

# FINLAND 1808



## INTRODUCTION

**Finland 1808** simulates the conquest of Finland by the Russian Empire during its war against the Kingdom of Sweden. The Russian armies must take over the whole of Finland and all or part of the Swedish territory as quickly as possible. The Swedes must oppose this offensive and hold out until the damage of the continental blockade imposed by Napoleon ruins the Tsar's war economy.

Finland 1808 is played in 40 rounds, each representing two weeks between January 1, 1808 and August 1, 1809. It features two players, a Russian and a Swede in the northern confines of Scandinavia.

- **Russia** seeks by its powerful offensive of departure to quickly prevail on a surprised adversary, before its adhesion to the Continental Blockade of Napoleon destabilizes its currency and forces the Tsar to stop the fight.
- **Sweden** must take advantage of its specialized snow troops to try to repel the attack, and hope for the intervention of its British ally as soon as possible.

The event cards will allow to renew the games by a set of fluctuations such as the Danish backhand attacks, Napoleon's entry into Spain, the major impact of the Boreal Winter...

## DURATION

Average Duration: 5h30

Favored Side: Sweden

Most difficult side to play: none

The game lasts 40 turns (between January 1808 and August 1809), each turn being the equivalent of 2 weeks.

The **Russian player** always play before the **Swedish Player**.



# FORCES

The **Swedish Player** controls the **Swedish (blue)**, **finnish (blue)** and **British (red)** units.

The **Russian player** controls the **Russian units (green)**.

# MAPBOARD

The map shows the northwestern part of Russia, Finland and the eastern part of Sweden, as well as the Gulf of Bothnia.

Three main large regions appear, delimited by the border: Sweden on the left, Finland in the center, and the Russian Empire in the east.



# VICTORY

## IMMEDIATE VICTORY

The **Russian player** wins if he controls Stockholm with supplied units.

The **Swedish player** wins when, at the end of a turn, the Russian Monetary Tension index is 20 or more.

One of the players has 40 or more VPs at the end of a turn.

Else the player with the most VPs at the end of the game wins the scenario.

## BONUS VP

The **Russian player** earns 1 VP for each of the following cities he controls: Sveaborg, Abo, Uleaborg, Gaevle, Aland.

The **Swedish player** earns 1 VP for each of the following cities that he controls: Reval, Kronstadt, Kemi.

Cards may make players earn or lose VPs.

# SPECIAL RULES

## ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), an economic phase takes place.

Cost of the units to rebuild :

- Chariots: 1\$.
- Map, Artillery, Guard, Cavalry: 3\$.
- All other units: 2\$.

## RUSSIAN MONETARY TENSION INDEX

The level of Russian monetary tension starts at 1.  
If it reaches 20, Russia is defeated.



This may vary depending on the card.

The Continental Blockade card, once played, increases the index by 1 per turn.  
The control of Aland, Abo, Uleaborg and Gaevle by Russia lowers the level by 1 each.

## SUPPLY SOURCES

**Russia** : Kurland, Luga, Saint Petersburg, Thikvin, Kemi.

**Sweden** : Stockholm, Gaevle, Uleaborg, Abo.



## REINFORCEMENTS

No automatic reinforcements. New units that come into play (e.g. British forces) are only brought in by cards or new constructions.

## FROZEN SEAS

During the winter turns, the seas and lakes are frozen, and the naval units of both sides are immobilized.

In addition, to represent the impossibility of using the ports, they are indicated as blockaded, with a «counter» of frozen water in the blocking sea or lake.



These counters will be automatically removed from the game during the spring debacle, and likewise automatically recreated during the second winter.