OPERATIONAL COMBAT SERIES 4-09

KOREA: The Forgotten War

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INTRODUCTION

The Korean War stands as a key event in world history. It is well-deserving of further study. The first shooting confrontation of the Cold War, and the first limited war of the nuclear age, it was the only time since the Second World War that two of the world's major military powers fought one another–in this case the United States and China. Diplomatically, the war offers an interesting view of the miscalculations and ineptitude on both sides that led to open conflict. It also brings to light the United Nations' first opportunity to play a leading role in world military events. This game covers the first year of the war and highlights the mobile phases of the battle. Campaign victory is determined most often by the stable positions of the lines (relative to the "neck" of the peninsula. A number of shorter scenarios are also included to allow players to explore specific operations or to use as training scenarios before taking on one of the campaign games.

1.0 GENERAL SPECIAL RULES

1.1 Map and Turn Handling

1.1a Multiple Terrain Types. If a hex contains more than one area terrain symbol, use OCS 6.2f and 9.3c. The amount of terrain symbol in the hex does not matter for this rule.

1.1b Railroads. There are no RR repair units, so Rail hexes cannot be damaged.

Both UN and Communist forces may use railroads in the Korea Peninsula. Either player can use any railroad hex, provided it is "owned" by that player. To "own" a rail hex, the player must have been the last one to move an Attack-Capable unit through it. Mark the extent of rail hex ownership using Railhead Markers.

The Rail line from P'yongyang (B17.27) to Seoul (B29.08) to Pusan (C56.12) is Multi-Track (Double-Capacity), per the OCS Rules.

1.1c 38th Parallel. On the map, the 'dotted' yellow line between Seoul and P'yongyang on map B is the border dividing North and South Korea.

1.1d Air Entry Points. Along the Korean coast are numerous Air Entry Points (AEPs). These are hexes where UN air units enter from the Japan Box. Each AEP lists the range to Japan, with the air unit expending this number of MP to reach the AEP. Upon exiting an AEP, straight-line flight requirements are in effect with the AEP as the starting point.

Only the printed AEPs can be used. There is no ability to generate interpolated AEPs.

1.1e AEPs as Naval Release Points. AEP's serve double duty by functioning as an entry point for naval units coming from the Sea Box. See the Sea Box rules for further information (no interpolation allowed).

1.1f Turn Labeling System. Use the supplied markers to mark the Day, Month, and Year on the Turn Record.

1.1g Lake Hexsides. A Lake Hexside is impassable. In the winter months, this becomes a Frozen Lake which is passable. See the Terrain Effects Chart.

1.1h Sea Transit Lane. OCS Series rule 18.1 states that Ships (non-LC/LST) can only enter "All Sea" hexes. The "Transit Lane" hexes (C17.01 through C39.01) are all Sea Hexes for purposes of moving UN ships between the East and West coasts of Korea.

1.1i Impassable Hexsides. These hexsides are impassable to all ground movement unless negated by a road (etc.). They do not affect naval or air movement. Supply trace being done using the "adjacent is good enough" effects can be done through these hexsides as well.

1.2 Weather

1.2a Weather Table Use. Roll on the Weather Table during each Weather Determination Segment. There are two Results: Clear (Flight), and No Flight. No Flight follows the provisions of 14.1f.

1.2b Winter Months. Rivers and Lakes are frozen on 1 Dec 50, and remain frozen until 1 March 51

1.3 Engineer Capabilities

Only HQ Units have Engineer capability *[EXC: Chinese Army HQs are **not** Engineer Capable].*

1.4 Counter Colors & Ownership

1.4a Communist Player Forces.
The Communist Player controls:

   A) North Korean (Mustard Yellow-Brown)
   B) Chinese (Red-Orange)
   C) North Korean air units (Tan)
   D) Chinese air units (Salmon)
   E) Soviet air units (Red)

1.4b UN Player Forces.
The UN Player controls:

   A) ROK (Pale Green)
   B) US Army (Olive Green)
   C) US Marines (Blue-Green)
   D) US Navy (Dark Blue)
   E) US Air Force (Light Blue)
   F) Commonwealth (Light Olive)
   G) UN Allied (White)

1.5 Victory

The Communist objective in the Korean War was to conquer the South and unite the country under Communist rule. While the UN objective was initially a return to the status quo ante bellum, success in the Inchon Operation led to an attempt to reunite the Korean Peninsula.

Possession of the entire Korean Peninsula is defined as "Control" of all eight Victory Lines.

"Control" of a Victory Line is defined as possession of all of the hexes defining the line which contain the Yellow Circles. It is enough to be the last to occupy or pass through the hex (no need to physically occupy them during the check).

1.5a Automatic Victory. In any turn where one side controls all eight Victory Lines, that side achieves an Automatic Victory. Check for this during each Weather Determination Segment.

1.5b End Game Victory Levels. Assuming no player achieved Automatic Victory, Victory Levels are evaluated based on holding various "lines" across the Korean Peninsula (as per the map). This is defined by control of specific hexes that together award possession of the line. In each case, the Player must control the hexes defining the line, and all of the "lesser" lines on his side of line (North for the Communist, South for the UN). The non-automatic victory lines relate to the following victory levels:

> The "Neck" —UN Massive.
> The "Waist" —UN Major.
> Line Kansas—UN Minor.
> The "Wonju" Line—Communist Minor.
> Taejon-Andong Line—Communist Major.
> The Final Pusan Line—Communist Massive.

The game is a draw if neither player can hold a Victory Line. Historically, the UN achieved a Minor Victory. See Option 4.12 for a more detailed, turn-by-turn Victory Point system.

1.6 1950 End Game

Players can agree to terminate the game at the end of 29 Dec 50. Follow the usual victory conditions to determine the "winner".

1.7 Air Bases

In exception to OCS Series Rule, 15.2, here Air Bases cannot be reduced by ground units. Enemy Air Bases can be reduced using the Barrage vs. Facility Table normally.

1.8 Port Reduction

In exception to OCS rule 19.0b, Ports cannot be reduced. They cannot be attacked via the Barrage Strength table. Their capacity remains constant throughout the game.

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1.9 Two-Map Games

The campaign scenarios "Ridgeway Duels for Korea" (5.10) and "Chinese 4th Phase Offensive" (5.11) can alternatively be played on Maps C and B only, rather than all three. Alternate supply sources must be designated for the Communist player (since no map A is in play), and these are specified in section 2.10.

1.10 Repls & Transport

All Repls, both Pax and Eq, require 1/2 RE when transported by Rail, Shipping or Air (an exception to the OCS rules 4.7 and 4.10a). Note that 4.10a does apply to all other units.

1.11 Pusan Perimeter Zone

1.11a The Zone. The Pusan Perimeter Zone, drawn on the map, is the area South and East of hex row C.46.27. The Pusan Perimeter Zone is either occupied or abandoned (not occupied) by the North Korean Player in August and September of 1950 (from the 5 Aug 50 turn through 29 Sept 50 turn).

1.11b Occupying the Zone. To be "Occupied," the North Korean Player must have six divisions inside (southeast) of the Pusan Perimeter Zone line. If fewer than six division are inside the Pusan Perimeter Zone, it is considered Abandoned. For Multi-unit Divisions, all elements of the division (not in the dead pile) must be in the Zone for the division to count.

1.11c Zone Status Checks. The Communist Player must count his occupying force and check per 1.11b at the end of the Communist Supply Phase (after any attrition DRs) each turn from the 5 Aug 1950 turn to the 29 Sept 1950 turn (inclusive). Apply the results of these checks as follows:

Occupied:

  A) Communist to use "June-Sept" Column of the Communist Supply Table

Abandoned:

  A) Communist to use the "No PP Zone" column of the Communist Supply Table. UN to use the "Sept" column on the UN Ship & Rail Table
  B) All UN reinforcements scheduled through 8 Sept 50 immediately arrive in Japan and all remaining FEC upgrades are implemented. (There is no effect on UN reinforcements if the Pusan Perimeter Zone is abandoned after 8 Sept 50.)

Once the Pusan Perimeter is abandoned, it is abandoned for the rest of play (which only matters through the 29 Sept 1950 turn). It cannot be reoccupied once abandoned and no further checks are made.

Design Note: The Communist player does not have to occupy the Perimeter by 5 Aug 1950 (nor at all for that matter). If he does not, however, the UN will take advantage of having stabilized the situation and begin building its counterattack much sooner. The Communist player is free to abandon the Pusan Perimeter whenever he chooses.

2.0 COMMUNIST PLAYER SPECIAL RULES

2.1 Hip Shoots

Communist Air Units cannot conduct Hip Shoots.

2.2 Supply Sources

Communist Supply Sources are P'yongyang (B17.27), Antung (A2.07), Kuandian (A7.12), Ji'an (A23.20), Linjiang (A31.28), and Hoeryong (A62.35).

P'yongyang is a Communist supply source only if it is connected by usable rail lines to any of the other five Supply Sources.

If UN forces are adjacent to a Communist Supply Source in China, this does not shut down that supply source.

Ports are never supply sources for the Communist Forces.

2.3 NK and Chinese

2.3a Replacements. Communist Repls may be used to rebuild any Communist Unit, Chinese or North Korean.

2.3b HQs. NK HQ's may only throw supply to NK Units. Chinese HQ's may throw supply to any Communist Unit (Chinese or NK).

2.3c Artillery Spotting. NK artillery can only be spotted for by NK units. Chinese artillery can be spotted for by either NK or Chinese.

2.4 Reinforcements & Rebuilds

North Korean reinforcements can arrive at any Communist Supply Source; Chinese Reinforcements can only arrive at those Supply Sources in China.

Communist Air Unit reinforcements arrive in any friendly Air Base capable of trace supply, but if Sanctuary is in force (2.7), these air units must be placed in Air Bases in China.

2.4a Variable Replacements. Communist Variable Replacements can be placed in any Supply Source. Use OCS rule 13.5c regarding Air Unit Replacements.

2.4b Non-HQ Rebuilds. North Korean rebuilds can occur without an HQ in any Supply Source. Chinese units can rebuild in any of the Supply Sources in China, also without an HQ.

2.5 Chinese Intervention

2.5a Intervention Dates. The Chinese "Intervention Force" consists of all Communist Reinforcements with entry dates of 15 Oct 50 through 26 Oct 50 (as noted on the Order of Arrival). This includes both Chinese and North Korean units (the NK units involved were rebuilt in China and were part of this "Chinese" intervention). The Communist Player can bring in the entire Chinese Intervention force as early as 1 Oct 50. If entry is not delayed (see below), place all Chinese Intervention Units in any hexes in China.

2.5b Delaying Intervention. The Communist Player can choose (in each Communist Reinforcement Phase) to delay entry of the Chinese for as long as he wishes. For every game-turn that he delays this entry (past 1 Oct 50), one hex of placement flexibility is gained. Employing this technique allows the Communist player to achieve the infiltration and deep penetration that the Chinese historically managed. The Communist player can also set aside all or some of the new SPs arriving in these "delaying turns" to add to the Chinese Intervention Force. The infiltration delay benefit reaches twenty hexes on 8 Dec 50, and cannot grow beyond that point.

2.5c Placement Flexibility. If entry has been delayed, the Communist Player sets up the Chinese Intervention units (and any set aside SPs) at or within a number of hexes of the NK-Chinese Border equal to the number of turns delayed. The path counted ignores UN units, but Intervention units cannot be deployed in hexes containing enemy units with a defense strength greater than zero. The Communist player "controls" all hexes north of the maximum infiltration distance (inclusive) unless those hexes are explicitly occupied by the UN

(this includes railroads, air bases, and VP hexes among other things). This deployment flexibility applies only to the initial turn of intervention: all future Chinese reinforcements enter normally at any Supply Source in China.

EX: If the Communist Player delays entry by ten turns, he can set up all Chinese reinforcements (and set aside SPs) at or within ten hexes of the NK-China border.

2.5d Reinforcements. While Chinese Intervention is being delayed, add all scheduled Chinese reinforcements to the Intervention Force. New arrivals to the Intervention Force receive the full infiltration benefit of the current delay. Variable reinforcements (supplies and replacements) can be added to the Intervention Force or deployed on the map at the player's option. Note: Communist Repls cannot infiltrate, they must set up in China.

2.6 Communist Initiative and Chinese Intervention

From Chinese Intervention until the end of 1950, if the UN player has units north of the 38th Parallel, the Communist Player applies a +2 DRM to his Initiative DR.

Design Note: The UN was shocked by the scope of the Chinese intervention. They fell all the way back to South Korea. While damaged, they really weren't hurt that badly. In the game, the UN player can attempt to stay in North Korea, but fights at a disadvantage. Alternately, he can abandon the North to stabilize the situation. Ridgeway's arrival in Jan 51 historically recharges the Army, and allows them to return North if possible.

Historical Note: While many focus on the 'surprise' involved in the Chinese intervention, my research shows that while the US Intelligence was woefully inadequate and inaccurate at the strategic level, tactically and operationally the US commanders and forces knew that they faced a strong force which included Chinese, and thus the intervention was not unexpected at these lower levels. But strategic levels were indeed surprised and ordered the rapid withdrawal from the North (which caused difficulties operationally and tactically)

2.7 Sanctuary

2.7a Land Sanctuary. No UN units can ever attack or move into any hex in China. Ground units forced to retreat into Chinese territory are destroyed. Under no circumstances can the UN barrage any hex in China.

Important: When playing with options which suspend 2.7, only the restrictions in 2.7b (below) are lifted. UN ground units may never violate the Sanctuary for any reason.

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2.7b Prior to Intervention. Prior to Chinese Intervention, North Korean forces have only limited access to hexes in China. Newly arriving Communist SPs and North Korea reinforcements can be placed in China and then move into North Korea. NK units can move or retreat freely into China during this period, but any Communist forces that do so are immediately removed from the map and moved to the Intervention Box (having now become part of the Intervention Force) and remain there until China enters the war.

2.7c After Intervention. Once the Chinese Intervene, Communist ground units can move back and forth across the border at will (without the restrictions above), but the UN still cannot violate this line.

2.7c Air Sanctuary. Communist Air units did not participate in an OCS level air war after the initial NK air force was destroyed, except for the Patrol Zone and Interception effects which make up the famous "MiG Alley". Sanctuary applies to all Communist air units in China. As long as the initial NK air units remain in North Korea, they are not affected by the Sanctuary rules.

During Sanctuary, Communist air units cannot conduct any type of Barrage or Interdiction, or be Based into any non-Chinese hex. The Communist Player can Intercept and apply Patrol Zone effect with his F-types who are stationed on the Chinese Air Bases, per the standard OCS rules. Refit costs of these Chinese Air Bases must be paid from existing on map supplies.

Important: The Patrol Zone and Interception Range of Communist air units is 15 hexes from Air Bases in China when Sanctuary is in effect.

2.7e UN Air Units. UN Air Units can never enter China.

2.8 Porters & Wagons
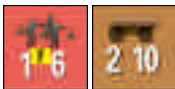
2.8a Porters. Communist forces employed human labor to transport supplies. Porters are transport units, but cannot make extenders. Treat them as wagons for capture and displacement purposes. There are no UN Porters, if a Porter is captured, the UN player gets any captured SPs, but the Porters are automatically removed. Porters cannot be replaced.

2.8b Wagons. The UN player cannot make use of any captured wagons. Eliminate the percentage called for by the capture table and displace the remainder.

2.9 Chinese HQs

2.9a Army HQs. The Chinese Army HQs are limited like "divisional HQs" by OCS Series rule 13.1d, they can provide supply to divisions within their own Army Group ("Front") (same color code) and independents only. They have no engineer capability.

2.9b Front HQs. Chinese Front HQs follow the same rule as above except they do have engineering capabilities.

2.9c NK HQs. North Korean HQs are not restricted by these rules and serve as "normal" OCS HQs.

2.10 Alternative Communist Supply Sources and Set Up

When playing campaign games or scenarios on maps C and B only, alternate supply sources, and setup hexes must be used.

2.10a NK Alternate Sources. Use P'yongyang (B17.27) and B34.33 (Yonghung) as MK supply sources. NK reinforcements may arrive at either location.

2.10b Chinese Alternate Sources. Use: B16.34, B19.34 and B24.34 as Chinese supply sources. SPs and/or units may be assumed to be entrained in hexes B19.34 or B24.34 on entry.

2.10c Reinforcement SPs. SPs generated off the Campaign Supply Table and Communist Repls may be placed in any of the five substitute sources (NK or Chinese).

2.10d Chinese Rebuilds. Allow Chinese units to be rebuilt in B16.34 as if a nominal Chinese HQ is there.

2.10e Alternate Setup Hexes. Units which initially set up in the following Map A hexes should be set up in the corresponding Map B hexes (any others should not set up at all):

Map A hex	Map B hex
A35.03	B32.33
A36.03	B33.33
A37.04	B34.32
A38.03	B34.33
A39.04	B35.33
A43.06	B36.33

3.0 UN SPECIAL RULES

3.1 Hip Shoots

US Navy Air Units can conduct Hip Shoots, no other UN air units can do so. Furthermore, Hip Shoots require a US Marine unit to act as spotter.

Design Note: US Navy Air Units represent aircraft from both the US Navy and the US Marines.

3.2 Supply Sources

Any friendly Port hex (1 SP or larger) and any deployed Beach Head Markers are UN supply sources.

Seoul is a UN supply source (any hex), as long as it is connected by usable rail lines to any other UN Supply Source.

Japan is a supply source for all units in the Japan Off Map Box.

For new SPs, Japan is the only source and the number obtained is only limited to that which the UN player has the capability of moving into the game (see 3.6).

Player Note: Pusan is absolutely vital to UN plans. The Communist player must not be allowed to get an attack-capable unit adjacent. Keep reserves handy to drive away any raiders and be sure to keep defenders in the port hexes as well as C55.13 (the only land hex adjacent to both halves of Pusan).

3.3 Reinforcements & Rebuilds

3.3a ROK. All ROK Ground Reinforcements arrive in either Pusan or Seoul (if it qualifies as a supply source). All other UN Ground Reinforcements arrive in Japan, unless otherwise stated in the Order of Arrival.

3.3b UN. All UN Air Unit Reinforcements can arrive in any friendly Airfield capable of trace supply. All UN Naval Reinforcements are placed in any all-sea hex on the map, or in the Sea Box.

3.3c Variable Reinforcements. Variable Replacements come in two types: ROK and UN.

3.3d Repl Restrictions. ROK replacements can only be used to rebuild ROK units. ROK repls are limited to the number in the counter mix. UN replacements can be used to rebuild US, UN, or ROK units.

3.3e Air Unit Repl. Use OCS rule 13.5c to convert any UN Eq repls to Air Unit Replacements.

3.3f Non-HQ Rebuilds. ROK units can be rebuilt without an HQ in Seoul or Pusan. No HQ is needed to rebuild US or UN units in the Japan Box or Pusan.

3.4 International Cooperation, Politics, and Coordination Difficulties

3.4a HQ Restrictions. ROK HQs can only supply or rebuild ROK units. US HQs can supply or rebuild any UN unit (including ROKs).

3.4b Spotters. ROK artillery can only be spotted by ROK units. UN air and independent artillery units can be spotted by any UN unit (including ROKs).

Important: When ROK and other UN forces stack together and an Action Rating must be used (combat as attacker or defender, attrition and so on), the player must use an Action Rating from a ROK unit.

3.4c Multiple Attackers. When several stacks attack one defender, apply the above to each attacking stack independently—in other words, if a UN stack attacks with a bunch of ROKs in other hexes, the UN Action Rating can be used, if you have several mixed stacks attacking, the Action Rating must come from a ROK.

3.5 Far East Command (FEC) Units

3.5a FEC Designation. Any units with unit size & symbol in White are 8th Army FEC forces. All these units arrived understrength and under-trained. A second counter for each unit depicts it after reaching full effectiveness.

3.4b Arriving FEC. The Order of Arrival will make available full strength trained units to replace these FEC units. When the full-strength units enter as reinforcements exchange the appropriate FEC unit with their full-strength replacement.

3.4c FEC Exchanges. There are no restrictions to exchanging the FEC units. The FEC units can be in a ZOC, at sea, or even

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in the dead pile. Just replace the FEC unit with the full strength unit wherever it is and in the same condition. Nothing needs to be moved or shipped: just exchange the counters. Do not change the condition of the unit (alive, dead, low internals, out of supply or so on). If Repls are available at the moment of upgrade, the unit may be rebuilt for the cheaper rate, and then immediately upgraded. Remove the FEC units permanently when they are upgraded with their full strength replacements.

3.6 Japan Off-Map Box

3.6a Supply Dump. An infinite number of Supply Points are available in Japan. The UN Player is only constrained by his shipping and air transport assets as to the number he can bring into Korea.

3.6b Supply Source. Japan is a UN supply source and has an nominal HQ for UN rebuilds.

3.7 The Sea Box & Shipping

3.7a The Sea Box. The Sea Box represents the bodies of water that ships used to move units and supplies around Korea. Landing Craft and LSTs can freely enter and exit the Sea Box. Ground units and supplies can only be moved to the Sea Box via the UN's Shipping Capacity (see 3.7b).

3.7b Sea Box Entry. Ships (as opposed to LSTs and Landing Craft) can only enter the Sea Box when they are first placed as reinforcements (or in the initial set up). CVGs and SAGs cannot enter the Sea Box from the map. Once moved from the Sea Box to the map, they must move on-map only.

3.7c Supply. Forces cannot be attacked while in a Sea Box. Carrier air units cannot be used while in the Sea Box. All units are in Trace Supply while in a Sea Box.

3.7d Entry/Exit Restrictions. The Sea Box is an abstract location. AEPs function as conduits between the Sea Box and the map's hex grid. A ship/LST/LC in the Sea Box can start moving from any map AEP, likewise any LC/LST moving on the map can instantly transfer to the box when it enters an AEP (ships cannot re-enter). A ship/LST/LC can only move in one direction in a given phase (in OR out—never both). No unit may transfer from one AEP to another.

3.7e Shipping Capacity. Each turn the UN player receives a number of Shipping Capacity points. Each point can do one of the following:

  A) Move 1 SP from any UN controlled Port or the Japan Box to the Sea Box.
  B) Move 1 SP from the Sea Box to a Port or the Japan Box.
  C) Move 1 SP from the Japan Box directly to a UN Port.

There is no additional shipping point costs for SPs or units once they are in the Sea Box. It does not require shipping points to move any units in Landing Craft. Only LC/LSTs can be used to move SPs or REs from Sea Box to coastal hexes (non-port hexes).

Shipping points can only be used in the regular movement phase and cannot be saved from one turn to the next. Shipping works as rail per OCS series rules, in that units may move up to half of their movement allowance before shipping out of port to the Sea Box or Japan. Apply OCS rule 4.10 to convert REs into SPs.

3.8 LCs, Amphibious Assaults & Beachheads

3.8a LCs and LSTs. The only way a unit or supply can move from a Sea Box to a Coastal hex that does not contain a friendly Port is to use a Landing Craft (LC or LST). Per OCS rule 18.1, Landing Craft have a movement allowance of 10 MPs.

3.8b ALT. Use the OCS rule 18.4 for Landing Craft and invasions. The Amphibious Landing Table is located on the map and in the back of this booklet.

3.8c Beach Heads. An LST can be converted into a Beach Head using OCS series rule 18.4c. A Beach Head is a supply source as long as it can function as a port. Beach Heads represent 1 SP ports.

3.8d Loading. During the friendly Movement Phase, LCs and LSTs can be loaded with SPs and units. All must begin the phase in the Sea Box. Loading does not cost MPs from either the units or the LCs/LSTs.

3.8e Loading Restrictions. LCs and LSTs cannot load at Ports. To prepare for an amphibious assault, use the shipping capacity to move SPs & units from Port to the Sea Box. The next turn, you may load LC/LSTs in the Sea Box, and move from there.

3.9 Surface Action Groups

3.9a Surface Action Groups (SAGs). The UN Player has SAGs with which he can conduct bombardment operations around the coast of Korea. These SAGs represent the Naval Gun Support Groups (DDs, etc.), centered on the 'named' ship on the counter.

3.9b SAG Movement. Use the OCS rules for Naval movement (18.1) and gunfire (18.3a).

3.9c Availability. Unless the optional Supply Interdiction rule (4.1) is used, only the Missouri SAG appears in the game, to support the UN amphibious operations in September.

3.10 Aircraft Carrier Groups (CVGs)

3.10a Availability. Only US Navy and the CW air units may base on the CVGs. CV counters can carry up to 3 air unit counters. This is indicated on the counter in brackets.

3.10b Holding Boxes. OCS rule 18.2 covers the general handling of aircraft carriers. The boxes provided on the map can be used as a convenient place to put the air units based on carriers.

3.11 Ships and Barrage Spotting

Ships and landing craft cannot spot for artillery or air barrages. Likewise, other unit types aboard Landing Craft cannot spot for barrages of any sort until they unload.

4.0 OPTIONS & VARIANTS

4.1 Supply Interdiction

The Supply Interdiction option provides a more refined model of the UN interdiction campaign on the Communist logistical net. There is no "cost" for using this option.

The optional units (all SAGs, B-29s, B-26s, an F80c, a F4U and the CW Mix Air Units) are available to the UN and can be used in any manner.

Any and all UN Planes and ships can be assigned to interdict supplies coming in to North Korea. Planes may fly from any Air Base, CVG or Japanese Base to the Communist Interdiction Box. While on Interdiction, assume that these planes are based in Japan, so there are no issues of Air Base overrun, etc.

Add a special "Interdiction Allocation Segment" to the end of the UN Return and Refit Phase of the 1st and 15th of each month. Begin the UN Return and Refit Phase of those turns by returning Air and Sea units from the Interdiction Box. Air Units are returned to any friendly Air Base. CVGs, and SAGs

return to any sea hex. After refitting the air units, make the decision to allocate Air and Sea units to Supply Interdiction for the next period. Air units can move from their bases to the Interdiction Box when assigned, even if the weather inhibits normal flight.

Newly arriving reinforcements may be added to the Interdiction Box immediately upon their arrival.

Once units are placed in the Interdiction Box they are not available for other missions until the next half-month period (1st or 15th turn). No units can be attacked while in the Interdiction Box. Air Units do not need to be refitted while in the Interdiction Box.

Units in the Interdiction Box are unaffected by weather. If weather prohibits flight, air units remain in the Interdiction Box and still count toward interdiction.

Effects of Supply Interdiction. When the Communist rolls for Supply Reinforcements in his Reinforcement Phase, use the columns marked Interdict Subtract 1T from the amount the table provides for every 25 factors of Barrage Strength in the Interdiction Box (total of Air Units and SAGs). Round this value normally, so 90 Barrage Strength would mean 4T (or 1 SP) is subtracted.

4.2 Chinese Intervention Options

The standard approach to Chinese Intervention is what we call the "Elective Approach". In this, there is some modeling of surprise and infiltration, but the entry turn of the Chinese is completely under the control of the Communist player. One of the pair of options below can be used without cost if players desire.

4.2a Historical. Use the historical arrival turns, as listed on the Order of Arrival. There is no "delay" or "infiltration" allowed.

4.2b Variable. Rather than giving the Communist automatic arrival or controlled intervention, this option provides a variable amount of surprise.

Communist intervention and infiltration is triggered by the table below. The Communist player makes a DR for Chinese Intervention at the beginning of each Communist Reinforcement Phase beginning with the 1 Oct 1950 turn.

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Variable Intervention Table	
DR	RESULT
9	No Effect
10	Intervention[1]
11	Surprise[2]
12	Massive Surprise[3]

DRM +1 if Intervention already rolled, but entry being delayed
+1 for any DR on/after 1 Nov 1950

Notes:
1 Deploy all intervening units anywhere in China
2 Communist player makes a dr with a +4 drm. Deploy all intervening units in hexes within the final dr of the Chinese border.
3 Communist player makes a DR with a +8 DRM. Deploy all intervening units in hexes within the final DR of the Chinese border.

The Communist can ignore the trigger when rolled, hoping for a better result later. This adds +1 to each subsequent roll (but only +1, no matter how many intervention triggers have been ignored).

Follow the deployment procedures in 2.5, using the infiltration results of the above table. Surprise will result in a infiltration of 5 to 10 hexes. Massive Surprise results in an infiltration of 10 to 20 hexes. A single infiltration DR is made for the entire force—don't roll for each unit!

4.3 No Sanctuary

The Communist player now has the choice of breaking Air Sanctuary. He can declare this to be the case on any turn and in any phase. Air Sanctuary cannot be broken by the UN until the Communist player makes this announcement (and activates this option). Employ this option without "cost" if both players agree.

No Sanctuary lifts the restrictions of 2.7b. UN air units are now free to attack Chinese Air Bases, and Communist air units can freely attack any UN unit or facility. Simply put, both sides can use their air units in any way they choose, without restriction.

All Communist air reinforcements scheduled to arrive in 1951 enter instead on 5 Jan 51 (or on the date sanctuary is broken if after that date).

The Communist player does not need an engineer unit to rebuild/improve Air Bases in China (but pays supply costs normally). Likewise the UN can rebuild/improve Air Bases without an engineer unit in the hex. Both sides still require an engineering unit to build an Air Base from scratch.

4.4 UN Dedicated Air Support

Beginning 1 Jan 51, the UN can employ "Dedicated Air Support." Twice each month, during the Interdiction Allocation Segment (see 4.1), the UN can dedicate air units to the support of any US division. Only F-types and T-types may be dedicated.

This dedicated assignment lasts until the next "Interdiction Allocation Segment". Use the Divisional Marker, placing it adjacent to the dedicated Air Base to keep track of which Air Base is dedicated to what US division. All air units at an Air Base are dedicated to the same US division. Only one Air Base can be dedicated to a single division. Any number of bases can be dedicated in any one turn (to separate divisions, of course).

While an air unit is dedicated to a US division, it can Hip Shoot or Barrage only if spotted by a unit of that division. Dedicated Air Units can Hip Shoot even if not normally allowed to do so by rule 3.1. There is no effect on interception or air-to-air missions. Dedicated air units conduct interdiction and Supply Interdiction normally.

This is a minor variant, without "cost".

4.5 North Korean Armor Rebuild

Allow the Communist to rebuild any unit (ignore the "no rebuild" markings). This allows him to rebuild the tanks of the 105 Armored Division!
This is a minor variant, without "cost", but it obviously favors the Communist side with a non-trivial boost.

4.6 US Navy!

This option assumes an even greater US Navy participation.

Bring in the CVG Leyte and its air wing (1x F9F, 1x F4U, 1x AD4) on 29 Sept 50.

This is a minor variant, without "cost" but it favors the UN. It is best combined with other variants.

4.7 Nuclear Weapons

This option explores the potential deployment of nuclear weapons ("nukes") in the Korean War. The cost of the option varies depending on the Soviet reaction (see below). The Nuclear Weapon counter represents a number of strikes, not just one bomb.

US nuclear weapons can be employed at any time after the Chinese Intervene. When employing this option, the UN can immediately violate Air Sanctuary (follow the procedures spelled out in 4.3, but allow the UN to do this). If not using the Interdiction Option (4.1), immediately bring on the optional B-29s. They can only be used to carry nukes. If you are using 4.1, continue using the B-29s in any desired manner.

4.7a Procedure. Place the ten US Nuke counters in Japan. The number of nuclear weapons available is strictly limited to the counter mix. They cannot leave Japan except aboard a B-29 and on a "mission".

Only US B-29s (and Russian Tu-4/80; see Russian Response, below) air units can carry nukes (full or reduced, it doesn't matter), and only one nuke can be carried per air unit.

To execute a nuclear attack, move the Air Unit and available nuke counter to the target hex and undergo applicable flak normally. If the flak (or air combat) result is abort or loss, the Nuke is returned to Japan (it is not dropped!) and can be part of a later attack.

Rather than roll on any table, place the Nuclear Weapon in the target hex of the strike, orient the "Mushroom Cloud" towards North. Each turn, during the UN Air Unit Return Phase, rotate the "Mushroom Cloud" one hexside (60 degrees) clockwise. When the counter is rotated to North again, flip it to its "Interdiction" side.

Apply the following effects:

A) The entire target hex's contents are immediately destroyed
B) Anything that moves into this hex while the Nuclear Weapon shows its mushroom cloud is immediately destroyed (so don't do that!!)
C) While the counter shows its mushroom cloud, units or SPs cannot use rail movement through the marker, trace supply is not affected.

The above Nuclear strike effects last until the nuclear weapon counter is flipped from its "Mushroom Cloud" side to its Interdiction side (a total of six turns, as per the rotation mechanic above).

On its "Interdiction" side, a Nuclear weapon acts exactly as Air Interdiction, and the Nuclear weapon remains permanently on the map in its interdiction role.

4.7b Soviet Response. The Communist must choose one of three Soviet Responses.

A) None. The UN must now win an Automatic Victory, anything short of that is a defeat.
B) Full Soviet Support. Allow 4.8, Full Soviet Support. The

combined effect shifts the final victory level 2 levels in the favor of the Communists.
C) Soviet Nukes. Add Option 4.8 and add the four Soviet Nukes and Nuke Carrying air units. Add 4.6 as US response to this escalation (more targets for the Soviet Nukes!). The net effect shifts the final victory level one level in the favor of the Communists.

4.8 Full Soviet Support

This supposes that the Soviet Union gave their full support to the Korean War. Apply the following:

A) Add an additional NK IL-2 and NK La-9 to the initial NK deployment.
B) Add 1 Reserve Marker to the Communists
C) Use 4.4 (allow rebuilds).
D) Add 1 SP to the Communist Supply roll results each turn.
E) Bring on an additional 1x NK MiG-15, 1x Chinese MiG-15, 3x Russian MiG-15 (8-2) and 3x Russian Tu-2 air units on 5 Jan 51.

Shift the victory level one level in the UN favor (a Communist Major victory becomes a Communist Minor victory and so on.)

4.9 US is Prepared!

This option assumes the US maintained the Far East Command at a high state of readiness. Whenever an FEC unit is called for in the Order of Arrival, use the full-strength unit instead. Ignore all "deletes" and "replaces". Do not deploy the 29th Inf Rgt (1 July 50) at all. Bring on the 24 Inf Div (5 Inf Rgt) rather than the 24 Inf Div (34 Inf Rgt). Also, add option 4.6 (US Navy!).

Shift the victory level one level in the Communist favor.

4.10 The Air War That Could Have Been...

This variant supposes that the air war escalated in January. There is no cost for this variant.

On 5 Jan 51, apply 4.3 (No Sanctuary), 4.6 (US Navy!), and 4.8 (Russian support). Add 2x F-86e, 1x F-80c, 1x F4U and 1x B-26 (if they are already in play because the Interdiction option is being used, add 3x Air Eq Repls instead).

If playing any of the scenarios which begin in 1951 (5.10 through 5.13), assume that forward Air Bases would have been built to provide forward air cover to the troops. Allow

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the Communist to build four levels of Air Base anywhere on or behind his lines. Allow the UN to build two levels of Air Base anywhere on or behind his lines. These can be used to improve existing Air Bases or build new ones, but Air Bases cannot be built or improved in City hexes.

The new air units arrive active in the Weather Determination Segment, (do not wait for the Reinforcement Phase) at any friendly Air Base. Apply the above free Air Base rebuilds in that same segment.

4.11 Sweep the Streets!

This is a minor variant, without cost. It favors the opening NK offensive, so is best combined with other variants. Both North and South Korea recruited "volunteers" from the population. Each time control of the following city hexes changes hands, the capturing force immediately gets one Pax repl: (make it a ROK Pax repl if the UN makes the capture). Place the repl in any friendly supply source hex.

   A) Seoul (each hex)
   B) Taejon
   C) Taegu
   D) Pyongyang

4.12 Optional Victory Procedure

This option uses a running Victory Point calculation and has no cost.

Record Victory Points as a differential, so that either the UN or Communist has positive points at any given time.

Points are counted at the start of the 1st and 15th turn of each month during the Weather Determination Segment. Record VPs based on the most advanced Victory Line that a side completely holds.

   A) 1 VP for holding a Minor Victory Line
   B) 2 VP for holding a Major Victory Line
   C) 3 VP for holding a Massive Victory Line

These values are marked on the appropriate lines on the map. At the game's end, the side with the most points wins.

4.13 Amphibious Capability
Limited Intelligence

As any player can read an Order of Arrival, he can tell exactly when he might need to begin guarding against a UN amphibious invasion. Players can use the following option to provide some measure of uncertainty by giving the UN player an

early, if limited amphibious capability. Additionally, this provides the UN player with a potential emergency trace source in the event of an unusually successful NK invasion. There is no cost for employing this option.To mitigate against this, players can use the following option:

   A) Keep the contents of the Sea Box hidden from the Communist Player.
   B) Bring on the 3x LST Points counter on 5.July.50

5.0 SCENARIOS

5.0a Set Up Notes:

   A. All Organic Trucks set up Full. Other Trucks, Wagons, and Porters are empty, but can be filled from any SPs setting up in the same hex before play begins.
   B. Use the Master Reinforcement Schedule, use the Campaign charts/rules for SPs, Repls, Shipping, Supply Sources. and Rail Capacities unless noted otherwise.
   C. Rail lines south of Communist Rail Heads are controlled by the UN
   D. US units listed as being "FEC" use the unit's lowered-value counter. If FEC isn't specifically mentioned, use the unit's full-strength counter. FEC units can be identified by the white unit symbols used.

5.1 The Korean War

This campaign game covers the Korean War's first year.

General Information
First Player: Communist
First Turn: 26 June 50
Last Turn: 29 June 51
Game Length: 109 Turns
Maps in Play: All

Communist Information
Reserve Markers: 4
Dead Pile: None

Set Up: (All Units are North Korean)
A2.06:
3-1-2 Sec Bde (2 BC)

A38.03:
4-2-2 Sec Bde (1 BC)
1 SP

A62.27:
1-1-2 NG Bn (2)

B36.28:
1-1-2 NG Bn (1)
12-2-3 Inf Div (13)
1 SP

B37.27:
3-2-3 Inf Rgt (886)

B41.26:
2-2-5 Motorcycle Rgt (17)

B17.27:
16-2-3 Inf Div (15)
12-2-3 Inf Div (10)
3-2-2 Sec Bde (5 BC)
3-1-2 Sec Bde (7 BC)
1x Truck Point
2 SPs

B14.23:
3-3-3 Marine Rgt (549)
1-1-2 NG Bn (3)

B17.20:
3-3-5 Motorcycle Rgt (12)

B14.14:
3-1-2 Sec Bde (3 BC)

B17.15:
6 Inf Div (14 Inf Rgt)
Rail Head

B25.16:
10-0 Corps HQ (I)
13-1-2 Arty Rgt (I Corps)
2x Wagon Points
Rail Head
10 SPs

B25.15:
6 Inf Div (13, 15 Inf Rgt, Arty Rgt)

B26.15:
105 Arm Div (203 Tank Bn)
16-3-3 Inf Div (1)

B32.15:
105 Arm Div (107 Tank Bn)
4 Inf Div (5, 18, 16 Inf Rgt, Arty Rgt)
Rail Head

B34.17:
18-2-3 Arty Rgt (GHQ)
105 Arm Div (206 Inf Rgt, Organic Truck)

B36.14:
105 Arm Div (109 Tank Bn)
16-3-3 Inf Div (3)

B39.15:
10-0 Corps HQ (II)
13-1-2 Art Rgt (II Corps)
16-2-3 Inf Div (2)
6 SPs

B44.15:
12 Inf Div (12 Tank Bn, 1, 2, 3 Inf Rgt, Arty Rgt)

B49.17:
5 Inf Div (10, 11, 12 Inf Rgt, Arty Rgt)
2 SPs
Rail Head

B50.14:
5-3-3 Inf Rgt (766)

Air Bases:
Level 3: A2.07, A5.09, A7.12, A20.26
Level 2: B17.27, A37.04, A23.20, A20.18

Air Units:
1x IL-2, 1x Yak Mix

UN Information
Reserve Markers: 2
Dead Pile: None

Set Up:
B26.13:
1 ROK Inf Div (12 Inf Rgt)
Rail Head

B27.14:
3-2-2 ROK Breakdown Rgt

B29.12:
1 ROK Inf Div (15 Inf Rgt)

B32.13:
3-2-2 ROK Breakdown Rgt
Rail Head

B34.12:
3-2-2 ROK Breakdown Rgt

B40.12:
6 ROK Inf Div (7 Inf Rgt)
Level 1 Hedgehog
Rail Head

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B41.10:
6 ROK Inf Div (19 Inf Rgt)
1 SP

B44.13:
6 ROK Inf Div (2 Inf Rgt), 1T

B42.06:
3-2-2 ROK Breakdown Rgt

B51.13:
3-2-2 ROK Breakdown Rgt

B56.06:
10-2-3 ROK Inf Div (8, less 2 steps)

B58.01:
8-0 ROK Corps HQ (II)
1-2-3 ROK Inf Bn (1 Sep)
2 SPs

B32.10:
12-2-3 ROK Inf Div (7, less 2 steps)

B31.09:
Cap ROK Inf Div (1 Inf Rgt)
1 SP

B30.08:
8-0 ROK Corps HQ (I)
15-1-3 ROK Arty Rgt (I Corps)
Cap ROK Inf Div (18 Inf Rgt)
2 SPs

B31.08:
Cap ROK Inf Div (17 Inf Rgt)
2 SPs

B32.04:
1 ROK Inf Div (11 Inf Rgt, Divarty Bn)

C33.33:
3-2-6 ROK Arm Car Bn (1 Cav)

C35.31:
3-2-2 ROK Breakdown Rgt

C37.27:
12-2-3 ROK Inf Div (2, less 2 steps)
1 SP

C50.33:
4-3-3 ROK Breakdown Rgt

C59.23:
3-2-2 ROK Breakdown Rgt

C30.12:
10-2-3 ROK Inf Div (5, less 2 steps)

C50.21:
12-3-3 ROK Inf Div (3, less 2 steps)
1 SP

C56.12:
5-3-3 ROK Marine Inf Rgt (1)
1x Truck Point

Air Bases:
Level 2: C55.12, C56.12, B29.09
Level 1: B33.01, C50.21, C59.23

Air Units: None

Victory: Use Campaign Victory Conditions (1.5).

5.2 Invasion of South Korea

This campaign game covers the North Korean invasion into South Korea, the UN defense and counterattack, and the eventual capitulation of the NK forces in South Korea.

General Information
First Player: Communist
First Turn: 26 June 50
Last Turn: 29 Sept 50
Game Length: 29 Turns
Maps in Play: Maps C & B

Communist Information
Reserve Markers: 4
Dead Pile: None

Set Up: (All Units are North Korean)
B34.33:
4-2-2 Sec Bde (1 BC)

B36.28:
12-2-3 Inf Div (13)
1-1-2 NG Bn (1)
1 SP

B37.27:
3-2-3 Inf Rgt (886)

B41.26:
2-2-5 Motorcycle Rgt (17)

B17.27:
16-2-3 Inf Div (15)
12-2-3 Inf Div (10)
3-2-2 Sec Bde (5 BC)
3-1-2 Sec Bde (2 BC, 7 BC)
2 SPs
1x Truck Point

B14.23:
3-3-3 Marine Rgt (549)
1-1-2 NG Bn (3)

B17.20:
3-3-5 Motorcycle Rgt (12)

B14.14:
3-1-2 Sec Bde (3 BC)

B17.15:
6 Inf Div (14 Inf Rgt)
Rail Head

B25.16:
10-0 Corps HQ (I)
13-1-2 Arty Rgt (I Corps)
2x Wagon Points
10 SPs
Rail Head

B25.15:
6 Inf Div (13, 15 Inf Rgt, Arty Rgt)

B26.15:
16-3-3 Inf Div (1)
105 Arm Div (203 Tank Bn)

B32.15:
105 Arm Div (107 Tank Bn)
4 Inf Div (5, 16, 18 Inf Rgt, Arty Rgt)
Rail Head

B34.17:
18-2-3 Arty Rgt (GHQ)
105 Arm Div (206 Inf Rgt, Organic Truck (Full))

B36.14:
105 Arm Div (109 Tank Bn)
16-3-3 Inf Div (3)

B39.15:
10-0 Corps HQ (II)
16-2-3 Inf Div (2)
13-1-2 Arty Rgt (II Corps)
6 SPs

B44.15:
12 Inf Div (12 Tank Bn, 1, 2, 3 Inf Rgt, Arty Rgt)

B49.17:
5 Inf Div (10, 11, 12 Inf Rgt, Arty Rgt)
Rail Head
2 SPs

B50.14:
5-3-3 Inf Rgt (766)

Air Bases:
Level 2: B17.27

Air Units:
1x IL-2, 1x Yak Mix

Reinforcements:
As per the Schedule of Arrival, using P'yongyang as your supply source, or hex B34.33 (Yonghung), and the Campaign Supply Chart.

UN Information
Reserve Markers: 2
Dead Pile: None

Set Up:
B26.13:
1 ROK (12 Inf Rgt/4-3-3)
Rail Head

B27.14:
3-2-2 ROK Breakdown Rgt

B29.12:
1 ROK Inf Div (15 Inf Rgt)

B32.13:
3-2-2 ROK Breakdown Rgt
Rail Head

B34.12:
3-2-2 ROK Breakdown Rgt

B40.12:
Level 1 Hedgehog
6 ROK Inf Div (7 Inf Rgt)
Rail Head

B41.10:
6 ROK Inf Div (19 Inf Rgt)
1 SP

B44.13:
6 ROK Inf Div (2 Inf Rgt), 1T

B42.06:
3-2-2 ROK Breakdown Rgt

B51.13:
3-2-2 ROK Breakdown Rgt

B56.06:
10-2-3 ROK Inf Div (8, less 2 steps)

B58.01:
8-0 ROK Corps HQ (II)
1-2-3 ROK Inf Bn (1 Sep)
2 SPs

B32.10:
12-2-3 ROK Inf Div (7, less 2 steps)

B31.09:
Cap ROK Inf Div (1 Inf Rgt)
1 SP

B30.08:
8-0 ROK Corps HQ (I)
Cap ROK Inf Div (18 Inf Rgt)
15-1-3 Arty Rgt (I Corps)
2 SPs

B31.08:
Cap ROK Inf Div (17 Inf Rgt)
2 SPs

B32.04:
1 ROK Inf Div (11 Inf Rgt, Divarty Bn)

C33.33:
3-2-6 ROK Arm Car Bn (1 Cav)

C35.31:
3-2-2 ROK Breakdown Rgt

C37.27:
12-2-3 ROK Inf Div (2, less 2 steps)
1 SP

C50.33:
4-3-3 ROK Breakdown Rgt

C59.23:
3-2-2 ROK Breakdown Rgt

C30.12:
10-2-3 ROK Inf Div (5, less 2 steps)

C50.21:
12-3-3 ROK Inf Div (3, less 2 steps)
1 SP

C56.12:
5-3-3 ROK Marine Inf Rgt (1)
1x Truck Point

Air Bases:
Level 2: C55.12, C56.12, B29.09
Level 1: B33.01, C50.21, C59.23

Air Units: None

Reinforcements: Per the Order of Arrival.
Supply and Supply Sources: Per the Campaign Supply Chart.

Victory:

  A) Automatic Victory (1.5a).
  B) The NK win at game end by controlling Seoul and Tae-jon.
  C) Provided they control Taegu, the UN win at game end by controlling Seoul and/or Taejon.
  D) Any other result is a draw.

Historically, the UN won this scenario, defeating the NK invasion by counterattacking to retake all of South Korea.

5.3 On The Naktong

This scenario covers the August fighting on the perimeter as the Communists conduct offensive operations near the Naktong river. There is No Flight on 5 Aug 50 (do not roll for weather). The UN has already taken their turn. It is now the Communist half of the turn.

General Information
First Player: see above
First Turn: 5 Aug 50
Last Turn: 29 Aug 50
Game Length: 8 Turns
Maps in Play: Map C only

Communist Information
Reserve Markers: 4
Dead Pile: None

Set Up: (All Units are North Korean)
C33.35:
12-3-3 Inf Div (9)

C37.27:
12-2-3 NK Inf Div (7)

C29.12:
Rail Head

C28.22:
4-3-3 Breakdown Rgt

C45.28:
16-3-3 Inf Div (1, less 1 step)

C48.29:
12-2-3 Inf Div (13)

C51.30:
10-0 Corps HQ (II)
12-2-3 Inf Div (10, less 1 step)
13-1-2 Arty Rgt (II Corps)
5 SPs
Rail Head

C51.29:
12-1-3 Inf Div (8)

C54.29:
12 Inf Div (2 Inf Rgt)

C55.29:
12 Inf Div (1 Inf Rgt)

C57.29:
5 Inf Div (12 Inf Rgt)

C58.30:
5 Inf Div (Arty Rgt)

C59.30:
5 Inf Div (10 Inf Rgt)

C58.29:
5-3-3 Inf Rgt (766)

C46.26:
16-2-3 Inf Div (15, less 2 steps)

C46.24:
16-2-3 Inf Div (2, less 1 step)

C44.24:
10-0 Corps HQ (I)
4-3-3 Breakdown Rgt
18-2-3 Arty Rgt (GHQ)
13-1-2 Arty Rgt (I Corps)
1x Truck Point
5 SPs

C47.23:
16-3-3 Inf Div (3, less 2 steps)
Rail Head

C47.22:
105 Arm Div (206 Inf Rgt)

C47.20:
3-2-2 Breakdown Rgt

C47.18:
4 Inf Div (18 Inf Rgt)

C47.17:
4 Inf Div (16 Inf Rgt)

C46.17:
4 Inf Div (5 Inf Rgt, Arty Rgt)

C46.16:
105 Arm Div (109 Tank Bn)

C46.13:
6 Inf Div (15 Inf Rgt)

C46.11:
105 Arm Div (83 Inf Rgt)

C44.12:
6 Inf Div (14 Inf Rgt, Arty Rgt)

With any NK Unit:
2x Wagon Points
6 SPs

Air Bases: None

Air Units: None

Reinforcements: 4 SPs per turn
Supply Sources: C33.33 and C50.33

Place all reinforcing SPs in either of these 2 supply sources. The UN cannot shut down these reinforcements by occupying these hexes (follow the rail line south for the first open hex, and place them there, instead).

Rail Cap: 2

UN Information
Reserve Markers: 3
Dead Pile: None

Set Up: (All Units are US, unless otherwise noted)
C59.28:
12-3-3 ROK Inf Div (3, less 1 step)

C58.27:
4-3-3 ROK Breakdown Rgt

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C56.26:
Cap ROK Inf Div (1 Inf Rgt)
15-1-3 Arty Rgt (I Corps)

C56.27:
Cap ROK Inf Div (18 Inf Rgt)

C54.27:
3-2-2 ROK Breakdown Rgt

C55.27:
10-2-3 ROK Inf Div (8, less 1 step)

C51.27:
6 ROK Inf Div (7 Inf Rgt)
Rail Head

C53.27:
6 ROK Inf Div (19 Inf Rgt)

C49.28:
6 ROK Inf Div (2 Inf Rgt)

C51.24:
1 ROK (Divarty Bn)

C48.26:
1 ROK Inf Div (15 Inf Rgt)

C50.24:
1 ROK Inf Div (12 Inf Rgt)

C49.23:
1 ROK Inf Div (11 Inf Rgt)

C49.22:
1 Cav Div (5 Inf Rgt (FEC))
Rail Head

C49.21:
1 Cav Div (8 Inf Rgt (FEC))

C48.19:
1 Cav Div (7 Inf Rgt (FEC))

C48.18:
Cap ROK Inf Div (17 Inf Rgt)

C48.17:
24 Inf Div (21 Inf Rgt (FEC))

C49.16:
24 Inf Div (34 Inf Rgt (FEC))

C50.21:
1 Cav Div (Divarty Arty Rgt (FEC))
1 SP

C54.22:
8-0 ROK Corps HQ (II)
15-1-3 Arty Rgt (II Corps)
1 SP

C57.21:
8-0 ROK Corps HQ (I)
3-2-2 ROK Breakdown Rgt
1 SP

C50.18:
24 Inf Div (19 Inf Rgt (FEC), Divarty Arty Rgt (FEC))

C52.16:
6-0 US Army HQ (8)
25 Inf Div (89 Tank Bn, Divarty Arty Rgt (FEC))
2 SPs

C48.13:
25 Inf Div (35 Inf Rgt (FEC))

C49.14:
25 Inf Div (24 Inf Rgt)

C49.13:
24 Inf Div (5 Inf Rgt)
Rail Head

C49.12:
25 Inf Div (27 Inf Rgt (FEC))

C56.12:
2 Inf Div (9, 23 Inf Rgt, Divarty Arty Rgt)
1x Truck Point

C55.13:
5-3-3 ROK Marine Inf Rgt (1)

C55.12:
1 Mar Div (1 Tank Bn, 5 Marine Rgt, 1/11 Arty Bn)
1 SP

Air Bases
Level 2: C55.12, C56.12
Level 1: C50.21, C59.23

Air Units:
In any UN Air Base, Japan base, Interdiction Box:
3x F-51
2x F-80c
1x C-47
1x C-54

2x F4U (or on CV)
1x F9f (or on CV)
1x AD (or on CV)

In any all Sea hex:
Valley Forge CV

Reinforcements: Per the Order of Arrival.
Supply and Supply Sources: Per the Campaign Supply Chart.

Victory:

A) Automatic Victory
B) The NK win at game end by controlling Taegu and Masan
C) The UN win at game end by controlling Taegu, Masan, and Pohang-dong.
D) Any other result is a draw.

Historically, the UN won this scenario, holding the Perimeter.

5.4 The Pusan Perimeter

This campaign game begins with the Pusan Perimeter already formed. There is No Flight on 5 Aug 50 (do not roll for weather). The UN has already taken their turn. It is now the Communist half of the turn.

General Information
First Player: see above
First Turn: 5 Aug 50
Last Turn: 29 June 51
Game Length: 97 Turns
Maps in Play: All

Communist Information
Reserve Markers: 4
Dead Pile: (all are NK units)
3-3-5 MC Rgt (12)
2-2-5 MC Rgt (17)
3-2-3 Inf Rgt (886)
6 Inf Div (13 Inf Rgt)
105 Arm Div (107, 203 Tank Bn)
12 Inf Div (12 Tank Bn, 3 Inf Rgt, Arty Rgt)
5 Inf Div (11 Inf Rgt)
1x IL-2
1x Yak Mix

Set Up: (All Units are North Korean)
A38.03:
4-2-2 Sec Bde (1 BC)

A62.27:
1-1-2 NG Bn (2)

B36.28:
1-1-2 NG Bn (1)

B26.13:
3-1-2 Sec Bde (2 BC)

B17.27:
3-2-2 Sec Bde (5 BC)
3-1-2 Sec Bde (7 BC)
1x Truck Point

B14.23:
1-1-2 NG Bn (3)
3-3-3 Marine Rgt (549)

B27.07:
3-1-2 Sec Bde (3 BC)

B31.08:
12-3-3 Inf Div (9)

C37.27:
12-2-3 NK Inf Div (7)

C28.22:
4-3-3 Breakdown Rgt

C29.12:
Rail Head

C45.28:
16-3-3 Inf Div (1, less 1 step)

C48.29:
12-2-3 Inf Div (13)

C51.30:
10-0 Corps HQ (II)
12-2-3 Inf Div (10, less 1 step)
13-1-2 Arty Rgt (II Corps)
5 SPs
Rail Head

C51.29:
12-1-3 Inf Div (8)

C54.29:
12 Inf Div (2 Inf Rgt)

C55.29:
12 Inf Div (1 Inf Rgt)

C57.29:
5 Inf Div (12 Inf Rgt)

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C58.30:
5 Inf Div (Arty Rgt)

C59.30:
5 Inf Div (10 Inf Rgt)

C58.29:
5-3-3 Inf Rgt (766)

C46.26:
16-2-3 Inf Div (15, less 2 steps)

C46.24:
16-2-3 Inf Div (2, less 1 step)

C44.24:
10-0 Corps HQ (I)
4-3-3 Breakdown Rgt
13-1-2 Arty Rgt (I Corps)
18-2-3 Arty Rgt (GHQ)
5 SPs

C47.23:
16-3-3 Inf Div (3, less 2 steps)
Rail Head

C47.22:
105 Arm Div (206 Inf Rgt, Organic Truck (Full))

C47.20:
3-2-2 Breakdown Rgt

C47.18:
4 Inf Div (18 Inf Rgt)

C47.17:
4 Inf Div (16 Inf Rgt)

C46.17:
4 Inf Div (5 Inf Rgt, Arty Rgt)

C46.16:
105 Arm Div (109 Tank Bn)

C46.13:
6 Inf Div (15 Inf Rgt)

C46.11:
105 Arm Div (83 Inf Rgt)

C44.12:
6 Inf Div (14 Inf Rgt, Arty Rgt)

With any NK Unit:
2x Wagon Points
6 SPs

Air Bases:
Level 3: A2.07, A5.09, A7.12, A20.26
Level 2: B17.27, A37.04, A23.20, A20.18, B29.09
Level 1: B33.01

Air Units: None

Reinforcements: Per the Order of Arrival.
Supply and Supply Sources: Per the Campaign Supply Chart.

UN Information
Reserve Markers: 3
Dead Pile:
12-2-3 ROK Inf Div (2, 7)
10-2-3 ROK Inf Div (5)
3-2-6 ROK Arm Car Bn (1 Cav)
1-2-3 ROK Inf Bn (1 Sep)
4-2-3 US Inf Rgt (29)

Set Up: (All Units are US, unless otherwise noted)
C59.28:
12-3-3 ROK Inf Div (3, less 1 step)

C58.27:
4-3-3 ROK Breakdown Rgt

C56.26:
Cap ROK Inf Div (1 Inf Rgt)
15-1-3 Arty Rgt (I Corps)

C56.27:
Cap ROK Inf Div (18 Inf Rgt)

C54.27:
3-2-2 ROK Breakdown Rgt

C55.27:
10-2-3 ROK Inf Div (8, less 1 step)

C51.27:
6 ROK Inf Div (7 Inf Rgt)
Rail Head

C53.27:
6 ROK Inf Div (19 Inf Rgt)

C49.28:
6 ROK Inf Div (2 Inf Rgt)

C51.24:
1 ROK (Divarty Arty Bn)

C48.26:
1 ROK Inf Div (15 Inf Rgt)

C50.24:
1 ROK Inf Div (12 Inf Rgt)

C49.23:
1 ROK Inf Div (11 Inf Rgt)

C49.22:
1 Cav Div (5 Inf Rgt (FEC))
Rail Head

C49.21:
1 Cav Div (8 Inf Rgt (FEC))

C48.19:
1 Cav Div (7 Inf Rgt (FEC))

C48.18:
Cap ROK Inf Div (17 Inf Rgt)

C48.17:
24 Inf Div (21 Inf Rgt (FEC))

C49.16:
24 Inf Div (34 Inf Rgt (FEC))

C50.21:
1 Cav Div (Divarty Arty Rgt (FEC))
1 SP

C54.22:
8-0 ROK Corps HQ (II)
15-1-3 Arty Rgt (II Corps)
1 SP

C57.21:
8-0 ROK Corps HQ (I)
3-2-2 ROK Breakdown Rgt
1 SP

C50.18:
24 Inf Div (19 Inf Rgt (FEC), 24 Divarty Arty Rgt (FEC))

C52.16:
6-0 US Army HQ (8)
25 Inf Div (89 Tank Bn, Divarty Arty Rgt (FEC))
2 SPs

C48.13:
25 Inf Div (35 Inf Rgt (FEC))

C49.14:
25 Inf Div (24 Inf Rgt)

C49.13:
24 Inf Div (5 Inf Rgt)
Rail Head

C49.12:
25 Inf Div (27 Inf Rgt (FEC))

C56.12:
2 Inf Div (9, 23 Inf Rgt, Divarty Arty Rgt)
1x Truck Point

C55.13:
5-3-3 ROK Marine Inf Rgt (1)
C55.12:
1 Mar Div (5 Marine Rgt, 1/11 Arty Bn, 1 Tank Bn)
1 SP

Air Bases:
Level 2: C55.12, C56.12
Level 1: C50.21, C59.23

Air Units:
In any UN Air Base, Japan base, Interdiction Box:
4x F-51
2x F-80c
1x C-47
1x C-54
2x F4U (or on CV)
1x F9F (or on CV)
1x AD (or on CV)

In any all Sea hex:
Valley Forge CV

Optional:
If employing the Interdiction option, any Air Unit can be placed in the Interdiction Box
1x B-26
2x B-29

If employing the Amphibious Capability Limited Intel Option, In the Sea Box, 3x LST Points

In any all Sea hex or Interdiction Box (Optional):
Toledo SAG
Rochester SAG

Reinforcements: Per the Order of Arrival.
Supply and Supply Sources: Per the Campaign Supply Chart.

Victory: Use Campaign Victory Conditions (1.5).

5.5 MacArthur's Triumph— Inchon

This scenario covers the bold landings at Inchon and the battles for the surrounding area. The weather on 15 Sept 50 is

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Korea: The Forgotten War

OCS 4-09

Flight. The Communists have already taken their turn. It is now the UN half of the turn.

General Information
First Player: see above
First Turn: 15 Sept 50
Last Turn: 26 Sept 50
Game Length: 4 Turns
Maps in Play: Map B

Communist Information
Reserve Markers: 0
Dead Pile: None (No rebuilds allowed in this scenario)

Set Up: (All Units are North Korean)
B17.27:
3-2-2 Sec Bde (5 BC)
1x Truck Point
2 SPs

B14.23:
3-3-3 Marine Rgt (549)
1-1-2 NG Bn (3)

B27.07:
3-1-2 Sec Bde (3 BC)

B30.08:
12-2-3 Inf Div (18, less 1 step)

B29.09:
3-2-2 NK Breakdown Rgt

B31.08:
4-3-3 NK Breakdown Rgt
2 SPs

B25.16:
12-2-3 NK Inf Div (27)

B23.19:
12-2-3 NK Inf Div (19)

Air Bases
Level 2: B29.09

Air Units: None

Reinforcements:

Each Turn: 2 SPs in Pyongyang.

19 Sept 50: 3-2-5 NK Tank Bn (17), 105 Arm Div (83 Inf Rgt), 4-3-3 NK Breakdown Rgt and 2 SPs in B33.01, or the closest unoccupied hex.

Supply Source: P'yongyang

Rail Cap: 2

UN Information
Reserve Markers: 3
Dead Pile: None (No rebuilds allowed)

Set Up: (All Units are US, unless otherwise noted)

Air Bases: None
In any Japan base:
1x F-51
1x C-54
1x C-119

On CV's:
4x F4U
2x AD

In any all Sea hex:
Valley Forge CV
Philippine Sea CV

The normal USN F9F's have been deleted from this scenario.

Japan Box:
187 Airborne Rgt

Sea Box:
1 Mar Div (1, 5, 7 Marine Rgt, 1 Tank Bn, 11 Arty Rgt, Organic Truck (Full))
5-3-3 ROK Marine Inf Rgt (1)
7 Inf Div (73 Tank Bn, 17, 31, 32 Inf Rgt, Divarty Arty Rgt, Organic Truck (Full))
15-0 US Corps HQ (X)
29-2-5 Arm Arty Grp (92)
3x LST Points
4x Landing Craft Points
1x Truck Point
10 SPs

Reinforcements: (Only the following):

Each Turn, 2 SPs. May be shipped to the Sea Box (for later transfer to the beach) or directly to Inchon or to a deployed LST. Note that the UN can use his transport aircraft to fly supply into Kimpo, after he captures it.

Supply Sources: Inchon or converted/deployed LST

Rail Cap: None

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Victory:

   A) Automatic Victory
   B) The UN win at game end by controlling Seoul and In-chon.
   C) The Communists win at game end by controlling Seoul.
   D) Any other result is a draw.

Historically, the UN won this scenario.

5.6 Inchon Campaign Start

This campaign game begins with the Inchon Landings. The weather on 15 Sept 50 is Flight. The Communists have already taken their turn. It is now the UN half of the turn.

General Information
First Player: see above
First Turn: 15 Sept 50
Last Turn: 29 June 51
Game Length: 85 Turns
Maps in Play: All

Communist Information
Reserve Markers: 4 (Only 2 can set up at start)

Dead Pile: (all are NK units)
3-3-5 MC Rgt (12)
2-2-5 MC (17)
3-2-3 Inf Rgt (886)
4-3-6 Tank Bn (16)
3-1-2 Sec Bde (7 BC, 2 BC)
5-3-3 Inf Rgt (766)
105 Arm Div (107, 109, 203 Tank Bn, 206 Inf Rgt, Organic Truck (Full))
4 Inf Div (18 Inf Rgt, Arty Rgt)
5 Inf Div (11 Inf Rgt)
6 Inf Div (13 Inf Rgt)
12 Inf Div (12 Tank Bn, 3 Inf Rgt, Arty Rgt)
1x IL-2
1x Yak Mix

Set Up: (All Units are North Korean)
A38.03:
4-2-2 Sec Bde (1 BC)

A62.27:
1-1-2 NG Bn (2)

B36.28:
1-1-2 NG Bn (1)

B17.27:
3-2-2 Sec Bde (5 BC)
1x Truck Point
2 SPs

B14.23:
1-1-2 NG Bn (3)
3-3-3 Marine Rgt (549)

B27.07:
3-1-2 Sec Bde (3 BC)

B30.08:
12-2-3 Inf Div (18, less 1 step)

B29.09:
3-2-2 NK Breakdown Rgt

B31.08:
4-3-3 NK Breakdown Rgt
2 SPs

B25.16:
12-2-3 NK Inf Div (27)

B23.19:
12-2-3 NK Inf Div (19)

C28.22:
3-2-2 NK Breakdown Rgt

C37.27:
3-2-5 NK Tank Bn (17)

C59.23:
5 Inf Div (12 Inf Rgt)

C58.23:
5 Inf Div (10 Inf Rgt)

C57.24:
 5 Inf Div (Arty Rgt)

C57.23:
12 Inf Div (2 Inf Rgt)

C56.23:
12 Inf Div (1 Inf Rgt)

C54.23:
16-2-3 Inf Div (15, less 3 steps)

C53.23:
12-1-3 Inf Div (8, less 2 steps)
Rail Head

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C52.22:
3-2-2 NK Breakdown Rgt

C51.23:
16-3-3 Inf Div (1, less 2 steps)

C51.24:
13-1-2 Arty Rgt (II Corps)

C51.30:
10-0 Corps HQ (II)
2 SPs

C50.22:
12-2-3 Inf Div (13, less 2 steps)
C49.23:
3-2-2 NK Breakdown Rgt

C44.24:
105 Arm Div (83 Inf Rgt)
10-0 Corps HQ (I)
2x Wagon Points
3 SPs

C47.23:
13-1-2 Arty Rgt (I Corps)

C48.22:
16-3-3 Inf Div (3, less 2 steps)
Rail Head

C47.21:
12-2-3 Inf Div (10, less 1 step)
4 Inf Div (5 Inf Rgt)

C47.20:
4 Inf Div (16 Inf Rgt)

C46.19:
3-2-5 NK Tank Bn (42)
18-2-3 Arty Rgt (GHQ)

C47.19:
16-2-3 Inf Div (2, less 2 steps)

C47.18:
12-3-3 NK Inf Div (9, less 1 step)

C47.17:
4-3-3 NK Breakdown Rgt

C46.16:
12-2-3 NK Inf Div (7, less 2 steps)

C42.15:
6 Inf Div (Arty Rgt)

C45.15:
3-2-2 NK Breakdown Rgt

C44.12:
6 Inf Div (15 Inf Rgt)

C44.13:
6 Inf Div (14 Inf Rgt)

Air Bases:
Level 3: A2.07, A5.09, A7.12, A20.26
Level 2: B17.27, A37.04, A23.20, A20.18, B29.09
Level 1: B33.01

Air Units: None

Reinforcements: Per Order of Arrival

Supply and Supply Sources: Per the Campaign Supply Chart.

UN Information
Reserve Markers: 7
Dead Pile:
12-2-3 ROK Inf Div (2)
10-2-3 ROK Inf Div (5)
3-2-6 ROK Arm Car Bn (1 Cav)
1-2-3 ROK Inf Bn (1 Sep)

Set Up: (All Units are US, unless otherwise noted)
C56.12:
12-2-3 ROK Inf Div (7, less 1 step)
2x Truck Points
8 SPs

C55.12:
3-2-2 ROK Breakdown Rgt

C52.16:
12-0 Corps HQ (I)
4 SPs

C60.21:
4-3-3 ROK Breakdown Rgt

C59.22:
12-3-3 ROK Inf Div (3, less 1 step)

C58.21:
Cap ROK Inf Div (17 Inf Rgt)

C58.19:
8-0 ROK Corps HQ (I)
15-1-3 ROK Arty Rgt (I Corps)
2 SPs

C57.21:
Cap ROK Inf Div (1 Inf Rgt)
Rail Head

C56.21:
Cap ROK Inf Div (18 Inf Rgt)

C55.22:
3-2-2 ROK Breakdown Rgt

C54.22:
10-2-3 ROK Inf Div (8, less 1 step)
Rail Head

C53.22:
6 ROK Inf Div (7 Inf Rgt)

C52.21:
6 ROK Inf Div (19 Inf Rgt)

C52.19:
8-0 ROK Corps HQ (II)
6 ROK Inf Div (2 Inf Rgt)
15-1-3 ROK Arty Rgt (II Corps)
2 SPs

C51.22:
1 ROK Inf Div (11, 15 Inf Rgt)

C51.21:
1 ROK Inf Div (12 Inf Rgt, Divarty Bn)

C50.20:
1 Cav Div (70 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

C50.21:
6-0 Army HQ (8)
1 Cav Div (5, 8 Inf Rgt)
1 SP
Rail Head

C50.19:
13-2-4 Arty Bde (17)

C49.22:
24 Inf Div (5 Inf Rgt, 6 Tank Bn)

C49.21:
1 Cav Div (7 Inf Rgt)
CW Inf Div (27 Inf Bde (FEC))

C49.19:
24 Inf Div (Divarty Arty Rgt, Organic Truck (Full))

C49.17:
2 Inf Div (72 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

C49.15:
25 Inf Div (35 Inf Rgt)

C49.14:
25 Inf Div (24 Inf Rgt)
Rail Head

C49.13:
25 Inf Div (27 Inf Rgt)

C50.13:
25 Inf Div (89 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

C48.20:
24 Inf Div (21 Inf Rgt)

C48.19:
24 Inf Div (19 Inf Rgt)

C48.18:
2 Inf Div (38 Inf Rgt)

C48.17:
2 Inf Div (23 Inf Rgt)

C48.16:
2 Inf Div (9 Inf Rgt)

Air Bases
Level 2: C55.12, C56.12
Level 1: C50.21, C59.23

Air Units:
In any UN Air Base, Japan base, Interdiction Box:
5x F-51
2x F-80c
1x C-47
1x C-54
1x C-119
4x F4U (or on CV)
2x F9F (or on CV)
2x AD (or on CV)

In any all Sea hex:
Valley Forge CVG
Philippine Sea CVG

Japan Box:
6-4-4 Airborne Rgt (187)
7 Inf Div (17 Inf Rgt, 73 Tank Bn)
1x Truck Point

Sea Box:
1 Mar Div (1, 5, 7 Marine Rgt, 1 Tank Bn, 11 Arty Rgt, Organic Truck (Full))
5-3-3 ROK Marine Inf Rgt (1)
7 Inf Div (31, 32 Inf Rgt, Divarty Arty Rgt, Organic Truck (Full))
15-0 Corps HQ (X)
29-2-5 Arm Arty Grp (92)
3x LST Points
4x Landing Craft Points
10 SPs

Optional:
If employing the Interdiction option, any Air Unit can be placed in the Interdiction Box
1x B-26
2x B-29
1x F4U (or on CV)
1x CW Mix (or on CV)

In any all Sea hex or Interdiction Box (optional):
Toledo SAG
Rochester SAG
CW TF SAG
Missouri SAG

Reinforcements: Per Order of Arrival

Supply and Supply Sources: Per Campaign Supply Chart.

Victory: Use Campaign Victory Conditions (1.5).

5.7 Changjin (Chosin) Reservoir

This scenario covers the fighting around the reservoir as the UN opens its offensive toward the Yalu river. The weather on 26 Nov 50 is No Flight. The UN has already taken its turn. It is now the Communist half of the turn.

General Information
First Player: see above
First Turn: 26 Nov 50
Last Turn: 15 Dec 50
Game Length: 7 Turns
Maps in Play: Map A

Communist Information
Reserve Markers: 2
Dead Pile: None

Set Up:
A33.24:
12 NK Inf Div (2 Inf Rgt)

A35.23:
5 NK Inf Div (10 Inf Rgt)

A31.27:
12 NK Inf Div (1 Inf Rgt)

A34.12:
5-0 Chinese Army HQ (27)
12-2-3 Chinese Inf Div (81)
4 SPs

A33.13:
12-3-3 Chinese Inf Div (79)

A33.14:
12-3-3 Chinese Inf Div (80)

A33.15:
10-2-3 Chinese Inf Div (90)

A33.17:
5-0 Chinese Army HQ (26)
10-2-3 Chinese Inf Div (77)
Rail Head

A32.17:
12-3-3 Chinese Inf Div (76)

A28.17:
10-2-3 Chinese Inf Div (88)

A27.17:
10-2-3 Chinese Inf Div (78)

A31.11:
5-0 Chinese Army HQ (20)
12-3-3 Chinese Inf Div (59)
10-2-3 Chinese Inf Div (89)
1x Porter Point
4 SPs

A31.10:
12-3-3 Chinese Inf Div (58)

A30.11:
12-3-3 Chinese Inf Div (60)
12-1-2 Chinese Arty Rgt (44)
9-1-2 Chinese Arty Rgt (45)

A25.13:
10-0 Chinese Army Group HQ (IX)
2x Porter Points
1x Truck Point
10 SP

With any Communist Unit:
9-1-2 Chinese Arty Rgt (47, 48)

Air Bases: None

Air Units: None

Reinforcements: 3 SP's arrive at A.23.20 or A31.28.
Supply Sources: A23.20 or A31.28.

Rail Cap: 1

UN Information
Reserve Markers: 2
Dead Pile: None

Set Up: (All Units are US, unless otherwise noted)
A37.04:
5-3-3 ROK Marine Inf Rgt (1)

A38.03:
15-0 US Corps HQ (X)
3 Inf Div (64 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))
29-2-5 Arm Arty Grp (92)
2x Truck Points
5 SPs

A32.07:
3 Inf Div (7 Inf Rgt)

A32.01:
3 Inf Div (65 PR Inf Rgt)

A34.01:
3 Inf Div (15 Inf Rgt)

A37.05:
1 Mar Div (1 Tank Bn)

A34.10:
1 Mar Div (1 Marine Rgt, 11 Arty Rgt, Organic Truck (Full))
1 SP

A32.10:
1 Mar Div (7 Marine Rgt)

A32.11:
1 Mar Div (5 Marine Rgt)
1 SP

A35.12:
7 Inf Div (31 Inf Rgt)
Rail Head

A46.10:
7 Inf Div (73 Tank Bn, Divarty Arty Rgt)

A46.19:
7 Inf Div (32 Inf Rgt/9-3-3)

A44.22:
7 Inf Div (17 Inf Rgt/9-3-3)

Air Bases:
Level 2: A37.04

Air Units:
In any UN Air Base or on CV:
4x F4U (or on CV)
2x F9F (or on CV)
2x AD (or on CV)

In any all Sea hex on Map A:
Valley Forge CVG
Philippine Sea CVG

Reinforcements: 2 SPs per turn, arriving at hex A38.03
Supply Sources: A38.03, or A36.01

Rail Cap: None

Victory:

A) Automatic Victory (1.5a)
B) The Communists win at game end by controlling Hamhung and Hungnam.
C) UN win at game end by controlling Hamhung and Hungnam.
D) Any other result is a draw.

Historically, the UN won this scenario.

5.8 Enter the Dragon!

This longer version of 5.7, covers the offensive toward the Yalu and the Communist efforts to contain the attack. The weather on 26 Nov 50 is No Flight. The UN has already taken its turn. It is now the Communist half of the turn.

General Information
First Player: see above
First Turn: 26 Nov 50
Last Turn: 22 Dec 50
Game Length: 9 Turns
Maps in Play: Maps A & B

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Communist Information
Reserve Markers: 7
Dead Pile: None

Set Up:
A62.33:
8-0 NK Corps HQ (IV)

A62.32:
8-2-2 NK Inf Div (24)

A61.32:
8-2-2 NK Inf Div (38)
Rail Head

A62.29:
8-2-2 NK Inf Div (41)

A33.24:
12 NK Inf Div (2 Inf Rgt)

A35.23:
5 NK Inf Div (10 Inf Rgt)

A31.27:
12 NK Inf Div (1 Inf Rgt)

A34.12:
5-0 Chinese Army HQ (27)
12-2-3 Chinese Inf Div (81)
4 SPs

A33.13:
12-3-3 Chinese Inf Div (79)

A33.14:
12-3-3 Chinese Inf Div (80)

A33.15:
10-2-3 Chinese Inf Div (90)

A33.17:
5-0 Chinese Army HQ (26)
10-2-3 Chinese Inf Div (77)
Rail Head

A32.17:
12-3-3 Chinese Inf Div (76)

A28.17:
10-2-3 Chinese Inf Div (88)

A27.17:
10-2-3 Chinese Inf Div (78)

A31.11:
5-0 Chinese Army HQ (20)
12-3-3 Chinese Inf Div (59)
10-2-3 Chinese Inf Div (89)
4 SPs

A31.10:
12-3-3 Chinese Inf Div (58)

A30.11:
12-3-3 Chinese Inf Div (60)
12-1-2 Chinese Arty Rgt (44)
9-1-2 Chinese Arty Rgt (45)

A25.13:
10-0 Chinese Army Group HQ (IX)
5 SPs

A23.07:
10-0 Chinese Army Group HQ (XIII)
4-3-3 Chinese Breakdown Rgt
5 SPs

A25.04:
6-0 Chinese Army HQ (42)
12-3-3 Chinese Inf Div (126)

A27.03:
4-3-4 Chinese Cav Rgt (Cav)

A27.04:
12-3-3 Chinese Inf Div (124)

A26.03:
12-4-3 Chinese Inf Div (125)

A24.05:
6-0 Chinese Army HQ (38)
12-3-3 Chinese Inf Div (114)
4 SPs

A24.04:
12-4-3 Chinese Inf Div (112)

A23.05:
12-4-3 Chinese Inf Div (113)

A22.05:
6-0 Chinese Army HQ (40)
4-4-3 Chinese Breakdown Rgt
Rail Head

A20.07:
12-4-3 Chinese Inf Div (120)

A21.06:
12-4-3 Chinese Inf Div (119, less 1 step)

A20.05:
12-4-3 Chinese Inf Div (118)

A19.06:
6-0 Chinese Army HQ (39)
12-4-3 Chinese Inf Div (115)
4 SPs

A19.05:
12-4-3 Chinese Inf Div (116)

A17.05:
12-3-3 Chinese Inf Div (117)

A11.06:
5-0 Chinese Army HQ (66)

A16.04:
12-3-3 Chinese Inf Div (197)

A15.04:
12-3-3 Chinese Inf Div (198)

A12.04:
12-2-3 Chinese Inf Div (196)
Rail Head

A4.03:
5-0 Chinese Army HQ (50)
12-2-3 Chinese Inf Div (167)

A6.03:
12-3-3 Chinese Inf Div (148)

A8.02:
12-3-3 Chinese Inf Div (149)
Rail Head

A10.03:
12-3-3 Chinese Inf Div (150)

A2.07:
8-2-2 NK Inf Div (47)

A2.06:
12-2-3 NK Inf Div (17, less 1 step)

With any Communist Unit:
9-1-2 Chinese Arty Rgt (47, 48)
13-1-3 Chinese Arty Rgt (25, 27, 28)
9-1-3 Chinese Arty Rgt (26, 29)
8x Porter Points, 3x Truck Points
20 SPs

Air Bases:
Level 3: A2.07, A5.09, A07.12, A20.26
Level 2: A23.20, A20.18

Air Units:
On any Communist Air Base in China
3x (8-2) Russian MiG-15

Reinforcements: 4 SPs per turn.
Supply Sources: A2.07, A7.12, A23.20, A21.28 or A62.35

Rail Cap: 3
UN Information
Reserve Markers: 7
Dead Pile: None

Set Up: (All Units are US, unless otherwise noted)
B31.09:
CW Inf Div (29 Inf Bde, 45 RA Arty Rgt, 8 Hus Tank Bn)

B14.23:
3-3-3 Inf Bn (Phil)

B17.27:
6-4-4 Airborne Rgt (187)
2-2-3 Inf Bn (Thai)
2x Truck Points
5 SPs

A62.27:
Cap ROK Inf Div (1 Inf Rgt)
Rail Head

A61.27:
Cap ROK Inf Div (18 Inf Rgt)

A58.20:
Cap ROK Inf Div (17 Inf Rgt)

A57.17:
8-0 ROK Corps HQ (I)
15-1-3 Arty Rgt (I Corps)
1 SP

A53.20:
12-3-3 ROK Inf Div (3)
Rail Head

A37.04:
5-3-3 ROK Marine Inf Rgt (1)

A38.03:
15-0 US Corps HQ (X)
3 Inf Div (64 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))
29-2-5 Arm Arty Grp (92)
1x Truck Point
5 SPs

A32.07:
3 Inf Div (7 Inf Rgt)

A32.01:
3 Inf Div (65 PR Inf Rgt)

B32.28:
3 Inf Div (15 Inf Rgt)

A37.05:
1 Mar Div (1 Tank Bn)

A34.10:
1 Mar Div (1 Marine Rgt, 11 Arty Rgt, Organic Truck (Full))
1 SP

A32.10:
1 Mar Div (7 Marine Rgt)

A32.11:
1 Mar Div (5 Marine Rgt)
1 SP

A35.12:
7 Inf Div (31 Inf Rgt)
Rail Head

A46.10:
7 Inf Div (73 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

A46.19:
7 Inf Div (32 Inf Rgt)

A44.22:
7 Inf Div (17 Inf Rgt)

B23.33:
8-0 ROK Corps HQ (II)
6 ROK Inf Div (7 Inf Rgt)
15-1-3 Arty Rgt (II Corps)
2 SPs

B24.33:
6 ROK Inf Div (2 Inf Rgt)

A23.04:
3-2-2 ROK Breakdown Rgt

A24.03:
12-2-3 ROK Inf Div (7, less 2 steps)

A25.03:
3-2-2 ROK Breakdown Rgt

A27.02:
3-2-2 ROK Breakdown Rgt

A26.02:
10-2-3 ROK Inf Div (8, less 1 step)

B16.31:
1 Cav Div (5 Inf Rgt)

B18.29:
1 Cav Div (70 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B19.32:
1 Cav Div (7 Inf Rgt)

A19.01:
12-0 US Corps HQ (IX)
1 Cav Div (8 Inf Rgt)
8-3-3 Inf Bde (Turk)
13-2-4 Arty Bn (17)
3 SPs

A20.01:
2 Inf Div (72 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

A22.04:
2 Inf Div (38 Inf Rgt)

A21.04:
2 Inf Div (23 Inf Rgt)

A21.05:
2 Inf Div (9 Inf Rgt)
Rail Head

A20.04:
25 Inf Div (24 Inf Rgt)

A19.04:
25 Inf Div (89 Tank Bn)

A18.03:
25 Inf Div (27 Inf Rgt, Divarty Arty Rgt, Organic Truck (Full))

A17.04:
25 Inf Div (35 Inf Rgt)

A16.01:
1 ROK Inf Div (15 Inf Rgt, Divarty Arty Bn)

A15.03:
1 ROK Inf Div (12 Inf Rgt)

A16.03:
1 ROK Inf Div (11 Inf Rgt)

B16.34:
12-0 Corps HQ (I)
CW Inf Div (27 Inf Bde)
3 SPs

A11.01:
24 Inf Div (21 Inf Rgt)
Rail Head

A13.01:
24 Inf Div (19 Inf Rgt)

A15.01:
24 Inf Div (6 Tank Bn, 5 Inf Rgt, Divarty Arty Rgt, Organic Truck (Full))

Air Bases:
Level 2: B17.27, A37.04, B29.09
Level 1: B33.01

Air Units:
In any UN Air Base, Japan base, Interdiction Box:
5x F-51
2x F-80c
1x C-54
1x C-119
4x F4U (or on CV)
2x F9F (or on CV)
2x AD (or on CV)

In any all Sea hex:
Valley Forge CVG
Philippine Sea CVG

Reinforcements: 4 points of Shipping Capacity per turn, used to ship supply and units to the various UN controlled ports on maps B and A, airlift, (unlimited dump in Japan).

Supply Sources: Seoul. Any UN controlled port of at least 1 SP capacity.

Rail Cap: 2

Victory:

   A) Automatic Victory (1.5a)
   B) The Communists win at game end by controlling P'yongyang and Hungnam.
   C) The UN win at game end by controlling P'yongyang and Wonsan.
   D) Any other result is a draw.

Historically, the Communists won this scenario.

5.9 The Chinese Intervene

This campaign game begins with the Chinese Intervention. The weather on 26 Nov 50 is No Flight. The UN has already taken its turn. It is now the Communist half of the turn.

General Information
First Player: see above
First Turn: 26 Nov 50
Last Turn: 29 June 51
Game Length: 64 Turns
Maps in Play: All

Communist Information
Reserve Markers: 7
Dead Pile:
10-0 NK Corps HQ (I, II)
8-0 NK Corps (III)
4 NK Inf Div (5, 16, 18 Inf Rgt, Arty Rgt)
5 NK Inf Div (11, 12 Inf Rgt, Arty Rgt)
6 NK Inf Div (13, 14, 15 Inf Rgt, Arty Rgt)
12 NK Inf Div (3 Inf Rgt, 12 Tank Bn, Arty Rgt)
105 NK Arm Div (107, 109, 203 Tank Bn, 83, 206 Inf Rgt, Organic Truck)
16-3-3 NK Inf Div (1, 3)
16-2-3 NK Inf Div (2, 15)
12-3-3 NK Inf Div (9)
12-2-3 NK Inf Div (7, 10, 13, 18, 19, 27, 32, 43)
12-1-3 NK Inf Div (8)
8-2-2 NK Inf Div (31)
NK Sec Bde (1 BC, 2 BC, 3 BC, 5 BC, 7 BC)
NK NG Bn (1, 2, 3)
NK Inf Rgt (766, 886)
NK Marine Rgt (549)
NK MC Rgt (12, 17)
NK Tank Bn (16, 17, 42)
NK Arty Rgt (GHQ, I, II, III)

Set Up:
A62.33:
8-0 NK Corps HQ (IV)

A62.32:
8-2-2 NK Inf Div (24)

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A61.32:
8-2-2 NK Inf Div (38)
Rail Head

A62.29:
8-2-2 NK Inf Div (41)

A33.24:
12 NK Inf Div (2 Inf Rgt)

A35.23:
5 NK Inf Div (10 Inf Rgt)

A31.27:
12 NK Inf Div (1 Inf Rgt)

A34.12:
5-0 Chinese Army HQ (27)
12-2-3 Chinese Inf Div (81)
4 SPs

A33.13:
12-3-3 Chinese Inf Div (79)

A33.14:
12-3-3 Chinese Inf Div (80)

A33.15:
10-2-3 Chinese Inf Div (90)

A33.17:
5-0 Chinese Army HQ (26)
10-2-3 Chinese Inf Div (77)
Rail Head

A32.17:
12-3-3 Chinese Inf Div (76)

A28.17:
10-2-3 Chinese Inf Div (88)

A27.17:
10-2-3 Chinese Inf Div (78)

A31.11:
5-0 Chinese Army HQ (20)
12-3-3 Chinese Inf Div (59)
10-2-3 Chinese Inf Div (89)
4 SPs

A31.10:
12-3-3 Chinese Inf Div (58)

A30.11:
12-3-3 Chinese Inf Div (60)
12-1-2 Chinese Arty Rgt (44)
9-1-2 Chinese Arty Rgt (45)

A25.13:
10-0 Chinese Army Group HQ (IX)
5 SPs

A23.07:
10-0 Chinese Army Group HQ (XIII)
4-3-3 Chinese Breakdown Rgt
5 SPs

A25.04:
6-0 Chinese Army HQ (42)
12-3-3 Chinese Inf Div (126)

A27.03:
4-3-4 Chinese Cav Rgt

A27.04:
12-3-3 Chinese Inf Div (124)

A26.03:
12-4-3 Chinese Inf Div (125)

A24.05:
6-0 Chinese Army HQ (38)
12-3-3 Chinese Inf Div (114)
4 SPs

A24.04:
12-4-3 Chinese Inf Div (112)

A23.05:
12-4-3 Chinese Inf Div (113)

A22.05:
6-0 Chinese Army HQ (40)
4-4-3 Chinese Breakdown Rgt
Rail Head

A20.07:
12-4-3 Chinese Inf Div (120)

A21.06:
12-4-3 Chinese Inf Div (119, less 1 step)

A20.05:
12-4-3 Chinese Inf Div (118)

A19.06:
6-0 Chinese Army HQ (39)
12-4-3 Chinese Inf Div (115)
4 SPs

A19.05:
12-4-3 Chinese Inf Div (116)

A17.05:
12-3-3 Chinese Inf Div (117)

A11.06:
5-0 Chinese Army HQ (66)

A16.04:
12-3-3 Chinese Inf Div (197)

A15.04:
12-3-3 Chinese Inf Div (198)

A12.04:
12-2-3 Chinese Inf Div (196)
Rail Head

A4.03:
5-0 Chinese Army HQ (50)
12-2-3 Chinese Inf Div (167)

A6.03:
12-3-3 Chinese Inf Div (148)

A8.02:
12-3-3 Chinese Inf Div (149)
Rail Head

A10.03:
12-3-3 Chinese Inf Div (150)

A2.07:
8-2-2 NK Inf Div (47)

A2.06:
12-2-3 NK Inf Div (17, less 1 step)

With any Communist Unit:
13-1-3 Chinese Arty Rgt (25, 27, 28)
9-1-2 Chinese Arty Rgt (47, 48)
9-1-3 Chinese Arty Rgt (26, 29)
8x Porter Points
3x Truck Points
20 SPs

Air Bases:
Level 3: A2.07, A5.09, A7.12, A20.26
Level 2: A23.20, A20.18

Air Units:
On any Communist Air Base in China
3x (8-2) Russian MiG-15

Reinforcements: Per the Order of Arrival.
Supply and Supply Sources: Per the Campaign Supply Chart.

UN Information
Reserve Markers: 7
Dead Pile:
1-2-3 ROK Inf Bn (1 Sep)
3-2-6 ROK Arm Car Bn (1 Cav)
6 ROK Inf Div (19 Inf Rgt)

Set Up: (All Units are US, unless otherwise noted)
B30.08:
8-0 ROK Corps HQ (III)
15-1-3 Arty Rgt (III Corps)
1 SP
B31.09:
12-2-3 ROK Inf Div (2)

B42.01:
10-2-3 ROK Inf Div (5)

C37.27:
12-2-3 ROK Inf Div (9)

C44.24:
10-2-3 ROK Inf Div (11)

C56.12:
French 2-4-3 Inf Bn

B31.09:
CW Inf Div (29 Inf Bde, 45 RA Arty Rgt, 8 Hus Tank Bn)

B14.23:
3-3-3 Inf Bn (Phil)

B17.27:
6-4-4 Airborne Rgt (187)
2-2-3 Inf Bn (Thai)
2x Truck Points
5 SPs

A62.27:
Cap ROK Inf Div (1 Inf Rgt)
Rail Head

A61.27:
Cap ROK Inf Div (18 Inf Rgt)

A58.20:
Cap ROK Inf Div (17 Inf Rgt)

A57.17:
8-0 ROK Corps HQ (I)
15-1-3 Arty Rgt (I Corps)
1 SP

A53.20:
12-3-3 ROK Inf Div (3)
Rail Head

A37.04:
5-3-3 ROK Marine Inf Rgt (1)

A38.03:
15-0 US Corps HQ (X)
3 Inf Div (64 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))
29-2-5 Arm Arty Grp (92)
1x Truck Point
5 SPs

A32.07:
3 Inf Div (7 Inf Rgt)

A32.01:
3 Inf Div (65 PR Inf Rgt)

B32.28:
3 Inf Div (15 Inf Rgt)

A37.05:
1 Mar Div (1 Tank Bn)

A34.10:
1 Mar Div (1 Marine Rgt, 11 Arty Rgt, Organic Truck (Full))
1 SP

A32.10:
1 Mar Div (7 Marine Rgt)

A32.11:
1 Mar Div (5 Marine Rgt)
1 SP

A35.12:
7 Inf Div (31 Inf Rgt)
Rail Head

A46.10:
7 Inf Div (73 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

A46.19:
7 Inf Div (32 Inf Rgt)

A44.22:
7 Inf Div (17 Inf Rgt)

B24.33:
6 ROK Inf Div (2 Inf Rgt)

B23.33:
8-0 ROK Corps HQ (II)
6 ROK Inf Div (7 Inf Rgt)
15-1-3 Arty Rgt (II Corps)
2 SPs

A23.04:
3-2-2 ROK Breakdown Rgt

A24.03:
12-2-3 ROK Inf Div (7, less 2 steps)

A25.03:
3-2-2 ROK Breakdown Rgt

A27.02:
3-2-2 ROK Breakdown Rgt

A26.02:
10-2-3 ROK Inf Div (8, less 1 step)

B16.31:
1 Cav Div (5 Inf Rgt)

B18.29:
1 Cav Div (70 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B19.32:
1 Cav Div (7 Inf Rgt)

A19.01:
12-0 US Corps HQ (IX)
1 Cav Div (8 Inf Rgt)
8-3-3 Inf Bde (Turk)
13-2-4 Arty Bn (17)
3 SPs

A20.01:
2 Inf Div (72 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

A22.04:
2 Inf Div (38 Inf Rgt)

A21.04:
2 Inf Div (23 Inf Rgt)

A21.05:
2 Inf Div (9 Inf Rgt)
Rail Head

A20.04:
25 Inf Div (24 Inf Rgt)

A19.04:
25 Inf Div (89 Tank Bn)

A18.03:
25 Inf Div (27 Inf Rgt, Divarty Arty Rgt, Organic Truck (Full))

A17.04:
25 Inf Div (35 Inf Rgt)

A16.01:
1 ROK Inf Div (15 Inf Rgt, Divarty Arty Bn)

A15.03:
1 ROK Inf Div (12 Inf Rgt)

A16.03:
1 ROK Inf Div (11 Inf Rgt)

B16.34:
12-0 Corps HQ (I)
CW Inf Div (27 Inf Bde)
3 SPs

A11.01:
24 Inf Div (21 Inf Rgt)
Rail Head

A13.01:
24 Inf Div (19 Inf Rgt)

A15.01:
24 Inf Div (6 Tank Bn, 5 Inf Rgt, Divarty Arty Rgt, Organic Truck (Full))

Air Bases:
Level 2: C55.12, C56.12, B17.27, A37.04, B29.09
Level 1: B33.01, C50.21, C59.23, B53.11

Air Units:
In any UN Air Base, Japan base:
5x F-51
2x F-80c
1x C-54
1x C-119
4x F4U (or on CV)
2x F9F (or on CV)
2x AD (or on CV)

In any all Sea hex:
Valley Forge CVG
Philippine Sea CVG

Sea Box:
4x Landing Craft Points

Optional:
If employing the Interdiction option, any Air Unit can be placed in the Interdiction Box
3x B-26
2x B-29
1x F-80c
1x F4U (or on CV)
1x CW Mixed (or on CV)

In any all Sea hex or Interdiction Box (optional):
Toledo SAG
Rochester SAG
CW TF SAG
Missouri SAG

Reinforcements: Per the Order of Arrival.
Supply and Supply Sources: Per the Campaign Supply Chart.

Victory: Use Campaign Victory Conditions (1.5)

5.10 "Ridgeway Duels for Korea"

This campaign game covers the third Chinese offensive. Having retaken Seoul, the Communist attack has ground to a halt and Matthew Ridgeway has taken over command of UN forces in Korea.

General Information
First Player: Via Initiative
First Turn: 8 Jan 51
Last Turn: 29 June 51
Game Length: 51 Turns
Maps in Play: All (or Maps B and C only)

Communist Information
Reserve Markers: 8
Dead Pile:
10-0 NK Corps HQ (I)
4 NK Inf Div (5, 16, 18 Inf Rgt, Arty Rgt)
5 NK Inf Div (11, 12 Inf Rgt, Arty Rgt)
6 NK Inf Div (13 Inf Rgt, Arty Rgt)
12 NK Inf Div (3 Inf Rgt, 12 Tank Bn, Arty Rgt)
105 NK Arm Div (107, 109, 203 Tank Bn, 83, 206 Inf Rgt, Organic Truck)
16-2-3 NK Inf Div (15)
12-2-3 NK Inf Div (13, 18, 19, 32)
12-1-3 NK Inf Div (8)
10-2-3 Chinese Inf Div (88, 89, 90)
8-2-2 NK Inf Div (38, 41)
NK Sec Bde (1 BC, 2 BC, 3 BC, 5 BC, 7 BC)
NK NG Bn (1, 2, 3)

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NK Inf Rgt (766, 886)
NK Marine Rgt (549)
NK MC Rgt (12, 17)
NK Tank Bn (16, 17, 42)
NK Arty Rgt (GHQ, I, III)

Set Up:
B49.17:
4-3-3 NK Breakdown Rgt
Rail Head

B17.27:
8-0 NK Corps HQ (IV)
5 NK Inf Div (10 Inf Rgt)
2 SP

B14.23:
8-2-2 NK Inf Div (24)

B41.26:
12-3-3 Chinese Inf Div (60, less 2 steps)

B36.28:
5-0 Chinese Army HQ (20)
12-3-3 Chinese Inf Div (59, less 1 step)

B35.29:
12-3-3 Chinese Inf Div (58, less 2 steps)

A35.03:
12-2-3 Chinese Inf Div (81, less 1 step)

A36.03:
5-0 Chinese Army HQ (27)
12-3-3 Chinese Inf Div (80, less 2 steps)

A37.04:
5-0 Chinese Army HQ (26)
12-3-3 Chinese Inf Div (79, less 2 steps)
12-1-2 Chinese Arty Rgt (44)
9-1-2 Chinese Arty Rgt (45)

A38.03:
10-0 Chinese Army Group HQ (IX)
10-2-3 Chinese Inf Div (77)
2 SPs

A39.04:
12-3-3 Chinese Inf Div (76, less 2 steps)

A43.06:
10-2-3 Chinese Inf Div (78)

B16.34:
8-0 NK Corps HQ (III)
16-3-3 NK Inf Div (3, less 3 steps)

B17.34:
16-3-3 NK Inf Div (1, less 3 steps)

B30.05:
8-2-2 NK Inf Div (47)
12-2-3 NK Inf Div (17, less 1 step)

B41.10:
8-0 NK Corps HQ (V)
13-1-2 NK Arty Rgt (V)
3-2-2 NK Breakdown Rgt
5 SPs

B41.09:
12-2-3 NK Inf Div (7, less 1 step)

B40.07:
12 NK Inf Div (1, 2 Inf Rgt)

B41.07:
12-2-3 NK Inf Div (43, less 1 step)

B42.08:
6 NK Inf Div (14, 15 Inf Rgt)

B44.07:
12-2-3 NK Inf Div (27, less 1 step)

B47.07:
16-2-3 NK Inf Div (2, less 2 steps)

B47.09:
12-2-3 NK Inf Div (10, less 1 step)
13-1-2 NK Arty Rgt (II)

B48.08:
12-3-3 NK Inf Div (9)

B48.09:
10-0 NK Corps HQ (II)
8-2-2 NK Inf Div (31)
4 SP

B33.05:
12-3-3 Chinese Inf Div (148)

B30.06:
5-0 Chinese Army HQ (50)

B31.05:
12-3-3 Chinese Inf Div (149, less 1 step)
Rail Head

B32.04:
12-3-3 Chinese Inf Div (150)

B34.05:
12-2-3 Chinese Inf Div (167, less 1 step)

B35.06:
12-4-3 Chinese Inf Div (113, less 1 step)

B37.06:
12-4-3 Chinese Inf Div (112, less 1 step)

B36.05:
6-0 Chinese Army HQ (38)
12-3-3 Chinese Inf Div (114)
2 SPs

B31.08:
6-0 Chinese Army HQ (39)
12-3-3 Chinese Inf Div (117)

B30.08:
12-4-3 Chinese Inf Div (116)

B33.09:
12-4-3 Chinese Inf Div (115, less 1 step)

B31.09:
10-0 Chinese Army Group HQ (XIII)
4-3-4 Chinese Cav Rgt (Cav)
4 SPs

B35.09:
6-0 Chinese Army HQ (42)
12-3-3 Chinese Inf Div (126, less 1 step)
1 SP

B34.08:
12-3-3 Chinese Inf Div (124, less 1 step)

B36.08:
12-4-3 Chinese Inf Div (125)

B36.10:
6-0 Chinese Army HQ (40)
12-4-3 Chinese Inf Div (118, less 1 step)
2 SPs

B37.09:
12-4-3 Chinese Inf Div (120, less 1 step)

B37.11:
12-4-3 Chinese Inf Div (119)

B41.11:
12-3-3 Chinese Inf Div (197)

B39.11:
12-3-3 Chinese Inf Div (198, less 1 step)

B39.09:
12-2-3 Chinese Inf Div (196)

B40.12:
5-0 Chinese Army HQ (66)
2 SP
Rail Head

With, or adjacent to, any Communist Unit:
2x 4-3-3 Chinese Breakdown Rgt
13-1-3 Chinese Arty Rgt (25, 27, 28)
9-1-2 Chinese Arty Rgt (47, 48)
9-1-3 Chinese Arty Rgt (26, 29)
8x Porter Points
3x Truck Points
4 SPs

Air Bases:
Level 3: A2.07, A5.09, A7.12, A20.26
Level 2: A23.20, A20.18, B17.27, A37.04, B29.09
Level 1: B53.11

Air Units:
On any Communist Air Base in China:
3x (8-2) Russian MiG-15
2x (9-2) Russian MiG-15
2x Chinese MiG-15
1x Chinese IL-10
1x Chinese Tu-2
1x Chinese La-9

Reinforcements: Per the Order of Arrival,
Supply and Supply Sources: Per the Campaign Supply Chart.

If playing this campaign as a 2-map campaign, use the alternate supply sources specified in 2.10.

UN Information
Reserve Markers: 10
Dead Pile:
1-2-3 ROK Inf Bn (1 Sep)
3-2-6 ROK Arm Car Bn (1 Cav)
7 Inf Div (31 Inf Rgt)
1 Mar Div (5 Marine Rgt)
6 ROK Inf Div (7 Inf Rgt)

Set Up: (All Units are US, unless otherwise noted)
C30.12:
10-2-3 ROK Inf Div (11)

B53.01:
12-3-3 ROK Inf Div (3, less 1 step)
8-0 ROK Corps HQ (III)
15-1-3 Arty Rgt (III Corps)
2 SPs

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C55.12:
13-2-4 Arty Bn (17)

C56.12:
5-3-3 ROK Marine Inf Rgt (1)
1 SP

B58.01:
8-0 ROK Corps HQ (I)
15-1-3 Arty Rgt (I Corps)
4-3-3 ROK Breakdown Rgt
2 SPs

B57.06:
Cap ROK Inf Div (1 Inf Rgt)

B55.06:
Cap ROK Inf Div (18 Inf Rgt)

B56.06:
Cap ROK Inf Div (17 Inf Rgt)

B53.05:
12-2-3 ROK Inf Div (7, less 2 steps)

B50.05:
12-2-3 ROK Inf Div (9)

C50.33:
2 Inf Div (72 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

C50.21:
7 Inf Div (73 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B47.01:
15-0 Corps HQ (X)
7 Inf Div (32 Inf Rgt)
29-2-5 Arm Arty Grp (92)
1x Truck Point
4 SPs

B45.03:
7 Inf Div (17 Inf Rgt)

C45.30:
6-4-4 Airborne Rgt (187)

B44.30:
2 Inf Div (9 Inf Rgt/)
2-3-3 Inf Bn (Dutch)

B43.06:
2 Inf Div (38 Inf Rgt)
2-4-3 Inf Bn (French)

B42.06:
2 Inf Div (23 Inf Rgt)

C44.34:
12-2-3 ROK Inf Div (2, less 2 steps)

C44.32:
1 Cav Div (5 Inf Rgt)

C42.33:
1 Cav Div (70 Tank Bn)
3-3-3 Inf Bn (Phil)
2-3-3 Inf Bn (Greek)

C41.33:
1 Cav Div (7 Inf Rgt, Divarty Arty Rgt, Organic Truck (Full))

B42.01:
1 Cav Div (8 Inf Rgt)

B41.05:
10-2-3 ROK Inf Div (8, less 1 step)

B41.06:
3-2-2 ROK Breakdown Rgt

B40.04:
10-2-3 ROK Inf Div (5, less 1 step)

B40.05:
24 Inf Div (5 Inf Rgt)

B40.02:
24 Inf Div (21 Inf Rgt, Divarty Arty Rgt, Organic Truck (Full))

B39.03:
24 Inf Div (19 Inf Rgt)

B39.01:
12-0 Corps HQ (IX)
24 Inf Div (6 Tank Bn)
CW Inf Div (45 RA Arty Rgt)
1x Truck Point
4 SPs

B38.02:
CW Inf Div (27 Inf Bde, 8 Hus Tank Bn)

B37.02:
6 ROK Inf Div (2 Inf Rgt)

B36.01:
6 ROK Inf Div (19 Inf Rgt)
15-1-3 Arty Rgt (II Corps)

C37.27:
8-0 ROK Corps HQ (II)
1 SP

B36.02:
1 ROK Inf Div (15 Inf Rgt)

C36.33:
1 ROK Inf Div (12 Inf Rgt, Divarty Arty Bn)

B35.02:
1 ROK Inf Div (11 Inf Rgt)
Rail Head

C35.31:
12-0 Corps HQ (I)
3 Inf Div (65 PR Inf Rgt)
1x Truck Point
4 SPs

C32.34:
CW Inf Div (29 Inf Bde)
2-2-3 Inf Bn (Thai)

C33.28:
3 Inf Div (7 Inf Rgt, 64 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B33.01:
3 Inf Div (15 Inf Rgt)
Rail Head

B34.01:
25 Inf Div (35 Inf Rgt)

C34.33:
25 Inf Div (24 Inf Rgt)
8-3-3 Inf Bde (Turk)

C33.33:
25 Inf Div (27 Inf Rgt, 89 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

Air Bases:
Level 2: C55.12, C56.12, B33.01
Level 1: C50.21, C59.23, B42.01, C37.27

Air Units:
In any UN Air Base, Japan base:
5x F-51
2x F-80c
2x F-84
2x F-86e
1x C-54
1x C-119
4x F4U (or on CV)

2x F9F (or on CV)
2x AD (or on CV)

In any all Sea hex:
Valley Forge CVG
Philippine Sea CVG

Sea Box:
4x Landing Craft Points
1 Mar Div (1, 7 Marine Rgt, 1 Tank Bn, 11 Arty Rgt, Organic Truck (Full))

Optional:
If employing the Interdiction option, any Air Unit can be placed in the Interdiction Box
3x B-26
2x B-29
1x F-80c
1x F4U (or on CV)
1x CW Mixed (or on CV)

In any all Sea hex or Interdiction Box (optional):
Toledo SAG
Rochester SAG
CW TF SAG
Missouri SAG

Reinforcements: Per the Order of Arrival,
Supply and Supply Sources: Per the Campaign Supply Chart.

Victory: Use Campaign Victory Conditions (1.5).

5.11 4th Chinese Offensive

This campaign game starts with the Chinese attempt to break the UN line in the center. Ridgeway counters with Operations Killer and Ripper in quick succession.

General Information
First Player: Communist
First Turn: 12 Feb 51
Last Turn: 29 June 51
Game Length: 41 Turns
Maps in Play: All (or Maps B and C only)

Communist Information
Reserve Markers: 8
Dead Pile:
10-0 NK Corps HQ (I)
4 NK Inf Div (5, 18 Inf Rgt, Arty Rgt)
5 NK Inf Div (11, 12 Inf Rgt, Arty Rgt)
6 NK Inf Div (13, 15 Inf Rgt, Arty Rgt)
12 NK Inf Div (1, 3 Inf Rgt, 12 Tank Bn, Arty Rgt)
NK 105 Arm Div (107, 109, 203 Tank Bn, 83, 206 Inf Rgt,

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Organic Truck)
16-2-3 NK Inf Div (15)
12-1-3 NK Inf Div (8)
12-2-3 NK Inf Div (10, 13, 18, 19, 32)
10-2-3 Chinese Inf Div (88, 89, 90)
8-2-2 NK Inf Div (38, 41)
NK Sec Bde (1 BC, 2 BC, 3 BC, 5 BC, 7 BC)
NK NG Bn (1, 2, 3)
NK Inf Rgt (766, 886)
NK Marine Rgt (549)
NK MC Rgt (12, 17)
NK Tank Bn (16, 17, 42)
NK Arty Rgt (GHQ, I, III)

Set Up:
B17.27:
8-0 NK Corps HQ (IV)
4 NK Inf Div (16 Inf Rgt)
2 SPs

B14.23:
5 NK Inf Div (10 Inf Rgt)
8-2-2 NK Inf Div (24)

B16.34:
NK 16-3-3 Inf Div (3, less 3 steps)

B17.34:
8-2-2 NK Inf Div (36)

A36.03:
12-2-3 Chinese Inf Div (81, less 1 step)
10-0 Chinese Army Group HQ (IX)
2 SPs

A38.03:
5-0 Chinese Army HQ (27)
12-3-3 Chinese Inf Div (80, less 2 steps)

A37.04:
12-3-3 Chinese Inf Div (79, less 2 steps)
12-1-2 Chinese Arty Rgt (44)
9-1-2 Chinese Arty Rgt (45)

B38.27:
12-3-3 Chinese Inf Div (60, less 2 steps)

B36.28:
5-0 Chinese Army HQ (20)
12-3-3 Chinese Inf Div (59, less 1 step)

B35.29:
12-3-3 Chinese Inf Div (58, less 2 steps)

B41.26:
8-0 NK Corps HQ (III)

B42.25:
8-2-2 NK Inf Div (37)

B42.24:
NK 16-3-3 Inf Div (1, less 2 steps)

B43.24:
8-2-2 NK Inf Div (45)

B44.23:
8-2-2 NK Inf Div (46)

B47.19:
10-0 NK Corps HQ (II)
13-1-2 NK Arty Rgt (II)
2 SPs

B49.17:
8-2-2 NK Inf Div (31)
Rail Head

B49.15:
16-2-3 NK Inf Div (2, less 3 steps)

B48.12:
12-2-3 NK Inf Div (27, less 2 steps)

B46.10:
12-3-3 NK Inf Div (9, less 1 step)

B45.10:
12 NK Inf Div (2 Inf Rgt)
12-2-3 NK Inf Div (43, less 1 step)

B45.11:
6 NK Inf Div (14 Inf Rgt)
12-2-3 NK Inf Div (7, less 1 step)

B43.12:
8-0 NK Corps HQ (V)
13-1-2 NK Arty Rgt (V)
3-2-2 NK Breakdown Rgt
4 SPs

B43.11:
12-2-3 Chinese Inf Div (196, less 1 step)

B42.10:
12-3-3 Chinese Inf Div (197)

B41.10:
12-3-3 Chinese Inf Div (198, less 1 step)

B41.11:
5-0 Chinese Army HQ (66)
5 SPs

B40.09:
12-4-3 Chinese Inf Div (120, less 1 step)

B40.08:
12-3-3 Chinese Inf Div (117)

B39.09:
12-4-3 Chinese Inf Div (116)

B39.10:
12-4-3 Chinese Inf Div (119)
6-0 Chinese Army HQ (40)
8 SP

B38.08:
12-4-3 Chinese Inf Div (125, less 2 steps)

B38.09:
12-4-3 Chinese Inf Div (115, less 1 step)

B37.10:
6-0 Chinese Army HQ (39)
4 SPs

B37.08:
12-3-3 Chinese Inf Div (126, less 1 step)
Rail Head

B36.07:
12-3-3 Chinese Inf Div (124, less 1 step)

B36.08:
6-0 Chinese Army HQ (42)
12-4-3 Chinese Inf Div (118, less 1 step)
1 SP

B35.08:
12-3-3 Chinese Inf Div (114)

B34.08:
12-4-3 Chinese Inf Div (112, less 1 step)

B33.09:
6-0 Chinese Army HQ (38)

B33.08:
12-4-3 Chinese Inf Div (113, less 1 step)

B32.08:
12-3-3 Chinese Inf Div (148, less 1 step)

B31.09:
12-2-3 Chinese Inf Div (167, less 2 steps)
2 SPs

B31.08:
12-3-3 Chinese Inf Div (149, less 1 step)

B30.09:
5-0 Chinese Army HQ (50)
4-3-3 Chinese Breakdown Rgt

B30.08:
12-3-3 Chinese Inf Div (150, less 1 step)
Rail Head

B29.10:
12-2-3 NK Inf Div (17, less 1 step)

B28.10:
8-2-2 NK Inf Div (47)

B32.14:
10-0 Chinese Army Group HQ (XIII)
4-3-4 Chinese Cav Rgt (Cav)
4 SPs

B34.19:
10-2-3 Chinese Inf Div (77)
5-0 Chinese Army HQ (26)

B33.20:
12-3-3 Chinese Inf Div (76, less 1 step)

B34.20:
10-2-3 Chinese Inf Div (78)

With, or adjacent to, any Communist Unit:
2x 4-3-3 Chinese Breakdown Rgt
13-1-3 Chinese Arty Rgt (25, 27, 28)
9-1-2 Chinese Arty Rgt (47, 48)
9-1-3 Chinese Arty Rgt (26, 29)
8x Porter Points
3x Truck Points
4 SPs

Air Bases:
Level 3: A2.07, A5.09, A7.12, A20.26
Level 2: A23.20, A20.18, B17.27, A37.04

Air Units:
On any Communist Air Base in China
3x (8-2) Russian MiG-15
2x (9-2) Russian MiG-15
1x Russian Tu-2
2x Chinese MiG-15
1x Chinese IL-10
2x Chinese Tu-2
1x Chinese La-9
1x Chinese Yak-9

Reinforcements: Per the Order of Arrival.
Supply and Supply Sources: Per the Campaign Supply Chart.

If playing this campaign as a 2-map campaign, use the alternate supply sources specified in 2.10.

UN Information
Reserve Markers: 10
Dead Pile:
1-2-3 ROK Inf Bn (1 Sep)
3-2-6 ROK Arm Car Bn (1 Cav)

Set Up: (All Units are US, unless otherwise noted)
C55.12:
2-3-3 Inf Bn (Belg)

C56.12:
CW Inf Div (2 PPat Inf Bn)
1 SP

C50.21:
17-2-5 Arty Bn (937)

C37.27:
8-0 ROK Corps HQ (II)
10-2-3 ROK Inf Div (11)
2 SPs

C57.21:
1 Mar Div (5 Marine Rgt, 1 Tank Bn, 11 Arty Rgt, Organic Truck (Full))

C57.23:
1 Mar Div (1 Marine Rgt)

C59.23:
1 Mar Div (7 Marine Rgt)

B58.01:
8-0 ROK Corps HQ (I)
3-2-2 ROK Breakdown Rgt
2 SPs

B54.08:
Cap ROK Inf Div (18 Inf Rgt)

B55.07:
Cap ROK Inf Div (17 Inf Rgt)

B56.06:
Cap ROK Inf Div (1 Inf Rgt)
15-1-3 Arty Rgt (I Corps)

B50.09:
3-2-2 ROK Breakdown Rgt

B49.10:
12-2-3 ROK Inf Div (9, less 1 step)

B48.09:
3-2-2 ROK Breakdown Rgt

B48.05:
5-3-3 ROK Marine Inf Rgt (1)
8-0 ROK Corps HQ (III)
15-1-3 Arty Rgt (III Corps)
2 SPs

B47.01:
7 Inf Div (73 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B47.04:
7 Inf Div (31 Inf Rgt)

B47.09:
12-2-3 ROK Inf Div (7, less 1 step)

B46.08:
10-2-3 ROK Inf Div (5, less 1 step)

B45.09:
3-2-2 ROK Breakdown Rgt

B45.03:
7 Inf Div (17 Inf Rgt)

B44.09:
12-3-3 ROK Inf Div (3, less 1 step)

B43.10:
4-3-3 ROK Breakdown Rgt

B43.08:
2-3-3 Inf Bn (Dutch)

B43.07:
6-4-4 Airborne Rgt (187)

B42.09:
10-2-3 ROK Inf Div (8, less 1 step)

B42.06:
2 Inf Div (38 Inf Rgt)

B41.09:
3-2-2 ROK Breakdown Rgt

B42.04:
2 Inf Div (72 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B42.01:
15-0 Corps HQ (X)
7 Inf Div (32 Inf Rgt)
29-2-5 Arm Arty Grp (92)
1x Truck Point
5 SPs

B40.02:
12-2-3 ROK Inf Div (2, less 1 step)

B40.05:
2 Inf Div (9 Inf Rgt)

B39.07:
2 Inf Div (23 Inf Rgt)
2-4-3 Inf Bn (French)
2 SPs
Rail Head

B39.05:
CW Inf Div (27 Inf Bde, 8 Hus Tank Bn)

B39.01:
12-0 Corps HQ (IX)
3-3-3 Inf Bn (Phil)
28-2-3 Arty Grp (196)
30-2-5 Arm Arty Grp (999)
4 SPs
1x Truck Point

B37.06:
24 Inf Div (21 Inf Rgt)

B36.05:
24 Inf Div (19 Inf Rgt)

B36.04:
24 Inf Div (5 Inf Rgt, 6 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

C35.02:
CW Inf Div (29 Inf Bde, 45 RA Arty Rgt)

B35.04:
6 ROK Inf Div (7, 19 Inf Rgt)

B35.06:
6 ROK Inf Div (2 Inf Rgt)

B34.06:
1 Cav Div (7 Inf Rgt)

B33.07:
1 Cav Div (5 Inf Rgt)

B33.01:
12-0 Corps HQ (I)
2-2-3 Inf Bn (Thai)
2-3-3 Inf Bn (Greek)
13-2-4 Arty Bn (17)
1x Truck Point
4 SPs

B32.03:
1 ROK Inf Div (11, 12 Inf Rgt)
15-1-3 ROK Arty Rgt (II Corps)

B32.04:
1 Cav Div (8 Inf Rgt, 70 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B32.07:
3 Inf Div (7 Inf Rgt)

B31.07:
3 Inf Div (15 Inf Rgt)

B30.07:
1 ROK Inf Div (15 Inf Rgt, Divarty Arty Bn)

B30.06:
3 Inf Div (65 PR Inf Rgt, 64 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))
3-3-3 Inf Bn (Phil)

B29.09:
25 Inf Div (24 Inf Rgt)

B29.08:
25 Inf Div (35 Inf Rgt)
Rail Head

B28.07:
25 Inf Div (27 Inf Rgt, 89 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B28.09:
8-3-3 Inf Bde (Turk)

Air Bases:
Level 2: C55.12, C56.12, B29.09, B33.01
Level 1: C50.21, C59.23, B42.01, C37.27, B53.11

Air Units:
In any UN Air Base, Japan base:
5x F-51
2x F-80c
2x F-84
2x F-86e
1x C-54
1x C-119

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4x F4U (or on CV)
2x F9F (or on CV)
2x AD (or on CV)

In any all Sea hex:
Valley Forge CVG
Philippine Sea CVG

Sea Box:
4x Landing Craft Points

Optional:
If employing the Interdiction option, any Air Unit can be placed in the Interdiction Box
3x B-26
2x B-29
1x F-80c
1x F4U (or on CV)
1x CW Mixed (or on CV)

In any all Sea hex or Interdiction Box (optional):
Toledo SAG
Rochester SAG
CW TF SAG
Missouri SAG

Reinforcements: Per the Order of Arrival.
Supply and Supply Sources: Per the Campaign Supply Chart.

Victory: Use Campaign Victory Conditions (1.5).

5.12 Operation Ripper

This scenario covers Ridgeway's first counter to the Communist March offensive. After the UN contained the Chinese 4th Phase Offensive, Ridgeway ordered a series of counterattacks. The first was Operation Killer, which kicked off in late Feb 51, and restored the lines to where they were prior to the Chinese Offensive. Immediately after this operation, the UN launched Operation Ripper, designed to retake Seoul, and take Chunchon in the center of Korea.

General Information
First Player: UN
First Turn: 1 Mar 51
Last Turn: 29 Mar 51
Game Length: 9 Turns
Maps in Play: Map B

Communist Information
Reserve Markers: 8
Dead Pile: None

Set Up:
B17.27:
8-0 NK Corps HQ (IV)
4 NK Inf Div (16 Inf Rgt/5-4-3)
1x Truck Point
1 SP

B14.23:
5 NK Inf Div (10 Inf Rgt/5-3-3)
8-2-2 NK Inf Div (24)

B38.27:
12-3-3 Chinese Inf Div (60, less 2 steps)

B36.28:
5-0 Chinese Army HQ (20)
12-3-3 Chinese Inf Div (59, less 1 step)

B35.29:
12-3-3 Chinese Inf Div (58, less 2 steps)

B47.19:
10-0 NK Corps HQ (II)
13-1-2 NK Arty Rgt (II)
2 SPs

B49.17:
8-2-2 NK Inf Div (31)
Rail Head

B49.15:
16-2-3 NK Inf Div (2, less 3 steps)

B48.13:
12-2-3 NK Inf Div (27, less 2 steps)

B46.11:
6 NK Inf Div (14 Inf Rgt)

B45.11:
12-3-3 NK Inf Div (9, less 2 steps)

B44.10:
12-2-3 NK Inf Div (7, less 2 steps)

B43.11:
12 NK Inf Div (2 Inf Rgt)
12-2-3 NK Inf Div (43, less 2 steps)

B43.12:
8-0 NK Corps HQ (V)
13-1-2 NK Arty Rgt (V)
3-2-2 NK Breakdown Rgt
2 SPs

B43.24:
8-2-2 NK Inf Div (45)

B44.23:
8-2-2 NK Inf Div (46)

B42.10:
12-2-3 Chinese Inf Div (196, less 1 step)

B42.24:
16-3-3 NK Inf Div (1, less 2 steps)

B42.11:
12-3-3 Chinese Inf Div (198, less 2 steps)

B41.26:
8-2-2 NK Inf Div (37)

B41.10:
4-3-3 Chinese Breakdown Rgt

B41.11:
5-0 Chinese Army HQ (66)
12-3-3 Chinese Inf Div (197, less 1 step)
2 SPs

B40.10:
12-4-3 Chinese Inf Div (119, less 1 step)

B39.11:
6-0 Chinese Army HQ (40)
12-4-3 Chinese Inf Div (118, less 2 steps)
2 SPs

B39.10:
12-4-3 Chinese Inf Div (120, less 1 step)

B38.09:
12-4-3 Chinese Inf Div (116, less 1 step)

B37.10:
12-4-3 Chinese Inf Div (115, less 2 steps)

B37.09:
12-3-3 Chinese Inf Div (117, less 1 step)

B36.10:
6-0 Chinese Army HQ (39)
2 SPs

B36.09:
12-3-3 Chinese Inf Div (124, less 1 step)

B35.09:
12-3-3 Chinese Inf Div (114)

B35.10:
12-3-3 Chinese Inf Div (126, less 2 steps)

B34.10:
6-0 Chinese Army HQ (42)
1 SP

B34.08:
12-4-3 Chinese Inf Div (112, less 1 step)

B32.10:
6-0 Chinese Army HQ (38)
1 SP

B33.09:
12-4-3 Chinese Inf Div (113, less 1 step)

B32.08:
12-3-3 Chinese Inf Div (148, less 1 step)

B31.09:
12-2-3 Chinese Inf Div (167, less 2 steps)
2 SPs

B31.08:
12-3-3 Chinese Inf Div (149, less 1 step)
Rail Head

B30.09:
5-0 Chinese Army HQ (50)
4-3-3 Chinese Breakdown Rgt

B30.08:
12-3-3 Chinese Inf Div (150, less 1 step)
Rail Head

B29.10:
12-2-3 NK Inf Div (17, less 1 step)

B28.10:
8-2-2 NK Inf Div (47)

B32.14:
10-0 Chinese Army Group HQ (XIII)
4-3-4 Chinese Cav Rgt (Cav)
4 SPs

B36.14:
5-0 Chinese Army HQ (26)
10-2-3 Chinese Inf Div (77)

B36.15:
12-3-3 Chinese Inf Div (76, less 1 step)

B36.16:
10-2-3 Chinese Inf Div (78)

With, or adjacent to, any Communist Unit:
1x 4-3-3 Chinese Breakdown Rgt
13-1-3 Chinese Arty Rgt (25, 27, 28)
9-1-2 Chinese Arty Rgt (47, 48)
9-1-3 Chinese Arty Rgt (26, 29)
6x Porter Points
2x Truck Points
3 SPs

Air Bases: None
Air Units: None

Reinforcements: 5 SPs per turn in either of the Communist supply sources.
Supply Sources: P'yongyang (B17.27) or hex B34.33.

Rail Cap: 3

UN Information
Reserve Markers: 10
Dead Pile: None

Set Up: (All Units are US, unless otherwise noted)
B58.02:
8-0 ROK Corps HQ (I)
3-2-2 ROK Breakdown Rgt
3 SPs

B52.11:
Cap ROK Inf Div (17, 18 Inf Rgt)

B53.11:
Cap ROK Inf Div (1 Inf Rgt)
15-1-3 Arty Rgt (I Corps)

B51.10:
12-2-3 ROK Inf Div (9)

B48.05:
5-3-3 ROK Marine Inf Rgt (1)
8-0 ROK Corps HQ (III)
15-1-3 Arty Rgt (III Corps)
3 SPs

B47.07:
7 Inf Div (73 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B48.07:
7 Inf Div (31 Inf Rgt)

B46.08:
7 Inf Div (17 Inf Rgt)

B47.09:
7 Inf Div (32 Inf Rgt)

B48.09:
12-2-3 ROK Inf Div (7)

B45.09:
10-2-3 ROK Inf Div (5, less 1 step)

B43.07:
12-3-3 ROK Inf Div (3, less 1 step)

B44.07:
Dutch 2-3-3 Inf Bn
2 Inf Div (9 Inf Rgt)

B43.08:
1 Mar Div (1 Marine Rgt)

B42.07:
1 Mar Div (5 Marine Rgt, 1 Tank Bn, 11 Arty Rgt, Organic Truck (Full))

B42.08:
1 Mar Div (7 Marine Rgt)

B42.01:
15-0 US Corps HQ (X)
1x Truck Point
6 SPs

B42.04:
2 Inf Div (23 Inf Rgt)
2-4-3 Inf Bn (French)

B42.06:
2 Inf Div (38 Inf Rgt, 72 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))
29-2-5 Arm Arty Grp (92)

B41.07:
6 ROK Inf Div (7, 19 Inf Rgt)

B41.08:
6 ROK Inf Div (2 Inf Rgt)

B40.07:
CW Inf Div (27 Inf Bde, 8 Hus Tank Bn)

B37.06:
CW Inf Div (29 Inf Bde, 45 RA Arty Rgt)

B45.03:
12-2-3 ROK Inf Div (2, less 1 step)

B38.07:
1 Cav Div (8 Inf Rgt)

B39.07:
1 Cav Div (5 Inf Rgt)

B40.06:
1 Cav Div (7 Inf Rgt, 70 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B39.05:
12-0 US Corps HQ (IX)
2-3-3 Inf Bn (Greek)
28-2-3 Arty Grp (196)
1x Truck Point
6 SPs

B37.07:
24 Inf Div (21 Inf Rgt)

B36.04:
24 Inf Div (6 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B36.07:
24 Inf Div (5 Inf Rgt)

B35.07:
8-3-3 Inf Bde (Turk)

B35.08:
24 Inf Div (19 Inf Rgt)

B34.07:
25 Inf Div (35 Inf Rgt)

B34.06:
25 Inf Div (27 Inf Rgt, 89 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B33.07:
25 Inf Div (24 Inf Rgt)

B32.05:
2-2-3 Inf Bn (Thai)
17-2-5 Arm Arty Bn (937)
30-2-5 Arm Arty Grp (999)

B33.01:
12-0 US Corps HQ (I)
6-4-4 Airborne Rgt (187)
13-2-4 Arty Bn (17)
1x Truck Point
6 SPs

B32.07:
3 Inf Div (7 Inf Rgt)

B31.07:
3 Inf Div (15 Inf Rgt)

B30.07:
3 Inf Div (65 PR Inf Rgt)
3-3-3 Inf Bn (Phil)

B30.06:
3 Inf Div (64 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B28.08:
1 ROK Inf Div (12 Inf Rgt)
15-1-3 ROK Arty Rgt (II Corps)

B29.08:
1 ROK Inf Div (15 Inf Rgt, Divarty Arty Bn)
Rail Head

B29.09:
1 ROK Inf Div (11 Inf Rgt)

Air Bases:
Level 2: B29.09, B33.01, B42.01
Level 1: B42.06, B53.11

Air Units:
In any UN Air Base, Japan base:
5x F-51
2x F-80c
4x F4U (or on CV)
2x F9F (or on CV)
2x AD (or on CV)

In any all Sea hex:
Valley Forge CVG
Philippine Sea CVG

Reinforcements:
5 SPs per turn. Place them in any of the UN supply sources.
Supply Sources: B33.01, B27.07, B42.01, B57.01, B47.01.

Rail Cap: 3

Victory:

A) Automatic Victory
B) The UN win at game end by controlling Seoul and Chunchon.
C) The Chinese win at game end by controlling Chunchon and 1 hex of Seoul.
D) Any other result is a draw.

Historically, a UN victory.

5.13 Chinese Spring Offensive

This scenario covers the largest Chinese offensive of the war. Vowing to give Mao a "May Day" present by retaking Seoul, the Chinese launch their an all-out assault on the UN positions.

General Information
First Player: Communist
First Turn: 22 April 51
Last Turn: 29 May 51
Game Length: 12 Turns
Maps in Play: Map B

Communist Information
Reserve Markers: 8
Dead Pile: None

Set Up:
B17.27:
8-0 NK Corps HQ (IV)
4 NK Inf Div (16 Inf Rgt)
1x Truck Point
1 SP

B14.23:
5 NK Inf Div (10 Inf Rgt)
8-2-2 NK Inf Div (24)

B19.32:
6-0 Chinese Army HQ (42)
12-3-3 Chinese Inf Div (124, less 2 steps)
9-2-3 Chinese Arty Rgt (26)

B22.29:
6-0 Chinese Army HQ (38)
12-4-3 Chinese Inf Div (113, less 2 steps)
13-2-3 Chinese Arty Rgt (27)

B25.16:
8-0 Chinese Army Grp HQ (19)
2x 13-1-3 Chinese Arty Rgt (19, 20)
9-1-3 Chinese Arty Rgt (21)
5 SPs

B26.14:
8-2-2 Chinese Inf Div (195)

B26.13:
5-0 Chinese Army HQ (64)

B26.12:
12-2-3 NK Inf Div (17, less 1 step)

B27.12:
8-2-2 NK Inf Div (47)

B27.15:
5-0 Chinese Army HQ (65)
8-2-2 Chinese Inf Div (194)

B28.17:
5-0 Chinese Army HQ (15)
8-2-2 Chinese Inf Div (45)

B28.16:
5-0 Chinese Army HQ (63)

B28.14:
12-3-3 Chinese Inf Div (193)

B28.13:
8-2-2 Chinese Inf Div (192)

B28.12:
8-2-2 Chinese Inf Div (191)

B29.13:
12-3-3 Chinese Inf Div (190)
Rail Head

B29.14:
8-2-2 Chinese Inf Div (189)

B29.15:
12-3-3 Chinese Inf Div (187)

B29.16:
12-2-3 Chinese Inf Div (188)

B29.17:
8-2-2 Chinese Inf Div (44)

B30.17:
5-0 Chinese Army HQ (12)
8-2-2 Chinese Inf Div (35)
9-2-3 Chinese Arty Rgt (29)
3 SPs

B30.16:
12-3-3 Chinese Inf Div (29)

B31.17:
12-3-3 Chinese Inf Div (31)

B31.18:
5-0 Chinese Army HQ (60)
8-2-2 Chinese Inf Div (181)

B30.20:
10-0 Chinese Grp HQ (3)
9-1-2 Chinese Arty Rgt (9, 11)
5 SPs

B32.16:
12-2-3 Chinese Inf Div (179)

B32.17:
8-2-2 Chinese Inf Div (34, 180)

B33.17:
12-3-3 Chinese Inf Div (79, less 1 step)
Rail Head

B34.16:
12-3-3 Chinese Inf Div (80, less 1 step)

B34.17:
5-0 Chinese Army HQ (27)
12-2-3 Chinese Inf Div (81, less 1 step)

B34.19:
10-0 Chinese Army Group HQ (IX)
12-3-3 Chinese Inf Div (76, less 2 steps)
9-1-2 Chinese Arty Rgt (45)

B35.16:
12-3-3 Chinese Inf Div (60, less 1 step)

B35.17:
12-3-3 Chinese Inf Div (59, less 1 step)

B36.17:
5-0 Chinese Army HQ (20)

B36.16:
12-3-3 Chinese Inf Div (58, less 1 step)

B37.16:
12-4-3 Chinese Inf Div (120, less 1 step)

B37.17:
6-0 Chinese Army HQ (40)

B37.19:
10-0 Chinese Army Group HQ (XIII)
3 SPs

B38.18:
4-3-4 Chinese Cav Rgt
9-1-2 Chinese Arty Rgt (47, 48)

B38.16:
12-4-3 Chinese Inf Div (118, less 1 step)

B39.17:
6-0 Chinese Army HQ (39)
12-4-3 Chinese Inf Div (116, less 2 steps)

B40.16:
12-4-3 Chinese Inf Div (115, less 1 step)

B47.20:
10-0 NK Corps HQ (II)
13-1-2 NK Arty Rgt (II)
2 SPs

B47.18:
8-0 NK Corps HQ (V)
13-1-2 NK Arty Rgt (V)
8-2-2 NK Inf Div (45)

B48.18:
12-2-3 NK Inf Div (27, less 2 steps)
8-2-2 NK Inf Div (31)
Rail Head

B47.17:
8-2-2 NK Inf Div (37)

B45.17:
8-2-2 NK Inf Div (46)

B45.16:
6 NK Inf Div (14 Inf Rgt/5-3-3)
12 NK Inf Div (2 Inf Rgt/5-3-3)

B46.16:
16-3-3 NK Inf Div (1, less 2 steps)

With, or adjacent to, any Communist Unit:
1x 4-3-3 Chinese Breakdown Rgt
13-1-3 Chinese Arty Rgt (28)
13-1-3 Chinese Arty Rgt (30)
9-1-3 Chinese Arty Rgt (31)
6x Porter Points
2x Truck Points
15 SPs

Air Bases: None

Air Units: None

Reinforcements: 4 SPs per turn. Place these SPs in either of the Communist supply sources.
Supply Sources: P'yongyang (B17.27) or hex B34.33.

Rail Cap: 3

UN Information
Reserve Markers: 10
Dead Pile: None

Set Up: (All Units are US, unless otherwise noted)
B52.10:
8-0 ROK Corps HQ (I)
3-2-2 ROK Breakdown Rgt
2 SPs

B53.11:
12-2-3 ROK Inf Div (2, less 1 step)

B50.13:
3-2-2 ROK Breakdown Rgt
15-1-3 ROK Arty Rgt (I Corps)

B50.14:
12-2-3 ROK Inf Div (9, less 1 step)

B49.15:
Cap ROK Inf Div (1 Inf Rgt)

B48.15:
Cap ROK Inf Div (17 Inf Rgt)

B48.14:
Cap ROK Inf Div (18 Inf Rgt)

B44.14:
12-2-3 ROK Inf Div (7)

B45.15:
12-3-3 ROK Inf Div (3, less 1 step)

B44.13:
8-0 ROK Corps HQ (III)
ROK 4-3-3 Breakdown Rgt
15-1-3 Arty Rgt (III Corps)
2 SPs

B44.15:
10-2-3 ROK Inf Div (5, less 1 step)

B43.15:
7 Inf Div (31 Inf Rgt, 73 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B42.16:
7 Inf Div (17 Inf Rgt)

B43.16:
7 Inf Div (32 Inf Rgt)

B42.15:
2 Inf Div (23 Inf Rgt)
2-4-3 Inf Bn (French)

B42.06:
2 Inf Div (72 Tank Bn, 9 Inf Rgt, 2 Divarty Arty Rgt, Organic Truck (Full))

B44.07:
2-3-3 Inf Bn (Dutch)
2 Inf Div (38 Inf Rgt)

B40.12:
CW Inf Div (27 Inf Bde, 2/PPat Inf Bn, 8 Hus Tank Bn, 45 RA Arty Rgt)

B41.10:
15-0 Corps HQ (X)
29-2-5 Arm Arty Grp (92)
18-2-5 Arm Arty Grp (176)
1x Truck Point
5 SPs

B39.05:
12-0 US Corps HQ (IX)
Greek 2-3-3 Inf Bn
28-2-3 Arty Grp (196)
1x Truck Point
4 SPs

B40.15:
5-3-3 ROK Marine Inf Rgt (1)

B39.16:
1 Mar Div (5 Marine Rgt)

B39.15:
1 Mar Div (1 Marine Rgt, 1 Tank Bn, 11 Arty Rgt, Organic Truck (Full))

B38.15:
1 Mar Div (7 Marine Rgt)

B36.15:
6 ROK Inf Div (19 Inf Rgt)

B36.14:
6 ROK Inf Div (7 Inf Rgt)

B37.15:
6 ROK Inf Div (2 Inf Rgt)

B35.14:
24 Inf Div (21 Inf Rgt, 6 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B35.15:
24 Inf Div (5 Inf Rgt)

B34.15:
24 Inf Div (19 Inf Rgt)

B33.16:
25 Inf Div (27 Inf Rgt)

B32.14:
25 Inf Div (35 Inf Rgt, 89 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B32.15:
25 Inf Div (24 Inf Rgt)

B32.10:
2-2-3 Inf Bn (Thai)
17-2-5 Arm Arty Bn (937)

B32.12:
3 Inf Div (15 Inf Rgt, 3 Divarty Arty Rgt, Organic Truck (Full))

B31.09:
1 Cav Div (7, 8 Inf Rgt)
30-2-5 Arm Arty Grp (999)

B31.08:
1 Cav Div (70 Tank Bn, Divarty Arty Rgt, Organic Truck (Full))

B29.09:
1 Cav Div (5 Inf Rgt)
29-2-5 Arm Arty Grp (213)

B33.01:
12-0 US Corps HQ (I)
6-4-4 Airborne Rgt (187)
13-2-4 Arty Bn (17)
1x Truck Point
5 SPs

B33.16:
Rail Head

B31.14:
3 Inf Div (7 Inf Rgt)

B31.16:
8-3-3 Inf Bde (Turk)

B30.15:
3 Inf Div (65 PR Inf Rgt)

B30.14:
3-3-3 Inf Bn (Phil)
2-3-3 Inf Bn (Belg)

B30.13:
CW Inf Div (29 Inf Bde)

B30.12:
1 ROK Inf Div (12 Inf Rgt)

B29.12:
Rail Head

B29.11:
1 ROK Inf Div (15 Inf Rgt, Divarty Arty Bn)
15-1-3 ROK Arty Rgt (II Corps)

B29.12:
1 ROK Inf Div (11 Inf Rgt)

B28.11:
3 Inf Div (64 Tank Bn)

Air Bases
Level 2: B29.09, B33.01, B42.01
Level 1: B42.06, B53.11

Air Units:
In any UN Air Base, Japan base:
5x F-51
2x F-80c
4x F4U (or on CV)
2x F9F (or on CV)
2x AD (or on CV)

In any all Sea hex:
Valley Forge CVG
Philippine Sea CVG

Reinforcements: 5 SPs per turn. Place these SPs in any of the UN supply sources.
Supply Sources: B33.01, B27.07, B42.01, B57.01, B47.01.

Rail Cap: 3

Victory:

A) Automatic Victory
B) The Chinese win at game end by controlling Seoul and Heongsong.
C) The UN win at game end by controlling Seoul and Hoengsong.
D) Any other result is a draw.

Historically, a UN victory.

KOREA: THE FORGOTTEN WAR

DESIGNER'S NOTES

I find the OCS itself to be an excellent system, and does a great job of modeling modern, operational conflict. The first year of the Korean War is a great gaming situation, with the NK attack, the UN counterattack, the Chinese attack, the UN counterattack, the Chinese counterattack, the UN counterattack, etc.!

The first year of the Korean War was a mobile event, as the forces swept up and down the peninsula. With the standard OCS scale, the entire area of the conflict could be presented on three maps, and so there are no "map edges" here. The air situation is a simple one, as the Communists didn't fight in the air outside of their Manchurian air bases. I was excited about the possibility of getting the OCS and the Korean War together.

My intention from the beginning was to produce a clean, easy-to-play game, right out of the box. While we could have gone with a regimental level representation of all of the forces, representing many of the infantry divisions as single counter divisions helps keep the counter density low. I tried to keep the special rules to a minimum, opting for ease of play, and so things like mines and guerrillas didn't make the final game.

We've found the resulting game easy to play, and provides an excellent vehicle on which to train players in the ways of the OCS. For OCS veterans, it is a great break from the more counter intensive and bigger games we also enjoy.

Thanks to the hard work of everyone involved, I'm very pleased with the resulting game. Have Fun!

Victory
The objective of both sides was to reunite Korea, and so the automatic victory system, which ends the war if one side manages to occupy the entire peninsula. Short of that, most gamers will know who won at the end (or concede, the gamer's version of offering Peace Talks), and will have the fun of getting there. Still, a measure of how well one did at the end is provided.

We played the game many times with a system that tallied victory points on each turn. As intended, it gave a nice reward for aggressive and rapid actions, and provided incentives to stay deep in enemy territory to continue to score "points". Unfortunately, it was also a big pain!

So, we dropped that system in favor of the "lines" system. These lines represented the real objectives the combatants tried to achieve, and so is a good and valid measure of "victory". An alternative counting method is provided in the Optional rules section, if you are so inclined. This may provide a better system to shape/reward efforts, albeit with increased player workload.

Pusan Perimeter Zone
The US was uneasy about sending over units, equipment and supplies into a situation where they might have to pull them right back out again. Once the situation stabilized, the US switched over to begin the build up for an offensive posture.

In the game, when the Communist Player abandons the Pusan Perimeter, he is relieving the pressure, allowing the situation to stabilize, and going over to the defensive. The US reacts to this by immediately building up for the counterattack.

Nukes
One of the fun variants was to explore the effects of Nuclear Weapons on the battlefield in Korea. The Soviets exploded their first bomb in 1949, and did not explode their second until 1951, this makes it unlikely they would have had any real Nuclear capability during late 1950 or early 1951. To say nothing of actually using their few Nukes in Korea! However, this variant is added to allow the possibility that this capability did indeed exist. And it should be great fun to see those Carriers scurry! So, the Communist player can select the level of Soviet reaction to US use of Nuclear weapons, from staying out of it (UN must win automatic victory) to full Soviet support to Soviet Nuclear Response in Korea.

Sanctuary
MacArthur disagreed with the sanctuary the political environment gave the Chinese in Manchuria, but the UN player might not be very concerned. He knows that it is a trade off, in that he also gets relief from the threat of Communist air strikes. UN commanders expected and planned for air attack, and so the best way to play the game might be the variant that lets the Communist player break sanctuary if he wishes, and retain/enforce continuing sanctuary as he chooses.

Communist Rail Amounts
The Communist player receives an "artificially" high rail cap starting in October 1950. Historically, the rail net and bridges had been devastated by UN air power. The purpose of the rail here is to show the Communist supply build-up in preparation for the Chinese offensive, but not to give the Communist player additional trucks he could use later to form extenders and so on. Giving him a "juiced" rail cap for a short time gets the job done without additional unintended effects.

Hip Shoots
A by-product of the establishment of the US Air Force (USAF) as a branch of the military was that the USAF seemed to forget the hard and well-learned lessons of Close Air Support (CAS) from WWII. It took some time to once again excel at CAS, thus, the restriction on Hip Shoots. Eventually, necessity required the USAF to re-develop CAS techniques, which they did, hence the optional support procedures.

This lapse was not the case with the US Navy and USMC. The Marines had dedicated FO's and a superb system in place to coordinate CAS, thus the Navy and Marine air units are allowed to hip shoot when working in concert with Marine ground units.

Air War
The 15 hex Patrol Zone does a nice job of recreating the famous MiG Alley. There are several MiG-15 versions, 9's are the ones piloted by "A" quality pilots, the 8's are piloted by average Soviet "B" quality. The Chinese and NK's used the same MiG-15, but their pilots were not as skilled. The "Air War that could have been" is one of my favorite variants.

Finally, special thanks to Ann and the Boo's.

OB Notes
Many of the Korean divisions reorganized and/or renamed after the initial invasions. The designations used for this game are for the later affiliations (longest lasting), rather than the initial invasions. For example, the NK 12 Division started the war as the 7th, and you will see 7th division in initial maps, etc. As an example in the ROK, ini-

tially the 1st ROK consisted of the 11, 12 and 13th regiments, later, the 15th was added to replace the eliminated 13th.

The ROK 17th Regiment actually begins the war in the vicinity of hex B14.13. They fought well, but were cut off and evacuated by ROK small craft. Rather than include a set of rules for this one-time action, they've been relocated to Seoul at start.

The US Divisional Arty (Divarty) units represent 4x Field Artillery Battalions. Three Bns of 18x 105's and one Bn of 18x 155's. Here are the individual FABs:

Division	155 mm	105 mm	105 mm	105 mm
24th	11 FA Bn	52 FA Bn	555 FA Bn	13 FA Bn
25th	90 FA Bn	159 FA Bn	8 FA Bn	64 FA Bn
1 Cav	82 FA Bn	61 FA Bn	77 FA Bn	99 FA Bn
2nd	503 FA Bn	15 FA Bn	37 FA Bn	38 FA Bn
3rd	9 FA Bn	10 FA Bn	39 FA Bn	58 FA Bn
7th	31 FA Bn	49 FA Bn	57 FA Bn	48 FA Bn

The US Corps Level Field Artillery Units are consolidated into "Groups", composed of FA Bns of the same gun type, which arrived in Korea at approximately the same time, named for one of them.

Group	Component FA Bns	Gun Type
92 Arm Arty Grp	92, 96	SP 155's
176 Arm Arty Grp	176, 300, 987	SP 105's
999 Arm Arty Grp	999, 204	SP 155's
213 Arm Arty Grp	213, 955	SP 155's
196 Arty Grp	196, 936	155's

The US 9th FA Bn originally entered the war as an independent, supporting ROK troops, in August, 1950. The 999th FA Bn arrived later (Nov 50), and served as the 3rd's Hvy FA Bn (155's). In Jan 51, the 9th was sent back to the 3rd Division, and the 999th released to I Corps Artillery. Rather than replace counters, etc., the 9th is kept in the 3rd division's Divarty, represented by a ROK arty unit while attached to the ROKs, the 999th arrives in the game when it is released to independent status and is grouped with the 204th.

The US B-26 is the excellent "Invader" which had the WWII designation of A-26. As part of the Air Force re-designations when it became the USAF, the A-26 became the B-26.

US Carrier Groups (CVG)
The US/UN Aircraft Carriers represent more than just the named Carrier. The US also had CVE's in Korea, and the British HMS Triumph and Theseus also operated in Korea. The US rotated Carriers in and out of the Korean Theater, generally with three to four Carriers of different Air Groups in the action at any one time. The standard Air Group complement of the time was 30x F9F Panthers, 30x F4U Corsairs and 15x AD Sky Raiders.

In the game, the name on the counter is the first Carrier that arrived in Korea (in each case), and thus the Carrier that spent the most time in Korea for the time the game covers.

For Further Reading

Many excellent books exist on Korea, and served as sources for research on this project. Here are the best works I found:

The Forgotten War, Clay Blair.

I've found this to be the best single volume history of the Korean War. If I had to recommend one work, this would be the one.

South to the Naktong, North to the Yalu, US Army Official History, Roy E Appleman.
Ebb and Flow, US Army Official History, Billy C Mossman.
The Sea War in Korea, Malcolm W Cagle and Frank A Manson.
US Marine Operations in Korea, Vol I, US Marine Corps' Official History, Lynn Montross and Nicholas A Canzona.
The US Air Force in Korea, 1950-1953, US Air Force Histories, Robert F. Futrell.

These are the Official Branch histories. Lots of good detail.

Ridgeway Duels for Korea, Roy E Appleman.
Disaster in Korea, Roy E Appleman.

Appleman followed up his work on the Army's official history with a series of books covering specific periods of the 1st year of the war. Very good work, nicely written, good detail, highly recommended

Since an OCS air unit represents 45 aircraft, the values for the AD are reduced (about 2/3) to reflect the number of Sky Raiders that were generally present (a full-strength OCS Sky Raider air unit would be a (4)-27)

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