

KAUKOPARTIOJOUKOT

OFFICIAL BRIEFING

INTELLIGENCE BRIEFING FOR
FINNISH RAIDING FORCES, 1942-1944



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FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME



Kaukopartiojoukot 1942–1944

FINNISH LONG-RANGE RECONNAISSANCE TROOPS



When the Soviets invaded Finland during the Winter War of 1939, the intelligence department of the Finnish military recognised the need for specialized long-range reconnaissance patrols to raid and gather intelligence deep behind Soviet lines. The first units were formed and trained in secrecy, initially including three guerrilla detachments, called *Hiihtosissit*, or skiing guerrillas. However, the troops did not see much action before the Winter War ended in 1941.

KAUKOPARTIOJOUKOT 1941 - 1943

During the uneasy following the Winter War, the Finns secretly continued to train and expanded their guerrilla force. A new type of patrol, called a *Kaukopartiojoukot*, or long-range scout patrol, was formed to conduct long-range reconnaissance and guerrilla strikes far behind the enemy lines.

The troops consisted of physically and mentally fit volunteers, mostly young athletes such as skiers and runners. The missions that the patrol would undertake required calm nerves under extreme pressure and conditions. These skills made it easier for patrols to evade Soviet and NKVD (Soviet Ministry of the Interior Affairs) troops.

Company-sized patrols would enter into the Soviet Union through the loose Karelian front lines on foot or by skiing. Once inside enemy lines they would establish a base of operations, leaving a small unit to guard the HQ and the patrol's radio. Meanwhile, the company would break up into platoons

or squads to conduct their mission. These small patrols were typically only about a platoon of troops (30-50 soldiers).

Only a few company- and battalion-sized patrols were deployed. These were formed to conduct certain high profile operations, such as striking well-guarded supply centres, cutting the Murmansk railway or disabling the Stalin Canal. The patrol was occasionally reinforced for these missions with guerrilla, *Jääkäri* (light infantry), and engineer troops from the regular army.

A *Kaukopartiojoukot* predominantly conducted reconnaissance missions, however they were also authorised to launch raids on the enemy. Typical raids targeted small convoys, Soviet officers, supply trains, and airfields. They also placed mines on important roads and railways and tapped into the Soviet communication lines to gather intelligence, which they immediately radioed back to HQ for analysis.

The Soviet guard units pursued the patrols as best they could. Sometimes they would catch up with the Finnish raiders, but more often than not the sly *Kaukopartiojoukot* managed to slip away to safety thanks to superior training and a remarkable radio network. The patrol often knew more about the Soviets than the Soviets knew of themselves!

OTHER LONG-RANGE PATROL UNITS

Other units, such as the *Sissi* (guerrilla) and *Jääkäri* (light infantry) conducted similar operations as the *Kaukopartiojoukot*, but otherwise had little in common with



the long-range patrols. These units operated much closer to the enemy lines and were under the command of the local army corps, division or regiment. They undertook more traditional scouting and patrolling missions.

THE KAUKOPARTIOJOUKOT BATTALION

In July 1943 all of the various *Kaukopartiojoukot* patrols were grouped together into *Erillinen Pataljoona 4* (Separate Battalion 4). The full strength of the battalion was 678 men and 76 women. There was even an Estonian volunteer patrol within Separate Battalion 4 that conducted missions in their Soviet-controlled homeland.

In 1943, the battalion sent over 50 patrols behind the lines. The missions were doubled in 1944. The battalion suffered minimal casualties thanks to efficient radios and the intelligence gathered was very important and critical to Finnish military, especially in the summer 1944 during the Soviet offensive.

After the Continuation War, Separate Battalion 4 was deployed against the Germans in the Lapland War before it was finally disbanded in November 1944.

A KAUKOPARTIOJOUKOT COMPANY

On paper the typical *Kaukopartiojoukot* Company at full strength consisted of 156 men and 15 women, but in reality the companies never had enough personnel.

The company was organized with three *Kiväärijoukkue* (rifle) platoons each with four *Kivääriryhmä* (rifle squads) for a total of 35 troops.

Each company also had a *Radioasema* (radio station) platoon with 11 soldiers detached from the *Radioasema* company. These were in constant contact with the battalion headquarters.

Finally, each company had a *Huoltojoukkue* (supply) platoon which handled the company's logistical needs. The 33 troops of the platoon were also expected to fight should they be needed.

SPECIAL EQUIPMENT

The *Kaukopartiojoukot* had access to some truly innovative technology to help them conduct their operations. For example, they used a chemical liquid that confused dogs' sense of smell so they could evade Soviet patrols. Special snow track mines were used to deploy small minefields as well as improvised explosives. They also acquired a number



of German smokeless petrol cookers in late 1943 which helped keep their camp concealed from the Soviets.

Perhaps the most valuable piece of equipment in the patrol was the small lightweight guerrilla telegraph radio called a *Kyynele*, (literally translated as 'tear' owing to its shape) and a simple radio receiver called a *Töppö*, or stump. These innovative radios kept the patrols in constant contact with HQ and gave Finnish intelligence critical information in near real-time.

RADIOS AND MESSAGE ENCRYPTING

The first *Kyynele* radios were inspired by a German radio design which weighed 33 pounds (15kg). Other contemporary foreign designs weighed a lot more, usually between 22 to 44 pounds (10 to 20kg).

The Finnish developed the Model M10 in 1942 which was fully stabilized and weighed only 12 pounds (5.6 kg) with batteries. This ingenious Finnish guerrilla radio was the most advanced one of its kind in the world.

The radio would transmit at a frequency of 3500 - 5000 kHz and had sending power of up to 0.5 Watts, depending on the power of batteries. This gave the radio a range of up to 435 miles (700km) in good weather.

Patrols sent encrypted messages using a simple but effective code pattern created exclusively for each patrol, which made it impossible to solve without a key.

Finnish Radio Intelligence had also decrypted many Soviet codes, which gave *Kaukopartiojoukot* patrols plenty of warning should there be any possible danger in the area.

UNIFORMS AND ARMAMENT

The patrols wore standard Finnish military uniforms. Sometimes they would use a combination of Finnish and captured Soviet uniforms so as to confuse enemy patrols if spotted far away.

While officially called rifle platoons, each patrol was primarily armed with the highly accurate and reliable 9mm M/31 *Suomi* Submachine-gun. However, at least one man in the patrol carried a rifle for long-range shooting.

A KAUKOPARTIOJOUKOT IN FLAMES OF WAR

A *Kaukopartiojoukot* is fielded in *Flames Of War* as a raiding force, similar to the SAS and LRDG forces found in *Burning Empires*. The following intelligence briefing will allow players to conduct all of the raid missions found in that publication as well as the ones found on our website: www.FlamesOfWar.com.

A *Kaukopartiojoukot* uses standard Finnish models. They fought all year around and thus any of your existing Finnish models will work perfectly. You can also use Soviet figures as well for those troops you equip with Soviet Uniforms.

Typically, a *Kaukopartiojoukot* would face Soviet security troops which differed little from the standard Strelkovy battalions used by the Soviet Union. They also saw action

against the Germans during the Lapland War, making them valid opponents as well. Of course, you can play against any army you like!

This briefing can be used in Mid or Late war games, as the equipment and rating of the troops did not change between the eras.

Fielding a *Kaukopartiojoukot* is a perfect way to emulate the daring raids and missions undertaken by these elite troops. The raids were small, usually consisting of a single platoon with some support. There were also larger missions you can recreate such as cutting the Murmansk railway. Either way, this briefing gives you everything you need to get out there and wreak havoc on the Soviet rear areas!



FINNISH SPECIAL RULES

BITTER, BUT CAUTIOUS ENEMIES

A *Kaukopartiojoukot* patrol could not afford to become embroiled in a fierce fight, no matter how much they hated their enemy. As a result, the patrol's orders usually restricted them from engaging in a pitched battle.

Unlike other Finnish forces, a Kaukopartiojoukot Patrol does not gain the British Bulldog special rule when fighting against a Soviet force.

ATHLETES & BOXERS

A *Kaukopartiojoukot* consisted of skilled athletes and world famous boxers. They were able to push themselves way beyond the normal limits of human endurance.

Combat and Weapons Platoons from a Kaukopartiojoukot Patrol are Mountaineers (see page 61 of the rulebook) and use the American Truscott Trot special rule (see page 239 of the rulebook).

HUNTERS

A patrol's members were skilled athletes and trained to push themselves physically under difficult circumstances. They can quickly move through difficult terrain with ease, whether on skis or on foot.

Finnish Infantry teams may move At the Double through Difficult Going.

SELF SUFFICIENT

While conducting a mission, ranks were not as important in *Kaukopartiojoukot*. Their training emphasised this self-sufficiency in the field.

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

CAPTURED UNIFORMS

Some patrols captured Soviet uniforms to confuse the Russian troops as to their identity, often allowing patrols to slide by the enemy undetected.

A platoon entirely equipped with Captured Uniforms must be identified before the enemy can shoot at it or assault it. These units start the game unidentified.

If a platoon equipped with Captured Uniforms shoots or launches an assault, they are immediately identified by all enemy platoons.

In order to identify a platoon equipped with Captured Uniforms, an enemy platoon must attempt to shoot at it or select it as the target for an artillery bombardment. Before rolling to hit with the shooting platoon, roll a Skill Test for the platoon.

- If they pass the Skill Test, they identify the Finnish platoon and shoot at it as normal. The Finnish unit is now identified to all enemy platoons.*
- If they fail, they do not identify the unit, but may shoot at other Finnish units instead.*

Aircraft cannot choose an unidentified team as the target of an air strike.

Enemy reconnaissance teams automatically identify a platoon equipped with Captured Uniforms if they are within 8"/20cm when they attempt to shoot at them.



A *Kaukopartiojoukot* consists of skilled athletes and excellent soldiers. They were expected to carry out difficult missions over very long periods of time. If captured, they certainly faced execution by their Soviet captors. As such, a *Kaukopartiojoukot* is rated **Fearless Veteran**.

MOTIVATION	SKILL
RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

- Equip both Command SMG teams with Captured Uniforms for + 20 points.
- Add up three Sniper teams for +50 points per team.

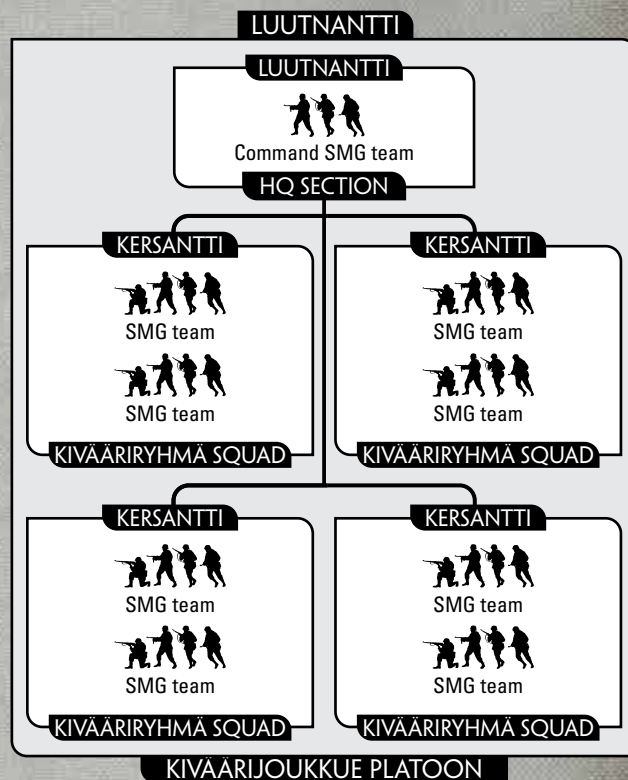


The teams of a Kaukopartiojoukot HQ are Recce teams.

- Replace the Command SMG team with a Command Snow Track Mine SMG team for +5 points.
- Replace up to one SMG team per squad with a Rifle team for -10 points per team.
- Equip all teams with Captured Uniforms for +10 points per team.

A Kiväärijoukkue Platoon is a Reconnaissance Platoon.

Kaukopartiojoukot patrols were well equipped with unique inventions for their operations, including lightweight snow tracked mines, a specially designed telegraph radio called a *Kyynel*, (literally, tear), and most interestingly, a chemical liquid that confused a dog's sense of smell to evade Soviet patrols.



Patrols often equipped themselves with captured Soviet uniforms to disguise their identity at long ranges, adding to the difficulty for the Soviets to track patrols across the Karelian Peninsula.

WEAPONS PLATOONS

RADIOASEMA PLATOON

PLATOON

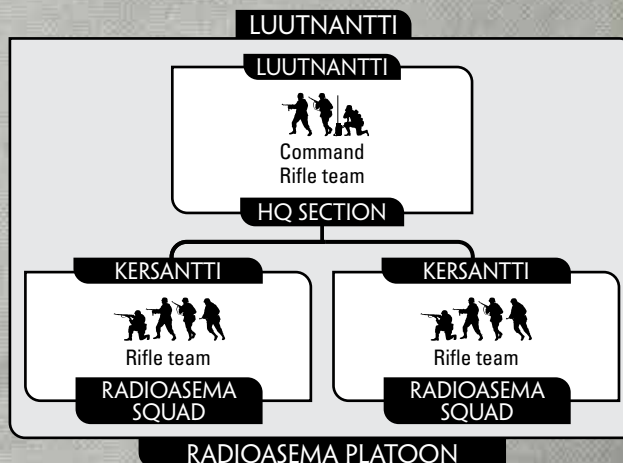
HQ Section with
2 Radioasema Squads

80 points

OPTION

- Equip all Rifle teams with Captured Uniforms for +10 points per team.

Radioasema (radio station) platoons were equipped with the ingenious lightweight telegraph radio called a *Kyynel* (literally translated as a tear, owing to its shape). By 1942, Finnish engineers had reduced the weight of the radio from the already light 33 pound (15kg) radio to an impressive 12 pounds (5.6kg). The radio operated at 3500-5000 kHz with sending power of up to 0.5 watts, giving it a range of up to 435 miles (700km) in good weather.



A Radioasema Platoon is a Reconnaissance Platoon.

RADIOASEMA PLATOON SPECIAL RULES

AHEAD OF THE PARTY

The Radioasema Platoon would operate ahead of the main party to assess the situation and guide the patrol away from danger.

When making a Reconnaissance Deployment, the Radioasema Platoon may move up to twice its normal movement.

ADVANCE WARNING

The radio platoon would be deployed forward of the patrol as a scouting party. They would warn the patrol of possible danger, should a strong Soviet force appear.

When an enemy platoon arrives on the table from Reserve within Line of Sight of any team in the Radioasema Platoon, the platoon may attempt to warn the nearest Kiväärijoukkue Platoon to the enemy platoon. Roll a Skill Check for the Radioasema Platoon:

- If successful, the Radioasema Platoon warns a Kiväärijoukkue Platoon which may immediately Disengage.
- Otherwise, the warning goes unheeded and the Kiväärijoukkue Platoon remains where it is.



LAHTI LONG-WAVE RADIO STATION

The Lahti Long-wave Radio Station coordinated the patrol missions and sent out messages with double meanings deep into Soviet territory. Often, these messages instructed patrols to break off and return home. The patrol would instantly scatter into the terrain and reform back at HQ.

While your Kaukopartiojoukot Patrol is the Attacker in a mission with the Raid special rule, you may attempt to request orders to return to base.

At the beginning of your turn, after any required Company Morale Checks are made, you may roll a die for your Radioasema Platoon:

- On a result of 5+ your force is ordered to withdraw using the rules below.
- Otherwise, the force does not receive orders to withdraw and game continues.

Ordered to Withdraw: All Finnish Platoons that are not within 16"/40cm of an enemy team are withdrawn from the table and count as having Escaped.

All Finnish Platoons that are within 16"/40cm of an enemy team must roll a die before removing any teams:

- On a result of 5+ the Platoon successfully withdraws and counts as having Escaped.
- Otherwise, they are still withdrawn, but are caught by the enemy and are counted as Destroyed.

Once all Finnish platoons have been removed from the table, the mission immediately ends and players determine their Victory Points and who wins as defined by the mission.

HUOLTOJOUKKUE PLATOON

PLATOON

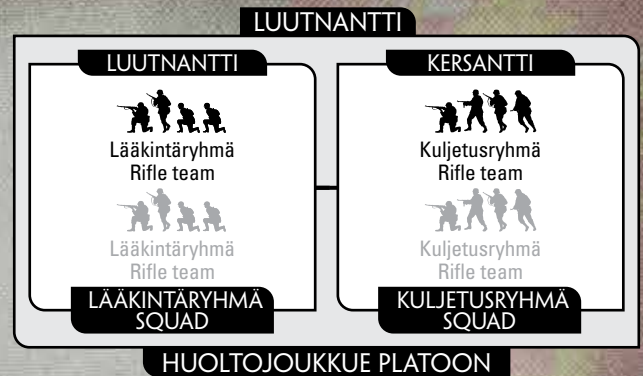
Lääkintäryhmä Squad with
1 Kuljetusryhmä Squad

50 points

OPTIONS

- Add an additional Lääkintäryhmä Rifle team for +25 points.
- Add an additional Kuljetusryhmä Rifle team for +25 points.
- Equip all Rifle teams with Captured Uniforms for +10 points per team.

The *Huoltojoukkue* (maintenance) platoon provided the patrol with logistical and medical support. However, it was necessary for the whole platoon to be prepared to fight and assist the patrol should they be needed.



A Huoltojoukkue Platoon must make Combat Attachments to Kiväärijoukkue Platoons with all of its teams.

Teams from a Huoltojoukkue Platoon are Recce teams.

HUOLTOJOUKKUE PLATOON SPECIAL RULES

LÄÄKINTÄRYHMÄ SQUAD

Lääkintäryhmä, or medical, squads accompanied the patrols to attend to the wounded. They offered battlefield medicine as best they could in harsh climates. They were expected to be able to defend themselves and were therefore given rifles to defend themselves.

Once per turn, a Lääkintäryhmä Rifle team may attempt to save a team from the same Kiväärijoukkue Platoon.

If an Infantry team within 6"/15cm of the Lääkintäryhmä Rifle team fails a Save, roll a die:

- *If the result is 5+, the Lääkintäryhmä Rifle team manages to save the team and it continues to fight on unharmed.*
- *Otherwise, the soldiers are too badly wounded and the team is Destroyed as normal.*

KULJETUSRYHMÄ SQUAD

The *Kuljetusryhmä*, or transportation group, was responsible for the *Kaukopartiojoukot* movement. They provided the patrol with transport logistics including vehicle procurement and advanced deployment tactics.

A Kiväärijoukkue Platoon with a Kuljetusryhmä Rifle team attached uses the German Stormtroopers special rule found on page 241 of the rulebook.

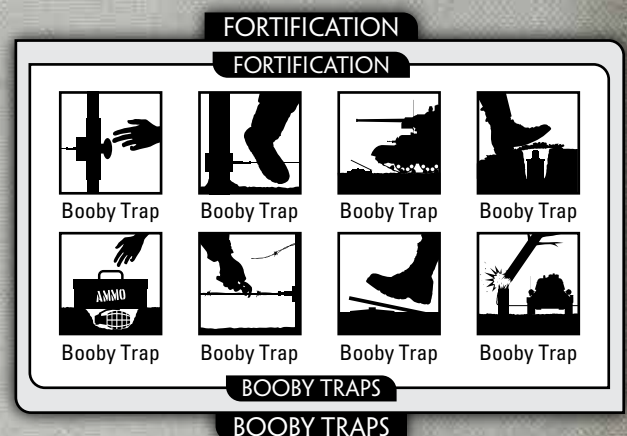
FORTIFICATIONS

BOOBY TRAPS

FORTIFICATION

8 Booby Traps	80 points
7 Booby Traps	70 points
6 Booby Traps	60 points
5 Booby Traps	50 points
4 Booby Traps	40 points
3 Booby Traps	30 points
2 Booby Traps	20 points

Booby Traps are Area Defences, see page 262 of the rulebook.



BOOBY TRAPS

BOOBY TRAPS


SUPPORT PLATOONS

JÄÄKÄRI PLATOON

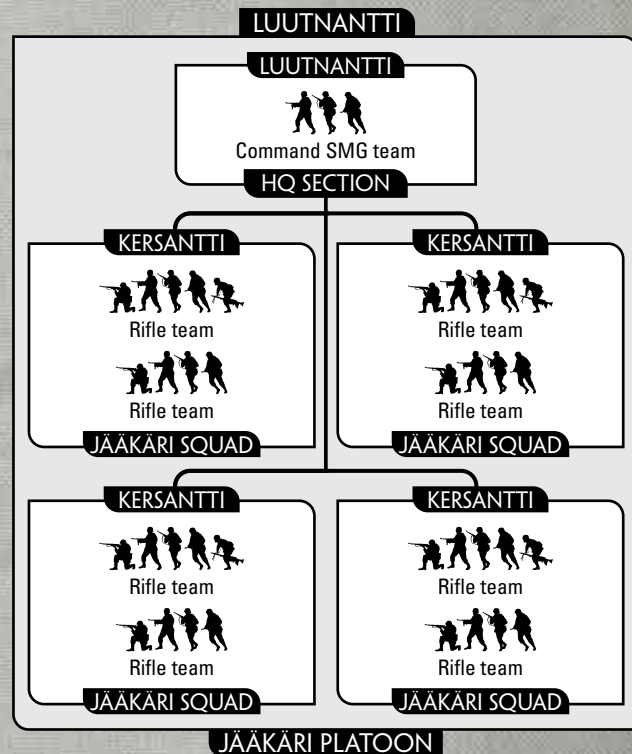
PLATOON

HQ Section with	
4 Jääkäri Squads	175 points
3 Jääkäri Squads	135 points
2 Jääkäri Squads	100 points

OPTIONS

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

For high profile targets a *Kaukopartiojoukot* patrol would receive support from the *Jääkäri* (pronounced yay-kar-ree, which means hunter as well as scout). The *Jääkäri* would assist the patrol, providing extra manpower and fire support.



PIONEERI PLATOON

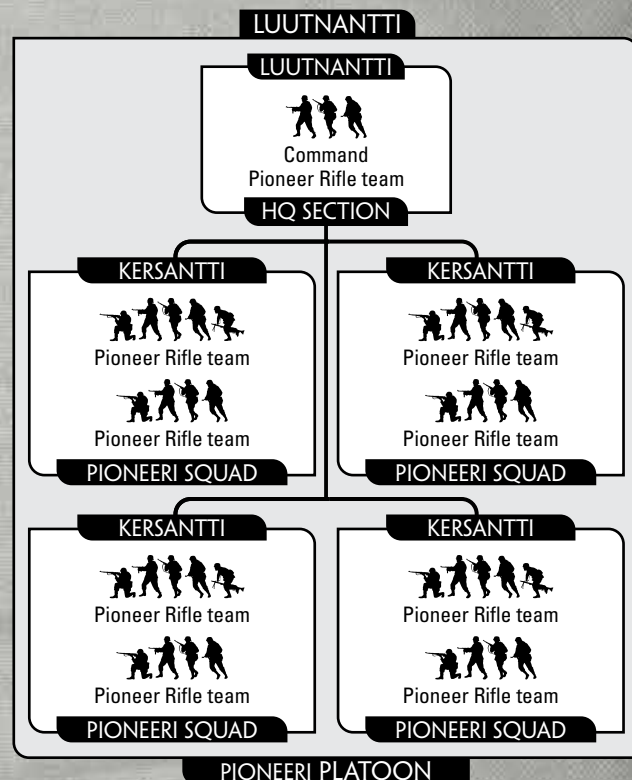
PLATOON

HQ Section with	
4 Pioneer Squads	240 points
3 Pioneer Squads	185 points
2 Pioneer Squads	130 points

OPTIONS

- Replace the Command Pioneer Rifle team with a Command Pioneer SMG team for +5 points.
- Replace all Pioneer Rifle teams with Pioneer SMG teams for +10 points per Pioneer Squad.

For missions, such as cutting the Murmansk railroad, a *Kaukopartiojoukot* patrol would be reinforced by a platoon of pioneers especially trained and equipped for light patrol work. The *Pioneer*, or pioneer, carried satchel charges and other engineering equipment that the *Kaukopartiojoukot* would require to demolish major targets within the Soviet Union, such as hydroelectric dam locks, major railways and ammunition and supply hubs.



ARSENAL

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.

ADDITIONAL TRAINING AND EQUIPMENT

Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
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Close-defence and Pioneer teams are rated as Tank Assault 4. Teams equipped with Snow-tracked Mines are Tank Assault 4.

MODELLING A KAUKOPARTIOJOUKOT

Like many raiding forces, a *Kaukopartiojoukot* offers a lot of opportunity for interesting modelling challenges. For starters, your small force gives you the excuse to spend a little more time on them than you would with normal forces. This allows you to add a bit of variety and fun to your elite force.

The *Kaukopartiojoukot* uses Captured Uniforms, much like the German Brandenburgers. This means that you effectively have two ranges of figures to choose from when building your force: Finnish and Soviet (and even some German). For my force I've gone with a Late-war patrol to use the interesting battleworn figure ranges (SU802 Battle Hardened Strelkovy Platoon). The battleworn look adds to the rugged self-sufficient Finnish ethos that surrounds the *Kaukopartiojoukot*.

The Huoltojoukkue (maintenance) Platoon is a great opportunity in and of itself. For me it was important to be able to identify the teams in this platoon for when they get attached out to the Combat Platoons.

Using a few Soviet and Finnish figures and some German casualties (GE822 German Casualties), I was able to put together a pair of 'medical' teams for my Lääkintäryhmä Squad. I then pooled all of my troops waving hands and encouraging men forward onto two bases for my Kuljetusryhmä Squad. These two points will make it easy for me to spot the special teams once they have been attached out.

In the end, its your force, so have fun with painting and modelling before rushing your troops into battle!

