

Chosin Reservoir

The Forgotten War.. Korea.. 1950. X Corps Of the United Nations success has brought them from the beaches of Inchon all the way to the hills and valleys around the Chosin Reservoir. With the North Korean Army in tatters the Chinese border and victory is within reach. MacArthur, pushing to wipe out the North Korean threat once and for all, pushed too close to the Chinese border who in response declared war. With a virtually unlimited number of Chinese reinforcements X Corps is surrounded and forced to push its way out of the Chosin Reservoir and retreat towards the waiting US Fleet at Hungnam whose guns and planes can ensure a safe perimeter.

Team Makeup and Rules

For General Safety and Guidance Channel 1 (462.5625) will be reserved and monitored for game control. It will be the only channel monitored after 10PM. Any person regardless of faction may transmit on this channel in case of emergency or requesting help / guidance. No strategic / Tactical chatter should be discussed here

United Nations Forces 40% Of all Participants Green Armbands Channel 2 (462.5875) Throw shells, not men, at the enemy. Our manpower is precious, bullets are cheap. WWII and period weapons may be used to fire in Fully Automatic fire Medic Rules Advanced Mobile Army Surgical Hospitals (M.A.S.H) Units have provided experienced Medics to aid in keeping troops in the fight. When Hit a 3 minute shock period is entered. After 3 minutes a designated medic can heal a wounded player by physically walking up to the player and taking their dead rag off and putting it in the dead player's hand thus reviving them. Alternatively the player can choose to walk back to any allied base. Once an allied casualty has chosen to walk back to base they may only respawn at the base. Designated Medics will have a Red Cross Patch and will be volunteers at the start of the game.	North Korean Army (NKA) / Chinese Forces 60% of all forces split 30% NKA and 30% Chinese Yellow Armbands for NKA Red Armbands for Chinese Forces North Korean Army Channel 3 (462.6125) and Chinese Forces Channel 4 (462.6375) Communist Joint Command Channel 5 (462.6625) The people must rise up and defend our sovereignty! They will pick up whatever arms are available and will go forth and the enemy will be crushed under the human wave! Semi Automatic Only Medic Rules When hit a 3 minute bleedout is initiated. After bleed out you may self respawn at any friendly base (marked by a red flag) by touching the flag or a respawn tree with live player Orders will be given to each force commander separately however forces
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	objectives may align.
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You may not monitor or transmit on an enemy's channel during this event. Communist forces may monitor an allied channel but not transmit on it. Communist forces regardless of faction may transmit and monitor channel 5 (462.6625)

Limited numbers of Non-period SAWs/ LMGs/ Automatic Rifles MAY be allowed on both sides subject to game balance requirements. Please speak with Aussie for approval and balance requirements. Those with these weapons will be assigned to teams last during team lineup / armband assignment

As this is a Korean War Simulation, Night Vision, Thermal, general darkness vision aids ETC will NOT be permitted for this event (Standard flashlights ok). The only exception being made is for vehicle DRIVERS and INTERNAL VEHICLE SPOTTERS (Not gunners) for safety purposes.

Allied vehicles may be in play and will be considered INVULNERABLE to CONVENTIONAL arms including their crews. (Please dont blast the gunners. I Know they are exposed but simulating a tank is hard and the main gunner of a tank is usually behind inches of armor. Unless you have a converted real tank to volunteer then understand this is a simulation and we are doing the best we can) Vehicle Drivers and internal spotters will be allowed night vision for safety however the gunners will be limited to spotlights and MK1 Eyeball. Game control may deem the vehicles out of action if certain enemy actions are taken (203 hits, foam rockets, enemy artillery ETC)

Phase one 6PM Friday to 10PM

Game runners may use smoke and frag grenades as available to simulate artillery and airstrikes. If called out by them please abide for the ruling for simulation purposes

United Nations Forces "This was no retreat. We found more Chinese behind us than in front of us, so we about-faced and attacked."- Chesty Puller There are a series of strong points that UN forces need to pass to get out. The primary objective is the Airfield (The Pond) The First Objective Is to get across The Main Bridge and establish control of Fort Adams. Due to high tides the Main Bridge is the only beachhead and attempts to go around without moderator permission will result in the offending player "Drowning" and will be called out by moderators. Once Fort Adams is taken the UN Forces will continue the push and take Fort Bragg Once Fort Bragg is taken, a skirmish line should be formed in preparation to take the airfield. The enemy will launch a counter offensive and our men must be ready. A defensive line should be formed in the treeline overlooking the airfield (Pond) in preparation for a morning assault on the airfield. The Respawn flag will advance by moderator (Or a faction commander authorized by game control) to secured bases as bases are captured and secured	North Korean Army (NKA) / Chinese Forces North Korean Army (NKA) Will Set up a defensive line "Blocking the pass" Just inside of the Main Bridge. Their objective is to hold the bridge entrance to the field and deny the UN Forces advance. Given the small If control of the Bridge is lost and can not be repelled a second defense line should be formed along the allies likely point of advance towards Adams and hold the line. If pushed back further another line can be established to defend Fort Bragg with a final stand being made to defend the airfield (Pond). Counter attacks may be made as the command staff sees fit. Chinese Forces are tasked with Garrisoning the following locations: Adams, Bragg, The Pond, Campbell, Drum, and Hood. These locations may be attacked by UN Airpower (Drones) and forces may be needed to shoot down allied airpower (Yes you read correctly blast the pesky drones) as well as reinforcing other garrisons and the front line as the command staff sees fit. Garrison forces should be rotated regularly to prevent corruption of local forces and commanders from the people's cause.
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At 10PM the first phase will end and all players / staff will be rallied at the parking lot and will be allowed to set up campsites at the following locations:
Those with smaller tents / camping setups who want a more "Roughing It" experience

will be permitted to camp out in the following locations Fort Bragg (UN Forces) Fort Hood (North Korean Army) and Fort Drum (Chinese Forces)

Those with larger tents / camping setups will be allowed to set up in Westfield regardless of faction further away from the AO

No weapons fire will be permitted at this time. Not even at the firing range (People will be crossing this area to leave and enter the AO to set up camping) Those found violating this will be asked to leave. Those in the Westfield campsites may remove eye protection. Those camping in Fort Hood, Fort Bragg and Fort Drum may only remove eye pro within a zipped tent.

This will begin the quiet times for the night. No loudspeaker announcements will be made. Sound Grenades will be prohibited and general loudness will be prohibited.

Potential Night Phase ~11ishPM - ~1ishAM

At this point after everyone has set up camp a radio call will be put out on channel 1 and those who wish to will rally at the Main Bridge for a briefing. IF THERE ARE ENOUGH PLAYERS to run this phase... This phase may be extended or called off early depending on player stamina. If the action is strong and continuous the phase will continue. If the playerbase seems to be growing tired and the action goes very quiet the phase may be ended.

All active players must stay within the valley with the christmas trees. Players may stray 10 feet into the brush for cover / concealment but no further. Those found not in compliance will be nudged back in by moderation and your cover likely blown.

Airfield Raid

United Nations Forces Respawn will not change however the friendly respawn point will be Main Bridge UN Forces are tasked with capturing and exfiltrating intel from the command tent of the Airfield (Pond) back to friendly command (Main Bridge) If UN Forces Garrison the command tent at the end of the phase they will start the next phase with a force inside the command tent Allied forces are encouraged to either use commando style stealth to approach and neutralize enemy forces quietly and sneak into the command tent. Use fire and maneuver tactics to overwhelm the enemy forces in a direct assault or a combination of tactics as command sees fit.	North Korean Army (NKA) / Chinese Forces Both Factions will be combined for this phase as Communist Forces Respawn rules will not change however the respawn point will be a flag placed at a point behind The Pond If Communist forces maintain control of the command tent their respawn for the next phase will remain in play and not be moved to Campbell Communist Forces will be tasked with repelling a raid on The Airfield (Pond) by UN Forces. The Objective is to control the command tent until the end of the phase Communist units must stay within ~150 Feet of the command tent (Roughly the start of the Christmas Trees and 10 feet into the woods) Communist forces will win if by the end of the phase they control the command tent
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United Nations Forces

Respawn will start at Fort Bragg and will advance by moderator (Or a faction commander authorized by game control) as needed as UN Forces advance. For this Phase those touching the respawn marker will be considered invulnerable to fire and may shoot and move while maintaining physical contact with the respawn. Those within ~15 feet of an allied Tank (Vehicle) will also be considered invulnerable. (Moderation will follow along to sheppard players. Allied commanders encouraged and empowered to moderate your troops to maintain fairness and safety) Commanders are encouraged to remember however that bunching up your troops will bog them down and likely halt forward advancing.

UN Forces will start within the woodline between Fort Bragg and the valley. If UN Forces won the night engagement a contingent will be selected to start within the command tent.

CHARGE! At game start an aggressive assault on The Airfield (Pond) will begin. Troops must annihilate any enemies and hold the airfield in order to evacuate the wounded.

Once the objective is secure, UN Forces will split evenly and 50% will be "Evacuated" to the Hungnam Perimeter (Main Bridge) to hold the line and secure a beachhead for allied forces to evacuate.

The remaining UN Forces will BYPASS enemy forces at Cambell and push towards Fort Hood securing it and preparing for the final push.

North Korean Army (NKA) / Chinese Forces

Respawn Any Garrisoned Base or placed respawn pole (If applicable)

The North Korean Army is tasked with Garrisoning the following locations: The Pond, Campbell, Drum, and Hood. These locations may be attacked by UN Airpower (Drones) and forces may be needed to shoot down allied airpower (Yes you read correctly blast the pesky drones) as well as reinforcing other garrisons and the front line as the command staff sees fit. Garrison forces should be rotated regularly to prevent corruption of local forces and commanders from the people's cause.

Chinese forces will set up a perimeter around The Airfield (Pond) and must stay in the general area (~200 feet) to repel the enemy forces. If forced out of the area and no forces remain to engage the enemy on the airfield itself all Chinese Forces will rally at Campbell and hold the line.

At the end of this phase both units will combine into Communist Forces and will redeploy to hold Fort Campbell and Fort Drum.

Phase end 12:45PM

UN Forces restock, reload and regroup at Fort Hood and Communist forces will rally a final blocking force to stop the breakout and split between Fort Campbell and Fort Drum to stop the UN Forces from reaching Main Bridge

1PM Final Phase

United Nations Forces Respawn for Fort Hood Forces will start at Fort Hood and will advance by moderator (Or a faction commander authorized by game control) as needed as UN Forces advance. Respawn for those who went to the bridge will be respawning at the fleet in the harbor (Omegos car which will be parked about 50 feet East of the Main Bridge near the intersection towards the firing range) UN Forces have 2 objectives. Bridge force will hold the perimeter around the bridge using the firepower of the fleet to hold the line (Moderators will be using simulated air and artillery strikes to aid your forces in this endeavor) Fort Hood Forces objective is to push through enemy lines and reach the safety of the perimeter and evacuate to the ships in the harbor (Omegos Car) Live to fight another day troopers! We will be back!	Communist Forces Respawn Fort Campbell and Fort Drum Communist objective is simple. Hold the line and prevent UN Forces from getting to the Main Bridge to evacuate to the waiting ships (Omegos car) in the harbor. Forces are encouraged to hold a firm battle line and use interlocking fields of fire to stop the UN Advance Keep the allied dogs from escaping! It is key to unifying our allies!
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Phase end 3PM

Rally at WestField for Battle Honors and debriefing

Prop Needs

7 Red Flags 7 Blue Flags