Tightening the Noose

TIGHTENING THE NOOSE
x7

Tightening-Noose_whole

Historical Background
Conditions of Victory
CAMIONS DE TRANSPORT
AUTOMITRAILLEUSE
ARMÉE ROUGE
IMPERIAL JAPANESE ARMY
TANKETTES
SPECIAL WEAPON ASSETS
CAVALRY
Contexte historique
Conditions de victoire
Règles spéciales

Tightening-Noose_right

Contexte historique
CAVALERIE
RÉGLES DE MATÉRIEL
CHENILLETTES
RED ARMY (RKKA)
ARMORED CAR
SUPPLY TRUCKS
RE-SUPPLY
Historical Background
Conditions of Victory
Special rules
TIGHTENING THE NOOSE
x7

Tightening-Noose_left

Tightening-Noose_center

“Listen up! In August ‘39, the Red Army under that tough son of a gun, Zhukov, went to work along the Khalkhin-Gol River—right on the border of Mongolia and Manchuria. The Japanese wanted to push their luck and bite off a chunk of land, but Zhukov wasn’t about to let that happen.

He took tanks, infantry, artillery, and air power, and he **tightened that noose** like a hangman on payday! Those Japanese 23rd Division boys didn’t know what hit ‘em—no way out, no way to retreat, just the iron hammer of the Soviets crushing them from every side.

The result? A total victory for Zhukov and his Red Army, driving the Japanese back and showing the world that these Russians could **fight, surround, and destroy** like nobody’s business. That’s the kind of operation I like, boys—**surround ‘em, cut ‘em down, and don’t stop until the job’s done!**”

~~ General Howitzer

8 VP’s

Card Balance:

Allies – 7

Axis – 4

Complexity:

4

Conditions:

Countryside

Context:

Historical

Location:

Mongolia

Year:

1939

Theater:

Eastern

Campaign:

Codename:

Summary:

Objectives:

8 VP’s, plus Territorial Objective Medals for each side

Battlefield:

Countrsyide with a road and a river stretching up and down the battlefield

Troops:

Allies (Soviet Union) – 9 Infantry, 9 Armor, 3 Artillery

Axis (Japanese) – 10 Infantry, 2 Armor, 1 Artillery

Allied Strategy:

1.

Axis Strategy

1.

Battle Reports

Author:

Days of Wonder

Link:

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General Howitzer / Battle Reports

Tightening the Noose

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—
Average medals per side
Allies—Axis—
Submitted AARs
0Games reported

No AARs for this scenario yet. File the first field report.

Allied victories**0**
Axis victories**0**

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.