

# Khalkin Gol, 1939

## *Flames of War* Mega-Game Scenario

After the Japanese conquest of the Chinese province of Manchuria, border tensions flared between Japan and the Soviet Union. This was particularly acute in areas where the exact border was disputed, and one such area was the border between Manchuria and Soviet-controlled Mongolia along the Khalkin Gol River, near the small village of Nomonhan.

After several escalating skirmishes in the disputed area, Japan launched a major offensive during the night of July 2<sup>nd</sup> aimed at breaking through to capture the key Kawatama Bridge over the Khalkin Gol River.

Although a fairly comprehensive Japanese defeat in history, this battle offers several interesting challenges. It marked the first large scale deployment of Japanese armor against the Soviets, while pitting a small number of well trained and seasoned Japanese units against a very large force of Russian conscripts, both infantry and armor.

### **Special Terrain rules:**

- Buildings – the scattered villages of this area were used by both sides for defensive cover, but the structures were not particularly sturdy. Any stand touching or inside a building should be treated as in concealing terrain but not bulletproof cover.
- Hills – the area of the fighting was primarily steppe, but a number of hills were present as one moved away from the river itself. Hills are treated as tall terrain, and they provide concealment but not bulletproof cover to units on or partially on them.
- Steppe – the majority of terrain in this area was steppe grassland. Steppe is treated as open terrain.
- Khalkin Gol River – the dominant feature along the border, the Khalkin Gol was wide and flat bottomed in this area. It is treated as flat difficult going, except at the bridge.
- Holsten River – a smaller stream that fed into the Khalkin Gol, and it had steep banks and was lined with brush, but it did not offer imposing barriers otherwise. It is treated as difficult terrain, and the banks provide concealment.
- Gullies – the broad, relatively flat steppe terrain has eroded in in numerous shallow gullies in this area. Gullies provide concealment to infantry and man-packed gun teams, but no cover.
- Ponds – several ponds were present in this area, in depressions that extended below the water table. Ponds are treated as impassable terrain.

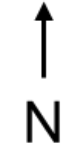
### **Deployment:**

The game starts with Soviet forces deployed as per their deployment zones. Japanese forces may then deploy as specified for each force.

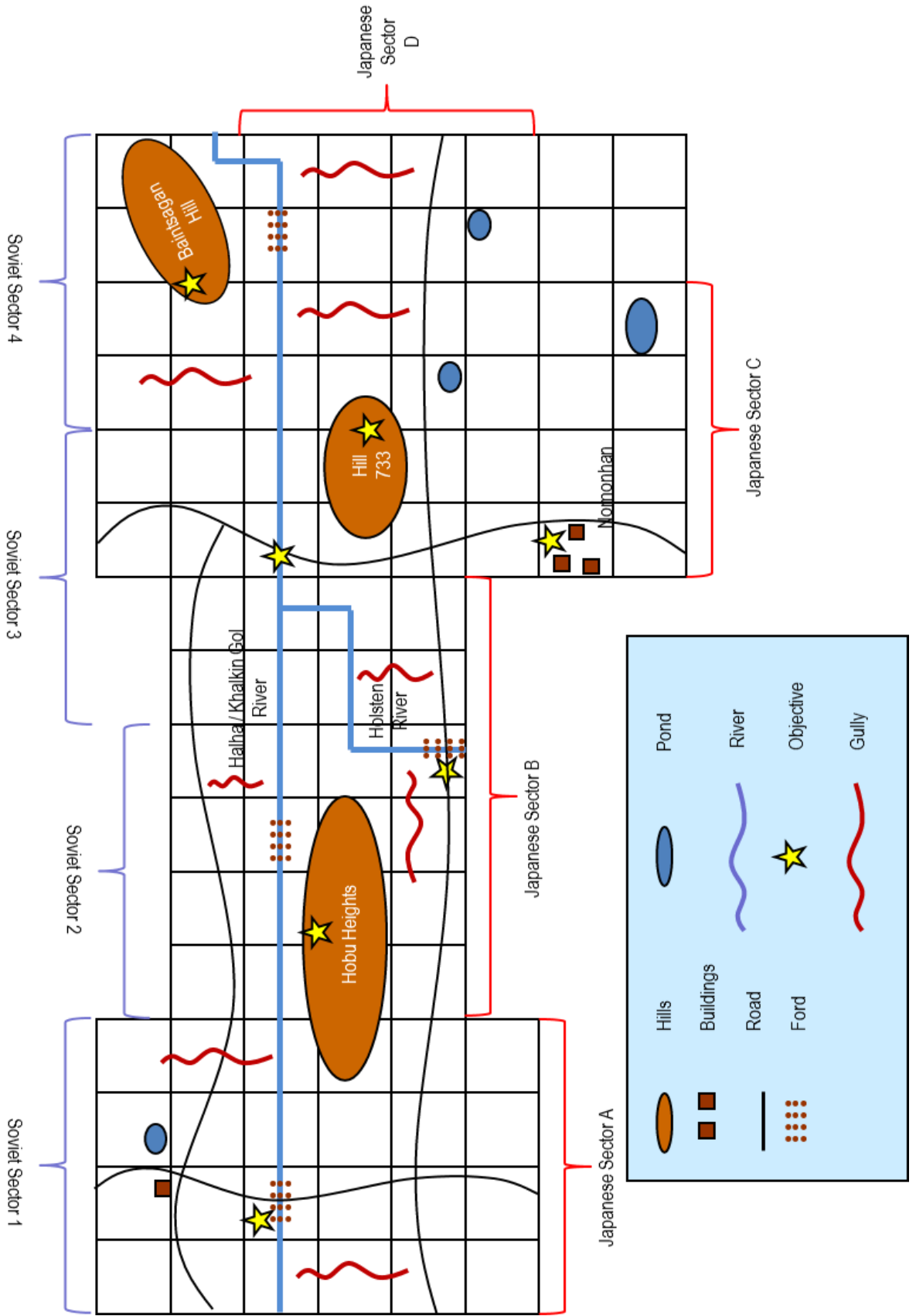
First Japanese, then Soviet forces may make recon deployment moves. Both sides are in prepared positions, and all platoons may begin the game in foxholes.

The Japanese then take the first turn.

# FOW Mega-Game Khalkin Gol, 1939



- Map:



## Forces:

### Japanese Forces –

Japanese Force A –	
	<p><b>Rating:</b> units are rated as specified in the list <b>Core List:</b> any Japanese list from Rising Sun <b>Points:</b> 1650 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> deploy at start anywhere in Japanese Deployment Zone A, within 12” of the table edge</p>

[Japanese Force A] \_\_\_\_\_

Japanese Force B –	
	<p><b>Rating:</b> units are rated as specified in the list <b>Core List:</b> any Japanese list from Rising Sun <b>Points:</b> 1650 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> deploy at start anywhere in Japanese Deployment Zone B, within 12” of the table edge</p>

[Japanese Force B] \_\_\_\_\_

Japanese Force C –	
	<p><b>Rating:</b> units are rated as specified in the list <b>Core List:</b> any Japanese list from Rising Sun <b>Points:</b> 1650 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> deploy at start anywhere in Japanese Deployment Zone C, within 12” of the table edge</p>

[Japanese Force C] \_\_\_\_\_

Japanese Force D –	
	<p><b>Rating:</b> units are rated as specified in the list <b>Core List:</b> any Japanese list from Rising Sun <b>Points:</b> 1650 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> enter on turn one, anywhere in Japanese Deployment Zone D</p>

[Japanese Force D] \_\_\_\_\_

## Soviet Forces –

Soviet Force One –	
	<p><b>Rating:</b> units are rated as specified in the list <b>Core List:</b> any Soviet list from Rising Sun <b>Points:</b> 1650 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> deploy at start anywhere in Soviet Deployment Zone One, within 24” of the table edge</p>

[Soviet Force One] \_\_\_\_\_

Soviet Force Two –	
	<p><b>Rating:</b> units are rated as specified in the list <b>Core List:</b> any Soviet list from Rising Sun <b>Points:</b> 1650 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> deploy at start anywhere on the Hobu Heights</p>

[Soviet Force Two] \_\_\_\_\_

Soviet Force Three –	
	<p><b>Rating:</b> units are rated as specified in the list <b>Core List:</b> any Soviet list from Rising Sun <b>Points:</b> 1650 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> deploy at start anywhere in Soviet Deployment Zone Three, within 24” of the table edge</p>

[Soviet Force Three] \_\_\_\_\_

Soviet Force Four –	
	<p><b>Rating:</b> units are rated as specified in the list <b>Core List:</b> any Soviet list from Rising Sun <b>Points:</b> 1650 <b>Added units:</b> none <b>Prohibited units:</b> none <b>Deployment:</b> deploy at start anywhere on Baintsagan Hill</p>

[Soviet Force Four] \_\_\_\_\_

**Night Attack:**

The Japanese command elected to conduct a night attack to minimize the Soviet superiority in artillery.

To reflect this, use the normal night assault rules. Alternately, the Japanese CiC may elect to wait for morning. In that case the game starts just after dawn.

**Weather:**

A thunderstorm aided the Japanese assault, masking the sounds of their advance and offering concealment to the assaulting forces.

To reflect this, all stands count as being concealed during the first two turns of the game, even for the purposes of defensive fire in assaults.

**Airpower:**

Soviet forces had achieved partial air superiority during the buildup to the battle. To reflect this, each Soviet turn after dawn the Soviet CiC may roll for airpower, and he receives a flight of 3 Chaikas on a roll of 5+.

Japanese interceptors were also active over the battlefield, so if the Soviet commander receives airpower on a given turn, the Japanese CiC may attempt to intercept the planes, He succeeds on a roll of 5+, shooting down d3 of the incoming planes.

**Winning the Game:**

The Japanese forces had gambled everything on pushing the Soviets back over the Khalkin Gol, and thereby inflicting a stinging defeat on their foes. The Soviets wanted to defend what they saw as Mongolian territory, while they continued to build up their forces for a counter assault the following month.

To reflect this, there are seven objectives placed on each table reflecting key areas. If the Japanese forces starts any of their turns in control of three or more objectives, or breaks all the Soviet forces opposing them, the game immediately ends in a significant Japanese victory.

If the Soviets hold twice as many objectives as their foe at the start of any Soviet turn after turn 6, or they break all the Japanese forces opposing them, the game ends immediately in a significant Soviet victory.

If the game ends on a table without a significant victory, the force controlling the majority of the objectives at the end of turn 8 have won a marginal victory.

Any other result is a draw.