

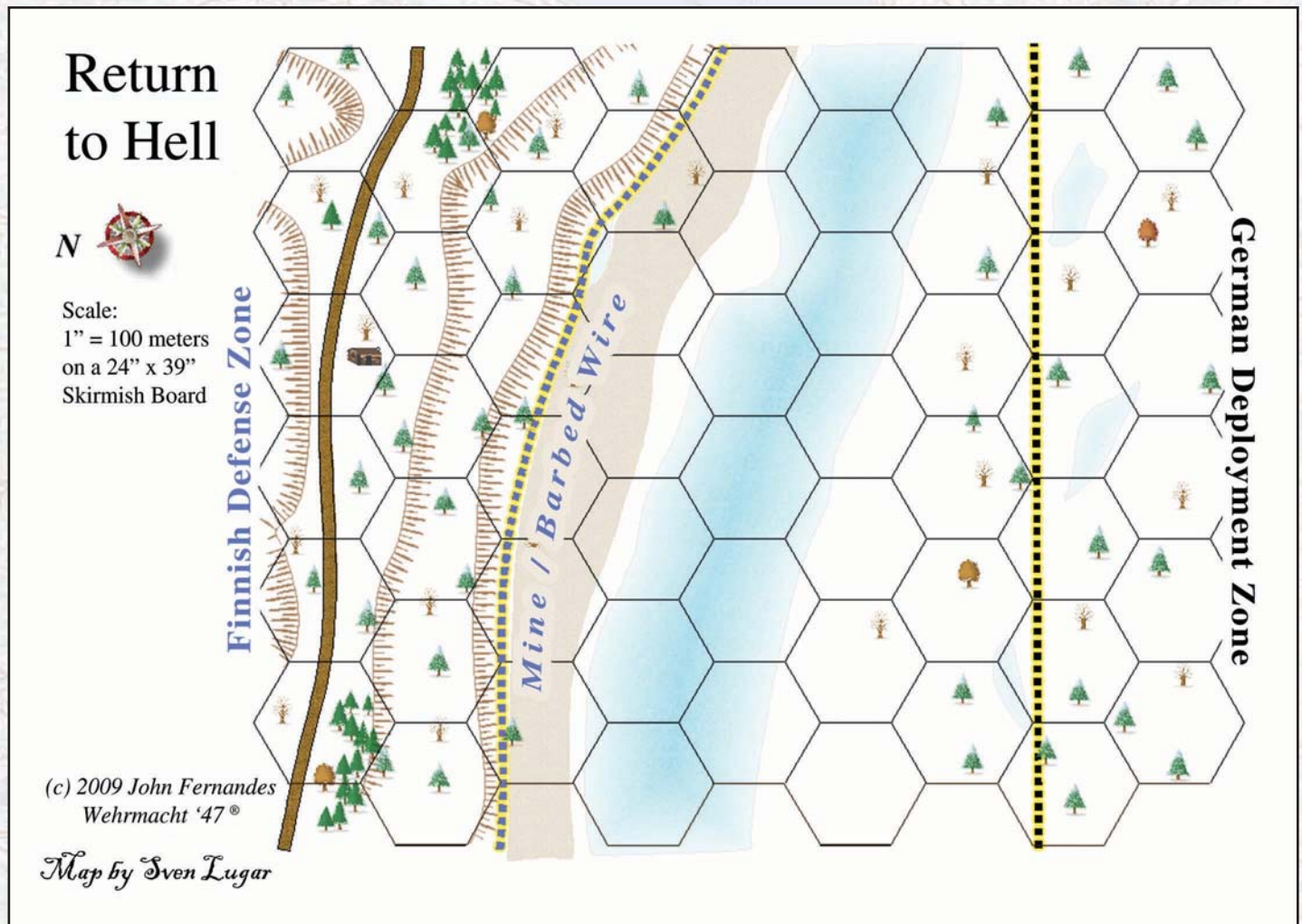
MICRO ARMOUR®: THE GAME - WEHRMACHT '47®

RETURN TO HELL - JANUARY 18 1948

In a scene reminiscent of the Winter War eight years earlier, Finnish forces reoccupied the most forward positions of the famous Mannerheim Line close to where the Winter War began. Having gone through an extensive series of training exercises along with their erstwhile German allies and having received considerable amounts of German military aid, the Finns were both familiar with German weapons and well versed in German tactics. In addition, having engaged the Red Army with varying degrees of success in Arctic weather conditions as savage as any in recorded history, across some of the most unforgiving terrain on the planet, the Finnish Army had developed some rather novel and extremely effective tactics of the very own, tactics that made the most of the varied mix of Allied and Axis equipment and arms at their disposal. The German reaction to the above mentioned Finnish advance was predictable, and in keeping with their long established tactical doctrine. In the frigid dawn of a January morning, they counterattacked!

Their immediate objective was to attempt to force a bridgehead across the frozen Suvanto River, but found themselves facing insurmountable resistance. The Finns could not be strong everywhere, so the Germans began probing for any point of weakness. After more than a week of bitter jabbing back-and-forth, they finally found what they were hoping for, an area where the Finns were spread just thin enough to allow a breakthrough... if everything went 'just right'...

SCENARIO LENGTH: The game starts at Sunrise. The Germans have 20 turns to establish their breakthrough before cold and exhaustion bring an end to their efforts. Besides, when night comes, Simo Häyhä and his friends come out to play. Nobody in his right mind is abroad when that happens! (FINNS DEPLOY FIRST)



RETURN TO HELL

FINNS

Base Cohesion Level: 18

Infantry Battalion(-): 1x Infantry GHQ,
12x Infantry, 1x SMG Infantry[R],
3x MMG, 1x 37mm 'Bofors' ATG

Mixed Tank Company: 1x PzKfw.IVH, 2x T.34/85

Infantry Gun Co(-): 2x 75mm IG.42(2)/Truck

Medium Artillery Btty: 1x U.S. 105mm M.2A1 Howitzer(2)
OFF MAP

DEPLOYMENT

1. The 'Mannerheim Line' at this point is some two inches deep consisting of 'Combined' Barbed-Wire and Standard minefields. One inch behind this is another line, an inch deep consisting of 'Combined' Barbed-Wire and Concentrated minefields. These defenses are deployed in the space between river's North edge and end at the base of the first ridge above it on the North. In addition, the Finnish player has at his disposal 8x Heavy Improved Positions, 20x Medium Improved Positions, 36x Light Improved Positions, 1D6+8 Standard Minefields, 2D6+8 Dummy Minefields, and 15x Barbed-Wire markers, which he may deploy anywhere he wishes on his side of the river.

2. The remaining Finnish Forces may deploy anywhere on the North side of the river.

SPECIAL RULES

Surprise!: After all forces and fieldworks are deployed, each player must make a Cohesion die-roll. Failure on this roll means that all units of that side immediately suffer an 'S' combat result. Both players are vulnerable, i.e. both sides might conceivably begin the game with every stand in a Suppressed state.

Icy areas: The Suvanto River and the ponds around it are frozen solid and count as rough terrain for movement purposes only. Icy areas are treated as clear terrain for combat purposes. Additionally every turn in which a vehicle moves onto ice, the owning player must roll 2D6 for that stand with the cumulative modifiers below. On a modified result of eleven (11) or more, the ice breaks, the vehicle sinks. (See 'Sinking Results' below.)

| Type of Base | Add | The Base has | Add |
|---------------------------------------|-----|---|-----|
| Infantry or light vehicle or trucks | + 0 | fired this turn | + 1 |
| Heavy vehicle: Pz IV or T34 | + 1 | fired upon by artillery | + 2 |
| Super Hvy Vehicle Pz V, E50, Pz VI | + 2 | passed thru artillery fire while on ice | + 2 |

Sinking Results: Vehicles that sink in ponds are only trapped for the rest of the game and have a Disorganized status that can't be removed. They may fire if desired. Vehicles that sink in the river are lost. Also, any stand adjacent to the lost vehicle (and also on the ice) must make an additional 'ice' die-roll to reflect greater weakening of the surface.

GERMANS

Base Cohesion Level: 14

PzGrenadier Battalion: 1x Infantry GHQ/Truck,
9x Infantry, 3x Infantry Support,
3x 8cm GW.42k(1), 12x SdKfz.251/1,
1x SdKfz.251/9,
1x 37mm Flak.36/SdKfz.10

Tank Company(-): 2x Pz.VIA 'Tiger', 4x PzKfw.IVH,
2x PzKfw.VG, 1x E.50 'Panther.III'

Panzer Recon Co: 3x Infantry[R]/SdKfz.250/1,
1x SdKfz.250/7(1)[R],
1x SdKfz.250/8[R]

Engineer Company: 3x Engineer/Raupenschlepper Ost

Infantry Battalion: 1x Infantry HQ/Truck, 9x Infantry,
3x 8cm GW.42k(1),
3x Infantry Support,
1x 37mm Flak.36/SdKfz.10,
12x Raupenschlepper Ost

DEPLOYMENT

1. All German forces, except the Infantry Battalion, may be deployed anywhere South of the German 'Start Line', after the Finns, on turn one.

2. The 'Reinforcing' German Infantry Battalion may attempt to enter the game anywhere behind the German 'Start Line' beginning with the Movement Phase of Turn 6. A successful Cohesion die-roll is required to do this.

VICTORY CONDITIONS

Control of the farmhouse and the road along the North side of the river is critical to both sides.

a. If there are no German stands two or more inches North of the river's edge by the end of turn 20, award the Finns a Major Victory.

b. If there are no German stands beyond the crest of the second ridge North of the river by the end of turn 20, award the Finns a Minor Victory.

c. If 12 or more German stands occupy ground North of the second ridge and occupy ground North of the Suvanto with 20 or more stands by the end of turn 20, award them a Minor Victory.

d. If 20 or more German stands occupy ground within one inch of the East-West road, award them a Major Victory.

e. If, at any time, the number of Eliminated German stands exceeds 35, Award the Finns a Major Victory.

f. If, at any time, the number of Eliminated Finnish stands exceeds 13, Award the Germans a Major Victory.