

KONFLIKT '47

FROSTBITE ALLEY



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Nivala, 17th June 1947

The worst winter in recorded history has choked Scandinavia under heaps of ice and snow. As spring became summer, winter's grasp on the Finnish forests slackened slightly, allowing Finnish, Soviet and German forces to resume hostilities.

Nestled amongst the lakes and forest of eastern Finland, isolated Soviet garrisons found themselves reduced to iron rations and the occasional rat.

Desperate to maintain their tenuous hold on the Finnish countryside, the Soviets began a comprehensive resupply operation. As the surrounding terrain was impassable to most wheeled and tracked vehicles, nimble Aerosans were used, turning the frozen lakes and rivers into makeshift highways.

Interdicting the resupply effort became the Finnish army's number one priority. Swarms of ski-mounted special forces blanketed the countryside, locating and destroying the supply columns with contemptuous ease.

Morose Soviet infantrymen nicknamed the network of frozen rivers Frostbite Alley - a frigid hell populated by white-clad devils that moved whisper-quietly across the snow, spitting death from their submachine guns.

Grab some miniatures and step into the frozen wasteland of Frostbite Alley!



Regular GAZ 98 Aerosan

THE SOVIET RELIEF COLUMN

Trudging across the frozen ground comes an ad-hoc formation drawn from the main Soviet garrison at Ylieveska.

A single Aerosan tows a sledge heavily laden with supplies, guarded by a trio of Rift-Tech abominations. Lightly armed scouts fan out ahead of the transport, while an Ampolumet team lug their makeshift anti-tank weapon between them.



Regular 2nd Lieutenant + Attendant



Veteran Scout Squad



Veteran Scout Squad



Ursus Squad



Veteran Ampolumet Team

THE FINNISH AMBUSHERS

Laying in wait for the unfortunate Soviets is a battle-hardened group of guerillas who have spent the past few years sweeping the Finnish countryside clear of the Bolshivek threat.

Two small groups of ski-mounted infantry with rifles and machine guns provide most of the firepower, ably assisted by a sledge-mounted MG-42 and the automatic cannon on a Spinne light mech.



Veteran 1st Lieutenant + Attendant



Veteran Sissi Reconnaissance Squad



Veteran Sissi Reconnaissance Squad



Veteran MMG Team



Veteran Spinne Light Walker



SPECIAL RULES

The Frozen River

Frostbite Alley has previously been a smooth highway connecting the fortress-like camp at Ylieveska and the outpost at Nivala.

With the summer months fast approaching, the ice is starting to thaw, endangering anyone who walks upon it.

Any units whose movement is going to cross a section of ice must declare their intended move and then roll on the Thin Ice table the moment they start moving onto the ice.

The Cargo

The outpost at Nivala is in desperate need of supplies - a huge sledge laden with crates of rations, ammunition and other sundries is lashed behind the Aerosan.

Upon deploying the Aerosan, place a marker in contact with the vehicle's rear. This marker moves in concert with the vehicle.

While the sledge is attached, the Aerosan may not be issued with Run orders.

If it is issued with a Down order, the sledge may be detached and the marker remains stationary.

If the sledge is destroyed, the marker is not removed and remains adjacent to the wreck.

The Ursus unit may haul the sledge, but they may not be issued with Run orders, or take any other action except movement.

Next Steps

These forces are fantastic for your first few games, but you'll want to go bigger!

Soviet players have a huge variety of walkers, special infantry and artillery guns to choose from. Not to mention all the conventional tanks and infantry in their Bolt Action range.

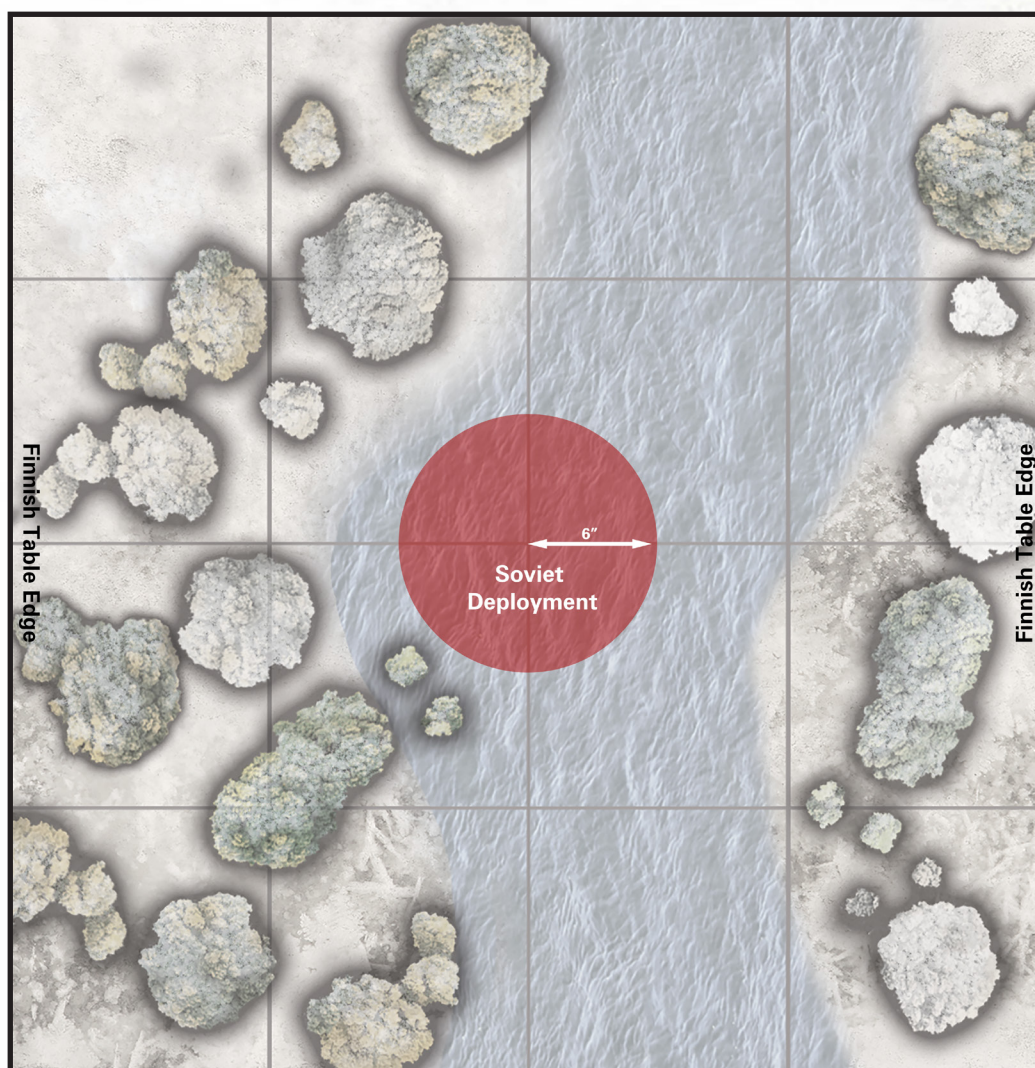
Finnish players benefit from a close alliance with Germany and can take many of their madcap Rift-Tech inventions.

Thin Ice Table

Roll	Result
0	Splash: The ice breaks and dumps the unit into the frigid waters beneath. Remove the entire unit as casualties – any individuals that manage to struggle out of the water will be in no state to continue fighting in sub-zero temperatures.
1-2	Creeeeeaaaaakkk: The unit has to stop as the ice starts to crack visibly beneath them. Roll another D6 to determine how far the unit actually moves (slides) on the ice before it stops. The unit still has to roll on the Thin Ice table and suffers an extra -1 modifier to the roll next time it moves.
3-4	Seems safe enough: The unit has no problems moving on this occasion although it and any units following it might not be so lucky next time. The unit continues with its move normally, but units still have to roll on the Thin Ice table when crossing this part of the ice.
5-6	Solid as a rock: The ice is thick enough to take any amount of traffic along the route the unit has followed. The unit continues with its move normally. In addition, no more Thin Ice rolls have to be made for other units following this exact same route.

Thin Ice Modifiers

Armoured car/carrier, light or medium tank/walker: -2
 Artillery piece or soft skin vehicle: -1
 Infantry making a Run move: -1
 Small team: +1
 Ski troops: +2



SET-UP:

The Soviet player deploys his force in the marked area.

The Finnish player divides his force into two waves - the first wave, composed of the 1st Lieutenant, one of the Sissi squads and the MMG moves onto the table on Turn 1.

The second wave, composed of the second Sissi squad and the Spinne may attempt to move onto the table from Turn 2 onwards.

OBJECTIVES:

The Soviet player must escape the battlefield with their cargo sledge.

The Finnish player must destroy the relief column.

FIRST TURN:

The battle begins! The Finnish player moves his first wave onto the table from the marked table edges.

GAME DURATION:

Keep a count of how many turns have elapsed as the game is played. At the end of turn 6, roll a die. On a result of 1,2 or 3, the game ends. On a 4,5 or 6 play another turn.

VICTORY:

At the end of the game, calculate who has won by adding up the Victory Points as follows: The Soviet player gets 3 Victory Points for escaping with the sledge and 2 Victory Points for any other unit that escapes the battlefield.

The Finnish player gains 2 Victory Points for each enemy unit destroyed!