

AXIS PACK SPECIAL RULES (APSR)

These rules apply to all scenarios that take place on any of the MC maps unless stated otherwise via special Scenario Rules.

APSR1. TERRAIN DEPICTIONS: The TOTAL AXIS PACK map uses natural terrain art to depict the battlefield in a new presentation. The following table lists the terrain types and sample hexes:

<u>Terrain</u>	<u>Rules Citation</u>	<u>Hex/Map</u>	<u>Notes</u>
Barbed Wire Fence	(B26)	P4-Q4/MC3	
Bridge (Wooden)	(B6)	HH7/MC2	
Bridge (Stone)	(B6)	D7/MC4	
Brush	(B12)	E20/MC2	
Crag	(B17)	I9/MC2	
Grain	(B15)	C9/MC5	
Graveyard	(B18)	F5/MC3	
Gully	(B19)	D18/MC4	
Hedge	(B9)	C18-D17/MC5	hexside
Level 1 Hill	(B10)	G16/MC4	Marked +10*
Level 2 Hill	(B10)	F18/MC4	Marked +20*
Level 3 Hill	(B10)	X4/MC2	Marked +30*
Level 4 Hill	(B10)	X5/MC2	Marked +40*
Level 5 Hill	(B10)	W6/MC2	Marked +50*
Marsh	(B16)	G4/MC5	
Multi-Story, Rowhouse	(B23.71)	J21/MC2	Level 2
Open Ground	(B1)	D7/MC6	Marked 0
Orchard	(B14)	Q2/MC3	
Pond	(B21.13)	U12/MC2	
Path	(B13.6)	B1/MC2	
Railroad (GLRR*)	(B32)	I2/MC3	*EXC by SR
River	(B21.12)	Q2/MC6	
River Inlet		F3-G3/MC4	hexside**
Road	(B3)	G7/MC2	All unpaved
Rowhouse	(B23.71)	C2/MC4	
Scrub	(F2)	H15/MC2	

<u>Terrain</u>	<u>Rules Citation</u>	<u>Hex/Map</u>	<u>Notes</u>
Single-Story House	(B23.21)	G22/MC2	Wooden
Single-Story House	(B23.21)	J12/MC3	Stone
Single-Hex, Two-Story House	(B31.3)	C6/MC5	
Shellholes	(B2)	G24/MC2	
Slope Hexside	(O2; P3)	J15-K16/MC2	hexside
Steeple	(B31.2)	I9/MC3	
Stream	(B20)	GG13/MC2	
Two-Story House	(B23.22)	D9/MC3	
Valley	(B22)	L1/MC3	Level -1*
Wall	(B9)	H5-I6/MC3	hexside
Woods	(B13)	R3/MC2	

*See APSR for exceptions and additional special rules

**This hexside is NA to all movement [EXC: via bridge].

APSR2. ELEVATION MAP NOTES FOR SQUADS & LEADERS CONVERSION: When referencing hex level elevation numbers, such as '+10, +20, +30, +40' (e.g., MC2 map hexes L16; N16; L12; K11; and W6), ignore the '0' following the first digit. These are references to our ATS version of this game.

APSR3. FINLAND AT WAR SPECIAL RULES: Any scenario that takes place between the dates of 1941-44, and employs Finn units uses Special Rules sections FAW2-3 (found in Critical Hit's FINLAND AT WAR, VOL 1: JATKOSOTA AND REPRINTED BELOW AS A COURTESY). Counters for vehicles and infantry are required from that product to play several of these scenarios. If you do not own this product and do not wish to purchase it, you may substitute Vickers 6-ton Mk E (Bulgarian Chapter H Note 28) for the AFVs in the *Lagus* portion of the Finnish OB in TAP #9 and all of those provided in TAP #6 (Exception: No Canister ammunition is available; the MA for TAP #9 is 45L for ALL; 45L for three in TAP#6 and 37L for the other three) and substitute standard 6-4-8 Finnish squads for 5-5-8 squads.

APSR3.1 FINNISH SUPPORT WEAPONS: Any support weapons not depicted by standard German SW clip-art (and values) use Hungarian SW in all other cases.

FAW2. Finnish Continuation War Troops:

FAW2.1 National Capabilities A25.7): Finnish Personnel are treated as per A25.7 with the following exceptions.

FAW2.2 Combat Beyond National Borders (A25.72): Finns are represented by the squad-type shown in the scenarios despite some taking place outside Finland's 1939 borders, i.e., ignore A25.72 in those scenarios.

FAW2.3 New MMC Types: A number of new Personnel types are provided.

FAW2.31 1st Line Squad: A new 1st Line 5-5-8 squad is provided, for use in Continuation War scenarios. It uses a 2-4-8 HS, shared with 6-4-8 squads. In ANY scenario set during 1941 or later, and utilizing BOTH 6-4-8 and 5-5-8 squads, two 2-4-8 HS always re-combine to form a 5-5-8 squad, i.e., once Deployed or Casualty Reduced to form one or two 2-4-8 HS, a 6-4-8 may never re-combine to obtain its previous value. Note: This represents the assumed loss of a key *Talvisota* veteran in the squad. The SMG icon above the figures on the counter denote the availability of Assault (A7.36) and Spraying Fire (A9.5-.52). Finns may Self Rally normally (EXC: In some scenarios Self Rally is NA).

FAW2.32 Tank Hunter Heroes (G1.42): T-H Heroes are provided for use with Finnish Personnel. Treat Finnish T-H Heroes as per G1.42, including the limit of 20% vs Russians and the use of DC Heroes as per G1.424. Simply replace the word "Japanese" in the referenced rules with "Finnish" (EXC: Ignore references to "Banzai Charge").

FAW2.4 Woods Entry: All Finnish Personnel may enter Woods hexes at the cost of 1.5 MF per hex.

FAW2.5 PF/ATMM Usage (C13.3/13.7): Finnish Personnel may use PF and ATMM during 1944 and 1945 as if they are Germans (EXC: a +1 Availability dr applies to Finnish use).

FAW2.6 Rules NA: No Quarter (A20.3)/Massacre (A20.4)/Civilian Interrogation (E2.4) are NA.

FAW2.7 Radios: The Finns use German radios from 1941 on. In scenarios set prior to 1942, however, reduce the contact number by one.

FAW2.8 Self Rally (A10.63): All Finnish personnel are capable of Self Rally unless stated otherwise by Scenario Special Rule.

FAW2.9 German/Finnish Leaders: Germans and Finnish leaders may Rally (A10.71) Personnel of either nationality freely unless the two nationalities are opposed in a scenario (e.g., any Lapland War scenario).

FAW3. Finnish Continuation War Vehicles and Guns:

FAW3.1 Black TH#: The Finns use Black TH# and Capture Use Penalties are NA for the vehicles and Ordnance provided by the counters included with FINLAND AT WAR.

FAW3.2 Special Ammunition (C8): Special ammunition available to each is denoted on the back of the counter normally.

FAW3.3 AFV Radios: All Finnish AFVs are considered to have radios from 1941 on.