

BMW 2.1

THE FOOL AND THE HERO

SCENARIO DESIGN
BY BRIAN WILLIAMS



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 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.

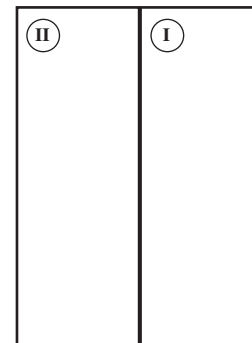
NEAR LAKE KHASAN, USSR, 31 JULY, 1938:

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.

Balance:

Russian: Replace a MMG with a HMG.

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



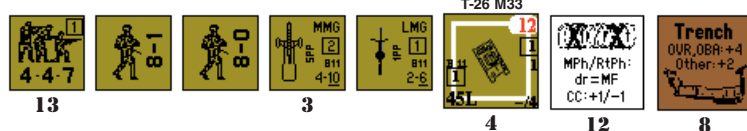
This scenario uses boards from Heat of Battle's High Ground.

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|-----------------------|---|---|---|---|---|---|---|---|--|
| RUSSIANS SET UP FIRST | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | |
| JAPANESE MOVE FIRST | | | | | | | | | |

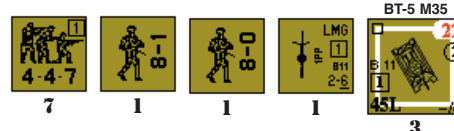
RUSSIAN

Elements of the 40th Rifle Division and supporting armor [ELR3]:

Set up on Level 2 or higher hexes [See SSR4] {SAN: 3}:



Reinforcements enter on east board edge on turn 5:



JAPANESE

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



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



VASL artwork used with permission of Rodney Kinney

SSR:

1. EC are wet. All orchards are Crag. 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 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.