

# The Battle of Khalkin Gol (the Nomonhan Incident)

August 20, 1939

A Panzer General II Scenario by Toliy ([gutalinn@yahoo.com](mailto:gutalinn@yahoo.com))

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## Historical Overview



The far eastern frontier of the Soviet Union has been the source of nearly continuous skirmishes and disputes since the nation's inception. These conflicts have grown into a war over the course of 1938. Japan's expansionist attempts into Mongolia—an ally state of the Soviet Union—have escalated the conflict. The battles of Lake Khasan of the previous year have shown Japan a formidable foe both on the ground and in the air. On August 12<sup>th</sup> 1938 Marshal Blucher, commander of the Far Eastern Military Zone (DVOK) was arrested for undermining the Party's efforts as he attempted to negotiate for a peaceful settlement with the Japanese.

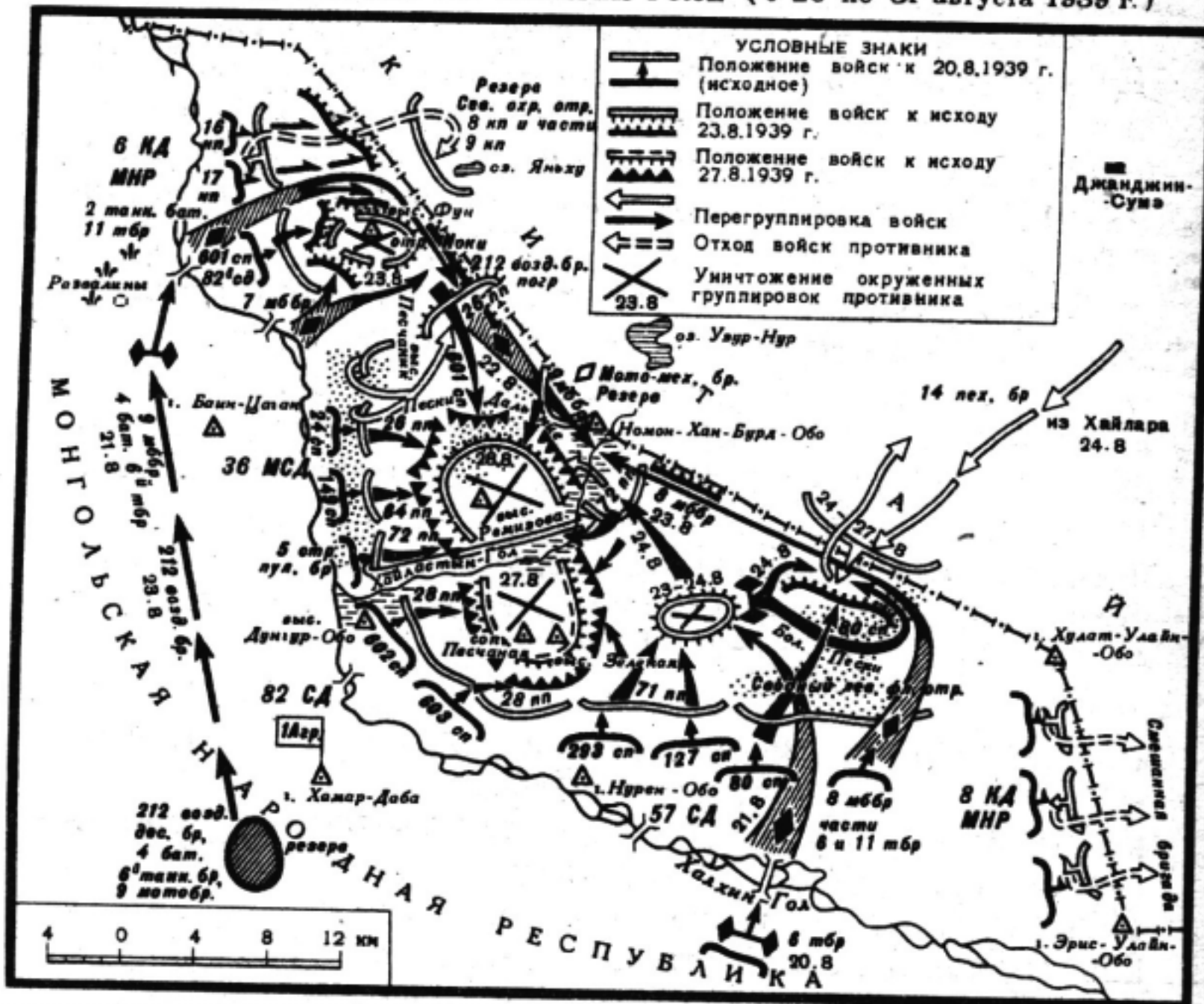


Border skirmishes in the Khalkin Gol region grew from incidents in the air and on the ground. In May of 1939, the Japanese air force successfully carried out a devastating raid on the Soviet airfields, leaving the troops in the area virtually defenseless from the air. In June of 1939 Georgi Zhukov was appointed supreme commander of the Khalkin Gol forces (1<sup>st</sup> Army Group), which remained part of the Lake Baikal District forces (ZABVO). It was his task to not only stop Japanese expansion into Mongolia, but to decisively put an end to all border skirmishes between Japan and the Soviet Union. Zhukov arrived just in time to repel a bold Japanese offensive across the River Halka aimed to capture the Bain Tsagan Heights. For weeks he had overseen the deployment of the newest BT tanks, the construction of roads, and the build-up of a diversionary defense line. As

preparations continued, a fierce battle for air superiority ensued. Dogfights involving up to 90 planes on either side swirled in the air. In the words of Zhukov himself, at no other time before or after had he witnessed air combat at such scale.

The Battle of Khalkin Gol was Zhukov's illustration of Deep War tactics. The use of deception tactics, extremely fast tanks and mechanized forces to outflank an opponent's defenses, and the combination of aerial, airborne, and ground troops lead to the complete destruction of the Japanese 6<sup>th</sup> Army and to Japan's loss of a sphere of influence in the Mongolian and Far-Eastern regions. Please refer to a map (in Russian, unfortunately) of the actual events on the following page.

## БОЕВЫЕ ДЕЙСТВИЯ НА ХАЛХИН-ГОЛЕ (с 20 по 31 августа 1939 г.)



## Installation

To play this scenario, you will need the following:

1. Oronzo's latest version of Panzer General II equipment file. Updates:  
<http://www.oronzo.com/panzergeneral2.html>
2. Oronzo flags upgrade (optional). Please visit Oronzo's page for the download and installation instructions...
3. Copy the scenario files (kgol4o.ply, kgol4o.scn, kgol4o.txt) to the USERSCEN folder of your Panzer General II directory
4. Download the NOMONHAN map either from Builder's Paradise:  
[http://www.strategyplanet.com/panzergeneral/PG2Main\\_news.html](http://www.strategyplanet.com/panzergeneral/PG2Main_news.html) or from my page: <http://staff.washington.edu/toliy/panzer/>
5. Copy the map descriptor file (kgol.map) to the SCENARIO folder of your Panzer General II directory.



## Gameplay Notes

I have tried to keep as close to the historic Order of Battle as possible. This scenario features a variety of units—some with special tricks!

- A note on unit scaling: I have tried to roughly scale the units to battalion scale. This worked out well with armored formations. In some cases, I combined two to three battalions into one PGII unit and have given it a strength greater than 10.
- Several AA guns on both sides have as a transport their own ground role version. This means you can use the MOUNT command to switch to ground attack role with those guns. In addition, some infantry battalions have heavy weapons attached to them in a similar fashion.
- Terrain notes: please look carefully at the various hexes for helpful terrain type labels. There are sandy areas that you may wish to avoid...

## Acknowledgements

A thank-you to Karhu3 and Macs from FFWC for their comments and playtest. Thank you, Oronzo, for your advice, sources, and for your flexibility with adding units to the equipment file. To Leon for his help with the OOB.

## Mission Objectives

All victory (gold) hexes on the map are victory hexes for BOTH sides. To win, either side has to control them all. Please see the next page for details.



[Link to Source](#)

## Soviet Union Side 1

1. 6 Mongol. Cav
2. 7,9th Mech. Br.
3. 1/11 TK Br.

### Turn 3

4. 56.IAP
5. Brd. Gd/DVOK
6. 212 Abn.

### Turn 7

7. 36th Mot. Div
8. [1,3]/22.IAP  
32.BAP
9. [2,4]/22.IAP  
38.BAP

### Turn 3

10. 19.IAP [Rec]
11. 150.BAP

### Turn 7

12. NKVD/DVOK
13. HQ 1 Army Gp
14. 82nd Rifle Div
15. 57th Mot. Div
16. 6th TK Brig

### Turn 3

17. 8th Mech. Br.

### Turn 3

## Japan Side 2

1. Indep. Brig.
2. Manch. Cav.
3. 23rd Div.
4. HQ 23rd Div.
5. Abn. Reserve

### Turn 11

6. 16.Sentai/9.H

### Turn 2

7. Mech. Brig.

### Turn 5

8. Aty/Mech. Br

### Turn 5

9. Harada/12.H,  
64.Sentai

### Turn 4

10. 1st Corps Aty

### Turn 7

11. 16.Sentai/9.H

### Turn 2

12. Yasuoka Br.

### Turn 7

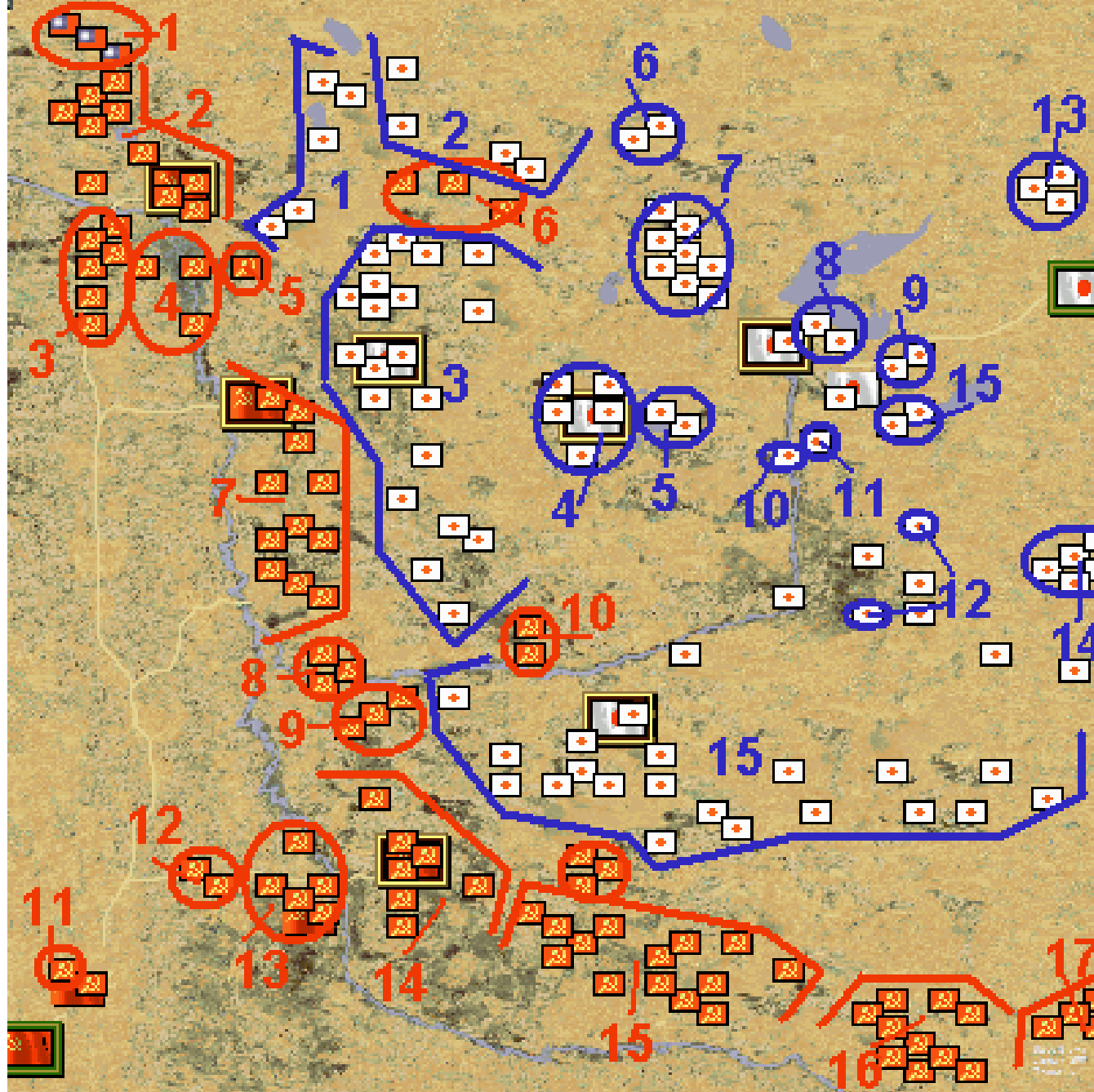
13. Katsami/15.S,  
61.Sentai/9.H

### Turn 7

14. 14th Brig.

### Turn 7

15. 7th Div.



**Khalkin Gol, August 20 1939**  
**USSR vs. Japan**  
**BV/V/TV: 14/18/19**