Bain Tsagan Heights

“Listen up, boys! In early July ‘39, over in the dusty wilderness of Mongolia, the Japanese thought they’d pull a fast one at the **Bain Tsagan Heights**—cross the river, flank the Soviets, and wrap the whole show up in a bow. But Zhukov wasn’t about to let those plans play out!

Zhukov hit back **hard and fast**, bringing in tanks, artillery, and infantry to pound those Japanese troops into the dirt. They fought like hell on those heights—bayonets flashing, guns roaring, tanks rolling—and the Soviets broke that flanking move right in half.

This wasn’t just a local scrap, boys—it was a turning point. That Soviet victory at

Bain Tsagan sent a clear message: **you mess with the Red Army, you pay in blood**. It helped push Japan to shift its focus away from Siberia and toward the Pacific, changing the whole game for the coming war.

So remember this—**when you see the enemy making a move, you don't wait—you smash him before he knows what hit him! That's the way to win!**"

~~ General Howitzer

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.

Winning as Allies:

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.

Winning as Axis

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

Author:

Days of Wonder

Link:

Remisovs Hill
x7
English speakers, for reference, place your matching English Summary Cards on top of the French ones alongside the map.

BTH_map_breakthrough_full

MAP
1
M44

BTH_FlankLeft

Remisova Hill

BTH_Center

Remisova Hill
Colline de Rami
IMPERIAL JAPANESE ARMY
TANKETTES
2 figures
Move 0–3 hexes and battle
Treat as Armor, for all purposes
MOLOTOV COCKTAILS
When Molotov Cocktails rules are in effect for a side, it receives a define number of tokens
These tokens are only available to Infantry units, for Close Assault combat only
When used, state so before dice roll and immediately discard a token
Any Star rolled counts as a hit, for that Close Assault combat only
CAVALRY
4 figures
Fire at
Moves 0–3 and battle
Contexte hist

BH_FlankRight

General Howitzer / Battle Reports

Bain Tsagan Heights

Community results · All commanders

Complete an After Action Report on this battle

Please register in order to complete the AAR. Register

Please login, so your battle history can be updated. Login

Allied win rate**66.67%**
Average medals per side
Allies—Axis—
Submitted AARs
3Games reported
Allied victories**2 · 66.7%**
Axis victories**1 · 33.3%**

General Howitzer / Community Strategy

Commander Strategy Notes

Battle-tested advice from registered commanders.

Allies 0Axis 0General 0

No approved allies strategy notes yet.

No approved axis strategy notes yet.

No approved general strategy notes yet.

Log in or register to share a strategy.