

Korean War Chinese

October 1951+

Chinese tactics in the Korean War often focused on human wave attacks, surprise night assaults, and infantry-centric operations, using bugles and whistles for command and control. Key strategies included massing infantry to overwhelm UN forces, exploiting tactical advantages like close-quarters combat to negate superior UN firepower, and using deceptive tactics and minimizing logistical reliance through self-sufficiency.

Force Rating:

Regular: +2

Green: -5

Platoon HQ	
Lt, Senior Leader, Pistol or SMG	
Inferior Senior Leader SMG	
Bugler SMG	
Squads One to Three	
Junior Leader, SMG	
LMG and 2 Crew 2 Rifles	4SMG 3 Rifles

National Characteristics

Infiltration

Chinese units were very adept at infiltrating units forward to find gaps and weaknesses in the enemy positions. Scouts may be deployed from a Squad as a 3 Man Team and if in cover the parent unit may deploy using the Scout as a Jump Off Point **using a Junior Leader dice**. Scout teams and Squads may move with 2D6 and go tactical or move with 1d6, Fire at half strength and then go Tactical.

Bugle

A Chinese Bugler is activated as a Team. All enemy teams within 24" roll 1 D6.

- Regulars Roll 6 gain 1 shock
- Green roll 5+ gain 1 shock.

Wave Attack (as per Russian Urragh).

Support Options

One Support Point	
Satchel Charge	
Explosive Charge for Engineers	
Ruse	
Pre-Game Bombardment	
Entrenchments for one Team	
Additional Phase of Mortar fire	
Medic	
Red Flag attached to a Squad	
Replen Point	
Car or Jeep for one Team	
Two Support Points	
Minefield	
Anti-Tank Ditch	
Engineer Team, 3 man team	
Roadblock	
SOS Fire	
Political Commissar	
Soviet RPG 46/3 AT grenade	
60mm mortar Team, 6 crew extra ammo	
Anti-Tank rifle Team, 2 crew	
Sniper Team	
Truck or Lorry for two Teams or one Section	
BA64 armoured car with Junior Leader	
Three Support Points	
Mortar Bombardment	
Maxim M1910 MMG, entrenched, 5 crew	
M1937 45mm AT gun with 5 Crew and Junior Leader	
M1943 76mm gun 5 crew and Junior Leader	
Regular Grenade Squad, Junior Leader	
Four Support Points	
Flamethrower Team, three figures ???	
Scout Squads 7 Men SMG with Junior Leader	
Volunteer Rifle Section, Green 11 troops, with Junior Leader	
DSHK 12.7mm HMG with five crew	
SU-76 with Junior Leader SU-57 with Junior Leader	
Five Support Points	
Rifle Squad, Regular troops, with Junior Leader	
Six Support Points	
SMG Section with 11 Men, Junior Leader	
Seven Support Points	
Eight Support Points	
Nine Support Points	
Ten Support Points	
T34/85 with Junior Leader	

Red Flag

A unit with an attached Flag may ignore one point of shock received per phase of play. Flag bearers do not fire but do count as fighting in combat.

Scout Squads

Scout Squads may move 1d6 and fire at full effect then go Tactical or move 2d6, fire at half effect and then go Tactical. If in Cover, the Scout Squad or a team deployed separate may act as a Jump off Point for any Infantry unit using **two Chain of Command points**.

Grenade Squad

The Chinese made great use of the tactic to infiltrate enemy positions whenever possible by the use of Stealth. Dedicated teams of brave men armed only with satchels of grenades would initiate assaults by lobbing as many Cost grenades as they could towards UN Forces. These grenadiers would be followed in close support by assault squads. These troops were only armed with Grenades. No limit on Grenades that can be thrown. May also conduct Handgrenatan as per WW2 German National Characteristic.

Ruse

Ruse One Civilians

- To represent this the Chinese player may deploy up to two Groups of Civilian refugees (each one counting as a Ruse). After the patrol Phase is complete the Civilian bases are placed on a road 24" from an Allied Jump-Off Point of the Chinese player's choosing.
- On each Chinese Phase, the Civilian bases are moved towards the closest Allied Jump-Off Point at a rate of 2D6 inches per Phase. If they are contacted by any allied unit, they are then under the control of the allied player who will move them 2D6 in each of his Phases.
- Civilians block line of sight. The Chinese or allied player may instantly disperse a Civilian Group by shooting through it, either specifically to disperse the Civilians or when targeting an enemy unit blocked by the group. A Chinese unit may disperse a Civilian Group without penalty. An allied unit dispersing a Civilian Group will roll on the Force Morale Table. On a roll of 1 to 3, there is no effect. On a roll of 4 to 6, their Force Morale will be reduced by one point.

If an allied unit successfully moves a group of Civilians off the table, they roll on their Force Morale. On a roll of 1 to 3, there is no effect. On a roll of 4 to 6 they add one point to their Force Morale. Civilians only move on roads.

- If Chinese troops come within 12" of Civilians, they disperse automatically.
- If caught in the detonation range of a demolition, the Civilians are dispersed with a Force Morale Test as above if the detonation is undertaken by allied forces.

Ruse Two "Paktisa"

Similar to the Shabby Nazi Trick "Nuns with Guns" This group is treated as a Civilian base, but at any point while under Chinese control it may be replaced with an LMG Team from one of the Chinese squads that has yet to be deployed onto the table. It may immediately activate with no Command Dice required. Firing or moving. If the base is contacted by allied troops before this occurs, then the base in question is simply Civilians and they disperse immediately.