

V30 THE TRAIN WRECKERS

© 2019 Steve Swann

HISTORICAL ACCOUNT

LOCATION: West of Tanchon, North Korea

DATE: 1-2 October 1950

COMMENTARY: After Seoul, the South Korean capital, was retaken by Allied Forces, General MacArthur's attention turned to the pursuit of the retreating NKPA. Both the US Marines and the Royal Marines (RM) Commandos were withdrawn; the US Marines destined to Wonsan and the Royal Marines to Japan for further training and orders. While in Japan a mission to destroy some RR tracks came up. Loading a Rifle Troop supported by RM Engineers aboard the USS Submarine "Perch" the RM headed to North Korea's north-eastern coast. On the night of October 1st, the RM of 41 Commandos the first major raid against enemy supply lines had started. The Commands stepped ashore without opposition into two groups; the RM Engineers when inland to the RR tracks while the Rifle Troop set up defensive positions for a quick withdrawal.

The demolitions were then detonated making a pile of twisted rails and a destroyed rail culvert. With the mission completed the RM Engineers headed toward the beach for the rendezvous with the USS Submarine "Perch". With one troop covering their withdrawal the British Marines found themselves in a furious firefight with a fully alerted enemy from nearby Gian village. In this withdrawal, the Royal Marines suffered their first combat casualty of the Korean War as enemy guards killed Private Peter R. Jones. There would be other RR destruction raids by these Britist Marines, earning them the title "Train Wreckers".



TURN RECORD CHART

Simultaneous set up	1	2	3	4	5	END
KPA Moves First						

THE BATTLEFIELD AND CONDITIONS



EC are Moderate with no wind at start.

Night (E1.) is in effect. The Moon is Half with Scattered Clouds and a NVR of 3. The KPA are Normal and are the Scenario Attacker; the Royal Marines are Stealthy and the Scenario Defender. Contrary to E1.21 both KPA and the RM begin play with complete Freedom of Movement.

VICTORY CONDITIONS

To win the Royal Marines must exit >16 VP off the south edge on/east of hex AA10 (Prisoners do not count).

SCENARIO SPECIFIC RULES

- Contrary to W6.2 a NKPA SMC may be exchanged for a 8+1 Commissar.
- The British 4-5-8 MMC and 8-0 SMC are treated as Royal Marine Commandos (W4.2) and are Assault Engineers (H1.22).

KPA Giam Village RR Garrison setup west of the I1 – I10 road.
BALANCE: add a 7-0 SMC to the NKPA OB.

5-2-7
3

4-4-7
4

8-0
2

7-0
2

1
B11
2-6
2

ELR: 2
SAN: 2

41 Royal Marine Commando Covering Troop setup on/east of a line running from O1-R2-R10.
BALANCE: increase game length from 5 to 6 turns.

6-3-8
5

9-1
5

8-1
5

2
4-10
5

X11
WP6
8-5
5

ELR: 4
SAN: 2

41 Royal Marine Commando Demolition Group enter on/ after GT2 on/between O1-S1.

4-2-8
2

8-0
2

X12
30-1
2