

Winter War (SPI 1972) – Rules Modifications/Clarifications

1) Supply state is determined for movement purposes at the start of a player's movement phase. The supply state of enemy units is also evaluated at the start of a friendly movement phase to determine if any opposing units have lost their ZOC due to being isolated. The supply state of friendly units does not change during the course of a friendly movement phase, however the supply state of opposing units may change during the course of friendly movement (depending on the immediate situation resulting from friendly unit movements). Isolated units that begin their movement phase adjacent to enemy units are not required to move or leave that enemy ZOC.

2) Supply state is determined for combat purposes at the beginning of the combat phase for attackers and at the instant of combat for defenders. Therefore, an enemy unit that becomes isolated due to friendly combat advances does suffer the adverse effects of being isolated (defense strength halved). An attacking unit that becomes isolated as a result of battles resolved before their battle does not lose their supply status determined at the beginning of the phase. This can happen if other attackers are eliminated, and opposing units then exert a blocking ZOC on the attacking unit.

3) The supply state of all friendly units is evaluated at the start of their combat phase; not just attacking friendly units. This forces the Soviet player to allocate supply city points to specific units and discourages overloading supply cities to only provide supply to those units that are making attacks.

4) Attacking units that are determined to be isolated at the beginning of their combat phase due to their supply city being overloaded, remain "isolated" until their supply status re-evaluation at the beginning of their next movement phase. Indicate such units by inverting them (to distinguish their supply state as being a result of insufficient supply city capacity, verses not having having a supply line).

5) Units isolated due to not having a valid supply line, may have their supply status re-evaluated

during the opponent's movement/combat phase, and may then be determined to be in supply.

6) Supply state evaluated during an opponent's turn must still take into consideration supply city capacity, which will require the Soviet player to determine the supply status of all of his units. Again, any unit out of supply due to supply city capacity limits will remain out of supply until the next friendly re-evaluation phase (i.e. start of movement phase).

7) Units that are isolated due to insufficient supply city capacity that would ordinarily be required to attack (because they are adjacent to Finish units) must withdraw from that attack (i.e. retreat 1 hex) prior to the resolution of any other battles during that combat phase. If unable to retreat due to terrain, stacking limits, or ZOC restrictions, the unit must attack but does so at half strength and with no ill-effects to the defending unit (i.e. DR, DE, EX are all treated as NE). This rule prevents the Soviet player from avoiding required attacks by overloading a supply city and then picking and choosing which of his units are "in supply".

8) Units that are isolated by being unable to trace a supply line (either due to length or blocking enemy ZOCs) are not required to attack or retreat. Remember that units may move (or advance after combat) into an unsupplied state.

The following optional rules may be used for more play balance with an experienced Finnish player:

9) *Allow the Soviet HQs to draw supply from any city within its 10 hex range (disregard the rule that states it must be the closest supply city). This opens up the Lagoda front to being supported by Leningrad supply.*

10) *The Finnish 4-4-2 division in the initial forces may not be set up north of Row A. It would be too ahistorical and make it more difficult than is realistic for the Soviets to capture Petsamo if the 4-4-2 is used to defend Petsamo.*

