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remote Lapland where the 200,000 man German 20th Mountain Army could not have left the country in two weeks if it had withdrawn at full speed, assuming the Germans had even wanted to do so.

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

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

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

The commander of III Corps, General Siilasvuo carried out a daring plan. On 1 October the Finnish JR11 from 3rd Division was transported by ship to Tornio, a port town on the Finnish – Swedish border. They managed to surprise the Germans from Division Group Kräutler, captured a supply depot there, defeated the small garrison and cut the withdrawal route of German troops to Muonio. However, the attack stopped when Finnish troops found a considerable liquor store in the supply depot and started a victory celebration. The situation was rapidly brought under control, but the Germans still gained valuable time as the whole II Battalion and part of 1 Battalion was temporarily unfit for combat. Siilasvuo then shipped in the rest of 3rd Division infantry (JR53) and 1st Company of 1st Tank Battalion (T-26 tanks). Germans had also received reinforcements and counterattacked furiously with two Kampfgruppen, Kampfgruppe Steets (MG Ski Brigade Finland reinforced with Gebirgsjäger battalions) and Kampfgruppe Tornio (two battalions, one SS recon battalion and Pz.Abt 211). They took the initiative.
and pushed the Finns back a short distance along the roads to Muonio and Kemi. Only when 11th Division and the artillery of both divisions had been shipped in could the Finns regain initiative and press further, surrounding the MG Ski brigade. The battle of Tornio began on 8 October when the surrounded German brigade broke off the encirclement with heavy losses. Kampfgruppe Tornio had already been ordered to withdraw on 7 October.

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

In reprisal for the attacks, the German northern army adopted scorched earth tactics. Everything was booby-trapped, buildings were burned, roads were mined and destroyed and anything even resembling a bridge was blown up. With the arctic winter approaching and the need for shelter critical, this would prove a bitter blow to local civilians, who would suffer great hardship in the winter of 1944-45.

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

The battles with the withdrawing Germans usually followed the same frustrating pattern throughout the Lapland War. The Germans would set up a blocking position with a mobile rearguard of a couple of motorised infantry battalions supported by strong artillery and pioneers. The position was flanked by a river (the roads in Lapland usually ran parallel to one of the plentiful rivers) on one side and was extended as far into the wilderness as possible on the other. Furthermore, as the pursuing Finns were on foot it was easy to calculate the place of the blocking position so that the pursuers reached it in the evening. On the destroyed roads most of the artillery was usually left far behind so there was no choice but to try and go around the position. When the flanking force got to a threatening position during the night the Germans simply boarded their trucks and left to establish another position where the same game started all over again. Destroyed bridges were kept under artillery and rocket fire for as long as possible so that repairs started late. Combined with the destroyed and mined roads this meant that heavy equipment and supply columns were left far behind of the advancing infantry while the broken roads took a heavy toll on the already worn trucks.

At Portiожärvi Group Lagus met German defensive position built for protecting Rovaniemi. It was defended by Gebirgsjäger Regiment 218 from 7. Gebirgsdivision, charged with keeping the Finns on the south side of River Kemi until at least 14 October. Jääkäri Battalions 2, 3 and 4 were sent to outflank the German position from the west while Jääkäri Battalion 5 would advance to contact the defensive position. The Jääkäri Battalions managed to cut the road to Rovaniemi but soon started to run low on ammunition as supply had to be carried through rough wilderness terrain. The Germans broke out to the north on 9 October. Group Lagus then continued to advance fighting the rearguards until the Germans withdrew to Rovaniemi and destroyed the Bridges of River Kemi behind them.

Finnish troops were ordered to surround Rovaniemi to cut off the German troops there. The vanguard of Group Lagus crossed River Kemi east of Rovaniemi and cut the railway to Kemiжärvi. They could not cross River Ounas between...
them and Rovaniemi as the western bank was heavily defended. The vanguard of Group Pajari, battle group Halsti, was ordered to outflank Rovaniemi from the northwest and cut the road to Muonio. The outflanking succeeded and the battle group attacked into a German column on the march and cut the road on two places. However, as the Germans brought reinforcements from Rovaniemi ammunition once again started to run low and the battle group had to withdraw. Rovaniemi had been thoroughly destroyed and mined by the Germans.

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

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

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

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

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

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

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

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

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

Finnish Infantry and Man-packed Gun teams may move At the Double through Woods, Forests, Snow and Deep Snow.

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

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

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

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

When Finnish platoons fighting against any Soviet force take a Motivation Test to Counterattack in assaults, you may re-roll the die and apply the re-rolled result to Finnish platoons instead of the original result.
You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

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

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

Jalkaväkikomppania HQ

Headquarters

Company HQ 35 points

Options

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

A Jalkaväkikomppania (Infantry Company — pronounced yal-kar-va-kee komp-pa-nee-a) is led by a Kapteeni (Captain — pronounced kap-teen-ee) who is by now a veteran of years of fighting. Finnish divisions have had to be reduced from three to two regiments each of infantry, but they are still balanced teams with infantry, light infantry (Jääkäri scouts), machine guns and mortars. Over the last year enough new guns have been acquired for each regiment to have an anti-tank unit. Divisional support is better than ever, with anti-aircraft, anti-tank and artillery support readily available.
Jalkaväki Platoon

PLATOON

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

OPTIONS

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

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

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

Jalkaväki Machine-gun Platoon

PLATOON

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

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

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

**Platoon**

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

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

**Jalkaväki Tank-hunter Platoon**

**Platoon**

HQ Section with
- 3 Anti-tank Sections 160 points
- 2 Anti-tank Sections 115 points
- 1 Anti-tank Section 70 points

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

**PLATOON**
HQ Section with
- 3 Mortar Sections 90 points
- 2 Mortar Sections 65 points

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

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

Jalkaväki Scout Platoon

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

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

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

A Jalkaväki Scout Platoon is rated as Confident Veteran.
You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

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

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

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**Jääkärikomppania HQ**

**Headquarters**

Company HQ 40 points

**Options**

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

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**Jääkäri Platoon**

**Platoon**

HQ Section with
- 4 Jääkäri Squads 145 points
- 3 Jääkäri Squads 115 points

**Options**

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

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

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

**PLATOON**

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

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

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

**JÄÄKÄRI MORTAR PLATOON**

**PLATOON**

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

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

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

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

**PLATOON**

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

**OPTIONS**

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

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

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**BRIGADE SUPPORT PLATOONS**

**Jääkäri Heavy Tank-Hunter Platoon**

**PLATOON**

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

**OPTION**

- Add tractors for +5 points for the platoon.

The Jääkäri Brigade had first priority in receiving the new German PaK guns and transport to keep mobile.
You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

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

**HEADQUARTERS**

Company HQ  
35 points

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

**COMBAT PLATOONS**

**Pioneeri Platoon**

**PLATOON**

HQ Section with  
- 4 Pioneeri Squads  
- 3 Pioneeri Squads  
- 2 Pioneeri Squads  
155 points  
120 points  
85 points

**OPTIONS**

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

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

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

**FINNISH**

**Pioneeri Platoon**

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

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

**Motivation and Skill**

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

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

**Panssari Platoon**

<table>
<thead>
<tr>
<th>PLATOON</th>
<th>5 T-26</th>
<th>145 points</th>
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<tbody>
<tr>
<td></td>
<td>4 T-26</td>
<td>115 points</td>
</tr>
<tr>
<td></td>
<td>3 T-26</td>
<td>85 points</td>
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</table>

<table>
<thead>
<tr>
<th>OPTION</th>
<th>5 Panzer IV J</th>
<th>430 points</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>4 Panzer IV J</td>
<td>345 points</td>
</tr>
<tr>
<td></td>
<td>3 Panzer IV J</td>
<td>260 points</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>T-34/85</th>
<th>315 points</th>
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<tbody>
<tr>
<td>T-34/76</td>
<td>220 points</td>
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</tbody>
</table>

**Self-Propelled Anti-aircraft Platoon**

<table>
<thead>
<tr>
<th>PLATOON</th>
<th>2 Anti II</th>
<th>110 points</th>
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</thead>
</table>

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

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

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

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

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

An Armoured Car Platoon is a Reconnaissance Platoon.

HEAVY ANTI-TANK PLATOON

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

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

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

ANTI-AIRCRAFT PLATOON

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

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

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

Platoon
HQ Section with:
- 4 76 K/36 guns 160 points 180 points
- 2 76 K/36 guns 85 points 95 points
- 4 84 K/18 guns 125 points 140 points
- 2 84 K/18 guns 70 points 75 points
- 4 105 H/33 howitzers 180 points 205 points
- 2 105 H/33 howitzers 95 points 110 points
- 4 122 H/38 howitzers 180 points 205 points
- 2 122 H/38 howitzers 95 points 110 points

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

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

Heavy Artillery Battery

Platoon
HQ Section with:
- 4 105 K/13 guns 170 points 190 points
- 2 105 K/13 guns 90 points 100 points
- 4 155 K/17 howitzers 220 points 250 points
- 2 155 K/17 howitzers 115 points 130 points
- 4 152 H/43 howitzers 225 points 255 points
- 2 152 H/43 howitzers 120 points 135 points
- 4 150 H/40 howitzers 240 points 270 points
- 2 150 H/40 howitzers 130 points 145 points

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

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

Finnish Name | Foreign Name | Original Nationality | Model to Use
--- | --- | --- | ---
T-26 | T-26 obr 1939 | Soviet | SU002
T-34/76 | T-34 obr 1941, T-34 obr 1942 | Soviet | SU052, SU053
T-34/85 | T-34 obr 1943 | Soviet | SU055
Panzer IV J | Panzer IV J | German | GBX68
Landsverk Anti II | - | Swedish | FI160
Famo | Sd Kfz 9 (18t) half-track | German | GE600
20 LtrK/38 gun | 2cm FlaK38 gun | German | GE542
20 LtrK/35 Breda gun | 20/65 gun | Italian | IT561
40 LtrK/38 gun | 40mm Bofors gun | Swedish | US541, BR540
50 PstK/38 gun | 5cm PaK38 gun | German | GE510
75 PstK/40 gun | 7.5cm PaK40 gun | German | GE520
76 K/36 gun | 76mm obr 1936 gun | Soviet | GSO505
84 K/18 gun | OQF 18 pdr gun | British | BSO507
105 K/13 gun | 105mm L mle 1913 S gun | French | FRX08
105 H/33 howitzer | 10.5cm leFH18 howitzer | German | GE572
122 H/38 howitzer | 122mm obr 1938 howitzer | Soviet | SU576
150 H/40 howitzer | 15cm sFH18 howitzer | German | GBX20
152 H/43 howitzer | 152mm obr 1943 howitzer | Soviet | SBX10
155 H/17 howitzer | 155mm C mle 1917 S howitzer | French | FRX08
Tractor | Stalinets tractor | Soviet | SU273
3-ton truck | ZIS-5, Opel Blitz | Soviet, German | SU422, GE431

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

## TANK TEAMS

<table>
<thead>
<tr>
<th>Name</th>
<th>Mobility</th>
<th>Armour</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>T-26</td>
<td>Slow Tank</td>
<td>1</td>
<td>Co-ax MG, Limited vision, Unreliable.</td>
</tr>
<tr>
<td>Panzer IV J</td>
<td>Standard Tank</td>
<td>6</td>
<td>Co-ax MG, Hull MG, Protected ammo, Schürzen.</td>
</tr>
<tr>
<td>T-34/85</td>
<td>Standard Tank</td>
<td>7</td>
<td>Co-ax MG, Hull MG.</td>
</tr>
</tbody>
</table>

## SELF-PROPELLED ANTI-AIRCRAFT

<table>
<thead>
<tr>
<th>Name</th>
<th>Mobility</th>
<th>Armour</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Landsverk Anti II</td>
<td>Standard Tank</td>
<td>2</td>
<td>Anti-aircraft.</td>
</tr>
</tbody>
</table>

## ARMoured CARS

<table>
<thead>
<tr>
<th>Name</th>
<th>Mobility</th>
<th>Armour</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>BA-10</td>
<td>Wheeled</td>
<td>1</td>
<td>Co-ax MG, Hull MG, Limited vision.</td>
</tr>
</tbody>
</table>

## VEHICLE MACHINE-GUNS

<table>
<thead>
<tr>
<th>Name</th>
<th>Mobility</th>
<th>Armour</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vehicle MG</td>
<td>16'740m</td>
<td>3</td>
<td>ROF 1 if other weapons fire.</td>
</tr>
</tbody>
</table>

## TRANSPORT TEAMS

<table>
<thead>
<tr>
<th>Name</th>
<th>Mobility</th>
<th>Armour</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>3-ton truck</td>
<td>Wheeled</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Horse-drawn wagon</td>
<td>Wagon</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

## AIRCRAFT

<table>
<thead>
<tr>
<th>Aircraft</th>
<th>Weapon</th>
<th>To Hit</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ju 88</td>
<td>Bombs</td>
<td>4+</td>
<td>5</td>
<td>1+</td>
<td>-</td>
</tr>
</tbody>
</table>
### GUN TEAMS

#### MACHINE-GUNS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Mobility</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Maxim HMG</td>
<td>Man-packed</td>
<td>24&quot;/60cm</td>
<td>6</td>
<td>2</td>
<td>6</td>
<td>ROF 3 when pinned down or moving.</td>
</tr>
</tbody>
</table>

#### MORTARS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Mobility</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tampella M/35 81mm mortar</td>
<td>Man-packed</td>
<td>24&quot;/60cm</td>
<td>2</td>
<td>2</td>
<td>3+</td>
<td>Minimum range 8&quot;/20cm, Smoke.</td>
</tr>
<tr>
<td>Firing bombadiments</td>
<td></td>
<td>40&quot;/100cm</td>
<td>-</td>
<td>2</td>
<td>6</td>
<td>Smoke bombardment.</td>
</tr>
<tr>
<td>Tampella M/40 120mm mortar</td>
<td>Light</td>
<td>56&quot;/140cm</td>
<td>-</td>
<td>3</td>
<td>5+</td>
<td>Smoke bombardment.</td>
</tr>
</tbody>
</table>

#### ANTI-TANK

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Mobility</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lahit anti-tank rifle</td>
<td>Man-packed</td>
<td>16&quot;/40cm</td>
<td>3</td>
<td>5</td>
<td>5+</td>
<td></td>
</tr>
<tr>
<td>50 PstK/38 (PaK38) gun</td>
<td>Medium</td>
<td>24&quot;/60cm</td>
<td>3</td>
<td>9</td>
<td>4+</td>
<td>Gun shield.</td>
</tr>
<tr>
<td>75 PstK/40 (PaK40) gun</td>
<td>Medium</td>
<td>32&quot;/80cm</td>
<td>2</td>
<td>12</td>
<td>3+</td>
<td>Gun shield.</td>
</tr>
</tbody>
</table>

#### ANTI-AIRCRAFT

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Mobility</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>20 ItK/38 (FlaK38) gun</td>
<td>Light</td>
<td>16&quot;/40cm</td>
<td>4</td>
<td>5</td>
<td>5+</td>
<td>Anti-aircraft, Turntable.</td>
</tr>
<tr>
<td>20 ItK/35 Breda (20/65) gun</td>
<td>Light</td>
<td>16&quot;/40cm</td>
<td>4</td>
<td>5</td>
<td>5+</td>
<td>Anti-aircraft, Turntable.</td>
</tr>
<tr>
<td>40 ItK/38 (Bofors) gun</td>
<td>Immobile</td>
<td>24&quot;/60cm</td>
<td>4</td>
<td>6</td>
<td>4+</td>
<td>Anti-aircraft, Turntable.</td>
</tr>
</tbody>
</table>

#### ARTILLERY

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Mobility</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>76 K/36 (obr 1936) gun</td>
<td>Heavy</td>
<td>32&quot;/80cm</td>
<td>2</td>
<td>10</td>
<td>3+</td>
<td>Gun shield.</td>
</tr>
<tr>
<td>Firing bombadiments</td>
<td></td>
<td>80&quot;/200cm</td>
<td>-</td>
<td>3</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>84 K/18 (OQF 18 pdr) gun</td>
<td>Heavy</td>
<td>24&quot;/60cm</td>
<td>2</td>
<td>8</td>
<td>3+</td>
<td>Gun shield, Smoke, Turntable.</td>
</tr>
<tr>
<td>Firing bombadiments</td>
<td></td>
<td>72&quot;/180cm</td>
<td>-</td>
<td>3</td>
<td>6</td>
<td>Smoke bombardment.</td>
</tr>
<tr>
<td>105 K/13 (mle 1913 S) gun</td>
<td>Immobile</td>
<td>24&quot;/60cm</td>
<td>1</td>
<td>9</td>
<td>2+</td>
<td>Breakthrough gun, Gun shield.</td>
</tr>
<tr>
<td>Firing bombadiments</td>
<td></td>
<td>80&quot;/200cm</td>
<td>-</td>
<td>4</td>
<td>4+</td>
<td></td>
</tr>
<tr>
<td>105 H/33 (leFH18) howitzer</td>
<td>Immobile</td>
<td>24&quot;/60cm</td>
<td>1</td>
<td>10</td>
<td>2+</td>
<td>Breakthrough gun, Gun shield, Smoke.</td>
</tr>
<tr>
<td>Firing bombadiments</td>
<td></td>
<td>72&quot;/180cm</td>
<td>-</td>
<td>4</td>
<td>4+</td>
<td>Smoke bombardment.</td>
</tr>
<tr>
<td>122 H/38 (obr 1958) howitzer</td>
<td>Immobile</td>
<td>24&quot;/60cm</td>
<td>1</td>
<td>7</td>
<td>2+</td>
<td>Breakthrough gun, Gun shield.</td>
</tr>
<tr>
<td>Firing bombadiments</td>
<td></td>
<td>80&quot;/200cm</td>
<td>-</td>
<td>4</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td>152 H/43 (obr 1943) howitzer</td>
<td>Immobile</td>
<td>24&quot;/60cm</td>
<td>1</td>
<td>10</td>
<td>1+</td>
<td>Bunker buster, Gun shield.</td>
</tr>
<tr>
<td>Firing bombadiments</td>
<td></td>
<td>80&quot;/200cm</td>
<td>-</td>
<td>5</td>
<td>2+</td>
<td></td>
</tr>
<tr>
<td>150 H/40 (FH18) howitzer</td>
<td>Immobile</td>
<td>24&quot;/60cm</td>
<td>1</td>
<td>13</td>
<td>1+</td>
<td>Bunker buster, Smoke.</td>
</tr>
<tr>
<td>Firing bombadiments</td>
<td></td>
<td>80&quot;/200cm</td>
<td>-</td>
<td>5</td>
<td>2+</td>
<td>Smoke bombardment.</td>
</tr>
<tr>
<td>155 H/17 (mle 1917 S) howitzer</td>
<td>Immobile</td>
<td>16&quot;/40cm</td>
<td>1</td>
<td>10</td>
<td>1+</td>
<td>Bunker buster, Gun shield.</td>
</tr>
<tr>
<td>Firing bombadiments</td>
<td></td>
<td>72&quot;/180cm</td>
<td>-</td>
<td>5</td>
<td>2+</td>
<td></td>
</tr>
</tbody>
</table>

### INFANTRY TEAMS

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

### ADDITIONAL TRAINING AND EQUIPMENT

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

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