

ASL SCENARIO J192

TAKING SOME FLAK

Scenario Design: Lars Thuring



VICTORY CONDITIONS: The Finns win at the end of Game Turn 3 by Controlling all road hexes on/between 37B5 and 37E5, or at game end by amassing ≥ 5 VP and more VP than the Germans. CVP are earned normally, and the Finns also earn Exit VP for units exited off the north edge on/between 37N4 and 37N6 during Game Turn 6 (*only*). Prisoners do not count for CVP or Exit VP purposes.

TURN RECORD CHART

GERMAN Sets Up First	1	2	3	4	5	6	END
FINNISH Moves First [160]				END			

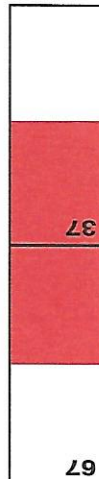
South of MUONIO, FINLAND, 28 October 1944: During the final withdrawal of German units from Finland, SS-Gebirgsjäger-Regiments 11 and 12 were tasked with the responsibility of holding the Finns at bay. Well aware of the tactics of their former brothers-in-arms, the Germans took all possible precautions to avoid any Finnish attempts to trap them in a *Motti*. On the road from Tornio and Kemi, the Germans were withdrawing their troops interspersed with equipment-laden mules and carts. Elements of Jaeger Regiment 8 pursued the Germans along the road, while other Finnish units attempted exactly what the Germans feared most—an encirclement that would cut the Germans off from the road to safety.

BOARD CONFIGURATION:

BALANCE:

☛ Add one 3-4-8 HS to the German OB.

☚ Add one 2-3-8 HS to either Finnish group.



(Only hexrows A-N on board 37 and R-GG on board 67 are playable)

Elements of SS-Gebirgsjäger-Regiment 11, SS-Gebirgs-Division 6 "Nord" [ELR: 5] set up on/north-of hexrow 67EE, ≤ 3 hexes from a road hex(es): {SAN: 4}

6-5-8	3-4-8	5-1	8-1	MMG 2 5-12	LMG 1 3-8	MTR 3 50* [2-13]	13 CS 4 MA-AA
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7 2

Elements of 3rd Battalion, Jaeger Regiment 8 [ELR: 3] set up on/south-of hexrow 67CC: {SAN: 3}

5-4-8	4-4-7	2-2-8	9-0	8-1	LMG(r) 1 BT1 2-6	LMG 1 BT1 2-8
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5 4

MTR option; see SSR 3:

MTR M11 BT1 81* [3-7]*	OR:	MTR M12 BT1 81* [2-18]*
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Enter on/after Turn 1 along the east or west edge of board 37 (see SSR 4):

5-4-8	9-1	LMG(r) 1 BT1 2-6	? 7 morale
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3 4

SPECIAL RULES:

- EC are Moderate, with no wind at start. Only the 37N5-H4-67X2-R7 road exists.
- The *SdKfz 7/1* inherent crew may not voluntarily Abandon (D5.4) its vehicle.
- Prior to setup, the Finnish player secretly selects *one* MTR to add to his at-start OB. The selected MTR may not set up Emplaced.
- Prior to setup, the Finnish player secretly records the board edge along which his reinforcements will enter.
- Any Finnish unit that becomes CX retains the counter (even if it becomes a Prisoner) until the end of the game, regardless of its current state, as a reminder of this permanent status. CX effects are NA for Berserk (A15.4) and broken units.
- Neither side may reject Surrender (A20.3) nor conduct Massacre (A20.4) [EXC: Berserk].

AFTERMATH: Having ambushed the German support units earlier, the Finns now proceeded to attempt to halt the withdrawing troops. Before the Finns made contact with the German rear elements, a hasty defensive position was prepared by the Germans. Aided by mortar fire, the Finns made some progress and threatened to cut off the road yet again. However, devastating fire from a *FlaK* vehicle rapidly increased Finnish casualties. Unable to knock it out, the Finns called off the attack. This time the Germans were able to slip away from the weary Finns.