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A Micro Armour: The Game—WWII Scenario reprinted from the November–December 2001 Tac News.

KHOLKIN GOL—May 28th, 1939 "Saving Colonel Azuma"

On May 28th a Japanese force comprised of two separate battle groups from the 23rd Infantry Division set out to capture the bridges spanning the Halha River just north of its confluence with the Holsten River. The Japanese plan was complex: The unit assigned to the mission—designated the Yamagata Detachment—was split into two distinct columns. The first, the Recon Regiment of the 23rd Infantry Division, commanded by Colonel Azuma Yaozo, was to drive south along the eastern bank of the Halha, establish a blocking position near the bridges, and cut off any Soviet retreat. Meanwhile, the second column, centered around the 2nd Battalion of the 64th Regiment under Colonel Yamagata Takemitsu, was to drive through Soviet forces on the eastern bank of the Halha and link up with the Azuma unit. Any Soviet forces caught between them were to be destroyed.

The Japanese forces, however, were in for a rude surprise. Instead of encountering only lightly armed Mongolian cavalry as they had two weeks before, now

they were opposed by Soviet forces reinforced with motorized infantry, armoured cars, tanks, and field artillery. Although the Azuma unit was initially able to penetrate the Soviet positions, it was stopped short of the Halha bridges and surrounded on three sides by the elements of the 149th Motorized Infantry Regiment.

At the same time, the remainder of the Yamagata Detachment—having itself split up into two separate columns—was having a difficult time forcing its way through to the Halha River. Col. Azuma, understanding his orders were to advance to the Halha bridges, was reluctant to abandon his positions despite being under intense fire form Soviet artillery coming from the Halha's west bank, as well as infantry guns, mortars, and armoured vehicles surrounding his positions. Out of radio contact with Col. Yamagata, Azuma was determined to stand his ground until ordered to retreat or relieved by Yamagata's battalion.

SCENARIO LENGTH: 15 Turns

VICTORY CONDITIONS

a. The Japanese player must exit off the north or east edge of the map with 4 or more Azuma Unit armed stands (the truck does not count) by the end of turn 15. These stands may be suppressed and/or disorganized.

\mathbf{OR}

b. The Japanese player must have 2 or more Azuma Unit armed stands (not counting trucks) remaining and link up with 6 or more armed stands of the Japanese Reinforcements.

To link up: By the end of the Movement Phase there must be 1 Reinforcement stand and 1 Azuma Unit stand in base-to-base contact. The other 5 required reinforcement stands may be no more than 5 inches from the contacted Azuma stand. Suppressed and/or disorganized stands may be used to achieve the link-up.

If the Japanese player does not achieve one of the above conditions, the Soviet player is the victor.

INITIAL DEPLOYMENT: The Japanese player deploys his units first.

Japanese Forces:

All Azuma Unit stands deploy within 4 inches of Point Z. Five light improved positions are provided for the Azuma Unit.

Soviet Forces:

All Group A units deploy within 8 inches of Point A. All Group B units deploy within 8 inches of Point B. All Group C units deploy within 4 inches of Point C. All Group D units deploy within 8 inches of Point D.

JAPANESE FORCES

ORCES | Cohesion Level: 14

Elements,

23rd Infantry Division

Initial Forces

Colonel Azuma's Unit, Reconnaissance Regiment

Battalion HQ: 1 x HQ/Truck, 1 x Type 97 Te-Ke Type II

#1 Company: 4 x Cavalry, 1 x infantry Support #2 Company: 2 x Sumida 25/93 Armored Cars

5 x Light improved Positions

Reinforcements

Arrive on Turn 1 as shown on the map.

Group 1—2nd Battalion, 64th Infantry Regiment

#1 Company: 3 x Infantry, 3 x Trucks,

1 x Infantry Support

#2 Company: 2 x Infantry, 2 x Trucks,

1 x Infantry Support

#3 Company: 2 x Infantry, 2 x Trucks, 1 x 37mm ATG

Group 2—2nd Battalion, 64th Infantry Regiment

Battalion HQ: 1 x HQ (+1) (FO), 1 x Truck

#1 Company: 3 x Infantry, 3 Trucks,

1 x Infantry Support

#2 Company: 2 x Infantry, 2 x Trucks,

1 x 70mm Howitzer[1]

Regt. Gun Co.: 1 x 75mm Howitzer[2], 1 x Truck,

1 x Forward Observer (assigned by player)

Group 3—Elements, 1st Manchukuon Cavalry Regiment:

3 x Cavalry

SOVIET FORCES

Cohesion Level: 13

Elements,

149th Motorized Infantry Regiment

Group A—Elements, 149th Motorized Infantry Regt.

Battalion HQ: $1 \times GHQ(+0)(FO)$, $5 \times Infantry '39-41$,

2 x Infantry Support,

1 x 76mm Infantry Gun [2],

1 x 45mm ATG, 1 x 82mm Mortar [2],

2 x BA-10 Armored Car,

1 x Forward Observer (assigned by the player)

Group B—Elements, 149th Motorized Infantry Regt.

4 x Infantry '39-41,

2 x Infantry Support,

1 x BA-10 Armored Car, 1 x 45mm ATG

Group C—Elements, 149th Motorized Infantry Regt.

2 x Infantry '39-41,

1 x Infantry Support, 2 x Heavy Trucks

Group D—Elements, 6th Mongolian Cavalry Regiment

9 x Cavalry, 2 x Cavalry Support,

1 x Mounted HQ, 2 x BA-10 Arm. Cars

Off-Map Artillery—Located off the west edge of the map

1 x 122mm Howitzer [2]

Soviet Fieldworks—Shared by Soviet Groups A and B.

11 x Light Improved Positions

Reinforcements

Arrive on turn 8, on the road at the south edge of the map.

3 x T-26s, 2 x Infantry '39-41,

1 x Infantry Support, 2 Heavy Trucks

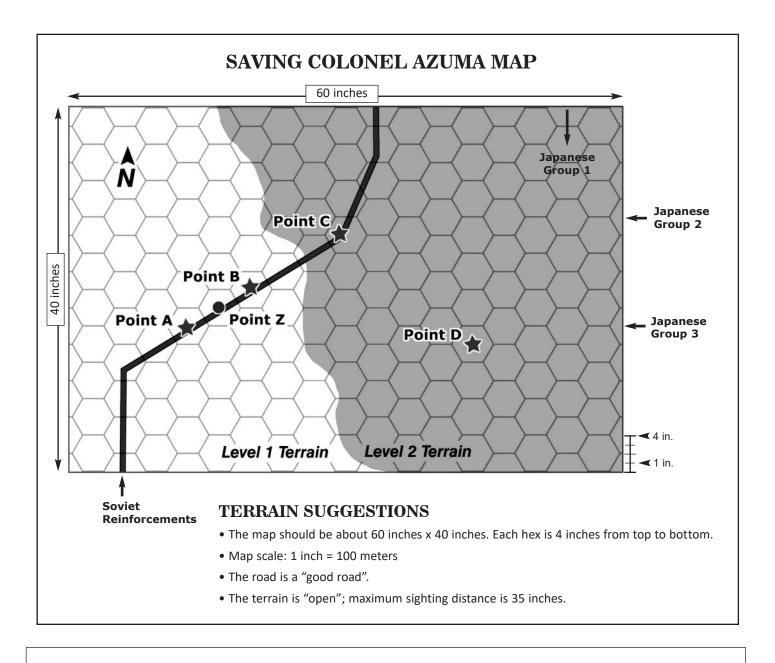
SPECIAL RULES

• Colonel Azuma was doggedly determined to hold his ground despite the failure of the remainder of the Yamagata Detachment to link up with him.

Therefore: No Azuma Unit stand may move further than 4 inches from Point Z until Col. Azuma decides to save his command from annihilation (in the Marker Removal Phase)!

At the end of each Marker Removal Phase, the Japanese player must roll 1D20. If the result is 1, all movement restrictions on the Azuma Unit stands are lifted for the remainder of the game.

• Optional rules to be used from *Micro Armour: The Game—WWII, 2nd Edition*: The Hot Shot (rule 12.2.1) and the Communications Breakdown (rule 12.2.3).



SPECIAL TO&Es

Japanese Infantry Division Reconnaissance Regiment (1939)

Battalion HQ: 1 x HQ, 1 x Truck Mounted Company: 4 x Cavalry

Armored Car Company: 2 x Sumida 25/93 Armored Cars

In reality, this unit is no bigger than a small battalion. Although configured for reconnaissance duties it was frequently used to hold ground or conduct offensive combat missions. When doing so, the parent division would normally reinforce it with any or all of the following: infantry; heavy weapons; and light artillery. In some divisions, the Armoured Car company would consist of two platoons of tankettes (Type 94 or Type 97 Te-Ke Type I, or II) in place of armored cars. Note: Type 97 Te-Ke Type I has the identical weapons data as the Type 94 tankette.

Soviet Machinegun Battalion (1939)

Battalion HQ: 1 x HQ, 1 x Truck,

Armored Car Platoon: 1 x BA-10 Armored Car

Anti-tank Company: 2 x 45mm ATGs, 2 x Trucks

AA Machinegun Platoon: 1 x AAMG

Machinegun Company: 3 x Infantry Support

Machinegun Battalion: 1 x Battalion HQ, 3 x Machinegun Companies, 1 x Anti-Tank Company, 1 x Armored Car Platoon, 1 x Anti-Aircraft Machinegun Platoon.

This unit was found in Soviet Tank Brigades and Motorized Infantry Brigades. Each contained one Machinegun Battalion.

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