

Fortress Ioki

Kholkin Gol Campaign: August 20, 1939

At 8:00 P.M., August 20th, after an all day bombardment by Soviet artillery, elements of the Soviet 11th Tank Brigade, the 601st Regiment of the 82nd Infantry Division, and the 7th Motorized Armored Brigade attacked Japanese positions on the Fui Heights. Although the Soviets were able to penetrate Ioki's main line of defense, Japanese infantry employing close assault tactics eventually forced them back. Soviet forces retreated to their starting positions at nightfall. Colonel Ioki's regiment repulsed all Soviet assaults on the Fui Heights during the next five days with no resupply of food, water, or ammunition. However, during the siege, follow-on Northern Group forces were able to bypass the Fui Heights position and complete Zhukov's double envelopment.

On the night of August 24-25, Lieutenant Colonel Ioki, realizing that his position had been bypassed, decided to save what was left of his shattered command and attempt to break through the Soviet cordon. Wandering eastward in the dark, a few of the survivors of Ioki's unit managed to struggle back to friendly lines. Although Ioki's reinforced recon regiment had held up the Soviet forces assaulting them for 5 days, Japanese 6th Army commanders were eager to find scapegoats for their defeat. Not long after the conclusion of the Nomonhan campaign, Ioki was hounded into committing suicide for retreating without orders.



Japanese

7th Infantry Division Recon Regiment (+ attachments)

IOKI UNIT

Cohesion
16

INITIAL FORCES

Battalion HQ: 1 x Headquarters (+0 GHQ)
 #1 Co: 2 x Infantry, 1 x Infantry Support
 #2 Co: 2 x Type97 Te Ke "Type II"
 #3 Co: 3 x Infantry, 1 x Infantry Support
 #4 Co: 3 x Infantry
 #5 Co: 3 x Engineer Infantry
 Regimental Support: 2 x 75mm Howitzer (2), 1 x 70mm Howitzer (1)
 Field Works: 17 x Medium Improved Positions
 2 x Light Improved Positions
 20 x Barbed Wire Markers

SPECIAL RULES

A. Japanese Fanaticism

- 1. Japanese units defending against overrun by tracked or flame throwing vehicles do not suffer the +3 die roll penalty to their required cohesion roll.
- 2. Japanese units conducting or defending against close assaults gain a -3 die roll advantage to the required cohesion roll.

B. Japanese Indirect Fire

Japanese units defending Fui Heights had several weeks in which to register targets for their 75mm howitzers. Therefore, Japanese units employing indirect fire are not required to have their fire directed onto the target by a forward observer (see Microarmour rule 7.8).

C. Optional rules to be used:

- 12.1 The Hot Shot!
- 12.2 The Communications Breakdown!
- 12.3 Artillery Efficiency



Soviets

Cohesion
12

Command Center 1 x GHQ (+1) (FO), 1 x Light Truck
 Group 1 Elements, 11th Tank Brigade
 Tank Battalion (-) Battalion HQ 1 x BT-7 (FO)
 3 Companies: 8 x BT-7, 1 x BT-7A
 Machinegun Battalion (-) 2 x Infantry Support, 1 Light Truck
 1 x BA-10 Armored Car
 1 x 45mm Anti-tank Gun, 1 Light Truck
 1 x AAMG, 1 Light Truck

GROUP 2 Elements, 601st Rifle Regiment
 1st Infantry Battalion (-)
 3 Companies: 10 x '39 Infantry
 H/W Company: 1 x Infantry Support, 1 x 82mm Mortar (1)
 2nd Infantry Battalion (-)
 3 Companies: 8 x '39 Infantry
 H/W Company: 1 x Infantry Support, 1 x 82mm Mortar (1)
 Tank Company (-) 3 x BT-7
 Regimental Gun Company (-) 1 x 76mm Infantry Gun (2)

GROUP 3 Elements, 7th Motorized Armored Brigade
 Armored Car Battalion (-)
 2 Companies: 5 x BA-10 Armored Car
 Machinegun Battalion (-) 2 x Infantry Support
 1 x 45mm Anti-tank Gun
 1 x AAMG
 1 x HQ (FO)
 4 x Light Truck

Support Units (assigned to any Soviet group)
 Flame Tank Company 4 x OT-130 Flame-thrower Tank
 Off Board Artillery located off west edge of map
 3x122mm Howitzer(2)
 3 x Forward Observers (assigned to stands by the Soviet



WWII MICRO ARMOUR®: THE GAME

TAC NEWS Scenario- Jan/Feb 2002

Fortress Ioki
Kholkin Gol, China
August, 1939

INITIAL DEPLOYMENT:

The Soviet player deploys his units first. The Soviet player must plot all indirect fire for Turns 1-3 before the Japanese player deploys his stands.

A. SOVIET INITIAL DEPLOYMENT

- A. The Soviet player deploys all units of the 11th Tank Brigade on, or west of the Soviet Group 1 setup area.
- B. The Soviet player deploys all units of the 601st Rifle Regiment on, or west of the Soviet Group 2 setup area.
- C. The Soviet player deploys all units of the 7th Motorized Armored Brigade on, or west of the Soviet Group 3 setup area.

B. JAPANESE INITIAL DEPLOYMENT

The Japanese player deploys all stands of the Ioki Unit within 6 inches of Point "Z".

- 17 x "Medium" improved positions,
- 2 x "Light" Improved positions,
- 20 x square inches of Barbed Wire

are provided for the Ioki Unit, to be deployed within 6 inches of Point "Z"

SCENARIO LENGTH: 15 TURNS

VICTORY CONDITIONS:

Soviet Victory:

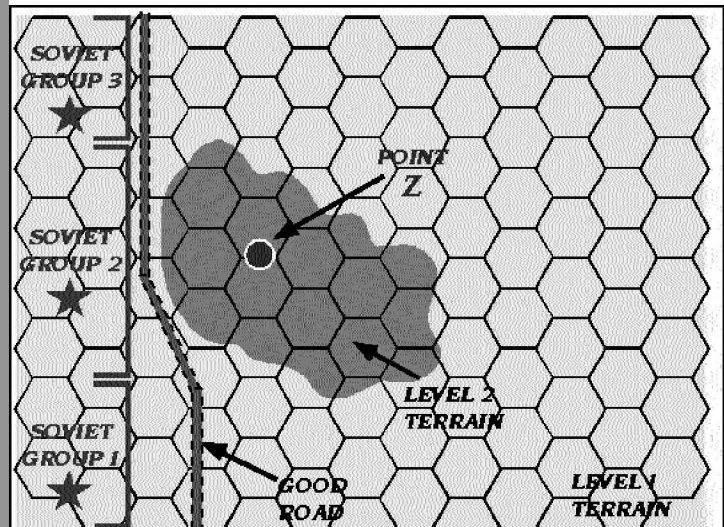
Occupy at least nine (9) or more of the Japanese "Medium" improved positions by the end of the scenario. The occupying stands may be Suppressed and/or Disorganized.

Japanese Victory:

Eliminate 1/3 or more of the Soviet stands before the Soviet Player can achieve his victory conditions.

TERRAIN SUGGESTIONS:

- The map should be approximately 42" (East to West) x 30" (North to South)
- Terrain is open: Maximum sighting distance = 35"
- The road running North to South is a Good Road.



FORTRESS IOKI

SKETCH MAP

Scale: 1" = 100 meters
1 hex = 4" from side to side



SPECIAL UNITS

The two additional units used in this scenario have the following values:

Vehicle/weapon	Points	Firepower AP / HE	Range AP / HE	Defense [armoured]	Speed W/T/F	Cargo Capacity	Transport Requirement
OT-130 Flame Tank (USSR)16 (Players may use a T-26 light tank for this weapon since the OT-130 was based on the T-26)		9F/9F	1/1	[2]	8T	-	-
Japanese Infantry ('39)	11	2/4	0/5	6**	3F	-	8

The Japanese quickly learned that glass bottles, filled with gasoline, were effective close range anti-tank weapons when employed against gasoline-fueled Soviet tanks. Lighting the bottles with an improvised wick (ala Molotov Cocktail) was not necessary. The intense heat combined with the highly flammable nature of early Soviet armored vehicles ensured combustion!