FIELDS OF FIRE

9TH INFANTRY REGIMENT "MANCHUS"
HEARTBREAK RIDGE MISSION BOOK
AUGUST - OCTOBER 1951

GMT GAMES

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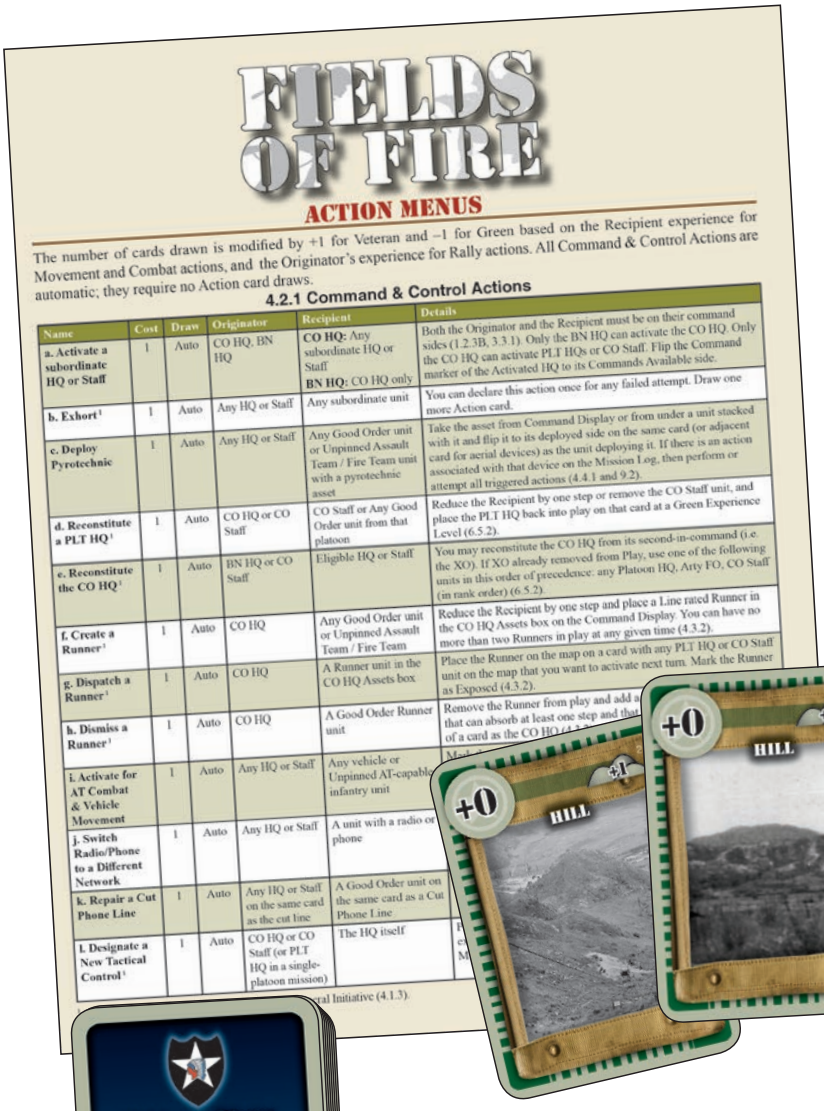

FIELDS OF FIRE

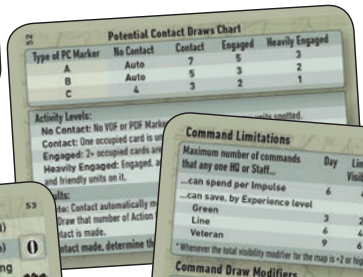
ACTION MENUS

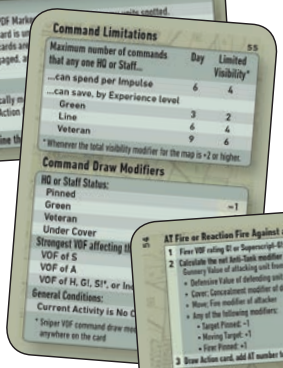
The number of cards drawn is modified by +1 for Veteran and –1 for Green based on the Recipient experience for Movement and Combat actions, and the Originator's experience for Rally actions. All Command & Control Actions are automatic; they require no Action card draws.

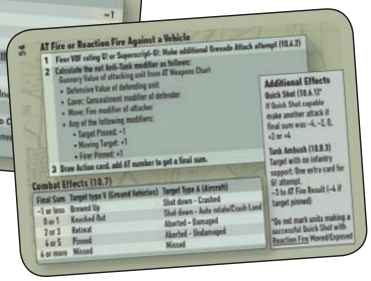
4.2.1 Command & Control Actions

Name	Cost	Draw	Originator	Recipient	Details
a. Activate a subordinate HQ or Staff	1	Auto	CO HQ, BN HQ	**CO HQ:** Any subordinate HQ or Staff **BN HQ:** CO HQ only	Both the Originator and the Recipient must be on their command sides (1.2.3B, 3.3.1). Only the BN HQ can activate the CO HQ. Only the CO HQ can activate PLT HQs or CO Staff. Flip the Command marker of the Activated HQ to its Commands Available side.
b. Exhort[1]	1	Auto	Any HQ or Staff	Any subordinate unit	You can declare this action once for any failed attempt. Draw one more Action card.
c. Deploy Pyrotechnic	1	Auto	Any HQ or Staff	Any Good Order unit or Unpinned Assault Team / Fire Team unit with a pyrotechnic asset	Take the asset from Command Display or from under a unit stacked with it and flip it to its deployed side on the same card (or adjacent card for aerial devices) as the unit deploying it. If there is an action associated with that device on the Mission Log, then perform or attempt all triggered actions (4.4.1 and 9.2).
d. Reconstitute a PLT HQ[1]	1	Auto	CO HQ or CO Staff	CO Staff or Any Good Order unit from that platoon	Reduce the Recipient by one step or remove the CO Staff unit, and place the PLT HQ back into play on that card at a Green Experience Level (6.5.2).
e. Reconstitute the CO HQ[1]	1	Auto	BN HQ or CO Staff	Eligible HQ or Staff	You may reconstitute the CO HQ from its second-in-command (i.e. the XO). If XO already removed from Play, use one of the following units in this order of precedence: any Platoon HQ, Arty FO, CO Staff (in rank order) (6.5.2).
f. Create a Runner[1]	1	Auto	CO HQ	Any Good Order unit or Unpinned Assault Team / Fire Team	Reduce the Recipient by one step and place a Line rated Runner in the CO HQ Assets box on the Command Display. You can have no more than two Runners in play at any given time (4.3.2).
g. Dispatch a Runner[1]	1	Auto	CO HQ	A Runner unit in the CO HQ Assets box	Place the Runner on the map on a card with any PLT HQ or CO Staff unit on the map that you want to activate next turn. Mark the Runner as Exposed (4.3.2).
h. Dismiss a Runner[1]	1	Auto	CO HQ	A Good Order Runner unit	Remove the Runner from play and add a [illegible] that can absorb at least one step and that [illegible] of a card as the CO HQ (4.3.2).
i. Activate for AT Combat & Vehicle Movement	1	Auto	Any HQ or Staff	Any vehicle or Unpinned AT-capable infantry unit	[illegible]
j. Switch Radio/Phone to a Different Network	1	Auto	Any HQ or Staff	A unit with a radio or phone	[illegible]
k. Repair a Cut Phone Line	1	Auto	Any HQ or Staff on the same card as the cut line	A Good Order unit on the same card as a Cut Phone Line	[illegible]
l. Designate a New Tactical Control[1]	1	Auto	CO HQ or CO Staff (or PLT HQ in a single-platoon mission)	The HQ itself	[illegible]

[illegible] Initiative (4.1.3).







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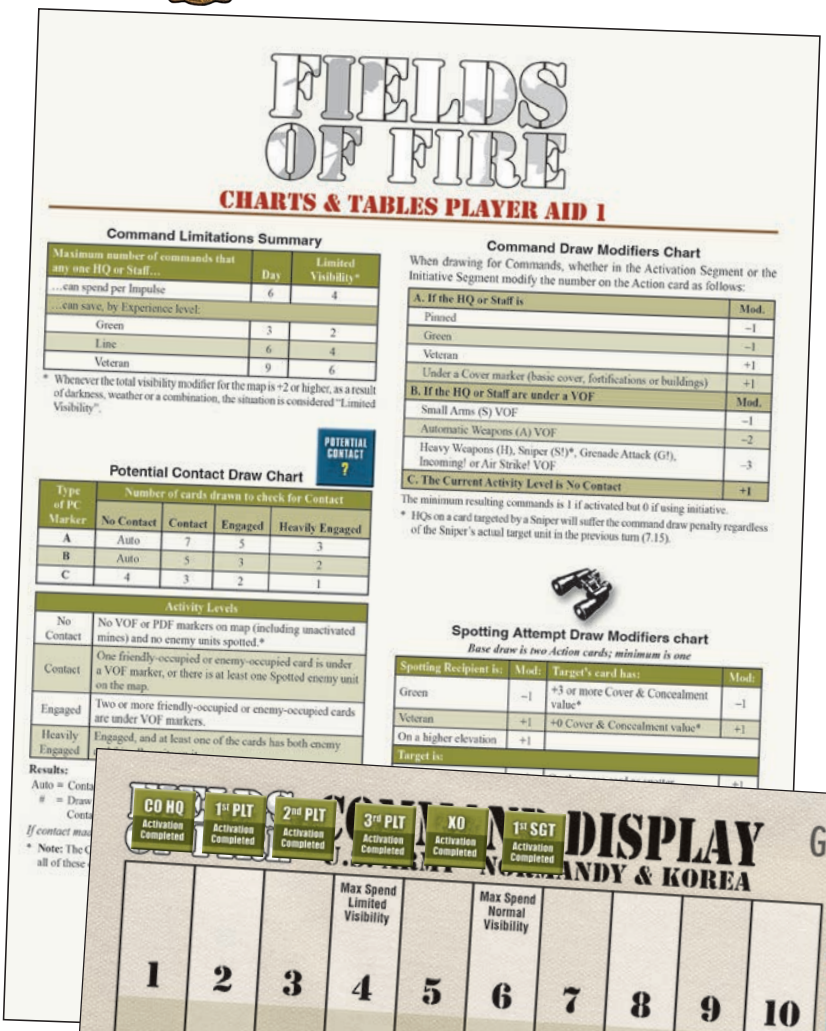

FIELDS OF FIRE

CHARTS & TABLES PLAYER AID 1

Command Limitations Summary

Maximum number of commands that any one HQ or Staff…	Day	Limited Visibility*
…can spend per Impulse	6	4
…can save, by Experience level:		
Green	3	2
Line	6	4
Veteran	9	6

* Whenever the total visibility modifier for the map is +2 or higher, as a result of darkness, weather or a combination, the situation is considered "Limited Visibility".

Command Draw Modifiers Chart

When drawing for Commands, whether in the Activation Segment or the Initiative Segment modify the number on the Action card as follows:

A. If the HQ or Staff is	Mod.
Pinned	–1
Green	–1
Veteran	+1
Under a Cover marker (basic cover, fortifications or buildings)	+1
B. If the HQ or Staff are under a VOF	**Mod.**
Small Arms (S) VOF	–1
Automatic Weapons (A) VOF	–2
Heavy Weapons (H), Sniper (S!)*, Grenade Attack (G!), Incoming! or Air Strike! VOF	–3
C. The Current Activity Level is No Contact	**+1**

The minimum resulting commands is 1 if activated but 0 if using initiative.

* HQs on a card targeted by a Sniper will suffer the command draw penalty regardless of the Sniper's actual target unit in the previous turn (7.15).

Potential Contact Draw Chart

Type of PC Marker	Number of cards drawn to check for Contact			
	No Contact	Contact	Engaged	Heavily Engaged
A	Auto	7	5	3
B	Auto	5	3	2
C	4	3	2	1

Activity Levels	
No Contact	No VOF or PDF markers on map (including unactivated mines) and no enemy units spotted.*
Contact	One friendly-occupied or enemy-occupied card is under a VOF marker, or there is at least one Spotted enemy unit on the map.
Engaged	Two or more friendly-occupied or enemy-occupied cards are under VOF markers.
Heavily Engaged	Engaged, and at least one of the cards has both enemy

Results:
Auto = Conta
# = Draw
Conta

If contact mad

* Note: The C
all of these

Spotting Attempt Draw Modifiers chart

Base draw is two Action cards; minimum is one

Spotting Recipient is:	Mod:	Target's card has:	Mod:
Green	–1	+3 or more Cover & Concealment value*	–1
Veteran	+1	+0 Cover & Concealment value*	+1
On a higher elevation	+1		
Target is:			

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Historical Notes

YOUR MISSION:

To close with the enemy by means of fire and maneuver in order to destroy or capture him, or repel his assaults by fire, close combat, and counterattack.

US Army Field Manual FM 7-10: The Infantry Rifle Company

Korea, Heartbreak Ridge August - October, 1951

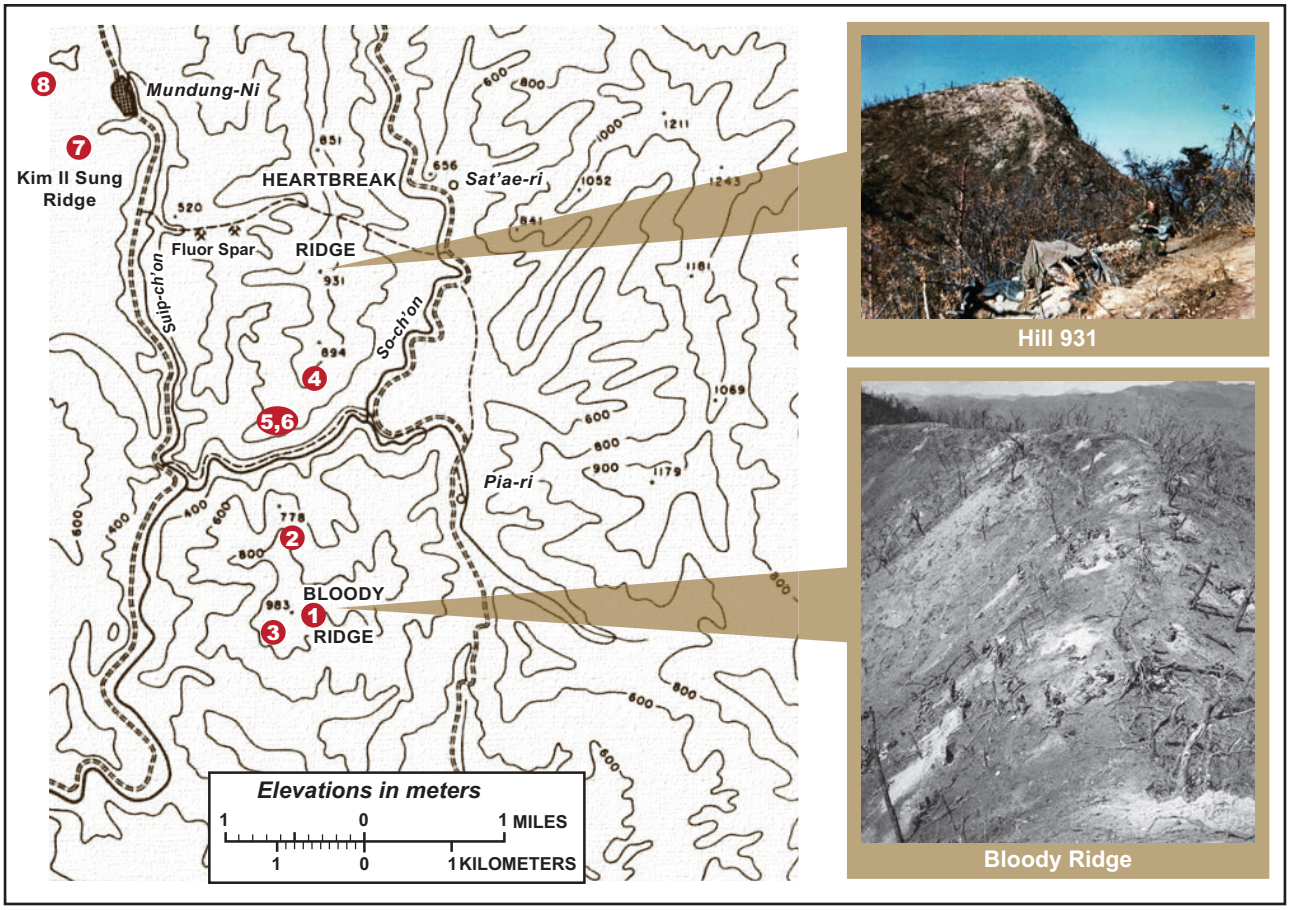
The Korean War started in June 1950. Korea had been partitioned after World War II, with the North under Soviet sponsorship and the South occupied by the US. Mixed signals led North Korean and Soviet leadership to believe the US would not contest their attack. The US was woefully unprepared, but President Truman ultimately decided to stand against the aggression. Republic of Korea (ROK) forces were no match for the well equipped and well trained North Korea People's Army (NKPA) but the US Army threw in elements of the 24th Infantry Division in a vain attempt to stem the tide. By August, the remaining ROK and US forces were forced into a pocket around the southern port of Pusan (Busan). The US drafted in forces from the Far East; the 25th Infantry Division and the 1st Cavalry Division in order to prevent a humiliating defeat. These US units were undermanned, undertrained, and poorly equipped.

The Second Infantry Division

At Fort Lewis, Washington, the 2nd Infantry Division received the alert at 1000 on 9 July. In a flurry of telegrams, all leaves, discharges, and transfers were immediately canceled and some 5000 extra men were rushed in to fill the ranks. A special training team was flown in from Fort Benning to train the Soldiers on the new 3.5-inch rocket launcher (the M20 'Super Bazooka').

The 9th Infantry stood up the 9th Regimental Combat Team (RCT) on 10 July as it was slated to be the first to leave. The first ship departed Seattle with elements of 9th RCT on 17 July and over the next few days, a flotilla totaling 21 ships departed carrying the entire Division. The first elements arrived in Korea on 31 July and the 9th RCT was thrown into action in support of the 24th Infantry Division as part of the Naktong Campaign.

By September the tide had turned, as US Marines landed at Inchon. US and ROK forces broke out of the Pusan perimeter and dashed north in pursuit of the NKPA and penetrated deep into North Korea. The new communist regime in China per-



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ceived this as a direct threat, so they secretly mobilized to support North Korea. Chinese forces infiltrated into North Korea in October, and, as a warning, they launched attacks against the ROK and the US 1st Cavalry Division. The Chinese infiltration was so effective that US forces did not believe the Chinese were attacking in any strength and took no precautions. The Chinese then launched a massive strike in November 1950 that shattered US and ROK forces; the 2nd Infantry Division was badly mauled in the Chongchon and Kunu-ri battles. After falling back below the 38th Parallel, the 2nd Infantry Division parried the Chinese attack at Wonju, before counterattacking and stopping the Chinese at Chipyong-ni in January and February of 1951.

The summer of 1951 saw the 2nd Division taking part in a series of offensive operations in central Korea, and systematically rolling back Chinese and North Korean forces. In the high rugged hills just to the south of the 38th Parallel, the battle that lasted from August to October was the last major engagement of the war for the 2nd Infantry Division.

Most of the veterans of previous campaigns had rotated home and the seemingly endless rounds of ceasefire negotiations undermined the overall esprit de corps of the 9th Infantry. Much of the ongoing fighting was directly influencing the negotiating positions of each side. The ”hill fights” brought the U.N. forces up to,and across, the 38th Parallel. Heartbreak Ridge lies within the modern Demilitarized Zone (DMZ).

The Organization, Equipment, and Tactics of the Campaign

The 2nd Infantry Division was comprised of the 9th, 23rd, and 38th Infantry Regiments along with a variety of supporting units including tanks, engineers, and four artillery battalions. The Division was fully motorized, making for a large number of trucks and jeeps that were not well suited to the fighting that would occur in the campaign, but did ensure the troops were well supported throughout.

The steep, rugged hills defined this campaign. They were originally covered in pines, but shelling quickly cleared the trees. Only the folds of the winding ridges, rocks, and brush provided cover and the enemy had entrenched along the ridge, placing many bunkers. The 9th Infantry was facing North Koreans again after months of fighting Communist Chinese Forces (CCF). The NKPA was all but destroyed by October of 1950 but the Chinese intervention bought the NKPA time to rebuild, though they never returned to the same level as the army that surged across the 38th Parallel in June of 1950. The Chinese and NKPA essentially tag-teamed operations. The NKPA did retain Soviet weaponry, which was better than the CCF hodgepodge of Japanese, US, and Soviet weapons. The NKPA III Corps defended the sector with the 6th, 12th, and 13th Divisions.

US forces took a more systematic approach to this campaign. The huge logistics tail of the 2nd Infantry Division made for a “commuter” approach to the battle; units did not remain on the heights but rotated frequently to the relative comfort of tents and hot chow along the roads. This tended to place the battalion and higher headquarters in the valleys, so that they rarely ventured up to the deadlier high ground. Most companies were led by 1st Lieutenants; more experienced officers were hard to find. Neither the NKPA, nor the CCF fielded effective anti-tank guns and they also had few mines, so US tanks moved along the valleys at will. NKPA “artillery” was comprised mostly of infantry mortars and self-propelled 76mm field guns, but they used self-propelled guns to “shoot and scoot” from caves and revetments to protect them from effective US counter fire directed by aircraft. NKPA units were committed to action up until the point where casualties made them ineffective, and after that they were rotated out of the line.

Heartbreak Ridge as seen from the North.

NKPA squads used the DPM light machine gun, the M1891 Mosin-Nagant bolt action rifle, the M1944 Mosin-Nagant bolt action carbine, and the PPsh-41/PPS-43 submachine guns. The PPSh (Pay-Pay-Sha) was known universally by US troops as the “burp gun” due to its high rate of fire and the subsequent sound it made.The burp gun and stick grenade were weapons of choice for the NKPA. They were supported by SG-43 and PM M1910 wheeled heavy machine guns. The NKPA of 1950 had ceased to exist and the formations of 1951 were green conscripts. Their lack of training did not deter their tenacity, though they suffered appalling casualties in the face of overwhelming US firepower with estimates of a 9 to 1 ratio against US casualties. Their units were roughly half the strength of their US counterparts. Thus a “full” strength division would be 9-10,000 men versus a US division with 16,000 men. However, the NKPA and CCF divisions had very few supporting elements so their fighting strength in riflemen was much closer to US density. NKPA and CCF units did not feed replacements into units in action, so a unit would be depleted until it was non-effective, and then replaced with another unit whilst the depleted unit reconstituted in the rear area. This was a “Soviet” style system, versus the US system of keeping divisions in the line for extended periods and using internal unit rotation and replacements to maintain its combat power.

US troops used the reliable and powerful M1 Garand rifle, supported by the BAR. The BAR had lost some of its popularity from WWII, possibly due to the fact that more machine

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guns in the company meant that the BAR was now becoming redundant. The M2 carbine was widely issued but unpopular, unlike the M1 carbine of WWII; the M2 was able to fire in full automatic, but it was unreliable. The carbine round was also not as powerful against the human wave assaults of NKPA and CCF troops. The biggest improvement from WWII was the addition of a weapons squad to each platoon with an M1919A6 light machine gun and a bazooka. Adding recoilless rifles also gave the US infantry company much more firepower than their WWII counterparts.

Both the DPM and the BAR are WWII era squad automatic weapons. Born in the inter-war era (WWI to WWII) both were members of a class of weapons designed to give the rifle squad automatic firepower, but with less weight than a full sized machine gun. These weapons were intended to be carried and operated by one soldier and use the same ammunition as the rifles. They were both magazine-fed, ranging from the low end of 20 rounds for the BAR to 47 rounds for the DPM's flat, round, pan style magazine. In *Fields of Fire*, given the limited carrying capacity of ammunition, this style of weapon is typically grouped into the Small Arms Volume of Fire (VOF). The Automatic Weapons VOF is reserved for belt-fed machine guns or situations where additional magazines are stockpiled for the magazine fed machine guns.

The very steep ridges could not be attacked along a traditional broad frontage. They had to be taken along the spines, which channeled attackers, making for a difficult, close fight. The NKPA sought to hold their ground and inflict punishment on US and ROK forces and were aggressive in their counterattacks. In contrast, US companies rested and received replacements throughout the battle. In one high profile incident, replacements were received for a company that was thrown into action less than six hours after receiving the new men; this was rightfully criticized for increasing casualties. The replacements had no time to be properly integrated into the rifle squads.

Air and artillery were used extensively by US troops. The division had all its artillery pooled, so fires could be rapidly massed across the division's frontage. Hitting the sharp ridge tops was challenging for artillery, but the battalion and regimental mortars proved adept. Air attacks were not closely integrated with the maneuver of ground forces, so the effectiveness of the air attacks was reduced. Against NKPA trenches and bunkers, artillery served merely to clear enemy fields of fire.

The Campaign

The campaign can be broken into three distinct phases:

- **Phase I - Bloody Ridge** (Hill Complex 983, 940, and 773 from 14 August to 5 September). UN casualties were 2,700 to estimated NKPA casualties of 15,000.
- **Phase II – Heartbreak Ridge** (Hill Complex 894, 931, and 851 from 13 September to 15 October 1951).
- **Phase III – Kim Il Sung Ridge** (Hill Complex 867, 1005, and 1040 from 29 September to 10 October 1951). For the Manchus, Phase III started before the seizure of Heartbreak Ridge was complete. UN casualties for Phases II & III were 3,700 to an estimated NKPA and CCF casualties of 25,000. For the full campaign the UN casualties were approximately 6,400 with the NKPA and CCF losses estimated at 40,000.

The UN forces included the ROK 36th Regiment, the ROK 7th Division, the US 2nd Infantry Division reinforced with the French Battalion (*Bataillon français de l'Organisation des Nations Unies*, or BF-ONU, attached to the 23rd Infantry Regiment), and the Netherlands Battalion (*Regiment van Huetsz*).

The original plan had the ROK 36th Infantry Regiment of the 5th Division commence the assault on Bloody Ridge. Against unexpectedly vigorous resistance, the ROK troops battled their way to the crest. However, NKPA counterattacks then broke the exhausted ROK troops, and the 9th US Infantry was committed to retake the ground. The fighting devolved into brutal close quarters frontal assaults with the terrain forcing frontal attacks on narrow frontages.

At the end of Phase I, the performance of the 9th Infantry was questioned, and they considered relieving Col. Lynch, the Regimental Commander. Closer review focused on 3/9 Battalion that had performed poorly. Against Army policy, all the African American soldiers had been segregated into 3/9 and the battalion was led by a reputed alcoholic. The 3/9 commander was relieved, and the battalion was broken up and re-integrated across the regiment. New leadership and an integrated regiment rapidly corrected the performance issues.

As the fighting in Phase II bogged down, a more ambitious attack was conceived involving the 1st Cavalry Division, 1st Marine Division, and various ROK divisions on a broad front to the east of the 2nd Infantry Division, including the infamous "Punch Bowl." This included the attack of the 9th Infantry against Kim Il Sung Ridge to the immediate west of Heartbreak Ridge.

The missions in this campaign focus on 1/9 Battalion (Able, Baker, and Charlie Companies).

Aid station at Heartbreak Ridge.

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Manchu Korea Timeline: Heartbreak Ridge Campaign (August to October, 1951)		
Date	**Mission**	**Action**
Aug 14		Order to take Bloody Ridge comes down from X Corps, to be led by the ROK 36th Regiment
Aug 15		
Aug 16		28 close air support sorties against Bloody Ridge (983, 940 and 773 Complex)
Aug 17		36th ROK attack at 0600, battle estimated 2 NKPA BNs, stop, then launch a night attack fighting to within 50m of 940, 200m of 983 and 773
Aug 18-19		
Aug 20		ROK 36th Regiment take Hill 773 at 1800, NKPA counterattack repulsed during the night
Aug 21		ROK 36th take Hills 983 and 940 then continue attacks against unnumbered hills without success
Aug 22-25		
Aug 26		0245, determined NKPA counterattack, 2 BNs hit Hill 983 from the North, with company sized envelopment, NKPA establish a foothold on the saddle between Hills 940 and 983. By 1200 Hill 983 is surrounded. By 1500 the remaining ROK troops on Hill 983 surrender. 9th Infantry given responsibility to retake Hill 983, 38th Infantry to support ROK troops on Hills 940 and 773
Aug 27		2/9 attacks unsuccessfully, that night division artillery fires 22,500 round barrage
Aug 28		3/9 passes through 2/9 to continue attack, heavy rain delays movement to noon, by 1300 hit heavy resistance. I/3/9 and F/3/9 are lead elements and dig in short of crest. Intermittent heavy rain
Aug 29	1	1/9 released to continue attack
Aug 30	1	1/9 and 2/9 attack 983-940 hill mass, 3/9 sent to reinforce ROK troops on Hill 773, but are hit enroute and pushed down the hill. 3/9 reorganize and move toward hill 773 but discover that ROK troops have given it up
Aug 31	2	1/9 attack and take Hill 773 at 2130 led by Companies B and C—it would never fall again
Sep 1	3	9th Infantry attacks Hills 983-940 but repulsed despite heavy air and artillery support
Sep 2	3	9th Infantry attacks Hills 983-940 but repulsed despite heavy air and artillery support
Sep 3	3	9th Infantry attacks Hills 983-940 but repulsed despite heavy air and artillery support
Sep 4		Hold for air attacks and maneuver of 23rd and 38th Infantry Regiments to cut off the enemy
Sep 5	3	1/9 and 2/9 attack 983-940 hill mass, and by 1400 both peaks are secured. Intel reports 4000 NKPA KIA and 7000 WIA in fight for Bloody Ridge.
Sep 6		9th rotates out of the line, 23rd and 38th extend gains
Sep 7-10		
Sep 11		9th relieves 23rd, which shift and 38th rotates to reserve
Sep 12		
Sep 13		Heartbreak Ridge (894, 931, 851 Complex) begins. 1/9 attack on Hill 728 W of 931 (Main Objective) artillery/mortars repel attack
Sep 14	4	1/9 attack Hill 894 supported by Co B, 72nd Tank Bn from Main Supply Route (MSR), 2/9 attack Hill 728 by noon SE of Hill 894, by 1700 was 650m S of 894
Sep 15		2/9 0700 attack towards Hill 894—meet determined resistance, take crest at 1445, push forces N toward Hill 931 by 400m, W to Hill 485 and overlook village of Tutayon
Sep 16		NKPA counterattacks focus on 23rd Infantry sector but 9th is also hit
Sep 17-18		
Sep 19		3/9 attack 485-728 with 37 air sorties. Meet minefields and are repelled
Sep 20		MG Robert Young assumes command of 2nd Infantry Division from BG Thomas DeShazo
Sep 21-22		

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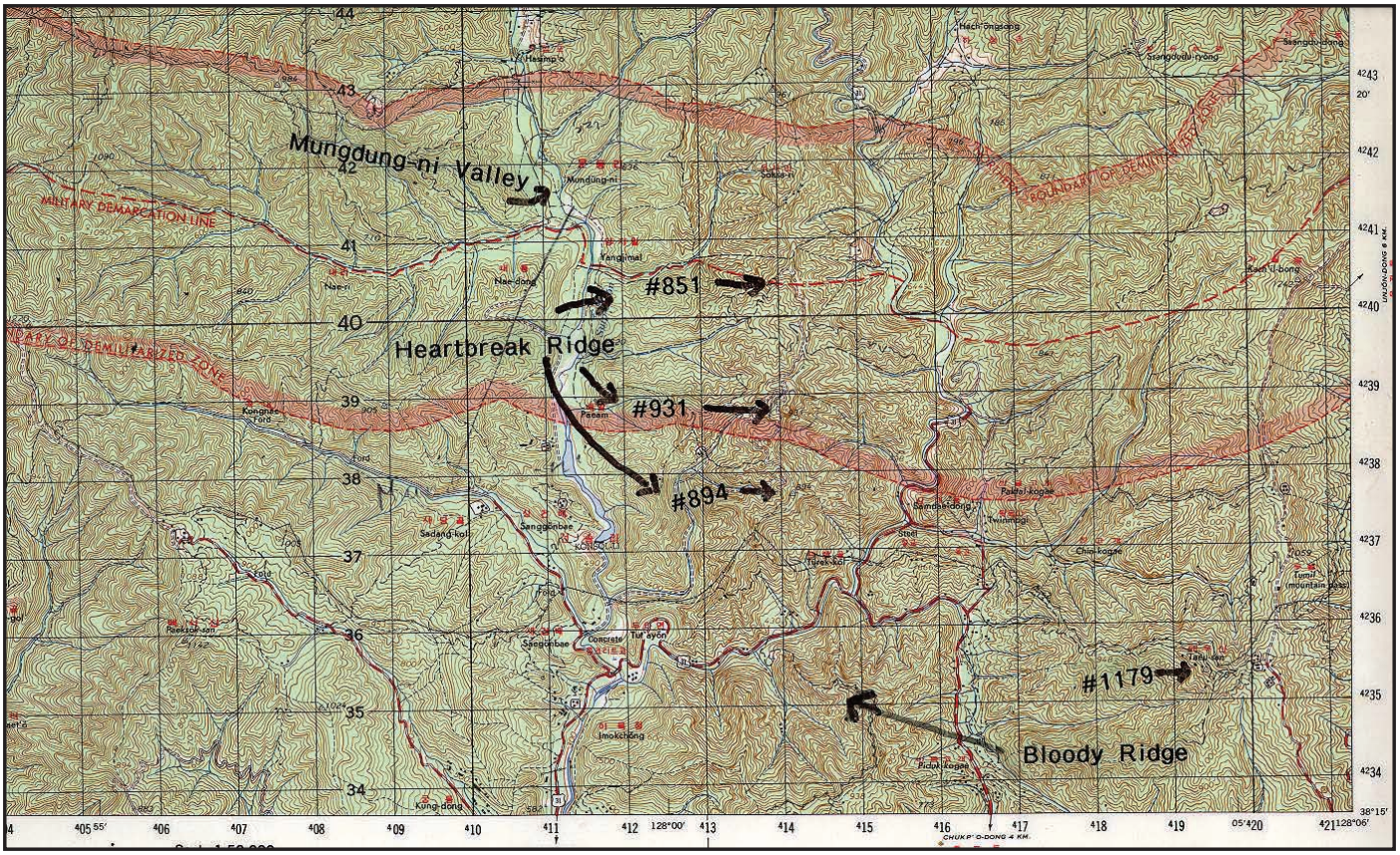
Sep 23	5	1/9 failed attack on Hill 1024 perimeter defense 300m NE of crest
Sep 24		1/9 failed attack on Hill 728
Sep 25	5	1/9 takes Hill 1024, Co A crest at 1145, heavy enemy mortar barrage, full BN by 1500 tied in with ROK at 1900
Sep 26	6	1/9 consolidated on Hill 1024, Co A pushed 300m N of Hill 1024 to flush out and kill 45 enemy in bunkers on the ridge line. 1/9 repulses strong enemy night attack on Hill 1024, 2/9 same on Hill 582
Sep 27		
Sep 28		1/9 repulses 13 separate attacks on Hill 1024, 1/9 turns Hill 1024 to 7th ROK Division (128 air sorties)
Sep 29	7	Kim Il Sung Ridge (867, 1005, 1040 Complex) starts with 1/9 supported by Co B, 72nd Tank Bn attacks Hill 867 (fog, mist and rain)
Sep 30-Oct 4		
Oct 5		H-hour 2100 Operations Order 37 “Operation Touchdown”, coordinated attack that breaks enemy hold
Oct 6		3/9 Takes Hill 867 with little resistance
Oct 7-8		
Oct 9		2/9 takes Hill 1005
Oct 10	8	1/9 passes through 2/9 on Hill 1005 to Hill 1040 and took it by 1610
Oct 20		2nd Infantry Division pulled off the line, relieved by the 7th Infantry Division after 103 days of continuous combat



Military topographic map 1:50k of the campaign area indicating positions of the major peaks

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Heartbreak Ridge Campaign Unit Guide

9th Infantry

The CO HQ includes the Company Commander (you, a Captain) and various radio operators, linemen and other assistants.

The XO (Executive Officer) is a Lieutenant and is second in command of the Company.

The Company First Sergeant is the senior enlisted advisor to the Company Commander.

Platoon HQs include the Platoon Commander (a 2nd Lieutenant), Platoon Sergeant and radio operators.

Squads are made up of around 10 men. They are armed with the M1 Garand rifle, and two Browning Automatic Rifles (BAR).

LMG teams use .30 cal machine guns mounted on bipods (the M1919A6).

The HMG teams use .50 cal and .30 cal machine guns mounted on heavy tripods.

Bazooka teams are armed with the M20 3.5” ‘Super Bazooka’.

The company are supported by recoilless rifle teams armed with either M18 57mm or M20 75mm recoilless rifles in each mission.

Runners carry messages to and from the CO HQ.

NKPA Units

North Korean infantry squads were mostly armed with bolt-action rifles (Mosin Nagant M1891), a DP Machine Gun and a few carbines and sub-machine guns.

NKPA heavy weapon companies used Soviet PM and SG43 wheeled heavy machine guns.

The North Koreans used a variety of scoped bolt-action rifles as sniper rifles.

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Company Table of Organization & Equipment (TO&E)

The following is your starting company for the campaign. If you play a mission in isolation, you will use this company. Units from the Weapons Platoon may be attached to any rifle platoon before each mission.

Unit	Description	Starting Experience	Assets / Ammo per Mission	Steps
Company Headquarters				
CO HQ	Company Headquarters	Green	SCR300 BN TAC, SCR536 CO TAC radios	1
CO XO	Company Executive Officer	Veteran		1
CO 1 Sgt	Company 1st Sergeant	Veteran		1
Weapons Platoon (attach units to rifle platoons as desired)				
Mtr Sec	60mm Mortar Section	Line	4 Mtr ammo, SCR536 CO TAC radio	3
1/57mm RCL	1st 57mm RCL Team	Veteran	3 RCL ammo	1
2/57mm RCL	2nd 57mm RCL Team	Line	3 RCL ammo	1
3/57mm RCL	3rd 57mm RCL Team	Green	3 RCL ammo	1
.50 cal HMG	.50 cal HMG Team	Line	5 .50 cal MG ammo	1
1st Platoon				
1 PLT HQ	1st Platoon Headquarters	Line	SCR536 CO TAC radio	1
1/1	1st Squad, 1st Platoon	Veteran		3
2/1	2nd Squad, 1st Platoon	Line		3
3/1	3rd Squad, 1st Platoon	Green		3
1/W/1	1st Plt Weapons Squad - MG Team	Veteran	5 MG ammo	1
2/W/1	1st Plt Weapons Squad - Bazooka Team	Line	3 Rkt ammo	1
2nd Platoon				
2 PLT HQ	2nd Platoon Headquarters	Green	SCR536 CO TAC radio	1
1/2	1st Squad, 2nd Platoon	Line		3
2/2	2nd Squad, 2nd Platoon	Line		3
3/2	3rd Squad, 2nd Platoon	Green		3
1/W/2	2nd Plt Weapons Squad - MG Team	Line	5 MG ammo	1
2/W/2	2nd Plt Weapons Squad - Bazooka Team	Line	3 Rkt ammo	1
3rd Platoon				
3 PLT HQ	3rd Platoon Headquarters	Green	SCR536 CO TAC radio	1
1/3	1st Squad, 3rd Platoon	Veteran		3
2/3	2nd Squad, 3rd Platoon	Line		3
3/3	3rd Squad, 3rd Platoon	Green		3
1/W/3	3rd Plt Weapons Squad - MG Team	Veteran	5 MG ammo	1
2/W/3	3rd Plt Weapons Squad - Bazooka Team	Green	3 Rkt ammo	1

Attachments for all Missions

The following units are attached to your company for all missions and are replaced automatically in between missions if lost. You cannot award Experience Points to these units.

Unit	Description	Parent Unit	Exp	Steps
Arty FO	Artillery Forward Observer with SCR610 Arty FD Net	15th Field Artillery Battalion	Line	1
Mtr FO	81mm Mortar Forward Observer with SCR300 Mtr FD Net radio	BN 81mm Mortar Plt	Line	1

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Assets

The following assets are available in every mission.

Unattached Assets	No. per mission	Notes
HC Smoke	4	
WP Smoke	4	
Rifle Grenades	6	Assign one 2-shot counter to each platoon.
Red Star Parachute (RSP)	1	
Red Star Cluster (RSC)	1	
Green Star Parachute (GSP)	1	
Green Star Cluster (GSC)	1	
Red Smoke	1	
Green Smoke	1	
Yellow Smoke	1	
Purple Smoke	1	
Handheld Illumination	8	Mission 6.

Note: Colored smoke is not available in mission 6.

Experience

The following table details the experience points awarded depending on mission type:

Experience Points	
Task	**Points**
Offensive Mission Experience Points	
Clear a non-objective card	2 per card
Defensive Missions Experience Points	
Each Secured card at the end of the mission	1 per card
General Experience Points (all missions)	
Successfully evacuate a friendly casualty	2
Perform a Successful Point-Blank attack with a hand grenade (not a ranged G! weapon or downhill attack)	1
Successfully complete the mission	5
Capture an enemy casualty	1 per step
Capture an enemy prisoner	2 per step
Clear an enemy Bunker (no enemy units remain inside)	3 per Bunker
Successfully rally a Paralyzed or Litter Team to a fire/assault team	1

Basic Campaign Information

Prisoners (8.15): The US takes prisoners but the North Koreans do not.

Runners (4.3.2): No runners are available at the start of the mission. If required, they must be created during play from existing units.

Casualty Evacuation (5.1.7): Evacuate casualties to any card in the Staging Area or set a CCP Tactical Control on the map during play.

Grenades (7.10.2): US Grenade Attacks use the –4 VOF. North Korean Grenade Attacks use the –3 VOF.

Replacements (12.4):

- Receive up to 2 replacements after missions 1 and 2.
- Receive enough replacements to fully replenish your TO&E after mission 3
- Receive up to 4 replacements after missions 4-7

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Campaign Special Rules (CSR)

1. Communications

Field Phones are not available for any missions except for Mission 6 (see Mission Special Rules).

2. 60mm Mortar Section and Mortar Teams

-

The H VOF rated multi-step Mortar Section is used in every mission, unless lack of replacements leaves you with just one step (in which case a Mortar Team can be used).
- During combat, F or A Hit results on the Mortar Section will reduce affected Steps to Fire Teams. Use the Fire Team side of a 1-step Mortar team. One 60mm Mortar Section is made up of three mortars. (see breakdown diagram).
-

When the Mortar Section breaks down in combat, each Fire Team receives the same amount of mortar ammo as the Section carried (ammo is not divided, as the number of rounds represented by a single ammo point is much less for a single Mortar Team than a whole Section).
- The 60mm mortar section cannot be split voluntarily during a mission.
- Detached Mortar Teams cannot reconstitute into a Mortar Section during a mission.

3. Steep Ridge Issues

The following rules apply to all missions:

- No units may move diagonally.
- Hand Grenade Attacks may be attempted at Close Range (adjacent card) Downhill along an existing PDF.
- The maps do not expand to the left or right, and enemy units may not move off-map in these directions.
- The map may expand up to one row beyond the top row as shown in the map diagrams for each mission.

Design Note: The ridges represented are very steep; combat was along the crest lines and the immediate area on either side. Movement up the sides would be virtually impossible.

4. Enemy Tactics

- **NKPA Grenade Preference**
  - If both sides occupy a card, any enemy good order units, unpinned assault teams, or unpinned fire teams will automatically attempt a Grenade Attack as their activity check.
  - While firing downhill at Close Range, any activity check of "*Grenade Attack (or Concentrate Fire)*" is carried out as a downhill Grenade Attack (CSR 3).
    Exception: *Machine Gun teams do not attempt downhill grenade attacks unless they are out of ammunition.*
- **Enemy Behavior**
  - NKPA units will ignore an Activity Check result of *"Remove Unit; Place PC marker*" even if they have no LOS to a US unit. Treat as No Action.
  - In Offensive missions, during the Clean Up Phase, place a new PC marker appropriate to the row on any cards that have no US units present.
  - NKPA units capable of Grazing Fire will fire through their own units in order to Open Fire on US units. This is an exception to 8.4.3.

5. Map Construction

Each mission contains the set up instructions for building the *Heartbreak Ridge* Campaign's missions using the *Naktong River* terrain deck with eleven additional *Heartbreak Ridge* elevation cards (see illustration below).

6. Enemy Infiltration Attempt

If a package or event indicates an ***Infiltration Attempt***, make an Infiltrate Attempt by drawing two cards (adjusted for Experience) and look for the Infiltrate icon. If that action is successful, place the new enemy unit on the placement card, not Exposed, and under the best non-US occupied Cover marker currently on the card. If the action is not successful, place the enemy unit on the card, out of cover, and marked as Exposed. No actual movement takes place, the Attempt is only made to determine the Exposed status of the unit on its placement card.

7. Human Waves

Human Waves follow the rules for Human Waves in 8.14 (they are never pinned and all Hit results count as C).

Elevation Level 1 *Elevation Level 2* *Elevation Level 3* *Elevation Level 4* *Elevation Level 5* *Elevation Level 6*

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Manchus on Bloody Ridge.

Phase I: Bloody Ridge

Hill Complex 983, 940 and 773

MISSION 1 - ATTACK ON HILL 983-940

August 29-30, 1951

The ROK 36th Infantry Regiment has been pushed back in their attempt to capture the Hill Complex 983, 940, and 773. Manchus must counterattack and retake the ground. Your mission is to clear the saddle between these two hills along the crest of the ridge.

Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight +0
Map	3 columns by 4 rows. • Remove all Village, Cemetery, Embankment, and Rice Paddy cards from the deck (20 cards). • Set aside the Gully/Draw cards (6 cards). • Place Hill cards for each elevated terrain section above level 1 (a total of 8 cards). Set aside the remaining Hill cards from the deck for extending the map later. • Shuffle the Open, Rocky and Brush cards and build the Ridge top—Column 2. • Add in Gully/Draws and reshuffle to build Columns 1 and 3. **Note:** Redraw Gully terrain if drawn when expanding Column 2.
Attempts	You may Reattempt this mission once as per the instructions in the rulebook (3.9).
Mission Objective	Secure the Primary Objective.
Tactical Controls	• Place Primary Objective in Row 4, Column 2. • Place a Registered Target marker for the 105mm artillery on any card per 7.16.5.
Enemy Behavior	**Tactics:** Deliberate Defense **Experience:** Line **Historical Enemy:** NKPA Elements of III Corps, 6th, 12th, and 13th Divisions

Additional Attachments

There are no additional attachments available for this mission.

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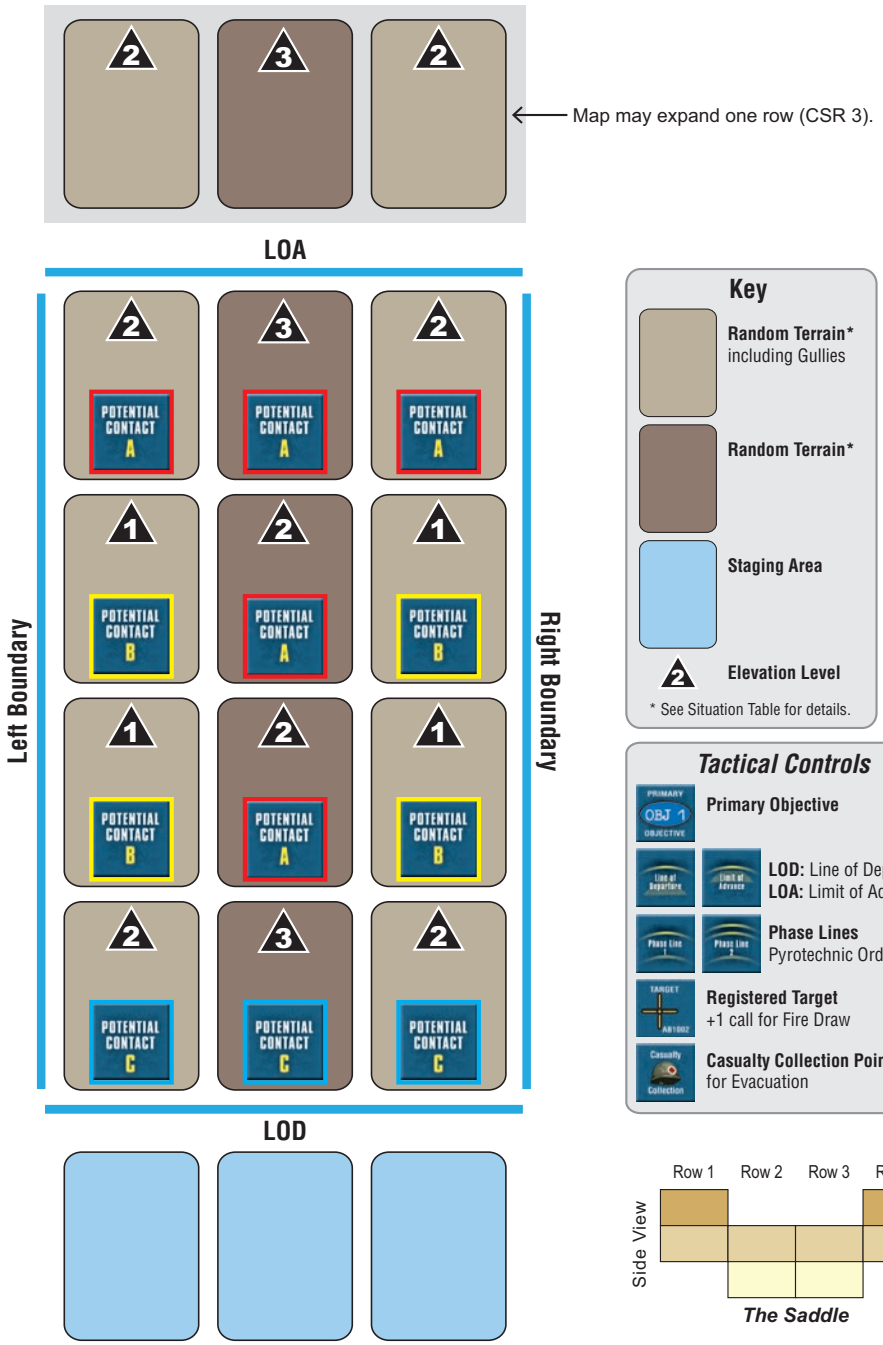

Fire Support

Fire Support Available *Battalion Fire Missions are available for 105mm and 155mm artillery.*							
Agency	**Ammo**	**Combat Mod**	**CO HQ Draw**	**Arty FO Draw**	**Mtr FO Draw**	**PLT HQ Draw**	**Fire Missions**
Divisional Artillery 105mm	HE	–5	3	4	3	2	5
	WP	–4	3	4	3	2	2
Divisional Artillery 155mm	HE	–6	1	3	2	N/A	2
Regimental Mortar Company 4.2” Mortars	HE	–4	3	3	4	2	3
	WP	–4	3	3	4	2	2
Battalion Mortar Platoon 81mm Mortars	HE	–3	3	3	4	2	4
	WP	–3	3	3	4	2	2

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Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Machine Gun Ammo: 4 MG Ammo are dropped in the Staging Area.	1/10	-
Mortar Ammo: 2 Mtr Ammo are dropped in the Staging Area.	2/10	1/10
RCL/Bazooka Ammo: 2 RCL and 2 Rocket Ammo are dropped in the Staging Area.	3/10	-
Hot Coffee!: Any 2 or 3 LAT Steps in the Staging Area reform into a squad, if a squad is available to reform.	4/10	2-3/10
SitRep: CO HQ must spend its first 3 commands to send a report to the battalion.*	5/10	4/10
Working Party: Detach 2 non-paralyzed steps from the company for the rest of the mission. Place them on the Command Display. They can be used for reconstitution at their original experience level at the end of the mission.	6-7/10	-
Mortar Priority Shifted to another Battalion: No 4.2" Mortar Fire Missions this turn.	8/10	5-6/10
Comm Failure: BN HQ does not activate CO HQ this turn and it must operate on Initiative. CO HQ must spend its first 3 commands to re-establish communication.*	9/10	7/10
Keep Pushing: Move LOA up 1 row, extending the map at the same elevation, place PC A markers in the new row. Add a Secondary Objective (worth 5 experience points if Secured) to Column 2. Redraw if this event has already occurred.	-	8-9/10
Counter Battery Fire: Remove all NKPA *Arty Spotters* and *Heavy Mortar Spotters*.	10/10	10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

Enemy Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Evacuate Casualties: All casualties in non-US occupied cards are removed.	1/10	1/10
Rally: All NKPA units that are not in good order attempt to rally.	2/10	2/10
Reinforcements: Add one squad to all NKPA-occupied cards adjacent to US-occupied cards. Place unexposed in Trenches if available. If not, they make Infiltration Attempts on the cards they are reinforcing (CSR 6).	3/10	3/10
Counter Attack: Enemy tactics change to Assault for 3 turns (including the current turn). Place PC A markers on all US-occupied cards adjacent to NKPA-occupied cards. Use the Counter Attack Package Chart for contact resolution of all PC A markers during the counter attack.	4/10	4-5/10
Charge!: All NKPA squads and assault teams adjacent to US-occupied cards move, Exposed, into the US-occupied card directly along the column they occupy.	5/10	6-7/10
Comm Failure: Remove all spotters.	6/10	-
Ammo Resupply: All HMGs receive 4 Ammo.	7/10	8/10
Sniper: Randomly select a US-occupied card and place an Unspotted Sniper at the maximum possible range it can open fire on the selected card from (including Point Blank). Place under best available cover or in Basic +1 Cover if there is nothing available.	8/10	-
120mm Mortar (–4 VOF): Place a Pending Fire Mission on the lead US-occupied card in Column 2. Place a Heavy Mtr Spotter with two fire missions at max LOS in Basic +1 Cover, and a Heavy Mortar Target marker. The Spotter draws 2 cards for their 2nd fire mission.*	9/10	9/10
122mm Artillery (–6 VOF): Place a Pending Fire Mission on the lead US-occupied card in Column 2. Place an Arty Spotter with two fire missions at max LOS in Basic +1 Cover, and a Heavy Artillery Target marker. The Spotter draws 2 cards for their 2nd fire mission.*	10/10	10/10

* No Spotter or Target marker is placed if lead US card is on Row 5.

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Enemy Force Packages

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	**Entrenched Rifle Squad.** (Squad in Trench) PC A, B: Add Leader on R#1/4	Yes	No	Close Range Place Leader if drawn with squad
2	**Strong Point.** (Squad in Trench + HMG Team in Bunker) PC A: Add Leader R#1/2	Yes	No	Max LOS/Range Place Leader if drawn with squad
3	**Entrenched Rifle Squad with Sniper.** (Squad on 2-step side + Sniper in Trench)	Yes	No	Close Range
4	**Machine Gun.** (Squad on 2-step side + HMG Team in Trench)	Yes	No	Max LOS/Range
5	**82mm Mortar Fire.** (Incoming (–3) / Mtr Spotter in Basic +1 Cover)	Yes	No	Incoming on triggering card; Spotter at max LOS
6	**76mm Field Guns.** (Incoming (–3) / Arty Spotter in Basic +1 Cover)	Yes	No	Incoming on triggering card Spotter at max LOS
7	**Entrenched Assault Teams.** (2 Assault Teams in Trench)	Yes	Yes	Point Blank
8	**Booby Trap.**	Yes	N/A	Booby Trap VOF on triggering card
9	**Human Wave Attack.** (3 Squads marked Exposed) [If less than 3 squads are available in the counter mix place 1 or 2 squads] (8.1.4)	Yes	Yes	All at Point Blank *or* all at Close Range
10	**Assault.** (Squad Infiltration Attempt)	Yes	Yes	Point Blank *or* Close Range
11	**Infiltration.** (Assault Team Infiltration Attempt)	Yes	Yes	Point Blank *or* Close Range

- MG Teams have 6 ammo each.
- Spotters have 3 fire missions; draw 3 cards for each fire mission attempt after the first. No Spotter is placed if triggered on Row 5—only a single fire mission occurs.

North Korean Contact Packages

Placement direction is always straight ahead.

Package	PC A R#	PC B R#	PC C R#
1	1-4/10	1-3/10	1-2/10
2	5-6/10	4/10	-
3	7/10	5/10	3/10
4	8/10	6/10	4-5/10
5	9/10	7/10	6-7/10
6	-	8/10	8/10
7	10/10	9-10/10	-
8	-	-	9-10/10
9	-	-	-
10	-	-	-
11	-	-	-

PC A Counter Attack	
Package	R#
1	-
2	-
3	-
4	-
5	1/10
6	2/10
7	-
8	-
9	3-4/10
10	5-6/10
11	7-10/10

PC A - Row 5*	
Package	R#
1	1-3/10
2	-
3	4-5/10
4	-
5	6-8/10
6	-
7	9/10
8	-
9	-
10	10/10
11	-

* Place all Close Range contacts triggered on Row 5 at Point Blank Range.

Mission Special Rules (MSR)

There are no MSR for this mission.

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MISSION 2 - ATTACK ON HILL 773

August 31, 1951

3/9 failed to capture Hill 773 yesterday. It turns out the ROK troops could not hold it and 3/9 did not get to them in time. It is our job to take the hill to prevent the NKPA from reinforcing their positions on the main east-west ridge line of Hills 983 and 940 from the north.

Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight, Fog +2
Map	3 columns by 4 rows. • Remove all Village, Cemetery, Embankment, and Rice Paddy cards from the deck (20 cards). • Set aside the Gully/Draw cards (6 cards). • Place Hill cards for each elevated terrain section above level 1 (a total of 10 cards). Remove remaining Hill cards from the deck. • Shuffle the Open, Rocky and Brush cards and build the Ridge top—Column 2. • Add in Gully/Draws and reshuffle to build Columns 1 and 3. **Note:** Redraw Gully terrain if drawn when expanding Column 2.
Attempts	There are no Reattempts available for this mission (3.9).
Mission Objective	Secure the Primary Objective.
Tactical Controls	• Place Primary Objective in Row 4, Column 2. • Place a Registered Target marker for the 105mm Artillery on any card per 7.16.5.
Enemy Behavior	**Tactics:** Deliberate Defense **Experience:** Line

Additional Attachments

There are no additional attachments available for this mission.

Fire Support

Fire Support Available *Battalion Fire Missions are available for 105mm and 155mm artillery.*							
Agency	**Ammo**	**Combat Mod**	**CO HQ Draw**	**Arty FO Draw**	**Mtr FO Draw**	**PLT HQ Draw**	**Fire Missions**
Divisional Artillery 105mm	HE	–5	3	4	3	2	5
	WP	–4	3	4	3	2	2
Divisional Artillery 155mm	HE	–6	1	3	2	N/A	2
Regimental Mortar Company 4.2” Mortars	HE	–4	3	3	4	2	3
	WP	–4	3	3	4	2	2
Battalion Mortar Platoon 81mm Mortars	HE	–3	3	3	4	2	4
	WP	–3	3	3	4	2	2

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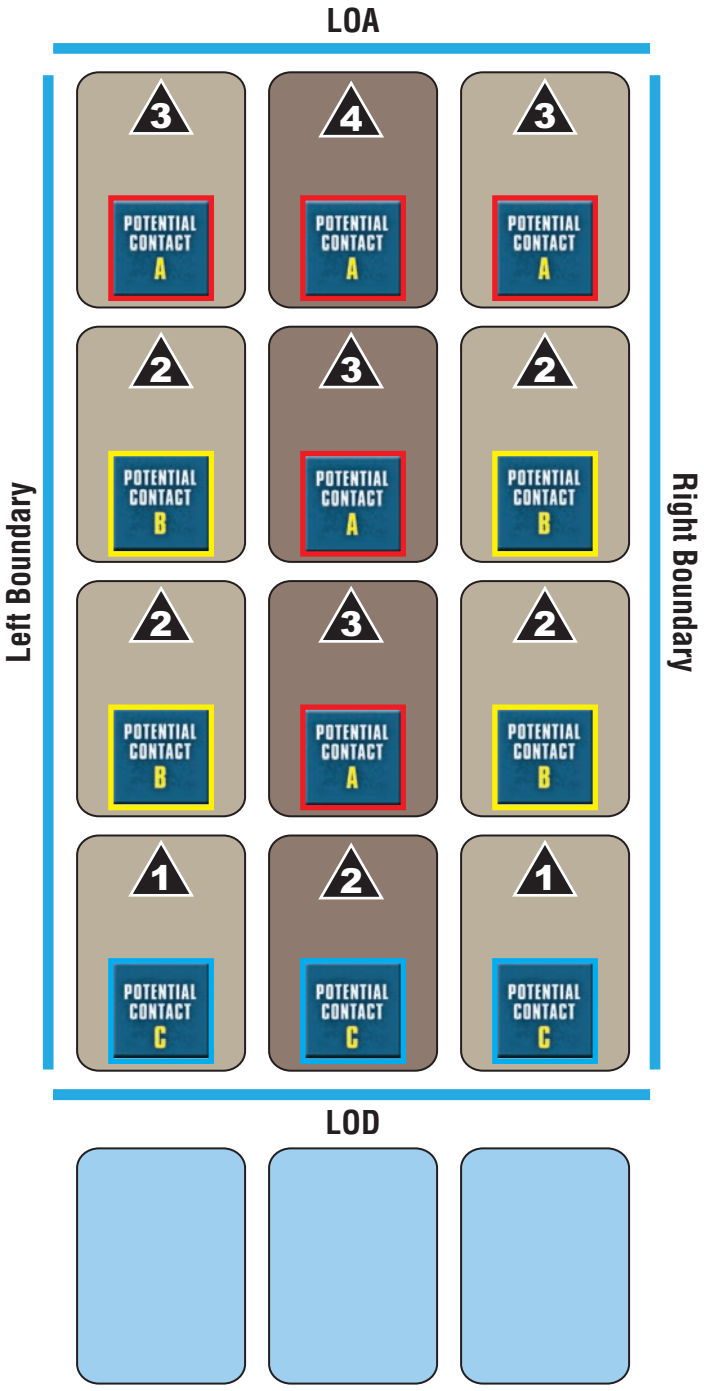
← Map may expand one row (CSR 3).



Key

Random Terrain* including Gullies

Random Terrain*

Staging Area

Elevation Level

* See Situation Table for details.

Tactical Controls

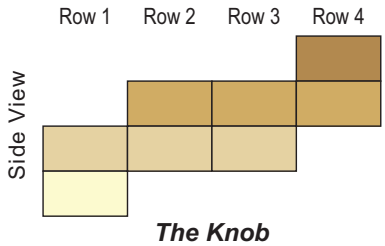
Primary Objective

LOD: Line of Departure
LOA: Limit of Advance

Phase Lines
Pyrotechnic Orders

Registered Target
+1 call for Fire Draw

Casualty Collection Point
for Evacuation



The Knob

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Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Machine Gun Ammo: 4 MG Ammo are dropped in the Staging Area.	1/10	-
Mortar Ammo: 2 Mtr Ammo are dropped in the Staging Area.	2/10	1/10
RCL/Bazooka Ammo: 2 RCL and 2 Rocket Ammo are dropped in the Staging Area.	3/10	-
Hot Coffee!: Any 2 or 3 LAT Steps in the Staging Area reform into a squad, if a squad is available to reform.	4/10	2-3/10
SitRep: CO HQ must spend its first 3 commands to send a report to the battalion.*	5/10	4/10
Working Party: Detach 2 non-paralyzed steps from the company for the rest of the mission. Place them on the Command Display. They can be used for reconstitution at their original experience level at the end of the mission.	6-7/10	-
Mortar Priority Shifted to another Battalion: No 4.2" Mortar Fire Missions this turn.	8/10	5-6/10
Comm Failure: BN HQ does not activate CO HQ this turn and it must operate on Initiative. CO HQ must spend its first 3 commands to re-establish communication.*	9/10	7/10
Keep Pushing: Move LOA up 1 row, extending the map at the same elevation, place PC A markers in the new row. Place any "Close Range" enemy contact triggered by Row 5 cards at Point Blank Range. Redraw if this event has already occurred.	-	8-9/10
Counter Battery Fire: Remove all NKPA *Arty Spotters* and *Heavy Mortar Spotters.*	10/10	10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

Enemy Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Evacuate Casualties: All casualties in non US-occupied cards are removed.	1/10	1/10
Rally: All NKPA units that are not in good order attempt to rally.	2/10	2/10
Reinforcements: Add one squad to all NKPA-occupied cards adjacent to US-occupied cards. Place unexposed in Trenches if available. If not, they make Infiltration Attempts on the cards they are reinforcing (CSR 6).	3/10	3/10
Counter Attack: Enemy tactics change to Assault for 3 turns (including the current turn). Place PC A markers on all US-occupied cards adjacent to NKPA-occupied cards. Use the Counter Attack Package Chart for contact resolution of all PC A markers during the counter attack.	4/10	4-5/10
Charge!: All NKPA squads or assault teams adjacent to US-occupied cards move, Exposed, into the US-occupied card directly along the column they occupy.	5/10	6-7/10
Comm Failure: Remove all spotters.	6/10	-
Ammo Resupply: All HMGs receive 4 Ammo.	7/10	8/10
Sniper: Randomly select a US-occupied card and place an Unspotted Sniper at the maximum possible range it can open fire on the selected card from (including Point Blank). Place under best available Cover marker or in Basic +1 Cover if there is nothing available.	8/10	-
120mm Mortar (–4 VOF): Place a Pending Fire Mission on the lead US-occupied card in Column 2. Place a Heavy Mtr Spotter with two fire missions at max LOS in Basic +1 Cover, and a Heavy Mortar Target marker.The Spotter draws 2 cards for their 2nd fire mission.	9/10	9/10
122mm Artillery (–6 VOF): Place a Pending Fire Mission on the lead US-occupied card in Column 2. Place an Arty Spotter with two fire missions at max LOS in Basic +1 Cover, and a Heavy Artillery Target marker. The Spotter draws 2 cards for their 2nd fire mission.	10/10	10/10

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Enemy Force Packages

Enemy packages are limited by the counter mix. Redraw if the package is unavailable.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	**Entrenched Rifle Squad.** (Squad in Trench) PC A, B: Add Leader on R#1/4	Yes	No	Close Range
2	**Strong Point.** (Squad in Trench + HMG Team in Bunker) PC A: Add Leader R#1/2	Yes	No	Max LOS/Range
3	**Entrenched Rifle Squad with Sniper.** (Squad on 2-step side + Sniper in Trench)	Yes	No	Close Range
4	**Machine Gun.** (Squad on 2-step side + HMG Team in Trench)	Yes	No	Max Range/LOS
5	**82mm Mortar Fire.** (Incoming (–3) / Mtr Spotter with 3 fire missions in Basic +1 Cover)	Yes	No	Incoming on triggering card; Spotter at max LOS
6	**76mm Field Guns.** (Incoming (–3) / Arty Spotter with 3 fire missions in Basic +1 Cover)	Yes	No	Incoming on triggering card; Spotter at max LOS
7	**Entrenched Assault Teams.** (2 Assault Teams in Trench)	Yes	Yes	Point Blank
8	**Booby Trap.**	Yes	N/A	Booby Trap VOF on triggering card
9	**Human Wave Attack.** (3 Squads marked Exposed) [If less than 3 squads are available in the counter mix place 1 or 2 squads] (8.1.4)	Yes	Yes	All at Point Blank *or* All at Close Range
10	**Assault.** (Squad Infiltration Attempt; CSR 6)	Yes	Yes	Point Blank *or* Close Range
11	**Infiltration.** (Assault Team Infiltration Attempt; CSR 6)	Yes	Yes	Point Blank *or* Close Range

- MG Teams have 6 ammo each.
- Spotters have 3 fire missions; draw 3 cards for each fire mission attempt after the first. No Spotter is placed if triggered on Row 5—only a single fire mission occurs.

North Korean Contact Packages

Placement direction is always straight ahead.

Package	PC A R#	PC B R#	PC C R#
1	1-4/10	1-3/10	1-2/10
2	5-6/10	4/10	-
3	7/10	5/10	3/10
4	8/10	6/10	4-5/10
5	9/10	7/10	6-7/10
6	-	8/10	8/10
7	10/10	9-10/10	-
8	-	-	9-10/10
9		-	-
10	-	-	-
11	-	-	-

PC A Counter Attack	
Package	R#
1	-
2	-
3	-
4	-
5	1/10
6	2/10
7	-
8	-
9	3-4/10
10	5-6/10
11	7-10/10

PC A - Row 5*	
Package	R#
1	1-3/10
2	-
3	4-5/10
4	-
5	6-8/10
6	-
7	9/10
8	-
9	-
10	10/10
11	-

* Place all Close Range contacts triggered on Row 5 at Point Blank Range.

Mission Special Rules (MSR)

There are no MSR for this mission.

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MISSION 3 - ATTACK ON HILL 983-940

September 1-5, 1951

Now that Hill 773 is secure, we need to reduce the enemy fortifications on the main ridge. Use air and artillery to wear them down and take the ridgeline. They will not give it up easily as we have them cornered.

Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight +0
Map	3 columns by 4 rows. • Remove all Village, Cemetery, Embankment, and Rice Paddy cards from the deck (20 cards). • Set aside the Gully/Draw cards (6 cards). • Place Hill cards for each elevated terrain section (above level 1; a total of 6 cards). Remove remaining Hill cards from the deck. • Shuffle the Open, Rocky and Brush cards and build the Ridge top—Column 2. • Add in Gully/Draws and reshuffle to build Columns 1 and 3. **Note:** Redraw Gully terrain if drawn when expanding Column 2.
Attempts	You may Reattempt this mission three times as per the instructions in the rulebook (3.9).
Mission Objective	Secure the Primary Objective.
Tactical Controls	• Place Primary Objective in Row 4, Column 2. • Place a Registered Target marker for the 105mm Artillery on any card per 7.16.5.
Enemy Behavior	**Tactics:** Deliberate Defense **Experience:** Line

Additional Attachments

Attachment	Quantity	Experience	Ammo & Equipment
FAC	1	Line	SCR300 Air Ctl Net radio

Fire Support

Fire Support Available *Battalion Fire Missions are available for 105mm and 155mm artillery.*								
Agency	**Ammo**	**Combat Mod**	**CO HQ Draw**	**Arty FO Draw**	**Mtr FO Draw**	**FAC Draw**	**PLT HQ Draw**	**Fire Missions**
Divisional Artillery 105mm	HE	–5	3	4	3	3	2	5
	WP	–4	3	4	3	3	2	2
Divisional Artillery 155mm	HE	–6	1	3	2	3	N/A	2
Regimental Mortar Company 4.2" Mortars	HE	–4	3	3	4	2	2	3
	WP	–4	3	3	4	2	2	2
Battalion Mortar Platoon 81mm Mortars	HE	–3	3	3	4	2	2	4
	WP	–3	3	3	4	2	2	2
Air Strike*	Napalm	–8	2	2	N/A	3	N/A	3

* Requires a marked target (as per 7.16.2G). A successful Air Strike hits the target card and 1 adjacent card of the player's choice.

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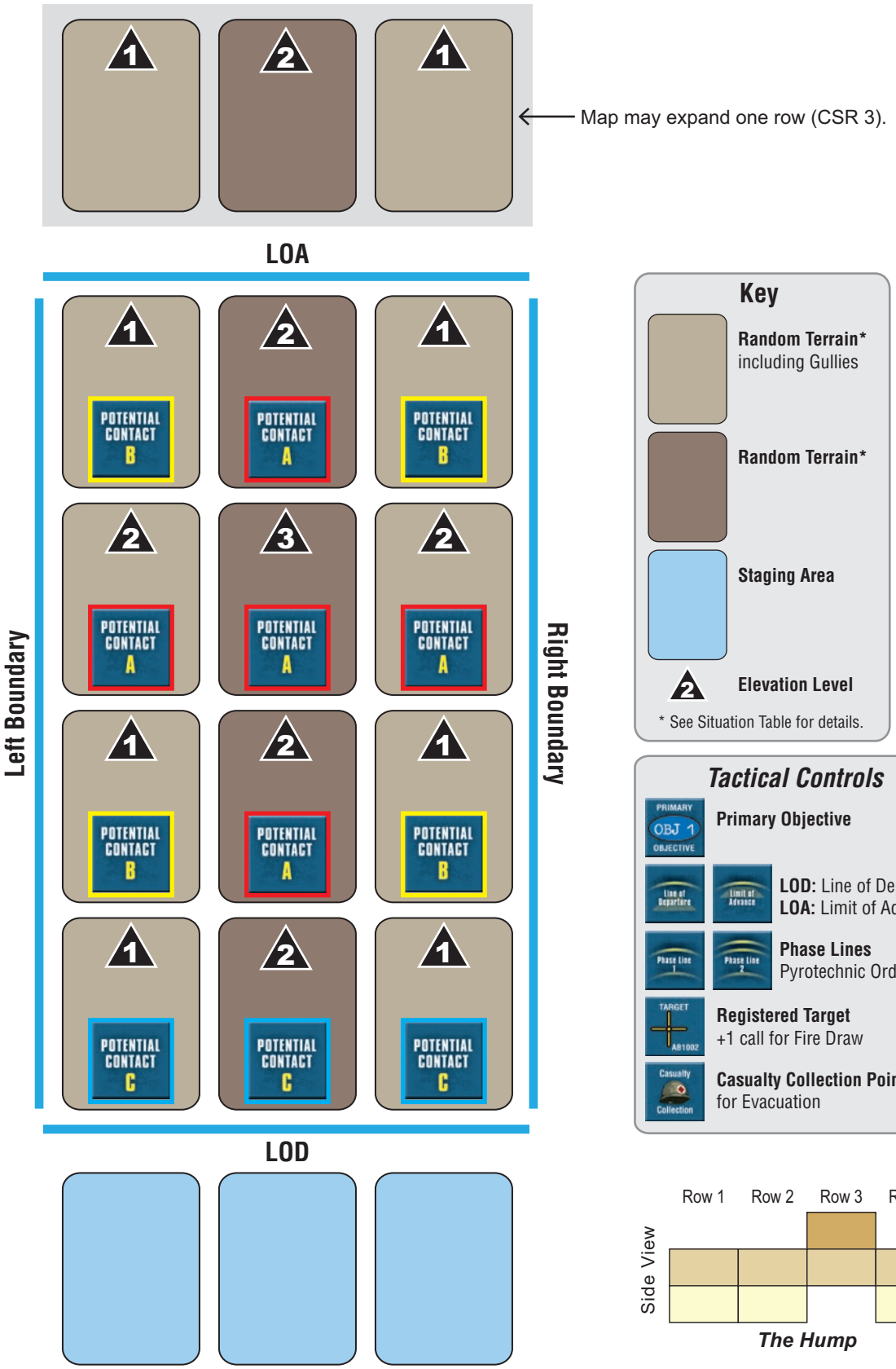

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Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Machine Gun Ammo: 4 MG Ammo are dropped in the Staging Area.	1/10	-
Mortar Ammo: 2 Mtr Ammo are dropped in the Staging Area.	2/10	1/10
RCL/Bazooka Ammo: 2 RCL and 2 Rocket Ammo are dropped in the Staging Area.	3/10	-
Hot Coffee!: Any 2 or 3 LAT Steps in the Staging Area reform into a squad, if a squad is available to reform.	4/10	2-3/10
SitRep: CO HQ must spend its first 3 commands to send a report to the battalion.*	5/10	4/10
Working Party: Detach 2 non-paralyzed steps from the company for the rest of the mission. Place them on the Command Display. They can be used for reconstitution at their original experience level at the end of the mission.	6-7/10	-
Mortar Priority Shifted to another Battalion: No 4.2" Mortar Fire Missions this turn.	8/10	5-6/10
Comm Failure: BN HQ does not activate CO HQ this turn and it must operate on Initiative. CO HQ must spend its first 3 commands to re-establish communication.*	9/10	7/10
Keep Pushing: Move LOA up 1 row, extending the map at the same elevation, place PC A markers in the new row. Add a Secondary Objective (worth 5 experience points if Secured) to Column 2. Redraw if this event has already occurred.	-	8-9/10
Counter Battery Fire: Remove all NKPA *Arty Spotters* and *Heavy Mortar Spotters.*	10/10	10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

Enemy Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Evacuate Casualties: All casualties in non US-occupied cards are removed.	1/10	1/10
Rally: All NKPA units that are not in good order attempt to rally.	2/10	2/10
Reinforcements: Add one squad to all NKPA-occupied cards adjacent to US-occupied cards. Place unexposed in Trenches if available. If not, they make Infiltration Attempts on the cards they are reinforcing (CSR 6).	3/10	3/10
Counter Attack: Enemy tactics change to Assault for 3 turns (including the current turn). Place PC A markers on all US-occupied cards adjacent to NKPA-occupied cards. Use the Counter Attack Package Chart for contact resolution of all PC A markers during the counter attack.	4/10	4-5/10
Charge!: All NKPA squads or assault teams adjacent to US-occupied cards move, Exposed, into the US-occupied card directly along the column they occupy.	5/10	6-7/10
Comm Failure: Remove all spotters.	6/10	-
Ammo Resupply: All HMGs receive 4 Ammo.	7/10	8/10
Sniper: Randomly select a US-occupied card and place an Unspotted Sniper at the maximum possible range it can open fire on the selected card from (including Point Blank). Place under best available Cover marker or in Basic +1 Cover if there is nothing available.	8/10	-
120mm Mortar (–4 VOF): Place a Pending Fire Mission on the lead US-occupied card in Column 2. Place a Heavy Mtr Spotter with two fire missions at max LOS in Basic +1 Cover, and a Heavy Mortar Target marker. The Spotter draws 2 cards for their 2nd fire mission.	t	9/10
122mm Artillery (–6 VOF): Place a Pending Fire Mission on the lead US-occupied card in Column 2. Place an Arty Spotter with two fire missions at max LOS in Basic +1 Cover, and a Heavy Artillery Target marker. The Spotter draws 2 cards for their 2nd fire mission.	10/10	10/10

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Enemy Force Packages

Enemy packages are limited by the counter mix. Redraw if the package drawn cannot be placed.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	**Entrenched Rifle Squad.** (Squad in Trench) PC A, B: Add Leader on R#1/4	Yes	No	Close Range
2	**Strong Point.** (Squad in Trench + HMG Team in Bunker) PC A: Add Leader R#1/2	Yes	No	Max LOS/Range
3	**Entrenched Rifle Squad with Sniper.** (Squad on 2-step side + Sniper in Trench)	Yes	No	Close Range
4	**Machine Gun.** (Squad on 2-step side + HMG Team in Trench)	Yes	No	Max Range/LOS
5	**82mm Mortar Fire.** (Incoming (–3) / Mtr Spotter in Basic +1 Cover)	Yes	No	Spotter at max LOS
6	**76mm Field Guns.** (Incoming (–3) / Arty Spotter in Basic +1 Cover)	Yes	No	Spotter at max LOS
7	**Entrenched Assault Teams.** (2 Assault Teams in Trench)	Yes	Yes	Point Blank
8	**Booby Trap.**	Yes	N/A	Booby Trap VOF on triggering card.
9	**Human Wave Attack.** (3 Squads marked Exposed) [If less than 3 squads are available in the counter mix place 1 or 2 squads] (8.1.4)	Yes	Yes	All at Point Blank *or* All at Close Range
10	**Assault.** (Squad Infiltration Attempt)	Yes	Yes	Point Blank *or* Close Range
11	**Infiltration.** (Assault Team Infiltration Attempt)	Yes	Yes	Point Blank *or* Close Range

- MG Teams have 6 ammo each.
- Spotters have 3 fire missions; draw 3 cards for each fire mission attempt after the first. No Spotter is placed if triggered on Row 5—only a single fire mission occurs.

North Korean Contact Packages

Placement direction is always straight ahead.

Package	PC A R#	PC B R#	PC C R#
1	1-4/10	1-3/10	1-2/10
2	5-6/10	4/10	-
3	7/10	5/10	3/10
4	8/10	6/10	4-5/10
5	9/10	7/10	6-7/10
6	-	8/10	8/10
7	10/10	9-10/10	-
8	-	-	9-10/10
9	-	-	-
10	-	-	-
11	-	-	-

PC A Counter Attack	
Package	R#
1	-
2	-
3	-
4	-
5	1/10
6	2/10
7	-
8	-
9	3-4/10
10	5-6/10
11	7-10/10

PC A - Row 5*	
Package	R#
1	1-3/10
2	-
3	4-5/10
4	-
5	6-8/10
6	-
7	9/10
8	-
9	-
10	10/10
11	-

* Place all Close Range contacts triggered on Row 5 at Point Blank Range.

Mission Special Rules (MSR)

There are no MSR for this mission.

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A Sherman M4A3E8 fires on the enemy.

Phase II: Heartbreak Ridge

Hill Complex 894, 931, 851

MISSION 4 - ATTACK ON HILL 894

September 14, 1951

Moving north from Bloody Ridge, we had a few days to reorganize, get replacements. Now the offensive continues to the next hill mass. The 894-931-851 ridge runs north-south with many fingers extending to either side. We did not get far yesterday against Hill 728 due to heavy enemy mortar and artillery fire. Making some adjustments and with the support of Co. B, 72nd Tank Battalion, we will make another attack towards Hill 894 coming from the southeast via Hill 728.

Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight +0
Map	3 columns by 4 rows. • Remove all Village, Cemetery, Embankment, and Rice Paddy cards from the deck (20 cards). • Set aside the Gully/Draw cards (6 cards). • Place Hill cards for each elevated terrain section (above level 1; a total of 10 cards). Remove remaining Hill cards from the deck. • Shuffle the Open, Rocky and Brush cards and build the Ridge top—Column 2. • Add in Gully/Draws and reshuffle to build Columns 1 and 3. **Note:** Redraw Gully terrain if drawn when expanding Column 2.
Attempts	There are no Reattempts available for this mission (3.9).
Mission Objective	Secure the Primary Objective.
Tactical Controls	• Place Primary Objective in Row 4, Column 2. • Place a Registered Target marker for the 105mm Artillery on any card per 7.16.5.
Enemy Behavior	**Tactics:** Deliberate Defense **Experience:** Line

Additional Attachments

Attachment	Origin	Quantity	Experience	Ammo & Equipment
M4A3E8 Tank Plt	Co B, 72nd Tank Bn	4 tanks plus 1 Tank HQ	Line	5 Tank Ammo

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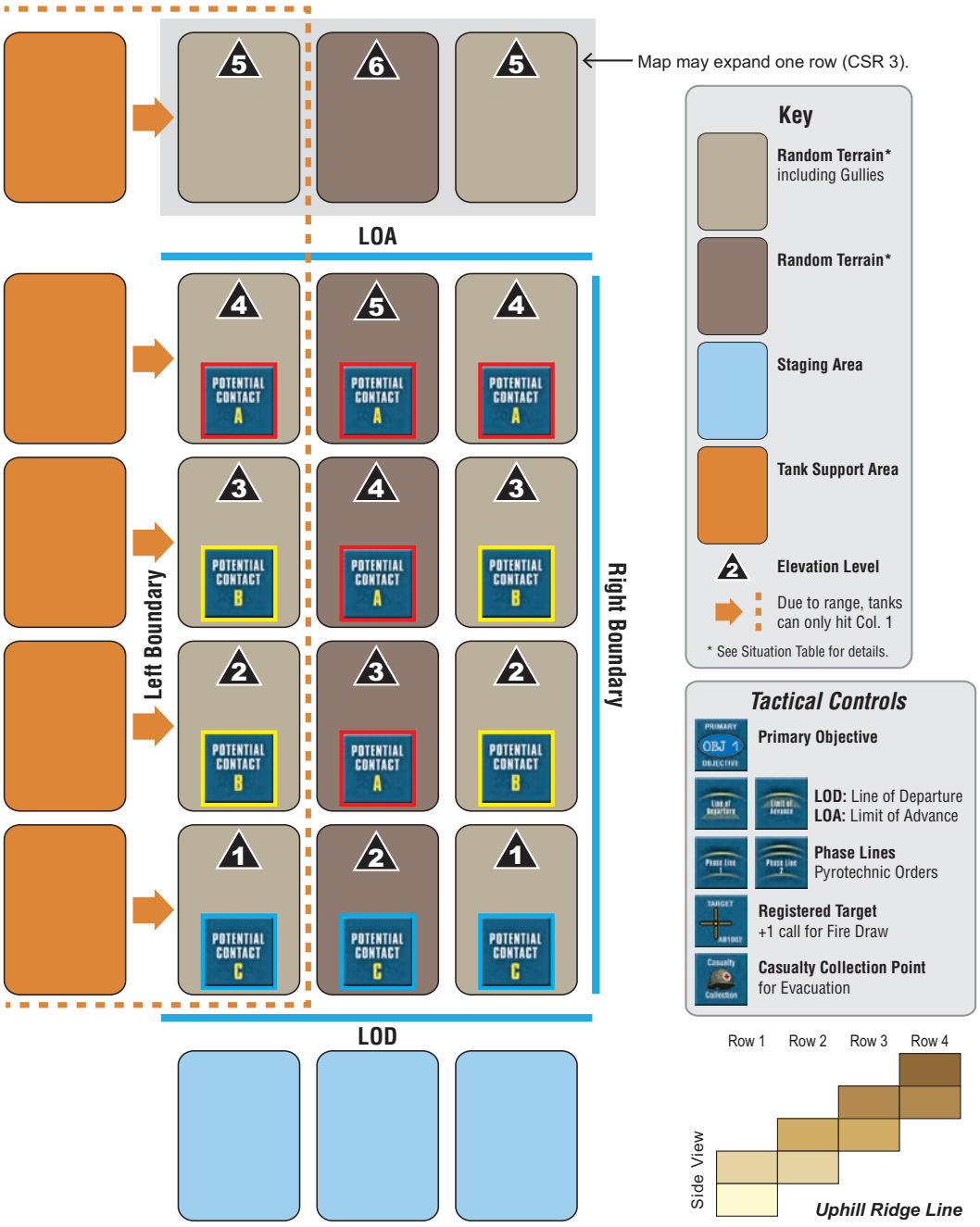

Fire Support

Fire Support Available *Battalion Fire Missions are available for 105mm and 155mm artillery.*							
Agency	**Ammo**	**Combat Mod**	**CO HQ Draw**	**Arty FO Draw**	**Mtr FO Draw**	**PLT HQ Draw**	**Fire Missions**
Divisional Artillery 105mm	HE	–5	3	4	3	2	5
	WP	–4	3	4	3	2	2
Divisional Artillery 155mm	HE	–6	1	3	2	N/A	2
Regimental Mortar Company 4.2" Mortars	HE	–4	3	3	4	2	3
	WP	–4	3	3	4	2	2
Battalion Mortar Platoon 81mm Mortars	HE	–3	3	3	4	2	4
	WP	–3	3	3	4	2	2

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Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Machine Gun Ammo: 4 MG Ammo are dropped in the Staging Area.	1/10	-
Mortar Ammo: 2 Mtr Ammo are dropped in the Staging Area.	2/10	1/10
RCL/Bazooka Ammo: 2 RCL and 2 Rocket Ammo are dropped in the Staging Area.	3/10	-
Hot Coffee!: Any 2 or 3 LAT Steps in the Staging Area reform into a squad, if a squad is available to reform.	4/10	2-3/10
SitRep: CO HQ must spend its first 3 commands to send a report to the battalion.*	5/10	4/10
Artillery Priority Shifted to 23rd Infantry: No 105mm or 155mm artillery fire missions this turn.	6/10	5/10
Clearing the road: No tank support this turn.	7/10	6-7/10
Comm Failure: BN HQ does not activate CO HQ this turn and it must operate on Initiative. CO HQ must send its next 3 commands to re-establish communication.	8/10	8/10
Keep Pushing: Move LOA up 1 row, extending the map at the same elevation, place PC A markers in the new row. Add a Secondary Objective (worth 5 experience points if Secured) to Column 2. Redraw if this event has already occurred.	9/10	9/10
Counter Battery Fire: Remove all NKPA *Arty Spotters* and *Heavy Mortar Spotters.*	10/10	10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

Enemy Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Evacuate Casualties: All casualties in non US-occupied cards are removed.	1/10	-
Rally: All NKPA units that are not in good order attempt to rally.	2/10	1/10
Reinforcements: Add one squad to all NKPA-occupied cards adjacent to US-occupied cards.Place unexposed in Trenches if available. If not, they make Infiltration Attempts on the cards they are reinforcing (CSR 6).	3/10	2/10
Fall Back: All non-paralyzed units on or adjacent to a US-occupied card move straight back one card. If they can move from one Trench marker to another, they move unexposed (5.1.2).	4/10	3-4/10
Counter Attack: Enemy tactics change to Assault for 3 turns (including the current turn). Place PC A markers on all US-occupied cards adjacent to NKPA-occupied cards. Use the Counter Attack Package Chart for contact resolution of all PC A markers during the counter attack.	5/10	5-6/10
Charge!: All NKPA squads or assault teams adjacent to US-occupied cards move, Exposed, into the US-occupied card directly along the column they occupy.	6/10	7-8/10
Comm Failure: Remove all spotters.	7/10	-
Ammo Resupply: All HMGs receive 4 Ammo.	8/10	-
120mm Mortar (–4 VOF): Place a Pending Fire Mission on the lead US-occupied card in Column 2. Place a Heavy Mtr Spotter with two fire missions at max LOS in Basic +1 Cover, and a Heavy Mortar Target marker.The Spotter draws 2 cards for their 2nd fire mission.	9/10	9/10
122mm Artillery (–6 VOF): Place a Pending Fire Mission on the lead US-occupied card in Column 2. Place an Arty Spotter with two fire missions at max LOS in Basic +1 Cover, and a Heavy Artillery Target marker. The Spotter draws 2 cards for their 2nd fire mission.	10/10	10/10

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Enemy Force Packages

Enemy packages are limited by the counters available. Redraw if the package is unavailable.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	**Entrenched Rifle Squad.** (Squad in Trench) PC A, B: Add Leader on R#1/4	Yes	No	Close Range
2	**Strong Point.** (Squad in Trench + HMG Team in Bunker) PC A: Add Leader to the MG Bunker on R#1/2	Yes	No	Max LOS/Range
3	**Entrenched Rifle Squad with Sniper.** (Squad on 2-step side + Sniper in Trench)	Yes	No	Close Range
4	**Machine Gun.** (Squad on 2-step side + HMG Team in Trench)	Yes	No	Max Range/LOS
5	**82mm Mortar Fire.** (Incoming (–3) / Mtr Spotter with 3 fire missions in Basic +1 Cover)	Yes	No	Incoming on triggering card; Spotter at max LOS
6	**76mm Field Guns.** (Incoming (–3) / Arty Spotter with 3 fire missions in Basic +1 Cover)	Yes	No	Incoming on triggering card; Spotter at max LOS
7	**Entrenched Assault Teams.** (2 Assault Teams in Trench)	Yes	Yes	Point Blank
8	**Booby Trap.**	Yes	N/A	Booby Trap VOF on triggering card.
9	**Assault.** (Squad Infiltration Attempt)	Yes	Yes	Point Blank or Close Range
10	**Infiltration.** (Assault Team Infiltration Attempt)	Yes	Yes	Point Blank or Close Range

- MG Teams have 6 ammo each.
- Spotters have 3 fire missions; draw 3 cards for each fire mission attempt after the first. No Spotter is placed if triggered on Row 5—only a single fire mission occurs.

North Korean Contact Packages

The map does not expand to the left or right. Placement direction is always straight ahead.

Package	PC A R#	PC B R#	PC C R#
1	1-4/10	1-3/10	1-2/10
2	5-6/10	4/10	-
3	7/10	5/10	3/10
4	8/10	6/10	4-5/10
5	9/10	7/10	6-7/10
6	-	8/10	8/10
7	10/10	9-10/10	-
8	-	-	9-10/10
9	-	-	-
10	-	-	-

PC A Counter Attack	
Package	R#
1	-
2	-
3	-
4	-
5	-
6	-
7	-
8	-
9	1-5/10
10	6-10/10

PC A - Row 5*	
Package	R#
1	1-3/10
2	-
3	4-5/10
4	-
5	6-8/10
6	-
7	9/10
8	-
9	10/10
10	-

* Place all Close Range contacts triggered on Row 5 at Point Blank Range.

Mission Special Rule (MSR)

US Tanks can fire in support of troops from the valley below (to the left of the map). The following rules apply:

- Set up Tank Support Staging Area cards as shown in the map diagram. This represents the parallel valley floor. The Tank platoon begins set up on these cards.
- Place the 1st Tank PLT Command marker on the Command Display.
- The Tanks do not lay a Basic VOF automatically. They must be Activated every turn in which you want them to fire. Due to the range, they can only hit terrain cards in Column 1.
- Activated Tanks will Open Fire with their Basic VOF in reaction to a colored smoke signal (the player may decide if the signal is for the card it is placed in or for an adjacent card). They will Cease Fire in the Clean Up Phase when the smoke is removed.
- The Tanks cannot use Spot or Concentrate Fire Actions.
- Only cards with Spotted enemy units may be designated as Tank targets.
- The NKPA have no effective Anti-Tank capability, therefore only command limitations, Spotting and Higher HQ Events can limit the ability of the Tanks to support.

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MISSION 5 - ATTACK ON HILL 1024

September 23-25, 1951

The ridgeline extending to the southwest of Hill 894 towards the village of Tutayon has the commanding height of 1024. We need to secure this extension of the ridge so the 23rd Infantry can attack north along the long axis of the ridge.

Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight +0
Map	2 columns by 4 rows. • Remove all Village, Cemetery, Embankment, Hill and Rice Paddy cards from the deck (20 cards). • Shuffle and build the map.
Attempts	You may Reattempt this mission once as per the instructions in the rulebook (3.9).
Mission Objective	Secure the Primary Objective.
Tactical Controls	• Place Primary Objective in Row 4, on either Column 1 or Column 2. • Place a Registered Target marker for the 105mm Artillery on any card per 7.16.5.
Enemy Behavior	**Tactics:** Hasty Defense **Experience:** Line

Additional Attachments

There are no additional attachments available for this mission.

Fire Support

Fire Support Available *Battalion Fire Missions are available for 105mm and 155mm artillery.*							
Agency	**Ammo**	**Combat Mod**	**CO HQ Draw**	**Arty FO Draw**	**Mtr FO Draw**	**PLT HQ Draw**	**Fire Missions**
Divisional Artillery 105mm	HE	–5	3	4	3	2	5
	WP	–4	3	4	3	2	2
Divisional Artillery 155mm	HE	–6	1	3	2	N/A	2
Regimental Mortar Company 4.2” Mortars	HE	–4	3	3	4	2	3
	WP	–4	3	3	4	2	2
Battalion Mortar Platoon 81mm Mortars	HE	–3	3	3	4	2	4
	WP	–3	3	3	4	2	2

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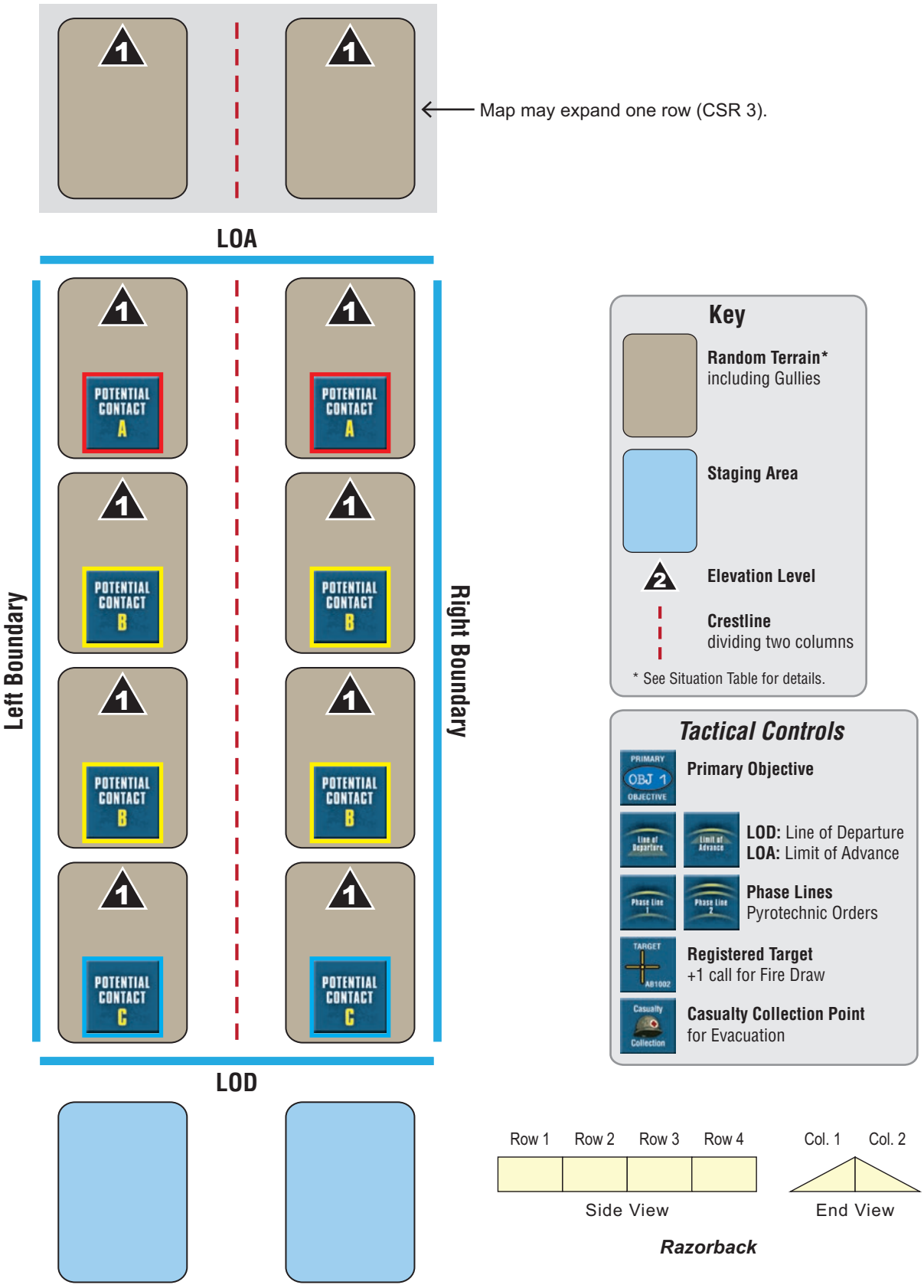

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Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Machine Gun Ammo: 4 MG Ammo are dropped in the Staging Area.	1/10	-
Mortar Ammo: 2 Mtr Ammo are dropped in the Staging Area.	2/10	1/10
Hot Coffee!: Any 2 or 3 LAT Steps in the Staging Area reform into a squad, if a squad is available to reform.	3-4/10	2/10
SitRep: CO HQ must spend its first 3 commands to send a report to the battalion.*	5/10	3/10
Working Party: Detach 2 non-paralyzed steps from the company for the rest of the mission. Place them on the Command Display. They can be used for reconstitution at their original experience level at the end of the mission.	6/10	-
Artillery Priority Shifted to 23rd Infantry: No 105mm or 155mm artillery fire missions this turn.	7/10	4-5/10
Mortar Priority Shifted to another Battalion: No 4.2" Mortar Fire Missions this turn.	8/10	6/10
Comm Failure: BN HQ does not activate CO HQ this turn and it must operate on Initiative. CO HQ must spend its first 3 commands to re-establish communication.*	9/10	7-8/10
Keep Pushing: Move LOA up 1 row, extending the map at the same elevation, place PC A markers in the new row. Add a Secondary Objective (worth 5 experience points if Secured) to one random column. Redraw if this event has already occurred.	-	9/10
Counter Battery Fire: Remove all NKPA *Arty Spotters* and *Heavy Mortar Spotters.*	10/10	10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

Enemy Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Evacuate Casualties: All casualties in non US-occupied cards are removed.	1/10	-
Rally: All NKPA units that are not in good order attempt to rally.	2/10	1/10
Reinforcements: Add one squad to all NKPA-occupied cards adjacent to US-occupied cards. Place unexposed in Trenches if available. If not, they make Infiltration Attempts on the cards they are reinforcing (CSR 6).	3/10	2-3/10
Fall Back: All non-paralyzed units on or adjacent to a US-occupied card move straight back one card. If they can move from one trench marker to another, they move unexposed (5.1.2).	4/10	4/10
Counter Attack: Enemy tactics change to Assault for 3 turns (including the current turn). Place an PC A markers on all US-occupied cards adjacent to NKPA-occupied cards. Use the Counter Attack Package Chart for contact resolution of all PC A markers during the counter attack.	5/10	5/10
Comm Failure: Remove all spotters.	6/10	6/10
Ammo Resupply: All HMGs receive 4 Ammo.	7/10	7/10
Sniper: Randomly select a US-occupied card and place an Unspotted Sniper at the maximum possible range it can open fire on the selected card from (including Point Blank). Place under best available Cover marker or in Basic +1 Cover if there is nothing available.	8/10	8/10
120mm Mortar (–4 VOF): Place a Pending Fire Mission on the lead US-occupied card (if left and right column lead units are at the same row, choose randomly). Place a Heavy Mtr Spotter with two fire missions at max LOS in Basic +1 Cover, and a Heavy Mortar Target marker. The Spotter draws 2 cards for their 2nd fire mission.	9/10	9/10
122mm Artillery (–6 VOF): Place a Pending Fire Mission on the lead US-occupied card (if left and right column lead units are at the same row, choose randomly). Place an Arty Spotter with two fire missions at max LOS in Basic +1 Cover, and a Heavy Artillery Target marker. Spotter draws 2 cards for their 2nd fire mission.	10/10	10/10

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Enemy Force Packages

Enemy packages are limited by the counters available. Redraw if the package is unavailable.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	**Entrenched Rifle Squad.** (Squad in Trench) PC A, B: Add Leader on R#1/4	Yes	No	Close Range
2	**Strong Point.** (Squad in Trench + HMG Team in Bunker) PC A: Add Leader to the MG Bunker on R#1/2	Yes	No	Max LOS/Range
3	**Entrenched Rifle Squad with Sniper.** (Squad on 2-step side + Sniper in Trench)	Yes	No	Close Range
4	**Machine Gun.** (Squad on 2-step side + HMG Team in Trench)	Yes	No	Max Range/LOS
5	**82mm Mortar Fire.** (Incoming (–3) / Mtr Spotter with 3 fire missions in Basic +1 Cover)	Yes	No	Incoming on triggering card; Spotter at max LOS
6	**76mm Field Guns.** (Incoming (–3) / Arty Spotter with 3 fire missions in Basic +1 Cover)	Yes	No	Incoming on triggering card; Spotter at max LOS
7	**Entrenched Assault Teams.** (2 Assault Teams in Trench)	Yes	Yes	Point Blank
8	**Booby Trap.**	Yes	N/A	Booby Trap VOF on triggering card.
9	**Human Wave Attack.** (3 Squads Marked Exposed) [If less than 3 squads are available in the counter mix place 1 or 2 squads] (8.14)	Yes	Yes	All at Point Blank or All at Close Range
10	**Assault.** (Squad Infiltration Attempt)	Yes	Yes	Point Blank or Close Range
11	**Infiltration.** (Assault Team Infiltration Attempt)	Yes	Yes	Point Blank or Close Range

- MG Teams have 6 ammo each.
- Spotters have 3 fire missions; draw 3 cards for each fire mission attempt after the first. No Spotter is placed if triggered on Row 5—only a single fire mission occurs.

North Korean Contact Packages

Placement direction is always straight ahead.

Package	PC A R#	PC B R#	PC C R#
1	1-4/10	1-3/10	1-2/10
2	5-6/10	4/10	-
3	7/10	5/10	3/10
4	8/10	6/10	4-5/10
5	9/10	7/10	6-7/10
6	-	8/10	8/10
7	10/10	9-10/10	-
8	-	-	9-10/10
9	-	-	-
10	-	-	-
11	-	-	-

PC A Counter Attack	
Package	R#
1	1-4/10
2	5-6/10
3	7/10
4	8/10
5	9/10
6	-
7	10/10
8	-
9	-
10	-
11	-

PC A - Row 5*	
Package	R#
1	1-3/10
2	-
3	4-5/10
4	-
5	6-8/10
6	-
7	9/10
8	-
9	-
10	10/10
11	-

* Place all Close Range contacts triggered on Row 5 at Point Blank Range.

Mission Special Rule (MSR)

An especially sharp, narrow crest runs along the seam between Column 1 and 2. The following special rules apply:

- LOS can only be traced across the crest to the side, not diagonally.
- Fire across the crest receives an additional +1Cover & Concealment modifier.

Note: Movement between columns is not affected. However, as per CSR 3, diagonal movement is still prohibited in this mission.

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MISSION 6 - DEFENSE OF HILL 1024

September 26-28, 1951

Now that we have secured this hill, we must hold it. The Reds want it back. Hold the height until relieved.

Situation	
Type, Duration, Visibility	Defensive, 12 Turns, Night +4
Map	3 columns by 4 rows. • Remove all Village, Cemetery, Embankment, and Rice Paddy cards from the deck (20 cards). • Set aside the Gully/Draw cards (6 cards). • Place Hill cards for each elevated terrain section (above level 1; a total of 10 cards). Remove remaining Hill cards from the deck. • Shuffle the Open, Rocky and Brush cards and build the Ridge top—Column 2. • Add in Gully/Draws and reshuffle to build Columns 1 and 3.
Attempts	There are no Reattempts available for this mission (3.9).
Mission Objective	Secure 3 of 6 cards on rows one and two.
Tactical Controls	• Place a Foxhole marker in each US-occupied card. Place 1 Bunker in a card of your choice behind the MLR. • Place an Artillery FPF and a Mortar FPF as per 7.16.2D.
Enemy Behavior	**Tactics:** Assault **Experience:** Line

Additional Attachments

There are no additional attachments available for this mission.

Fire Support

Fire Support Available *Battalion Fire Missions are available for 105mm and 155mm artillery.*							
Agency	**Ammo**	**Combat Mod**	**CO HQ Draw**	**Arty FO Draw**	**Mtr FO Draw**	**PLT HQ Draw**	**Fire Missions**
Divisional Artillery 105mm	HE	–5	3	4	3	2	5
	WP	–4	3	4	3	2	2
	Illum		3	4	3	2	5
Divisional Artillery 155mm	HE	–6	1	3	2	N/A	2
Regimental Mortar Company 4.2” Mortars	HE	–4	3	3	4	2	3
	WP	–4	3	3	4	2	2
Battalion Mortar Platoon 81mm Mortars	HE	–3	3	3	4	2	4
	WP	–3	3	3	4	2	2
	Illum		3	3	4	2	6

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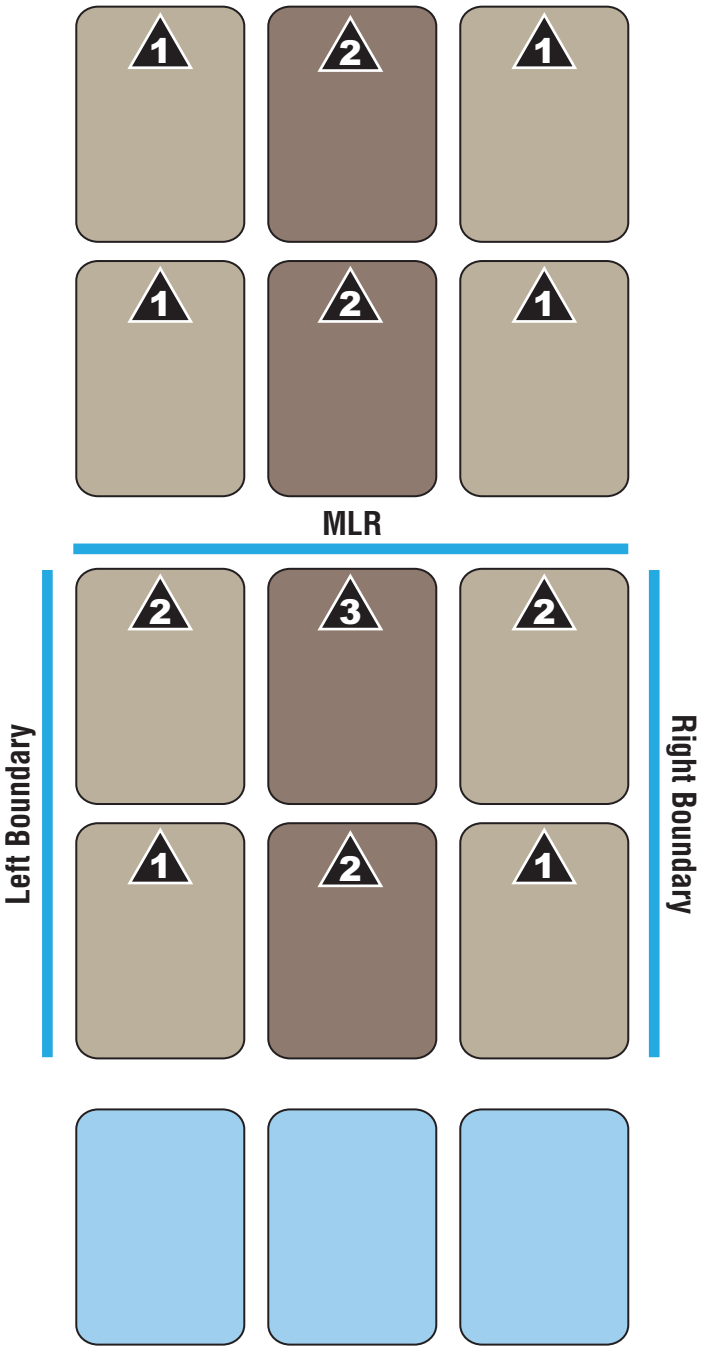


Key

Random Terrain* including Gullies

Random Terrain*

Staging Area

Elevation Level

* See Situation Table for details.

Tactical Controls

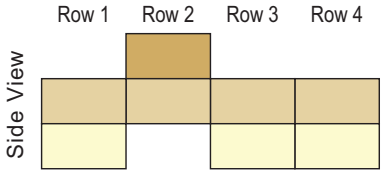
MLR Main Line of Resistance

FPL: Final Protective Lines

FPF: Final Protective Fire

Casualty Collection Point for Evacuation

Defenses



Friendly-owned Hilltop

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Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-4 R#	Turns 5-8 R#	Turns 9-12 R#
Machine Gun Ammo: 4 MG Ammo are dropped in the Staging Area.	1/10	1-2/10	1/10
Mortar Ammo: 2 Mtr Ammo are dropped in the Staging Area.	2/10	3/10	2/10
RCL/Bazooka Ammo: 2 RCL and 2 Rocket Ammo are dropped in the Staging Area.	3/10	4/10	3/10
Hot Coffee!: Any 2 or 3 LAT Steps in the Staging Area reform into a squad, if a squad is available to reform.	4/10	5-6/10	4-5/10
SitRep: CO HQ must spend its first 3 commands to send a report to the battalion.*	5-6/10	7/10	6-7/10
Comm Failure: BN HQ does not activate CO HQ this turn and it must operate on Initiative. Co HQ must spend its first 3 commands to re-establish communication.*	7-8/10	8-9/10	8-9/10
Counter Battery Fire: Remove all NKPA *Arty Spotters* and *Heavy Mortar Spotters*.	9-10/10	10/10	10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

Enemy Higher HQ Events	Turns 2-4 R#	Turns 5-8 R#	Turns 9-12 R#
Rally: All NKPA units that are not in good order attempt to rally.	1/10	1-2/10	1/10
Reinforcements: Add one squad to all NKPA-occupied cards adjacent to US-occupied cards. Place unexposed in Trenches if available. If not, they make Infiltration Attempts on the cards they are reinforcing (CSR 6).	2/10	3-4/10	2/10
Fall Back: All non-paralyzed units on or adjacent to a US-occupied card move straight back one card. If they can move from one trench marker to another, they move unexposed (5.1.2).	3-4/10	5/10	3-4/10
Charge!: All NKPA squads or assault teams adjacent to US-occupied cards move, Exposed, into the US-occupied card directly along the column they occupy.	5-6/10	6-7/10	5-6/10
Comm Failure: Remove all spotters.	7/10	-	7/10
Ammo Resupply: All HMGs receive 2 Ammo.	8/10	8/10	8/10
120mm Mortar (–4 VOF): Place a Pending Fire Mission on one random US-occupied card. This is a single fire mission; no Spotter or Target markers are placed.	9/10	9/10	9/10
122mm Artillery (–6 VOF): Place a Pending Fire Mission on one random US-occupied card. This is a single fire mission; no Spotter or Target markers are placed.	10/10	10/10	10/10

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Enemy Force Packages

Enemy packages are limited by the counters available. Redraw if the package is unavailable.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	**82mm Mortar Fire.** (Incoming (–3) / Spotter with 3 fire missions in Basic +1 Cover)	Yes	No	Incoming on triggering card. Spotter at max LOS
2	**Human Wave Attack.** (3 Squads Marked Exposed) [If less than 3 squads are available in the counter mix place 1 or 2 squads] (8.14)	No	Yes	Max LOS
3	**Assault.** (Squad Infiltration Attempt)	Yes	Yes	Point Blank or Close Range
4	**Infiltration.** (Assault Team Infiltration Attempt)	Yes	Yes	Point Blank or Close Range
5	**Base of Fire.** (HMG Team under Basic +1 Cover)	Yes	Yes	Close Range

- MG Teams have 6 ammo each.
- Spotters draw 3 cards for each fire mission attempt after the first.

North Korean Contact Packages

Placement direction is always straight ahead.

Package	PC A R#	PC B R#	PC C R#
1	-	-	1-5/10
2	Auto	-	-
3	-	1-5/10	-
4	-	6-10/10	-
5	-	-	6-10/10

Turn	Marker (all rows)	Visibility
1	C	+1 Twilight
2	B	+4 Moon
3	A	+4 Moon
4	-	+4 Moon
5	C	+4 Moon
6	B	+4 Moon
7	A	+4 Moon
8	-	+4 Moon
9	C	+4 Moon
10	B	+4 Moon
11	A	+4 Moon
12	-	+1 Twilight

Mission Special Rule (MSR)

Communications: Replace the SCR536 Radios with EE8 Field Phones and add 4 Phone Lines to your assets. Phone lines can be placed on the map as part of your initial set up.

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A battery of 155mm artillery firing in support of ground troops.

Phase III: Kim Il Sung Ridge

Hill Complex 867, 1005, and 1040

MISSION 7 - ATTACK ON HILL 867

September 29, 1951

We are moving across the Mundung-Ni valley to attack the so-called "Kim Il Sung" ridge. This supports the continued push of the 23rd Infantry north along the spine of the 894-931-851 ridge-line. It spreads the enemy defenses thin and prevents the flanking fire from these positions on the 23rd advance. We have Co. B, 72nd Tank Battalion in support again, and despite the crappy weather we need to take this first height of 867 to get established on the high ground.

Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight, Rain +2 (MSR 2)
Map	3 columns by 4 rows. • Remove all Village, Cemetery, Embankment, and Rice Paddy cards from the deck (20 cards). • Set aside the Gully/Draw cards (6 cards). • Place Hill cards for each elevated terrain section (above level 1 - a total of 4 cards). Remove remaining Hill cards from the deck. • Shuffle the Open, Rocky and Brush cards and build the Ridge top—Column 2. • Add in Gully/Draws and reshuffle to build Columns 1 and 3. **Note:** Redraw Gully terrain if drawn when expanding Column 2.
Attempts	There are no Reattempts available for this mission (3.9).
Mission Objective	Secure the Primary Objective.
Tactical Controls	• Place Primary Objective in Row 4, Column 2. • Place a Registered Target marker for the 105mm Artillery on any card per 7.16.5.
Enemy Behavior	**Tactics:** Hasty Defense **Experience:** Green

Additional Attachments

Attachment	Origin	Quantity	Experience	Ammo & Equipment
M4A3E8 Tank Plt	Co B, 72nd Tank Bn	4 tanks plus 1 Tank HQ	Line	5 Tank Ammo

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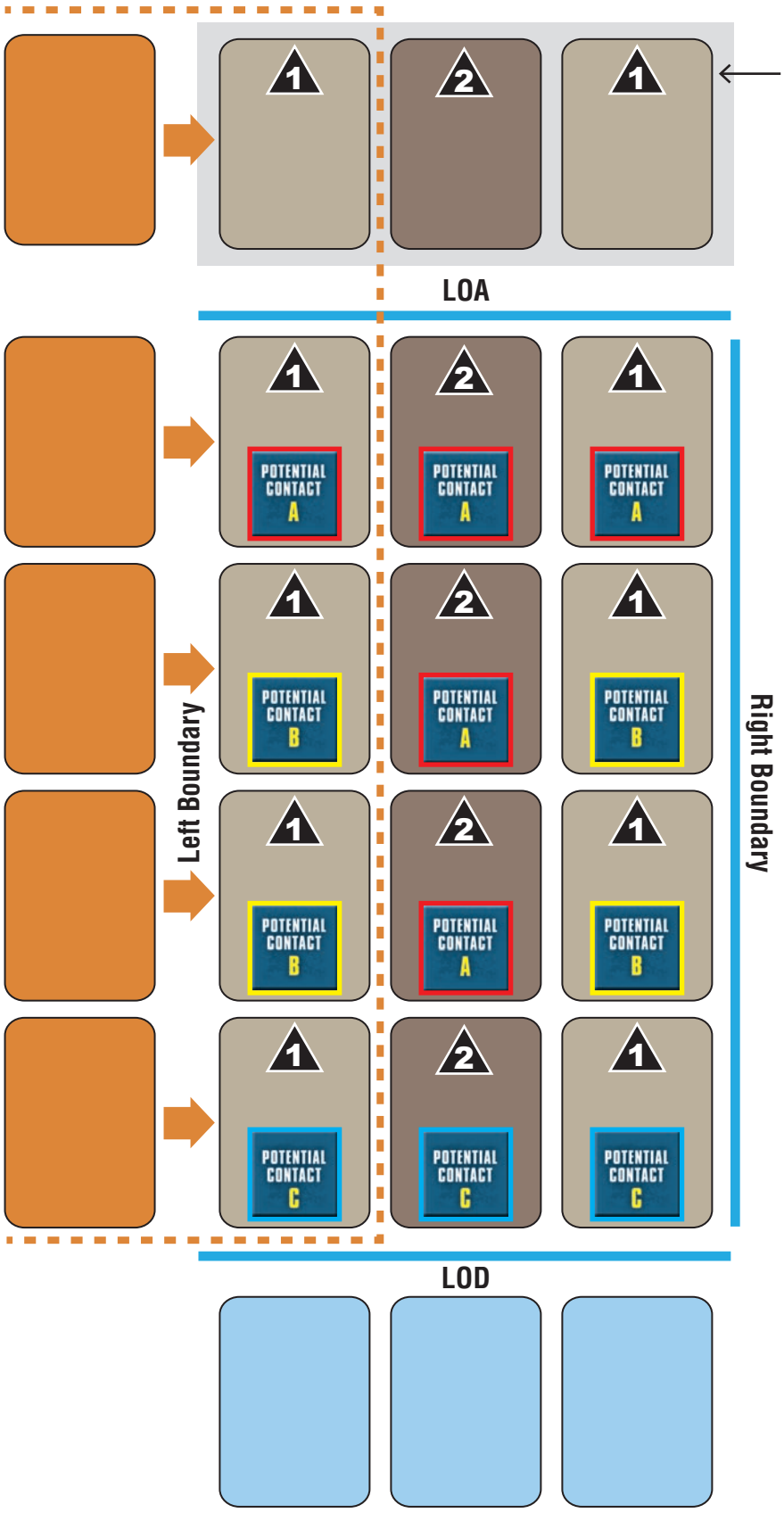


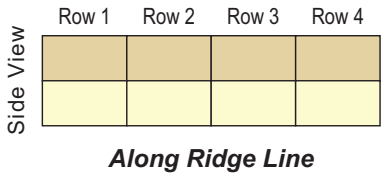
Key

- **Random Terrain*** including Gullies
- **Random Terrain***
- **Staging Area**
- **Tank Support Area**
- **Elevation Level**
- Due to range, tanks can only hit Col. 1

* See Situation Table for details.

Tactical Controls

- **Primary Objective**
- **LOD:** Line of Departure
  LOA: Limit of Advance
- **Phase Lines**
  Pyrotechnic Orders
- **Registered Target**
  +1 call for Fire Draw
- **Casualty Collection Point**
  for Evacuation



Along Ridge Line

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Fire Support

Fire Support Available *Battalion Fire Missions are available for 105mm and 155mm artillery.*							
Agency	**Ammo**	**Combat Mod**	**CO HQ Draw**	**Arty FO Draw**	**Mtr FO Draw**	**PLT HQ Draw**	**Fire Missions**
Divisional Artillery 105mm	HE	–5	3	4	3	2	5
	WP	–4	3	4	3	2	2
Divisional Artillery 155mm	HE	–6	1	3	2	N/A	2
Regimental Mortar Company 4.2" Mortars	HE	–4	3	3	4	2	3
	WP	–4	3	3	4	2	2
Battalion Mortar Platoon 81mm Mortars	HE	–3	3	3	4	2	4
	WP	–3	3	3	4	2	2

Higher Headquarters Events

Friendly Higher HQ Events	**Turns 2-6 R#**	**Turns 7-10 R#**
Machine Gun Ammo: 4 MG Ammo are dropped in the Staging Area.	1/10	1/10
Mortar Ammo: 2 Mtr Ammo are dropped in the Staging Area.	2/10	-
RCL/Bazooka Ammo: 2 RCL and 2 Rocket Ammo are dropped in the Staging Area.	3/10	-
Hot Coffee!: Any 2 or 3 LAT Steps in the Staging Area reform into a squad, if a squad is available to reform.	4/10	2/10
SitRep: CO HQ must spend its first 3 commands to send a report to the battalion.*	5/10	3-4/10
Artillery Priority Shifted to 23rd Infantry: No 105mm or 155mm artillery fire missions this turn.	6/10	5/10
Mortar Priority Shifted to another Battalion: No 4.2" Mortar Fire Missions this turn.	7/10	6/10
Clearing the road: No tank support this turn.	8/10	7-8/10
Comm Failure: BN HQ does not activate CO HQ this turn and it must operate on Initiative. Co HQ must spend its first 3 commands from the CO HQ to re-establish communication.	9/10	9/10
Counter Battery Fire: Remove all NKPA *Artillery Spotters* and *Heavy Mortar Spotters*.	10/10	10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

Enemy Higher HQ Events	**Turns 2-6 R#**	**Turns 7-10 R#**
Evacuate Casualties: All casualties in non US-occupied cards are removed.	1/10	1/10
Rally: All NKPA units that are not in good order attempt to rally.	2/10	2/10
Fall Back: All non-paralyzed units on or adjacent to a US-occupied card move straight back one card. If they can move from one trench marker to another, they move unexposed (5.1.2).	3/10	3-4/10
Charge!: All NKPA squads or assault teams adjacent to US-occupied cards move, Exposed, into the US-occupied card directly along the column they occupy.	4/10	5-6/10
Comm Failure: Remove all Spotters.	5-6/10	7/10
Ammo Resupply: All HMGs receive 2 Ammo.	7/10	8/10
Sniper: Randomly select a US-occupied card and place an Unspotted Sniper at the maximum possible range it can open fire on the selected card from (including pPoint Blank). Place under best available Cover marker or in Basic +1 Cover if there is nothing available.	8/10	-
120mm Mortar (–4 VOF): Place a Pending Fire Mission on the lead US-occupied card in Column 2. This is a single fire mission, no Spotter or Target marker is placed.	9/10	9/10
122mm Artillery (–6 VOF): Place a Pending Fire Mission on the lead US-occupied card in Column 2. This is a single fire mission, no Spotter or Target marker is placed.	10/10	10/10

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Enemy Force Packages

Enemy packages are limited by the counters available. Redraw if the package is unavailable.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	**Entrenched Rifle Squad.** (Squad in Trench) PC A, B: Add Leader on R#1/4	Yes	No	Close Range
2	**Strong Point.** (Squad in Trench + HMG Team in Bunker) PC A: Add Leader to the MG Bunker on R#1/2	Yes	No	Max LOS/Range
3	**Entrenched Rifle Squad w/ Sniper.** (Squad on 2-step side + Sniper in Trench)	Yes	No	Close Range
4	**Machine Gun.** (Squad on 2-step side + HMG Team in Trench)	Yes	No	Max Range/LOS
5	**82mm Mortar Fir**e. (Incoming (–3) / Mtr Spotter with 2 fire missions in Basic +1 Cover)	Yes	No	Incoming on triggering card. Spotter at max LOS
6	**76mm Field Guns.** (Incoming (–3) / Arty Spotter with 2 fire missions in Basic +1 Cover)	Yes	No	Incoming on triggering card. Spotter at max LOS
7	**Entrenched Assault Teams.** (2 Assault Teams in Trench)	Yes	Yes	Point Blank
8	**Booby Trap.**	Yes	N/A	Booby Trap VOF on triggering card.
9	**Dug in Squad.** (Squad in Foxholes)	Yes	No	Close Range

- MG Teams have 6 ammo each.
- Spotters draw 3 cards, modified by experience, for each fire mission attempt after the first.

North Korean Contact Packages

The map does not expand. Placement direction is always straight ahead.

Turn	PC A R#	PC B R#	PC C R#
1	1-4/10	1-3/10	-
2	5-6/10	4/10	-
3	7/10	5/10	1/10
4	8/10	6/10	2-3/10
5	9/10	7/10	4-5/10
6	-	8/10	6/10
7	10/10	9-10/10	-
8	-	-	7-8/10
9		-	9-10/10
10	-	-	-
11	-	-	-

Mission Special Rule (MSR)

1. Tank Support: US Tanks can fire in support of troops from the valley below (to the left of the map). The following rules apply:

- Set up Tank Support Staging Area cards as shown in the map diagram. This represents the parallel valley floor. The tank platoon begins set up on these cards.
- Place the 1st Tank PLT Command marker on the Command Display.
- The Tanks do not lay a Basic VOF automatically. They must be Activated every turn in which you want them to fire. Due to the range, they can only hit terrain cards in Column 1.
- Activated Tanks will Open Fire with their Basic VOF in reaction to a colored smoke signal (the player may decide if the signal is for the card it is placed in or for an adjacent card). They will Cease Fire in the Clean Up Phase when the smoke is removed.
- Only cards with Spotted enemy units may be designated as Tank targets.
- The Tanks cannot use Spot or Concentrate Fire Actions.
- The NKPA have no effective Anti-Tank capability, therefore only command limitations, Spotting and Higher HQ Events can limit the ability of the Tanks to support.
- Tanks cannot support during Rain due to limited visibility.

2. Weather: The Mission begins at Rain +2. At the start of each turn, draw an R#4 to check the weather. +1 to the result if it is already raining.

- 1-2: Clear (+0)
- 3: Rain (+2)
- 4: Rain + Mist (+3)
- 5: Rain + Fog (+4)

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MISSION 8 - ATTACK ON HILL 1040

October 10, 1951

As you know the larger offensive is underway. Operation Touchdown, will roll the Reds back. 3/9 got us up this hill on the 6th, and 2/9 took Hill 1005 yesterday. Our mission is to pass through 2/9 and take the last height of this ridge, Hill 1040. Then this ridge is ours.

Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight +0
Map	3 columns by 4 rows. • Remove all Village, Cemetery, Embankment, and Rice Paddy cards from the deck (20 cards). • Set aside the Gully/Draw cards (6 cards). • Place Hill cards for each elevated terrain section (above level 1 - a total of 6 cards). Remove remaining Hill cards from the deck. • Shuffle the Open, Rocky and Brush cards and build the Ridge top—Column 2. • Add in Gully/Draws and reshuffle to build Columns 1 and 3. **Note:** Redraw Gully terrain if drawn when expanding Column 2.
Attempts	There are no Reattempts available for this mission (3.9).
Mission Objective	Secure the Primary Objective.
Tactical Controls	• Place Primary Objective in Row 3, Column 2. • Place a Registered Target marker for the 105mm Artillery on any card per 7.16.5.
Enemy Behavior	**Tactics:** Delay Defense **Experience:** Green

Additional Attachments

There are no additional attachments available for this mission.

Fire Support

Fire Support Available *Battalion Fire Missions are available for 105mm and 155mm artillery.*							
Agency	**Ammo**	**Combat Mod**	**CO HQ Draw**	**Arty FO Draw**	**Mtr FO Draw**	**PLT HQ Draw**	**Fire Missions**
Divisional Artillery 105mm	HE	–5	3	4	3	2	5
	WP	–4	3	4	3	2	2
Divisional Artillery 155mm	HE	–6	1	3	2	N/A	2
Regimental Mortar Company 4.2” Mortars	HE	–4	3	3	4	2	3
	WP	–4	3	3	4	2	2
Battalion Mortar Platoon 81mm Mortars	HE	–3	3	3	4	2	4
	WP	–3	3	3	4	2	2

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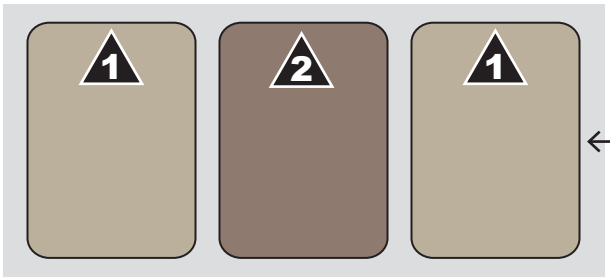
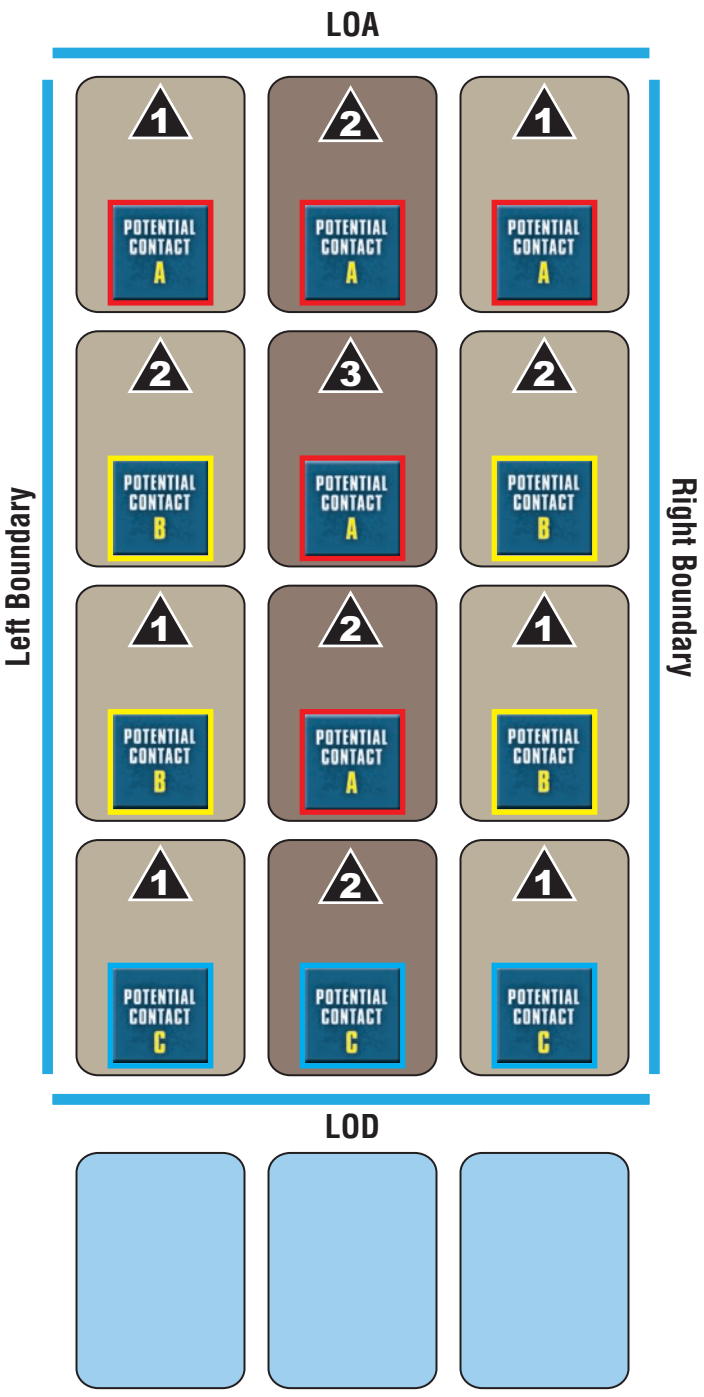
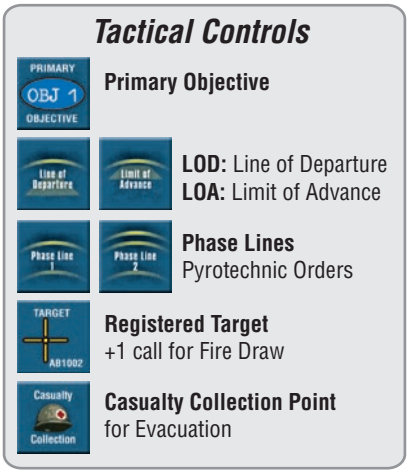
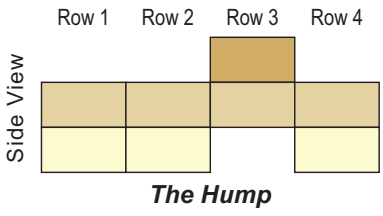


← Map may expand one row (CSR 3).







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Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Machine Gun Ammo: 4 MG Ammo are dropped in the Staging Area.	1/10	1/10
Mortar Ammo: 2 Mtr Ammo are dropped in the Staging Area.	2/10	2/10
RCL/Bazooka Ammo: 2 RCL and 2 Rocket Ammo are dropped in the Staging Area.	3/10	-
SitRep: CO HQ must spend its first 3 commands to send a report to the battalion.*	4/10	3/10
Working Party: Detach 2 non-paralyzed steps from the company for the rest of the mission. Place them on the Command Display. They can be used for reconstitution at their original experience level at the end of the mission.	5/10	-
Artillery Priority Shifted to 23rd Infantry: No 105mm or 155mm artillery fire missions this turn.	6-7/10	4/10
Mortar Priority Shifted to another Battalion: No 4.2" Mortar Fire Missions this turn.	8/10	5/10
Comm Failure: BN HQ does not activate CO HQ this turn and it must operate on Initiative. CO HQ must spend its first 3 commands to re-establish communication.*	9/10	6-7/10
Keep Pushing: Move LOA up 1 row, extending the map at the same elevation, place PC A markers in the new row. Add a Secondary Objective (worth 5 experience points if Secured) to Column 2. Redraw if this event has already occurred.	-	8-9/10
Counter Battery Fire: Remove all NKPA *Arty Spotters* and *Heavy Mortar Spotters*.	10/10	10/10

* Earn 1 Experience point for each of these events if completed that turn. There are no penalties for not being able to complete these events due to a lack of Commands.

Enemy Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Evacuate Casualties: All casualties in non US-occupied cards are removed.	1/10	1/10
Rally: All NKPA units that are not in good order attempt to rally.	2/10	2/10
Fall Back: All non-paralyzed units on or adjacent to a US-occupied card move straight back one card. If they can move from one trench marker to another, they move unexposed (5.1.2).	3-4/10	3-4/10
Charge!: All NKPA squads or assault teams adjacent to US-occupied cards move, Exposed, into the US-occupied card directly along the column they occupy.	5/10	5-6/10
Comm Failure: Remove all spotters.	6-7/10	7/10
Ammo Resupply: All HMGs receive 4 Ammo.	8/10	8/10
120mm Mortar (–4 VOF): Place a Pending Fire Mission on the lead US-occupied card in Column 2. This is a single fire mission, no Spotter or Target marker is placed.	9/10	9/10
122mm Artillery (–6 VOF): Place a Pending Fire Mission on the lead US-occupied card in Column 2. This is a single fire mission, no Spotter or Target marker is placed.	10/10	10/10

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Enemy Force Packages

Enemy packages are limited by the counters available. Redraw if the package is unavailable.

#	Package	Place PDF/VOF?	Spotted?	Placement
1	**Entrenched Rifle Squad with Leader.** (Squad + Leader in Trench)	Yes	No	Close Range
2	**Entrenched Rifle Squad with Sniper.** (Squad on 2-step side + Sniper in Trench)	Yes	No	Close Range
3	**Dug in Squad.** (Squad in Foxholes)	Yes	No	Close Range
4	**Dug in Assault Teams.** (Two Assault Teams in Foxholes)	Yes	Yes	Point Blank
5	**Machine Gun.** (Squad on 2-step side + HMG Team in Trench)	Yes	No	Max Range/LOS
6	**Strong Point.** (Squad in Trench + HMG Team in Bunker) PC A: Add Leader to the MG Bunker on R#1/2	Yes	No	Max Range/LOS
7	**82mm Mortar Fire.** (Incoming (–3) / Mtr Spotter with 2 fire missions)	Yes	No	Incoming on triggering card. Spotter at max LOS
8	**76mm Field Guns.** (Incoming (–3) / Arty Spotter with 2 fire missions)	Yes	No	Incoming on triggering card. Spotter at max LOS
11	**Assault.** (Squad Infiltration Attempt)	Yes	Yes	Point Blank or Close Range

- MG Teams have 6 ammo each.
- Spotters draw 3 cards, modified by experience, for each fire mission attempt after the first. No Spotter is placed if triggered on Row 5; only a single fire mission occurs.

North Korean Contact Packages

The map does not expand to the left or right. Placement direction is always straight ahead.

Package	PC A R#	PC B R#	PC C R#
1	1/10	1-3/10	
2	2/10	4/10	
3	3-5/10	-	1-5/10
4	6/10	5-6/10	-
5	7/10	7/10	6-7/10
6	8-9/10	8/10	-
7	10/10	9/10	8-9/10
8	-	10/10	10/10
9	-	-	-

PC A - Row 5*	
Package	R#
1	1/10
2	2/10
3	3-5/10
4	6-7/10
5	-
6	-
7	8-9/10
8	-
9	10/10

* Place all Close Range contacts triggered on Row 5 at Point Blank Range.

Mission Special Rules (MSR)

There are no MSR for this mission.

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Statistics

The Three Deadliest Battles in Korea			
Battle	**Dates**	**US KIA**	**US WIA**
Pusan Perimeter	Aug 04-Sep 16, 1950	3651	9326
Kunu-ri	Nov 15-Dec 01, 1950	1653	1571
Chosin Perimeter	Nov 28-Dec 15, 1950	1225	4380

2nd Inf. Div. Heartbreak Ridge Campaign Casualties				
Phase	**Dates**	**US KIA**	**US WIA**	**9th Inf. KIA**
Bloody Ridge	Aug 27-Sep 03, 1951	304	807	163
Heartbreak Ridge I	Sep 11-Sep 29, 1951	391	1332	104
Heartbreak Ridge II	Oct 05-Oct 14, 1951	242	1198	71

2nd Infantry Division WWII versus Korea Casualties			
War	**KIA**	**WIA**	**Died of Wounds**
WWII	3031	12785	457
Korea	7094	16575	338

The Three Deadliest Regiments in Korea		
Regiment	**US KIA**	**US WIA**
38th Infantry, 2nd Infantry Div.	2034	5090
9th Infantry, 2nd Infantry Div.	1941	4579
19th Infantry, 24th Infantry Div.	1576	3617

Infantry & Cavalry Regiments that Served in Korea 1950-1953	
Division	**Regiment**
2nd Infantry Division	9th, 23rd, 38th Infantry
3rd Infantry Division	7th,15th,65th Infantry
7th Infantry Division	17th,31st,32nd Infantry
1st Cavalry Division	5th,7th,8th Cavalry
24th Infantry Division	19th,21st,34th Infantry
25th Infantry Division	14th,24th,27th,35th Infantry
40th Infantry Division	160th,223rd,224th Infantry
45th Infantry Division	179th,180th,279th Infantry
1st Marine Division	1st, 5th and 7th Marines

Source: *Korean Battle Chronology: Unit-by-Unit United States Casualty Figures and Medal of Honor Citations* by Richard E. Ecker, McFarland & Co, Jefferson, NC, 2005

Primary Source: http://www.2id.org/koreanwar.htm maintained by 2nd Infantry Division Korean War Veterans Association

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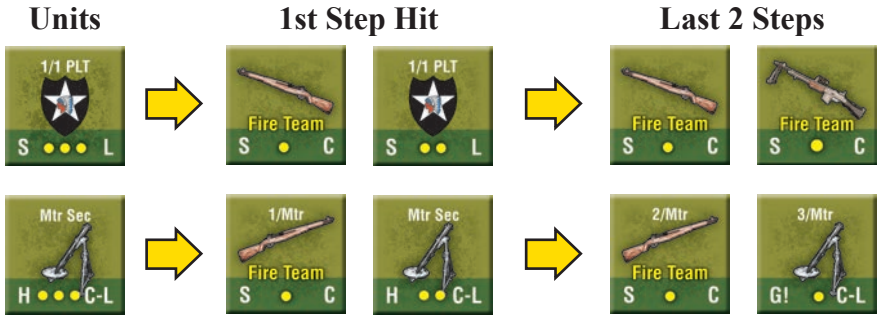
Unit Breakdown

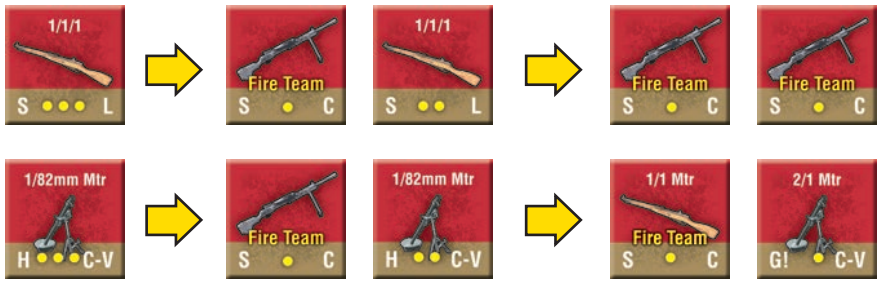
US Units



See 7.18.1B - Mortar Ammo.

Generic Assault and Fire Teams

North Korean Units



See 7.18.1B - Mortar Ammo.

Generic Assault and Fire Teams

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