



FIELDS OF FIRE



**9TH INFANTRY REGIMENT "MANCHUS"
NAKTONG RIVER MISSION BOOK
AUGUST - SEPTEMBER 1950**



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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. Flag the Command marker of the Activated HQ to its Command Available side. You can declare this action once for any failed attempt. Draw one more Action card.
b. Exhort	1	Auto	Any HQ or Staff	Any subordinate unit	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".
c. Deploy Pyrotechnics	1	Auto	Any HQ or Staff	Any subordinate unit	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".
d. Recon a PLT HQ	1	Auto	Any HQ or Staff	Any subordinate unit	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".
e. Recon the CO	1	Auto	Any HQ or Staff	Any subordinate unit	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".

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".

Potential Contact Draw Chart

Type of PC Marker	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	Contact	Engaged	Heavily Engaged
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 and friendly units on it.			

Result:
Auto = Contact automatically made.
= Draw that number of Action Cards, if any card contains the word Contact, then contact is made.
If contact made, check Mission Instructions for type of contact.
* Note: The Contact Level will never drop from Contact to No Contact until all of these conditions are true.

Attempt to Make a Grenade Attack (7.10)

An Infantry unit that has:	May Attempt an attack:	Valid Target
Any Printed VOF	On the same card	Any enemy unit
G1 or Superscript G1 VOF & printed Range	Out to printed range	Any enemy infantry unit*
A G1 rated Asset Weapon	Out to range on Asset counter	Any enemy infantry unit*

* Weapons capable of ranged G1 attacks use AT Counter.

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:			
Under cover	-1	On the same card as spotter	+1
A Sniper or FO	-1	Exposed	-2
Veteran	-1	A unit with a VOF rating of A	+1
Green	+1	A unit with a VOF rating of H or G1	+2

* If a card has two Cover & Concealment values, use the lower number when spotting across a white LOS border.

Command Limitations	Day	Limited Visibility*
Maximum number of commands that any one HQ or Staff...	6	4
...can spend per Impulse		
Green	3	2
Line	6	4
Veteran	9	6

Command Draw Modifiers	Day	Limited Visibility*
HQ or Staff Status:		
Activated	-1	
Pinned	-1	
Green	-1	
Veteran	+1	
Under Cover	+1	
Snapped VOF affecting the HQ or Staff:		
VOF of S	-2	
VOF of A	-3	
VOF of H, G1, S1, or Incoming!	+1	

* Sniper VOF command draw modifier applies to HQs and Staff anywhere on the card.

Infantry Combat

NDN = Strength (Success) VOF = not Visibility modifier

* applicable Defending Status modifiers

* all applicable VOF Modifiers

(Minimum NDN = -4; maximum NDN = +8)

VOF

All Pinned

S +2

A -1

H -1

G1 -1

S1 -1

Incoming! -1

* "Success" apply to target or group under same Cover: can apply multiple times per card/draw.

* See Mission Instructions

Action Deck

of Commands (Initiative)

Concentrate Fire or Spotting

Call for Fire or Mines

Infiltrate

Grenade Attack

Higher HQ Event

Terrain Decks

Vehicle Access

Burst Modifier

Cover Potential (Rural)

Cover Potential (Urban)

Card Draw

Landing Zone





Anti-Tank Combat Resolution and Modifiers

AT Fire or Reaction Fire Against a Vehicle

- If fire has a VOF rating of GI or V first make a successful Grenade Attack attempt in order to continue (10.6.2). If Target is Ambushed add one card to this draw (10.8.3). A failed attempt ends the AT Fire (no Miss marker is placed).
- Calculate the net Anti-Tank modifier as follows:
 Gunner Value of attacking unit from AT Weapons Chart
 + Defensive Value of defending unit
 + Cover & Concealment modifier of defender's Terrain card
 + Move & Fire modifier of attacking unit (if applicable)
 + Any of the following modifiers:
 Target is Pinned -1
 Target is moving +1
 Firing is Pinned +1
 Target is Ambushed (10.8.3) -3 or -4
- Draw an Action card and add the AT number on the card to the net AT modifier to get a final sum.
- Cross reference the final sum against the target type (V or A) in the Combat Effects chart below to find the AT Combat result.
- Quick Shot:** If the target is a Ground Vehicle, the attacking unit is Quick Shot capable, still has ammo remaining, and the final sum is -4, -2, 0, +2, +4 then another attack may be made. (Each AT Fire attempt uses 1 ammo.) Units concluding Reaction Fire with a Quick Shot eligible draw are not marked Moved/Fired.

Resolving VOF Against Vehicles (10.5.3)

- Calculate the Net Anti-Tank modifier as follows:
 Gunner Value of attacking unit = 0
 + Defensive Value of defending unit
 + Cover & Concealment modifier of defender's Terrain card
 + Any of the following that apply:
 Target is Moving +1
 Target is Pinned -1
 + One of the following:
 All Pinned VOF +4
 Small Arms VOF +3
 Automatic Weapons VOF +2
 Heavy Weapons +1
 Sniper VOF +1
 Incoming VOF -1
 Mines! VOF -2
 Grenade VOF -2
 Air Strike VOF -3
- Draw an Action card and add the AT number on the card to the net AT modifier to get a final sum.
- Cross reference the final sum against the target type (V or A) in the Combat Effects chart below to find the AT Combat result.
 * Add burst modifier if present on target card.

Combat Effects (10.7)

Final sum	Target Type V (Ground Vehicles)	Target Type A (Aircraft)
-1 or less	Brewn Up	Shot down - Crashed
0 or 1	Knocked Out	Shot down - Auto rotate / Crash Land

Vehicle Actions

Activated Vehicles and other AT capable units take actions one at a time. Alternate between sides with the offensive side going first. Note any mission/campaign specific restrictions on the order vehicles can take actions.

- Resolve any VOF against the vehicle (10.5.3).
- Carry out one (and only one) Action from the menu below (10.5.2).
- Carry out Reaction AT Fire from all eligible AT capable units against the vehicle (10.5.4).
- Flip Activated markers to Moved/Fired side. This unit may carry out no more actions or Reaction Fire this turn.

Action	Vehicles	Other AT capable units
AT Fire	Yes	Yes
Concentrate Fire	Yes	No
Move	Yes	No
Move then AT Fire	Yes	No
Spot	Yes	No

*AT capable infantry units do not resolve

PLAY KOREA

TURN	2	3	4	5	6	7	8	9	10	11	12
GAME TURN	2	3	4	5	6	7	8	9	10	11	12
CO HQ	1	2	3	4	5	6	7	8	9	10	11
1st PLT	1	2	3	4	5	6	7	8	9	10	11
2nd PLT	1	2	3	4	5	6	7	8	9	10	11
3rd PLT	1	2	3	4	5	6	7	8	9	10	11
HMG PLT	1	2	3	4	5	6	7	8	9	10	11
CO 1SGT	1	2	3	4	5	6	7	8	9	10	11
1st PLT ASSETS	1	2	3	4	5	6	7	8	9	10	11
2nd PLT ASSETS	1	2	3	4	5	6	7	8	9	10	11
3rd PLT ASSETS	1	2	3	4	5	6	7	8	9	10	11
MTR SEC ASSETS	1	2	3	4	5	6	7	8	9	10	11
HMG PLT ASSETS	1	2	3	4	5	6	7	8	9	10	11
PRISONERS CAPTURED	1	2	3	4	5	6	7	8	9	10	11
UNITS ELIMINATED	1	2	3	4	5	6	7	8	9	10	11
UNITIES EVACUATED	1	2	3	4	5	6	7	8	9	10	11





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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, Naktong River, August - September, 1950

In June 1950 the North Korean People's Army (NKPA) invaded South Korea in wide-ranging attacks across the 38th parallel. South Korean forces and United Nations troops already in theatre were fully committed to battle. Shortly afterwards, President Truman gave the order to commit US forces to the UN taskforce and the 9th Infantry Regiment "Manchus" became the first unit to reach Korea directly from the United States, arriving in Pusan on July 23, where they were quickly pushed into a desperate defense of the Pusan Perimeter.

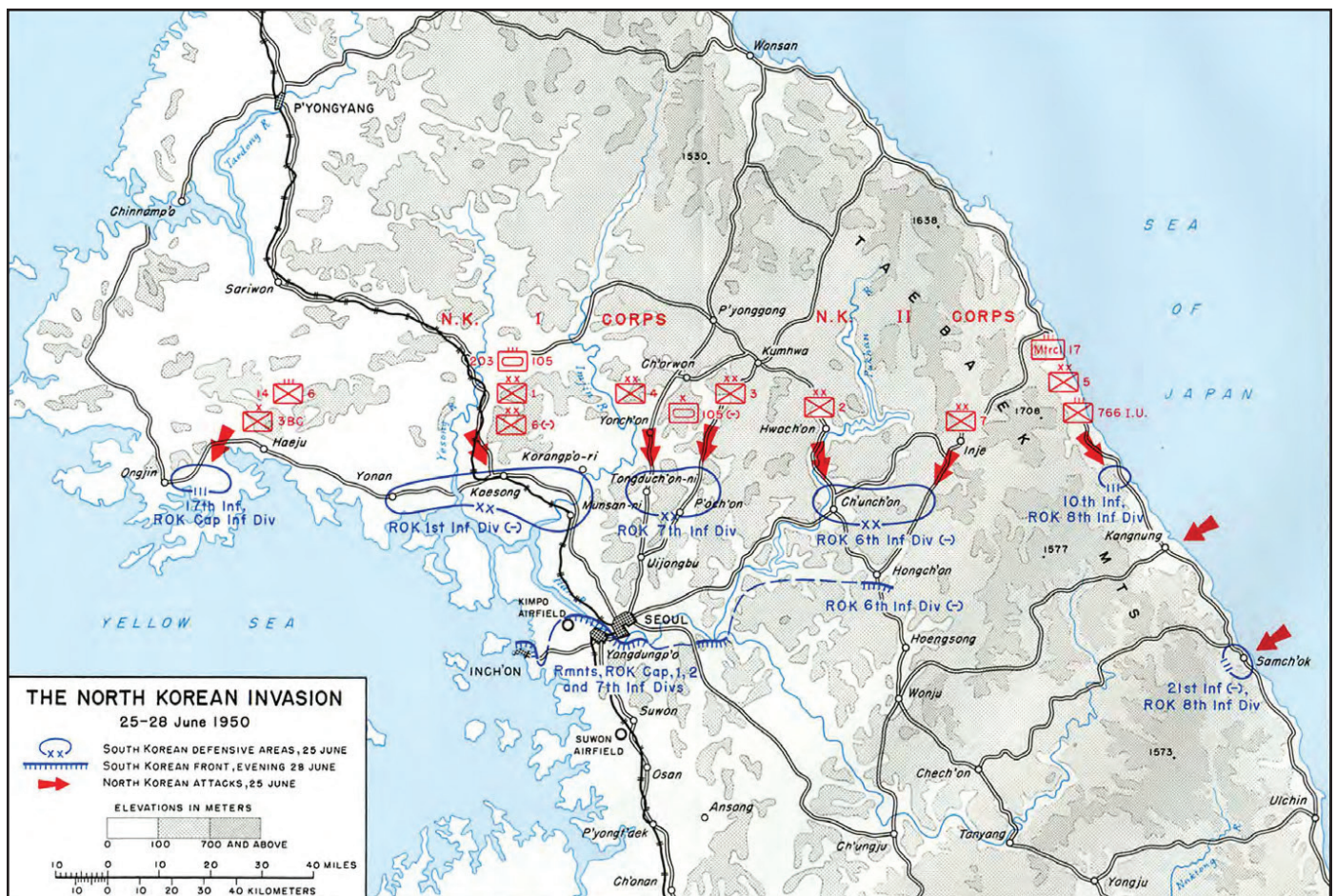
The regiment, minus its 3rd battalion who were retained as the Army reserve, was formed into a Regimental Combat Team (9th RCT) by attaching tank and artillery units, and was allocated to the hard-hit 24th Infantry Division on August 8th, 1950. Colonel John G. Hill was given command of Task Force Hill consisting of his 9th Infantry, the badly understrength

19th and 34th Infantry and the 1st Battalion, 21st Infantry and several artillery battalions. For the next ten days the Manchus battled the 16th Regiment of the 4th NKPA Division (reinforced) for Hill 165, known as the "Cloverleaf". The hill finally fell on August 18th following the arrival of reinforcements in the form of the 1st Provisional Marine Brigade and the battered 4th NKPA Division withdrew back across the Naktong River, where US forces established a new defensive line. The fight for the Cloverleaf resulted in 161 Manchus killed in action.



On August 24th, the remainder of 2nd Infantry Division (the 23rd and 32nd Infantry Regiments) relieved the depleted 24th Infantry Division along the Naktong "Bulge" River Line Sector. The 9th RCT was responsible for the southern sector on the left flank of the division. This was more than 18 km of frontage and the RCT was very thinly spread,

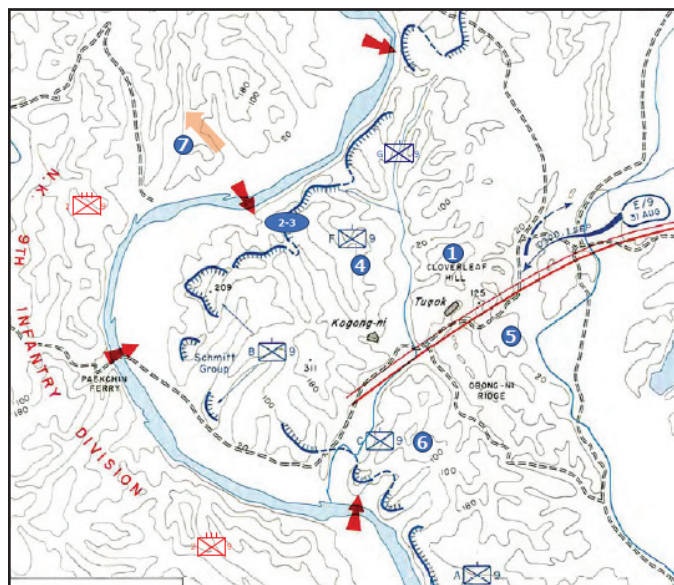
with companies responsible for 4km sectors and platoons covering 500m fronts along the entire Naktong Bulge. The extended front forced the Manchus to have five of the six rifle companies that made up its 1st and 2nd battalion on the





line with the companies arranged from north to south as Companies G, F, B, C and then A.

Whilst manning these positions the Manchus then suffered the brunt of the last major North Korean offensive, from August 31st – September 3rd.



This map shows the locations of the missions as Company F would have experienced them. The positions of the other companies fighting along the perimeter (missions 2 and 3) before falling back are also noted.

Company E had pulled out of the line and were caught off-guard while moving up in the seam between Companies B & C in preparation for a raid across the Naktong known as Operation Manchu. They had to fight their way back to friendly lines. Company C, holding Hill 201 as part of their sector, disintegrated rapidly under the massed assault. Company B was pushed back into successive defensive positions. Company A managed to hold their original line the longest, but by the morning of September 1st they were also forced to retire, or else be cut off.

The companies of the 2nd Battalion fell back in good order to Yongsan, where they had started on August 8th. 2nd Battalion reinforced by tanks and engineers counterattacked on the afternoon of September 2nd and managed to halt the North Korean advance.

The battered division was reorganized into two Task Forces. One, under the command of the Division Artillery Commander, Brigadier General Loyal M. Haynes, was responsible for the northern sector of the Division Zone. It consisted of the remaining elements of the 38th and 23rd Infantry, Co C of the 72nd Tank Battalion, and supporting artillery. The second task force was commanded by Brigadier General Joseph S. Bradley, assistant division commander, and consisted of elements of the 9th Infantry (still minus 3rd Bn), elements of 72nd Tank Battalion, 2nd Engineer Combat Battalion, and supporting artillery.

After the situation was stabilized and 4,500 Korean replacements poured into the division, the 9th RCT with Colonel Charles C. Sloane in command counterattacked, starting nearly three weeks of fighting that pushed the North Koreans back across the river.

The Third Battalion, 9th Infantry would not rejoin the 9th RCT until September 18th to lead in the final seizure of Hill 201 the following day.

The Manchus would go on to participate in further offensives with 2nd Division over the next few months. In late November 1950, however, a massive Chinese counteroffensive at Kujang-dong devastated the regiment, and heavy fighting continued as the division 'ran the gauntlet' to a new defensive line at Kunu-ri. In the fighting, the 1st Battalion was completely lost, and the 2nd and 3rd battalions were each reduced to less than half strength. After being reorganized and refitted, over the remainder of the war the 9th would go on to participate in the hill battles—"Bloody Ridge," "Heartbreak Ridge," "Old Baldy," and "Pork Chop Hill."

Korean War Infantry Regiment Organization

  The infantry regiment (RGT) was commanded by a Colonel (Col). It had three infantry battalions, a headquarters and headquarters company (HHC), a medium tank company of 17 M4 Shermans, a heavy mortar company of 6 4.2" (107mm) mortars, a service company, and a medical company.

    The infantry battalion (BN) was commanded by a Lieutenant Colonel (LtCol). It had three rifle companies, an HHC, and a weapons company. The weapons company had a mortar platoon of 4 81mm mortars, one machine gun platoon of 4 M1917A1 .30 cal heavy and 4 M1919A4 light machine guns, and an anti-armor platoon of 4 75mm recoilless rifles (RCLs).

   The rifle company (CO) was commanded by a Captain (Capt). It had three rifle platoons, a headquarters platoon, and a weapons platoon. The weapons platoon had a mortar section of 3 60mm mortars and an anti-armor section of 3 57mm RCLs.

  The rifle platoon (PLT) was led by a Second Lieutenant (2ndLt) and a Sergeant First Class (SFC). It had three rifle squads and a weapons squad with 1 M1919A6 light machine gun and a Bazooka. It is the primary maneuver element of a rifle company.

  The rifle squad (SQD) was led by a Staff Sergeant (SSgt). The Army was operating under reduced manning in 1950-52 so they typically hovered around 6-9 soldiers. A 1952 organization change would set the established strength at 9 soldiers. It had two M1918 Browning Automatic Rifles (BAR), and the rest used the M1 Garand rifle, with one having the rifle grenade attachment. There was less variety on



small arms and the M2 carbine that had replaced the M1 carbine was not as popular as the M1 due to the low power bullet and more frequent jams. BARs were also less popular as the weapons themselves had become less reliable through age.

The Korean War Infantry Regiment formed the nucleus of a Regimental Combat Team (RCT) concept that employed the RCT in a more independent role from the division. The regiment had lots of firepower and with its own tanks and attached artillery was a very powerful formation.

Korean Augmentation to US Army (KATUSA)



The KATUSA were members of the South Korean Army assigned to US Army units down to the company level. The program was started in July 1950 as the US had severe manpower shortages and little knowledge of Korea. Both conscripts and volunteers would attend training and then be assigned to their units where they could be assigned directly within US companies. Given the language and cultural barriers they were typically made into their own squads and platoons. The program continues to this day to strengthen the interoperability of a now much more capable and professional South Korean Army and the US Army. During the Korean War 43,660 Korean soldiers served in the KATUSA program, suffering 11,365 killed or missing.

The 9th Infantry Regiment was organized as follows:

Colonel John G. Hill, Commanding, relieved by Colonel Charles C. Sloane

Headquarters & Headquarters Co
Service Co
Tank Co (17 M4A3E8 tanks)

1st Battalion

- Rifle companies: A (Able), B (Baker), C (Charlie)
- Heavy weapons company: D (Dog)

2nd Battalion

- Rifle companies: E (Easy), F (Fox), G (George)
- Heavy weapons company: H (How)

3rd Battalion

Detached during the Naktong Battles guarding the vital Pohangdong airstrip

- Rifle companies: I (Item), K (King), L (Love)
- Heavy weapons company: M (Mike)



North Korean Forces

The North Korean Peoples' Army (NKPA) invaded South Korea with 7 infantry divisions, an armored brigade of 150 T-34/85s, and a mechanized brigade (the 206th) divided into two corps with I Corps in the west and II Corps in the east. It numbered some 90,000 men.

1st Infantry Division: 20th, 22nd, and 24th Infantry Regiments

2nd Infantry Division: 4th, 16th, and 17th Infantry Regiments

3rd Infantry Division: 7th, 8th, and 9th Infantry Regiments

4th Infantry Division: 5th, 16th, and 18th Infantry Regiments

5th Infantry Division: 10th, 11th, and 12th Infantry Regiments

6th Infantry Division: 13th, 14th, and 15th Infantry Regiments

7th Infantry Division: 1st, 2nd, and 3rd Infantry Regiments

105th Armored Brigade: 107th, 109th, and 203rd Armored Regiments

206th Mechanized Infantry Brigade

The North Korean troops were tough veterans, skilled from fighting the Japanese, but their biggest factor was their mass. By the time of the Pusan Perimeter fighting, however, they had lost as many as 58,000 men and were forced to rapidly raise conscripts, including many South Koreans from recently conquered territory. They called forward their reserve divisions and formed completely new ones.

The NKPA fielded 10 Infantry Divisions at the Pusan Perimeter, though four of these (9th, 10th, 13th, and 15th) were reserve units and a further two (the 8th and 12th) had been newly raised. They were supported by elements of the 105th Armored Brigade (this brigade was upgraded to a division in late 1950).

At the Naktong River, the 4th and 9th Infantry Divisions and elements of the 14th and 16th Mechanized Divisions comprised the North Korean strike force facing the Manchus. They were equipped along Soviet lines; a division of three regiments, a regiment of three battalions, a battalion of three companies, a company of three platoons, and a platoon of three squads. Each squad was equipped with a DP light machine



gun, a submachine gun or two (Shpagin PPSH-41 or PPS-43—US troops called these “Burp Guns” due to the sound they made when firing), and Mosin-Nagant M1891 rifles or M1944 carbines. Machine gun platoons had the Soviet SPM and SG-43 wheeled heavy machine guns. The Mechanized units used trucks, and each had tank units equipped with T-34/85s.

All their formations were under strength. The 4th Division, commanded by Maj. Gen. Lee Kwon Mu, had about 7,000 men on 5 August. The tough fighting for the Clover Leaf and Obong Ni reduced them to around 3,500 by the 19th. The division rapidly received “mobilized” replacements and participated in the 31 August attack, but with no more than 5,000 troops. The NKPA 9th Infantry Division did not arrive on the Perimeter until 25 August, in preparation for the major offensive of night of 31 August. Commanded by Maj. Gen. Kim T’ae Mo, this consisted of the 1st, 2nd, and 3rd Infantry Regiments, with a strength of about 9,350 men, though the 3rd Infantry Regiment remained behind to secure the Inchon area.

There were several tank battles during the Naktong fighting, though the North Koreans were not adept at armor tactics, and the terrain limited their use. Manchus knocked out two T-34/85s with bazookas during the Cloverleaf fighting and the Marines just south of the Cloverleaf had a couple of tank-versus-tank engagements.

The North Koreans also fielded SU-76M assault guns as mobile artillery. The infantry used 82mm and 120mm Mortars and had some artillery (76.2mm field guns) but lacked long-range heavy guns.

The Soviet-style North Korean units were very vulnerable to US Airstrikes, which took a dramatic toll, although due to the sheer numbers of North Korean troops it may not have seemed that way to the frontline units. The rapidity of the North Korean collapse after the failure at the Naktong River is a good indication of the effectiveness of the Air Support. Unfortunately for the North Koreans, US rifle companies had received a significant increase in firepower after WWII; more machine guns, more bazookas, and the presence of recoilless rifles all helped the US units. Even though they were thinly spread, they inflicted serious punishment on the enemy.

Manchu Korea Timeline: Naktong River Campaign (August and September, 1950)

Date & Day	KIA	Mission No.	Notes
Aug 7th	1		Last quarter moon; 9th RCT attached to 24th Infantry Division
8th	3	Start of mission 1	9th RCT (–), 1st and 2nd Bn at @ 800 men each; initial attack on Cloverleaf (Hill 165)
9th	9		
10th	20		NKPA counterattack
11th	55		NKPA counterattack
12th	26		
13th	12		New moon
14th	4		Rain; attack on Cloverleaf vs. 16th Regt / 4th NKPA Division
15th	11		Cloudy, rain; failed attack on Cloverleaf, H Co knock Out 1 T-34 with a bazooka, 3 other tanks retreat
16th	15		NKPA counterattack, F Co knock Out 1 T-34 with a bazooka
17th	2		Marines attack Obong-Ni
18th	3	End of mission 1	Attack finally clears Cloverleaf with light resistance
19th	6		Yongsan Assembly Area
20th	1		First quarter moon
21st	1		
22nd	0		
23rd	0		
24th	1		2nd Infantry Division stands up
25th	2		
26th	0		
27th	0	Start of mission 2	Full moon; patrolling the Naktong
28th	1		
29th	0		
30th	0	End of mission 2	
31st	25	Start of mission 3	Main attack by NKPA 9th Division



<i>Aug Total</i>	<i>198</i>		
Sep 1st	143	End of 3; Start of 4	NKPA 9th Division exploit their attack
2nd	14	End of mission 4	
3rd	24	Start & End mission 5	TF Bradley counterattack
4th	12		Last Quarter Moon; first Close Air Support mission
5th	7		
6th	22		
7th	4		
8th	6		
9th	2		
10th	2		
11th	3		New moon
12th	0		
13th	0		
14th	14		
15th	4		
16th	4	Start of mission 6	Attack on Hill 201; Inchon landing raises morale
17th	9		
18th	6		1st quarter moon
19th	6	End of mission 6	
20th	3		
21st	4	Start of mission 7	Attack across the Naktong
22nd	6		
23rd	2		
24th	2		
25th	0		
26th	2		Full moon; Attack on Samga
27th	1	End of mission 7	
28th	1		
29th	2		
<i>Sept. Total</i>	<i>298</i>		
<i>Campaign</i>	<i>496</i>		<i>Approximately 1000-1500 WIA, for an overall casualty rate of around 50%</i>



Men of the 9th Infantry Regiment man an M-26 tank to await an enemy attempt to cross the Naktong River.



Naktong River 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 6-9 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.



During the Naktong campaign you may receive South Korean troops (KATUSA - Korean Augmentees to US Army) as replacements. They were equipped similarly to US squads.

NKPA Units



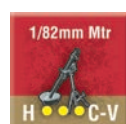
North Korean infantry squads were mostly armed with bolt-action rifles (Mosin Nagant M1891), a DP Machine Gun and a few carbines and sub-machine guns.



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.



North Korean infantry units used a variety of mortars for indirect fire support at company and battalion level. Heavy mortars (off-map) were also available to larger formations.



The North Koreans fielded Soviet armor: T-34 tanks and SU-76M self-propelled assault guns.



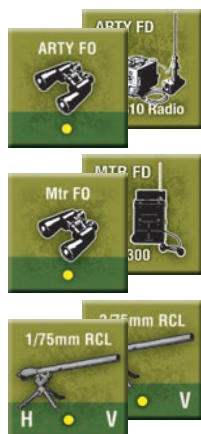
Company Table of Organization & Equipment (TO&E)

The following is your starting company for the campaign. If you play a mission in isolation, you will use this company. The RCLs and Mortar Section 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	Line	SCR300 BN TAC radio	1
CO XO	Company Executive Officer	Line		1
CO 1 Sgt	Company 1st Sergeant	Veteran		1
1/Runner	Runner 1	Line		1
2/Runner	Runner 2	Line		1
Weapons Platoon (attach units to rifle platoons as desired)				
1/57mm RCL	1st 57mm RCL Team	Line	3 RCL ammo	1
2/57mm RCL	2nd 57mm RCL Team	Line	3 RCL ammo	1
3/57mm RCL	3rd 57mm RCL Team	Line	3 RCL ammo	1
Mtr Sec	60mm Mortar Section	Line	4 Mtr ammo	3
1st Platoon				
1 PLT HQ	1st Platoon Headquarters	Green		1
1/1	1st Squad, 1st Platoon	Line		3
2/1	2nd Squad, 1st Platoon	Line		3
3/1	3rd Squad, 1st Platoon	Line		3
1/W/1	1st Plt Weapons Squad - MG Team	Line	4 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		1
1/2	1st Squad, 2nd Platoon	Line		3
2/2	2nd Squad, 2nd Platoon	Line		3
3/2	3rd Squad, 2nd Platoon	Line		3
1/W/2	2nd Plt Weapons Squad - MG Team	Line	4 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		1
1/3	1st Squad, 3rd Platoon	Line		3
2/3	2nd Squad, 3rd Platoon	Line		3
3/3	3rd Squad, 3rd Platoon	Line		3
1/W/3	3rd Plt Weapons Squad - MG Team	Line	4 MG ammo	1
2/W/3	3rd Plt Weapons Squad - Bazooka Team	Line	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 Radio (manpack)	15th Field Artillery Battalion	Line	1
Mtr FO	81mm Mortar Forward Observer with SCR300 Mtr FD Net Radio	BN 81mm Mortar Plt	Line	1
75mm RCL Team	Two 75mm RCL Teams with 3 ammo each	Bn Weapons Company	Line	1 each



Company Vehicle Assets

Unit	Description	Exp	No.
Jeep	Jeep (no crew) (10.8.1)	As per driver/passenger	1 vehicle

Assets

The following assets are available in every mission.

Unattached Assets	No. per mission	Notes
CO TAC Net: SCR536 radios	6	Assigned to company HQs and any other units as desired
HC Smoke	4	
WP Smoke	4	
Rifle Grenades	6	Assign one 2-shot counter to each platoon
Red Star Para-chute (RSP)	1	
Red Star Cluster (RSC)	1	
Green Star Para-chute (GSP)	1	
Green Star Cluster (GSC)	1	
Red Smoke	1	Not available in missions that take place entirely at night
Green Smoke	1	Not available in missions that take place entirely at night
Yellow Smoke	1	Not available in missions that take place entirely at night
Purple Smoke	1	Not available in missions that take place entirely at night
Handheld Illumination	8	Can be used in any missions with Limited Visibility turns.

Experience

The following table details the Experience Points awarded depending on mission type:

Experience Points	
Task	Points
Offensive Mission Experience Points	
Secure the Primary Objective card	5
Secure the Secondary Objective card	4
Secure the Attack Position card	3
Clear another card that had a PC A marker	2 per card
Clear a card that had a PC B or C marker	1 per card
Combat Patrol Experience Points (award for patrolling platoon)	
Clear the Primary Objective card	5
Clear other cards on Rows 3 and 4	1 per card
Successfully complete a Patrol	5
Defensive Missions Experience Points	
Each Secured card at the end of the mission	1 per card
Each Cleared card on Rows 1 and 2 (in addition to above)	1 per card
Knock out or Brew Up enemy truck	2 per truck
General Experience Points (all missions)	
Knock out or Brew Up enemy tank or assault gun	4 per vehicle
Capture enemy prisoners	2 per step
Capture an enemy casualty	1 per step
Perform a successful attack with a hand grenade (not a ranged G! weapon)	1 per attack
Complete HQ Event marked* that turn	1 per event
Successfully evacuate a friendly casualty	1 per casualty



Basic Campaign Information

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

Runners (4.3.2): Place the runners on the CO HQ Assets box on the Command Display until activated.

Casualty Evacuation (5.1.7): Either place a CCP Tactical Control on any face-up card before the mission begins, or set one during play.

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

Vehicle Activation (10.5.1):

Carry out vehicle actions in the following order:

1. Tanks
2. Tank Destroyers
3. Halftracks (Quad 50)
4. Trucks
5. Jeeps
6. AT Guns & AT capable Infantry units

Complete actions for all units in a group before moving on to the next (Reaction Fire occurs at any time as usual).

Campaign Special Rules (CSR)

1. Communications

-   The SCR536 Radios making up the CO TAC Network may be replaced by EE8 Field Phones in each Offensive or Defensive mission. 4 Phone Lines are provided as assets in each mission if Phones are used.
- The CO HQ may also replace the BN TAC SCR300 Radio with a Field Phone. (This is not a requirement, even if the CO TAC Network is using Field Phones.)
- Other Networks remain on radios.

Historical Note: The Army went to Korea with the same radios it had at the end of World War II. By the end of the war a new family of radios would be fielded that were interoperable with broader bandwidths. The Signal Corps Radio (SCR) lexicon would be replaced with the Portable Radio Communicator (PRC).

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. If only one step remains, place a 1-step mortar team (see breakdown diagram).

-    When the Mortar Section breaks down, 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. Infiltration

If a **Squad Infiltration Attempt** enemy package is drawn, 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.

4. Replacements

- **After Mission 1:** Receive up to 8 steps of US replacements.
- **In Mission 6:** KATUSA troops may become available (see mission 6 MSR).

Design Note: The battles along the Naktong River line stretched the limits of the Manchus as replacements were pulled from support units. When those ran out, KATUSA (Korean Augmentees to US Army) troops were used as replacements. The first of these South Korean soldiers (out of an eventual 4,500) were incorporated into the division during the first week of September.

5. Counter Attack Event

When the Counter Attack event is drawn, immediately place a PC A marker on all US occupied cards that are either:

- a) adjacent to a card with an unrevealed PC marker or
- b) adjacent to a card not occupied by US forces or
- c) in the top Row

Discard existing markers as per 8.2.3. Change Enemy Tactics to **Offensive Assault** for three turns (including this turn). Mark the final turn of the Counter Attack with the turn-track marker provided. The sequence of play does not change. Resolve any PC A markers using the Counter Attack chart in place of the regular PC A chart.



6. Cover

For Village cards, when cover is found it may be a building or basic cover. Draw on the table below:

R#	Cover type
1/5	Strong Building (+3)
2/5	Strong Building (+3)
3/5	Light Building (+2)
4/5	Light Building (+2)
5/5	Basic Cover (+1)



If an enemy force package is placed in a Village, consult the table above and if the building cover value is the same or better than the enemy cover listed in the enemy package chart, place them in the building.

7. Deep Bunkers



These represent bomb shelters and command bunkers. Deep Bunkers can be occupied and fired upon like regular Bunkers. However the units inside do not exert a VOF and may not Spot, deploy pyrotechnics or make Grenade Attacks. Enemy units will leave the Bunker upon drawing Fall Back or Grenade Attack actions in the enemy activity phase as per 5.3.2. Being in the Bunker does not affect LOS.

8. Hills & Embankments

The Base elevation level of the map is level 1. Terrain on a hill adds one level as usual. An Embankment card by itself is at level 2 (Base + 1). An Embankment card on a Hill is at level 3 (Base + 1 + 1). The dark borders of a Hill card take precedence over any white borders on an Embankment card.



9. Enemy Vehicle Actions

All enemy vehicles are Activated for Vehicle Movement & AT Combat every turn. They take no actions during the Enemy Action Phase (except to Shift and Cease fire in line with other units on their card). Each vehicle takes a Vehicle Action during the Vehicle Phase according to the list of priorities in each mission.

MISSION 1 - BATTLE FOR THE CLOVERLEAF

August 8 to 18, 1950

On the night of 5-6 August, the 3rd Battalion, 16th Infantry Regiment of the NKPA 4th Division forded the Naktong River. They made contact with the 3rd Battalion, 34th Infantry, 24th Infantry Division and pushed them back. A counterattack by 1st Battalion, 34th Infantry walked into an ambush at the former 3rd Battalion Headquarters. The NKPA successfully penetrated nearly 5km past the Naktong River and was halfway to Yongsan. Attempts by the 4th NKPA Division to cross at other points were repulsed. The 24th Infantry Division has been fighting to contain the bridgehead for days. The 9th Regimental Combat Team (RCT) is attached to 24th Infantry Division. The “Cloverleaf” hill complex is the farthest point of the enemy bridgehead, 9th RCT will attack and seize this critical position that is held by an understrength regiment.

9th RCT, though fresh, struggled to retake the position and the fighting was back and forth until the 1st Provisional Marine Brigade was committed to attack the Obong Ni Ridge (also known as “No Name Ridge”) just to the south of the Cloverleaf. On 17 August a coordinated attack by 9th RCT against the Cloverleaf and the Marines against the Obong Ni Ridge broke the resistance and pushed them back to the Naktong River. The NKPA 4th Division had lost half of its strength and would not be fully refitted until the end of the war.



US troops move towards the front.

Situation		Duration and Visibility
Type, Duration, Visibility	Offensive. See chart to right for details on duration and visibility.	First Attempt (August 8th): 6 Turns
Map	5 columns by 5 rows placed face down. Reveal all cards in LOS of the Staging Area.	Turns 1-4: Daylight +0
Attempts	You may Reattempt this mission three times as per the instructions in the rulebook (3.9). Note the Duration and Visibility table to the right for each Attempt.	Turn 5: Twilight +1
Mission Objective	Secure the Primary and Secondary Objectives and Clear Rows 1 - 3.	Turn 6: Moon +4
Tactical Controls	• The Line of Departure (LOD) is between the Staging Area and Row 1. • The Limit of Advance (LOA) is at the top of Row 5. • Left Boundary is left of Column 1. • Right Boundary is right of Column 5. • Place the Primary Objective on Row 5, Column 3 (the center card). Place the Secondary Objective on Row 4 Column 3 (just below the Primary Objective). Place the Attack Position on Row 3 Column 3 (just below the Secondary Objective). • In between attempts, select two secured cards and place 2 new Foxholes (if available) on one and 1 Deep Bunker (CSR 7) on the other.	Second Attempt (August 9th/10th): 10 Turns
		Turns 1-7: Daylight +0
		Turn 8: Twilight +1
		Turns 9-10: Moon +4
Potential Contact Placement	• Row 4-5: A • Row 2-3: B • Row 1: C	Third Attempt (August 14th): 10 Turns
		Turns 1-10: Daylight +0, Rain +2
Enemy	Tactics: Hasty Defense Experience: • Attempts 1&2: Veteran • Attempt 3: Line • Attempt 4: Green Historical Enemy: 16th Regiment, 4th NKPA Division (Reinforced)	Fourth Attempt (August 16th): 10 Turns
		Turns 1-7: Daylight +0
		Turn 8: Twilight +1
		Turns 9-10: Moon +5



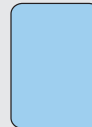
LOA

Left Boundary

(FD) POTENTIAL CONTACT A	(FD) POTENTIAL CONTACT A	(FI) PRIMARY OBJ 1 OBJECTIVE POTENTIAL CONTACT A	(FD) POTENTIAL CONTACT A	(FD) POTENTIAL CONTACT A
(FD) POTENTIAL CONTACT A	(FD) POTENTIAL CONTACT A	(FI) SECONDARY OBJ 2 OBJECTIVE POTENTIAL CONTACT A	(FD) POTENTIAL CONTACT A	(FD) POTENTIAL CONTACT A
(FD) POTENTIAL CONTACT B	(FD) POTENTIAL CONTACT B	(FI) ATTACK AP POSITION POTENTIAL CONTACT B	(FD) POTENTIAL CONTACT B	(FD) POTENTIAL CONTACT B
(FD) POTENTIAL CONTACT B	(FD) POTENTIAL CONTACT B	(FD) POTENTIAL CONTACT B	(FD) POTENTIAL CONTACT B	(FD) POTENTIAL CONTACT B
(FD) POTENTIAL CONTACT C	(FD) POTENTIAL CONTACT C	(FD) POTENTIAL CONTACT C	(FD) POTENTIAL CONTACT C	(FD) POTENTIAL CONTACT C

Right Boundary

Key

Random Terrain
(placed face down)

Staging Area

Tactical Controls

Primary/Secondary
ObjectivesLOD: Line of Departure
LOA: Limit of Advance

Left/Right Boundaries



Attack Position

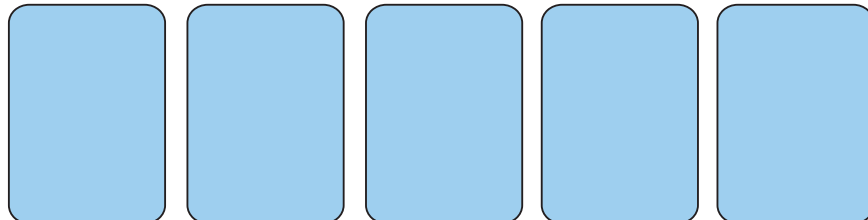
Phase Lines
Pyrotechnic OrdersCasualty Collection Point
for EvacuationPlanned Counter Attack
(Turn Track marker:
2nd Attempt, Turn 7)

Defenses

(add after each attempt)



LOD





Additional Attachments

Unit	Description	Parent Unit	Exp	Steps
HMG Platoon (MSR 4)				
HMG Plt HQ	HMG HQ with CO TAC SCR536 Radio/EE8 Field Phone as appropriate. Plus 6 spare MG ammo	Bn HMG Plt	Green	1
.30 cal HMGs	Four .30 cal HMG Teams with 6 ammo each	Bn HMG Plt	Line	1 each
Event Unit (this unit may become available as part of a Higher HQ Event)				
.50 cal HMG	One .50 cal HMG Team with 6 ammo	Bn HMG Plt	Line	1

Fire Support

Fire Support Available <i>Battalion Fire Missions are not available for this mission.</i>							
Agency	Ammo	Combat Mod	Arty FO Draw	Mtr FO Draw	CO HQ Draw	PLT HQ Draw	Fire Missions
15th Field Artillery Battalion (105mm)	HE	-5	4	3	3	2	3
	WP	-4	4	3	3	2	1
	Illum	N/A	4	3	3	2	1
Battalion Mortar Platoon (81mm)	HE	-3	3	4	3	2	4
	WP	-3	3	4	3	2	1
	Illum	N/A	3	4	3	2	1

Higher Headquarters Events

	Turns 2-3 R#	Turns 4-6 R#	Turns 7-10 R#
Friendly Higher HQ Events			
Situation Report: CO HQ must spend its first 3 commands to send a report to the battalion.*	1/10	1/10	1/10
Comm Trouble: BN HQ does not activate CO HQ this turn and it must operate on Initiative. CO HQ must spend its first 2 commands to re-establish communication.*	2/10	2/10	2/10
.50 cal HMG Team: Place a .50 cal HMG team with 6 ammo in the Staging Area under the command of the HMG HQ. It remains until the end of the current Attempt (this unit cannot be attached to a PLT HQ).	3/10	-	-
Checking Up: Randomly select 1 Higher HQ unit and place their counter on the same card as the CO HQ. They will remain for 2 turns. BN HQ is now considered to be "on the map" (4.1.1).	4/10	3/10	-
Artillery Busy Elsewhere: No artillery available this turn.	5/10	4/10	3/10
Mortars Busy Elsewhere: No 81mm mortars available this turn.	6/10	5/10	4/10
Battalion is Screaming for Action: You must move at least one unit forward to a new row (one further forward than the current lead US unit) with a PC marker this turn. (Ignore if already on Row 5 or no PC markers can be reached).*	7/10	6/10	5/10
Heat Casualties: Until the end of next turn, each time a unit is marked Exposed, draw a card; on R#1/4, remove 1 step from the unit as a casualty. Ignore during Rain. <i>It was very hot in August resulting in a large number of heat-related losses.</i>	8-9/10	7-9/10	6-8/10
Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1.	10/10	10/10	9-10/10

* 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 2-10 R#
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	1/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10
Displace Leaders: Remove any leaders on cards with no US troops.	3/10
Displace HMGs: Remove any on-map HMGs on cards with no US troops.	4/10
Displace Tanks: Remove all tanks.	5/10
Rally: Attempt to Rally all pinned on-map units and upgrade all unpinned LATs.	6-7/10
Fall Back: Move all unpinned infantry units straight back one card.	8/10
Counter Attack: (See CSR 5)	9-10/10
Planned Counter Attack: (See MSR 1)	2nd Attempt TURN 7

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	Incoming! (R#1-4/10 Artillery –4 with Spotter. R#5-10/10 Mortar –3 with Spotter)	Yes	No	Incoming VOF on triggering card. Spotter at max LOS in Foxholes.
2	Squads. (1-3 squads in Foxholes) PC A or B marker: Add one Leader on R#1-4/10	Yes	No	Max LOS/Range on separate cards. • If only one squad drawn, place at Point Blank Range on R#1-2/10. • If drawn, place Leader with one random squad.
3	Strong Point. (Squad / Squad + HMG Team in Foxholes)	Yes	No	R#1-4/10: Place both at Close Range if two cards are available; otherwise place at max LOS/Range.
4	Mortar. (82mm 1-step Mortar Team in Foxholes)	Yes	No	Max LOS/Range.
5	Sniper. (Sniper in Foxholes)	Yes	No	Max LOS/Range.
6	Assault. (Squad Infiltration Attempt; CSR 3)	No	Yes	Max LOS.
7	Base of Fire. (HMG Team under Basic +1 Cover)	Yes	Yes	Max LOS/Range.
8	Patrol. (Squad out of cover, marked Exposed)	No	Yes	Max LOS.
9	Human Wave (8.14). (3 squads out of cover, marked Exposed) Add one Leader on R#1-5/10	No	Yes	Max LOS—draw direction for each (they may all be on the same card). If drawn, place Leader with one random squad.
10	Tank. (T-34/85 with 4 ammo)	Yes	Yes	Max LOS/Range.
11	Incoming! (Heavy Mortar –5)	Yes	N/A	Incoming VOF on triggering card. Single Fire Mission; no Spotter or Target marker.

- HMG teams have 6 ammo on Attempts 1&2 or 4 ammo on Attempts 3&4.
- Mortar teams have 4 ammo on Attempts 1&2 or 2 ammo on Attempts 3&4
- Package #1 Spotters have 2 Fire Missions each. Artillery Spotters draw 4 cards for their 2nd fire mission attempt. Mortar Spotters draw 2 cards.
- Anti-Tank Ambush rules apply to the T-34/85 tanks (10.8.3).



North Korean Contact Packages

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

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

Unit Placement	
R#	Direction
1-3/7	Front
4-5/7	Left Front
6-7/7	Right Front

Mission Special Rules (MSR)

1. Planned Counter Attack

Late on the 10th of August the NKPA counterattacked. During the Second Attempt, do not draw for an Enemy Higher HQ Event on *Turn 7*; it is automatically a Counter Attack event (CSR 5).

2. Replacements

Receive up to 8 Steps of US Replacements at the end of this mission.

3. Enemy Tank Priorities

Priority	Action
1	AT Fire against any visible US Vehicle
2	Attempt to Concentrate Fire on any US Bazooka team or RCL Team under VOF
3	Move to the closest card with a better Cover & Concealment Rating*
4	Attempt to Concentrate Fire on US LMG or HMG under VOF

* While Moving, the T-34/85 tanks will stop and use their Move & Fire capability to fulfill priority 1 as soon as they have a target in LOS at any range.

4. HMG Platoon



An entire Heavy Machine Gun (HMG) platoon is attached to the company for the mission. In

addition to four .30 cal tripod-mounted machine gun teams, a platoon headquarters is also included. The HMG PLT HQ functions the same as any platoon HQ in the Command Phase. It may issue commands to itself and any of the HMG teams, even if the teams are attached to other platoons.

Place the HMG PLT Command marker on the Command Display at the beginning of the mission.

Example: 2/2 HMG is attached to 1st Platoon at the beginning of the mission; it may receive commands from 1 PLT HQ and HMG PLT HQ.



MISSION 2 - HOLDING THE NAKTONG LINE

August 27 to 30, 1950

Initial Contact with NKPA and Spoiling Attacks

Exhausted after the long battle for the Cloverleaf, the Manchus assume defensive positions along the Naktong River line. Spread thinly over a large area, patrols and raids across the river are needed to prevent enemy infiltration or surprise crossings as had happened on the 5th of August. The Manchus were assigned to a sector of the Naktong River on a frontage of 18km.



Heading out on patrol.

Situation	
Type, Duration, Visibility	Combat Patrols, 8 Turns, Moon +2
Map	8 columns by 4 rows. Use the same map for each patrol. This map will continue to be used in Mission 3 (see MSR 3).
Attempts	Carry out one patrol with each platoon (MSR 1).
Mission Objective	Starting on Row 2, you must move the platoon selected to the Primary Objective in Row 4 and return it to Row 2. At least one unit must pass through the Objective and each Route Point. None of the cards are required to be Cleared. Units not taking part in the patrol may set up on Row 1.
Tactical Controls	Before the mission begins, place up to 2 Foxholes per card anywhere on Row 2. Place the Main Line of Resistance control between Rows 2 and 3. At the start of each patrol, place the Primary Objective on a card of your choice on Row 4. Place an Artillery Concentration marker on any card per 7.16.5. Place four route point markers to mark the route to the Primary Objective and back to Row 2 (MSR 2).
Potential Contact Placement	- Row 4: ? (A,B) - Row 3: ? (B,C)
Enemy	Tactics: Hasty Defense Experience: Line Historical Enemy: 9th NKPA Division



Additional Attachments

Unit	Description	Parent Unit	Exp	Steps
HMG Teams	Two .30 cal HMG Teams and 1 .50 cal HMG Team with 8 ammo each	Bn HMG Plt	Line	1 each



LOA

Left Boundary

Right Boundary

MLR

Place up to 2 Foxholes per card.							

Key

		Random Terrain
		Staging Area

Tactical Controls

	Primary Objective			Route markers
	MLR Main Line of Resistance			
		Left/Right Boundaries		
	Registered Target +1 Call for Fire Draw			
	Casualty Collection Point for Evacuation			

Defenses

	Up to two per card behind the MLR
--	-----------------------------------



Fire Support

Fire Support Available <i>Battalion Fire Missions are available for Artillery Fire Missions from the 15th FA Bn.</i>						
Agency	Ammo	Combat Mod	Arty FO Draw	Mtr FO Draw	CO HQ Draw	Fire Missions
15th Field Artillery Battalion (105mm)	HE	-5	3	2	2	2
	Illum	N/A	3	2	2	4
Battalion Mortar Platoon (81mm)	HE	-3	2	3	2	2
	Illum	N/A	2	3	2	4

Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-10 R#
Lost in the Dark: Randomly select one unit from the patrol, move it one card in a randomly selected direction, and mark the unit Exposed. If the unit leaves the map boundaries, place a new card and a PC marker for that Row.	1-2/10
Comm Trouble: BN HQ does not activate CO HQ this turn and it must operate on Initiative. CO HQ must spend its first 2 commands to re-establish communication.*	3-4/10
Artillery Busy Elsewhere: 15th Field Artillery Battalion is unavailable this turn.	5-6/10
CO HQ is Screaming for Action: You must move at least one unit towards a new waypoint this turn. (Ignore if all four waypoints have already been visited).*	7/10
Mortars Busy Elsewhere: Battalion Mortar Platoon is unavailable this turn.	8-9/10
It's raining: Place a Rain marker next to the map (visibility modifier +2, Limited Visibility). Remove during the Clean Up Phase.	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 2-10 R#
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	1/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10
Displace Leaders: Remove any leaders on cards with no US troops.	3/10
Displace HMGs: Remove any on-map HMGs on cards with no US troops.	4/10
Rally: Attempt to Rally all pinned on-map units and upgrade all unpinned LATs.	5-6/10
Fall Back: Move all unpinned units straight back one card.	7-8/10
Shifting Lines: Remove all unresolved PC markers from Row 4, randomly redraw them from A, B, & C markers, and place them on their ? sides.	9-10/10



Enemy Force Packages

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

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Incoming! (Mortar –3) PC B marker: Replace with Artillery –4 on R#1-3/10	Yes	N/A	Incoming VOF on triggering card. Single Fire Mission; no Spotter or Target marker.
2	Squads. (1-3 squads in Foxholes) PC A marker: Add one Leader on R#1-2/6	Yes	No	Max LOS/Range. Place on separate cards. • If only one squad drawn, place at Point Blank Range on R#1-2/10. • If drawn, place Leader with one random squad.
3	Strong Point. (Squad / Squad + HMG Team with 6 ammo in Foxholes)	Yes	No	R#1-4/10: Place both at Close Range if two cards are available; otherwise place both at max LOS/Range.
4	Patrol. (Squad out of cover marked Exposed)	No	Yes	Max LOS.
5	Command Post. (Squad + Leader in Foxholes)	Yes	No	R#1-2/10: Point Blank. R#3-10/10: Max LOS/Range.
6	Incoming! (Heavy Mortar –5)	Yes	N/A	Incoming VOF on triggering card. Single Fire Mission; no Spotter or Target marker.

North Korean Contact Packages

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

Unit Placement	
R#	Direction
1-3/7	Front
4-5/7	Left Front
6-7/7	Right Front

Mission Special Rules (MSR)

1. Combat Patrols

- Units not involved in the patrols may be set up on the map. These units may be given orders, and will open fire on enemies in LOS but they may not move, except by automatic retreat, and are not eligible to receive promotions through Experience Points. Any units not set up on the map are not used in this mission.
- Since only one platoon is actually taking part in the patrol, halve all draws for General Initiative, rounding down (3.3.2d).
- Each patrol is played on the same map. At the end of a patrol, follow the Mission Reattempt sequence described in the rulebook (3.9) to award Experience Points (note MSR 2), reconstitute your platoon and update the map ready for the next patrol. Replace any removed PC markers. Any skills bought with Experience Points are carried over to the next mission.
- During a Campaign game, there is no penalty for not completing a Combat Patrol mission (unless you are

playing “survivor” mode and somehow have your CO HQ on Row 1 become a casualty). Note that only platoons who actually carry out a patrol are eligible to gain Experience Points (whether the patrol is successful or not).

2. Route Points

- Route Point Control markers must be placed on four separate cards (this may include the Primary Objective). Your units may roam the map freely, but at least one unit must enter each of these cards to successfully complete the patrol.
- Experience points can be awarded for Clearing the same cards as previous patrols (exception to 3.9).

3. The Naktong Line

This map will continue to be used in Mission 3 if playing as a campaign. Remove any Cover markers discovered by the patrols from Row 4. Retain all other Cover and Foxholes.



MISSION 3 - NKPA OFFENSIVE ACROSS THE NAKTONG RIVER LINE, PHASE I

August 31 to September 1, 1950

Night Defensive Mission

From their positions on the hilltops and through their patrols, the Manchus had believed they were merely observing the NKPA forces preparing defensive positions to defend against US offensives. What they had in fact been watching were the preparations for a new attack. The North Koreans planned an ambitious, last ditch, all-in offensive to try and crush the ROK and US forces in the Pusan Perimeter. The entire NKPA was committed to attack in five battle groups. The orders were issued on 20 August calling for groups 1 and 2 to attack on the night of 31 August to 1 September to limit the effectiveness of US firepower. Groups 3, 4, and 5 would then attack on the evening of 2 September. The US 2nd Infantry Division spread across the Naktong Bulge would be the target of Group 2. Group 2 was made up of the fresh 9th Division along with the depleted 4th, 2nd, and 10th Divisions. In the darkness of the evening of 31 August NKPA soldiers silently waded across the river and pushed onto the US positions. The Manchus would face off against the NKPA 9th Division. The attack caught the Manchus by surprise and in the middle of a planned raid that went badly.



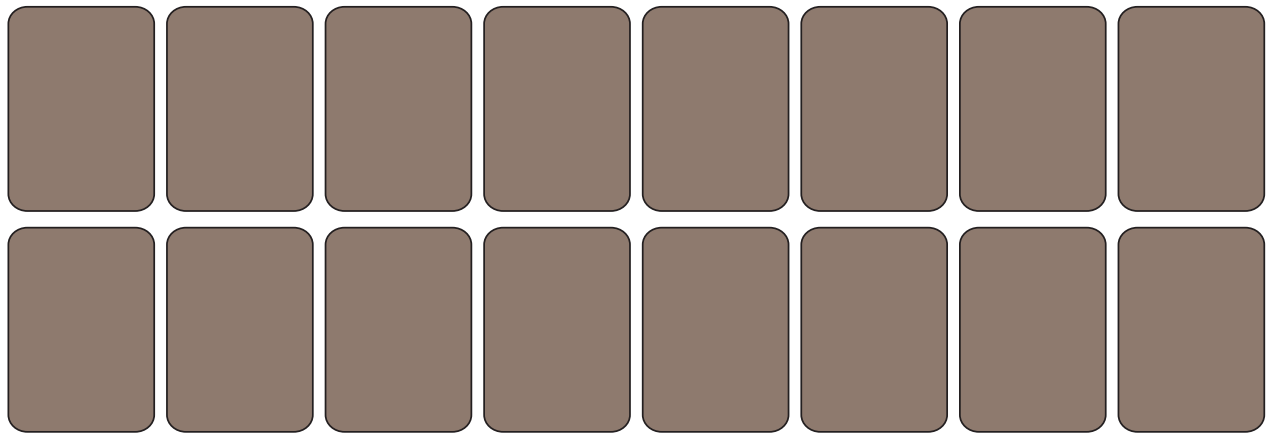
An American defensive position in the Pusan perimeter.

Situation	
Type, Duration, Visibility	Defensive, 12 Turns, Moon +2
Map	8 columns by 4 rows. Use the map from Mission 2 if playing as a campaign (MSR 1).
Attempts	No Reattempts are available for this mission (3.9).
Mission Objective	Have 6 out of 16 cards behind the MLR Secured at the end of the mission.
Tactical Controls	- Place the Main Line of Resistance between Rows 2 and 3. - Distribute 26 Foxholes on Rows 1 and 2, up to two per card. - Place one artillery and one mortar FPF marker on any unoccupied cards in LOS of an FO or the CO HQ as per 7.16.2D
Potential Contact Placement	Per Attack Timing Table
Enemy	Tactics: Offensive Overrun Experience: Line Historical Enemy: 9th NKPA Division



Additional Attachments

Unit	Description	Parent Unit	Exp	Steps
HMG Teams	Two .30 cal HMG Teams and 1 .50 cal HMG Team with 8 ammo each	Bn HMG Plt	Line	1 each

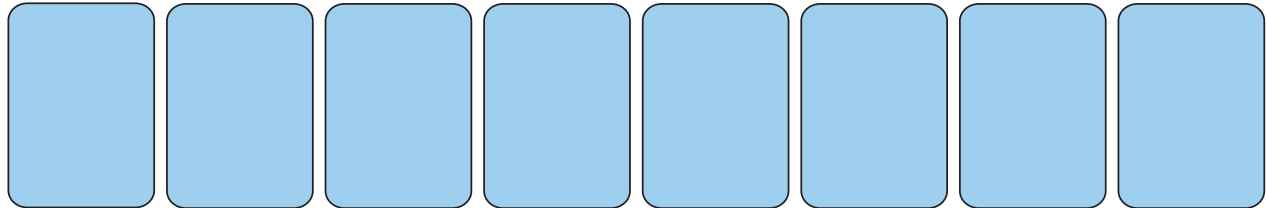


MLR

Left Boundary



Right Boundary



Key

Random Terrain

Staging Area

Tactical Controls

MLR
 Main Line of Resistance

Left/Right Boundaries

FPF
 Final Protective Fire

Casualty Collection Point
 for Evacuation

Defenses

Up to two per card behind the MLR

Note: Use terrain from Mission 2 in a Campaign Game.



Fire Support

Fire Support Available <i>Battalion Fire Missions are not available for this mission.</i>						
Agency	Ammo	Combat Mod	Arty FO Draw	Mtr FO Draw	CO HQ Draw	Fire Missions
15th Field Artillery Battalion (105mm)	HE	-5	3	2	2	4
	Illum	N/A	3	2	2	4
	FPF	-6	N/A	N/A	Auto	(HE)*
Battalion Mortar Platoon (81mm)	HE	-3	2	3	2	3
	Illum	N/A	2	3	2	4
	FPF	-4	N/A	N/A	Auto	(HE)*

* FPF Uses HE Fire Missions from the 15th FA Bn (105mm), or Bn Mortar Plt (81mm).

Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-10 R#
Situation Report: CO HQ must spend its first 3 commands to send a report to the battalion.*	1-2/10
Comm Trouble: BN HQ does not activate CO HQ this turn and it must operate on Initiative. CO HQ must spend its first 2 commands to re-establish communication.*	3-4/10
Artillery Displacing: 15th Field Artillery Battalion is unavailable this turn.	5-6/10
Checking Up: Randomly select 1 Higher HQ unit and place their counter on the same card as the CO HQ. They will remain for 2 turns. BN HQ is now considered to be “on the map” (4.1.1).	7/10
Flanks are Open: Move the MLR back 1 row. If it is now between rows 1 and 2, add a new row below Row 1. All unpinned units fall back one row. Pinned units need to move behind the MLR at the first available opportunity.	8/10
Mortar Platoon Displacing: Battalion Mortar Platoon is unavailable this turn.	9-10/10

* 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: Remove all on-map casualties on cards with no US troops.	1/10	1-2/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10	3/10
Displace Leaders: Remove any leaders on cards with no US troops.	3-4/10	4/10
Displace HMGs: Remove any on-map HMGs on cards with no US troops.	5/10	5/10
Rally: Attempt to Rally all pinned on-map units and upgrade all unpinned LATs.	6-8/10	6-8/10
Fall Back: Move all unpinned infantry units straight back one card. The Player may make one free Platoon Move over the MLR immediately to move the MLR forwards 1 row. If this means the MLR is now between rows 3 and 4, add a new row above Row 4. No more than 4 rows can be behind the MLR.	9-10/10	9-10/10



Enemy Force Packages

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

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Incoming! (R#1-4/10 Mortar –3 with Spotter. R#5-10/10 Artillery –4 with Spotter)	Yes	N/A	Incoming VOF on triggering card. Spotter at max LOS in Basic +1 Cover.
2	Probe. (Squad out of cover marked Exposed)	No	Yes	Max LOS.
3	Assault. (Squad Infiltration Attempt - CSR 3)	No	Yes	Max LOS.
4	Human Wave (8.14). (3 squads out of cover, marked Exposed.) Add one Leader on R#1-5/10.	No	Yes	Draw a direction for each squad. Place all at max LOS (they may all be on the same card). If drawn, place Leader with one random squad.
5	Base of Fire. (HMG Team with 6 ammo under Basic +1 Cover)	Yes	Yes	Max LOS/Range.
6	Mortar Section. (82mm 3-step Mortar Section with 4 ammo in Basic +1 Cover)	Yes	No	Max LOS/Range.

- Mortar Spotters have 3 Fire Missions, they draw 3 cards for the 2nd and 3rd mission
- Artillery Spotters have 2 Fire Missions, they draw 3 cards for the 2nd mission

Attack Timing Table

Row	Turn											
	1	2	3	4	5	6	7	8	9	10	11	12
4	N/A	A	A	C	C	B	B	A	A	None	None	None
3	B	B	A	A	C	C	B	B	A	A	None	None
2	C	B	B	A	A	C	C	B	B	A	A	None
1	C	C	B	B	A	A	C	C	B	B	A	A

Row four may be required if the MLR moves as a result of an Event.

North Korean Contact Packages

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

Unit Placement	
R#	Direction
1-4/10	Front
5-7/10	Left Front
8-10/10	Right Front

Mission Special Rules (MSR)

1. The Naktong Line

Retain the map used for mission 2 if playing as a Campaign.
Remove any cover markers discovered by the patrols from Row 4. Retain all other Cover markers and Foxholes.

MISSION 4 - NKPA OFFENSIVE, PHASE II

September 1 and 2, 1950

Daytime Defensive Mission

The situation at daybreak on 1 September was chaotic, the NKPA had torn a hole in the 2nd Division line splitting the Division in two. The US line had been pushed back from the river and many companies were isolated on high ground and fought for their lives as NKPA forces advanced all around them. The NKPA 9th Division was attacking toward Yongsan with its 1st Regiment on its left (north) and the 2nd Regiment on the right (south). The division had two battalions of 76mm field artillery, and two tank battalions attached. They were followed by the badly understrength 4th Division (half of which were untrained conscripts, many from the south). They took advantage of its initial success and continued to push throughout the day. 9th RCT needs to halt their advance and sufficiently attrit the North Korean forces to set the conditions to counterattack.



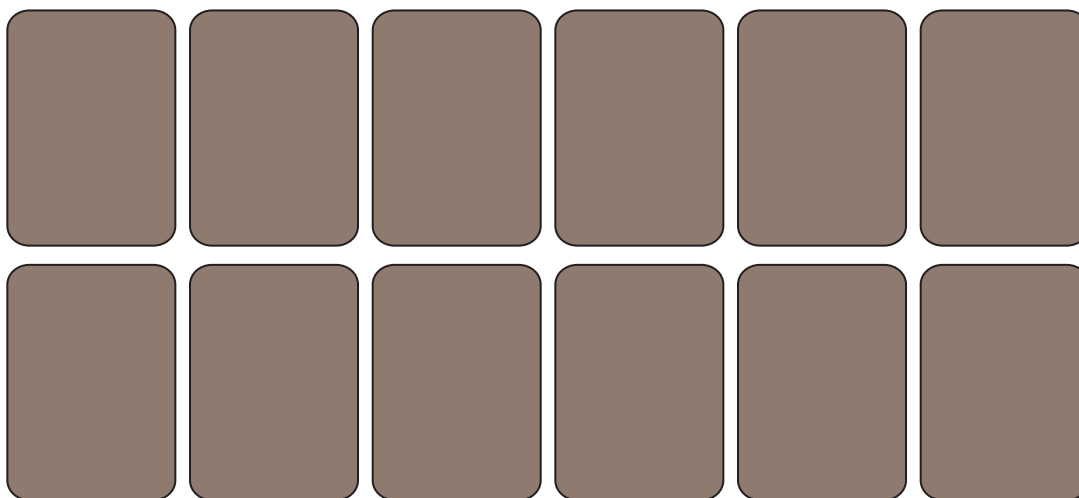
Defensive position overlooking the Naktong River.

Situation	
Type, Duration, Visibility	Defensive, 10 Turns, Daylight +0
Map	6 columns by 4 rows.
Attempts	No Reattempts are available for this mission (3.9).
Mission Objective	At the end of the mission, the US player must have 6 out of 12 cards behind the MLR secured.
Tactical Controls	- Place the Main Line of Resistance between Rows 2 and 3. - You may place up to 2 Foxholes per friendly-occupied card in Rows 1 or 2. - Place an artillery FPF marker on one unoccupied card in LOS of an FO or the CO HQ as per 7.16.2D
Potential Contact Placement	Per Attack Timing Table
Enemy	Tactics: Offensive Overrun Experience: Line Historical Enemy: 9th NKPA Division



Additional Attachments

Unit	Description	Parent Unit	Exp	Steps
HMG Teams	Two .30 cal HMG Teams and 1 .50 cal HMG Team with 8 ammo each	Bn HMG Plt	Line	1 each

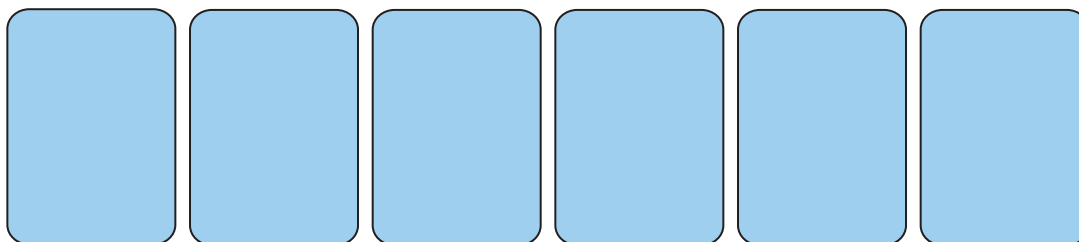


MLR

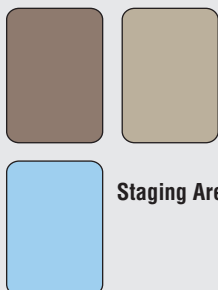
Left Boundary



Right Boundary



Key



Random Terrain

Staging Area

Tactical Controls



MLR
Main Line of Resistance



Left/Right Boundaries



FPF
FPF: Final Protective Fire



Casualty Collection Point
for Evacuation

Defenses



Up to two per card
behind the MLR



Fire Support

Fire Support Available <i>Battalion Fire Missions are not available for Artillery Fire Missions.</i>						
Agency	Ammo	Combat Mod	Arty FO Draw	Mtr FO Draw	CO HQ Draw	Fire Missions
15th Field Artillery Battalion (105mm)	HE	-5	3	2	2	3
	WP	-4	3	2	2	1
	FPF	-6	3	2	2	1
Battalion Mortar Platoon (81mm)	HE	-3	2	3	2	3
	WP	-3	2	3	2	1

* FPF Uses HE Fire Missions from the 15th FA Bn (105mm).

Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-10 R#
Situation Report: CO HQ must spend its first 3 commands to send a report to the battalion.*	1/10
Comm Trouble: CO HQ must spend its first 3 commands to send a report to the battalion.*	2/10
Artillery Displacing: No artillery available this turn.	3-4/10
Mortar Platoon Displacing: No 81mm mortars available this turn.	5/10
Checking Up: Randomly select 1 Higher HQ unit and place their counter on the same card as the CO HQ. They will remain for 2 turns. BN HQ is now considered to be “on the map” (4.1.1).	6/10
Flanks are Open: Move the MLR back 1 row. If it is now between rows 1 and 2, add a new row below Row 1. All unpinned units fall back one row. Pinned units need to move behind the MLR at the first available opportunity.	7-8/10
Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1.	9-10/10

* 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: Remove all on-map casualties on cards with no US troops.	1/10	1-2/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10	3/10
Displace Leaders: Remove any leaders on cards with no US troops.	3-4/10	4/10
Displace HMGs: Remove any on-map HMGs on cards with no US troops.	5/10	5/10
Rally: Attempt to Rally all pinned on-map units and upgrade all unpinned LATs.	6-8/10	6-8/10
Fall Back: Move all unpinned infantry units straight back one card. The Player may make one free Platoon Move over the MLR immediately to move the MLR forwards 1 row. If this means the MLR is now between rows 3 and 4, add a new row above Row 4. No more than 4 rows can be behind the MLR.	9-10/10	9-10/10

Mission Special Rules (MSR)

1. Enemy Tank Priorities

Priority	Action
1	AT Fire against any visible US Vehicle.
2	Attempt to Concentrate Fire on any US Bazooka team or RCL Team under VOF.
3	Move along the path of least resistance to move off the bottom of the map.

While Moving, the T-34/85 tanks will stop and use their Move & Fire capability to fulfill priority 1 as soon as they have a target in LOS at any range.

2. Enemy Truck Priorities

Move along the path of least resistance to move off the bottom of the map.

Design Note: In this Mission, the North Koreans are attempting to exploit their successful attack by exiting troops mounted in trucks off the map and into the US rear areas. Units in the trucks may dismount only if the truck is knocked out.



Enemy Force Packages

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

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Incoming! (R#1-4/10 Mortar –3 with Spotter. R#5-10/10 Artillery –4 with Spotter)	Yes	N/A	Incoming VOF on triggering card. Spotter at max LOS in Basic +1 Cover.
2	Probe. (Squad out of cover marked Exposed)	No	Yes	Max LOS.
3	Assault. (Squad Infiltration Attempt - CSR 3)	No	Yes	Max LOS.
4	Human Wave (8.14). (3 squads out of cover marked Exposed). Add one Leader on R#1-5/10.	No	Yes	Max LOS. Draw direction for each (they may all be on the same card). If drawn, place Leader with one random squad.
5	Base of Fire. (HMG Team in Basic +1 Cover with 6 ammo)	Yes	Yes	Max LOS/Range.
6	Tanks. (1 or 2 T-34/85 with 4 ammo each)	Yes	Yes	Max LOS/Range. If two are drawn, place on separate cards
7	Tank Platoon. (3 T-34/85 with 4 ammo each)	Yes	Yes	Max LOS/Range. Place all tanks together on one card.
8	Truck. (Truck with mounted squad)	No	Yes	Max LOS.
9	Mortar. (82mm 3-step Mortar Section out of cover with 4 ammo)	Yes	No	Max LOS/Range.
10	Incoming! (Heavy Mortar –5)	Yes	N/A	Incoming VOF on triggering card. Single Fire Mission; no Spotter or Target marker.

- Mortar Spotters have 3 Fire Missions, they draw 3 cards for the 2nd and 3rd mission
- Artillery Spotters have 2 Fire Missions, they draw 3 cards for the 2nd mission
- Anti-Tank Ambush rules apply to all T-34/85 tanks (10.8.3).

Attack Timing Table

Row	Turn									
	1	2	3	4	5	6	7	8	9	10
4	N/A	A	A	C	B	A	A	None	None	None
3	B	B	A	A	C	B	A	A	None	None
2	C	B	B	A	A	C	B	A	A	None
1	C	C	B	B	A	A	C	B	A	A

Rows three and four may be required if the MLR moves as a result of an Event.

North Korean Contact Packages

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

Unit Placement	
R#	Direction
1-4/10	Front
5-7/10	Left Front
8-10/10	Right Front



MISSION 5 - TF BRADLEY COUNTERATTACK

September 3, 1950

Offensive vs. Hasty Defense

The NKPA offensive ran out of steam as they fully committed their forces without any reserves to exploit a success. Their strategy was predicated on a US and ROK collapse. When that did not happen, they had to dig in and attempt to hold on to their gains. The US 2nd Infantry Division was split in two parts with a 10km gap between the parts. The Division was organized into two task forces. TF Bradley, named after the Assistant Division Commander Brigadier General Joseph S. Bradley, was the Southern portion that included the battered but unbroken Manchus. A rapid counterattack before the NKPA could dig in too deep was necessary.



US troops advance past a knocked out and burnt North Korean T-34/85.

Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight +0
Map	5 columns by 5 rows
Attempts	No Reattempts are available for this mission (3.9).
Mission Objective	Secure the Primary and Secondary Objectives and Clear Rows 1 through 4 of any enemy forces.
Tactical Controls	- Place the Primary and Secondary Objectives on any card of your choice in Row 5. - Place an Attack Position on any card of your choice in Row 4 adjacent to either the Primary or Secondary Objective. - You may place a Registered Target marker for the 105mm Artillery on any card per 7.16.5.
Potential Contact Placement	- Row 4-5 – A - Row 2-3 – B - Row 1 – C
Enemy	Tactics: Hasty Defense Experience: Line Historical Enemy: 9th NKPA Division



Additional Attachments

Unit	Description	Parent Unit	Exp	Steps
M4A3E8 Tank Platoon	5x M4A3E8 Sherman Tanks including Tank HQ, with 6 Ammo each. (Add the Tank HQ Command marker to the Command display)	Regimental Tank	Line	5 Vehicles
HMG Teams	Two .30 cal HMG Teams with 8 ammo each	Bn HMG Plt	Line	1 each

Anti-Tank Ambush rules apply to all vehicles in the tank platoon (10.8.3).



LOA

Left Boundary

Right Boundary

POTENTIAL CONTACT A	POTENTIAL CONTACT A	POTENTIAL CONTACT A	POTENTIAL CONTACT A	POTENTIAL CONTACT A
POTENTIAL CONTACT A	POTENTIAL CONTACT A	POTENTIAL CONTACT A	POTENTIAL CONTACT A	POTENTIAL CONTACT A
POTENTIAL CONTACT B	POTENTIAL CONTACT B	POTENTIAL CONTACT B	POTENTIAL CONTACT B	POTENTIAL CONTACT B
POTENTIAL CONTACT B	POTENTIAL CONTACT B	POTENTIAL CONTACT B	POTENTIAL CONTACT B	POTENTIAL CONTACT B
POTENTIAL CONTACT C	POTENTIAL CONTACT C	POTENTIAL CONTACT C	POTENTIAL CONTACT C	POTENTIAL CONTACT C

LOD

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Key

	Random Terrain
	Staging Area

Tactical Controls

PRIMARY OBJ 1 OBJECTIVE	SECONDARY OBJ 2 OBJECTIVE	Primary/Secondary Objectives
Line of Departure	Limit of Advance	LOD: Line of Departure LOA: Limit of Advance
LEFT BOUNDARY	RIGHT BOUNDARY	Left/Right Boundaries
ATTACK AP POSITION		Attack Position
Phase Line 1	Phase Line 2	Phase Lines Pyrotechnic Orders
Casualty Collection		Casualty Collection Point for Evacuation
TARGET AB 1002		Registered Target +1 Call for 0 Fire Draw



Fire Support

Fire Support Available <i>Battalion Fire Missions are available for Artillery Fire Missions from 15th FA Bn.</i>						
Agency	Ammo	Combat Mod	Arty FO Draw	Mtr FO Draw	CO HQ Draw	Fire Missions
15th Field Artillery Battalion (105mm)	HE	-5	3	2	2	4
	WP	-4	3	2	2	1
Battalion Mortar Platoon (81mm)	HE	-3	2	3	2	4
	WP	-3	2	3	2	1

Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-6 R#	Turns 7-10 R#
Situation Report: CO HQ must spend its first 3 commands to send a report to the battalion.*	1/10	1/10
Comm Trouble: BN HQ does not activate CO HQ this turn and it must operate on Initiative. CO HQ must spend its first 2 commands to re-establish communication.*	2/10	2/10
Artillery Displacing: No artillery available this turn.	3-4/10	3/10
Mortar Platoon Displacing: No 81mm mortars available this turn.	5/10	4/10
Checking Up: Randomly select 1 Higher HQ unit and place their counter on the same card as the CO HQ. They will remain for 2 turns. BN HQ is now considered to be “on the map” (4.1.1).	6/10	5/10
Trouble on the Flank: No unit may move forwards to a new row (one row further forward than the current lead US unit) this turn.	7/10	6/10
Company on the Flank is Ahead: You must move at least one unit forward to a new row (one further forward than the current lead US unit) this turn.*	8/10	7/10
Battalion is Screaming for Action: You must move at least one unit forward to a new row (one further forward than the current lead US unit) with a PC marker this turn. (Ignore if already on Row 5 or no PC markers can be reached).*	9/10	8/10
Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1.	10/10	9-10/10

* 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 2-10 R#
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	1/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10
Displace Leaders: Remove any leaders on cards with no US troops.	3/10
Displace HMGs: Remove any on-map HMGs on cards with no US troops.	4/10
Rally: Attempt to Rally all pinned on-map units and upgrade all unpinned LATs.	5-6/10
Fall Back: Move all unpinned infantry units straight back one card.	7-8/10
Counter Attack: (See CSR 5.)	9-10/10



Enemy Force Packages

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

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Incoming! (R#1-3/10 Artillery –4 with Spotter. R#4-10/10 Mortar -3 with Spotter)	Yes	No	Incoming VOF on triggering card. Spotter at max LOS in Foxholes.
2	Squads. (1-3 squads in Foxholes). PC A marker: Add one Leader on R#1-4/10	Yes	No	Max LOS/Range. Place on separate cards. If drawn, place Leader with one random squad.
3	Strong Point. (Squad / Squad + HMG Team with 6 ammo in Foxholes)	Yes	No	Max LOS/Range.
4	Mortar. (82mm 3-step Mortar Section with 4 ammo in Foxholes)	Yes	No	Max LOS/Range.
5	Sniper. (Sniper in Foxholes)	Yes	No	Max LOS/Range.
6	Assault. (Squad Infiltration Attempt - CSR 3)	No	Yes	Max LOS.
7	Base of Fire. (HMG Team with 6 ammo, under Basic +1 Cover)	Yes	Yes	Max LOS/Range.
8	Patrol. (Squad out of cover marked Exposed)	No	Yes	Max LOS.
9	Human Wave (8.14). (3 squads out of cover marked Exposed). Add one Leader on R#1-5/10.	No	Yes	Max LOS - Draw direction for each (they may all be on the same card). If drawn, place Leader with one random squad.
10	Tanks. (1 or 2 T-34/85 tanks with 4 ammo)	Yes	Yes	Max LOS/Range on separate cards.
11	Incoming! (Heavy Mortar –5)	Yes	N/A	Incoming VOF on triggering card. Single Fire Mission; no Spotter or Target marker.

- Artillery and Mortar Spotters have 2 Fire Missions each. They draw two cards for the 2nd mission.
- Anti-Tank Ambush rules apply to all the T-34/85 tanks (10.8.3).

North Korean Contact Packages

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

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

Unit Placement
R# Direction
1-4/10 Front
5-7/10 Left Front
8-10/10 Right Front

Mission Special Rules (MSR)

1. Enemy Tank Priorities

Priority	Action
1	AT Fire against any visible US Tank.
2	Attempt to Concentrate Fire on any US Bazooka team or RCL Team under VOF.
3	Move to the closest card with a better Cover & Concealment Rating.
4	Attempt to Concentrate Fire on US LMG or HMG under VOF.

While Moving, the T-34/85 tanks will stop and use their Move & Fire capability to fulfill priority 1 as soon as they have a target in LOS at any range.



MISSION 6 - BATTLE FOR HILL 201

September 16 through 19, 1950

Offensive vs. Deliberate Defense

2nd Division launched a three regiment attack to push the NKPA 4th, 9th and 2nd Divisions back across the Naktong River. The Manchus were on the left of the Division and the commanding height in their sector was Hill 201. The NKPA 9th Division doggedly defended their stronghold. The Inchon landing on 15 September took the North Koreans by surprise. As the news spread and the realization that they were about to be cut off the NKPA needed to hold the advancing US and ROK forces long enough to pull out what they could salvage. The Manchus need to take the heights and prevent the NKPA from making an orderly withdrawal.



Soldiers evacuating a casualty. Hill 201 is in the background.

Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight +0
Map	4 columns by 5 rows. Place Hill cards on Row 4 with random terrain on top. Draw the rest of the map randomly.
Attempts	You may Reattempt this mission twice as per the instructions in the rulebook (3.9).
Mission Objective	Secure the Primary and Secondary Objectives and Clear Rows 1 and 2 of any enemy forces.
Tactical Controls	- Place the Primary and Secondary Objectives on any card of your choice in Row 5. - Place an Attack Position on any card of your choice in Row 4 adjacent to either the Primary or Secondary Objective. - You may place a Registered Target marker for the 105mm Artillery on any card per 7.16.5.
Potential Contact Placement	- Row 5: None - Row 3-4: A - Row 2: B - Row 1: C
KATUSA Replacements	- Before the mission begins, add Green KATUSA units to the company to replace up to 12 missing company rifle squad steps (See MSR 2). (You cannot exceed the full strength of 27 rifle squad steps). - If this mission is being played stand-alone, replace two rifle squads of your choice with KATUSA squads at Green experience.
Enemy	Tactics: Deliberate Defense Experience: Line Historical Enemy: 9th NKPA Division

Additional Attachments



Unit	Description	Parent Unit	Exp	Steps
FAC	AIR CTL Net Radio		Line	1
M26 Tank Platoon	5 x M26 Pershing tanks including Tank HQ with 6 ammo each. (Add the Tank HQ Command marker to the Command display.)	741st Tank Bn	Line	5 vehicles
Engineer Squad	S VOF rated Engineer Squad	2nd ECB	Line	3
HMG Teams	Two .30 cal HMG Teams with 8 ammo each	Bn HMG Plt	Line	1 each

Anti-Tank Ambush rules apply to all vehicles in the tank platoon (10.8.3).



LOA

Left Boundary

Right Boundary

Key

	Random Terrain
	Staging Area
	Elevation Level

Tactical Controls

		Primary/Secondary Objectives
		LOD: Line of Departure LOA: Limit of Advance
		Left/Right Boundaries
		Attack Position
		Phase Lines Pyrotechnic Orders
		Casualty Collection Point for Evacuation
		Registered Target +1 Call for Fire Draw

LOD

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Fire Support

Fire Support Available <i>Battalion Fire Missions are available for Artillery Fire Missions from the 15th FA Bn.</i>							
Agency	Ammo	Combat Mod	FAC Draw	Arty FO Draw	Mtr FO Draw	CO HQ Draw	Fire Missions
15th Field Artillery Battalion (105mm)	HE	-5	N/A	3	2	2	5
	WP	-4	N/A	3	2	2	1
	TOT	-7	N/A	3	2	1	1
Battalion Mortar Platoon (81mm)	HE	-3	N/A	2	3	2	4
	WP	-3	N/A	2	3	2	1
Airstrike	-	-7	3	2	1	1	2

Higher Headquarters Events

	Turns 2-6 R#	Turns 7-10 R#
Friendly Higher HQ Events		
Situation Report: CO HQ must spend its first 3 commands to send a report to the battalion.*	1-2/10	1/10
Comm Trouble: BN HQ does not activate CO HQ this turn and it must operate on Initiative. CO HQ must spend its first 2 commands to re-establish communication.*	3/10	2/10
Artillery Displacing: No artillery available this turn.	4/10	3/10
Flank Company Pinned Down: Randomly add a column to the left or right and shift your boundary on that side to include the new column. Add PC markers appropriate to each row. (These count towards the mission objectives to clear rows 1 & 2).	5/10	4/10
Checking Up: Randomly select 1 Higher HQ unit and place their counter on the same card as the CO HQ. They will remain for 2 turns. BN HQ is now considered to be “on the map” (4.1.1).	-	5/10
Trouble on the Flank: No unit may move forwards to a new row (one row further forward than the current lead US unit) this turn.	6/10	6/10
Company on the Flank is Ahead: You must move at least one unit forward to a new row (one further forward than the current lead US unit) this turn.* (Ignore if already on Row 5).	7/10	7/10
Battalion is Screaming for Action: You must move at least one unit forward to a new row (one further forward than the current lead US unit) with a PC marker this turn. (Ignore if already on Row 4 or no PC markers can be reached).*	8-9/10	8/10
Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1.	10/10	9-10/10

* 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.

	Turns 2-10 R#
Enemy Higher HQ Events	
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	1/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10
Displace Leaders: Remove any leaders on cards with no US troops.	3/10
Displace HMGs: Remove any on-map HMGs on cards with no US troops.	4/10
Rally: Attempt to Rally all pinned on-map units and upgrade all unpinned LATs.	5-6/10
Fall Back: Move all unpinned infantry units straight back one card.	7-8/10
Counter Attack: (See CSR 5.)	9-10/10

Mission Special Rules (MSR)

1. Enemy Tank Priorities

Priority	Action
1	AT Fire against any visible US Tank.
2	Attempt to Concentrate Fire on any US Bazooka team or RCL Team under VOF.
3	Move to the closest card with a better Cover & Concealment Rating.
4	Attempt to Concentrate Fire on US LMG or HMG under VOF.

While Moving, the T-34/85 tanks will stop and use their Move & Fire capability to fulfill priority 1 as soon as they have a target in LOS at any range.



Enemy Force Packages

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

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Incoming! (R#1-3/10 Artillery –4 with Spotter. R#4-10/10 Mortar –3 with Spotter)	Yes	No	Incoming VOF on triggering card. Spotter at max LOS in Trench.
2	Squads. (1-3 squads in Trenches) PC A marker: Add one Leader on R#1-2/10	Yes	No	Max LOS/Range on separate cards. If drawn, place Leader with one random squad.
3	Strong Point. (Squad / Squad + HMG Team with 6 ammo in Trenches)	Yes	No	Max LOS/Range.
4	Mortar. (82mm 3-step Mortar Section with 4 ammo in Trench)	Yes	No	Max LOS/Range.
5	Sniper. (Sniper in Trench)	Yes	No	Max LOS/Range.
6	Assault. (Squad Infiltration Attempt - CSR 3)	No	Yes	Max LOS.
7	Base of Fire. (HMG Team with 6 ammo, under Basic +1 Cover)	Yes	Yes	Max LOS/Range.
8	Patrol. (Squad out of cover marked Exposed)	No	Yes	Max LOS.
9	Human Wave (8.14). (3 squads out of cover marked Exposed) R#1-5/10: add one Leader	No	Yes	Max LOS - Draw direction for each (they may all be on the same card). If drawn, place Leader with one random squad.
10	Tanks. (1 or 2 T-34/85 tanks with 4 ammo)	Yes	Yes	Max LOS/Range on separate cards.
11	Tank Platoon. (3 T-34/85 with 4 ammo each)	Yes	Yes	Max LOS/Range.
12	Incoming! (Heavy Mortar –5)	Yes	N/A	Incoming VOF on triggering card. Single Fire Mission; no Spotter or Target marker.

- Artillery and Mortar Spotters have 2 Fire Missions each. They draw two cards for the 2nd mission.
- Anti-Tank Ambush rules apply to the T-34/85 tanks (10.8.3).

Mission Special Rules *(continued)*

2. KATUSA Replacements

At the beginning of the mission, up to 12 steps of KATUSA units are added to your company to replace missing rifle squad steps. Unless eliminated, they remain with the company until the end of mission seven. The following rules apply:

-    The Replacement steps can be placed as two-step or three-step squads (rated Green), Fire Teams or Assault Teams. These units are attached to your rifle platoons, but cannot be used to supplement or reconstitute regular squads. Only KATUSA teams may be used to reconstitute a KATUSA squad. KATUSA steps cannot be used to reconstitute a Platoon HQ.
- These Replacements cannot take a platoon above its full rifle squad strength of 9 steps. Unused replacements are posted to other understrength companies.
- KATUSA units cannot be promoted to Veteran experience level (either between Attempts or at the end of the mission).

Design Note: These limitations are more a reflection of the language barrier than ability—they showed no lack of bravery.

North Korean Contact Packages

Package	PC A R#	PC B R#	PC C R#	PC A Counter Attack Package	R#
1	-	1-2/10	1-3/10	1	1-2/10
2	1-5/10	3-5/10	4-5/10	2	-
3	6-8/10	-	-	3	-
4	-	6/10	6/10	4	-
5	-	7/10	7/10	5	-
6	-	-	-	6	3/10
7	-	-	-	7	4/10
8	-	8/10	8/10	8	5/10
9	-	-	-	9	6-7/10
10	9/10	9/10	9/10	10	8-9/10
11	10/10	-	-	11	-
12	-	10/10	10/10	12	10/10

Unit Placement	
R#	Direction
1-4/10	Front
5-7/10	Left Front
8-10/10	Right Front

MISSION 7 - BREAKOUT ACROSS THE NAKTONG

September 21 through 27, 1950

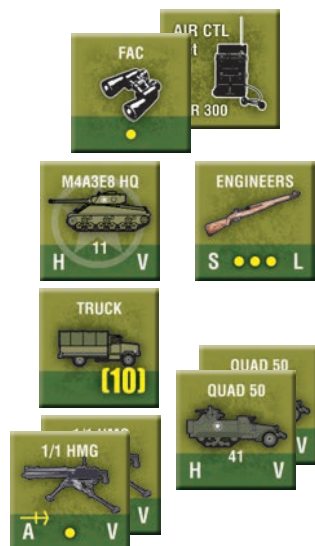
Offensive vs. Delaying Defense with Enemy Armor

The Manchus pushed the North Koreans back across the Naktong and their resistance began to collapse. The US 2nd Infantry Division maintained the attack to exploit and transition to a pursuit of a defeated NKPA.



A 75mm M20 Recoilless Rifle team in action.

Situation	
Type, Duration, Visibility	Offensive, 10 Turns, Daylight +0
Map	5 columns by 5 rows.
Attempts	You may Reattempt this mission twice as per the instructions in the rulebook (3.9).
Mission Objective	Secure the Primary and Secondary Objectives and Clear Rows 1 and 2 of any enemy forces.
Tactical Controls	- Place the Primary and Secondary Objectives on any card of your choice in Row 5. - Place an Attack Position on any card of your choice in Row 4 adjacent to either the Primary or Secondary Objective.
Potential Contact Placement	- Row 5: A - Row 3-4: B - Row 1-2: C
KATUSA Replacements	If this mission is being played stand-alone, replace two rifle squads with KATUSA squads. One at Green experience, the other at Line.
Enemy	Tactics: Delay Defense Experience: Green Historical Enemy: 9th NKPA Division



Additional Attachments

Unit	Description	Parent Unit	Exp	Steps
FAC	FAC with AIR CTL Net SCR300 Radio		Line	1
M4A3E8 Tank Platoon	5 x M4A3E8 Sherman tanks including Tank HQ with 6 ammo each. (Add the Tank HQ Command marker to the Command display)	Regimental Tank Company	Line	5 vehicles
Engineer Squad	S VOF rated Engineer Squad	2nd ECB	Line	3
Trucks			Line	10 vehicles
Quad .50s	2 x Quad 50s with 6 ammo each	D/82nd AAA Bn	Line	2 vehicles
HMG Teams	Two .30 cal HMG Teams with 8 ammo each	Bn HMG Plt	Line	1 each

Anti-Tank Ambush rules apply to the M4A3E8 tank platoon (10.8.3).



LOA

Left Boundary

Right Boundary

POTENTIAL CONTACT A	POTENTIAL CONTACT A	POTENTIAL CONTACT A	POTENTIAL CONTACT A	POTENTIAL CONTACT A
POTENTIAL CONTACT B	POTENTIAL CONTACT B	POTENTIAL CONTACT B	POTENTIAL CONTACT B	POTENTIAL CONTACT B
POTENTIAL CONTACT B	POTENTIAL CONTACT B	POTENTIAL CONTACT B	POTENTIAL CONTACT B	POTENTIAL CONTACT B
POTENTIAL CONTACT C	POTENTIAL CONTACT C	POTENTIAL CONTACT C	POTENTIAL CONTACT C	POTENTIAL CONTACT C
POTENTIAL CONTACT C	POTENTIAL CONTACT C	POTENTIAL CONTACT C	POTENTIAL CONTACT C	POTENTIAL CONTACT C

LOD

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Key

	Random Terrain
	Staging Area

Tactical Controls

PRIMARY OBJ 1 OBJECTIVE	SECONDARY OBJ 2 OBJECTIVE	Primary/Secondary Objectives
Line of Departure	Limit of Advance	
LEFT BOUNDARY	RIGHT BOUNDARY	Left/Right Boundaries
ATTACK AP POSITION		Attack Position
Phase Line 1	Phase Line 2	Phase Lines Pyrotechnic Orders
Casualty Collection		Casualty Collection Point for Evacuation



Fire Support

Fire Support Available <i>Battalion Fire Missions are available for Artillery Fire Missions from the 15th FA Bn.</i>							
Agency	Ammo	Combat Mod	FAC Draw	Arty FO Draw	Mtr FO Draw	CO HQ Draw	Fire Missions
15th Field Artillery Battalion (105mm)	HE	-5	N/A	3	2	2	5
	WP	-4	N/A	3	2	2	1
	TOT	-7	N/A	3	2	1	1
Battalion Mortar Platoon (81mm)	HE	-3	N/A	2	3	2	4
	WP	-3	N/A	2	3	2	1
Airstrike	-	-7	3	2	1	1	2

Higher Headquarters Events

Friendly Higher HQ Events	Turns 2-5 R#	Turns 6-10 R#
Situation Report: CO HQ must spend its first 3 commands to send a report to the battalion.*	1/10	1/10
Comm Trouble: BN HQ does not activate CO HQ this turn and it must operate on Initiative. CO HQ must spend its first 2 commands to re-establish communication.*	2/10	2/10
Artillery displacing: No artillery available this turn.	3/10	3/10
Flank Company Pinned Down: Randomly add a column to the left or right and shift your boundary on that side to include the new column. Add PC markers appropriate to each row. (These count towards the mission objectives to clear rows 1 & 2).	4/10	4/10
Checking Up: Randomly select 1 Higher HQ unit and place their counter on the same card as the CO HQ. They will remain for 2 turns. BN HQ is now considered to be “on the map” (4.1.1).	5/10	5/10
Trouble on the Flank: No unit may move forwards to a new row (one row further forward than the current lead US unit) this turn.	6/10	6/10
Company on the Flank is Ahead: You must move at least one unit forward to a new row (one further forward than the current lead US unit) this turn.* (Ignore if already on Row 5).	7/10	7/10
Battalion is Screaming for Action: You must move at least one unit forward to a new row (one further forward than the current lead US unit) with a PC marker this turn. (Ignore if already on Row 5 or no PC markers can be reached).*	8-9/10	8/10
Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1.	10/10	9-10/10

* 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 2-10 R#
Evacuate Casualties: Remove all on-map casualties on cards with no US troops.	1/10
Displace Mortars: Remove any on-map Mortars on cards with no US troops.	2/10
Displace Leaders: Remove any leaders on cards with no US troops.	3/10
Displace HMGs: Remove any on-map HMGs on cards with no US troops.	4/10
Rally: Attempt to Rally all pinned on-map units and upgrade all unpinned LATs.	5-6/10
Fall Back: Move all unpinned infantry units straight back one card.	7-10/10



Enemy Force Packages

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

#	Package	Place PDF/VOF?	Spotted?	Placement
1	Incoming (R#1/3 Artillery –4. R#2-3/3 Mortar –3)	Yes	No	Incoming VOF on triggering card. Single Fire Mission; No Spotter or Target marker.
2	Squads. (1-3 squads in Foxholes) R#1-2/6: Add one Leader	Yes	No	Max LOS/Range. Place on separate cards. If drawn, place Leader with one random squad.
3	Strong Point. (Squad / Squad + HMG Team)	Yes	No	Max LOS/Range.
4	Mortar. PC A: 82mm 3-step Mortar Section with 4 ammo in Foxholes PC B: 82mm 1-step Mortar Team with 4 ammo in Foxholes	Yes	No	Max LOS/Range.
5	Sniper. (Sniper in Foxholes)	Yes	No	Max LOS/Range.
6	Patrol. (Squad out of cover marked Exposed)	No	Yes	Max LOS.
7	Mines!	Yes	-	Mines on triggering card (8.7.1).
8	Tank. (T-34/85 with 4 ammo)	Yes	Yes	Max LOS/Range.
9	Tanks. (Two T-34/85 with 4 ammo)	Yes	Yes	Max LOS/Range on separate cards.
10	Assault Guns. (Two SU-76M with 4 ammo)	Yes	Yes	Max LOS/Range on separate cards.
11	Incoming! (Heavy Mortar –5)	Yes	N/A	Incoming VOF on triggering card. Single Fire Mission; no Spotter or Target marker.

- Anti-Tank Ambush rules apply to all tanks and assault guns (10.8.3).

North Korean Contact Packages

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

Unit Placement	
R#	Direction
1-4/10	Front
5-7/10	Left Front
8-10/10	Right Front

Mission Special Rules (MSR)

1. Enemy Tank Priorities

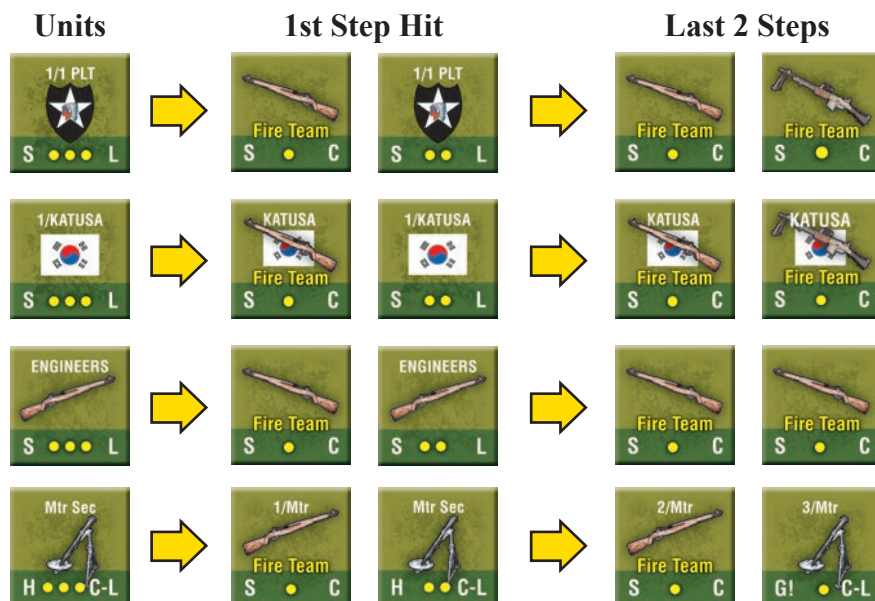
Priority	Action
1	AT Fire against any visible US tank or quad.
2	Attempt to Concentrate Fire on any US Bazooka team or RCL team under VOF.
3	Move to the closest card with a better Cover & Concealment Rating.
4	Attempt to Concentrate Fire on US LMG or HMG under VOF.

While Moving, the T-34/85 tanks will stop and use their Move & Fire capability to fulfill priority 1 as soon as they have a target in LOS at any range (SU-76M assault guns cannot Move & Fire).



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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