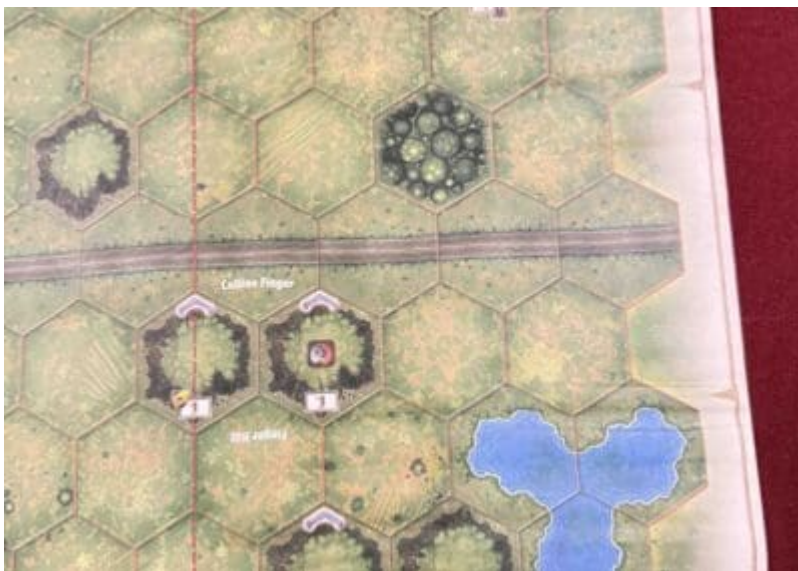




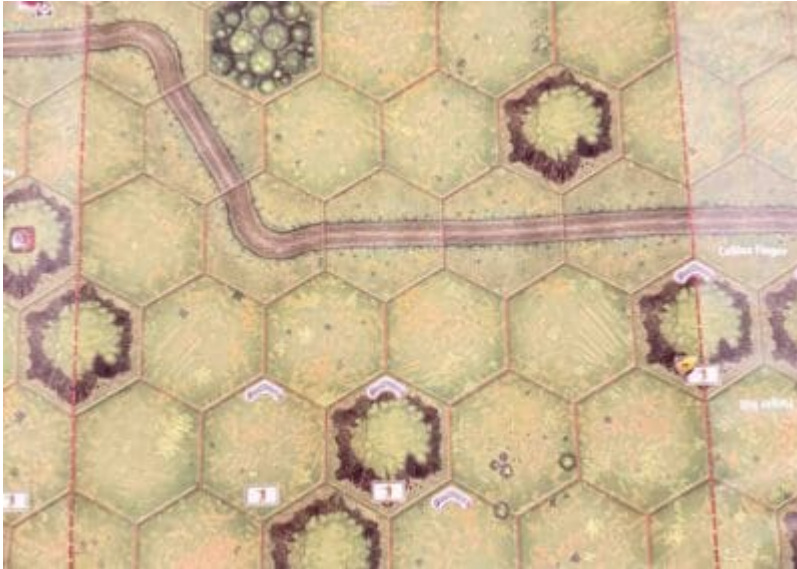
The Khalkhin-Gol Encirclement (Overlord Map)



Encircle-Khalkin-Gol_title



Encircle-Khalkin-Gol_right2



Encircle-Khalkin-Gol_right1



Encircle-Khalkin-Gol_Left2



Encircle-Khalkin-Gol_Left1



Encircle-Khalkin-Gol_center2



Encircle-Khalkin-Gol_center1

“Let me give it to you straight, boys—back in ‘39, before the big show kicked off in Europe, there was a damn fine brawl brewing out east along the Khalkhin-Gol River. The Soviets, under that iron bastard Zhukov, took on the Japanese who were itching for a scrap in the borderlands.

Those Russians didn’t just trade blows—they went for the kill. They wrapped the Japanese 23rd Division up tight in a steel trap—**tanks on the flanks, artillery in the rear, and air power pounding them into the dirt.** No escape, no second chances—just one big, smoking ruin when the Red Army was done.

The result? The Japanese learned a lesson in modern warfare and didn’t forget it, and Zhukov walked out of there with a reputation as the man who could gut an enemy army whole. **That’s how you fight a battle, boys—encircle, crush, and leave nothing but wreckage behind!”**

~~ General Howitzer

18 VP’s

Card Balance:



Allies (Russia) - 12

Axis (Japan) - 8

Complexity:

4

Conditions:

Countryside



Context:

Historical

Location:

Mongolia

Year:

1939

Theater:

Eastern



Campaign:

Codename:

Summary:

Objectives:

18 VP's with various Medal Objectives for various territorial control.

Battlefield:

Countryside with many rivers, roads, rivers, and hills

Troops:

Allies - 16 Infantry, 18 Armor and Trucks, 3 Artillery

Axis - 21 Infantry, 7 Armor, 4 Artillery

Allied Strategy:

1.

Axis Strategy

1.

Battle Reports

0

BR - Encirclement



You must sign in for passing the poll

See Results

Author:

Days of Wonder

Link:

Please follow and like us:

