The Khalkhin-Gol Encirclement

Memoir 44 Overlord | Game assembly checklist | 20-24 August 1939

1. Physical figure inventory

Check each row as you pack. Units are groups occupying one hex; figures are the individual models in those groups. Special weapons and identifiers are listed separately on page 2.

Figure type	Soviet units	Soviet figures	Japanese units	Japanese figures
Ordinary foot infantry	8	32	15	60
Machine-gun infantry (SWA)	1	4	2	8
Anti-tank infantry (SWA)	1	4	1	4
Engineer infantry	2	8	0	0
Cavalry	4	16	3	12
Ordinary tanks	10	30	1	3
Flame-thrower tanks	3	9	0	0
Armored cars	3	3	3	3
Te-Ke tankettes	0	0	3	6
Supply trucks	2	3	0	0
Ordinary artillery	1	2	4	8
Big Guns	2	4	0	0
TOTAL	**37**	**115**	**32**	**104**

Combined starting force: 69 units / 219 figures.

Infantry and cavalry: With standard infantry models and cavalry badges, pack 64 Soviet and 84 Japanese infantry figures. With dedicated mounted models, pack 48 Soviet foot + 16 cavalry and 72 Japanese foot + 12 cavalry. Do not pack both alternatives.

Vehicle strengths: Ordinary and flame tanks use 3 figures per unit; armored cars use 1; tankettes use 2. The Soviet truck units are explicitly marked 1 and 2 figures, for 3 trucks total. Artillery and Big Guns use 2 figures per unit.

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Special assets, shared supplies and setup reference

2. Special weapons and unit identifiers

Additional item	Soviet units	Soviet pieces	Japanese units	Japanese pieces
Machine-gun asset / badge	1	1	2	2
Antitank asset / badge	1	1	1	1
Engineer	2	2	0	0
Cavalry identifier	4	4	3	3
Flame-tank identifier	3	3	0	0
Armored-car identifier (AC)	3	3	3	3
Tankette identifier (TK)	0	0	3	3
Big Gun identifier	2	2	0	0
Truck strength reminders (1 and 2)	2	2 optional	0	0

These identify units already counted on page 1; they are not extra units. Use a badge or a clearly recognizable model as appropriate. Weapon assets accompany four infantry figures each.

3. Shared supplies and battlefield items

Item	Quantity	Purpose	What to pack
Sandbags	14 positions	Starting defenses	14 pieces if overlaying; otherwise use printed positions
Big Gun targeting markers	6	3 per Soviet Big Gun unit	Crosshairs or Battle Stars
Hill objectives	3 symbols	Hill 754; Remisova; Finger Hill	Markers for 3 apparent medal points
Bridge objective	1 symbol, marked 2	Two-medal bridge	Markers for 2 medal points
Bridge terrain	1	River crossing	Already printed on battle map
Other setup obstacles	0 visible	Wire, mines, bunkers, hedgehogs, roadblocks	None indicated in panel images
Battle map and play kit	1 complete set	Overlord play	Map, Overlord cards, battle dice, rules / reference cards
Movement/Targeting Reticule Markers	10 per side	To keep track of which units can move, and which units can attack	Available from GeneralHowitzer.com (https://generalhowitzer.com/product/attack-movement-tokens/)

Setup reference: Victory target: 18 medals. Command-card allocation shown on the scenario page: Soviets 12; Japanese 8. Place units using the six panel photos; the title photo is a detail view, not another panel.