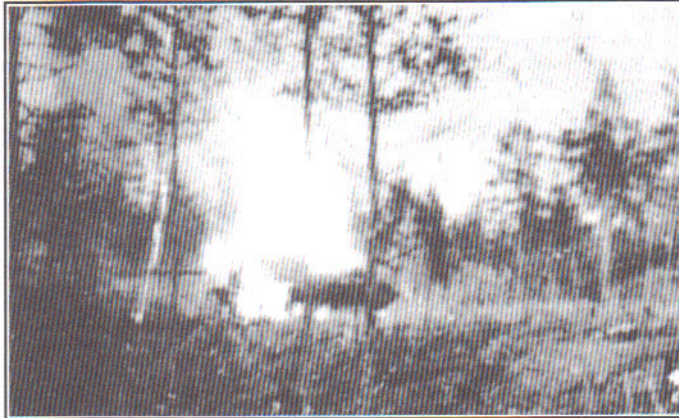
AFTERMATH: The 5th Company bore the brunt of the attack, but Lieutenant Axel Hård af Segerstad and the rest of the Swedes in *Avdelta Kompaniet* also had their share of the fighting. The right hand flank attack didn't make enough progress to support IR 13, and the 14th Battalion even risked being surrounded. To counter this threat, some of this unit had to turn back, to keep an avenue of retreat open. These troops hit the Russian attack from the rear, and suddenly an unplanned trap sprung on the Russians. They tried to stand their ground, under growing pressure. Eventually all attacks faded out, without any results for either side having been accomplished this morning. But the day was still young.

Source: Nilsson, Orvar. *När Finlands sak blev min*, p181-182.

RATHER UNCOORDINATED

ASL SCENARIO SV13

Scenario Design: Ola Nygård



North of TALI, FINLAND, 26 June 1944: At the command post everyone was joyful, a Russian tank had been destroyed and the defense line held tight even if the battalion forces were strained to the limit. Then another tank attack came, an assault gun raced in the lead with a supporting Stalin tank in an overwatch position. Both AFVs fired shots, trees fell like sticks, splinters flew in every direction, dust and smoke swirled up by detonations and tracks. The IS-2 began pounding the defenders. Panzerfausts were shot but to no avail. The other beast continued its mad drive, turning, shooting and raising large clouds of dust, firing in different directions.

BOARD CONFIGURATION:

BALANCE:

- ☹️ Decrease the Russian SAN to 2.
- ★ Replace the Russian 7-0 leader with an 8-1.



(Only hexrows 2R-GG, 42R-GG, 5A-P and 52A-P are playable)

42	2
OW1	
5	52

VICTORY CONDITIONS: The Russians win at game end if they Control hex 42W2 and/or have more unbroken (non-vehicular crew) squad equivalents than the Axis in Level 2 hexes south of hexrow V.

TURN RECORD CHART

☹️ AXIS Sets Up First	1	★ 2	3	4	5	6	END
★ RUSSIAN Moves First							



Elements of II. Bataljonen, Infanteriregimente 13 [ELR: 2] set up on board(s) 2/42 on/north of hexrow EE (units in Concealment Terrain may set up concealed): {SAN: 4}

Set up anywhere in Concealment Terrain using HIP (see SSR 4):

1 6-4-8	2 2-2-8	3 9-0	4 2-10	5 2-6	6 7 morale	7 81* 12-601	8 5 OVR, OBA: +4 Other: +2
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5 2 2 2 4

Avdelta Kompaniet set up on board(s) 2/42 on/north of hexrow EE (units in Concealment Terrain may set up concealed):

1 5-4-8	2 2-3-8	3 8-1	4 2-6	5 7 morale
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2 3



Elements of 64th Guards Rifle Division and 30th Guards Tank Brigade [ELR: 3] set up on board(s) 5/52 on/south of hexrow E: {SAN: 3}

Enter on Turn 2 along the south edge:

1 4-5-8	2 4-4-7	3 8-1	4 8-0	5 7-0	6 2-10	7 2-6	8 50* 13-201	9 6/7/8
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3 8 2 2 2

Set up in 5B5:

Set up in Motion in any hex on road 42R3-42CC5-42R8:

1 13 B(1) 122L 1/4R2

2 13 B(10) 152 -1/4

3 16 76L

2

SPECIAL RULES:

- EC are Moderate, with no wind at start. Kindling is NA. No Quarter (A20.3) is in effect.
- Place overlay **OW1** on 42BB2-CC3. All buildings are Lumberyards (B23.211). Foxholes may not utilize HIP and are NA in hex 42W2.
- Hex 42W2 contains an ammunition depot. On any IFT/TK Original resolution $DR \geq 10$ (vs. unit(s) in hex 42W2) part of the depot explodes and all units in hex 42W2 are attacked (in their moving/non-moving status) as if hit by an 8 FP HE OBA attack. This attack is resolved after the resolution of the original attack that caused it, can trigger a new such attack and can occur any number of times.
- If Russian Infantry are set up in the same Location as the HIP Finnish HS those unit start the game already in Melee.
- The Russians receive one module of 70-mm Battalion Mortar OBA (HE only) with Scarce Ammunition (C1.211).

6. The Axis receive Air Support (E7.) in the form of one 1942 Stuka DB with bombs which automatically arrives on Axis Player Turn 4.

7. Finnish and Swedish units have PF capability as if they were Germans (C13.3-.36) with an additional +1 drm to each MMC PF check dr. Finnish and Swedish units are Allied Troops (A10.7).

AFTERMATH: A small group of stealthy men managed to take out the heavy tank with a turret hit. The crew bailed out, but did not get far. Suddenly Russian artillery delivered a round of heavy shelling. Russian units advanced through the woods, the foremost initially stopping at the edge. Swedish troops under Lieutenant Nilsson held on desperately despite a dire need of ammunition from the depot. The battalion mortars had to respond at the crucial moment with direct fire over both enemy and friend tangled in close fighting. More assault guns appeared to give fire support, but after nearly two hours of fighting the exhausted Finnish defenders had prevailed with the spectacular help from screaming Stukas.

Source: Nilsson, Orvar. *När Finlands sak blev min*, p182-190.

DAY AT NIGHT

ASL SCENARIO SV14

Scenario Design: Ola Nygård



VICTORY CONDITIONS: The Russians win by exiting ≥ 17 Exit VP (excluding prisoners) off the north edge.

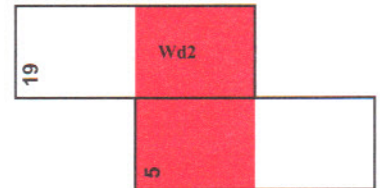
TURN RECORD CHART

★ RUSSIAN Sets Up First

☞ ☹️ AXIS Moves First

1 2 3 4 5 END

BOARD CONFIGURATION:



BALANCE:

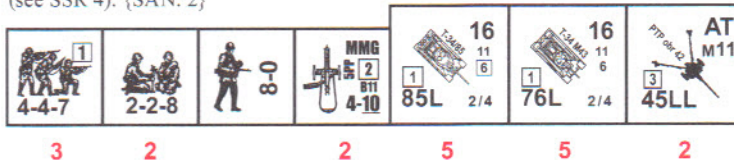
★ Increase the Russian SAN to 3.

☞ ☹️ Delete one MMG from the Russian OB.

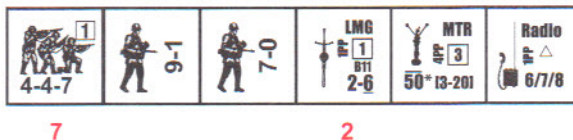
(Only hexrows 19R-GG and 5B-Q are playable)



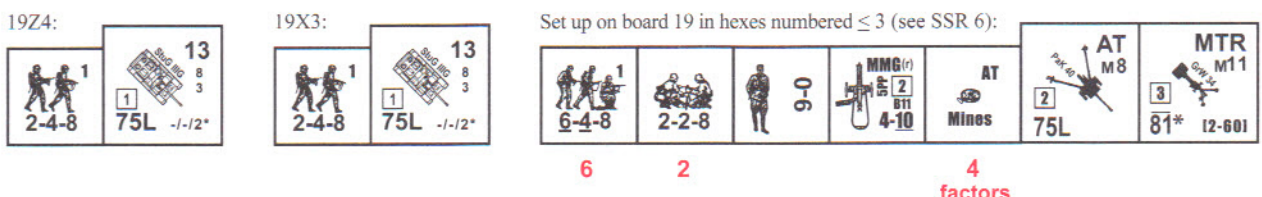
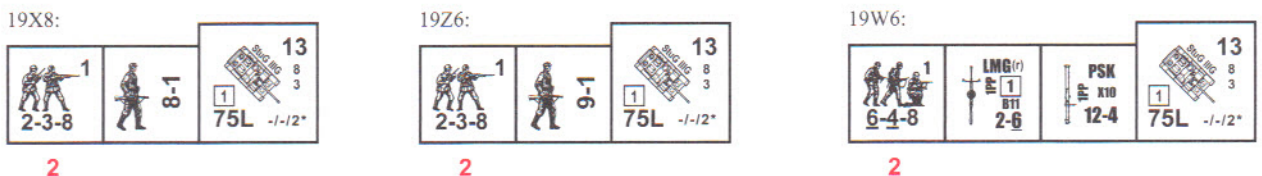
Elements of 30th Guards Tank Brigade [ELR: 3] set up on board 19 in hexes numbered ≥ 9 and/or on board 5 north of the B5-H3-Q6 road (see SSR 4): {SAN: 2}



Set up on board 5 south of the B5-H3-Q6 road:



Elements of II. Bataljonen, Infanteriregemente 13 and 1. Stormkanonkompaniet [ELR: 2] set up concealed as indicated: {SAN: 4}



SPECIAL RULES:

- EC are Moist, with no wind at start. Kindling is NA.
- Place overlay Wd2 on 19X6-X7.
- A +1 dusk LV Hindrance (E3.1) applies on Turn 1 to all fire attacks at $\leq$ six hexes and LOS is totally blocked at all ranges $\geq$ seven hexes. Beginning on Turn 2 this changes to a +1 dusk LV Hindrance to all attacks at $\geq$ seven hexes only.
- Russian AFVs must set up in woods hexes, not adjacent to any other AFVs and may not move prior to Turn 2 [EXC: Recall]. AFVs are treated as if in Concealment Terrain due to the +1 LV Hindrance.
- The Russians receive one module of 80+mm Battalion Mortar OBA (HE only) with Plentiful Ammunition (C1.211).
- Finnish Guns must set up in woods hexes.

- Finnish and Swedish units have PF capability as if they were Germans (C13.3-.36) with an additional +1 drm to each MMC PF check dr. Finnish and Swedish units are Allied Troops (A10.7).
- The Axis use German AFV counters (with Finnish crews) without any captured-use penalties.

AFTERMATH: Within seconds the whole area flashed of fire from anti-tank guns and ten T-34s positioned in the woods. Three assault guns were immediately hit, one of them tried to get back only to run into a friendly anti-tank minefield. The two remaining *StuGs* turned back. The armor duel was over within minutes. Next, the Russians were due for a counterattack. Artillery, mortar and katushas were used to prepare for the Russian assault, spearheaded by five tanks. The tired Finnish defenders just managed to fend off the assault with the help of panzerfausts and panzerschrecks. Due to misleading intelligence that the Russian Guards Tank Brigade was redeployed, the attempt to reach Tali Mill failed.

Sources: Nilsson, Orvar. *När Finlands sak blev min*, p196-202. Käkälä, Erkki. *Lagus stormkanoner*, p259-262.