

## CONTENTS

- 1.0 INTRODUCTION
- 2.0 COMPONENTS
- 3.0 SETUP
- 4.0 VICTORY CONDITIONS
- 5.0 OPERATIONAL CONSIDERATIONS
- 6.0 SEQUENCE OF PLAY
- 7.0 EVENTS
- 8.0 RECRUIT POINTS
- 9.0 REINFORCEMENTS & REPLACEMENTS
- 10.0 MOVEMENT
- 11.0 STACKING
- 12.0 ZONES OF CONTROL
- 13.0 COMBAT
- 14.0 RETREAT & ADVANCE
- 15.0 AIRPOWER
- 16.0 LOGISTICS & SUPPLY
- 17.0 UNIT REORGANIZATION
- 18.0 ENTRENCHMENTS
- 19.0 UNIQUE UNITS & MARKERS
- 20.0 ENGINEERS & BRIDGES
- 21.0 FOG OF WAR
- 22.0 WEATHER
- 23.0 SCENARIOS
- 24.0 OPTIONAL RULES
- 25.0 COMBAT RESULTS
- 26.0 CHARTS

## CREDITS

**Design:** Joseph Miranda

**Managing Game Developer:** Doug Johnson

**Associate Game Developer:** Steve Levan

**Playtesters:** Bart Brodowski, Neil Chippendale, Gary Guinotte, Mark McCandless, Lance McMillan, Eric Moroney, Troy Stratton

**Proofers:** Tom Trinko, Brendan Whyte, David Wilkinson

**Map:** Joe Youst

**Counters:** Jose R. Faura

**Production:** Richard Aquirre



© 2024, Decision Games, Bakersfield, CA.



**Note:** To remove the rules from this magazine, carefully and slowly peel them from the subscription card by peeling from the top and then the bottom meeting in the middle. Do not remove the card.

**These rules use the following color system:** Red for critical points such as errata and exceptions, Blue for examples of play. Check for e-rules updates to this game at [www.worldatwarmagazine.com/waw/e-rules](http://www.worldatwarmagazine.com/waw/e-rules)

### 1.0 INTRODUCTION

**Khalkin-Gol War** is an operational-level, two-player wargame covering a “what if” Japanese-Soviet war in Mongolia in 1939. The historical campaign saw a series of limited actions in the late spring and early summer of 1939 along the Khalka River (Khalkin-Gol) on the Manchukuoan-Outer Mongolian border. The campaign ended in a corps-level battle in August 1939 in which the Soviets decisively defeated the Japanese and produced a cease-fire between the two antagonists. The assumption of the game is that both Tokyo and Moscow decided instead to turn this into a full-scale war.

#### 1.1 Game Scale

Each hexagon on the map is approximately 30 kilometers across. Each turn of play represents a month of operations. Ground units are mostly built around divisions, with breakdowns into brigades and regiments. Air units represent anything from an elite squadron to a mediocre group.

#### 1.2 Sides

There are two sides in the game:

**Japanese:** Includes Imperial Japanese Army (IJA), Manchukuoan (Japanese-controlled Manchurians), Mengjiang (Japanese-controlled Inner Mongolians), and White Russian units.

**Soviet:** Includes Soviet Red Army and Mongolian People’s Republic (MPR) units.

### 2.0 COMPONENTS

A complete game of **Khalkin-Gol War** includes a 22×34-inch map, rules set, and a sheet of 176 5/8-inch counters. Players must provide a six-sided die (1d6) to resolve combat and other random game events.

#### 2.1 Game Map

The game map shows the militarily significant terrain of eastern Outer Mongolia, western Manchukuo, and northeast Inner Mongolia, along with adjoining areas of the Soviet Union (USSR), along the political boundaries as they were in 1939. The hexagonal grid regulates the placement and movement of units across the map. Each hex contains natural and/or man-made features that affect movement and combat. Each hex on the map has a unique four-digit identification number printed within it.

**Errata:** The city of Menjiang is misspelled. It should be Mengjiang.

#### 2.2 Counters

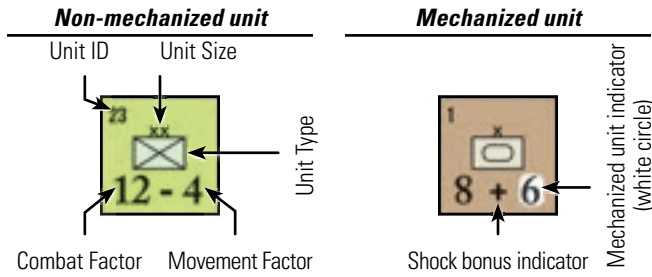
There are two types of counters: *Units*, representing combat formations, and *Markers*, for information purposes.

#### 2.3 Unit Types

Unit types include ground (mobile and static) and air.

# KHALKIN-GOL WAR: STRUGGLE FOR MONGOLIA

## 2.3.1 Ground Units



**Note:** Soviet artillery units have both a plus and minus sign shock indicator (13.4.2).

**Important:** Units with parentheses around their combat factors possess unique combat abilities (16.1, 19.3.1, 20.3).

## 2.4 Ground Combat Unit Types and Sizes

There are several broad categories of units in the game.

### Mechanized (Mobile)

	<b>Armored Train</b>		<b>Tank</b>
	<b>Supply (mobile side)</b>		<b>Armored Cavalry/Recon</b>
	<b>Zhukov</b>		<b>Mechanized Infantry</b>
			<b>Mechanized Engineers</b>

### Non-Mechanized (Mobile)

		<b>Agent/ Partisan (front/back)</b>	
	<b>Infantry</b>		<b>Garrison</b>
	<b>Cavalry</b>		<b>Artillery</b>
	<b>Airborne</b>		<b>Engineer (mobile side)</b>
	<b>Mixed (infantry &amp; cavalry)</b>		
	<b>Security/military police</b>		

### Non-Mechanized (Static)

	<b>Supply (depot side)</b>		<b>Engineer (bridge emplaced side)</b>
--	----------------------------	--	--

### Unit Sizes

- XX:** Division
- X:** Brigade or Group
- III:** Regiment
- II:** Battalion
- [ ]:** Task Force

## 2.5 Air

	<b>Air Units</b>		<b>Air Supply</b>
--	------------------	--	-------------------

## 2.6 Nationality & Contingents

A unit's nationality is indicated by the abbreviations listed below as well as by the counter's unique background color.

### Japanese

- IJA:** Imperial Japanese Army (IJA) (black on light green)
- MC:** Manchukuoan (black on light blue)
- MJ:** Mengjiang (black on dark green)
- WR:** White Russian (black on light blue)
- CXF:** China Expeditionary Force (part of the IJA contingent for all game purposes) (black on light green with red stripe)

**Important:** "Japanese" refers to all of the above contingents, while "IJA" refers only to IJA and CFX units.

### Soviet Union

- Soviet Red Army** (black on tan)
- MPR:** Mongolian People's Republic (white on maroon)
- MPR:** Outer Mongolia (black on orange)

**Important:** "Soviet" refers to all of the above Soviet contingents, while "Red Army" refers only to units of the Soviet Red Army.

## 2.7 Unit Abbreviations

### Japanese

- |  |   |
|--|---|
| <b>6A:</b> 6th Army                        | <b>KA:</b> Kwantung Army                        |
| <b>BGU:</b> Border Garrison Unit           | <b>Kemp:</b> <i>Kempeitei</i> (military police) |
| <b>Cav Gp:</b> Cavalry Group               | <b>MGA:</b> Mongolian Garrison Army             |
| <b>CXF:</b> Chinese Expeditionary Force    | <b>MIA:</b> Mongolian Independence Army         |
| <b>IG:</b> Imperial Guard                  | <b>MPF:</b> Mongolian Pacification Force        |
| <b>IGHQ:</b> Imperial General Headquarters | <b>RFP:</b> Russian Fascist Party               |
| <b>IGU:</b> Independent Garrison Unit      | <b>WR:</b> White Russian                        |
| <b>IJA:</b> Imperial Japanese Army         | <b>Yas:</b> Yasuoka Detachment                  |
| <b>IMB:</b> Independent Mixed Brigade      |   |

### Soviet

- |  |  |
|--|--|
| <b>1AG:</b> First Army Group                     | <b>NKVD:</b> <i>Naródnnyy komissariát vnutrennikh del</i> (People's Commissariat for Internal Affairs) |
| <b>AJAA:</b> Anti-Japanese Allied Army           | <b>RBAOG:</b> Red Banner Army Operational Group  |
| <b>BG:</b> Border Guard                          | <b>TBMD:</b> Trans-Baikal Military District  |
| <b>CPAJA:</b> Chahar People's Anti-Japanese Army | <b>VDV:</b> <i>Vozdushno-desantnye voyska</i> (Airborne)   |
| <b>FEMD:</b> Far East Military District          |  |
| <b>MIA:</b> Ministry of Internal Affairs         |  |
| <b>MRA:</b> Mongolian Route Army                 |  |

## 2.8 Administrative Markers

		<b>Turn (Soviet &amp; Japanese)</b>
		<b>Recruit Points (Soviet &amp; Japanese)</b>
		<b>Entrenched/ Supplied (front/back)</b>

# KHALKIN-GOL WAR: STRUGGLE FOR MONGOLIA



**Gekokujo**



**Railhead**

## 2.9 Charts and Tables

These include a Terrain Effects Chart (TEC), Turn Record Track (TRT), Ground Combat Results Table (GCRT), Events Table, Air Combat Table (ACT), Recruit Table, Recruit Point Index, Supply Summary, Reinforcement Displays, and Reorganization Displays.

## 3.0 SET UP

Players decide which scenario they will play, who will control which side, and then conduct set up in the order given by the appropriate scenario (23.0).

## 4.0 VICTORY CONDITIONS

There are two ways to win the game: Sudden Death and End Game Victory.

### 4.1 Sudden Death

If at any point in a scenario either side occupies, free of enemy zones of control (EZOC), all aerodrome and objective hexes in the Mongolian People's Republic (MPR), Manchukuo, and Mengjiang, the game comes to an immediate end and that side gains a Sudden Death Victory.

### 4.2 End Game Victory

If at the end of the final GT neither side has achieved Sudden Death victory requirements, End Game victory is determined. End Game victory is determined by Victory Points (VP), gained by occupying certain map hexes.

#### 4.2.1 Victory Points and Victory Levels

- At the end of the final GT each side totals their VP according to the following:
  - Each friendly-occupied objective + aerodrome hex not in an EZOC: **3 VP.**
  - Each friendly-occupied objective hex not in an EZOC: **2 VP.**
  - Each friendly-occupied aerodrome hex not in an EZOC: **1 VP.**

**Important:** Hexes on either side of the border may be controlled for VP purposes except for hexes within the USSR which never count for VP purposes.

- Subtract the lower total from the higher, with the differential determining the level of victory:

≥15: Strategic Victory	3–7: Marginal Victory
8–14: Operational Victory	0–2: Draw

## 5.0 OPERATIONAL CONSIDERATIONS

### 5.1 Area of Operations

There are four countries and one disputed area on the hex map.

**Manchukuo (Manchuria):** Initially controlled by the Japanese; units of both sides can enter.

**Mengjiang (Inner Mongolia):** Initially controlled by the Japanese; units of both sides can enter.

**Mongolian People's Republic (MPR) (Outer Mongolia):** Initially controlled by the Soviets; units of both sides can enter.

**USSR (Soviet Union):** Always controlled (all hexes with the USSR) by the Soviets; only Red Army units can enter.

**Disputed Area:** The hex containing the Nomonhan village and the hex to its south. This is part of both Manchukuo and the MPR, with initial control set by scenario rules (23.0).

## 6.0 SEQUENCE OF PLAY

- The game is played in a series of Game Turns (GT).
- Each GT is divided into separate Segments (two Japanese, and two Soviet).
- Each side can always perform actions in their first Segment.
- A side must expend supply to take actions in a second Segment.
- Each Segment is further divided into several phases.
- All game actions must be conducted in this order.

### 6.1 Procedure

- Weather Check Phase:** Check for weather on September, October, or November GTs (22.1).
- Japanese First Segment**
  - 1) Event Phase:** The Japanese check for events (7.0).
  - 2) Recruit Phase:** The Japanese gain Recruit Points (RP) and then may expend them to build reinforcements (9.0).
  - 3) Organization Phase:** The Japanese may, in this order:
    - Convert supply units from static to mobile or vice versa (16.2).
    - Reorganize units (17.0).
    - Build entrenchments and bridges (18.2, 20.1).
  - 4) 1st Movement Phase:** The Japanese may move units as desired. Railroad movement is also conducted (10.4).
  - 5) 1st Air Attack Phase:** The Japanese may conduct Air Superiority, Ground Attack, and Close Air Support missions (15.4, 15.5, 15.6).
  - 6) 1st Combat Phase:** The Japanese initiate ground attacks (13.0). Supply may be expended for Maximum Attack Supply (16.3.2).
- Soviet First Segment:** The Soviets conduct the above phases in the same order as the Japanese.
- Japanese Second Segment**
  - 1) Supply Phase:** The Japanese may expend supply to place units in supply for Second Movement and Combat Phases (16.3.3).
  - 2) 2nd Movement Phase:** The Japanese may move units which are in supply.
  - 3) 2nd Air Attack Phase:** The Japanese may conduct Air Superiority and Ground Attack missions.
  - 4) 2nd Combat Phase:** The Japanese may initiate combat with units which are in supply.
- Soviet Second Segment:** The Soviets conduct the above phases in the same order as the Japanese.
- End of Turn Phase:**
  - Move the GT markers ahead one space on each TRT.
  - If the final GT has been completed, the game ends and both sides check for victory (4.2).

## 7.0 EVENTS

Each side, during their Events Phase, checks their Events Table and implements the outcome.

### 7.1 General

- Unless otherwise specified, an event may occur more than once per game.
- Certain events on one side's table may affect the other side.
- Rules for an event may supersede the regular game rules.

# KHALKIN-GOL WAR: STRUGGLE FOR MONGOLIA

## 7.2 Procedure

Roll 1d6 and cross index the result, with the corresponding Event being immediately applied.

**Important:** RP gained from an event are added during the Events Phase, prior to the Recruit Phase.

## 8.0 RECRUIT POINTS



During the Recruit Phase each side receives Recruit Points (RP) for use in obtaining and deploying reinforcements and replacements.

### 8.1 General

- Recruit Points (RP) represent the capacity to mobilize forces.
- Each side has a Recruit Chart showing the cost of units in terms of RP.
- RP can be expended or accumulated and used on later turns.
- RP may never be accumulated past the maximum indicated on the RP Track, nor may total RP ever be less than zero.

### 8.2 Receiving RP

During the friendly Recruit Phase, each side determines the number of RP it will receive.

**Important:** On the May GT for Scenario I, RP are received only for the current GT and at-start allowances (23.0). RP for occupied objective hexes are not totaled.

- **Japanese:**
  - 1) One RP for each objective hex, not in an EZOC, currently occupied by Japanese units from any contingent.
  - 2) RP value of the current GT per the TRT.
- **Soviets:**
  - 1) One RP for each objective hex, not in an EZOC, currently occupied by Soviet units from any contingent.
  - 2) RP value of the current GT per the TRT.
  - 3) Add two RP if Zhukov is currently located in an objective or aerodrome hex in the MPR, Manchukuo or Mengjiang.

**Example:** For the June GT the Japanese receive 12 RP for the turn; they control five Objectives, so they receive another 5 RP; additionally, the event for the turn generated 2 RP; so the total for the turn would be 19 RP.

## 9.0 REINFORCEMENTS AND REPLACEMENTS

Reinforcements are units which enter the game after initial setup. Reinforcements are deployed during the friendly Recruit Phase.

### 9.1 General

- Recruit Charts specify the RP cost for each unit.
- Deduct the number of RP indicated and select the units to be mobilized.
- Any number and type of units may be recruited within the restrictions stated on the table and RP limits.

**Important:** At-start units or reinforcements received via an event do not require RP expenditure.

- Round up any fractions when recruiting units which cost less than one RP.

**Example:** Recruiting three garrison units which cost 0.5 RP each, would result in a total expenditure of 2 RP.

- Once units are recruited they are deployed (9.2).

### 9.2 Deployment

- Deployment occurs during the Recruit Phase after all recruitment is complete.
- When deploying reinforcements, stacking limits may be ignored. However, stacking limits must be met at the end of the ensuing Movement Phase (11.1).
- Reinforcements may not deploy in hexes containing enemy units or prohibited terrain.
- Reinforcements can be deployed in EZOC (12.0).
- Reinforcements must enter play on the GT they are recruited.
- If for any reason all recruited units are not deployed, the non-deployed units are returned to the appropriate Reinforcement Display and RP must be expended in a subsequent GT to recruit the units again.
- Units may break down or combine when being deployed (17.3).

### 9.3 Japanese Deployment

- **IJA and Manchukuoan units:** On any east map edge hex in Manchukuo.
- **China Expeditionary Force (CXF) and Mengjiang units:** on any south map edge map hexes in Mengjiang.
- **Supply units:** May deploy on any of the above hexes.

### 9.4 Soviet Deployment

- **Red Army (including supply units):**
  - 1) On any railroad hex in the USSR not in an EZOC.
  - 2) Up to three Soviet regiments/brigades or one division, plus one supply unit and Zhukov, may be placed on any west map edge hex in Outer Mongolia.
- **MPR:** On any hex on any west map edge hex in the MPR, or on Soviet-occupied objective hexes in the MPR that are not in an EZOC (12.0).

### 9.5 General

- Supply units may deploy in either mobile or depot mode (16.0).
- Air units deploy on friendly aerodromes (15.0).

### 9.6 Events & Reinforcements

- If an event calls for reinforcements, units are selected from the Reinforcement Display and deployed in the ensuing friendly Recruit Phase.
- Units recruited by events cost no RP.
- Event instructions may provide special deployment instructions.
- If there are insufficient units in the Reinforcement Display, excess units are lost.

### 9.7 Reorganized Units

- Divisions can be built either by paying RP or through reorganization (17.0).
- Divisions can break down or build up during deployment.

### 9.8 Replacements

- Units eliminated for any reason (combat and withdrawal) may be brought back into play as reinforcements by paying the normal RP cost.

**Exception:** Zhukov may never be replaced other than via Event (19.1).

# KHALKIN-GOL WAR: STRUGGLE FOR MONGOLIA

## 9.9 Events & Withdrawals

- If an event calls for unit withdrawal, selected units are removed from the map.
- Select the units then place them in the Reinforcement Display for subsequent recruitment.
- If there are insufficient units to withdraw, no withdrawal occurs.

**Important:** Zhukov is not subject to withdrawal; if stacked with a unit that is withdrawn, he may be redeployed to another Soviet unit or stack (19.1).

## 10.0 MOVEMENT

During the friendly Movement Phases, units may move by ground and railroad movement.

### 10.1 General

- Units move during friendly Movement Phases.
- Units may move in any direction, or combination of directions, to the limits of their Movement Factor (MF).
- As each unit enters a hex, it must expend a number of movement points (MP) from its MF. Movement costs are given on the Terrain Effects Chart (TEC) printed on the map.
- Units may expend some or all of their MP when moving.
- Units are not required to move during Movement Phases.

**Important:** All friendly units may move in the First Movement Phase. In the Second Movement Phase, only units which are In Supply can move (16.3.3).

### 10.2 Restrictions

- Each unit may be moved once per each friendly Movement Phase.
- A unit may never enter:
  - 1) A hex that is occupied by an enemy unit; **or**,
  - 2) Prohibited terrain; **or**,
  - 3) Prohibited countries (5.1).
- The number of MP a unit expends during a single Movement Phase cannot exceed its MF.
- MP not used in a Movement Phase may not be accumulated.
- Any unit that moves into an enemy ZOC (EZOC) must cease movement for that phase (12.2).
- Units may not move directly from an EZOC into another EZOC (12.2).
- Movement costs vary for certain terrain during winter turns (22.2).
- Reinforcement deployment, and advances and retreats after combat are not considered regular movement, and thus do not require the expenditure of MP.
- All mobile units may move a minimum of one hex per Movement Phase regardless of terrain and hexside costs. Units may not enter prohibited terrain or move directly through an EZOC.

### 10.3 Terrain & Movement

- A unit expends one MP to enter a steppe (clear) hex. To enter other types of terrain, units must expend the amount of MP designated by the TEC.
- Units crossing certain hexsides when the TEC calls for an MP expenditure to cross a particular hexside, that cost is in addition to the cost for entering the hex.
- Mechanized and non-mechanized class units may pay different movement costs, depending on the terrain.

- Mechanized class units may be prohibited from entering certain types of terrain.
- **Roads and Trails:** Units moving directly from one road or trail hex to another road or trail hex expend one-half (0.5) MP per hex, regardless of terrain. Trail MP increase to one MP on winter GT (22.2).
  - 1) Units can move through otherwise prohibited terrain via roads and railroads.
  - 2) All railroads, both unbuilt and constructed, are treated as roads.
- **Rivers and Bridges:** Units crossing rivers via bridge symbols do not pay the hexside cost for crossing rivers. Engineer bridges also negate the MP cost for river crossing (20.2).
- **Lakes:** Lakes may only be entered during winter GT at a cost of two MP (22.0).

### 10.4 Railroad Movement

Railroad movement is a special form of movement which may only be used by mobile ground units.

- To use railroad movement, a unit starts on, or moves onto, a railroad hex. One MP is expended, the unit may move an unlimited number of contiguous railroad hexes, and an additional MP is expended for the unit to detrain.
- Railroad and non-railroad movement can be combined in the same Movement Phase.
- One division or three brigades/regiments of any type may use railroad movement in a single Movement Phase (17.1).
- A unit can use railroad movement only once per phase.
- A unit may begin railroad movement in an EZOC. It must end railroad movement when entering another EZOC.

#### 10.4.1 Railroad Restrictions

- Units may conduct railroad moves only during the first Movement Phase.
- Japanese units may conduct railroad movement only in Manchukuo.
- Soviet units may conduct railroad movement only in the USSR and MPR.

## 11.0 STACKING

The presence of more than one unit in a hex is called Stacking. Stacking applies only to units on the map, not in off-map displays.

### 11.1 General

- No more than six ground units may stack in a hex. Of the six units, no more than three may be divisions.
- Supply and engineer units and Zhukov may stack with ground units in excess of the six-unit limit.

**Example:** Three Japanese divisions, three regiments and any number of supply units may stack in a hex.

- Stacking is checked at the end of the Movement and Combat phases.
- There is no limit on the number of units that can enter, and transit a given hex over the course of a phase or turn.
- Units of all friendly Contingents can stack together.
- If a hex is overstacked at the end of any Movement and/or Combat phase, excess units must be retreated one hex (14.1).

# KHALKIN-GOL WAR: STRUGGLE FOR MONGOLIA

## 11.2 Stack Movement

- Units stacked in a hex are not required to move together although they may do so.
- Stacks may only move as far as the unit with the lowest MF, although units may split off from the stack and move individually.

## 12.0 ZONES OF CONTROL

The six hexes immediately surrounding a ground unit's hex constitute that unit's zone of control (ZOC). ZOC stop movement and block supply lines.

### 12.1 General

- All ground units, both mobile and static, always exert a ZOC.
- ZOC extend into and out of all types of terrain and across all land hexsides and borders. ZOC also extend into enemy occupied hexes.
- ZOC are never negated by the presence of other friendly units.
- ZOC do not extend into terrain prohibited to ground unit movement. They do extend across all borders.

### 12.2 Effects

- Units must halt their movement when entering an EZOC.

**Exception:** Soviet tank and mechanized units may ignore the first EZOC they enter belonging to Mengjiang and/or Manchukuoan cavalry units but must stop when entering a second EZOC of any type of unit.

- Units may not move directly from one EZOC to another. Units which begin a Movement Phase in an EZOC may, however, move from that EZOC into a hex not in an EZOC, then into another EZOC.
- Units may advance, but not retreat, through an EZOC (14.1. 14.2).
- Units are not obligated to attack enemy units if in an EZOC.
- A Line of Communication (LOC) may not be traced through EZOC (16.2).
- A unit in an EZOC can trace a LOC out of the hex. If a supply unit is in an EZOC it supplies its own hex, but not other hexes.

## 13.0 COMBAT

Combat is used by ground units to attack enemy ground units in adjacent hexes. Combat is resolved on the Combat Results Table.

### 13.1 General

- In the First Combat Phase of a GT all friendly units may attack. In the Second Combat Phase only those units which are In Supply may attack (16.3.3).
- The attacker may resolve attacks in any order desired. Conduct each attack one at a time. Attacks do not need to be declared in advance, but once an attack begins it may not be called off (21.0).
- Some, none or all friendly units may attack adjacent enemy units.
- Attacks are always voluntary; there is no requirement to conduct an attack.
- Units may not attack more than one hex in the same combat phase.
- Units may only be attacked once per Combat Phase.
- All defending units in the same hex must defend as a combined total.
- A given unit's attack and defense factors are always unitary and cannot be divided between different combats.
- Certain units provide additional combat bonuses (19.0).
- Units may attack across borders. However, Japanese units may not attack nor advance/retreat into the USSR (5.1).
- Units of different contingents on each side may participate in the same attack and defend together normally.

### 13.2 Procedure

Each combat is resolved in the following sequence:

- 1) The attacker declares which attacking units will be attacking which defending units.
- 2) Total the combat strengths of all attacking units involved in the attack.
- 3) Total the defense strength of all defending units in the battle.
- 4) Divide the attacker strength by the defender's strength and multiply that result by 100 to get a percentage.
- 5) Consult the GCRT under the appropriate percentage column.
- 6) Apply any shifts (armor, CAS, artillery support, concentric attacks), to arrive at the final percentage column.
- 7) The attacker rolls 1d6 and cross indexes the result with the percentage column.
- 8) Immediately apply the result.

### 13.3 Minimum and Maximum Combat Odds

- Attacks at less than 49% are resolved on the  $\leq 49\%$  column.
- Attacks at greater than 700% are resolved on the  $\geq 700\%$  column.

#### Examples:

- 1) A Japanese 1 strength unit attacking a Soviet 5 strength unit would be resolved at the  $\leq 49\%$  column.
- 2) A Japanese 8 strength unit attacking a Soviet 1 strength unit would be resolved on the  $\geq 700\%$  column.

### 13.4 Odds Column Shifts

A shift is an alteration of the combat odds for various types of support.

#### 13.4.1 General

- A shift to the right favors the attacker; a shift to the left favors the defender.
- If both the attacker and defender have shifts, subtract the defender's shift from the attacker's, with the result being the final shift.
- If a percentage column is shifted to less or greater than the minimum or maximum odds, then use the  $\leq 49\%$  or  $\geq 700\%$  column, respectively.

#### Examples:

- a) In an attack initially conducted at 400% where the attacker has one shift to the right and the defender has two shifts to the left, the final attack would be conducted at 300%.
- b) The attacker has 20 combat factors; the defender has 1 combat factor. There is a one column shift to the left for terrain, so the attack shifts from  $\geq 700\%$  down to 600–699%.

- All shifts are cumulative.
- All shifts, except for Maximum Attack Supply, are available during both combat phases.

#### 13.4.2 Attacker Shifts

- **Maximum Attack Supply:** During a First Combat Phase, a supply unit may be expended to provide a one column shift to the right for a single attack. The units being supplied must be able to trace a LOC (16.0).
- **Airstrikes:** Each air unit providing Close Air Support to an attack provides a one column shift to the right (15.0).
- **Armor:** Any mechanized class unit with a Shock symbol committed to an attack provides a one column shift to the right (2.3.1).
- **Armored Trains:** Armored trains provide one right column shift for any attack in which they participate (19.4).

# KHALKIN-GOL WAR: STRUGGLE FOR MONGOLIA

- **Artillery:** Any artillery unit committed to an attack provides a one column shift to the right (19.3).

**Important:** Armor and artillery each provide only one column shift regardless of the number of each of those units committed to an attack.

- **Concentric attacks:** Attacks by units occupying all sides of a defending hex receive a one column shift to the right.

**Important:** All surrounding units must attack the same hex to receive this shift. Attacks by units occupying all on-map hexes against a unit defending a map edge hex receive this shift.

- **Counterattacks:** Counterattacks involving at least one IJA unit receive one right column shift (13.6).

**Important:** Soviet and non-IJA Japanese forces never receive a counterattack shift.

**Example:** A counterattack involving one IJA and two Mengjiang ground units would receive one column shift to the right. If the counterattack involved only the Mengjiang units, no shift would be received.

### 13.4.3 Defender Shifts

- **Terrain in hex:** Units defending in certain terrain in a hex receive the number of column-shifts to the left as detailed in the TEC. If more than one defensive terrain applies, use the single best shift.
- **Terrain along a hexside:** Units defending across certain hexsides receive left column shifts if more than half of all attacking CF (rounded up) are attacking across the hexside.

**Example:** Units defending against an attack across a river during a non-winter GT would receive a two-column shift to the left.

**Important:** In-hex and hexside terrain shifts are cumulative. Roads and railroads do not negate terrain shifts.

- **Soviet Artillery:** Any defending Soviet artillery unit provides a one column shift to the left. Only one column shift may be applied regardless of the number of participating Soviet artillery units.

**Important:** Japanese artillery units never provide a defensive shift.

**Designer's Note:** Soviet artillery provides a defensive shift owing to greater range than Japanese guns as well as the presence of antitank guns.

- **Entrenchments:** Units defending in an entrenchment receive one column shift to the left. Units defending in an entrenchment also ignore any retreat results (14.1.1, 18.0).

### 13.5 Combat Results

- Combat results are executed in the listed order (25.0).
- Unit losses are determined by the side controlling the affected units.
- Units may break down to extract losses (17.3).
- Air units are not affected by ground combat losses. **Exception:** (24.3).

### 13.6 Counterattack/Retreat

When a **CA/R** result occurs, the defender must take *one* of the following actions.

- **Counterattack:**
  - 1) All defending units may attack any one hex of previously attacking units. The former defenders are now the attacker and the former attackers the defender.

**Important:** A force containing IJA units must counterattack.

- 2) Combat is resolved normally with the following special cases:

- a) IJA units participating in a counterattack provide a one column right shift.

- b) A counterattacking unit or force may advance after combat (14.2).

- c) Units with a parenthesized combat strength use that strength for the counterattack, which supersedes other restrictions on their ability to attack. However, such units may not advance after combat (14.2).

- d) Ignore all other shifts (terrain, air, support units, etc.).

- 3) At the conclusion of the counterattack, the combat comes to an end, even if another counterattack is rolled.

- **Retreat:**

- 1) If the force is composed of Soviet units or Japanese Manchukuoan and/or Mengjiang units, the defender can instead choose to retreat the force one hex (14.1).

- 2) If the retreat option is chosen, no units are eliminated, and no counterattack combat occurs.

**Important:** IJA units may never retreat except after a counterattack (14.1).

## 14.0 RETREAT & ADVANCE

Retreat and advance are special forms of post-combat movement which do not expend MP.

### 14.1 Retreat

- Affected units must retreat between one and four hexes per the Combat Results Explanations (25.0).
- Units in a stack may retreat individually or as a stack.
- Retreating units may not enter hexes containing enemy units, into hexes they could not normally enter, or off the map.

**Example:** Non-Red Army units may not retreat into the USSR.

- Units must end a retreat the designated number of hexes from their start hex.
- Units must retreat toward a friendly supply unit or the following:
  - 1) **Red Army:** Any town (not village) or railroad hex in the USSR.
  - 2) **MPR:** Any town (not village) or west map edge hex in the MPR.
  - 3) **IJA (non-CXF) and Manchukuoan:** Any town (not village) in Manchukuo, or any rail line leading to the east map edge.
  - 4) **CXF and Mengjiang:** any town (not village) or south map edge hex in Mengjiang.
- Units may retreat an additional hex to avoid overstacking (11.0).
- Units may not retreat into or through an EZOC (12.2).
- Units blocked from completing a retreat for any reason are instead eliminated, as are units forced to withdraw off the map or into prohibited terrain.
- IJA units only retreat if called for after a counterattack (13.6).
- Static units never retreat and are instead eliminated on a retreat result. **Exception:** (18.0).
- Units may reorganize to expedite or retreats (17.3).

### 14.1.1 Entrenchments and Retreats

- Entrenchments negate retreat results, whether attacking or defending, for any or all friendly units in that hex.
- If a unit makes a multi-hex retreat into an entrenchment, then the player may end the retreat in that hex.
- Units defending in entrenchments must counterattack when a **CA/R** result occurs (13.6).

# KHALKIN-GOL WAR: STRUGGLE FOR MONGOLIA

## 14.2 Advance

- If an attack clears a defending hex of all enemy units, attacking mobile ground units may advance into the cleared hex.
- Units are never required to advance.
- Attacking units may only advance into the hex vacated by defending units, regardless of the number of hexes defending units retreated.  
**Exception:** (19.1,19.5)
- Units may advance into an EZOC.
- Defending units may not advance, even if all attacking units retreat or are eliminated.
- Hexes advanced into must be terrain and territory the unit could otherwise enter.
- Units may reorganize to expedite advances or retreats (17.3).
- Artillery units may never advance after combat (19.3)

### 14.2.1 Counterattacks & Advance

- Counterattacking units may advance after combat if defending units (the previous attackers) vacate the hex (13.6).
- If counterattacking units retreat or are eliminated, the original attacking units may not advance after combat.
- Static units may not advance in a counterattack.

## 15.0 AIRPOWER



Air units conduct missions in support of ground units and against enemy air units.

### 15.1 General

- Air units conduct three types of missions:
  - 1) Air Superiority
  - 2) Ground Attack
  - 3) Close Air Support (CAS)
- Air units may never control Objective hexes although they do control aerodromes at which they are based.
- Air units are based at aerodromes until deployed for a mission and are returned upon mission completion.
- Air missions are offensive only; there are no defensive missions such as Interception.

### 15.2 Procedure

- Air units deploy for missions in the following order:
  - 1) **Air Superiority:** Deploy against enemy aerodromes.
  - 2) **Ground Attacks and CAS:** Deploy against enemy occupied hexes.
- An air unit may conduct only one mission per player turn, in either Air Attack or Combat Phase. Air units are flipped to their Flown (reverse) side after conducting a mission.
- Air Superiority and Ground Attack missions are performed during either Air Attack Phase, while CAS missions are performed during either Combat Phase.
- Air Superiority and Ground Attack missions are resolved on the ACT, while CAS missions provide shifts on the GCRT for friendly attacking units (13.4.2).
- Air units conducting Ground Attack or CAS missions are placed in enemy-occupied hexes.

**Important:** Ground units may be subjected to Ground Attack during an Air Attack Phase, and then CAS in conjunction with normal combat during the subsequent Combat Phase.

- Air units may be placed on any map hex.

**Important:** Japanese air units may never operate against hexes inside the USSR.

- Air units may fly from one aerodrome to another in lieu of conducting a combat mission (15.3).

### 15.3 Basing and Mission Support

- Air units use aerodromes as bases from which all air missions may be conducted.
- All aerodromes controlled by either side may support two air units.
- Air units may conduct missions against targets within the following range of their aerodromes:

**Japanese:** 10 hexes

**Soviet:** 6 hexes

- Air units may not conduct missions from aerodromes in EZOC (12.3).
- Air units may relocate from an aerodrome, including one in an EZOC, to another aerodrome located within twice their normal operational range and not in an EZOC during either Air Attack Phase. Air units which relocate may not perform other missions during the GT.

**Example:** A Soviet air unit based at the aerodrome at Tamsag Bulak (hex 2015) could relocate to the aerodrome at Bain Tuman (hex 1211).

- Air units have no ground CF and are eliminated if the aerodrome at which they are based comes into an EZOC and there are no friendly ground units in the hex.

### 15.4 Air Superiority

- Air Superiority missions are conducted to attack enemy air units at their aerodromes.
- Air Superiority missions are conducted before all other air missions and use the following procedure:
  - 1) All friendly air units conducting Air Superiority are placed on the targeted enemy aerodrome.
  - 2) Use the number of attacking air units to determine the column on the ACT.
  - 3) Roll 1d6 and cross index it with the column to determine the result.
  - 4) Immediately apply the result.
  - 5) Return surviving air units to their aerodromes.
- An unlimited number of air units may be used for Air Superiority missions against a single aerodrome.
- If more than six air units are committed to a single mission, the excess air units conduct a separate attack after the first attack has been completed.
- Defending air units eliminated due to a result of an Air Superiority attack must be drawn from units which conducted air missions during the previous player turn. Excess losses may be drawn from air units which did not conduct missions.
- Air units eliminated due to a result of an Air Superiority attack may not be replaced in that side's subsequent Recruit Phase but may be replaced during Recruit Phases in later GT. Eliminated units may be placed on the appropriate TRT for the GT on which they are eligible to be recruited (9.1).



# KHALKIN-GOL WAR: STRUGGLE FOR MONGOLIA

## 15.4.1 Air Superiority Results

**A1:** Eliminate one attacking air unit.

**D1, 2:** Eliminate one or two enemy air units (respectively) at the aerodrome.

**E1:** Apply an **A1** then a **D1**.

**E2:** Eliminate two attacking air units, then apply a **D2**.

**Important:** If a result calls for more losses than air units involved, excess losses are ignored.

## 15.5 Ground Attack

- Ground Attack missions are conducted to attack enemy ground units.
  - Place air units in a hex containing enemy ground units.
  - Use the number of air units to determine the column on the ACT.
  - An unlimited number of air units may conduct a Ground Attack mission against a single hex.
  - Determine any defensive column shifts for Terrain or Entrenchments in the hex per the TEC.

**Important:** Defensive column shifts only apply for in-hex terrain, not hexsides (13.4.3).

**5)** Roll 1d6 and cross index it with the adjusted column to determine the result.

**6)** Immediately apply the result.

**7)** Return surviving air units to their aerodromes.

### 15.5.1 Ground Attack Results

**A1:** Eliminate one attacking air unit.

**D1:** Defender may choose to:

**1)** Breakdown one division (17.0); **or,**

**2)** Eliminate one supply unit in the hex; **or,**

**3)** Select one ground unit in the hex (other than a supply unit), roll 1d6 and then retreat the unit that number of hexes (14.0).

**D2:** Defender may choose to:

**1)** Breakdown one division (17.0); **or,**

**2)** Eliminate one unit (any type) in the hex.

**E1:** Apply an **A1** then a **D1**.

## 15.6 Close Air Support Missions

- CAS missions are conducted to support attacks by friendly ground units.
- CAS may never be employed to support friendly defending units.
  - Place air units in a hex containing enemy units being attacked by friendly ground units.
  - No more than two air units may attempt to provide CAS to a single combat.
  - Roll 1d6 for each air unit attempting to conduct CAS.
    - 1–4:** The unit successfully conducts CAS;
    - 5–6:** The attempt is unsuccessful, and the air unit is returned to its aerodrome.
  - Each friendly air unit provides a right column shift.
  - Resolve the combat on the GCRT (13.0).
  - Return the air units to their aerodromes.

**Important:** CAS missions do not utilize the ACT, nor do air units performing CAS incur combat losses. **Exception:** Optional rule 24.3.

## 16.0 LOGISTICS & SUPPLY



Supply units support ground unit movement, combat, and the construction of entrenchments.

### 16.1 General

- Supply units have two sides. The front is their mobile convoy side. The reverse is their static depot side.
- Supply units do not count for stacking.
- Supply units may never attack but may participate in a counterattack. They defend normally (13.1).
- Supply units may be used to satisfy combat losses if called for by a combat result.
- Supply units stacked with ground units may advance or retreat with the stack.
- If eliminated, supply units are returned to the Reinforcement Display.
- All friendly units can use any friendly supply unit.

### 16.2 Line of Communication (LOC)

- Units receiving support from a supply unit must be able to trace a Line of Communication (LOC) from the supply unit.
- The LOC may not be traced through hexes containing enemy ground units, EZOC, or terrain prohibited to friendly ground unit movement, nor can it go off the map.
- The LOC can be traced to a unit in an EZOC but may not be traced out of that hex.
- A mobile supply unit provides support to all units in the same hex.
- A static supply depot provides support to all units within range of the support radius as printed on the counter. This is traced from the supply unit to the hex being supported.
- Static supply depots have the following radius, in hexes, as indicated by the number in parentheses in the upper right of the counter:  
**Soviet:** 3 hexes                      **Japanese:** 2 hexes
- A supply unit is always itself in supply and does not need to trace a LOC.
- All mobile supply units may be flipped to depot status and vice versa during any friendly Organization Phase.

### 16.3 Expenditure

- Supply units are expended to provide a supply action.
- Expended units are removed from the map and returned to the Reinforcement Display.
- One supply unit can provide supply to any number of friendly units for one type of Supply action.

**Example:** A supply depot expended for entrenching could place Entrenched markers on any or all friendly units within radius (18.1).

#### 16.3.1 Entrenchments

Supply units are expended to construct entrenchments (18.1).

#### 16.3.2 Maximum Attack Supply

- During the First Combat Phase, the attacker can expend up to one supply unit per attack to provide maximum attack supply.
- A mobile supply unit can be expended to provide one right column shift to an attack conducted by units in its hex.

# KHALKIN-GOL WAR: STRUGGLE FOR MONGOLIA

- A static supply depot can be expended to provide one right column shift to a single attack being conducted within its support radius (16.2).
- Each supply unit can support only one attack.
- Maximum attack supply may not be used to support a Counterattack (13.6).
- Maximum attack supply may not be used in the Second Combat Phase.
- Maximum attack supply may never be used by defending units.

### 16.3.3 Supply for Second Segment Movement & Combat

- During the Supply Phase at the start of the Second Segment, supply units may be expended to enable ground units to both move and conduct attacks during the Second Movement and Combat Phases.
- The units to be supplied must be able to trace an LOC (within the supply radius) of a friendly supply unit.
- Mobile supply units may move in the Second Movement Phase without expending an additional supply unit.
- A single supply unit enables all ground units within range to operate in both the Second Movement and Combat Phases; supply units do not need to be expended for each separate phase.
- Place a supplied (reverse of Entrench) marker on the units or stacks when a supply unit is expended for that unit(s).
- The units remain in supply for the ensuing Second Movement and Combat Phases.

**Important:** Supply units must be expended for units to move and attack during the Second Movement and Combat Phases. Supply units are not used to initiate movement and combat in the First Segment.

## 17.0 UNIT REORGANIZATION

Larger echelon units can be broken down into smaller units, and smaller units can be combined into large units.

### 17.1 Unit Equivalents

- **IJA Divisions**
  - 1) **20-5 infantry div.** = 4× 4-5 infantry regiments + 1× 2-6 recon regiment
  - 2) **16-4 infantry div.** = 4× 3-4 infantry regiments + 1× 2-6 recon regiment
  - 3) **12-4 infantry div.** = 3× 3-4 infantry regiments + 1× 2-6 recon regiment
  - 4) **6-6 cavalry div.** = 2× 2-6 cavalry brigades
- **Soviet Divisions**
  - 1) **14+6 mechanized div.** = 3× 3-6 mechanized regiments
  - 2) **12-4 infantry div.** = 3× 3-4 infantry regiments
  - 3) **8-4 infantry div.** = 3× 2-4 infantry regiments
  - 4) **6-6 cavalry div.** = 2× 2-6 cavalry brigades

**Designer's Note:** Soviet mechanized divisions have armor shock effect; their component regiments/brigades do not since all tanks were divisional assets.

### 17.2 Mustering

- Units must be in the same hex to reorganize.
- Remove the units from the map and replace them in the same hex with the reorganized counters.

**Important:** All subordinate units used to reorganize into a division must be removed from the map when the division-size unit is in play. They may only be returned to play via reorganization.

- Regiments and brigades may be used interchangeably within the divisional structure; unit designations are for historical purposes only.
- Only IJA and Red Army units can reorganize.

- Reorganizing units does not require RP or supply.
- Units can reorganize while in an EZOC.
- Units which reorganize may move and conduct combat in the same GT.
- Eliminated units may be reorganized when rebuilt.
- Units may reorganize in the Reinforcement Display.

### 17.3 Scheduling

- Units may reorganize:
  - 1) During initial set-up (23.0).
  - 2) When entering as reinforcements (9.7).
  - 3) During the friendly Organization Phase (6.1).
  - 4) During combat to satisfy losses or advance/retreat (14.1, 14.2).

**Important:** Units may not combine prior to combat resolution during a Combat Phase.

### 17.4 Events and Reorganization

Units may be reorganized into component units to satisfy withdrawal or reinforcement events (7.0).

## 18.0 ENTRENCHMENTS



Entrenchments can be built to enhance defense and negate retreats. They are built in the friendly Organization Phase by expending supply units.

### 18.1 General

- Entrenchments may not be placed in certain terrain per the TEC.
- Entrenchments may not be placed in hexes already containing an entrenchment.
- Entrenchments can be placed in an EZOC.
- All friendly contingents can use entrenchments for their side.
- Entrenchments do not count for stacking and do not exert a ZOC.

### 18.2 Construction

- Expend one Supply unit.
- Place an Entrenched marker on any or all hexes containing friendly units to which the supply unit can trace a LOC (16.2).

### 18.3 Effects

- An entrenchment provides a one column defensive shift for friendly defending units on the GCRT (13.4.3).
- Units in entrenchments ignore retreats, attacking or defending (14.1.1).
- Mechanized-class units do not receive a shock bonus when attacking units in entrenchments (13.4.2)

### 18.4 Duration

- Entrenchments remain on the map if they are occupied by at least one friendly unit.
- They are removed when no friendly units remain in the hex, either by voluntary movement or by a combat result, and at the end of a friendly Movement Phase.

**Exception:** Entrenchments deployed during initial setup do not need to be occupied. Once occupied by friendly units, they become subject to normal entrenchment rules (23.1, 23.2, 23.3).

# KHALKIN-GOL WAR: STRUGGLE FOR MONGOLIA

## 19.0 UNIQUE UNITS & MARKERS

### 19.1 Zhukov



Zhukov has the following effects:

**1) More RP:** If Zhukov is in an objective hex or aerodrome in the MPR, Manchukuo or Mengjiang during the Soviet Recruit Phase, then the Soviet player receives two additional RP. This does not apply if Zhukov is in the USSR or is off map.

**2) Mobile Warfare:** If Zhukov is in or adjacent to a hex in which Soviet units are attacking, and a combat result occurs which would allow for an advance after combat, then the Soviets may advance any or all involved mechanized class units up to two hexes, with the second hex being in any direction.

- Zhukov does not need to participate in such an attack, although Zhukov may advance with the mechanized units if he took part.
- Zhukov's bonus does not apply to defending units making a counterattack (13.6).

**3) Hero of Soviet Union:** Zhukov is never affected by Ground Attacks from enemy aircraft. If eliminated by ground combat, Zhukov can only be replaced by the *Zhukov* event.

**4) Stacking:** Zhukov does not count against deployment or stacking limits (9.4, 11.1).

### 19.2 Gekokujo



The Japanese receive the *Gekokujo* marker as a result of random events (7.0).

#### 19.2.1 Procedure

- When received as a result of an event, place the marker in the Reinforcement Display.
- During the Japanese Second Segment of the GT on which the marker was received, the Japanese may play this marker as if it were a supply unit, either mobile or static (16.3.3).
- If the marker is not used, it is returned during the End of Turn phase.
- The marker may be received again if the result occurs.

### 19.3 Artillery



Artillery units provide combat shifts in support of ground attacks.

#### 19.3.1 General

- Artillery units count for stacking.
- Artillery units may not attack by themselves but defend normally and may participate in counterattacks (13.1, 13.6).
- To support an attack, an artillery unit must be in the same hex with at least one attacking ground combat unit. The CF of the artillery unit is added to the attack, and the attacker gains one right column shift.
- Artillery units can be taken as losses if called for by a combat result. They retreat normally. They may not advance after combat, even in a counterattack (13.6, 14.2).
- Soviet artillery units provide a one left column shift for defense. Japanese artillery units do not provide a defensive shift (13.4.3).

### 19.4 Armored Trains



Armored trains are treated as mechanized-class units with the following special cases:

**1) Movement:** They can only move, retreat, and advance along contiguous railroad hexes. They can move an unlimited number of connected railroad hexes with no associated MP cost. They are subject to all other restrictions on movement as regular ground units (10.4).

**Important:** Armored trains may not move along unfinished railroad hexes.

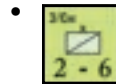
**2) Stacking:** Armored trains do not count toward stacking limits (11.1).

**3) Logistics:** Armored trains are subject to normal supply requirements (16.0).

**4) Combat:** Armored trains provide one right column shift for any attack in which they participate. They can attack on their own and defend normally.

**Important:** If another mechanized-class unit is also involved, only one shift is applied to the attack.

### 19.5 Cavalry



Soviet and Japanese cavalry units, as well as Japanese armored recon units, expend one MP to enter desert terrain.

- Soviet and Japanese cavalry units may advance two hexes after combat. The first hex entered must be the hex vacated by defending units (14.2).

### 19.6 Airborne



There are no airborne operations although a Soviet airborne brigade (212 VDV) is included in the order of battle.

## 20.0 ENGINEERS & BRIDGES



Engineers may construct bridges across rivers.

### 20.1 Procedure

- Bridges are constructed during the friendly Organization Phase.
- An engineer unit must be in a hex adjacent to a river hexside.
- Flip the unit to its bridge (static) side.
- Bridges may be constructed in an EZOC.
- Bridge construction does not require RP or supply expenditure.
- No more than one bridge may be constructed in a hex.
- Bridges may be constructed adjacent to printed bridges.

### 20.2 Operations

- All river hexsides adjacent to the bridge are considered bridged.
- Units expend no MP to cross a bridged hexside, although normal terrain costs apply for the entry and exit hexes.
- Bridges do not negate river hexsides for defense.

### 20.3 Dismantling and Capture

- Bridges remain in place as long as the engineer unit is in the hex on its bridging side.
- During the friendly Organization Phase, the engineer unit may revert to its mobile side, at which point the bridge is considered dismantled and no longer functional.

# KHALKIN-GOL WAR: STRUGGLE FOR MONGOLIA

- Bridges are static units which defend normally but may never attack. If an engineer unit receives a retreat result, it reverts to its mobile side, retreats normally, and the bridge is considered dismantled.

**Important:** Bridges may never be captured and used by enemy units.

## 21.0 FOG OF WAR

- Stacks of enemy units may be examined only under the following circumstances:
  - 1) At the start of ground combat or a Ground Attack air mission, all involved units may be examined. Once an attack has been declared, it may not be called off (13.1).
  - 2) The Japanese can examine all Soviet units in Manchukuo and Mengjiang, to include the Disputed Area.
  - 3) The Soviets can examine all Japanese units in the MPR, to include the Disputed Area.

### 21.1 Off-map Displays

Units in off-map displays may not be examined.

## 22.0 WEATHER

Winter weather affects movement and combat operations.

### 22.1 Procedure

- September, October, and November are considered winter months. A range for each winter month is shown in the white boxes on the TRT. At the beginning of the September GT, either side rolls 1d6:

**If the result is within the range on the current GT box:** Winter sets in that GT and remains for the rest of the game, with no further weather die rolls being necessary.

**If the result is outside of the range:** The die roll is repeated on the October GT, and if required November.

- If winter goes into effect, flip the GT markers over to show winter weather applies.

### 22.2 Effects

- **Movement:** MP for certain terrain features change during winter GT per the TEC.
- **Combat:** Winter GT negate the defensive benefits of certain terrain per the TEC.
- **Airpower:** During winter GT only 50% of available air units (rounded up) may be used. Unused air units are still subject to Air Superiority attacks.

**Example:** If the Soviets have five available air units, only three may be used during a winter GT.

- **Supply:** Supply depots may support units only in and adjacent to their own hexes, regardless of printed radius.



# KHALKIN-GOL WAR: STRUGGLE FOR MONGOLIA

## 23.0 SCENARIOS

- Forces set up in the order indicated.
- Units are shown as their CF and MF, along with unit identification.
- Some units are deployed in specific hexes. Other units may be set up anywhere in designated areas.
- Divisions can be combined or broken down during initial deployment.
- Supply and engineer units may set up on either their mobile or static side.
- RP for the start of a scenario are in addition to those received on the first GT (8.2).

**Important:** Entrenchments do not need to be occupied during initial deployment. Once occupied by friendly units, they become subject to normal entrenchment rules (18.0).

### 23.1 SCENARIO I: MAY 1939

This covers the campaign starting with the initial Nomonhan/Khalkin-Gol Incident.

#### 23.1.1 Administrative

**Game Length:** May–November 1939 (7 GT)

**Setup Sequence:** Soviets deploy first

**Play Sequence:** Japanese move first

#### 23.1.2 Soviet Order of Battle

##### Soviet Red Army:

- 1) USSR, on any railroad hex:
  - 1× 1-5 security (1/NKVD)
  - 1× supply
- 2) Ondorhaan (hex 0112):
  - 1× 14+6 mech infantry (36)
  - 1× 8+6 armor (11)
- 3) Outer Mongolia, north of the Herlen Gol:
  - 1× 4+6 armored recon (8).
- 4) Outer Mongolia, on or adjacent to the Sayndshan-Ude road (between hexes 0117–0421, inclusive):
  - 1× 4+6 armored recon (7)
  - 1× 2-6 cavalry (6)

##### Mongolian People's Republic (MPR):

- 1) Ondorhaan (hex 0112):
  - 1× 2-7 cavalry (3)
- 2) MPR, north of the Herlen Gol and within three hexes of the border with Manchukuo:
  - 2× 2-7 cavalry (2, 5)
- 3) MPR, within four hexes of Tamsag Bulak (hex 2015):
  - 1× 2-7 cavalry (6)
  - 2× 1-3 garrison (1/7, 2/7)

4) MPR, within two hexes of the border with Mengjiang and west of Tamsag Bulak (hex 2015):

- 3× 2-7 cavalry (4, 7, 8)

5) Any town in the MPR:

- 1× 1-3 garrison (MIA)

- **Any friendly aerodrome:** 1× air unit.
- **Entrenchments:** Bain Tuman (hex 1211), Tamsag Bulak (hex 2015)
- **Soviet Reinforcement Display:**
  - 1) All remaining Soviet and Mongolian People's Republic units.
  - 2) Zhukov is automatically available on the July GT.
- **Starting RP:** 2.

#### 23.1.3 Japanese Order of Battle

##### IJA

- 1) Manchukuo, on or within three hexes of Hailar (hex 2608):
  - 3× 3-4 infantry (64/23, 71/23, 72/23, no more than one per hex),
  - 1× 2-6 armored recon (Azuma/23)
- 2) Hailar (hex 2608):
  - 1× supply
- 3) Any town in Mengjiang:
  - 1× 4-4 infantry (2 IMB/CXF)

##### Manchukuoan:

- Anywhere in Manchukuo:
  - 1× 3-7 cavalry (Hsingan)
  - 2× 1-3 garrison (1/8, 2/8)

##### Mengjiang:

- Anywhere in Mengjiang:
  - 2× 2-7 cavalry (7, 8)
- **Any friendly aerodrome:** 3× air units
- **Entrenchments:** Hailar (hex 2608), Manchouli (hex 2006)
- **Japanese Reinforcement Display:**
  - 1) All remaining IJA, Manchukuoan and Mengjiang units.
  - 2) *Gekokujo* marker
- **Starting RP:** 4

#### 23.1.4 Special Rules

- Neither side may set up units in the Disputed Area (hexes 2312 and 2313). Units from both sides may enter the area beginning GT 1.
- Do not conduct the Japanese Events Phase on the May GT.
- The Soviets conduct a normal Events Phase on the May GT.

### 23.2 SCENARIO II: JULY 1939

This covers the campaign starting with the first major Japanese offensive and ensuing Soviet riposte.

#### 23.2.1 Administrative

**Game Length:** July–November 1939 (5 GT)

**Setup Sequence:** Soviets deploy first.

**Play Sequence:** Japanese move first.

#### 23.2.2 Soviet Order of Battle

##### Soviet Red Army:

- 1) USSR, on any railroad hex:
  - 1× 12-4 infantry (57)
  - 1× 8+6 armor (6)
  - 1× 1-5 security (1/NKVD)
  - 1× supply
- 2) MPR, within four hexes of Tamsag Bulak (hex 2015):
  - Zhukov
  - 1× 8+6 armor (11)
  - 3× armored recon (7, 8, 9)
  - 1× 3-6 mech infantry (24/36)
  - 1× artillery (57)
  - 1× 1-5 engineer (57)
  - 1× supply
- 3) Bain Tuman (hex 1211):
  - 1× 4-6 mech infantry (5 RMG)
  - 1× 8-4 infantry (82)
  - 1× supply
- 4) MPR, on or adjacent to the Sayndshan-Ude road (between hexes 0117–0421, inclusive):
  - 1× 2-6 cavalry (6)
- 5) MPR, along the Ondorhaan-Bain Tuman road (between hexes 0112–1211, inclusive):
  - 2× 3-6 mech infantry (76/36, 149/36)

##### Mongolian People's Republic (MPR):

- 1) Ondorhaan:
  - 1× 2-7 cavalry (3)
- 2) MPR, north of the Herlen Gol and within three hexes of the border with Manchukuo:
  - 2× 2-7 cavalry (2, 5)
- 3) MPR, within four hexes of Tamsag Bulak (hex 2015):
  - 2× 2-7 cavalry (6, 8)
  - 2× 1-3 garrison (1/7, 2/7)
- 4) MPR, within two hexes of the border with Mengjiang and west of Tamsag Bulak (hex 2015):
  - 2× 2-7 cavalry (4, 7)
- 5) Any town in MPR:
  - 1× 1-3 garrison (MIA)

# KHALKIN-GOL WAR: STRUGGLE FOR MONGOLIA

- **Any friendly aerodrome:** 3× air units
- **Entrenchment:** Tamsag Bulak (hex 2015)
- **Soviet Reinforcement Display:** All remaining Soviet and MPR units.
- **Starting RP:** 4

## 23.2.3 Japanese Order of Battle

### IJA

- 1) Disputed area, on or adjacent to Nomonhan (hex 2312):
  - 3× 3-4 infantry (64/23, 71/23, 72 /23)
  - 1× 2-5 engineer (KA)
  - 1 supply
- 2) Hailar (hex 2608) and/or Arshaan (hex 2614):
  - 1× 20-5 infantry (7)
  - 1× 6+6 armor (1)
  - 1× 1-3 garrison (1/1 IGU)
  - 2× supply
- 3) Any town in Mengjiang:
  - 1× 4-4 mixed (2 IMB/CXF)

### Manchukuoan

- 1) Anywhere in Manchukuo:
  - 1× 3-7 cavalry (Hsingan).
- 2) Hailar (hex 2608) or Arshaan (hex 2614):
  - 1× 3-4 mixed (Chingan)
  - 2× 1-3 garrison (1/8, 2/8 BGU)

### Mengjiang

- Anywhere in Mengjiang: 3× 2-7 cavalry (6, 7, 8)
- **Any friendly aerodrome:** 5× air units
- **Entrenchment:** Hailar (hex 2608), Manchouli (hex 2006), Arshaan (hex 2614)
- **Japanese Reinforcement Display:**
  - 1) All remaining IJA, Manchukuoan and Mengjiang units
  - 2) *Gekokujo* marker
- **Starting RP:** 6

## 23.2.4 Special Rules

- The Soviets may not set up units in the Disputed Area; however, Soviet units may enter the area on GT 1.
- Do not conduct the Japanese Events Phase on the July GT.
- The Soviets conduct a normal Events Phase on the July GT.

## 23.3 SCENARIO III: HAICHI-GO

This scenario assumes that Japanese Imperial General Headquarters held off on the fight for Nomonhan to mobilize for a major offensive in an attempt to gain a decisive victory. Meantime, the Soviets built up their Far East forces.

### 23.3.1 Administrative

**Game Length:** July-November 1939 (5 GT)  
**Setup Sequence:** Soviets deploy first.  
**Play Sequence:** Japanese move first.

### 23.3.2 Soviet Order of Battle

#### Soviet Red Army:

- 1) USSR, on any railroad hexes:
  - Zhukov
  - 1× 8+6 armor (6)
  - 1× 8-4 infantry (82)
  - 1× 6-6 cavalry (15)
  - 2× 1-5 security (1/NKVD, 2 /NKVD)
  - 2× supply
- 2) Onderkaan (hex 0112):
  - 1× 14+6 mech infantry (36)
  - 1× 8+6 armor (11)
- 3) MPR, north of the Herlen Gol:
  - 1× 4+6 armored recon (8)
- 4) MPR, on or adjacent to the Saynshand-Ude road (between hexes 0117–0421, inclusive):
  - 1× 4+6 armored recon (7)
  - 1× 2-6 cavalry (6)

#### Mongolian People's Republic (MPR):

- 1) Onderkaan (hex 0112):
  - 1× 2-7 cavalry (3)
- 2) MPR, north of the Herlen Gol and within three hexes of the border with Manchukuo:
  - 2× 2-7 cavalry (2, 5)
- 3) MPR, within four hexes of Tamsag Bulak (hex 2015):
  - 1× 2-7 cavalry (6)
  - 2× 1-3 garrison (1/7 BG, 2 /7 BG)
- 4) MPR, within two hexes of the border with Mengjiang and west of Tamsag Bulak (hex 2015):
  - 3× 2-7 cavalry (4, 7, 8)
- 5) Any town in the MPR:
  - 1× 1-3 garrison (MIA)

- **Any friendly aerodrome:** 3× air units
- **Entrenchments:** Bain Tuman (hex 1211), Tamsag Bulag (hex 2015), Borzya (hex 1803)
- **Soviet Reinforcement Display:** All remaining Soviet and MPR units

- **Starting RP:** 6
- **Railhead:** Borzya

## 23.3.3 Japanese Order of Battle

### IJA

- 1) Manchukuo (on or within three hexes of Hailar (hex 2608) and/or Arshaan (hex 2614):
  - 1× 20-5 (7)
  - 1× 12-4 (23)
  - 1× 6+6 armor (1)
  - 1× 2-5 engineer (KA)
  - 1× (1)+4 artillery (KA)
- 2) Hailar (hex 2608) and/or Arshaan (hex 2614):
  - 3× supply
- 3) Any town in Mengjiang:
  - 1× 4-4 infantry (2 IMB/CXF)
  - 1× 2-6 cavalry (MGA/CXF)
  - 1× 6-6 cavalry GP

### Manchukuoan

- 1) Anywhere in Manchukuo:
  - 1× 3-7 cavalry (Hsingan)
  - 1× 3-4 combined (Chingan)
  - 2× 1-3 garrison (1/8 BGU, 2/8 BGU)

### Mengjiang

- Anywhere in Mengjiang: 3× 2-7 cavalry (6, 7, 8)
- **Any friendly aerodrome:** 6× air units
- **Anywhere in Manchukuo or Mengjiang:** 1× Agent
- **Available for the July GT:** *Gekokujo* marker
- **Entrenchments:** Hailar (hex 2608), Manchouli (hex 2006).
- **Japanese Reinforcement Display:** All remaining Japanese, Manchukuoan and Mengjiang units
- **Starting RP:** 8

## 23.3.4 Special Rules

- Neither side may initially deploy in the Disputed Area (hexes 2312 and 2313). Both sides may enter the area beginning GT 1.
- Do not conduct the Japanese Events Phase for the July GT. RP for the GT are received normally.
- The Soviets conduct a normal Events Phase and receive RP normally.
- Both sides use the Accelerated RP rate (red RP numbers) on their respective TRT.

**Important:** All optional rules should be used when playing Scenario III.

# KHALKIN-GOL WAR: STRUGGLE FOR MONGOLIA

## 24.0 OPTIONAL RULES

### 24.1 Armor Groups

- Both sides can build divisional-size Armor Groups.



#### 1) IJA 12+6 armor group

**(Yasuoka):** 1× 6+6 armor brigade and 1× 4-5 infantry regiment.



#### 2) Soviet 15+6 tank group

**(FMG):** 1× 8+6 tank brigade and 1× 4+6 armored recon brigade.

- Armor groups reorganize in the same manner as other division-size units and follow the same procedures (17.0).
- Units subordinate to armor groups may not be recruited separately.

### 24.1.1 Japanese Senda Mechanized Brigade



The IJA 5+6 *Senda* mechanized brigade may be added as a China Expeditionary Force (CXF)

reinforcement.

- The *Senda* unit may be recruited normally, but may never be used for reorganization (8.0, 17.0).

### 24.2 Expanded Air Mission Availability

- At the start of the Second Air Attack Phase, supply units located in aerodrome hexes may be expended to allow the reuse of one air unit which had flown missions in the First Air Attack phase.
- Supply units are expended in the same manner as in the Second Movement and/or Combat Phases (16.3.3).
- A maximum of one supply unit per aerodrome may be expended.

**Example:** Two supply units, on two different aerodromes, may be expended to allow the reuse of two air units which flew missions during the First Air Attack Phase.

### 24.3 Ground Fire

If ground units participating in an attack supported by CAS are required to take losses, one air unit providing CAS may be eliminated in place of one ground unit (15.6).

**Important:** Only one air unit may be eliminated, regardless of the number of participating air units.

**Example:** A ground attack supported by CAS produces a **B2** result on the Ground Combat Table. The attacker could lose one air unit plus one ground unit, or lose two ground units.

### 24.4 Air Supply

- The Japanese may, during a Japanese Organization or Supply Phase, place the Air Supply unit in any hex containing a Japanese-occupied aerodrome.
- All Japanese units in that hex and adjacent to it are In Supply for the subsequent Movement and Combat Phases, regardless of EZOC.
- At the conclusion of the Japanese Segment of use, return the air supply unit to the Reinforcement Display.
- The air supply unit is recruited in the same manner as other units (9.0).
- The air supply unit may not be used for other air missions (15.1).
- If unused, the air supply unit is subject to Air Superiority attacks.
- The air supply unit may not provide additional air sorties, nor may it be reused in that role (15.0).
- Unlike regular supply units, the air supply unit has no combat value; it functions in the same manner as a regular air unit and is eliminated if the aerodrome at which it is located comes into an EZOC and no Japanese ground units are in the hex.

### 24.5 Soviet Unit Reorganization Limitations

- Soviet divisions can reorganize only with regiments with the same divisional identification.
- Example:** Soviet 36th Mechanized Division may only be built from the three regiments with a "36" identification.
- Japanese divisions can continue to reorganize with any regiments regardless of unit designation (17.2).

### 24.6 Agents & Partisans



Players can recruit Agents and then attempt to convert them into Partisan units.

#### 24.6.1 Agents

- Agents function as non-mechanized ground combat units.
- Agents are recruited in the same manner as other combat units (9.0).
- Agents are deployed on any hexes in the MPR, Manchukuo or Mengjiang.
- Agents may not deploy in an EZOC nor in hexes containing enemy units or prohibited terrain.

- No more than one Agent may deploy per hex.
- Agents do not count for stacking (11.1).
- Agents do not need to be deployed on the GT in which they are recruited and may be held for use on a later GT.

#### 24.6.2 Partisans

- At the end of the Recruit Phase during each player turn roll 1d6 for each Agent on the map and compare it to the range of numbers on the Agent side of that counter.

**If the result is within the range:** Flip the Agent to the Partisan side in the hex.

**If the result is not within the range:** The Agent is eliminated.

**Example:** An Agent with a range of 1–4 would convert to a Partisan on a die roll of 1 through 4. The Agent would be eliminated on a die roll of 5 or 6.

- Eliminated Agents may not be replaced.

#### 24.6.3 Partisan Operations

- Partisans operate as non-mechanized ground units.
- Once deployed, Partisans may not cross borders. They may attack across borders but may not advance or retreat across them (14.0).
- Partisans exert ZOC normally, including across borders (12.1).
- Partisans have normal supply requirements (16.0).
- Eliminated Partisans may not be replaced.
- No more than one Partisan unit may occupy a hex.

### 24.7 Railroad Construction

- The Soviets may attempt to complete the unfinished railroad from Borzya to Tamsag Bulak.
- To initiate construction:**
  - The Soviets must have an engineer unit, on its mobile side, in Borzya (hex 1803) at the beginning of an Organization Phase.
  - One or more supply units within LOC radius of the engineer unit are expended, and the railhead marker is moved one contiguous unfinished railroad hex for each supply unit expended towards Tamsag Bulak (hex 2015).
  - To further extend the railroad, an engineer unit must be present in the railhead hex, and the same procedure as above is followed.

# KHALKIN-GOL WAR: STRUGGLE FOR MONGOLIA

- The Soviets may repeat this process until the railhead reaches Tamsag Bulak.
- Railroad construction may not be conducted from or into enemy-occupied hexes or EZOC.

### 24.7.1 Railroad Operations

- The additional railroad hexes function as part of the Soviet rail net.
- Both sides may use newly constructed railroad hexes for road movement (10.3).
- The Japanese may not use newly constructed railroad hexes for railroad movement (10.4).
- Once built, a railroad hex may not be destroyed.
- The railhead marker has no other effect on play.

### 24.8 RP and Combat Losses

- Any time attacking ground combat units inflict a combat result of **D2, D3** or **D4** on a defending force consisting of at least 12 combat factors (before any eliminations are extracted) *and* attacking units advance after combat, the attacking side gains the following number of RP:
  - 1) D2, D3:** 1 RP
  - 2) D4:** 2 RP; **and,**
  - 3)** The defending side loses 1 RP (if available).

### 25.0 COMBAT RESULTS EXPLANATION

**A#R (attacker defeated):** Attacker eliminates the designated number of units. Surviving attackers must retreat the designated number of hexes.

**AS (attack stalled):** No effect, units on both sides stay in place.

**B# (bloodbath):** Defender eliminates the designated number of units. Attacker eliminates the designated number of units. No retreat. Surviving attackers may advance after combat if the defending hex is cleared (14.0).

**CA/R (retreat/counterattack):** Defender must either counterattack or retreat (13.6).

**D#R (defender defeated):** Defender eliminates the designated number of units. Surviving defenders must retreat the designated number of hexes. Attackers may advance after combat (14.0).

## 26.0 CHARTS

SUPPLY SUMMARY CHART		
Expend a supply unit to...		
Action	Phase	Effect
<b>Build Entrenchments</b>	Organization	Place entrenchments on any/all units in radius.
<b>Maximum Attack Supply</b>	First Ground Combat	Shift one attack one column to the right.
<b>Place units In Supply for Second Movement-Combat</b>	Supply	All friendly units within radius can conduct Second Movement and Second Combat.
<b>Build Railroad (Optional)</b>	Organization	Extend Railhead one hex per Supply Unit expended; must have an engineer unit.
<b>Initiate additional air sorties (Optional)</b>	2nd Air	Reuse one air unit per supply unit expended.

SOVIET RECRUIT CHART	
Unit type	RP Cost
<b>Red Army</b>	
8+6 armor	4
4+6 armor recon, armored train, 3-6 or 4-6 mechanized, 2+6 mech engineer	3
4-5 airborne, 2-5 artillery, air unit, 3-4 infantry, 2-4 infantry, 2-6 cavalry	2
1-5 engineer, supply	1
1-5 security	0.5
<b>MPR</b>	
Agent	2
2-7 cavalry	1
1-3 garrison	0.5

JAPANESE RECRUIT CHART	
Unit type	RP Cost
<b>IJA</b>	
6+6 armor, 5+6 mech; 6-5 mixed, 1-4 artillery, armored train	4
Air Supply	3
5-5 mixed, 4-5 infantry, 4-4 infantry, 2-5 engineer, air unit, supply,	2
3-4 infantry, 2-6 armored recon or cavalry	1
1-4 security, 1-3 garrison	0.5
<b>Manchukuoan, Mengjiang</b>	
5-5 mixed, agent	2
3-7 or 2-7 cavalry, 3-4 or 4-4 mixed	1
1-3 garrison	0.5