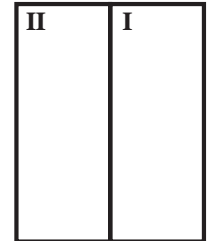


THE FOOL AND THE HERO



NEAR LAKE KHASAN, USSR, 31 JULY, 1938: Due to irregularly drawn borders, the small hill of Changkufeng became a bone of contention between Japan and the USSR. Each side sought every advantage along their mutual border. The Russians began to fortify the hill while the diplomatic process stalled. What the Japanese saw as encroachment by the Soviets caused the local military commander to plan a night attack to clear the Soviets from the hill. Jumping off in near pitch black darkness, the men of the 1st Battalion, 75th Regiment crept toward the enemy wire.

BOARD CONFIGURATION:



BALANCE:

★ Replace a MMG with a HMG

● Japanese are Elite for Special Ammo purposes [C8.2]

VICTORY CONDITIONS: The Russian player wins at game end by having at least 10 non-crew infantry VP on Level 3/4 hexes, provided the Japanese player does not have \geq twice as many VP on Level 3/4 hexes as the Russian player. For both players, VP on level 4 are worth 1.5 times their normal value.

TURN RECORD CHART

★ RUSSIAN Sets Up First	●	1	2	3	●	4	★	5	6	7	8	END
● JAPANESE Moves First												

★

Elements of the 40th Rifle Division and supporting armor [ELR 3] Set up on Level 2 or higher hexes [See SSR 4]: {SAN: 3}

4-4-7
13

8-0
3

8-0
3

4-10
3

2-6
4

45L
12

OVR.DBA: +4
 Other: +2
8

Reinforcements Enter on east board edge on turn 5:

4-4-7
7

8-0
3

8-0
3

2-6
3

45L
22

●

Elements of the 1st Battalion, 75th Regiment, 19th Infantry Division [ELR 3] Enter from the west edge on turn 1: {SAN 4}

4-4-8
4

4-4-7
17

9-1
2

8-0
3

2-6
4

50MM
4

Elements of Machine Gun Company Enter from the west edge on turn 4:

4-4-7
2

2-2-8
4

9-1
2

8-0
2

3FP
2

2FP
2

50MM
2

SPECIAL RULES:

1. EC are wet. All orchards are Crags. Buildings do not exist.
2. Night rules [E1] are in effect. NVR is 1 and will not change. Japanese squad majority type is Stealthy; Russian squad majority type is normal.
3. Good Order Japanese units may only make CC attacks [EXC: SMOKE and TPBF] until Russian Player Turn 4. Japanese at start 448 squads are sappers.
4. Wire may not set up HIP, but may set up on any hill hex including level 1. Wire counters may not be placed adjacent to more than two other wire counters.

AFTERMATH: Japanese stealth did not last long. As the Sappers were trying to clear holes in the wire, Russian MG fire began to take casualties. Told not to use their rifles but to rely on their bayonets (the bullet the fool and the bayonet the hero), the Japanese infantry struggled through the wire and began to overrun the Russian positions. Despite great heroism the issue remained in doubt, especially in the face of Russian tanks against which the Japanese had no weapons. Finally, the MG company established itself on the hill and stopped all Russian counterattacks.