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**Newsletter №6**

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Dear Gamers!

I'd like to share with you my philosophy on this Finnish Trilogy game-project. As many of you know, there are already a couple of nice games available about the Finnish front, on an operational scale (especially the Winter War campaign). But it has gone many years since the last game was released though and since then, the Soviet archives have now started to see some light. The earlier games might have a good rules mechanism, but they are not very accurate in terms of the map, or the units included. I like when a historical simulation game is well studied, and that's why a lot of work have been put down on the research, to get the Order of Battles as accurate as possible in terms of what units were involved in the campaign, organization, time of arrival/removal, etc. It takes a lot of time to go through books and other material to get it right. You have to compare many sources, because some of them could have a misprint or simply a wrong info. This is probably the main reason why this project has suffered of such delay. I think, if the OOB's are very historically accurate, there will be a good and solid foundation for an interesting simulation and it's easier to see the whole picture and create interesting and realistic rules based on the historical facts. My library of the Finnish front has grown pretty much lately to become quite extensive. I still haven't read through all of my books, but I'm working on it. I try to catch up and read as much as possible, meanwhile I'm still buying one, two books per month (adding them in the Source list on my website). I guess this has become sort of a drug to me to know more. The downside is to know when to stop and be satisfied with what you've got. I have had to re-write many rules and change many other things in the games along the way, because they have grown so much lately. Now finally after all these years, I feel that I'm in phase with the unit counters and many rules too. Well, the Beta-testing will reveal it all and I'm both excited and nervous at the same time.

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I have decided to start Beta-testing in a smaller scale, with the introductory scenario for vol.1 Winter War, called; "The Battle in Ladoga Karelia 1939-1940". The rules are more basic with the lack of air- and naval units a.o. All components for the scenario are finished for testing within a couple of weeks. The reason for a small scale Beta-testing are many; easier to handle and faster to play & find weaknesses. It will e.g. only include 1½ countersheets, a 29,7 x 21 cm (A-4) mapboard. Beta-testing of the whole Winter War campaign is estimated to take place between August-October instead. I will soon post some pictures on the web from the current testing, so you'll get an idea how it looks like.

**Mapboard:** I will not make the mapboard larger, even though I would like to. It would take too much time and effort. Another problem is that only a few lucky ones would have the space for a very large mapboard lying about for a longer time periods. But the mapboard needs at least a month of work to get it finished and that will be my job while "The Battle in Ladoga Karelia" scenario are being play-tested.

**Rules:** I will post the introductory rules next month (June) for your evaluation. This will be pretty much a 0.9 version, so changes will most certainly occur as we go along with the testing.

**Boxcover:** We will start working with the Lapland War boxcover after summer and should be finished sometimes in October. If you have any comments on the two boxcover artworks already made, please let me know.

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I'm still too optimistic with the timeline of this project. After many obstacles (and even more to come?), I am starting to realize that there's no chance of the games to be ready according to the preliminary dates posted on the website. Instead, the bitter reality is that the Winter War game will be finished by Christmas 2008, Continuation War by summer 2009 and finally Lapland War by Fall 2009. I'm sorry for the delay, but it's not totally my fault alone.

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The pre-orders are going quite slow at the moment. I will need at least 400 pre-orders of a game, before I have the guts to go for a costly print run. Immediately when most of the Beta-testing is done, I will attach a pay module on my website. I don't want to charge anything of a product that still is in development and not ready. Since the whole trilogy use the same basic rules, It will be possible to pay for all the volumes in late fall 2008. It will also be possible to pre-order one game at a time and still receive the discount for the whole trilogy in the last game (vol.3 Lapland War). I also want to premiere everybody who pre-orders all three games, with a free shipping (cheapest alternative) of the 3rd volume, whenever it's finished. This is all for now.

If you have any comments or questions of the news on this newsletter, please mail me at:  
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Until next time.  
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