

A "COMMAND POST" OPERATION

FROZEN CHOSIN

BREAKOUT FROM THE CHOSIN RESERVOIR



CHOSIN RESERVOIR

November 1950.

Five months after North Korea crossed the 38th Parallel and launched its invasion of the south, United Nations intervention has reversed the course of the conflict. North Korean forces are collapsing across the peninsula in full retreat.

Deep in the mountains of North Korea, allied forces approach the Yalu River, marking the border with communist China. Supreme allied commander, General Douglas MacArthur, believes the Korean War will be over by Christmas.

But MacArthur manages the war from his palace in Japan, far from the front lines. Officers on the ground are increasingly nervous about Chinese troops filtering south of the Yalu. American troops in this region are at the end of a tenuous supply line snaking through rugged, snowy mountains. MacArthur orders allied forces to drive north to the Yalu in spite of the harsh winter conditions and reports of Chinese activity.

Under the cover of darkness on the night of November 27-28, the Chinese 9th Army launches a surprise counterattack designed to destroy allied forces around a frozen, man-made reservoir. China's formal entry into the war threatens to alter the course of the conflict, introducing a powerful foe with deep reserves of fresh manpower.

At Chosin, the Chinese throw over 100,000 men into the reservoir with the clear, stated objective of cutting off and trapping the 30,000 men of the Allied X Corps – most of them US Marines.

The strategic surprise is complete. But tactically, the Marines are not completely caught unawares. At the southern end of the lake, American engineers have just completed a forward supply and air base at Hagaru-Ri. This last-minute preparation will prove critical in the historical outcome.

But what about YOUR outcome? Will the allies be able to extricate their troops from the Chinese trap and harsh winter conditions? Or will the Chinese army – highly motivated but poorly equipped – find a way to score a stunning victory?

INTRODUCTION

This Korean War scenario for the Battle of the Chosin Reservoir is a module designed for use with the wargame rules COMMAND POST. A lite version of the rules is included in this PDF for free to introduce players to the game. COMMAND POST is designed for large-scale operational warfare from World War II (1939) through Korea (1953). Players command an entire division or more, allowing for corps and army-level operations spanning multiple days.

FROZEN CHOSIN is a beta-development game designed by Little Wars TV. This playtest version is intended for use by our Patreon community. This game may or may not ever reach publication!

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PLAYING THE GAME

Frozen Chosin is a miniature tabletop scenario designed to cover the opening week of the Chinese surprise attack to encircle the Chosin Reservoir. There are unique commands for up to six players. The scenario can be played with any scale miniatures but is intended for 6mm or 10mm scale models on a 6'x8' table.

The scale and scope of COMMAND POST is vast, so unit and ground scales are abstracted. One stand or base of models represents a large company or merging of several under-strength companies. A group of bases forms a regiment, which is the tactical maneuver formation of the game.

TURN SEQUENCE

A 24-hour historical period includes three phases of play: (1) Operations Phase; (2) Daytime Phase; and (3) Nighttime Phase.

OPERATIONS PHASE

All players allocate operations dice to various tasks on their HQ Sheet. Each player has their own headquarters, which includes their available forces and operational assets. Players have a defined number of dice available to allocate to operations they intend to perform during the day or night. Once dice are committed on the sheet, they cannot be moved until the next Operations Phase.

NIGHTTIME PHASE

The Chinese players always go first during the night. Players alternate, back and forth, taking one of two possible actions. They may attempt to perform one operation from their HQ Sheet or may activate any regiment under their command. When one action is performed by all Chinese players, the Allied players may go. After all regiments have been activated or all players have "passed" and declined to conduct further operations, the nighttime ends.

DAYTIME PHASE

The Allied players always go first during the day. Play proceeds exactly as it did during the night, alternating actions between the two sides until all regiments have activated or all players have "passed."

END OF TURN

A 24-hour period of battle is now over, and a new Operations Phase starts the next day in the scenario. This scenario for *Frozen Chosin* lasts 8 days.

OPERATIONS PHASE

The opening phase is simultaneous, as all players plan their operations for the coming day. Each player manages their forces from a HQ Sheet, which includes their available assets and operations. Operations are unique to each side, based on the historical circumstances at Chosin. The Chinese have different tactical options than the Allies, representing two distinct tactical styles.

OPERATIONS DICE


Each HQ Sheet defines a specific number of dice available. These dice should be allocated on the operations a player wishes to perform. Dice are not refreshed until the next Operations Phase, so you're effectively planning for the upcoming nighttime and daytime phases! Note that some operations have restrictions for what time of day they can be performed.

Each operation on your HQ sheet can only be planned once – you cannot allocate additional dice to perform the same operation multiple times.

Some operations on your HQ sheet require just one die, while others may note two or even three dice to attempt. There is always a die roll result noted for each operation. This is the score needed on the dice for the operation to be performed successfully.

HQ SHEET EXAMPLE

The player commanding the 1st Marine Division allocates the required two dice to call for Close Air Support. He places the dice on his sheet.



The image shows a portion of an HQ sheet for the 1st Marine Division. It features a US flag icon and a title "1st MARINE DIVISION HQ". Below the title is a table with four rows of operations. Each row includes a dice requirement, the operation name, and a brief description. A black arrow points from the text above to the "CLOSE AIR SUPPORT" row. At the bottom right of the table, two dice are shown: a six-sided die and an eight-sided die.

1 st MARINE DIVISION HQ		
D6 = 4+	REORGANIZE [Day only]	Select one regiment in supply & re
D6 = 3+	SUPPLY CONVOY	Add 1 truck on a road within 12" within 12" of an off-table US supp
D6 = 3+	EVACUATE	Select 1 broken unit permanently scenario and earn MVP
2D6 = 4+	CLOSE AIR SUPPORT [Day only]	Roll [dice] for [unit] within

RANDOM EVENTS

During the Operations Phase, draw one card from the Random Events deck (cards provided in this PDF). These are scenario specific historical events that may include weather, changes in orders, or temporary assets assigned from "higher command." Implement the card effects as instructed.

NIGHTTIME PHASE

The Chinese players always go first during the night. Each Chinese player now chooses whether they wish to activate one regiment or attempt to perform an operation from their HQ Sheet.

ATTEMPTING OPERATIONS

Operations are never guaranteed to succeed. Each operation on your HQ Sheet has a dice score noted. Pick up the dice from your sheet on the desired operation and roll. If you fail to reach the target value, the operation fails. Take no further action.

If you roll a result equal or higher than the target value, the operation succeeds. Take the action noted on your HQ Sheet.

Available operations are different on each HQ Sheet, based on the historical assets available to that division or corps. Refer to your HQ Sheet for details about your operations. Once an operation is attempted (successfully or not), remove those dice from the HQ Sheet as a reminder that it cannot be attempted again until tomorrow.

REGIMENTAL ORGANIZATION

A regiment is a group of bases. Your HQ Sheet outlines your available forces and their organization based on historical research for the troops and equipment present in November 1950. Regiments typically include 5-10 unit bases.

ACTIVATING REGIMENTS

Activating a regiment is automatic and does not require Operations Dice. Regiments can only be activated once during the Nighttime and once during the Daytime (unless a specific Operation allows reactivation).

An activated regiment can move and fight with all bases in the regiment. There is no "command radius" or limitation on how far apart the bases can be on the tabletop.

SUPPLY STATUS

Before activating the regiment, check its supply status. Supply is handled abstractly by placing truck, depot, or other supply markers on the table. Supply markers exert supply radius of 12" and all bases within this radius are counted "in supply." In this scenario, Chinese units are also able to draw supply from within 12" of any table edge. Specific Operations allow you to add more supply markers on the table. Supply markers do not move (unless an Operation permits otherwise).

Bases that begin their activation inside this supply radius or within 1" of a friendly "in supply" base may move and fight normally. Bases not within supply suffer movement and combat penalties.

Supply status is checked to each individual base within the regiment, so it is possible for some bases to be "in supply" while others are not. Apply the penalties to each base as the situation warrants (this may require the use of a small marker or token as a reminder to players).

MOVEMENT

Movement is 12" on a road and 6" off-road. Facing does not matter at this scale. Bases activating outside supply radius move $2[d6]$ " on road and $[d6]$ " off road, representing a randomized, less reliable movement rate. Make one die roll and apply the result to all out of supply elements in the regiment. Road and off-road movement cannot be combined during the same phase. If any part of a base's movement goes off-road, the entire movement rate is 6".

DIGGING IN

Units that voluntarily choose to move less than half of their movement allowance may be marked with a Hasty Position marker, providing a defensive bonus if attacked. Units that choose not to move at all may be marked with Improved Positions, providing a more significant defensive bonus.

Hasty and Improved Positions cannot be made on a road! They may only be established off road. This is an important distinction in the scenario.

REGIMENTAL OOB EXAMPLE

The 5th Marine Regiment includes 9 bases.



COMBAT

Combat occurs whenever two opposing units touch in base-to-base contact. Combat may occur at any time during a regiment's activation, allowing the active player to resolving movement and fighting in any order he prefers.

To engage, the attacking unit must be aligned against an enemy base edge. There are four flat edges to a base, which means the maximum number of units that can attack one enemy is four. Corner to corner does not count as a combat.

Every base in combat (attacker and defender) rolls a number of six-sided dice according to its Firepower.

RESOLVING COMBAT

Each side rolls their total Firepower dice and every result of 5+ is a hit. Compare hit results. One hit is a suppression, two hits is a casualty. Remove the base from play (it could be restored through reorganization later). If the defender is not removed, the attacking units must retreat 4". Apply the same result to all repulsed units.

HASTY & IMPROVED POSITIONS

If the defender is in Hasty Positions, they can only be hit on 6s. If the defender is in an Improved Position, only 6s hit and the first hit is ignored.

MULTIPLE UNITS IN COMBAT

If multiple units attack a single defender, the defender chooses whom to face and each excess unit (up to 3 are possible) gains a +1 Firepower bonus in the combat.

INTERRUPT FIRE

Units with ranged fire may interrupt an enemy unit activating within their range during the opponent's turn. This opportunity fire can be conducted and resolved at any point in the enemy movement. Opportunity fire can be taken each time a new enemy regiment activates within its range. Opportunity fire is only allowed during Daytime Phases.

ARTILLERY BARRAGES

Artillery enjoys the unique ability to spread their Firepower dice among as many targets as they like within range. For example, a FP 5 artillery unit could allocate 2 dice against one target and 3 against another. All targets must be announced before rolling for effect.

OUTPOSTS

Outposts are a unique unit type in *Frozen Chosin*, representing fixed positions the Americans established on high ground around the reservoir. Outposts have a variable Firepower rating based on resources the allied players choose to assign before the scenario begins. Details appear in the allied briefing.

Outposts cannot move. They count as Improved Positions and can be eliminated with two hits like any standard game unit. Outposts provide spotting out to 12".

TANKS

Armored units – marked "A" on their OOB – act as mobile, Improved Positions. They are hit on rolls of 6 and ignore the first hit.

RALLYING FROM SUPPRESSION

Units that receive a single hit from combat or ranged fire are marked as Suppressed. Suppressed units may still move and engage in combat.

If any units within a regiment are Suppressed when the regiment activates, make one Morale roll for the entire formation. If the result is equal to the Morale quality or higher, all suppressed units can recover, remove any markers, and act normally for the turn. If the roll fails, all units in the regiment remain Suppressed and may still activate.

Regimental morale ratings are noted on your HQ Sheet in the order of battle, expressed as a single [d6] roll value. For example, a regiment rated "Morale 4+" could rally units within that regiment with a single [d6] roll of 4 or higher.

COMBAT EXAMPLE

Two Chinese units move to contact a lone American unit. the American turns to face one of the Attackers.

The Chinese unit on the flank is +1 Firepower.



RANGED FIRE

Some units, like artillery or heavy weapons, have a ranged fire. Units noted with a ranged Firepower may target enemies within range and line of sight using the same hit procedure with their Firepower. Line of sight spotting requires a friendly unit within 6" of the target.

DAYTIME PHASE

The Allied players always go first during the daytime. Each Allied player now chooses whether they wish to activate one regiment or attempt to perform an operation from their HQ Sheet. Alternate actions in the same manner as the Nighttime Phase.

DAYTIME EXCEPTIONS

Some Operations on your HQ Sheet – like air strikes – may be restricted to Daytime.

During the daytime, the defender always fires and resolves his hits in combat first. During nighttime, combat is simultaneous.

The ability to interrupt an activated enemy regiment with opportunity fire is only permitted during daylight.

ENDING THE DAY

After the Daytime Phase, 24 hours of battle has concluded, and a new day begins with the Operations Phase again. Repeat the same sequence each day until the scenario ends.

VICTORY

Frozen Chosin lasts 8 days, Nov. 28th to Dec. 5th. The breakout from Hagaru-Ri began on the 6th, with the surviving allied forces retreating south. Victory conditions for each side appear in the scenario briefings.

TURN 1: November 28th
TURN 2: November 29th
TURN 3: November 30th
TURN 4: December 1st
TURN 5: December 2nd
TURN 6: December 3rd
TURN 7: December 4th
TURN 8: December 5th



UNITED NATIONS BRIEFING

SITUATION REPORT. It is the evening of November 28 1950. Your orders are to continue attacking north toward the Yalu River, establishing bases of supply along both sides of the reservoir. Your X Corps under Major General "Ned" Almond is divided into three commands, totaling 45 units and 5 fixed outposts.

DEPLOYMENT NOTES

A 6'x8' tabletop map appears below, indicating the deployment areas for each command. All allied units begin the scenario deployed on the table except for Task Force Drysdale. The TF arrives on the daytime turn of December 1st, unless modified by a Random Event. It enters from the only UN supply source – the road south of Hagaru.

TERRAIN NOTES

The lake is frozen and may be crossed by allied infantry as an off-road move. Any unit entering the lake must first pass a Morale test. Once on the ice, each unit must roll 1[d6] every time it moves. On a result of '1-2' remove the unit as a casualty.

Cliffs are noted on the map. These are impassible linear obstacles.

VICTORY

+1 VP per successful Evacuation operation

+5 VP for undisputed control of Hagaru Ri

SPECIAL RULES

"DRIVE TO THE YALU"

Allied units are NOT permitted to retreat on their first nighttime turn (Nov. 28) or first daytime turn (Nov. 29). Units must advance north or remain stationary. During the nighttime turn of Nov. 29th, this restriction is lifted.

"HAGARU FIREBASE"

The American base at Hagaru-Ri is represented with a defensive perimeter. All allied units inside the perimeter are always considered in Improved Positions, even if they move, as long as they remain inside the perimeter.

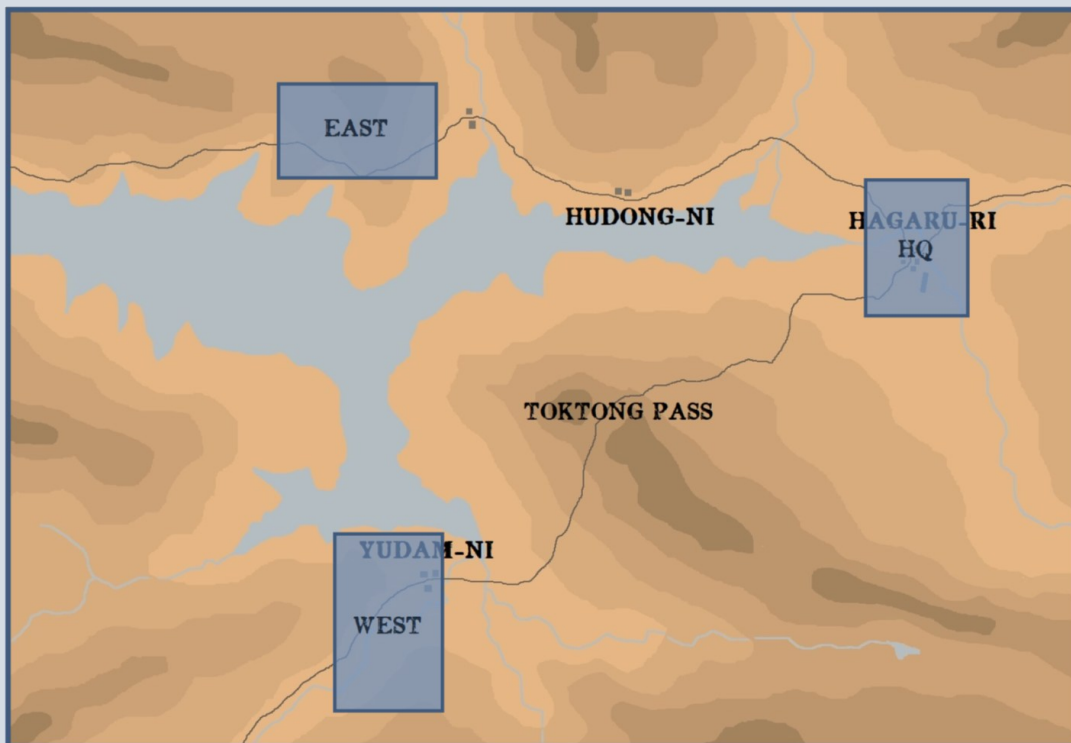
"LEAVE NO MAN BEHIND"

Outposts are fixed, Improved Positions. Once the "Drive to the Yalu" restriction is lifted, anytime an allied regiment activates with an Outpost within 6", that Outpost may be replaced by a Marine Infantry unit and join the regiment. An Outpost can only be evacuated in this manner if there are no other allied units farther north than its fixed position.

"GENERAL SMITH'S FORESIGHT"

Before the game, the player in command of the 1st US Marine HQ may secretly choose between two pre-battle options and record his choice: (1) During any turn, ignore one Random Event card and draw a replacement; or (2) Add one Outpost anywhere on the map with FP 4 (4").

TABLETOP MAP



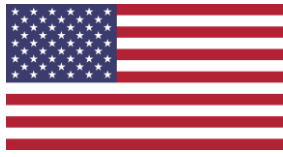
DEPLOYMENT NOTES

1st MARINE HQ
Hagaru-Ri Zone

EASTERN COMMAND
East Zone

WESTERN COMMAND
5th Marine in West Zone and 7th Marine between West zone and Toktong Pass

6



UNITED NATIONS COMMAND X CORPS (MG Edward "Ned" Almond)

1st MARINE DIVISION HQ

D6 = 4+	REORGANIZE [Day only]	Select one regiment in supply & restore 1 broken unit.
D6 = 3+	SUPPLY CONVOY	Add 1 truck on a road within 12" of another truck or within 12" of an off-table US supply source.
D6 = 3+	EVACUATE	Select 1 broken unit, permanently remove it from the scenario and earn +1VP
2D6 = 4+	CLOSE AIR SUPPORT [Day only]	Roll FP 3 against each unit within d6" of the target.
2D6 = 5+	BOMBER WING [Day only]	Automatically Suppress all units within d6" of the target. Target cannot be within 12" of a UN unit.
2D6 = 5+	AIR SUPPLY [Day only]	Add 2 supply markers anywhere (even off road); if failed, randomize their placement with 2d6" drift.

HQ COMMAND (Maj. Gen. Oliver Smith)

<u>1st MARINE DIVISION HQ</u>	<u>(MORALE 3+)</u>
x2 Marine Engineers.....	FP 2
x1 Recon Co.	FP 3
x1 Pershing Co.	FP 2 (3") A

<u>1st MARINE REGIMENT</u>	<u>(MORALE 3+)</u>
x6 Marine Infantry.....	FP 3
x1 Marine Heavy Weapons.....	FP 5 (3")
x1 105mm Artillery.....	FP 3 (24")

<u>TASK FORCE DRYSDALE</u>	<u>(MORALE 3+)</u>
x2 Royal Commando Infantry.....	FP 4
x1 Marine Heavy Weapons.....	FP 5 (3")
x1 Pershing Co.	FP 2 (3") A
x1 105mm Artillery.....	FP 3 (24")



4



UNITED NATIONS COMMAND X CORPS (MG Edward "Ned" Almond)

WESTERN RESERVOIR COMMAND

D6 = 2+	"GIVE 'EM HELL!"	Select one regiment in Hasty or Improved Positions. If attacked this turn, these units re-roll any misses. Once used, remove the nearest Supply Marker.
D6 = 3+	SUPPLY CONVOY	Add 1 truck on a road within 12" of another truck or within 12" of an off-table US supply source.
D6 = 3+	REDEPLOY	Re-activate one regiment that already activated this turn ...or...redeploy one regiment up to 12", even if it already activated. May not be used to go into combat.
2D6 = 5+	CLOSE AIR SUPPORT [Day only]	Roll FP 3 against each unit within d6" of the target.
2D6 = 5+	REORGANIZE [Day only]	Select one regiment in supply & restore 1 broken unit.

1st MARINE DIVISION (Maj. Gen. Oliver Smith)

5th MARINE REGIMENT (MORALE 3+)

- x6 Marine Infantry..... FP 3
- x1 Marine Heavy Weapons..... FP 5 (3")
- x1 Pershing Co. FP 2 (3") A
- x1 105mm Artillery..... FP 3 (24")

7th MARINE REGIMENT (MORALE 3+)

- x6 Marine Infantry..... FP 3
- x2 Marine Heavy Weapons..... FP 5 (3")
- x1 105mm Artillery..... FP 3 (24")

- x3 Outpost..... FP 4 (4")



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UNITED NATIONS COMMAND X CORPS (MG Edward "Ned" Almond)

EASTERN RESERVOIR COMMAND

D6 = 2+	"GIVE 'EM HELL!"	Select one regiment in Hasty or Improved Positions. If attacked this turn, these units re-roll any misses. Once used, remove the nearest Supply Marker.
D6 = 3+	SUPPLY CONVOY	Add 1 truck on a road within 12" of another truck or within 12" of an off-table US supply source.
D6 = 3+	REDEPLOY	Re-activate one regiment that already activated this turn ...or...redeploy one regiment up to 12", even if it already activated. May not be used to go into combat.
2D6 = 5+	REORGANIZE [Day only]	Select one regiment in supply & restore 1 broken unit.

7th INFANTRY DIVISION (Maj. Gen. David Barr)

31st INFANTRY REGIMENT (MORALE 4+)

- x4 Army Infantry..... FP 3
- x2 Army Heavy Weapons.....FP 4 (3")
- x1 Pershing Co. FP 2 (3") A
- x1 105mm Artillery..... FP 3 (24")

- x2 Outpost..... FP 4 (4")

32nd INFANTRY REGIMENT (MORALE 4+)

- x3 Army Infantry..... FP 3
- x1 Army Heavy Weapons..... FP 4 (3")



CHINESE BRIEFING

SITUATION REPORT. It is the evening of November 28 1950 and our surprise offensive is about to hit the Westerners. Your orders are to encircle, trap, and annihilate the elite US Marines around Changjin. Your 9th Army Group under Commissar Song Shi-Lun is divided into three commands, with 96 units.

DEPLOYMENT NOTES

A 6'x8' tabletop map appears below, indicating the entry zone for each command. All Chinese units begin the game off table. Each Chinese command begins the scenario with ONE division active and one in reserve. Reserve units can only enter when enough casualties have been removed to "fill" a reserve regiment. In wargaming terms, this is called "recycling." All recycled units enter the table at a random entry point due to Chinese command and control difficulties.

TERRAIN NOTES

The lake is frozen and impassible to Chinese units. Cliffs are noted on the map. These are impassible linear obstacles.

VICTORY

+1 VP per allied casualty not evacuated or restored by the end of the scenario

+10 VP for eliminating a full Marine regiment

SPECIAL RULES

"SURPRISE ATTACK!"

On the first Operations phase of the game, all Chinese commands gain +1 Operations Die.

"DOUBLE ENVELOPMENT"

The 27th Army commands enter from Zone Z and Zone Y, as marked on the map. But Renchou's Chinese 26th Army command may choose to enter from Zone X or Zone W.

"COMMAND CONFUSION"

Reserve Chinese units must roll to enter the table from a random zone. Roll 1d6 and check the map to determine the entry point—either Zone X, W, V or U.

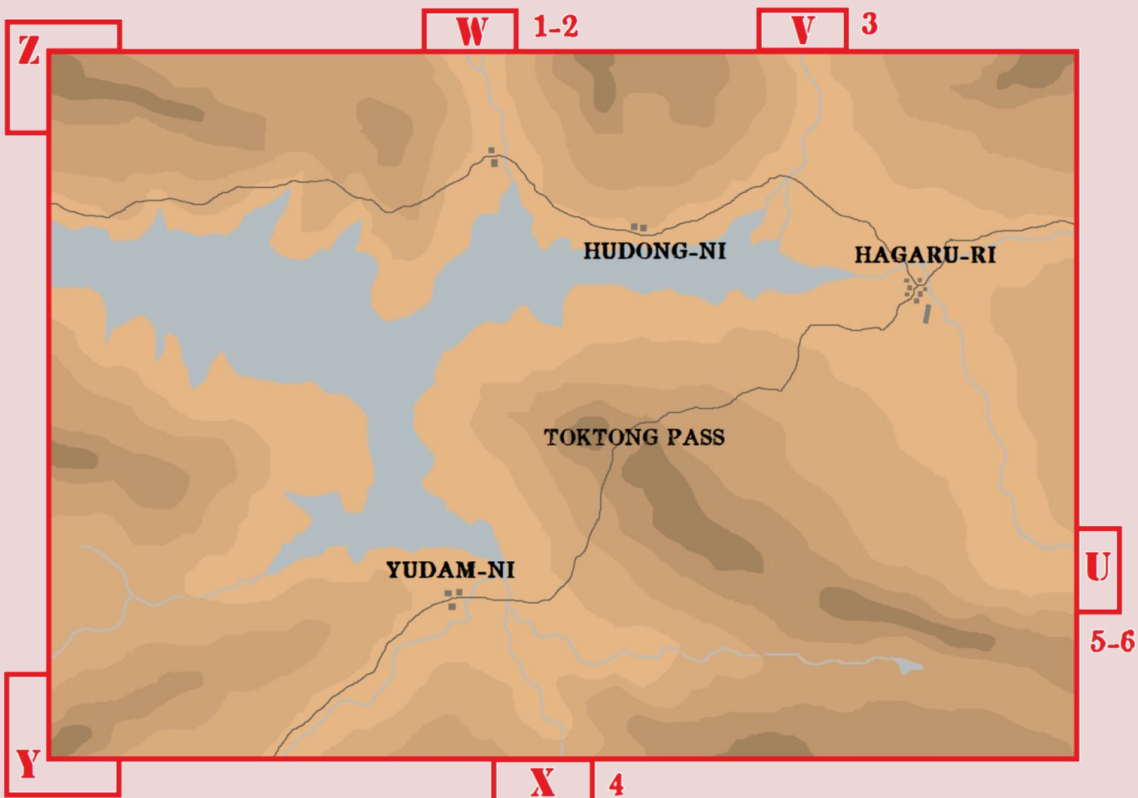
"TREACHEROUS SUPPLY"

All Chinese entry zones are considered a supply source for the Chinese, but they do not begin the game with any Supply Markers on the table!

"LOOTING"

Any Chinese unit that contacts an allied Supply Marker is immediately marked as Suppressed and must end its movement.

CHINESE TABLETOP MAP





CHINESE COMMAND

9th ARMY GROUP (Commissar Song Shi-Lun)

PLA 27th ARMY COMMAND (Commander Peng Deqing)

D6 = 3+	INFILTRATE [Night only]	Redeploy one regiment up to 12", even if it already activated. May not be used to go into combat.
D6 = 2+	GO TO GROUND	All "off road" units in one regiment cannot be targeted by airstrikes or ranged fire until they move again.
D6 = 4+	ROAD BLOCK	Place 1 PLA Infantry base on any road out of range of UN ranged fire. This unit cannot move.
2D6 = 5+	SUPPLY TRAIN [Night only]	Place one Supply marker within 12" of another marker or within 12" of an off-table Chinese supply source.
2D6 = 4+	SURPRISE ATTACK [Night only]	Activate an unactivated regiment. All attacking units in that regiment ignore the defensive benefit of Hasty or Improved Positions.

PLA 27th ARMY COMMAND

79th DIVISION (Xiao Jinghai)

235th REGIMENT (MORALE 4+)

x8 PLA Infantry..... FP 2
x1 PLA Heavy Weapons..... FP 4 (3")

236th REGIMENT (MORALE 4+)

x8 PLA Infantry..... FP 2
x1 PLA Heavy Weapons..... FP 4 (3")

237th REGIMENT (MORALE 4+)

x8 PLA Infantry..... FP 2
x1 PLA Heavy Weapons..... FP 4 (3")

80th DIVISION (Zhan Danan)

238th REGIMENT (MORALE 4+)

x8 PLA Infantry..... FP 2
x1 PLA Heavy Weapons..... FP 4 (3")

239th REGIMENT (MORALE 4+)

x8 PLA Infantry..... FP 2
x1 PLA Heavy Weapons..... FP 4 (3")

240th REGIMENT (MORALE 4+)

x8 PLA Infantry..... FP 2
x1 PLA Heavy Weapons..... FP 4 (3")

THE SPOKESMAN-REVIEW

NOVEMBER 28, 1950.

PRICE FIVE C

TUESDAY MORNING.

SIXTH YEAR, NO. 198.

FOUR CHINESE RED ARMIES ATTACK ALONG 75-MIL

MANAGER Alex. Sten

LETTERS TO THE EDITOR

How Milk Is Collected for Snowbound Cleveland

Crust



CHINESE COMMAND

9th ARMY GROUP (Commissar Song Shi-Lun)

PLA 27th ARMY COMMAND (Commander Peng Deqing)

D6 = 3+	INFILTRATE [Night only]	Redeploy one regiment up to 12", even if it already activated. May not be used to go into combat.
D6 = 4+	ROAD BLOCK	Place 1 PLA Infantry base on any road out of range of UN ranged fire. This unit cannot move.
D6 = 4+	AMBUSH	Select any UN supply marker not within 6" of an Outpost and remove it.
2D6 = 5+	SUPPLY TRAIN [Night only]	Place one Supply marker within 12" of another marker or within 12" of an off-table Chinese supply source.
2D6 = 4+	SURPRISE ATTACK [Night only]	Activate an unactivated regiment. All attacking units in that regiment ignore the defensive benefit of Hasty or Improved Positions.

PLA 27th ARMY COMMAND

81st DIVISION (Sun Duanfu)

241st REGIMENT (MORALE 4+)

x8 PLA Infantry..... FP 2
x1 PLA Heavy Weapons..... FP 4 (3")

242nd REGIMENT (MORALE 4+)

x8 PLA Infantry..... FP 2
x1 PLA Heavy Weapons..... FP 4 (3")

243rd REGIMENT (MORALE 4+)

x8 PLA Infantry..... FP 2
x1 PLA Heavy Weapons..... FP 4 (3")

94th DIVISION (Wu Lanting)

280th REGIMENT (MORALE 4+)

x8 PLA Infantry..... FP 2
x1 PLA Heavy Weapons..... FP 4 (3")

281st REGIMENT (MORALE 4+)

x8 PLA Infantry..... FP 2
x1 PLA Heavy Weapons..... FP 4 (3")

182nd REGIMENT (MORALE 4+)

x8 PLA Infantry..... FP 2
x1 PLA Heavy Weapons..... FP 4 (3")

THE SPOKESMAN-REVIEW

NOVEMBER 28, 1950.

PRICE FIVE CENTS

TUESDAY MORNING.

SIXTH YEAR, NO. 198.

FOUR CHINESE RED ARMIES ATTACK ALONG 75-MILE

New Milk Is Collected for Snowbound Cleveland

Crum

4



CHINESE COMMAND

9th ARMY GROUP (Commissar Song Shi-Lun)

PLA 26th ARMY COMMAND (Commander Zhang Renchu)

D6 = 3+	INFILTRATE [Night only]	Redeploy one regiment up to 12", even if it already activated. May not be used to go into combat.
D6 = 2+	GO TO GROUND	All "off road" units in one regiment cannot be targeted by airstrikes or ranged fire until they move again.
D6 = 4+	AMBUSH	Select any UN supply marker not within 6" of an Outpost and remove it.
2D6 = 5+	SUPPLY TRAIN [Night only]	Place one Supply marker within 12" of another marker or within 12" of an off-table Chinese supply source.
2D6 = 4+	SURPRISE ATTACK [Night only]	Activate an unactivated regiment. All attacking units in that regiment ignore the defensive benefit of Hasty or Improved Positions.

PLA 26th ARMY COMMAND

76th DIVISION (Gao Wenran)

<u>226th REGIMENT</u>	<u>(MORALE 4+)</u>
x8 PLA Infantry.....	FP 2
x1 PLA Heavy Weapons.....	FP 4 (3")

<u>227th REGIMENT</u>	<u>(MORALE 4+)</u>
x8 PLA Infantry.....	FP 2
x1 PLA Heavy Weapons.....	FP 4 (3")

<u>228th REGIMENT</u>	<u>(MORALE 4+)</u>
x8 PLA Infantry.....	FP 2
x1 PLA Heavy Weapons.....	FP 4 (3")

77th DIVISION (Wang Jianqing)

<u>229th REGIMENT</u>	<u>(MORALE 4+)</u>
x8 PLA Infantry.....	FP 2
x1 PLA Heavy Weapons.....	FP 4 (3")

<u>230th REGIMENT</u>	<u>(MORALE 4+)</u>
x8 PLA Infantry.....	FP 2
x1 PLA Heavy Weapons.....	FP 4 (3")

<u>231st REGIMENT</u>	<u>(MORALE 4+)</u>
x8 PLA Infantry.....	FP 2
x1 PLA Heavy Weapons.....	FP 4 (3")

THE SPOKESMAN-REVIEW
 NOVEMBER 28, 1950. PRICE FIVE CENTS
 TUESDAY MORNING.

FOUR CHINESE RED ARMIES ATTACK ALONG 75-MILE
 How Milk Is Collected for Somebound Cleveland

FROZEN CHOSIN

QUICK REFERENCE

TURN SEQUENCE

(1) Operations; (2) Nighttime; (3) Daytime

OPERATIONS PHASE

- + Allocate operations dice to HQ sheets. Dice cannot be moved once allocated and each operation can only be planned once.
- + Draw and implement one random event card.

NIGHTTIME PHASE

- + Chinese go first during the night, with each Chinese HQ taking one of two possible actions: (1) Attempt one operation from the HQ sheet; or (2) Activate one regiment
- + Allied HQs then perform an action. Continue until all regiments are activated or both sides "pass."

DAYTIME PHASE

- + Allied HQs go first during the day, following the same procedure as the night.

END OF TURN

- + A full day of battle ends and a new Operations Phase begins. *Frozen Chosin* lasts 7 full days.

PERFORMING OPERATIONS

- + Operations are unique to each HQ and have a cost expressed in dice and a die roll value needed to succeed. To attempt an operation, remove the dice from the HQ sheet and roll the target value or higher. If failed, the action is over. If passed, implement the operation

ACTIVATING REGIMENTS

- + A regiment is a group of bases that can rally, move and fight at the same time. No dice are required to activate. There is no command radius for regimental integrity.

SUPPLY STATUS

- + First, check to ensure a supply marker is within 12" of each base of the regiment. Bases within supply or within 1" of another base can activate normally.
- +New supply markers can be added with certain Operations or a random event card

MOVEMENT

- + 12" on a road and 6" off-road. Bases out of supply roll to move 2[d6]" on road and [d6]" off road.

DIGGING IN

- + Bases can be marked with Hasty Positions if they move less than half their movement. Improved Positions can be dug if they do not move at all! Digging in is not permitted on a road.

COMBAT

- + Combat occurs whenever two opposing bases make contact. Align the attacker evenly with the defender's base edge. Maximum of 4 attackers against one defender.
- + Every base in combat rolls Firepower dice (d6s), seeking a 5+ to hit. 1 hit is a suppression; 2 hits is a kill.
- + Hasty Positions ignore the first hit. Improved Positions ignore the first hit and can only be hit on rolls of "6".
- + If out of supply, -1 Firepower per unit.
- + If outnumbering enemy, excess attacking units each add +1 Firepower.
- + If the defender is not removed, attacking units must retreat 4".

RANGED FIRE

- + Ranged fire rolls Firepower as above. During the daytime, ranged attacks can use opportunity fire during an enemy regiment's activation.
- +During daytime, artillery may spread their ranged attack FP across multiple targets.

OUTPOSTS

- + Allied Outposts cannot move and count as Improved Positions. They provide spotting out to 12".

TANKS

- + Armored units (A) count as mobile, Improved Positions.

RALLYING FROM SUPPRESSION

- + Suppressed units move and fight as normal. Recover Suppression by rolling Morale value or higher when the regiment is activated.

HEAVY CLOUD COVER

Any US airstrikes hit with -1 Firepower today.

No Bomber Wing operation can be taken.

All UN commands may immediately re-allocate any of their Operations Dice.

Due to an American aerial supply SNAFU, the Chinese now carry out an Air Supply operation for free.

BLIZZARD CONDITIONS

No air operations today.

All ranged fire limited to 4" or less.

All commands lose -1 Operations Die this turn.

All commands remove 1 Suppressed unit as a casualty from the bitter cold.

T-34 SIGHTING!

The Chinese 26th Army Command may deploy one T-34/85 anywhere within 3" of an in-supply regiment.

x1 T34/85....FP 2 (3")A

If the T34 ever rolls double 1s in combat/fire, it has broken down and is removed from play.

If TF Drysdale has not yet arrived, delay its arrival until daytime December 2nd.

CHINESE GUNS

One Chinese command this turn may call upon off-table heavy artillery support. The American target must be within 24" of a Chinese supply source table edge and must be spotted (within 6" of a Chinese unit).

Artillery....FP 4 (24")

If TF Drysdale has not yet arrived, speed it's arrival to nighttime of Dec. 1st.

PATRIOTIC ZEAL

Chinese pick two regiments. All suppressed units in those regiments now rally automatically.

All Chinese commands gain +[d3] Operations Dice to allocate this turn.

If TF Drysdale has not yet arrived, randomly remove 2 units from its force.

DEADLY COLD

Each Chinese command rolls 1[d6] and removes that number of currently Suppressed units as casualties.

The UN players roll 1[d6] for their entire combined force. Remove that number of currently Suppressed units as casualties.

If TF Drysdale has not yet arrived, randomly remove 1 unit from its force.

RIDGE RUNNERS

Add 1 UN Supply marker anywhere on the table. It may be on or off road. It does not need to be within 12" of another supply marker.

One UN command gains +2 Operations Dice to allocate this turn.

NIGHT PATROLS

Pick one UN regiment. Any Chinese Surprise Attacks made against this regiment for this turn do not cancel the defensive bonus of Hasty or Improved Positions.

During the Nighttime Phase, 1st Marine Corps HQ may conduct one free, bonus Close Air Strike by the F7F-3N Tigercats of VMF(N)-513. Firepower is -1 for this nighttime mission.

DEAD RADIOS

Extreme cold makes radio communication spotty. UN artillery may not use Opportunity Fire this turn.

UN players secretly roll to randomly pick one UN regiment. No Operations can be undertaken on behalf of this regiment today.

M1 carbines struggle in subzero weather and all allied Infantry fire with -1FP this turn.