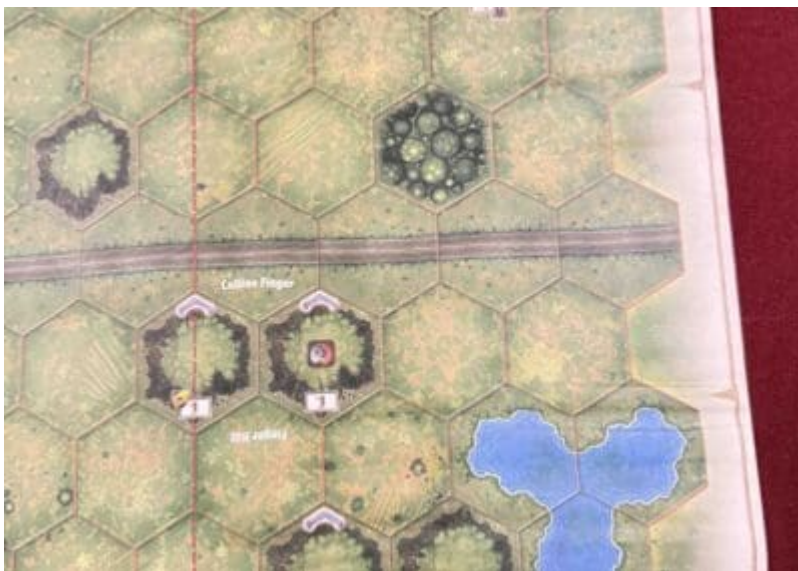




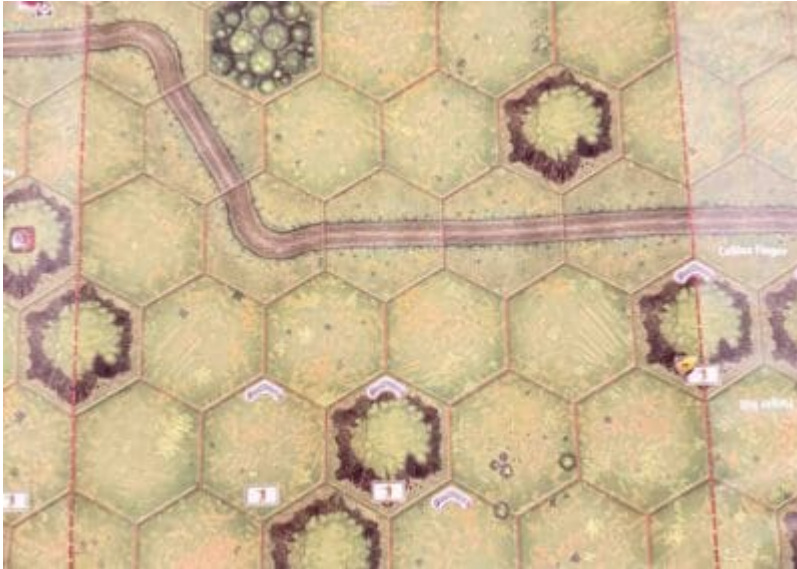
# The Khalkhin-Gol Encirclement (Overlord Map)



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

○



Allies Won



Axis Won

See Results

Vote

**Author:**

Days of Wonder

**Link:**

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