



# Bain Tsagan Heights



The Battle of **Bain Tsagan Heights** took place in early July 1939 during the Soviet-Japanese border conflict known as the **Battles of Khalkhin Gol**, a pre-World War II clash between the Soviet Union and Japan along the border of Mongolia and Manchuria.

At Bain Tsagan, Japanese forces attempted a bold river crossing to encircle Soviet and Mongolian troops. In response, Soviet General Georgy Zhukov launched a swift counterattack using tanks, artillery, and infantry to repel the Japanese advance. Fierce fighting occurred on the Bain Tsagan Heights, where Soviet forces successfully halted the Japanese flanking maneuver.

The Soviet victory at Bain Tsagan was a key moment in the larger Khalkhin Gol campaign,



demonstrating Soviet tactical effectiveness and contributing to Japan's eventual decision to seek peace in the region. It also helped shift Japanese expansionist focus away from Siberia and toward the Pacific, influencing later WWII strategy.

## **10 VP's**

### **Card Balance:**

Allies - 7

Axis - 5

### **Complexity:**

4

### **Conditions:**

Countryside

### **Context:**

Historical

### **Location:**

Siberia

### **Year:**

1939

### **Theater:**



Eastern

**Campaign:**

Khalkin Gol

**Codename:**

**Summary:**

**Objectives:**

10 VP's, including four! objective medals; ( two ridges and a 2-medal bridge)

**Battlefield:**

Countryside with a river cutting through the Allies left flank, and long road cutting at an angle through the terrain directly to the two-medal bridge.

**Troops:**

Allies (Russia) - 12 Infantry, 9 Armor, including two Armored Cars, plus two Supply Trucks, 1 Big Gun!

Axis (Japan) - 12 Infantry, 7 Armor, including 3 Tankettes, 2 Armored Cars, 1 Artillery.

**Allied Strategy:**

1. Big Picture: Allies are initially on the defense, due to the attack by the Japanese. But they have enormous armor resources at their disposal on their left flank to bring to bear upon the battle in both the left flank and the center section. And historically, this is what General Zukhov did. In fact a pivot by the Allied Armor on the left flank over the ridgeline at river will allow them to reign down terror upon the Japanese forces assaulting the



Remisova Hill.

2. Your puny Armor and Infantry forces in the right flank are pretty useless, as they need to cross the river before they can engage the enemy. But if they can at least move forward one hex, so that they do not get pinned against the backwall, that will be sufficient.
3. Guard the bridge crossing the river. It is worth two medals.
4. You have a Big Tom Gun, which has massive range of 8 hexes, and allows you to zero in on forces in a hex and increase your attack strength by another 1D. Use it early and often.

### **Axis Strategy**

1. Big Picture Strategy: this was a long-shot for the Japanese historically, which they lost, but they have been known to win this scenario. Use your Tankettes, which have good movement, to get into the battle and score some wins. Advance forcefully with your infantry and overwhelm them using your Seishin Kyoiku Doctrine might combined with your Bonzai speed.

Battle Reports

**3**

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