

FT04 RETURN TO THE START LINE

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HISTORICAL ACCOUNT

LOCATION: Nomonhan

DATE: 15 May 1939

COMMENTARY: After the incident of Chang Kufeng, Japanese consider that the Halah defines the border between the Mandchuoko and Mongolia. From April 1939, has the order of operations consistently N° 1488, the Kwantung Army was ordered to deal with border incidents and punish the “illegal violations” perpetrated by the Soviet troops. So much that of need, she/it is allowed has pursue his/her/its operations in Outer Mongolia.

On May 14, a recon detachment, composed of a squadron of cavalry and a company of light tanks under the command of Lt Col. Azuma Yazo, arrived in the area of Nomonhan. On the 15th, Azuma, reinforced by a detachment of Manchurian Auxiliaries, launched a pincer movement aiming to trap the troops outside Mongolia.

The attack was launched at 1300 hours but the Mongols succeeded in slipping out of the pincers and re-crossing the Halha. Japanese planes bombed the sector but only managed to damage about twenty younes. The Mongols having re-crossed the border, the Japanese high command appraised the incident and ordered Azuma to regain Hailaerh.



TURN RECORD CHART

★ MONGOL Sets Up First	● 1	2	3	4	5	6	7	END
● JAPANESE Moves First								

THE BATTLEFIELD AND CONDITIONS

Map board 7 is considered a desert map. Buildings do not exist; woods are swamps (B16), at the water level (level -1 (B21.21)). The current is Slow (B21.121). The river is Fordable (B21.41) (EXC: Horses [and their riders]) enter a river hex for half of their MF).

Place the following Overlays: **H1** in 27G5-F4, **H6** in 28G7-G6, **X3** in 27V5, **H4** in 27Y3-X2 and **H2** in 28X3-Y4. Overlay **X3** represents the Mongol younteses.

The Hillocks are hills of level 1 whose contour follows the one of hillocks hexspines. Hillocks summits are at the level 2.

EC are Clear with No Wind at start. Light Dust (F11.7) is in effect.

VICTORY CONDITIONS

Mongol win if, at game end, they Control ≥ 5 of the following hexes on board 7: D1, I1, J1, P2, Q3, R2, X1, AA5, BB1. Neither side begins the scenario with Control of these hexes.

SCENARIO SPECIFIC RULES:

None

Elements infiltrating Mongols set up dismounted on/adjacent to 27V5.
Balance: The Mongols of the 27V5 group begin the scenario mounted.

ELR: 5
SAN: 4

Mongol Observation station set up on/within 2 hexes of 27oI4 or on/within 2 hexes of 27oBB4:

Mongol patrol set up mounted in/adjacent to 28AA9 (if the observation post sets up in 27oI4) or in/adjacent to 27D5 (if the observation post sets up in 27oBB4):

Task Force of Lt.-Col. Azuma, 64th Regiment, 23rd Infantry Division, Army of the Kwantung enter on GT1, having spent the half of their MF, between 27GG5 and 28GGS inclusive.
Balance: Add 1 LMG to the Japanese OB.

Task Force of Lt.-Col. Azuma, Manchurian Auxiliaries enter on GT1, having spent the half of their MF, between 27H10 and 27A5 inclusive. The Manchurian Auxiliaries are treated as Axis Minors and have an ELR of 2:

Task Force of Lt.-Col. Azuma, support armour: enter on GT1, having spent the half of their MPs. Before the Mongol set up, the Japanese player secretly notes whether his tanks enter with the Japanese or the Manchurian group.