

KHALKHIN-GOL

2 July, 1939, Manchuria

By Brad Smith (14/8/10) V 1.0

Background

In early 1939 Soviet backed forces carried out incursions into Japanese controlled Manchuria in the wake of on-going disputes as to the boundary with Soviet dominated Mongolia. By July the Soviets had established a bridgehead across the Khalkhin-Gol River and the Japanese were determined to eliminate it. As part of that plan a Japanese thrust spearheaded by an armoured battle group designated as the Yasuoka Detachment hit the Soviet forces deployed near the junction of the Khalkhin-Gol and Holsten Rivers.

The Wargame Scenario

The game is played on a 9' x 5' table. Elevations affect movement. The rivers are impassable other than at the pontoon bridges. The game is 6 moves long.

Snipers are treated similarly to OPs. Where snipers are forced to move, they cannot fire in that turn. Snipers have a range of 24". They must nominate a specific, single figure target (on foot or in a soft skin vehicle) before firing. Field of fire to the target is not blocked by other figures in the same element. To hit, throw a D6 and the score needed is 4, 5 or 6 (5 or 6 if target is crawling or in soft cover, 6 if in hard cover).

Points are awarded for eliminating enemy forces (by destruction, rout or surrender) as follows: Aircraft - 10 points; med tank, med A/C - 6 points; Gun, light tank, light A/C - 4 points; truck, limber, car - 2 points; inf - 1 point. To win, the Soviets must obtain 125 casualty points and have at least 25 points worth of combat capable forces east of the line A-B at the end of the game. To win, the Japanese must obtain at least 100 casualty points and have at least 25 points "worth" of combat capable forces west of the line A-B and south of line C-D.

Sources

"Namonhan" Alvin Coox 1985

"Chalchyn-Gol 1939" Maksym Kolomyjec (Wydawnictwo Militaria 167) 2002

"Namonhan" Bob McKenzie's site http://homepage.ntworld.com/bob_mckenzie/

Soviet order of battle (regular)

149th Motor Rifle Regt

1st, 2nd and 3rd Bns each test @ 20:

HQ - CO + 6 figs, A/T Rifle

3 x Rifle Coys - each 8 figs

HW Coy - 9 figs, MMG, 81mm mortar

76mm IG M1927

149th Motor Rifle Regt HQ

CO + 5 figs, car, radio truck

Art Coy - 76.2mm M1902/30 FG

3 figs, tractor

AT Coy - 45mm (SB), 3 figs, tractor

HW Pltn - HMG, 3 figs, truck

Independent sniper team

1st Bn 175th Art Regt

2 x 122mm M1910/30 How, 8 figs, tractors

(AOP)

9th Mechanised Bde

HQ - CO + 3 figs, car

AA Plt - GAZ AA truck, 3 figs

Recon Plt - Lt A/C

241st A/C Bn

HQ - Lt A/C

3 x med A/C Coys - each 2 x med A/C

240th Recon Bn

HQ - Lt A/C (MG)

Lt A/C Coy - 2 x Lt A/C

Med A/C Coy - 2 x med A/C

2nd Bn 11th Tank Bde

3 x BT5

M/C Coy - 3 x M/C, 6 figs

Note: Light A/Cs are FAI or BA20 types armed with a VMG and medium A/Cs are BA6 or BA10 types armed with a 45mm in the turret and a hull mounted VMG.

Aircraft: R5 Biplane (AOP); Polikarpov I-153- multiple 20mm autocannon/2 small bomb; Polikarpov I-16 - 2 x MMG and multiple autocannon/2 x small bomb

3rd Coy - Type 97 Te-Ke, 2 x Type 94 TK 3rd Coy - Type 95 Ha-Go, 2 x Type 89
Otsu

Note: The Otsu and Chi-Ha are classed as medium tanks and the Ha-Go, Te-Ke and TK as light tanks.

Aircraft: Ki-15 ("Babs") Lt bomber: 1 x MMG/2 x Lt bombs; Ki-27 ("Nate") fighter: 2 x
MMG

Japanese scenario rules

Japanese forces start on table as per the map with weapons limbered (other than 2nd Field Art Bn which starts deployed). Battalion guns move and deploy as per MGs. Pack animals only become casualties if a throw for HE effect destroys the weapon being carried i.e. cannot be targeted by small arms. The Japanese move second.

The Soviet wire, which resembled piano wire, did not cause serious difficulty for the Japanese infantry but caused problems for vehicles, including tanks. It is treated as a linear obstacle for infantry. Any vehicle crossing the wire rolls a D6. On a roll of 1 the vehicle is immobilized for the rest of the game (but may still fire).

The rifle companies and HQ of each infantry battalion may collectively carry out a banzai charge once during the game. A unit conducting a banzai charge moves 9" and receives an additional +1 to any close assault roll in the relevant turn.

OPs start connected to their parent unit by telephone and as such connect automatically. If an OP moves, it loses its telephone connection and must then connect by radio.

At the start of each turn, a D6 is rolled for air support. On a 3 or 4 a Babs appears, on a 5 or 6 a Nate appears. They see a target on a D6 roll of anything but a 1.

C

