

## **Counter Manifest**

The Finnish air unit with the Swedish flag is the optional Scandinavian air unit (per 24.7).

The Opt air unit is the Allied intervention air unit (19.0). Ignore the "Opt" on the counter; it should have the same colors as the other Allied units.

The Siberian cavalry brigade should be a corps (xxx).

### **11.0. Reorganization (clarification):**

Units can move into a hex to combine into higher echelons; the stacking situation must be restored by the end of the movement phase (per 7.1). Similarly, when a higher echelon unit breaks down into component units, the stacking situation must be restored by the end of the phase by moving units out of the hex or eliminating the excess. Example: three regiments move into a hex north of the "A" line and combine into a division. There is now one unit in the hex, so stacking requirements are met.

**Design note:** The Soviet tank and cavalry corps represent groupings of independent brigades, not full fledged corps size formations.

### **15.3 Soviet Supply Capacity (omission):**

Artillery Corps cost = 2.

### **19.0 Special Units, Allied Intervention Units**

There is also an Allied air unit. The Finnish player can choose it as one of the die roll worth of Allied reinforcements. Once in play, treat it per the Finnish air units.

### **24.7 Scandinavian Alliance Intervention**

(3rd bullet): The Finns can use any map edge rail **or road** hexes in Norway and Sweden as supply sources.

### **Map (clarification)**

Norway is area on the northwest map including the towns of Kirkenes and Karasjok.

Sweden is the area with the railroad running off the west map edge from hex 0720

**Terrain Effects Chart** Ski and mountain units can enter mountain hexes by expending two movement points.

### **Mountains**

**(9.0)** ZOC do not extend into mountain hexes unless along roads running through those hexes. They do extend out of mountain hexes into non-mountain hexes.

**(10.1)** Only ski and mountain units can move into mountain hexes (unless a road runs through such hexes, in which case all types can enter). All units can attack into mountain hexes but only ski and mountain units can retreat or advance after combat into them.

**(15.0)** A LOS can be traced along a road going through mountain.

**(TEC)** Mountain defensive shift is minus 2 for both sides; it is minus 1 if one or more mountain unit is attacking.