



MICRO ARMOUR® : The Game - Modern

The Affair at Chinaman's Hat

Crossing the Chongchon-Gong - November, 1950

The Chinese invasion of Korea began on the night of October 14th, 1950. It was spearheaded by the 38th, 39th, and 40th Armies. By the time the US Eighth Army was beginning to form up along the Chongchon River (Chongchon-Gong), these three armies, with an aggregate strength of over 100,000 men had already advanced a considerable distance and a second wave consisting of the 42nd, 50th, and 66th Armies was moving up to reinforce them. The main Chinese columns had crossed the Yalu at Antung and Manpojin, avoiding the coast road, moved only by night, and exercised total daytime camouflage discipline.

Korean refugees in their path had been ruthlessly hunted down and murdered to prevent the Americans and their allies from getting even the slightest warning of the Chinese presence. Their efforts at maintaining secrecy were assisted by the fact that the men of the Eighth Army, exhausted to the point of collapse by the long pursuit up the Korean Peninsula from the Pusan Perimeter, had failed to maintain deep patrols along their front.

Armchair generals have brought up this failure regularly over the last fifty years as an example of lax discipline and casual over-confidence on the part of Lieutenant General Walton Walker and his Eighth Army command staff. However, anyone who has ever seen the Korean countryside will understand the back-breaking nature of the terrain and the immense effort needed to traverse even a short distance through boulder strewn ravines and

sixty-degree inclines. There must be at least one broken ankle for every infantry platoon that ever served in Korea! Therefore, the failure of the men of the Eighth Army to maintain proper patrolling after weeks of brutal marching in all kinds of weather can at least be understood, if not condoned.

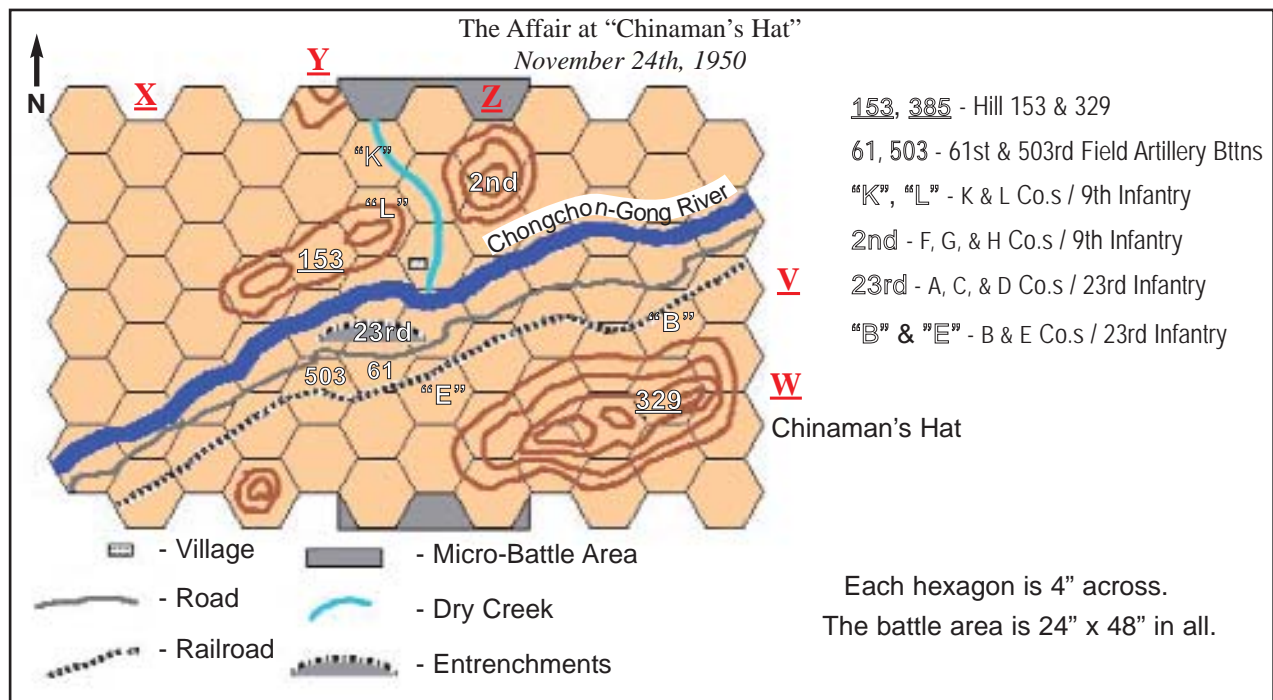
General Walker was determined to regroup and reorganize his forces on the Chongchon before advancing on the Yalu. Food, medicine, and other essential supplies had to be accumulated. Green replacements had to be integrated into existing units. The entire army had to be prepared to survive the bitter North Korean Winter. He advised his superiors that his men could not be ready for offensive action before the end of November. By way of reply, they ordered him to advance to the Yalu as rapidly as possible.

On November 20th, the order was published. The offensive would commence the day after Thanksgiving, November 24th. The Chinese counteroffensive struck like lightning, all along the line, on the 21st. It was particularly fierce in the gap between the 9th and 24th Divisions along the Chongchon-Gong. To quote S.L.A. Marshall, "Here we look... at the unequal struggle along the Chongchon between one army which, though attacking, had no expectation that it would be strongly resisted, and a second host which, hidden, watched and waited for the hour opportune to its own offensive design. One knew. The other didn't..."


TERRAIN SUGGESTIONS:

- 1) The "Dry Creek" is "Rough Terrain Two".
- 2) The "Village" is "Light Buildings".
- 3) The "Chongchon-Gong" is fordable over its entire length.
- 4) The Road and Railroad are considered "Poor" roads.
- 5) The Railroad is on an embankment. Treat it as a "Ridgecrest".

SCENARIO LENGTH: 15 TURNS




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| People's Liberation Army  | Generation II Cohesion 16 |
| <p>64th Infantry Regiment: Enter from <i>North</i> edge of the map between points X and Y on turn 1. [Break Point: 123]</p> <p>Regimental Headquarters - 1 x TL1 SMG Infantry(B) GHQ(-1) 1 x 120mm M43 Mortar(2) [OFF MAP]</p> <p>1st, 2nd, & 3rd Battalions: 1 x TL1 SMG Infantry(B) HQ 9 x TL1 SMG Inf.(B), 1 x 82mm M37 Mortar(3)</p> <p>265th Infantry Regiment: Enter from <i>North</i> edge of the map between points Y and Z on turn 1. [Break Point: 123]</p> <p>Regimental Headquarters - 1 x TL1 SMG Infantry(B) GHQ(-1) 1 x 120mm M43 Mortar(2) [OFF MAP]</p> <p>1st, 2nd & 3rd Battalions: 1 x TL1 SMG Infantry(B) HQ, 9 x TL1 SMG Inf.(B), 1 x 82mm M37 Mortar(3)</p> <p>266th Infantry Regiment: Enter from <i>East</i> edge of the map between points V and W on turn 1. [Break Point: 123]</p> <p>Regimental Headquarters - 1 x TL1 SMG Infantry(B) GHQ(-1) 1 x 120mm M43 Mortar(2) [OFF MAP]</p> <p>1st, 2nd & 3rd Battalions: 1 x TL1 SMG Infantry(B) HQ 9 x TL1 SMG Inf.(B), 1 x 82mm M37 Mortar(3)</p> <p style="text-align: center;">SPECIAL RULES:</p> <p>Any four (4) stands may be designated as "Forward Observers"[FO's].</p> <p style="text-align: center;">VICTORY CONDITIONS:</p> <p><u>Marginal:</u> A "Marginal" Chinese victory is guaranteed in this scenario. Their offensive attained total surprise.</p> <p><u>Tactical:</u> "Break" 2nd Battalion / 9th Infantry before the game's end.</p> <p><u>Decisive:</u> "Break" the 23rd Infantry Regiment before the game's end.</p> | |

PLAYER NOTES:

The Americans are well armed, but the Chinese are tough and experienced. The battle consists of a series of desperate Chinese close assaults punctuated by murderous US artillery fire. Therefore this scenario is a real nail-biter. But, it is really quite large, and I don't think you should try it until you've played some smaller games first.

Infantry assaults are, by nature, close-quarters affairs. If you would like to experience the drama of this battle on a somewhat smaller scale, I recommend that you play out a portion of it on a greatly reduced area. There is a segment of the enclosed map noted as the "Micro-Battle" area. This area is about twelve inches wide by twenty-four inches deep. Using the "Scenario Design" rules, simply buy approximately 250 points of Americans and 500 points of Chinese. Set up the Americans between the hills and along the "Dry Creek". The Chinese should have a Base determination of 50% and the Americans 30%. This, much smaller battle, played in an area of only two square feet, is a classic example of "close-quarters" infantry actions and requires only an hour or two of playing time.

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| United States Army  | Generation II Cohesion 13 |
| <p>9th Infantry Regiment(-):</p> <p>2nd Btt(-) / 9th Infantry: Deploy within six (6) inches of the location designated. [Break Point: 32]</p> <p>1 x TL1 Infantry(A) HQ [FO]/Truck, 2 x M16 MGMC, 1 x M4A3E8</p> <p>"F" Co - 3 x TL1 Infantry(A), 1 x TL1 Support(A)</p> <p>"G" Co - 3 x TL1 Infantry(A), 1 x TL1 Support(A)</p> <p>"H" Co - 1 x 81mm M1 Mortar(3)/Truck, 2 x TL2 Support(A), 1 x 75mm M20 Rcr</p> <p>3rd Btt(-) / 9th Infantry: Deploy within three (3) inches of the positions designated. [Break Point: 17]</p> <p>"K" Co - 3 x TL1 Infantry(A), 1 x TL1 Support(A)</p> <p>"L" Co - 3 x TL1 Infantry(A), 1 x TL1 Support(A)</p> <p>23rd Infantry Regiment(-): "B" company deploys within three inches of its designated location. The rest of the "23rd" deploys within six inches of its designated location. All units are in "light" improved positions. [Break Point: 38]</p> <p>Rgt. Headquarters: 1 x TL1 Infantry(A)GHQ(+0)/Truck</p> <p>1st Btt / 23rd Infantry: 1 x TL1 Infantry(A) HQ/Truck</p> <p>"A" Co - 3 x TL1 Infantry(A), 1 x TL1 Support(A)</p> <p>"B" Co - 3 x TL1 Infantry(A), 1 x TL1 Support(A)</p> <p>"C" Co - 3 x TL1 Infantry(A), 1 x TL1 Support(A)</p> <p>"D" Co - 1 x 81mm M1 Mortar(3)/Truck, 2 x TL2 Support(A), 1 x 75mm M20 Rcr</p> <p>Artillery Group: Deploy all units within three inches of their designated positions. [Break Point: 25]</p> <p>61st Field Artillery Btt: 1 x TL1 Infantry(C) HQ/Truck, 3 x 105mm M2A1(2)/Truck</p> <p>503rd Field Artillery Btt: 1 x TL1 Infantry(C) HQ/Truck, 3 x 155mm M1 Howitzer(2)/Truck</p> <p>"E" Co/2nd Btt/23rd Inf: 3 x TL1 Infantry(A), 1 x TL1 Support(A)</p> <p style="text-align: center;">SPECIAL RULES:</p> <ol style="list-style-type: none"> 1) Simulating the confusion involved required dividing the US forces into four commands with separate "Break Points". 2) The actual attacks took place over the course of several hours. Time has been compressed for game purposes. 3) Any three (3) stands may be designated as "Forward Observers" [FO's]. 4) For Indirect-Fire purposes, US artillery should be considered "Generation III" artillery. 5) No US units may move, fire, or plot indirect-fire of <u>any</u> kind during <u>any</u> part of turn one. <p style="text-align: center;">VICTORY CONDITIONS:</p> <p><u>Marginal:</u> Prevent 23rd Infantry from hitting its "Break Point" before the end of the game.</p> <p><u>Tactical:</u> Prevent 2nd Battalion / 9th Infantry from hitting its "Break Point" before the end of the game.</p> <p><u>Decisive:</u> A "Decisive" US victory is impossible in this battle. The Chinese offensive achieved complete surprise.</p> | |