

Winter War

Solo Card Wargame for Thoth (<http://digilander.iol.it/zak965/thoth/>) by Markus Salo

INTRODUCTION

Simulates a battle between Soviet Union and Finland in December 1939.
To be played on Finnish side.

CARDS

If a player doesn't want to use Thoth, he can make his own set of cards.
The Finns and Soviets have their own unique decks.
The Finns also need a ten tokens to represent 10 troops each.
On the Deck lists, # = number of that card in the deck.
Notice that most cards have a force value.

SET UP

Shuffle both decks.
The Finnish player draws 5 cards.
The Finns start with 100 troops.

TURN SEQUENCE

Draw Phase
Fortifications Phase
Soviet Attack Phase

DRAW PHASE

The player will draw cards to fill his hand to 5 cards.

FORTIFICATIONS PHASE

The Finnish player may lay out any cards described as standing defenses.
These are not discarded. They are placed face up in front of the player.

SOVIET ATTACK FACE

Roll 1d6 to determine how many cards the Soviets use in an attack.
Then draw the cards from the Soviet deck and place them face down on the table.

SOVIET ATTACK PHASE

Turn the Soviet attack cards face up. If there is a Air Raid card, discard one random (on Thoth, roll discard roll) Finnish card on hand and discard the Air Raid card to Soviet pile.
Add up the force value of rest of Soviet attack cards and multiply by 2 if a Political Komissar card is used.

This number is the Total Soviet Force Value.

All cards used in the Attack are discarded.

The Finnish player may defend with cards he has in his hand.

The Ammo Shortage cards are nuisance cards that can not be used or discarded (is not affected by Air Raid)

The Standing defence cards are placed face up in front of the player and will not be discarded during the play.

Add up the force value of all of cards played and multiply by 2 if a Sisus card is used.

This number is the Finnish Defense Force Value.

All cards except the standing defence cards used in the Defense are discarded.

Subtract the Finnish Defense Force Value from the Total Soviet Force Value.

If the result is positive, this is the number of Finnish troops killed.

SOVIET VICTORY

If all 100 of the Finnish troops are killed than the Soviet win.

FINNISH VICTORY

If there are no cards left in the Soviet deck and the Finnish player still has troops remaining, then the Soviets give up, make a great push, kill all their own soldiers and go home, and the Finns win.

SOVIET DECK CARD LIST

#	CARD	FORCE	NOTES
12	Infantry Mass Attack	10	
10	Rifle Fire	20	
8	Mortar Barrage	30	
7	BT-7 Tanks	40	
5	Air Raid	0	Finnish Discards 1 Random Card
2	Klim I Tanks	50	
6	Politikal Komissar	0	Doubles value of all cards used in attack

FINNISH DECK CARD LIST

#	CARD	FORCE	NOTES
10	Rifle Fire	10	
7	Suomi SMG Fire	20	
2	Ammunition Shortage	0	
4	Lahti LMG Fire	30	
5	Sniper	0	Discard One Soviet Non-Tank Card
4	Trenches	20	Standing Defense
1	-40F Weather	30	Standing Defense
6	Sisu (Stubbornness)	0	Doubles value of all cards used in defense
5	Maxim MG Fire	40	
3	Deep Snow	10	Standing Defense
2	75mm Artillery Barrage	50	
1	MedEvac	0	Finns gain back 10 lost Men
2	37mm AT-Gun	0	Discard All Attacking Soviet Tank Cards
3	Molotov Cocktail	0	Discard One Attacking Soviet Tank Card

Notes: Play the MedEvac card in Fortification Phase