

# FINLAND 1918



## INTRODUCTION

**Finlande 1918** is a simulation of the tragic Finnish civil war that follows the crumble of Czarist Russia. The Communists control the capital of Helsinki but Russian Soviet support won't last forever. Facing them, the Nationalists led by Mannerheim would love to defeat the Reds without having to resort to German support, as the latter are keen on making Finland another of their vassals...

**Finlande 1918** lasts 14 turns of 10 days between January and May 1918. Two players are facing each other: the Communist partisans in the south of the country, backed by Petrograd, opposed to Nationalist militias of general Mannerheim in the north. The land is quite hard and armored trains are the best and strongest ways to move quickly between fronts.

- **The Russians, allied to the Communists** are about to leave but there are still a lot of Red troops, even if of poor quality.
- **The Nationalists** have relatively good troops but may be encumbered by their German allies when the latter show up...

The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

## DURATION

Average Duration: 1h30

Favored Side: Communists

Most Difficult Side to Play: None

The scenario lasts 14 turns (between the fourth week of January and the first week of May, 1918), each turn being the equivalent of 10 days.

The **Communist player (a.k.a. Red)** always plays first, followed by the **Nationalist player (a.k.a. White)**.



## FORCES

The **Nationnalist player** controls the Finnish Nationalists (light blue), Swedish Volunteers (darker blue) and the Imperial Germany (grey) units.

The **Communist player** controls the Finnish Socialists (dark red) and Russian Bolshevik (red) units.

## MAPBOARD

The map represents the southern part of Finland and neighboring seas. There are 4 theaters: North Finlande, South Finland, Petrograd, Germany.



## VICTORY

### IMMEDIATE VICTORY

- When on of the player reaches or exceeds 20 VP at the end of a turn.
- One of the player controls all regions in Finland (i.e. all but Petrograd and Deutschland).

Otherwise the side with most VP at the end of the scenario wins the game.

### BONUS VP

- The **Nationnalist player** earns 2 VP for the first time he controls the following cities: Tampere / Helsinki / Viipuri.
- The **Nationnalist player** earns 1 VP when he controls: Turku.
- The **Communist player** earns 2 VP for the first time he controls: Vaasa.
- Le **joueur Communiste** earns 1 VP for the first time he controls the following cities: Mikkeli / Joensuu / Vippula

### VP LOSS

- The **Nationnalist player** loses 1 VP each if he does NOT control the following cities at the end of the game: Tampere / Helsinki / Viipuri

# SPECIAL RULES

## ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), there is an economic phase with income, maintenance and purchase.

### Units and Cards purchase costs

- Artillery / Armored Train / 27th Jäger Batallion / extra Card: \$3
- Punakaarti (**Red Guards**), Suojeluskunnat (**White Guards**): \$1
- All others: \$2

## OFF-MAP REGION “DEUTSCHLAND”

The income from this region is not used until the play of the “Edward Hjelt” card. Same thing for the supply source (see below).



## SUPPLY SOURCES

- For the **Nationalist** units: Vaasa / Joensuu.
- For the **Communist** units: Petrograd
- For both sides: Helsinki / Tampere.
- Germany (Deutschland region): **Nationalist** units only



## PETROGRAD

This region can only be entered by the **Communist player**, and is forbidden to all units of the **Nationalist** side (including Germans).

## ARMORED TRAINS

Those combat units can only move in regions with rails. They can move without limit as long as they follow the railroad lines.

In case of retreat after combat, if no region is accessible via rail to the defeated trains, they are automatically destroyed.

Train can't use naval transport.

