



Saving Colonel Azuma Kholkin Gol Campaign: May 28, 1939

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 2 distinct columns. 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 task force, centered around the 2nd Battalion of the 64th Infantry Regiment, commanded by 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.

However, the Japanese were in for a rude surprise. Instead of encountering only lightly-armed Mongolian cavalry as they had 2 weeks before, this time they were opposed by Soviets forces reinforced with motorized infantry, armored cars, tanks, and field artillery. Although the Azuma Unit was initially able to penetrate Soviet positions, it was stopped short of the Halha bridges and surrounded on 3 sides by elements of the 149th Motorized Infantry Regiment.

At the same time, the remainder of the Yamagata Detachment, having itself split up into 2 columns, was having a difficult time forcing its way through to the Halha River. Azuma, understanding his orders were to advance to the Halha bridges, was reluctant to abandon his positions, despite being under intense fire from Soviet artillery coming from the west bank of the Halha, as well as infantry guns, mortars, and armored vehicles surrounding his positions. Out of radio contact with Yamagata, Azuma was determined to stand his ground until ordered to retreat or relieved by Yamagata's battalion.



Japanese

Elements Cohesion
23rd Infantry Division 14

INITIAL FORCES COL. AZUMA'S UNIT - Recon. Rgt.
 Battalion HQ 1xHQ / Truck
 1xType 97 Te Ke "Type II"
 #1 Company 4xCavalry
 1xInfantry Support
 #2 Company 2xSumina 25/93 Arm. Cars
 6 x Light Improved Positions
 arrive on Turn 1 as shown on map
 REINFORCEMENTS
 Group 1 2nd BN, 64th IR
 #1 Company 3xInfantry, 3xTruck
 1xInfantry Support
 #2 Company 2xInfantry, 2xTruck
 1xInfantry Support
 #3 Company 2xInfantry, 2xTruck
 1x37mm AT Gun
 Group 2 2nd BN, 64th IR
 Bttn HQ 1xHQ (+1) (FO) 1xTruck
 #1 Company 3xInfantry, 3xTruck
 1xInfantry Support
 #2 Company 2xInfantry, 2xTruck
 1x70mm Howitzer (1)
 Regimental Gun Company 1x75mm Howitzer (2), 1xTruck
 1 x Forward Observer (assigned to a stand by the player)
 Group 3 Elements, 1st Manchukuoan Cavalry Rgt.
 3xCavalry



Soviets

Elements Cohesion
149th Motorized Inf. Rgt 13

Group A Elements, 149th Motorized
 Infantry Regiment
 Battalion HQ 1xGHQ (+0) (FO)
 5 x Infantry '39-'41
 2 x Infantry Support
 1 x 76mm Infantry Gun (2)
 1 x 45mm Anti-tank Gun
 1 x 82mm Mortar (2)
 2 x BA-10 Armored Car
 (Assigned to a stand of the player's choice)
 1 x Forward Observer
 Group B Elements, 149th Motorized Infantry Regiment
 4 x Infantry '39-'41
 2 x Infantry Support
 1 x BA-10 Armored Car
 1 x 45mm Anti-tank Gun
 Group C Elements, 149th Motorized Infantry Regiment
 2 x Infantry '39-'41
 1 x Infantry Support
 2 x Heavy Truck
 Group D Elements, 6th Mongolian Cavalry Regiment
 9 x Cavalry
 2 x Cavalry Support
 1 x Mounted Headquarters
 2 x BA-10 Armored Car
 Off Board Artillery located off west edge of map
 1x122mm Howitzer(2)
 Soviet Field Works Shared by Soviet Groups A & B
 11xLight Improved Positions
 REINFORCEMENTS Arrive Turn 8: on road at south of map
 3 x T-26
 2 x Infantry '39-'41
 1 x Infantry Support
 2 x Heavy Truck

INITIAL DEPLOYMENT:

The Japanese player deploys his units first.

A. JAPANESE INITIAL DEPLOYMENT

The Japanese player deploys all stands of the Azuma Unit within 4 inches of Point "Z". 5 light Improved positions are provided for the Azuma Unit.

B. SOVIET INITIAL DEPLOYMENT

- The Soviet player deploys all units of Group A within 8 inches of Point "A"
- The Soviet player deploys all units of Group B within 8 inches of Point "B"
- The Soviet player deploys all units of Group C within 4 inches of Point "C"
- The Soviet player deploys all units of Group D within 8 inches of Point "D"

SPECIAL RULES

A. 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 farther than four (4) inches from Point "Z" until Col. Azuma decides to save his command from annihilation! At the end of each "Marker Removal" phase, the Japanese player must roll 1d20. If this results in a 1, all movement restrictions on Azuma Unit stands are lifted for the remainder of the game.

B. Optional rules to be used:

- The Hot Shot!
- The Communications Breakdown

SCENARIO LENGTH: 15 TURNS

© GHQ, 2001

VICTORY CONDITIONS:

A. The Japanese player must exit at four (4) or more armed stands (the truck doesn't count) of the Azuma Unit off the North or East edge of the map by the end of turn. These stands may be Suppressed and/or Disorganized.

OR:

1. The Japanese player must have two (2) or more armed stands (trucks don't count) of the Azuma Unit remaining and "link-up" with six (6) or more armed stands of the Japanese "reinforcements". In order to effect "link-up", one (1) "reinforcement stand" and (1) Azuma Unit stand must be in base contact at the end of a Movement phase. The other five (5) required reinforcing stands may be no more than five (5) inches from the "contacted" Azuma stand for the "link-up" to be effective. Suppressed and/or Disorganized stands do count towards link-up.

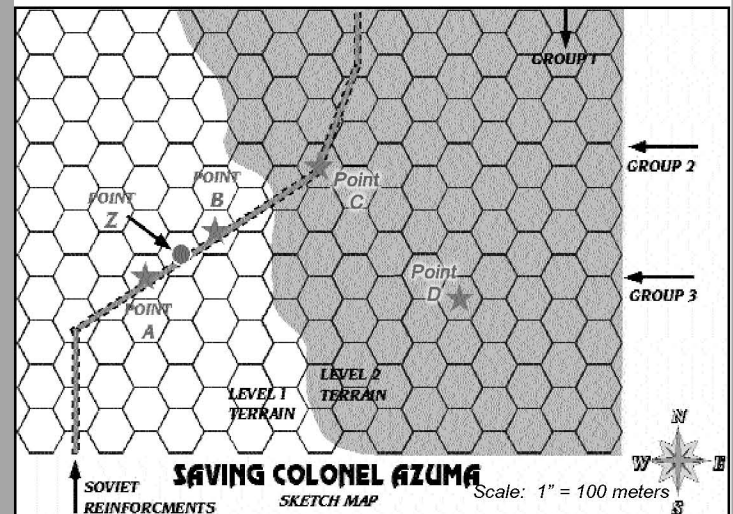
If the Japanese player achieves neither of the above conditions, the Soviet player is the victor.

TERRAIN SUGGESTIONS:

The map should be approximately 60" x 40"

The road is a Good Road

Terrain is open : Maximum sighting distance = 35"



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 Car

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 Armored Car Company would consist of two platoons of tankettes (Type94s or Type97 Te Ke Type Is or Type IIs) in place of armored cars. Note: the

Type97 Te Ke "Type I" has the identical weapons data as the Type94 tankette.

Soviet Machinegun Battalion (1939)

Battalion HQ: 1 x HQ, 1 x Truck

Armored Car Platoon: 1 x BA-10 A/C

Anti-Tank Company: 2 x 45mm ATG, 2 x Truck

Anti-Aircraft Machinegun Platoon: 1 x AAMG

Machinegun Company: 3 x Infantry Support

Machinegun Battalion: 1 x Battalion HQ, 3 x Machinegun Company, 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