Operational Combat Series:
Korea *(v2.0a)*

v2.0 Rules

This rulebook is designed to serve both editions of Korea. Errata was corrected and some sections underwent revision to improve clarity or enhance play under the current series rulebook. Important modifications in this new edition are marked √ for easy identification. [Minor fixes to the v2 printed rules are in Blue.]

Introduction

The Korean War stands as a key event in world history. It was the first shooting confrontation of the Cold War, the first limited war of the nuclear age, and was the only time since the Second World War that two of the world's major military powers—in this case the United States and China—fought one another. Diplomatically, miscalculation and ineptitude on both sides led to open conflict. The Korean War was also the United Nations' first opportunity to play a leading role in world military events.

This game covers the first year of the fighting and highlights the mobile phases of the war. A number of scenarios are included for players wanting to explore specific operations. They can als be used as training exercises before taking on one of the long campaign games.

1.0 General Rules

1.1 Map and Turn Handling

√ Note there are a few changes on the revised edition maps. See the sidebar on p. 15.

1.1a Multiple Terrain Types. If a hex contains more than one area terrain symbol, use OCS 6.2d and 9.3b.

1.1b Railroads. There is only one type of railroad gauge in this game, standard gauge, so conversion of captured rails is not required.

The railroad from P'yongyang (B17.27) to Seoul (B29.08) to Pusan (C56.12) is Multi-Track (Double-Capacity).

1.1c Borders. The dotted red line between Seoul and P'yongyang on Map B is the 38th Parallel dividing North and South Korea. A similar line on Map A is the Chinese border.

1.1d Air Entry Points. Along the Korean coast are numerous Air Entry Points (AEPs). These are hexes where UN air units enter the map from the Japan Box (3.6). Each AEP lists the range to Japan, with the air unit expending this number of MP to reach the AEP.

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

Example: An F-51 is Trainbusting at Yongsan (C49.16). Starting in Japan, it spends 30 of its range to enter the map at the AEP at C52.10, and then spends another 7 of its range to reach the mission hex.

1.1e AEPs as Naval Release Points. AEPs serve double duty by functioning as an entry point for naval units coming from the Sea Box. See 3.7a for further information.

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

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

1.1h Sea Transit Lane. Per OCS 18.1c, ships (non-LC/LST) can only enter all-sea hexes. The "Transit Lane" hexes (C17.01 through C39.01) are all-sea hexes for purposes of moving UN ships between the East and West coasts of Korea.

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

1.2 Weather

Roll on the Weather Table during each Weather Determination Segment. There are two possible results: Flight or No Flight. No air missions are allowed on turns of No Flight (see OCS 14.1f).

Note the weather is often a fixed result on the first turn of a scenario.

1.2a Winter Months. All Rivers and Lakes freeze on 1 Dec 50, and remain frozen until 1 March 51.

1.3 Engineer Capabilities

Only HQ units have Engineer capability. (Exception: *not* Chinese Army HQs.)

1.4 Counter Colors & Ownership

The Communist player controls North Korean (the "NKPA" with mustard-brown ground units, and tan planes), Chinese (the "CCF" with red-orange ground units and salmon planes), and Soviet (no ground; red planes) units. Collectively, these are called "Communist units."

The UN player controls the South Korean (the pale green "ROK"), US Army (olive-green), US Marines (blue-green), US Navy (dark blue), US Air Force (light blue), Commonwealth (light olive), Commonwealth Air (khaki), and an assortment of UN Allied nations (light gray). Collectively, these are called "UN units."

Each side's reserve markers are available in several colors, but the colors need not match the units placed in Reserve Mode. It is also allowed to freely swap one "color" for another. The trucks and wagons also come in several colors, and again nationality makes no difference (and counters can be freely exchanged).

1.5 Victory

The Communist objective in the Korean War was conquest of the South to unite the country under Communist rule. Initially the UN objective was a return to the status quo ante bellum, but success in the Inchon operation led to an attempt to reunite Korea.

To unite the entire peninsula, a side must "control" all eight of the Victory Lines drawn on the maps.

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

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

1.5b End Game Victory Levels. Assuming no player achieves Automatic Victory, victory is still based on control (as defined above) of the Victory Lines. To win, the UN must control at least one of the lines in North Korea; the Communist needs to control at least one of the lines in South Korea to win. Note for a Victory Line to "count" the Player must also control all other lines to the rear (northward for the Communist, southward for the UN).

Control of the non-automatic Victory Lines equate to the following victory levels:

The Neck = UN Massive

The Waist = UN Major

Kansas = UN Minor

Wonju = Communist Minor

Taejon-Andong = Communist Major

Final Pusan = Communist Massive

The game is a draw if neither player can hold a Victory Line on the enemy side of the 38th Parallel. Historically, the UN achieved a Minor Victory. See Option 4.12 for a somewhat more detailed "Victory Point" system for determining a winner.

1.6 Ending in 1950

Players can agree to terminate the campaign game at the end of 29 Dec 50. Just follow the usual victory conditions to determine the winner.

1.7 Air Base & Port Reduction

√ Air bases and ports *cannot* be reduced voluntarily (this overrides OCS 15.4 and 19.0c). The *enemy* player's air bases and ports, however, can still be attacked using the Barrage vs. Facility Table (with possible reduction and damage).

1.8 Two-Map Games

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

1.9 Repls & Transport

All Repls (both Pax and Eq) require 1/2 RE when transported by rail, shipping, or air. This is an exception to OCS 4.6 and 4.7b, but note that 4.7b does apply to all other units.

1.10 Pusan Perimeter Zone

The Pusan Perimeter Zone (PPZ), drawn on the map, is the area south and east of hex C46.27. The PPZ is either occupied or abandoned by the Communist player in August and September of 1950 (from the 5 Aug 50 turn through 29 Sept 50 turn).

To be "Occupied," the Communist player must have six divisions inside (southeast) of the Pusan Perimeter Zone line. If fewer than six divisions are inside the PPZ, it is considered "Abandoned." For a multi-unit division to count, all elements of the division (not in the dead pile) must be in the PPZ; a multi-step division counts even if not at full strength. (Note that breakdown regiments are never counted.)

Make this check in every Communist Supply Phase from 5 Aug 50 to 29 Sept 50, and apply the effects that follow.

Occupied:

- Communist receives a +2 to his subsequent Initiative roll.
- Communist uses the "June-Sept" Column of his Supply Table.

Abandoned:

- Communist uses the "No PPZ" column of his Supply Table.
- UN uses the "Sept" column on his Ship & Rail Table.
- All UN reinforcements scheduled through 8 Sept 50 immediately arrive in Japan and all remaining FEC upgrades are implemented.

Once the PPZ is abandoned, do not make any more occupied/abandoned checks—play under the abandoned conditions until 29 Sept 50 (the last turn it matters).

Play Note: The Communist player is not required to occupy the Perimeter by 5 Aug 50. However, if he does not do so, the UN will take advantage of having stabilized the situation and begin building its counterattack much sooner. The Communist player is free to abandon the Pusan Perimeter whenever he chooses. Note also there is no effect on either side if the PPZ is abandoned after 8 Sept 50.

2.0 Communist Rules

2.1 Hip Shoots

Communist air units cannot conduct Hip Shoots.

2.2 Supply Sources

Communist supply sources are Antung (A2.07), Kuandian (A7.12), Ji'an (A23.20), Linjiang (A31.28), and Hoeryong (A62.35).

P'yongyang (B17.27) is also a Communist supply source, assuming it is connected by usable rail lines to any of the other five supply sources.

Ports are never supply sources for the Communist forces.

2.3 NK and Chinese

2.3a <u>Repls.</u> Communist Repls can be used to rebuild any Communist unit.

2.3b <u>HQs.</u> North Korean HQs can only supply/rebuild NK units. Chinese HQs can supply/rebuild any units in the Communist faction (including NK), but are restricted per 2.9.

2.3c <u>Barrage Spotting.</u> North Korean barrages can only be spotted by NK units. Chinese and Soviet barrages can be spotted by any Communist unit.

2.4 Reinforcements & Rebuilds

North Korean ground reinforcements can arrive at any Communist supply source; Chinese ground reinforcements can only arrive at supply sources in China.

Communist air reinforcements arrive at any air base in China. **Exception:** when Sanctuary (2.7) is *not* in force, they can arrive at any air base in trace supply.

2.4a <u>Variable Replacements.</u> Communist Variable Replacements can be placed in any supply source. Use OCS rule 13.5f for air replacements.

2.4b <u>Non-HQ Rebuilds.</u> North Korean rebuilds can occur without an HQ in any supply source. Chinese can rebuild without an HQ in supply sources in China.

Note: Rebuild Chart is on p. 24.

2.5 Chinese Intervention

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

2.5b <u>Delaying Intervention.</u> The Communist Player can choose (in each Communist Reinforcement Phase) to delay entry of the Chinese for as long as he wishes. For every game-turn of delay (past 1 Oct 50), one hex of placement flexibility is gained. Employing this technique allows the Communist player to achieve the infiltration and deep penetration that the Chinese historically managed. The infiltration delay benefit reaches twenty hexes on 8 Dec 50, and cannot grow beyond that point.

√ **2.5c** <u>Placement Flexibility.</u> If entry has been delayed, the Communist Player sets up the Chinese Intervention units (and any set aside SPs) at or within a number of hexes of the Chinese border equal to the number of turns delayed. The path counted cannot be traced through Prohibited hexsides or into/through hexes that don't contain at least some non-Open terrain (infiltration needs Close, Very Close, or Extremely Close terrain). Ignore enemy units with one exception: Intervention units cannot be deployed into/through a hex containing a UN combat unit.

The Communist player is assumed to "control" all unoccupied hexes north of the infiltration distance, so he doesn't need to explicitly occupy every air base, VP hex, etc.

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

This deployment flexibility applies only to the initial turn of intervention: all future Chinese ground reinforcements enter normally (at any supply source in China).

2.5d <u>Reinforcements.</u> While Chinese Intervention is being delayed, add all scheduled Chinese reinforcements to the Intervention Force. New arrivals to the Intervention Force receive the full infiltration benefit of the current delay.

The Communist player can add all or some of the SP arriving on a "delay turn" to the Chinese Intervention Force. Repls and air units, however, cannot be added to the Intervention Force.

2.6 Communist Initiative

2.6a <u>Pusan Perimeter.</u> If the Communist player occupies the Pusan Perimeter Zone (1.10), add +2 to the Communist Initiative Roll.

2.6b <u>Chinese Intervention.</u> From Chinese Intervention until the end of 1950, if the UN player has units north of the 38th Parallel, the Communist Player gets a +2 to his Initiative Roll.

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

Historical Note: While many focus on the "surprise" involved in the Chinese intervention, my research shows that while the UN might have had its head in the sand, tactically and operationally, at the strategic level the intervention was not unexpected. Emphasizing the surprise involved, however, conveniently explained the rapid withdrawal to less extended lines.

2.7 Sanctuary

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

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

There are two periods of land sanctuary:

A) Prior to Chinese Intervention, the North Korean forces have only limited access to hexes in China. Newly-arrived SPs and reinforcements can be placed in China and then move into North Korea. Other NK units

can move or retreat freely into China during this period, but any that do so are immediately removed from the map and moved to the Intervention Box (having now become part of the Intervention Force) where they remain until China enters the war.

B) After Chinese Intervention, all Communist ground units can move back and forth across the border at will (without the restrictions above), but the UN still cannot violate this sanctuary.

2.7b Air Sanctuary. Communist air units did not participate in an OCS-level air war after the initial North Korean air force was destroyed. Their role was limited to the Patrol Zone and Interception effects which make up the famous "MiG Alley." Air Sanctuary applies to all Communist air units in China.

During Air Sanctuary…

• UN air units cannot enter China.

• Communist air units cannot conduct any missions other than Interception, nor can they be based outside of China.

• Communist Patrol Zones have a special range of 15 hexes (from air bases in China only).

• Air bases in China must pay normal refit costs (it isn't "free").

Important Note: The two initial NK air units are not affected by these Sanctuary rules as long as they remain outside China.

2.8 Porters & Wagons

Communist forces employed human labor to transport supplies. Porters are transport units, but cannot make extenders. Treat them as wagons for capture and displacement purposes.

There are no UN porters or wagons, so if a porter/wagon is captured, the UN player gets any captured SPs, but the porter/wagon is automatically destroyed.

Porters and wagons cannot be replaced.

2.9 Chinese HQs

Chinese Army HQs (four X's above the flag) are limited like "divisional HQs" per OCS 13.1d. They can only throw supply to divisions within their own Army Group (same color code)

and to independents units. They have no engineer capability.

Chinese Army Group HQs (five X's above the flag) follow the same "color code" restriction above, but do have engineering capabilities.

See 2.3b for other HQ restrictions.

2.10 Alternative Supply & Setup

When playing campaigns or scenarios on Map B and Map C only, some alternate rules and Communist supply sources must be used.

• "NK substitute" supply sources are P'yongyang (B17.27) and B34.33 (Yonghung). NK reinforcements can arrive at either location.

• "Chinese substitute" supply sources are B16.34, B19.34, and B24.34. Arriving SP and units may be assumed to be entrained in hexes B19.34 or B24.34 when they enter.

• Supply generated off the Supply Table and Communist Repls may be placed in any of the five substitute sources (NK or Chinese).

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

• Units which initially set up in the following Map A hexes should be set up in the corresponding Map B hexes (any others should not set up at all):

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

3.0 UN Special Rules

## 3.1 Trainbusting & Hip Shoots

√ **3.1a Trainbusting.** UN Trainbusting missions have increased effect:

A) Enemy flak has no effect (don't bother rolling) **unless** there is a modifier (for things like enemy HQs and PZs) of +1 or more.

B) Roll **twice** on the Barrage vs Facility Table. If there are two "success" results, put the second Trainbusting marker anywhere within two hexes of the mission hex.

Example: *An F-80c does Trainbusting. There is no flak roll, because the flak is light (no modifiers). The UN player rolls twice on the Facility Table for its 8 barrage points (needing a 4-6 for success). He rolls well—a '4' and a '6'—so gets to place two Trainbusting markers, one in the mission hex and one nearby.*

Player Note: *The UN usually had complete air superiority in this campaign, so we're giving their Trainbusting missions increased intensity and success.*
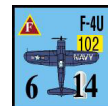
3.1b Hip Shoots. US Navy air units can conduct Hip Shoots, but no other UN planes can do so. Furthermore, Hip Shoots require a US Marine unit to act as spotter.

Design Note: *US Navy air units represent aircraft from both the US Navy and the US Marines.*

3.2 Supply Sources

Any friendly port hex (1 SP or larger), including deployed LST ports, are UN supply sources.

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

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

Japan is the source of all new UN SPs. The number obtained each turn isn't variable (there is no table to roll on), and is only limited to what the UN player is capable of moving into the game. See 3.6.

3.3 Reinforcements & Rebuilds

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

UN air reinforcements can arrive in any friendly airfield in trace supply.

UN naval reinforcements are placed in any all-sea hex on the map, or in the Sea Box.

3.3a <u>Variable Reinforcements.</u> Variable Replacements come in two types: ROK and UN.

ROK Repls are limited to the number in the special countermix, and can only be used to rebuild ROK units.

UN Repls can be used to rebuild any of the UN Player's units (including ROK).

Use OCS rule 13.5f for air replacements.

3.3b <u>Non-HQ Rebuilds.</u> ROK units can be rebuilt without an HQ in Seoul or Pusan. Other kinds of UN units can be built without an HQ in the Japan Box or Pusan.

Note: Rebuild Chart is on p. 24.

3.4 International Cooperation

ROK HQs can only supply/rebuild ROK units. US HQs can supply/rebuild any units in the UN faction (including ROK).

ROK barrages can only be spotted by ROK units. UN barrages can be spotted by any units in the UN faction (including ROK).

3.4a <u>Combined Stacks.</u> If an Action Rating is needed (for combat, attrition, and so on) when ROK and other UN forces are stacked together, the AR must come from an ROK unit.

When several such stacks attack together, apply the above to each attacking stack independently. So if a US stack attacks with a bunch of ROKs in other hexes, the UN stack's AR could be used. But if all the stacks were mixtures of ROK and US, an ROK AR would have to be used.

3.5 Far East Command Units
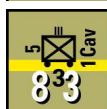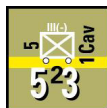
Any units with unit size & symbol in White are 8th Army Far East Command (FEC) forces. All these units arrived under-strength and under-trained. A second counter for each unit depicts it after reaching full effectiveness.

The Order of Arrival will say when to upgrade these FEC units. Just swap the appropriate FEC unit with its full-strength replacement.

There are no restrictions to upgrading the FEC units. The FEC units can be in a ZOC, at sea, surrounded, or in the dead pile. Just replace the FEC unit with the full-strength unit—nothing needs to be moved or shipped. Do not change the condition of the unit (alive, dead, low internals, out of supply, or so on). If Repls are available at the moment of upgrade, the unit may be rebuilt for the cheaper rate, and then immediately upgraded.

Remove the FEC units permanently when they are upgraded with their full strength replacements.

3.6 Japan Off-Map Box

An infinite number of Supply Points are available in Japan. The UN Player is only constrained by his shipping (3.7b) and air transport assets as to the number he can bring into Korea.

Most UN ground reinforcements will also need to be shipped over from Japan.

Japan is a UN supply source and has an nominal HQ for UN rebuilds.

3.7 The Sea Box & Shipping

3.7a <u>The Sea Box.</u> The Sea Box is an abstract representation of the bodies of water that ships used to move units and supplies around Korea. The AEPs function as conduits between the Sea Box and the map.

- Landing Craft and LSTs can freely enter and exit the Sea Box.

- All other ships (Carrier Groups and Surface Action Groups) can only enter the Sea Box when first placed as reinforcements (or in the initial set up). Once moved from the Sea Box, these must move on-map only.

- Ground units and supplies can only be moved to the Sea Box using Shipping Capacity. They can be moved out of the Sea Box using shipping, Landing Craft, and LSTs. See 3.7b.

- While in the Sea Box, units cannot attack or be attacked. Carrier air units cannot be used. All units are in supply.

Exiting. A naval unit in the Sea Box can start movement at any AEP location.

Entering. Landing Craft and LSTs (but not other naval units) on the map can instantly transfer to the Sea Box when they enter an AEP. Note they can only move in one direction in a given phase—either into the Sea Box or out of it, but never both. There is no ability to transfer from one AEP directly to another.

3.7b <u>Shipping Capacity.</u> Each turn the UN player receives a number of Shipping Points (aka "Sea Cap"). Each point can do one of the following:

- Move 1 SP from any UN Port (or the Japan Box) to the Sea Box.

- Move 1 SP from the Sea Box to any UN Port (or the Japan Box).

- Move 1 SP from the Japan Box directly to any UN Port.

Shipping points can only be used in the regular Movement Phase and cannot be saved from one turn to the next. Apply OCS rule 4.7 to convert REs into SPs.

Note there is no additional shipping point cost for SPs or units that exit the Sea Box loaded in LC/LSTs. See 3.8 (below) for notes on Amphibious Landings.

3.8 Amphibious Landings

The only way units and supplies can move from the Sea Box to a coastal hex that does not contain a friendly port is to use a Landing Craft (LC or LST). OCS 18.4-18.6 explain the mechanics of invasions, etc. The Amphibious Landing Table is located on the map and also on p. 39.

An LST can be converted into a port per OCS 18.4f. An LST-port is a UN supply source.

3.8a <u>Loading.</u> During the friendly Movement Phase, LCs and LSTs can be loaded with SP, trucks, and combat units. Loading
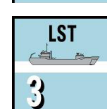
does not cost any movement points. Cargo must begin the phase in the Sea Box—LCs and LSTs cannot load cargo anywhere else!

> ***Play Note:*** *To prepare for an amphibious assault, use the shipping capacity to move SPs and units from ports to the Sea Box. The next turn, you may load LC/LSTs in the Sea Box, and move from there.*

3.8b <u>Variable Arrival and Limited Intel.</u> Any player who can read an Order of Arrival can tell exactly when he might need to begin guarding against a UN amphibious invasion. To mitigate against this, players can use the following options:

- Keep the contents of the Sea Box hidden from the Communist Player.

- Rather than use the historical arrival of the LC/LSTs and the Naval Support, on 15 Aug 50 begin rolling for their arrival. On a roll of 9 or more, all of the LC/LST points arrive, along with the Missouri SAG.

3.9 Surface Action Groups (SAGs)

Surface Action Groups (SAGs) are used to conduct bombardment operations along the coast of Korea. An SAG represents the Naval Gun Support Groups (DDs, etc.), centered on the 'named' ship on the counter.

Unless the optional Supply Interdiction rule (4.1) is used, only the Missouri SAG appears in the game (it supports UN amphibious operations in September).

3.10 Carrier Groups (CVGs)

Carrier Groups (CVGs) can each carry up to 3 air units (as indicated on the counter in brackets). These must be either US Navy or CW planes.

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

4.0 Options & Variants

4.1 Supply Interdiction

Supply Interdiction provides a more refined model of the UN campaign against the Communist logistical net. All "Optional 4.1" listings on the Arrival Schedule are received by the UN. Historically, these units were permanently on Supply Interdiction duty, but here we're allowing the player to tinker with allocations. The Communists will see increased supply arrivals if the extra units are used ahistorically. There is no "cost" for using this option.

Any and all UN planes and ships (but never ground units) can be assigned to interdict supplies coming into North Korea. Assignments are made during the UN Refit Phase of the 1st and 15th of each month. On those turns only, modify the UN Refit Phase as follows:

A) At the beginning of the phase, empty the Interdiction Box. Planes are placed (Inactive) at any friendly air base (including Japan); ships return to any sea hex.

B) At the end the phase, decide which naval and air units will be on Supply Interdiction duty for the next half-month period. Just pick up any UN ships and Active planes and put them in the Interdiction Box.

> ***Player Note:*** *To save time, you can skip Step A for units that will remain in the Interdiction Box.*

Units in the Interdiction Box...

- Cannot be attacked by the enemy.

- Never worry about flak, interception, range, or refit.

- Are unaffected by weather (so planes still "count" even on No Flight turns).

- Cannot leave the Interdiction Box (to make barrage attacks, etc.) until the start of the next half-month period.

Changes to Communist Supply. Use the columns on the Supply Table marked Interdiction Option. Each turn the amount of supply received is reduced by 1T for every 25 points of combined Barrage Strength in the Interdiction Box.

> ***Example:*** *The Missouri SAG and 2x B-26 are in the Interdiction Box. They have a combined barrage strength of 42. Dividing 42 by 25 equals 1.68, which rounds to a supply reduction of 2T.*

4.2 CCF Intervention Options

The standard approach to Chinese Entry is what we call Elective Intervention. There is some modeling of surprise and infiltration, but the entry turn of the Chinese is completely under the control of the Communist player. Either of the two options below can be used without cost if players desire a different intervention model.

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

√ **4.2b** <u>Variable</u>**.** Rather than using historical arrival (4.2a) or elective intervention (2.5), this option provides a variable amount of Communist surprise.

Rule 2.5 is still used to define the initial Intervention Force, but its entry and any infiltration are somewhat random. Beginning 1 Oct 50, during each Communist Reinforcement Phase roll two dice on the table below for Chinese Intervention. Intervention rolls should normally be made in the open, but if players agree the Communist can make them in secret.

Variable CCF Intervention Table

Roll	Result
2-9	No intervention this turn
10	Intervention (see Note 1)
11	Surprise (see Note 2)
12	Massive Surprise (see Note 3)

+1 to roll starting 1 Nov

+1 to roll per "ignored" intervention

-1 to roll if the Pusan Perimeter Zone was abandoned before 8 Sept 50

-1 to roll if at least one hex of the UN Sudden Death Line is currently occupied by UN combat units

Notes:

1. Deploy the entire Intervention Force anywhere in China

2. Add 4 to roll 1d6. Deploy the entire Intervention Force in hexes within that distance of China.

3. Add 8 to roll 2d6. Deploy the entire Intervention Force in hexes within that distance of China.

Ignoring Intervention. The Communist has the option to ignore an intervention trigger (a modified roll of 10 or more), hoping the

future will give a better result or a better time to intervene with the Chinese. Doing this adds +1 to each subsequent roll for Variable CCF Intervention (and the "ignore" drms are cumulative).

Limited Intervention. Once per game, on a turn that an intervention trigger is ignored, the Comm Player has the further option to make a limited intervention. Take four HQs and twelve infantry divisions from the Intervention Force and divide them evenly between the four supply sources along the Yalu. This weakens the eventual CCF surprise attack, but will protect against a Sudden Death. Chinese HQs cannot leave China prior to full intervention, but the infantry can move and fight as desired.

Deploying. When the CCF is deployed, follow the procedures in 2.5, using the infiltration distances from the table above. (Surprise will result in a infiltration of 5 to 10 hexes; Massive Surprise results in an infiltration of 10 to 20 hexes.) Note a single infiltration DR is made for the entire force—don't roll for each unit!

4.3 No Sanctuary

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

No Sanctuary lifts the restrictions of 2.7b. UN planes are now free to attack Chinese air bases, and Communist planes are free of basing and mission restrictions. Simply put, both sides can now use their air units in any way they choose. Two additional changes occur:

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

B) √ Neither side needs an engineer to rebuild/improve existing air bases (but still pay normal supply costs). An engineer is still required to build an air base from scratch.

4.4 UN Dedicated Air Support

Beginning 1 Jan 51, the UN can employ Dedicated Air Support. Twice each month, during his Refit Phase, the UN can dedicate air units to the support of any US division. Only F-types and T-types may be dedicated.

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

Missions. A dedicated air unit can Hip Shoot or Barrage only if spotted by a unit of that division. A dedicated air unit can Hip Shoot even if not normally allowed to do so by rule 3.1. Other missions (trainbusting, interception, fighter sweep, etc.) follow the normal rules. After any mission, a dedicated air unit must return to the dedicated base.

This is a minor variant, without "cost".

4.5 North Korean Armor Rebuild

Allow the Communist to rebuild any tank unit (ignore the "no rebuild" markings). This allows him to rebuild the 105 Armored Division's spearheads!

This is a minor variant, without "cost", but it obviously favors the Communist side with a non-trivial boost.

4.6 US Navy!

This option assumes an even greater US Navy participation. Bring in the CVG Leyte and its air wing (1x F9F, 1x F4U, 1x AD4) on 29 Sept 50.

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

4.7 Nuclear Weapons

This option explores the potential deployment of nuclear weapons ("nukes") in the Korean War. The cost of the option varies depending on the Soviet reaction (see 4.7b). Note a Nuclear Weapon counter represents a number of strikes, not just one bomb.

This option can be employed at any time after Chinese Intervention. In addition to the nukes, the UN can also violate Air Sanctuary (follow the procedures spelled out in 4.3).

If not using the Interdiction Option (4.1), immediately bring on all of the optional

B-29s. They can only be used to carry nukes. If you are using 4.1, continue using the B-29s in any desired manner.

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

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

To execute a nuclear attack, move the air unit and available nuke counter to the target hex and undergo applicable flak normally. In the event of a flak or air combat loss result on the bomber's **last** step, the rest of the mission is immediately aborted and the nuke is returned to Japan (it is not dropped!) and can be part of a later attack.

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

Apply the following effects:

A) The entire target hex's contents are immediately destroyed

B) Anything that moves into this hex while the Nuclear Weapon shows its mushroom cloud is immediately destroyed (so don't do that!!)

C) While the counter shows its mushroom cloud, units or SPs cannot use rail movement through the marker, trace supply is not affected.

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

When on its "Interdiction" side, a Nuclear weapon acts exactly as Trainbusting (OCS 14.8), except the marker remains permanently on the map (it never "cleans up") and its effects apply to UN and Communist units alike.

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

A) None. The UN must now win an Automatic Victory, anything short of that is a defeat.

B) Full Soviet Support. Implement Option 4.8. The combined effect shifts

the final victory level 2 levels in the favor of the Communists.

C) Soviet Nukes. Add Option 4.8, and also add the four Soviet nukes and the Tu-4/80 air units. Add 4.6 as US response escalates (more targets for Soviet nukes!). The combined effect shifts the final victory level one level in the favor of the Communists.

4.8 Full Soviet Support

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

A) Add an additional NK IL-2, NK La-9, and 1x Reserve Marker to the initial NK deployment.

B) Use 4.4 (allow rebuilds).

C) Add 1 SP to the Communist Supply roll results each turn.

D) Bring on an additional 1x NK MiG-15, 1x Chinese MiG-15, 3x Russian MiG-15 (8-2) and 3x Russian Tu-2 air units on 5 Jan 51.

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

4.9 US is Prepared!

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

Also, add option 4.6 (US Navy!).

Shift the victory level one level in the Communist favor.

4.10 The Air War That Could Have Been...
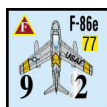
 This variant supposes that the air war escalated in January. There is no cost for this variant.

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

units arrive in the Weather Determination Segment (do not wait for the Reinforcement Phase).

If playing any of the scenarios which begin in 1951 (5.10 through 5.13), assume that air bases were built to provide forward air cover. The Communists can setup four extra air base levels, and the UN gets two extra levels. These "levels" can be used to improve existing air bases or build new ones. A new base can be placed in any non-City hex on or behind the frontline.

4.11 Sweep the Streets!

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

> Seoul (each hex)
> Taejon
> Taegu
> Pyongyang

4.12 Optional VP Procedure

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

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

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

> 1 VP for a Minor Victory Line
> 2 VP for a Major Victory Line
> 3 VP for a Massive Victory Line

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

√ 4.13 The 105th Division

There is some debate over whether the 105th deserves an organic truck. The division's tanks were used piecemeal, and the organic truck adds a dimension of terror to the NK offensive that might not be warranted.

This option removes the organic truck from play and replaces it with a 1 SP dump on the ground (as noted in scenario setups).

√ 4.14 Enhanced Transport

Enhanced Transport (OCS option 21.12) works very well in this campaign. Apply the Strat Mode restrictions on the Communist player (only) to reflect a shaky logistical net and UN air supremacy. The "Cloak of Night" section of that same option also seems appropriate, given the UN's dominance of sea and air.

> **_Design Note:_** *This option's use is strongly favored by Rod Miller!*

√ 4.15 Take The High Ground

This option makes the geography of Korea more rugged. Make these changes:

- Low Hills now become Hills (so there is no longer any Low Hills terrain).
- Hills now become Rough (so there are now two shades of Rough terrain).

> **_Design Note:_** *Some players think the NKPA drive through the central corridor is a little too easy, and this change puts some Rough ground along this path. It also makes the Pusan Perimeter more defensible.*

√ 4.16 Adding Limited Flight

Weather rolls in Korea are real nail-biters, with the dramatic difference between Flight and No-Flight. Some players might want to add the familiar intermediate result of Limited Flight to the mix.

This option adds a 2d6 roll to each Weather Phase to see if the normal result is changed to Limited Flight. A roll of a '2-4' changes a No-Flight result, and a roll of a '2-4' *or* '10-12' changes a Flight result. Note the reverse side of the Weather marker is used to indicate a Limited Flight turn.

On Limited Flight turns, missions can only be flown during the Movement Phase and no hip-shoots are allowed.

> **_Example:_** *It is the 5 July turn. The regular Weather Table roll of a '5' gives a Flight result, and now two dice are rolled to see if it changes. The roll is a '10', so the weather changes to Limited-Flight. (Note that same roll would have **not** have changed a No-Flight result, since those only get changed on a '2-4'.)*

> **_Play Hint:_** *Roll three dice at once—the two "limited check" dice and an off-colored "regular weather roll" die to speed play.*

Abbreviations

Abn—Airborne
Arm—Armor
Arm Car—Armored Car
Arty—Artillery
BC—Border Constabulary
Bde—Brigade
Belg—Belgian
Bn—Battalion
Brkdwn—Breakdown
Cap—Capital
Cav—Cavalry
CCF—Chinese Communist Forces
CW—Commonwealth
Div—Division
Divarty—Divisional Artillery
Eth—Ethiopian
FEC—Far East Command
Grp—Group
Hus—Hussars
Ind—Independent
Inf—Infantry
LC—Landing Craft
LST—Landing Ship, Tank
M or Mar—Marine
MC—Motorcycle
Mx—Mixed
NG—Naval Garrison
NK—North Korea
NKPA—North Korean People's Army
Phil—Philippine
PPat—Princess Patricia's Canadian Light Infantry
PR—Puerto Rico
RA—Royal Artillery
Rgt—Regiment
ROK—Republic Of (South) Korea
Sec—Security
Sep—Separate
TF—Task Force
Thai—Thailand
Tk—Tank
Turk—Turkish
UN—United Nations
US or USA—United States (of America)
USMC—United States Marine Corps
CVG—Aircraft Carrier Group
SAG—Surface Action Group

5.0 Scenarios

An asterisk (*) denotes a campaign game (these have different starting points, but all end on 29 June 51).

Set Up Notes:

1. Organic Trucks set up Full. Other Trucks, Wagons, and Porters are empty, but can be filled from any SPs setting up in the same hex before play begins.

2. Unless noted otherwise, all scenarios use the Arrival Schedules on pages 35-37, and the standard charts/rules for SPs, Repls, Shipping, Supply Sources. and Rail Capacities.

3. US units listed as being "FEC" use the unit's lowered-value counter. If FEC isn't specifically mentioned, use the unit's full-strength counter. FEC units can be identified by the white unit symbols used.

Contact Information

To order other games from MMP, visit http://www.multimanpublishing.com/

For errata and downloads, visit www.gamersarchive.net

To chat about OCS and obtain speedy answers to your rules questions, visit http://www.consimworld.com/

To contact the developer directly, email kisnerj@dwx.com

Scenario 5.1: The Korean War

This is the Korean War's first year.

General Information
Setup Order: Communist first
First Player: Communist
Weather: Flight on 26 June
First Turn: 26 June 50
Last Turn: 29 June 51
Total Turns: 109
Reinforcements: Use campaign arrival schedules (pages 34-36). Players roll on Repl (and Comm Supply) Table each turn.

Special Scenario Rules
Use all maps (A, B, C).

Victory Conditions
Use campaign victory conditions (1.5).

Communist Information
Rail Cap: Per Charts
Supply: Per Table (roll each turn)
Reserve Markers: 4
Dead Pile: None

North Korean Setup
A2.06:
3-1-2 Sec Bde (2 BC)

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

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

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

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

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

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

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

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

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

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

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

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

Note: When using Option 4.13, substitute a 1 SP dump for the 105th's loaded organic truck.

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

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

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

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

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

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

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

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

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

Air Units (at any bases):
1x IL-2
1x Yak Mix

UN Information
Rail Cap: Per Charts
Sea Cap: Per Charts
Supply: As transported from Japan
Reserve Markers: 2
Dead Pile: None

South Korean Setup
B26.13:
1 Inf Div (12 Inf Rgt)

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

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

B27.14:
1x 3-2-2 Breakdown Rgt

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

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

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

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

B32.13:
1x 3-2-2 Breakdown Rgt

B34.12:
1x 3-2-2 Breakdown Rgt

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

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

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

B42.06:
1x 3-2-2 Breakdown Rgt

B51.13:
1x 3-2-2 Breakdown Rgt

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

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

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

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

C35.31:
1x 3-2-2 Breakdown Rgt

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

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

C50.33:
1x 4-3-3 Breakdown Rgt

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

C59.23:
1x 3-2-2 Breakdown Rgt

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

Air Units:
None

Scenario 5.2: Invasion of South Korea

Covers the North Korean invasion into South Korea, the UN defense and counterattack, and the eventual capitulation of the NKPA forces in South Korea.

General Information
Setup Order: Communist first
First Player: Communist
Weather: Flight on 26 June
First Turn: 26 June 50
Last Turn: 29 Sept 50
Total Turns: 29
Reinforcements: Use campaign arrival schedules (pages 34-36). Players roll on Repl (and Comm Supply) Table each turn.

Special Scenario Rules
Use only maps B and C.

Remember 2.10 for alternate Communist supply sources.

Victory Conditions
NK can win via sudden death capture (1.5a) or by holding Seoul and Taejon at the game's end. The UN wins by holding Seoul, Taegu, and Taejon at the game's end.

Historically, the UN won this scenario, defeating the NK invasion by counterattacking to retake all of South Korea (and ultimately, invading North Korea).

Communist Information
Rail Cap: Per Charts
Supply: Per Table (roll each turn)
Reserve Markers: 4
Dead Pile: None

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

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

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

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

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

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

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

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

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

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

Note: When using Option 4.13, substitute a 1 SP dump for the 105th's loaded organic truck.

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

B34.33:
4-2-2 Sec Bde (1 BC)

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

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

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

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

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

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

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

Air Bases:
Level 2: B17.27

Air Units (at any bases):
1x IL-2
1x Yak Mix

UN Information
Rail Cap: Per Charts
Sea Cap: Per Charts
Supply: As transported from Japan
Reserve Markers: 2
Dead Pile: None

South Korean Setup
B26.13:
1 Inf Div (12 Inf Rgt)

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

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

B27.14:
1x 3-2-2 Breakdown Rgt

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

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

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

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

B32.13:
1x 3-2-2 Breakdown Rgt

B34.12:
1x 3-2-2 Breakdown Rgt

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

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

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

B42.06:
1x 3-2-2 Breakdown Rgt

B51.13:
1x 3-2-2 Breakdown Rgt

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

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

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

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

C35.31:
1x 3-2-2 Breakdown Rgt

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

C50.33:
1x 4-3-3 Breakdown Rgt

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

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

C59.23:
1x 3-2-2 Breakdown Rgt

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

Air Units:
None

Scenario 5.3: On The Naktong

This short, intense scenario covers the high tide of the NKPA offensive.

General Information
Setup Order: Communist first
First Player: See special rules
Weather: No-Flight on 5 Aug
First Turn: 5 Aug 50
Last Turn: 29 Aug 50
Total Turns: 8
Reinforcements: Use campaign arrival schedules (pages 34-36). Players roll on Repl (and Comm Supply) Table each turn.

Special Scenario Rules
Use only Map C.

The UN has already taken their turn on 5 August. The game begins in the second half of the turn (the Communist player-turn).

The Communist gets +2 to his Initiative Roll for this entire scenario.

Communist supply sources are Cho'nan (C33.33) and Yongju (C50.33). Place arriving SPs in either of these two hexes. The UN is not allowed to occupy these hexes!

Victory Conditions
NK can win via sudden death capture (1.5a) or by holding Taegu and Masan at the game's end. The UN wins by holding Taegu, Masan, and Pohang-dong at the game's end.

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

Communist Information
Rail Cap: 2
Supply: 4 SP per turn
Reserve Markers: 4
Dead Pile: None

North Korean Setup
C28.22:
1x 4-3-3 Breakdown Rgt

C33.35:
12-3-3 Inf Div (9)

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

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

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

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

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

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

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

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

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

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

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

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

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

C47.20:
1x 3-2-2 Breakdown Rgt

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

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

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

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

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

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

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

C58.30:
5 Inf Div (Arty Rgt)

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

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

With any NKPA Units:
2x Wagon Points
6 SP

Air Bases:
None

Air Units:
None

UN Information
Rail Cap: 1
Sea Cap: 2 1/2
Supply: As transported from Japan
Reserve Markers: 3
Dead Pile: None

South Korean Setup
C48.18:
Cap Inf Div (17 Inf Rgt)

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

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

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

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

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

C51.24:
1 Inf Div (Divarty Bn)

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

C51.27:
6 Inf Div (7 Inf Rgt)

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

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

C54.27:
1x 3-2-2 Breakdown Rgt

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

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

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

C58.27:
1x 4-3-3 Breakdown Rgt

C59.28:
12-3-3 Inf Div (3, less 1 step)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

In any all-sea hex:
Valley Forge CV

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

Air Units (at any bases or Japan):
3x F-51
2x F-80c
1x C-47
1x C-54
2x F4U (or on CV)
1x F9f (or on CV)
1x AD (or on CV)

Scenario 5.4: Pusan Perimeter

This campaign begins at the peak of the NKPA offensive, with both Inchon and Chinese Intervention looming on the horizon.

General Information
Setup Order: Communist first
First Player: See special rules
Weather: No-Flight on 5 Aug
First Turn: 5 Aug 50
Last Turn: 29 June 51
Total Turns: 97
Reinforcements: Use campaign arrival schedules (pages 34-36). Players roll on Repl (and Comm Supply) Table each turn.

Special Scenario Rules
Use all maps (A, B, C).

Victory Conditions
Use campaign victory conditions (1.5).

Communist Information
Rail Cap: Per Charts
Supply: Per Table (roll each turn)
Reserve Markers: 4
Dead Pile (rebuildable NKPA):
3-3-5 MC Rgt (12)
2-2-5 MC Rgt (17)
3-2-3 Inf Rgt (886)
5 Inf Div (11 Inf Rgt)
6 Inf Div (13 Inf Rgt)
12 Inf Div (3 Inf Rgt, Arty Rgt)
1x IL-2
1x Yak Mix

North Korean Setup
A38.03:
4-2-2 Sec Bde (1 BC)

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

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

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

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

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

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

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

C28.22:
1x 4-3-3 Breakdown Rgt

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

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

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

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

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

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

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

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

Note: When using Option 4.13, substitute a 1 SP dump for the 105th's loaded organic truck.

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

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

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

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

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

C47.20:
1x 3-2-2 Breakdown Rgt

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

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

C51.29:
12-1-2 Inf Div (8)

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

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

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

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

C58.30:
5 Inf Div (Arty Rgt)

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

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

With any NKPA Unit:
2x Wagon Points
6 SP

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

Air Units:
None

UN Information
Rail Cap: Per Charts
Sea Cap: Per Charts
Supply: As transported from Japan
Reserve Markers: 3
Dead Pile (rebuildable U.S.):
4-2-3 Inf Rgt (29)
Dead Pile (rebuildable ROK):
12-2-3 Inf Div (2, 7)
10-2-3 Inf Div (5)
3-2-6 Arm Car Bn (1 Cav)
1-2-3 Inf Bn (1 Sep)

South Korean Setup
C48.26:
1 Inf Div (15 Inf Rgt)

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

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

C51.24:
1 Inf Div (Divarty Bn)

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

C51.27:
6 Inf Div (7 Inf Rgt)

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

C54.22:
8-0 Corps HQ (II)
1 SP

C54.27:
1x 3-2-2 Breakdown Rgt

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

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

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

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

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

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

C58.27:
1x 4-3-3 Breakdown Rgt

C59.28:
12-3-3 Inf Div (3, less 1 step)

U.S./U.N. Setup
C48.13:
25 Inf Div (35 Inf Rgt (FEC))

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

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

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

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

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

C50.18:
24 Inf Div (19 Inf Rgt (FEC), 24 Divar-
    ty Rgt (FEC))

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

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

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

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

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

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

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

In any all-sea hex:
Valley Forge CV

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

Air Units (at any bases or Japan):
4x F-51
2x F-80c
1x C-47
1x C-54
2x F4U (or on CV)
1x F9F (or on CV)
1x AD (or on CV)

Supply Interdiction Option:
If employing option 4.1, place these ad-
ditional units in the Interdiction Box:

1x B-26
2x B-29
Toledo SAG
Rochester SAG

Map Changes in v2

Three changes to note:

A) The railroad entering B32.09 from
    the north was re-drawn so it is **not**
    connected to the railroad entering
    the hex from the east. Hex B31.09
    is the crucial junction. If using old
    maps, treat B32.09 as an important
    exception to OCS 6.2a.

B) The river near Yonghung (B34.33)
    now extends to the sea.

C) P'ohang-dong (C59.23) has been
    upgraded to a 1 SP port.

Scenario 5.5: MacArthur's Triumph

This short scenario covers the bold landing at Inchon that recaptured Seoul and severed the Communist supply route to the Pusan Perimeter.

General Information
Setup Order: UN first
First Player: See special rules
Weather: Flight on 15 Sept
First Turn: 15 Sept 50
Last Turn: 26 Sept 50
Total Turns: 4
Reinforcements: Use special scenario arrival schedules. Do not roll for variable reinforcements.

Special Scenario Rules
Use Map B only.

The Communists have already taken their turn on 15 September. The game begins in the second half of the turn (the UN player-turn).

The UN can use his transport aircraft to fly extra supply into Kimpo, after he captures it.

UN supply sources will be Inchon or a converted/deployed LST.

Victory Conditions
UN wins by capturing and holding both Seoul and Inchon. The Communist wins by holding Seoul.

Historically, the UN won this scenario.

Communist Information
Rail Cap: 2
Supply: Per scenario reinforcements
Reserve Markers: 0
Dead Pile: None

North Korean Setup
B17.27:
3-2-2 Sec Bde (5 BC)
1x Truck Point
2 SP

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

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

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

B29.09:
1x 3-2-2 Breakdown Rgt

B31.08:
1x 4-3-3 Breakdown Rgt
2 SP

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

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

Air Bases:
Level 2: B29.09

Air Units:
None

Reinforcements
Each Turn:
2 SP in Pyongyang

19 September, Hex B33.01:
3-2-5 Tank Bn (17)
105 Arm Div (83 Inf Rgt)
1x 4-3-3 Breakdown Rgt
2 SP

UN Information
Rail Cap: 0
Sea Cap: 5
Supply: Per scenario reinforcements
Reserve Markers: 3
Dead Pile: None

South Korean Setup
Sea Box:
5-3-3 Marine Inf Rgt (1)

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

Japan Box:
6-4-4 Airborne Rgt (187)

In any all-sea hex:
Valley Forge CV
Philippine Sea CV
Missouri SAG

Note the normal USN F9Fs have been deleted from this scenario.

Air Bases:
None

In any Japan base:
1x F-51
1x C-54
1x C-119
4x F4U (or on CV)
2x AD (or on CV)

Reinforcements
Each Turn:
2 SP may be shipped to the Sea Box (for later transfer to the beach) or directly to Inchon or to a deployed LST.

Scenario 5.6: Inchon

This campaign covers the Inchon landings, near-destruction of the NKPA, and intervention of China.

General Information
Setup Order: UN first
First Player: See special rules
Weather: Flight on 15 Sept
First Turn: 15 Sept 50
Last Turn: 29 June 51
Total Turns: 85
Reinforcements: Use campaign arrival schedules (pages 34-36). Players roll on Repl (and Comm Supply) Table each turn.

Special Scenario Rules
Use all maps (A, B, C).

The Communists have already taken their turn on 15 September. The game begins in the second half of the turn (the UN player-turn).

Victory Conditions
Use campaign victory conditions (1.5).

Communist Information

Rail Cap: Per Charts
Supply: Per Table (roll each turn)
Reserve Markers: 4 (only 2 can set up at start)
Dead Pile (rebuildable NKPA):
3-3-5 MC Rgt (12)
2-2-5 MC (17)
3-2-3 Inf Rgt (886)
3-1-2 Sec Bde (7 BC, 2 BC)
5-3-3 Inf Rgt (766)
105 Arm Div (206 Inf Rgt)
4 Inf Div (18 Inf Rgt, Arty Rgt)
5 Inf Div (11 Inf Rgt)
6 Inf Div (13 Inf Rgt)
12 Inf Div (3 Inf Rgt, Arty Rgt)
1x IL-2
1x Yak Mix

North Korean Setup

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

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

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

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

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

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

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

B29.09:
1x 3-2-2 Breakdown Rgt

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

B31.08:
1x 4-3-3 Breakdown Rgt
2 SP

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

C28.22:
1x 3-2-2 Breakdown Rgt

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

C42.15:
6 Inf Div (Arty Rgt)

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

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

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

C45.15:
1x 3-2-2 Breakdown Rgt

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

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

C47.17:
1x 4-3-3 Breakdown Rgt

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

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

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

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

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

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

C49.23:
1x 3-2-2 Breakdown Rgt

C50.22:
12-2-3 Inf Div (13, less 2 steps)

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

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

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

C52.22:
1x 3-2-2 Breakdown Rgt

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

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

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

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

C57.24:
5 Inf Div (Arty Rgt)

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

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

Air Bases:
Level 3: A2.07, A5.09, A7.12, A20.26
Level 2: B17.27, A37.04, A23.20, A20.18, B29.09
Level 1: B33.01, C59.23

Air Units:
None

UN Information

Rail Cap: 2
Sea Cap: Per Charts
Supply: As transported from Japan
Reserve Markers: 7
Dead Pile (rebuildable ROK):
12-2-3 Inf Div (2)
10-2-3 Inf Div (5)
3-2-6 Arm Car Bn (1 Cav)
1-2-3 Inf Bn (1 Sep)

South Korean Setup

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

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

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

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

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

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

C55.12:
1x 3-2-2 Breakdown Rgt

C55.22:
1x 3-2-2 Breakdown Rgt

C56.12:
12-2-3 Inf Div (7, less 1 step)
2x Truck Points
8 SP

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

C57.21:
Cap Inf Div (1 Inf Rgt)

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

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

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

C60.21:
1x 4-3-3 Breakdown Rgt

Sea Box:
5-3-3 Marine Inf Rgt (1)

U.S./U.N. Setup
C48.16:
2 Inf Div (9 Inf Rgt)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

In any all-sea hex
Valley Forge CVG
Philippine Sea CVG
Missouri SAG

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

Air Units (at any bases or Japan):
5x F-51
2x F-80c
1x C-47
1x C-54
1x C-119
4x F4U (or on CV)
2x F9F (or on CV)
2x AD (or on CV)

Supply Interdiction Option:
If employing option 4.1, place these additional units in the Interdiction Box:

1x B-26
2x B-29
1x F4U
1x CW Mix
Toledo SAG
Rochester SAG
CW TF SAG

Scenario 5.7: Chosin Reservoir

This small scenario covers the initial Chinese offensive against U.S. X Corps and the famous USMC "advance in the other direction."

General Information
Setup Order: UN first
First Player: See special rules
Weather: No-Flight on 26 Nov
First Turn: 26 Nov 50
Last Turn: 15 Dec 50
Total Turns: 7
Reinforcements: Use special scenario arrival schedules. Do not roll for variable reinforcements.

Special Scenario Rules

Use Map A only.

The UN has already taken its turn on 26 November. The game begins in the second half of the turn (the Comm player-turn).

Communist supply sources are A23.20 and A31.28. UN supply sources are Hungnam and A36.01.

Victory Conditions

Communist wins by capturing and holding Hamhung and Hungnam. UN wins by holding both Hamhung and Hungnam (to allow the subsequent evacuation to the south). Any other result is a draw.

Historically, the UN won this scenario.

Communist Information
Rail Cap: 1
Supply: Per scenario reinforcements
Reserve Markers: 2
Dead Pile: None

North Korean Setup
A31.27:
12 Inf Div (1 Inf Rgt)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Air Bases:
None

Air Units:
None

Reinforcements
Each Turn:
2 SP at A23.20 or A31.28

UN Information
Rail Cap: 0
Sea Cap: 2
Supply: Per scenario reinforcements
Reserve Markers: 2
Dead Pile:
None

South Korean Setup
A37.04:
5-3-3 Marine Inf Rgt (1)

U.S./U.N. Setup
A32.01:
3 Inf Div (65 PR Inf Rgt)

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

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

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

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

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

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

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

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

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

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

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

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

Air Bases:
Level 2: A37.04

Air Units (at any bases or CV):
4x F4U
2x F9F
2x AD

Reinforcements
Each Turn:
2 SP at A36.01 or A38.03

TBL Errata Counter

Included in this package is an errata counter for a recent OCS release, **The Blitzkrieg Legend**. The game's Dutch 5 RH Cav Bn has a corrected Move Mode.

Note that we've provided *three identical copies* of the corrected counter. This will give you a couple of extras to share with friends who didn't buy their own copy of the **Korea** reprint.

Scenario 5.8: Enter the Dragon!

This short scenario covers the first month of Chinese intervention.

General Information
Setup Order: UN first
First Player: See special rules
Weather: No-Flight on 26 Nov
First Turn: 26 Nov 50
Last Turn: 22 Dec 50
Total Turns: 9
Reinforcements: Use special scenario arrival schedules. Do not roll for variable reinforcements.

Special Scenario Rules
Use Map A and Map B only.

The UN has already taken its turn on 26 November. The game begins in the second half of the turn (the Comm player-turn).

Although Map C isn't used, the UN can still use the Japan Box airbases, and can ship/fly SP in from the dumps there.

UN supply sources are Seoul and any ports of at least 1 SP capacity.

Victory Conditions
Communist wins by capturing and holding P'yongyang and Hungnam. UN wins by holding P'yongyang and Wonsan. Any other result is a draw.

Historically, the Communists won this scenario.

Communist Information
Rail Cap: 3
Supply: Per scenario reinforcements
Reserve Markers: 7
Dead Pile:
None

North Korean Setup
A2.07:
8-2-2 Inf Div (47)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

A22.05:
6-0 Army HQ (40)
1x 4-4-3 Breakdown Rgt

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

A23.07:
10-0 Army Group HQ (XIII)
1x 4-3-3 Breakdown Rgt
5 SP

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Air Units (at any bases):
3x (8-2) Russian MiG-15

Reinforcements
Each Turn:
4 SP

UN Information
Rail Cap: 2
Sea Cap: 4
Supply: As transported from Japan
Reserve Markers: 7
Dead Pile:
None

South Korean Setup
A15.03:
1 Inf Div (12 Inf Rgt)

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

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

A23.04:
1x 3-2-2 Breakdown Rgt

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

A25.03:
1x 3-2-2 Breakdown Rgt

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

A27.02:
1x 3-2-2 Breakdown Rgt

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

A53.20:
12-3-3 Inf Div (3)

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

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

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

A62.27:
Cap Inf Div (1 Inf Rgt)

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

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

U.S./U.N. Setup
A11.01:
24 Inf Div (21 Inf Rgt)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Air Units (at any bases or Japan):
5x F-51
2x F-80c
1x C-54
1x C-119
4x F4U (or on CV)
2x F9F (or on CV)
2x AD (or on CV)

Reinforcements

Each Turn:
None, except whatever SP can be shipped/
flown from Japan.

Scenario 5.9:
The Chinese Intervene

This campaign scenario begins with the shocking intervention in the war that, shortly after Inchon, had seemed all but over.

General Information
Setup Order: UN first
First Player: See special rules
Weather: No-Flight on 26 Nov
First Turn: 26 Nov 50
Last Turn: 29 June 51
Total Turns: 64
Reinforcements: Use campaign arrival schedules (pages 34-36). Players roll on Repl (and Comm Supply) Table each turn.

Special Scenario Rules
Use all maps (A, B, C).

The UN has already taken its turn on 26 November. The game begins in the second half of the turn (the Comm player-turn).

Victory Conditions
Use campaign victory conditions (1.5).

Communist Information
Rail Cap: Per Charts
Supply: Per Table (roll each turn)
Reserve Markers: 7
Dead Pile (rebuildable NKPA):
10-0 Corps HQ (I, II)
8-0 Corps HQ (III)
4 Inf Div (5, 16, 18 Inf Rgt, Arty Rgt)
5 Inf Div (11, 12 Inf Rgt, Arty Rgt)
6 Inf Div (13, 14, 15 Inf Rgt, Arty Rgt)
12 Inf Div (3 Inf Rgt, Arty Rgt)
105 Arm Div (83, 206 Inf Rgt)
16-3-3 Inf Div (1, 3)
16-2-3 Inf Div (2, 15)
12-3-3 Inf Div (9)
12-2-3 Inf Div (7, 10, 13, 18, 19, 27,
    32, 43)
12-1-3 Inf Div (8)
8-2-2 Inf Div (31)
4-2-2 Sec Bde (1 BC)
3-2-2 Sec Bde (5 BC)
3-1-2 Sec Bde (2 BC, 3 BC, 7 BC)
1-1-2 NG Bn (1, 2, 3)
5-3-3 Inf Rgt (766)
3-2-3 Inf Rgt (886)
3-3-3 Marine Rgt (549)
3-3-5 MC Rgt (12)
2-2-5 MC Rgt (17)
3-2-5 Tank Bn (17, 42)
13-1-2 Arty Rgt (I, II, III)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

A22.05:
6-0 Army HQ (40)
1x 4-4-3 Breakdown Rgt

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

A23.07:
10-0 Army Group HQ (XIII)
1x 4-3-3 Breakdown Rgt
5 SP

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

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

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

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

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

A27.03:
4-3-4 Cav Rgt

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Air Units (at any bases):
3x (8-2) Russian MiG-15

UN Information
Rail Cap: 2
Sea Cap: 4
Supply: As transported from Japan
Reserve Markers: 7
Dead Pile (all are ROK):
1-2-3 Inf Bn (1 Sep)
3-2-6 Arm Car Bn (1 Cav)
6 Inf Div (19 Inf Rgt)

South Korean Setup
A15.03:
1 Inf Div (12 Inf Rgt)

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

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

A23.04:
1x 3-2-2 Breakdown Rgt

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

A25.03:
1x 3-2-2 Breakdown Rgt

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

A27.02:
1x 3-2-2 Breakdown Rgt

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

A53.20:
12-3-3 Inf Div (3)

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

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

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

A62.27:
Cap Inf Div (1 Inf Rgt)

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

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

B30.08:
8-0 Corps HQ (III)
15-1-3 Arty Rgt (III Corps)
1 SP

B31.09:
12-2-3 Inf Div (2)

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

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

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

U.S./U.N. Setup

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Sea Box:
4x Landing Craft Points

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

Air Units (at any bases or Japan):
5x F-51
2x F-80c
1x C-54
1x C-119
4x F4U (or on CV)
2x F9F (or on CV)
2x AD (or on CV)

Supply Interdiction Option:

If employing option 4.1, place these additional units in the Interdiction Box:

3x B-26
2x B-29
1x F-80c
1x F4U
1x CW Mixed
Toledo SAG
Rochester SAG
CW TF SAG
Missouri SAG

Rebuild Chart

Unit Type	Repls
Inf, MC, Marine, Cav Rgt	2 Pax
Inf Div step	2 Pax
Inf Bde	2 Pax
Sec Bde	2 Pax
FEC Inf Rgt (-)	1 Pax
Inf Bn	1 Pax
NG Bn	1 Pax
Tank Bn	1 Eq
Arty Bn	1 Eq
Arty Rgt	1 Pax, 1 Eq
Arm Car Bn (ROK)	2 Pax
Chinese Army HQ	2 Pax
All other HQs	2 Pax, 1 Eq
Trucks & Wagons	Per OCS 13.5e

Scenario 5.10:
Ridgeway Duels for Korea

The Chinese 3rd Offensive, having re-taken Seoul, has ground to a halt as this campaign begins. Matthew Ridgeway is now in command of UN forces in Korea.

General Information

Setup Order: Comm first
First Player: Via normal initiative roll
Weather: Via normal weather roll
First Turn: 8 Jan 51
Last Turn: 29 June 51
Total Turns: 51
Reinforcements: Use campaign arrival schedules (pages 34-36). Players roll on Repl (and Comm Supply) Table each turn.

Special Scenario Rules

Use all maps (A, B, C).

Note scenario also works well using just Map B and C. If playing as a 2-map campaign, use the alternate supply sources specified in 2.10.

Victory Conditions

Use campaign victory conditions (1.5).

Communist Information

Rail Cap: Per Charts
Supply: Per Table (roll each turn)
Reserve Markers: 8
Dead Pile (rebuildable Chinese):
10-2-3 Inf Div (88, 89, 90)
Dead Pile (rebuildable NKPA):
10-0 Corps HQ (I)
4 Inf Div (5, 16, 18 Inf Rgt, Arty Rgt)
5 Inf Div (11, 12 Inf Rgt, Arty Rgt)
6 Inf Div (13 Inf Rgt, Arty Rgt)
12 Inf Div (3 Inf Rgt, Arty Rgt)
105 Arm Div (83, 206 Inf Rgt)
16-2-3 Inf Div (15)
12-2-3 Inf Div (13, 18, 19, 32)
12-1-3 Inf Div (8)
8-2-2 Inf Div (38, 41)
4-2-2 Sec Bde (1 BC)
3-2-2 Sec Bde (5 BC)
3-1-2 Sec Bde (2 BC, 3 BC, 7 BC)
1-1-2 NG Bn (1, 2, 3)
5-3-3 Inf Rgt (766)
3-2-3 Inf Rgt (886)
3-3-3 Marine Rgt (549)
3-3-5 MC Rgt (12)
2-2-5 MC Rgt (17)
3-2-5 Tank Bn (17, 42)
13-1-2 Arty Rgt (I, III)

North Korean Setup

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

B49.17:
1x 4-3-3 Breakdown Rgt

Chinese Setup

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

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

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

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

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

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

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

B30.08:
12-4-3 Inf Div (116)

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

B31.08:
6-0 Army HQ (39)
12-3-3 Inf Div (117)

B31.09:
10-0 Army Group HQ (XIII)
4-3-4 Cav Rgt (Cav)
4 SP

B32.04:
12-3-3 Inf Div (150)

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

B33.09:
12-4-3 Inf Div (115, less 1 step)

B34.05:
12-2-3 Inf Div (167, less 1 step)

B34.08:
12-3-3 Inf Div (124, less 1 step)

B35.06:
12-4-3 Inf Div (113, less 1 step)

B35.09:
6-0 Army HQ (42)
12-3-3 Inf Div (126, less 1 step)
1 SP

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

B36.05:
6-0 Army HQ (38)
12-3-3 Inf Div (114)
2 SP

B36.08:
12-4-3 Inf Div (125)

B36.10:
6-0 Army HQ (40)
12-4-3 Inf Div (118, less 1 step)
2 SP

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

B37.06:
12-4-3 Inf Div (112, less 1 step)

B37.09:
12-4-3 Inf Div (120, less 1 step)

B37.11:
12-4-3 Inf Div (119)

B39.09:
12-2-3 Inf Div (196)

B39.11:
12-3-3 Inf Div (198, less 1 step)

B40.12:
5-0 Army HQ (66)
2 SP

B41.11:
12-3-3 Inf Div (197)

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

With any Communist units:
2x 4-3-3 Breakdown Rgt
13-1-3 Arty Rgt (25, 27, 28)
9-1-2 Arty Rgt (47, 48)
9-1-3 Arty Rgt (26, 29)
8x Porter Points
3x Truck Points
4 SP

Air Bases:
Level 3: A2.07, A5.09, A7.12, A20.26
Level 2: A23.20, A20.18, B17.27,
   A37.04, B29.09
Level 1: B53.11

Air Units (at any bases in China):
3x (8-2) Russian MiG-15
2x (9-2) Russian MiG-15
2x Chinese MiG-15
1x Chinese IL-10
1x Chinese Tu-2
1x Chinese La-9

UN Information
Rail Cap: 2
Sea Cap: 4
Supply: As transported from Japan
Reserve Markers: 10
Dead Pile (rebuildable U.S.):
7 Inf Div (31 Inf Rgt)
1 Mar Div (5 Marine Rgt)
Dead Pile (rebuildable ROK):
1-2-3 Inf Bn (1 Sep)
3-2-6 Arm Car Bn (1 Cav)
6 Inf Div (7 Inf Rgt)

South Korean Setup
B35.02:
1 Inf Div (11 Inf Rgt)

B36.02:
1 Inf Div (15 Inf Rgt)

C36.33:
1 Inf Div (12 Inf Rgt, Divarty Bn)

B36.01:
6 Inf Div (19 Inf Rgt)
15-1-3 Arty Rgt (II Corps)

B37.02:
6 Inf Div (2 Inf Rgt)

B40.04:
10-2-3 Inf Div (5, less 1 step)

B41.05:
10-2-3 Inf Div (8, less 1 step)

B41.06:
1x 3-2-2 Breakdown Rgt

B50.05:
12-2-3 Inf Div (9)

B53.01:
12-3-3 Inf Div (3, less 1 step)
8-0 Corps HQ (III)
15-1-3 Arty Rgt (III Corps)
2 SP

B53.05:
12-2-3 Inf Div (7, less 2 steps)

B55.06:
Cap Inf Div (18 Inf Rgt)

B56.06:
Cap Inf Div (17 Inf Rgt)

B57.06:
Cap Inf Div (1 Inf Rgt)

B58.01:
8-0 Corps HQ (I)
15-1-3 Arty Rgt (I Corps)
1x 4-3-3 Breakdown Rgt
2 SP

C30.12:
10-2-3 Inf Div (11)

C37.27:
8-0 Corps HQ (II)
1 SP

C44.34:
12-2-3 Inf Div (2, less 2 steps)

C56.12:
5-3-3 Marine Inf Rgt (1)
1 SP

U.S./U.N. Setup
B33.01:
3 Inf Div (15 Inf Rgt)

C33.28:
3 Inf Div (7 Inf Rgt, 64 Tank Bn, Divarty Rgt, Organic Truck (Full))

C35.31:
12-0 Corps HQ (I)
3 Inf Div (65 PR Inf Rgt)
1x Truck Point
4 SP

B34.01:
25 Inf Div (35 Inf Rgt)

C34.33:
25 Inf Div (24 Inf Rgt)
8-3-3 Inf Bde (Turk)

C33.33:
25 Inf Div (27 Inf Rgt, 89 Tank Bn, Divarty Rgt, Organic Truck (Full))

B38.02:
CW Inf Div (27 Inf Bde, 8 Hus Tank Bn)

C32.34:
CW Inf Div (29 Inf Bde)
2-2-3 Inf Bn (Thai)

B39.01:
12-0 Corps HQ (IX)
24 Inf Div (6 Tank Bn)
CW Inf Div (45 RA Arty Rgt)
1x Truck Point
4 SPs

B39.03:
24 Inf Div (19 Inf Rgt)

B40.02:
24 Inf Div (21 Inf Rgt, Divarty Rgt, Organic Truck (Full))

B40.05:
24 Inf Div (5 Inf Rgt)

B42.01:
1 Cav Div (8 Inf Rgt)

C41.33:
1 Cav Div (7 Inf Rgt, Divarty Rgt, Organic Truck (Full))

C42.33:
1 Cav Div (70 Tank Bn)
3-3-3 Inf Bn (Phil)
2-3-3 Inf Bn (Greek)

C44.32:
1 Cav Div (5 Inf Rgt)

B42.06:
2 Inf Div (23 Inf Rgt)

B43.06:
2 Inf Div (38 Inf Rgt)
2-4-3 Inf Bn (French)

C44.30:
2 Inf Div (9 Inf Rgt)
2-3-3 Inf Bn (Dutch)

C50.33:
2 Inf Div (72 Tank Bn, Divarty Rgt, Organic Truck (Full))

B45.03:
7 Inf Div (17 Inf Rgt)

B47.01:
15-0 Corps HQ (X)
7 Inf Div (32 Inf Rgt)
29-2-5 Arm Arty Grp (92)
1x Truck Point
4 SP

C50.21:
7 Inf Div (73 Tank Bn, Divarty Rgt, Organic Truck (Full))

C45.30:
6-4-4 Airborne Rgt (187)

C55.12:
13-2-4 Arty Bn (17)

Sea Box:
4x Landing Craft Points
1 Mar Div (1, 7 Marine Rgt, 1 Tank Bn, 11 Arty Rgt, Organic Truck (Full))

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

Air Bases:
Level 2: C55.12, C56.12, B33.01
Level 1: C50.21, C59.23, B42.01, C37.27

Air Units (at any bases or Japan):
5x F-51
2x F-80c
2x F-84
2x F-86e
1x C-54
1x C-119
4x F4U (or on CV)
2x F9F (or on CV)
2x AD (or on CV)

Supply Interdiction Option:
If employing option 4.1, place these additional units in the Interdiction Box:

3x B-26
2x B-29
1x F-80c
1x F4U
1x CW Mixed
Toledo SAG
Rochester SAG
CW TF SAG
Missouri SAG

Scenario 5.11: CCF 4th Phase Offensive

This campaign begins with the Chinese attempt to break the center of the UN line. Ridgeway will then counterattack, launching Operation Killer and Operation Ripper in quick succession.

General Information
Setup Order: UN first
First Player: Communist
Weather: No-Flight on 12 Feb
First Turn: 12 Feb 51
Last Turn: 29 June 51
Total Turns: 41
Reinforcements: Use campaign arrival schedules (pages 34-36). Players roll on Repl (and Comm Supply) Table each turn.

Special Scenario Rules
Use all maps (A, B, C).

Note scenario also works well using just Map B and C. If playing as a 2-map campaign, use the alternate supply sources specified in 2.10.

Victory Conditions
Use campaign victory conditions (1.5).

Communist Information
Rail Cap: Per Charts
Supply: Per Table (roll each turn)
Reserve Markers: 8
Dead Pile (rebuildable NKPA):
10-0 Corps HQ (I)
4 Inf Div (5, 18 Inf Rgt, Arty Rgt)
5 Inf Div (11, 12 Inf Rgt, Arty Rgt)
6 Inf Div (13, 15 Inf Rgt, Arty Rgt)
12 Inf Div (1, 3 Inf Rgt, Arty Rgt)
105 Arm Div (83, 206 Inf Rgt)
16-2-3 Inf Div (15)
12-1-3 Inf Div (8)
12-2-3 Inf Div (10, 13, 18, 19, 32)
8-2-2 Inf Div (38, 41)
4-2-2 Sec Bde (1 BC)
3-2-2 Sec Bde (5 BC)
3-1-2 Sec Bde (2 BC, 3 BC, 7 BC)
1-1-2 NG Bn (1, 2, 3)
5-3-3 Inf Rgt (766)
3-2-3 Inf Rgt (886)
3-3-3 Marine Rgt (549)
3-3-5 MC Rgt (12)
2-2-5 MC Rgt (17)
3-2-5 Tank Bn (17, 42)
13-1-2 Arty Rgt (I, III)
Dead Pile (rebuildable Chinese):
10-2-3 Inf Div (88, 89, 90)

North Korean Setup
B14.23:
5 Inf Div (10 Inf Rgt)
8-2-2 Inf Div (24)

B16.34:
16-3-3 Inf Div (3, less 3 steps)

B17.27:
8-0 Corps HQ (IV)
4 Inf Div (16 Inf Rgt)
2 SP

B17.34:
8-2-2 Inf Div (36)

B28.10:
8-2-2 Inf Div (47)

B29.10:
12-2-3 Inf Div (17, less 1 step)

B41.26:
8-0 Corps HQ (III)

B42.24:
16-3-3 Inf Div (1, less 2 steps)

B42.25:
8-2-2 Inf Div (37)

B43.12:
8-0 Corps HQ (V)
13-1-2 Arty Rgt (V)
1x 3-2-2 Breakdown Rgt
4 SP

B43.24:
8-2-2 Inf Div (45)

B44.23:
8-2-2 Inf Div (46)

B45.10:
12 Inf Div (2 Inf Rgt)
12-2-3 Inf Div (43, less 1 step)

B45.11:
6 Inf Div (14 Inf Rgt)
12-2-3 Inf Div (7, less 1 step)

B46.10:
12-3-3 Inf Div (9, less 1 step)

B47.19:
10-0 Corps HQ (II)
13-1-2 Arty Rgt (II)
2 SP

B48.12:
12-2-3 Inf Div (27, less 2 steps)

B49.15:
16-2-3 Inf Div (2, less 3 steps)

B49.17:
8-2-2 Inf Div (31)

Chinese Setup

A36.03:
12-2-3 Inf Div (81, less 1 step)
10-0 Army Group HQ (IX)
2 SP

A38.03:
5-0 Army HQ (27)
12-3-3 Inf Div (80, less 2 steps)

A37.04:
12-3-3 Inf Div (79, less 2 steps)
12-1-2 Arty Rgt (44)
9-1-2 Arty Rgt (45)

B30.08:
12-3-3 Inf Div (150, less 1 step)

B30.09:
5-0 Army HQ (50)
1x 4-3-3 Breakdown Rgt

B31.08:
12-3-3 Inf Div (149, less 1 step)

B31.09:
12-2-3 Inf Div (167, less 2 steps)
2 SP

B32.08:
12-3-3 Inf Div (148, less 1 step)

B32.14:
10-0 Army Group HQ (XIII)
4-3-4 Cav Rgt (Cav)
4 SP

B33.08:
12-4-3 Inf Div (113, less 1 step)

B33.09:
6-0 Army HQ (38)

B33.20:
12-3-3 Inf Div (76, less 1 step)

B34.08:
12-4-3 Inf Div (112, less 1 step)

B34.19:
10-2-3 Inf Div (77)
5-0 Army HQ (26)

B34.20:
10-2-3 Inf Div (78)

B35.08:
12-3-3 Inf Div (114)

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

B36.07:
12-3-3 Inf Div (124, less 1 step)

B36.08:
6-0 Army HQ (42)
12-4-3 Inf Div (118, less 1 step)
1 SP

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

B37.08:
12-3-3 Inf Div (126, less 1 step)

B37.10:
6-0 Army HQ (39)
4 SP

B38.08:
12-4-3 Inf Div (125, less 2 steps)

B38.09:
12-4-3 Inf Div (115, less 1 step)

B38.27:
12-3-3 Inf Div (60, less 2 steps)

B39.09:
12-4-3 Inf Div (116)

B39.10:
12-4-3 Inf Div (119)
6-0 Army HQ (40)
8 SP

B40.08:
12-3-3 Inf Div (117)

B40.09:
12-4-3 Inf Div (120, less 1 step)

B41.10:
12-3-3 Inf Div (198, less 1 step)

B41.11:
5-0 Army HQ (66)
5 SP

B42.10:
12-3-3 Inf Div (197)

B43.11:
12-2-3 Inf Div (196, less 1 step)

With any Communist units:
2x 4-3-3 Breakdown Rgt
13-1-3 Arty Rgt (25, 27, 28)
9-1-2 Arty Rgt (47, 48)
9-1-3 Arty Rgt (26, 29)
8x Porter Points
3x Truck Points
4 SP

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

Air Units (at any bases in China):
3x (8-2) Russian MiG-15
2x (9-2) Russian MiG-15
1x Russian Tu-2
2x Chinese MiG-15
1x Chinese IL-10
2x Chinese Tu-2
1x Chinese La-9
1x Chinese Yak-9

UN Information

Rail Cap: 2
Sea Cap: 4
Supply: As transported from Japan
Reserve Markers: 10
Dead Pile (rebuildable ROK):
1-2-3 Inf Bn (1 Sep)
3-2-6 Arm Car Bn (1 Cav)

South Korean Setup
B30.07:
1 Inf Div (15 Inf Rgt, Divarty Bn)

B32.03:
1 Inf Div (11, 12 Inf Rgt)
15-1-3 Arty Rgt (II Corps)

B35.04:
6 Inf Div (7, 19 Inf Rgt)

B35.06:
6 Inf Div (2 Inf Rgt)

B40.02:
12-2-3 Inf Div (2, less 1 step)

B41.09:
1x 3-2-2 Breakdown Rgt

B42.09:
10-2-3 Inf Div (8, less 1 step)

B43.10:
1x 4-3-3 Breakdown Rgt

B44.09:
12-3-3 Inf Div (3, less 1 step)

B45.09:
1x 3-2-2 Breakdown Rgt

B46.08:
10-2-3 Inf Div (5, less 1 step)

B47.09:
12-2-3 Inf Div (7, less 1 step)

B48.05:
5-3-3 Marine Inf Rgt (1)
8-0 Corps HQ (III)
15-1-3 Arty Rgt (III Corps)
2 SP

B48.09:
1x 3-2-2 Breakdown Rgt

B49.10:
12-2-3 Inf Div (9, less 1 step)

B50.09:
1x 3-2-2 Breakdown Rgt

B54.08:
Cap Inf Div (18 Inf Rgt)

B55.07:
Cap Inf Div (17 Inf Rgt)

B56.06:
Cap Inf Div (1 Inf Rgt)
15-1-3 Arty Rgt (I Corps)

B58.01:
8-0 Corps HQ (I)
1x 3-2-2 Breakdown Rgt
2 SP

C37.27:
8-0 Corps HQ (II)
10-2-3 Inf Div (11)
2 SP

U.S./U.N. Setup
B28.07:
25 Inf Div (27 Inf Rgt, 89 Tank Bn, Divarty Rgt, Organic Truck (Full))

B29.08:
25 Inf Div (35 Inf Rgt)

B29.09:
25 Inf Div (24 Inf Rgt)

B28.09:
8-3-3 Inf Bde (Turk)

B30.06:
3 Inf Div (65 PR Inf Rgt, 64 Tank Bn, Divarty Rgt, Organic Truck (Full))
3-3-3 Inf Bn (Phil)

B31.07:
3 Inf Div (15 Inf Rgt)

B32.07:
3 Inf Div (7 Inf Rgt)

B32.04:
1 Cav Div (8 Inf Rgt, 70 Tank Bn, Divarty Rgt, Organic Truck (Full))

B33.07:
1 Cav Div (5 Inf Rgt)

B34.06:
1 Cav Div (7 Inf Rgt)

B33.01:
12-0 Corps HQ (I)
2-2-3 Inf Bn (Thai)
2-3-3 Inf Bn (Greek)
13-2-4 Arty Bn (17)
1x Truck Point
4 SP

B36.04:
24 Inf Div (5 Inf Rgt, 6 Tank Bn, Divarty Rgt, Organic Truck (Full))

B36.05:
24 Inf Div (19 Inf Rgt)

B37.06:
24 Inf Div (21 Inf Rgt)

B39.01:
12-0 Corps HQ (IX)
28-2-3 Arty Grp (196)
30-2-5 Arm Arty Grp (999)
1x Truck Point
4 SP

B39.05:
CW Inf Div (27 Inf Bde, 8 Hus Tank Bn)

C35.02:
CW Inf Div (29 Inf Bde, 45 RA Arty Rgt)

C56.12:
CW Inf Div (2 PPat Inf Bn)
1 SP

B39.07:
2 Inf Div (23 Inf Rgt)
2-4-3 Inf Bn (French)
2 SP

B40.05:
2 Inf Div (9 Inf Rgt)

B42.04:
2 Inf Div (72 Tank Bn, Divarty Rgt, Organic Truck (Full))

B42.06:
2 Inf Div (38 Inf Rgt)

B42.01:
15-0 Corps HQ (X)
7 Inf Div (32 Inf Rgt)
29-2-5 Arm Arty Grp (92)
1x Truck Point
5 SP

B45.03:
7 Inf Div (17 Inf Rgt)

B47.01:
7 Inf Div (73 Tank Bn, Divarty Rgt, Organic Truck (Full))

B47.04:
7 Inf Div (31 Inf Rgt)

B43.07:
6-4-4 Airborne Rgt (187)

B43.08:
2-3-3 Inf Bn (Dutch)

C50.21:
17-2-5 Arty Bn (937)

C55.12:
2-3-3 Inf Bn (Belg)

C57.21:
1 Mar Div (5 Marine Rgt, 1 Tank Bn, 11
   Arty Rgt, Organic Truck (Full))

C57.23:
1 Mar Div (1 Marine Rgt)

C59.23:
1 Mar Div (7 Marine Rgt)

Sea Box:
4x Landing Craft Points

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

Air Bases:
Level 2: C55.12, C56.12, B29.09,
   B33.01
Level 1: C50.21, C59.23, B42.01,
   C37.27, B53.11

Air Units (at any bases or Japan):
5x F-51
2x F-80c
2x F-84
2x F-86e
1x C-54
1x C-119
4x F4U (or on CV)
2x F9F (or on CV)
2x AD (or on CV)

Supply Interdiction Option:
If employing option 4.1, place these additional units in the Interdiction Box:

3x B-26
2x B-29
1x F-80c
1x F4U
1x CW Mixed
Toledo SAG
Rochester SAG
CW TF SAG
Missouri SAG

Scenario 5.12: Operation Ripper

After the UN contained the Chinese 4th Phase Offensive, Ridgeway ordered a series of counterattacks. The first was Operation Killer, which kicked off in late Feb 51, and restored the lines to where they were prior to the Chinese Offensive. Immediately after this operation, the UN launched Operation Ripper, designed to retake Seoul, and take Chunchon in the center of Korea.

General Information
Setup Order: Comm first
First Player: UN
Weather: Flight on 1 Mar
First Turn: 1 Mar 51
Last Turn: 29 Mar 51
Total Turns: 9
Reinforcements: Use special scenario arrival schedules. Do not roll for variable reinforcements.

Special Scenario Rules
Use Map B only.

Communist supply sources are B17.27 and B34.33. UN supply sources are B33.01, B27.07, B42.01, B57.01, B47.01.

Victory Conditions
The UN wins by taking and holding Seoul and Chunchon. The Chinese win by holding Chunchon and any Seoul hex. Any other result is a draw.

Historically, a UN victory.

Communist Information
Rail Cap: 3
Supply: Per scenario reinforcements
Reserve Markers: 8
Dead Pile:
None

North Korean Setup
B17.27:
8-0 Corps HQ (IV)
4 Inf Div (16 Inf Rgt/5-4-3)
1x Truck Point
1 SP

B14.23:
5 Inf Div (10 Inf Rgt/5-3-3)
8-2-2 Inf Div (24)

B28.10:
8-2-2 Inf Div (47)

B29.10:
12-2-3 Inf Div (17, less 1 step)

B41.26:
8-2-2 Inf Div (37)

B42.24:
16-3-3 Inf Div (1, less 2 steps)

B43.11:
12 Inf Div (2 Inf Rgt)
12-2-3 Inf Div (43, less 2 steps)

B43.12:
8-0 Corps HQ (V)
13-1-2 Arty Rgt (V)
1x 3-2-2 Breakdown Rgt
2 SP

B43.24:
8-2-2 Inf Div (45)

B44.10:
12-2-3 Inf Div (7, less 2 steps)

B44.23:
8-2-2 Inf Div (46)

B45.11:
12-3-3 Inf Div (9, less 2 steps)

B46.11:
6 Inf Div (14 Inf Rgt)

B47.19:
10-0 Corps HQ (II)
13-1-2 Arty Rgt (II)
2 SP

B48.13:
12-2-3 Inf Div (27, less 2 steps)

B49.15:
16-2-3 Inf Div (2, less 3 steps)

B49.17:
8-2-2 Inf Div (31)

Chinese Setup
B30.08:
12-3-3 Inf Div (150, less 1 step)

B30.09:
5-0 Army HQ (50)
1x 4-3-3 Breakdown Rgt

B31.08:
12-3-3 Inf Div (149, less 1 step)

B31.09:
12-2-3 Inf Div (167, less 2 steps)
2 SP

B32.08:
12-3-3 Inf Div (148, less 1 step)

B32.10:
6-0 Army HQ (38)
1 SP

B32.14:
10-0 Army Group HQ (XIII)
4-3-4 Cav Rgt (Cav)
4 SP

B33.09:
12-4-3 Inf Div (113, less 1 step)

B34.08:
12-4-3 Inf Div (112, less 1 step)

B34.10:
6-0 Army HQ (42)
1 SP

B35.09:
12-3-3 Inf Div (114)

B35.10:
12-3-3 Inf Div (126, less 2 steps)

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

B36.09:
12-3-3 Inf Div (124, less 1 step)

B36.10:
6-0 Army HQ (39)
2 SP

B36.14:
5-0 Army HQ (26)
10-2-3 Inf Div (77)

B36.15:
12-3-3 Inf Div (76, less 1 step)

B36.16:
10-2-3 Inf Div (78)

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

B37.09:
12-3-3 Inf Div (117, less 1 step)

B37.10:
12-4-3 Inf Div (115, less 2 steps)

B38.09:
12-4-3 Inf Div (116, less 1 step)

B38.27:
12-3-3 Inf Div (60, less 2 steps)

B39.10:
12-4-3 Inf Div (120, less 1 step)

B39.11:
6-0 Army HQ (40)
12-4-3 Inf Div (118, less 2 steps)
2 SP

B40.10:
12-4-3 Inf Div (119, less 1 step)

B41.10:
1x 4-3-3 Breakdown Rgt

B41.11:
5-0 Army HQ (66)
12-3-3 Inf Div (197, less 1 step)
2 SP

B42.10:
12-2-3 Inf Div (196, less 1 step)

B42.11:
12-3-3 Inf Div (198, less 2 steps)

With any Communist units:
1x 4-3-3 Breakdown Rgt
13-1-3 Arty Rgt (25, 27, 28)
9-1-2 Arty Rgt (47, 48)
9-1-3 Arty Rgt (26, 29)
6x Porter Points
2x Truck Points
3 SP

Air Bases: None

Air Units: None

Reinforcements
Each Turn:
5 SP at any supply source

UN Information
Rail Cap: 2
Sea Cap: 4
Supply: Per scenario reinforcements
Reserve Markers: 10
Dead Pile:
None

South Korean Setup
B28.08:
1 Inf Div (12 Inf Rgt)
15-1-3 Arty Rgt (II Corps)

B29.08:
1 Inf Div (15 Inf Rgt, Divarty Bn)

B29.09:
1 Inf Div (11 Inf Rgt)

B41.07:
6 Inf Div (7, 19 Inf Rgt)

B41.08:
6 Inf Div (2 Inf Rgt)

B43.07:
12-3-3 Inf Div (3, less 1 step)

B45.03:
12-2-3 Inf Div (2, less 1 step)

B45.09:
10-2-3 Inf Div (5, less 1 step)

B48.05:
5-3-3 Marine Inf Rgt (1)
8-0 Corps HQ (III)
15-1-3 Arty Rgt (III Corps)
3 SP

B48.09:
12-2-3 Inf Div (7)

B51.10:
12-2-3 Inf Div (9)

B52.11:
Cap Inf Div (17, 18 Inf Rgt)

B53.11:
Cap Inf Div (1 Inf Rgt)
15-1-3 Arty Rgt (I Corps)

B58.02:
8-0 Corps HQ (I)
1x 3-2-2 Breakdown Rgt
3 SP

U.S./U.N. Setup
B30.06:
3 Inf Div (64 Tank Bn, Divarty Rgt, Organic Truck (Full))

B30.07:
3 Inf Div (65 PR Inf Rgt)
3-3-3 Inf Bn (Phil)

B31.07:
3 Inf Div (15 Inf Rgt)

B32.07:
3 Inf Div (7 Inf Rgt)

B32.05:
2-2-3 Inf Bn (Thai)
17-2-5 Arm Arty Bn (937)
30-2-5 Arm Arty Grp (999)

B33.01:
12-0 Corps HQ (I)
6-4-4 Airborne Rgt (187)
13-2-4 Arty Bn (17)
1x Truck Point
6 SP

B33.07:
25 Inf Div (24 Inf Rgt)

B34.06:
25 Inf Div (27 Inf Rgt, 89 Tank Bn,
    Divarty Rgt, Organic Truck (Full))

B34.07:
25 Inf Div (35 Inf Rgt)

B35.07:
8-3-3 Inf Bde (Turk)

B35.08:
24 Inf Div (19 Inf Rgt)

B36.04:
24 Inf Div (6 Tank Bn, Divarty Rgt,
    Organic Truck (Full))

B36.07:
24 Inf Div (5 Inf Rgt)

B37.07:
24 Inf Div (21 Inf Rgt)

B37.06:
CW Inf Div (29 Inf Bde, 45 RA Arty
    Rgt)

B40.07:
CW Inf Div (27 Inf Bde, 8 Hus Tank
    Bn)

B38.07:
1 Cav Div (8 Inf Rgt)

B39.07:
1 Cav Div (5 Inf Rgt)

B40.06:
1 Cav Div (7 Inf Rgt, 70 Tank Bn,
    Divarty Rgt, Organic Truck (Full))

B39.05:
12-0 Corps HQ (IX)
2-3-3 Inf Bn (Greek)
28-2-3 Arty Grp (196)
1x Truck Point
6 SP

B42.01:
15-0 Corps HQ (X)
1x Truck Point
6 SP

B42.04:
2 Inf Div (23 Inf Rgt)
2-4-3 Inf Bn (French)

B42.06:
2 Inf Div (38 Inf Rgt, 72 Tank Bn,
    Divarty Rgt, Organic Truck (Full))
29-2-5 Arm Arty Grp (92)

B44.07:
2 Inf Div (9 Inf Rgt)
Dutch 2-3-3 Inf Bn

B42.07:
1 Mar Div (5 Marine Rgt, 1 Tank Bn, 11
    Arty Rgt, Organic Truck (Full))

B42.08:
1 Mar Div (7 Marine Rgt)

B43.08:
1 Mar Div (1 Marine Rgt)

B46.08:
7 Inf Div (17 Inf Rgt)

B47.07:
7 Inf Div (73 Tank Bn, Divarty Rgt,
    Organic Truck (Full))

B47.09:
7 Inf Div (32 Inf Rgt)

B48.07:
7 Inf Div (31 Inf Rgt)

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

Air Bases:
Level 2: B29.09, B33.01, B42.01
Level 1: B42.06, B53.11

Air Units (at any base or Japan):
5x F-51
2x F-80c
4x F4U (or on CV)
2x F9F (or on CV)
2x AD (or on CV)

Reinforcements
Each Turn:
5 SP at any supply source

Scenario 5.13:
Chinese Spring Offensive

Vowing to give Mao a "May Day" present by retaking Seoul, the Chinese launch their biggest offensive of the Korean War.

General Information
Setup Order: UN first
First Player: Communist
Weather: No-Flight on 22 April
First Turn: 22 April 51
Last Turn: 29 June 51
Total Turns: 12
Reinforcements: Use special scenario arrival schedules. Do not roll for variable reinforcements.

Special Scenario Rules
Use Map B only.

Communist supply sources are B17.27 and B34.33. UN supply sources are B27.07, B33.01, B42.01, B47.01, and B57.01.

Victory Conditions
The Chinese win by taking and holding Seoul and Heongsong. The UN wins by holding Seoul and Hoengsong (or retaking them). Any other result is a draw.

Historically, a UN victory.

Communist Information
Rail Cap: 3
Supply: Per scenario reinforcements
Reserve Markers: 8
Dead Pile:
None

North Korean Setup
B14.23:
5 Inf Div (10 Inf Rgt)
8-2-2 Inf Div (24)

B17.27:
8-0 Corps HQ (IV)
4 Inf Div (16 Inf Rgt)
1x Truck Point
1 SP

B26.12:
12-2-3 Inf Div (17, less 1 step)

B27.12:
8-2-2 Inf Div (47)

B45.17:
8-2-2 Inf Div (46)

B45.16:
6 Inf Div (14 Inf Rgt/5-3-3)
12 Inf Div (2 Inf Rgt/5-3-3)

B46.16:
16-3-3 Inf Div (1, less 2 steps)

B47.17:
8-2-2 Inf Div (37)

B47.20:
10-0 Corps HQ (II)
13-1-2 Arty Rgt (II)
2 SP

B47.18:
8-0 Corps HQ (V)
13-1-2 Arty Rgt (V)
8-2-2 Inf Div (45)

B48.18:
12-2-3 Inf Div (27, less 2 steps)
8-2-2 Inf Div (31)

Chinese Setup
B19.32:
6-0 Army HQ (42)
12-3-3 Inf Div (124, less 2 steps)
9-2-3 Arty Rgt (26)

B22.29:
6-0 Army HQ (38)
12-4-3 Inf Div (113, less 2 steps)
13-2-3 Arty Rgt (27)

B25.16:
10-0 Army Group HQ (XIX)
2x 13-1-3 Arty Rgt (19, 20)
9-1-3 Arty Rgt (21)
5 SP

B26.13:
5-0 Army HQ (64)

B26.14:
8-2-2 Inf Div (195)

B27.15:
5-0 Army HQ (65)
8-2-2 Inf Div (194)

B28.17:
5-0 Army HQ (15)
8-2-2 Inf Div (45)

B28.16:
5-0 Army HQ (63)

B28.14:
12-3-3 Inf Div (193)

B28.13:
8-2-2 Inf Div (192)

B28.12:
8-2-2 Inf Div (191)

B29.13:
12-3-3 Inf Div (190)

B29.14:
8-2-2 Inf Div (189)

B29.15:
12-3-3 Inf Div (187)

B29.16:
12-2-3 Inf Div (188)

B29.17:
8-2-2 Inf Div (44)

B30.20:
10-0 Grp HQ (3)
9-1-2 Arty Rgt (9, 11)
5 SP

B30.17:
5-0 Army HQ (12)
8-2-2 Inf Div (35)
9-2-3 Arty Rgt (29)
3 SP

B30.16:
12-3-3 Inf Div (29)

B31.17:
12-3-3 Inf Div (31)

B31.18:
5-0 Army HQ (60)
8-2-2 Inf Div (181)

B32.16:
12-2-3 Inf Div (179)

B32.17:
8-2-2 Inf Div (34, 180)

B33.17:
12-3-3 Inf Div (79, less 1 step)

B34.16:
12-3-3 Inf Div (80, less 1 step)

B34.17:
5-0 Army HQ (27)
12-2-3 Inf Div (81, less 1 step)

B34.19:
10-0 Army Group HQ (IX)
12-3-3 Inf Div (76, less 2 steps)
9-1-2 Arty Rgt (45)

B35.16:
12-3-3 Inf Div (60, less 1 step)

B35.17:
12-3-3 Inf Div (59, less 1 step)

B36.17:
5-0 Army HQ (20)

B36.16:
12-3-3 Inf Div (58, less 1 step)

B37.16:
12-4-3 Inf Div (120, less 1 step)

B37.17:
6-0 Army HQ (40)

B37.19:
10-0 Army Group HQ (XIII)
3 SP

B38.18:
4-3-4 Cav Rgt
9-1-2 Arty Rgt (47, 48)

B38.16:
12-4-3 Inf Div (118, less 1 step)

B39.17:
6-0 Army HQ (39)
12-4-3 Inf Div (116, less 2 steps)

B40.16:
12-4-3 Inf Div (115, less 1 step)

With any Communist units:
1x 4-3-3 Breakdown Rgt
13-1-3 Arty Rgt (28, 30)
9-1-3 Arty Rgt (31)
6x Porter Points
2x Truck Points
15 SP

Air Bases: None

Air Units: None

Reinforcements
Each Turn:
4 SP at any supply source

UN Information
Rail Cap: 2
Sea Cap: 4
Supply: Per scenario reinforcements
Reserve Markers: 10
Dead Pile:
None

South Korean Setup
B29.11:
1 Inf Div (15 Inf Rgt, Divarty Bn)
15-1-3 Arty Rgt (II Corps)

B29.12:
1 Inf Div (11 Inf Rgt)

B30.12:
1 Inf Div (12 Inf Rgt)

B36.14:
6 Inf Div (7 Inf Rgt)

B36.15:
6 Inf Div (19 Inf Rgt)

B37.15:
6 Inf Div (2 Inf Rgt)

B40.15:
5-3-3 Marine Inf Rgt (1)

B44.13:
8-0 Corps HQ (III)
1x 4-3-3 Breakdown Rgt
15-1-3 Arty Rgt (III Corps)
2 SP

B44.14:
12-2-3 Inf Div (7)

B44.15:
10-2-3 Inf Div (5, less 1 step)

B45.15:
12-3-3 Inf Div (3, less 1 step)

B48.15:
Cap Inf Div (17 Inf Rgt)

B48.14:
Cap Inf Div (18 Inf Rgt)

B49.15:
Cap Inf Div (1 Inf Rgt)

B50.13:
1x 3-2-2 Breakdown Rgt
15-1-3 Arty Rgt (I Corps)

B50.14:
12-2-3 Inf Div (9, less 1 step)

B52.10:
8-0 Corps HQ (I)
1x 3-2-2 Breakdown Rgt
2 SP

B53.11:
12-2-3 Inf Div (2, less 1 step)

U.S./U.N. Setup

B28.11:
3 Inf Div (64 Tank Bn)

B30.15:
3 Inf Div (65 PR Inf Rgt)

B31.14:
3 Inf Div (7 Inf Rgt)

B32.12:
3 Inf Div (15 Inf Rgt, 3 Divarty Rgt,
    Organic Truck (Full))

B29.09:
1 Cav Div (5 Inf Rgt)
29-2-5 Arm Arty Grp (213)

B31.08:
1 Cav Div (70 Tank Bn, Divarty Rgt,
    Organic Truck (Full))

B31.09:
1 Cav Div (7, 8 Inf Rgt)
30-2-5 Arm Arty Grp (999)

B30.13:
CW Inf Div (29 Inf Bde)

B40.12:
CW Inf Div (27 Inf Bde, 2/PPat Inf Bn,
    8 Hus Tank Bn, 45 RA Arty Rgt)

B30.14:
3-3-3 Inf Bn (Phil)
2-3-3 Inf Bn (Belg)

B31.16:
8-3-3 Inf Bde (Turk)

B32.10:
2-2-3 Inf Bn (Thai)
17-2-5 Arm Arty Bn (937)

B32.14:
25 Inf Div (35 Inf Rgt, 89 Tank Bn,
    Divarty Rgt, Organic Truck (Full))

B32.15:
25 Inf Div (24 Inf Rgt)

B33.16:
25 Inf Div (27 Inf Rgt)

B33.01:
12-0 Corps HQ (I)
6-4-4 Airborne Rgt (187)
13-2-4 Arty Bn (17)
1x Truck Point
5 SP

B39.05:
12-0 Corps HQ (IX)
Greek 2-3-3 Inf Bn
28-2-3 Arty Grp (196)
1x Truck Point
4 SP

B34.15:
24 Inf Div (19 Inf Rgt)

B35.14:
24 Inf Div (21 Inf Rgt, 6 Tank Bn,
    Divarty Rgt, Organic Truck (Full))

B35.15:
24 Inf Div (5 Inf Rgt)

B38.15:
1 Mar Div (7 Marine Rgt)

B39.15:
1 Mar Div (1 Marine Rgt, 1 Tank Bn, 11
    Arty Rgt, Organic Truck (Full))

B39.16:
1 Mar Div (5 Marine Rgt)

B41.10:
15-0 Corps HQ (X)
29-2-5 Arm Arty Grp (92)
18-2-5 Arm Arty Grp (176)
1x Truck Point
5 SP

B42.06:
2 Inf Div (72 Tank Bn, 9 Inf Rgt, 2
    Divarty Rgt, Organic Truck (Full))

B42.15:
2 Inf Div (23 Inf Rgt)
2-4-3 Inf Bn (French)

B44.07:
2 Inf Div (38 Inf Rgt)
2-3-3 Inf Bn (Dutch)

B42.16:
7 Inf Div (17 Inf Rgt)

B43.15:
7 Inf Div (31 Inf Rgt, 73 Tank Bn,
    Divarty Rgt, Organic Truck (Full))

B43.16:
7 Inf Div (32 Inf Rgt)

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

Air Bases:
Level 2: B29.09, B33.01, B42.01
Level 1: B42.06, B53.11

Air Units (at any bases or Japan):
5x F-51
2x F-80c
4x F4U (or on CV)
2x F9F (or on CV)
2x AD (or on CV)

Reinforcements

Each Turn:
5 SP at any supply source

Communist Campaign Arrival Schedule
This is used for campaigns 5.1, 5.4, 5.6, 5.9, 5.10, 5.11.

5 July 50:
12-2-3 NK Inf Div (7)

1 Aug 50:
12-3-3 NK Inf Div (9)
12-1-2 NK Inf Div (8)
105 NK Arm Div (83 Inf Rgt)

5 Aug 50:
Pusan Perimeter Effects start (1.10)

22 Aug 50:
12-2-3 NK Inf Div (18)

26 Aug 50:
12-2-3 NK Inf Div (19, 27)
4-3-6 NK Tank Bn (16)
3-2-5 NK Tank Bn (17)

5 Sept 50:
3-2-5 NK Tank Bn (42)

8 Sept 50:
Last turn of Abandoned PPZ (1.10)

19 Sept 50:
12-2-3 NK Inf Div (17)
8-0 NK Corps HQ (III)
13-1-2 NK Arty Rgt (III)
12-2-3 NK Inf Div (43)
8-2-2 NK Inf Div (31)

12 Oct 50:
12-2-3 NK Inf Div (32)

15 Oct 50:
Intervention Units:
10-0 Army Grp HQ (13)
6-0 Army HQ (38, 39, 40, 42)
12-4-3 Inf Div (112, 113, 115, 116, 118, 119, 120, 125)
12-3-3 Inf Div (114, 117, 124, 126)
1x Truck Point (empty)
3x Porter Points (empty)
3x Reserve Markers

22 Oct 50:
Intervention Units:
8-2-2 NK Inf Div (24, 38, 41)
8-0 NK Corps HQ (IV)
4-3-4 Cav Rgt (Cav)
13-1-3 Arty Rgt (25, 27, 28)
9-1-3 Arty Rgt (26, 29)

26 Oct 50:
Intervention Units:
5-0 Army HQ (50, 66, 27)
12-3-3 Inf Div (79, 80, 148, 149, 150, 197, 198)
12-2-3 Inf Div (81, 167, 196)
10-2-3 Inf Div (90)
12-1-2 Arty Rgt (44)
9-1-2 Arty Rgt (45, 47, 48)
1x Truck Point (empty)
2x Porter Points (empty)

1 Nov 50:
8-2-2 NK Inf Div (47)
3x Russian (8-2) MiG-15

15 Nov 50:
10-0 Army Grp HQ (9)
5-0 Army HQ (20, 26)
12-3-3 Inf Div (58, 59, 60, 76)
10-2-3 Inf Div (77, 78, 88, 89)
3x Porter Points (empty)

1 Dec 50:
1x Russian (9-2) MiG-15

15 Dec 50:
8-0 NK Corps HQ (V)
13-1-2 NK Arty Rgt (V)
1x Reserve Marker

1 Jan 51:
End of Communist Initiative DRM (2.6)

5 Jan 51:
1x Russian (9-2) MiG-15
1x Chinese IL-10
2x Chinese MiG-15
1x Chinese Tu-2
1x Chinese La-9
Also see Options 4.3, 4.8, and 4.10

1 Feb 51:
8-2-2 NK Inf Div (36, 37, 45, 46)
1x Chinese Yak-9
1x Chinese Tu-2
1x Russian Tu-2

15 Feb 51:
5-0 Army HQ (64),
12-3-3 Inf Div (190)
8-2-2 Inf Div (191, 192)

22 Feb 51:
10-0 Army Grp HQ (19)
5-0 Army HQ (63)
12-3-3 Inf Div (187)
12-2-3 Inf Div (188)
8-2-2 Inf Div (189)
9-1-2 Arty Rgt (9, 11)

26 Feb 51:
5-0 Army HQ (65)
12-3-3 Inf Div (193)
8-2-2 Inf Div (194, 195)
13-1-3 Arty Rgt (19, 20)
9-1-3 Arty Rgt (21)

1 March 51:
1x NK IL-10
1x NK MiG-15
1x Chinese IL-10
1x Chinese Tu-2

5 March 51:
5-0 Army HQ (47)
12-3-3 Inf Div (139)
12-2-3 Inf Div (140)
8-2-2 Inf Div (141)
12-1-2 Arty Rgt (5)

15 March 51:
10-0 Grp HQ (3)
5-0 Army HQ (60)
12-2-3 Inf Div (179)
8-2-2 Inf Div (180, 181)
13-1-3 Arty Rgt (30)
1x Chinese MiG-15

19 March 51:
5-0 Army HQ (12)
12-3-3 Inf Div (31)
8-2-2 Inf Div (34, 35)
9-1-3 Arty Rgt (31)

29 March 51:
5-0 Army HQ (15)
12-3-3 Inf Div (29)
8-2-2 Inf Div (44, 45)

Notes:
- All are Chinese unless stated otherwise.
- NK units arrive at *any* supply source; Chinese only arrive at those in China.
- Air reinforcements arrive in any friendly Air Base in trace supply, but if Sanctuary is in force (2.7), these must in China.

UN Campaign Arrival Schedule
This is used for campaigns 5.1, 5.4, 5.6, 5.9, 5.10, 5.11.

29 June 50:
24 Inf Div (TF Smith Bn (FEC))

1 July 50:
24 Inf Div (34 Inf Rgt (FEC))
1x F-51, 1x F-80c, 1x C-47, 1x C-54

Optional (4.1):
1x B-26
1x B-29
Rochester SAG

5 July 50:
24 Inf Div (21 Inf Rgt (FEC), Divarty
   Rgt (FEC))

8 July 50:
25 Inf Div (27 Inf Rgt (FEC))
6-0 US Army HQ (8th Army)
1x F-51
1x F-80c

12 July 50:
24 Inf Div (19 Inf Rgt (FEC))
25 Inf Div (24 Inf Rgt)

Delete:
24 Inf Div (TF Smith (FEC))

15 July 50:
25 Inf Div (35 Inf Rgt (FEC), Divarty
   Rgt (FEC))
1x Reserve Marker
Valley Forge CVG and carrier planes:
   1x F9f, 1x F4U, 1x AD
1x F-51

Optional (4.1):
Toledo SAG
1x B-29

19 July 50:
1 Cav Div (5, 8 Inf Rgt (FEC))

22 July 50:
1 Cav Div (7 Inf Rgt (FEC), Divarty Rgt
   (FEC)), 4-2-3 Inf Rgt (29)

29 July 50:
24 Inf Div (5 Inf Rgt)
25 Inf Div (89 Tank Bn),
1x F-51

1 Aug 50:
2 Inf Div (9 Inf Rgt)
1 Mar Div (5 Marine Rgt, 1/11 Arty Bn,
   1 Tank Bn)
1x F4U

5 Aug 50:
Pusan Perimeter Effects start (1.10)
2 Inf Div (23 Inf Rgt, Divarty Rgt)

8 Aug 50:
24 Inf Div (6 Tank Bn)
1 Cav Div (70 Tank Bn)
7 Inf Div (73 Tank Bn)
25 Inf Div (Organic Truck)
1x Reserve Marker

Upgrade:
*25 Inf Div (35 Inf Rgt, 27 Inf Rgt, Divarty
   Rgt)*

Delete:
4-2-3 Inf Rgt (29)

Optional (4.1):
CW TF SAG

15 Aug 50:
Begin rolls for LC/LSTs (option 3.8b)
2 Inf Div (72 Tank Bn, Organic Truck)

19 Aug 50:
2 Inf Div (38 Inf Rgt)

26 Aug 50:
15-1-3 ROK Arty Rgt (II)
24 Inf Div (Organic Truck)
1 Cav Div (Organic Truck)
Philippine Sea CVG and carrier planes:
   1x F9f, 1x F4U, 1x AD

Upgrade:
24 Inf Div (19, 21 Inf Rgt, Divarty Rgt)
1 Cav Div (5, 7, 8 Inf Rgt, Divarty Rgt)

Delete:
24 Inf Div (34 Inf Rgt (FEC))

Optional (4.1):
1x CW Mx

29 Aug 50:
4-2-3 CW Inf Div (27 Inf Bde (FEC))

1 Sept 50:
1 Mar Div (1 Marine Rgt, 11 Arty Rgt,
   Organic Truck)
7 Inf Div (17, 31, 32 Inf Rgt, Divarty Rgt,
   Organic Truck)
15-0 Corps HQ (X)
29-2-5 Arm Arty Grp (92),
4x Landing Craft Points
3x LST Points
1x F-51
3x Reserve Markers
2x Truck Points

Delete:
1 Mar Div (1/11 Arty Bn)

5 Sept 50:
13-2-4 Arty Bn (17)

8 Sept 50:
Last turn of Abandoned PPZ (1.10)
12-0 Corps HQ (I)
1 Mar Div (7 Marine Rgt)
6-4-4 Airborne Rgt (187)
1x C-119
Missouri SAG

12 Sept 50:
1x F4U

Optional (4.1):
1x F4U

19 Sept 50:
3-3-3 Inf Bn (Phil)

22 Sept 50:
3 Inf Div (65 PR Inf Rgt)
12-0 Corps HQ (IX)

Delete:
8th Army HQ (6-0)

26 Sept 50:
Optional (4.1):
1x F-80c
1x B-26

29 Sept 50:
Upgrade:
CW Inf Div (27 Inf Bde)

Delete:
4-2-3 CW Inf Div (27 Inf Bde (FEC))

Optional (4.6):
Leyte CVG and carrier planes:
   1x F9f, 1x F4U, 1x AD

1 Oct 50:

Delete:
1x C-47
Missouri SAG (ignore if using 4.1)

5 Oct 50:

10-2-3 ROK Inf Div (11)

15 Oct 50:

8-0 ROK Corps HQ (III)
15-1-3 ROK Arty Rgt (III)

22 Oct 50:

8-3-3 Inf Bde (Turk)

26 Oct 50:

12-2-3 ROK Inf Div (9)

Optional (4.1):
1x B-26

1 Nov 50:

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

12 Nov 50:

3 Inf Div (15 Inf Rgt)

15 Nov 50:

3 Inf Div (7 Inf Rgt, Divarty Rgt)

19 Nov 50:

2-2-3 Inf Bn (Thai)

22 Nov 50:

3 Inf Div (64 Tank Bn, Organic Truck),
2-4-3 Inf Bn (French)

5 Dec 50:

2-3-3 Inf Bn (Dutch)
2x F-84

8 Dec 50:

2-3-3 Inf Bn (Greek)

15 Dec 50:

2x F-86e

1 Jan 51:

End of Communist Initiative DRM (2.6)

5 Jan 51:

3x Reserve Markers
Also see Option 4.10

15 Jan 51:

30-2-5 Arm Arty Grp (999)

29 Jan 51:

2-3-3 Inf Bn (Belg)

1 Feb 51:

CW Inf Div (2 PPat Inf Bn)

8 Feb 51:

28-2-3 Arty Grp (196)
17-2-5 Arm Arty Bn (937)

22 Feb 51:

18-2-5 Arm Arty Grp (176)

1 March 51:

29-2-5 Arm Arty Grp (213)

5 May 51:

Upgrade:
CW Inf Div (25 Inf Bde)

Delete:
CW Inf Div (2 PPat Inf Bn)

8 May 51:

2-2-3 Inf Bn (Eth)

Notes:

• All arriving units are U.S. unless stated otherwise.

• Execute all required removals & upgrades regardless of the condition of the unit being removed. There is no penalty for removing a dead unit.

• Upgrades occur to a unit regardless of its status, but the upgrade "inherits" that status (dead, Out of Supply, Low Ammo, whatever).

• Optional arrivals are usually for "Interdiction" (4.1), but on 29 Sept they are for "US Navy!" (4.6).

• ROK Ground Reinforcements arrive in either Pusan or Seoul (if it qualifies as a supply source).

• U.S./U.N. Ground Reinforcements arrive in Japan, unless otherwise stated in the Order of Arrival.

• Air Unit Reinforcements can arrive at any friendly airfield in trace supply.

• Naval Reinforcements are placed in any all-sea hex or in the Sea Box.

Developer's Notes

Korea is my favorite OCS game, and as such it has been a pleasure to prepare its second edition. Given the idea that this was to be a reprint (not "all-new"), we've resisted the temptation to make major changes—the "rules" from MMP were pretty simple: try to ensure the old components work with any updates.

The important rules-change in OCS v4, at least with respect to Korea, is Trainbusting. To make this new mechanic work well in the context of Korea, we decided to reflect the UN's total air superiority by (usually) letting their Trainbusting missions roll twice on the table. This makes it more likely they succeed, and also gives a chance for an enlarged zone of effects.

Option 4.2b, my favorite method of Chinese Intevention, has been revised to make it a bit more controlled and a bit less random. The Communist can **ignore** an intervention result and get a +1 to future rolls, and can also make a **limited** intervention. There are two new intervention-roll modifiers that are of the carrot-and-stick variety (intended to encourage the historical path). The first is a Communist penalty for quiting the PPZ early. By adding another incentive to hang tough on the Naktong River line, it makes the Inchon landings that much more likely to have their historical impact. Similarly, we're giving the UN another reason to push toward the border: CCF intervention becomes less likely—and thus Sudden Death more likely—if they take just one of those victory hexes along the Yalu.

A few additions are also noteworthy. These were made with an eye toward the opening Communist offensive. Option 4.13 downgrades the 105th Division by taking away its organic truck, Option 4.14 makes Strat Mode a less useful offensive weapon, and Option 4.15 makes the highland terrain more rugged—especially important in central Korea. I think this trio of changes leads to a better game, but rhey remain optional so you can salt and pepper to personal taste.

A few years before the orginal Korea was published, Jeff Behan and I played the prototype of the game at a Homercon. I was just a novice player then, but loved the game and this began an immersion into OCS that would lead to my becoming the current series honcho. When I (or my wife) think about all the hours I've poured into these games, I guess it's Rod Miller who gets the thanks (or blame).

OB Notes

Many of the Korean divisions reorganized and/or renamed after the initial invasions. The designations used for this game are for the later affiliations (longest lasting), rather than the initial invasions. For example, the NK 12 Division started the war as the 7th, and you will see 7th division in initial maps, etc. As an example in the ROK, initially the 1st ROK consisted of the 11, 12 and 13th regiments, later, the 15th was added to replace the eliminated 13th.

The ROK 17th Regiment actually begins the war in the vicinity of hex B14.13. They fought well, but were cut off and evacuated by ROK small craft. Rather than include a set of rules for this one-time action, they've been relocated to Seoul at start.

The US Divarty units represent 4x field artillery battalions: three with 18x 105's and one with 18x 155's. The individual FABs are listed below:

Division	155 mm	105 mm
24th	11 FA	52, 555, 13 FA
25th	90 FA	159, 8, 64 FA
1 Cav	82 FA	61, 77, 99 FA
2nd	503 FA	15, 37, 38 FA
3rd	9 FA	10, 39, 58 FA
7th	31 FA	49, 57, 48 FA

The US corps-level field artillery has been consolidated into "Groups" composed of FA battalions of the same gun type, which arrived in Korea at approximately the same time, named for one of them. The individual FABs are listed below:

Group	FABs	Gun Type
92nd	92, 96	SP 155's
176th	176, 300, 987	SP 105's
999th	999, 204	SP 155's
213th	213, 955	SP 155's
196th	196, 936	155's

The US 9th FA Bn originally entered the war as an independent, supporting ROK troops, in August, 1950. The 999th FA Bn arrived later (Nov 50), and served as the 3rd's Hvy FA Bn (155's). In Jan 51, the 9th was sent back to the 3rd Division, and the 999th released to I Corps Artillery. Rather than replace counters, etc., the 9th is kept in the 3rd division's Divarty, represented by a ROK arty unit while attached to the

ROKs, the 999th arrives in the game when it is released to independent status and is grouped with the 204th.

US Carrier Groups (CVGs)

The US/UN Aircraft Carriers represent more than just the named Carrier. The US also had CVE's in Korea, and the British HMS Triumph and Theseus also operated in Korea. The US rotated Carriers in and out of the Korean Theater, generally with three to four Carriers of different Air Groups in the action at any one time. The standard Air Group complement of the time was 30x F9F Panthers, 30x F4U Corsairs and 15x AD Sky Raiders.

In the game, the name on the counter is the first Carrier that arrived in Korea (in each case), and thus the Carrier that spent the most time in Korea for the time the game covers.

Since an OCS air unit represents 45 aircraft, the values for the AD are reduced (about 2/3) to reflect the number of Sky Raiders that were generally present (a full-strength OCS Sky Raider air unit would be a (4)-27).

The US B-26 is the excellent "Invader" which had the WWII designation of A-26. As part of the Air Force re-designations when it became the USAF, the A-26 became the B-26.

Designer's Notes

I find the OCS itself to be an excellent system, and does a great job of modeling modern, operational conflict. The first year of the Korean War is a great gaming situation, with the NK attack, the UN counterattack, the Chinese attack, the UN counterattack, the Chinese counterattack, the UN counterattack, etc.!

The first year of the Korean War was a mobile event, as the forces swept up and down the peninsula. With the standard OCS scale, the entire area of the conflict could be presented on three maps, and so there are no "map edges" here. The air situation is a simple one, as the Communists didn't fight in the air outside of their Manchurian air bases. I was excited about the possibility of getting the OCS and the Korean War together.

My intention from the beginning was to produce a clean, easy-to-play game, right out of the box. While we could have gone with a regimental level representation of all of the forces, representing many of the infantry divisions as single counter

divisions helps keep the counter density low. I tried to keep the special rules to a minimum, opting for ease of play, and so things like mines and guerrillas didn't make the final game.

We've found the resulting game easy to play, and provides an excellent vehicle on which to train players in the ways of the OCS. For OCS veterans, it is a great break from the more counter intensive and bigger games we also enjoy.

Thanks to the hard work of everyone involved, I'm very pleased with the resulting game. Have Fun!

Victory

The objective of both sides was to reunite Korea, and so the automatic victory system, which ends the war if one side manages to occupy the entire peninsula. Short of that, most gamers will know who won at the end (or concede, the gamer's version of offering Peace Talks), and will have the fun of getting there. Still, a measure of how well one did at the end is provided.

We played the game many times with a system that tallied victory points on each turn. As intended, it gave a nice reward for aggressive and rapid actions, and provided incentives to stay deep in enemy territory to continue to score "points". Unfortunately, it was also a big pain!

So, we dropped that system in favor of the "lines" system. These lines represented the real objectives the combatants tried to achieve, and so is a good and valid measure of "victory". An alternative counting method is provided in the Optional rules section, if you are so inclined. This may provide a better system to shape/reward efforts, albeit with increased player workload.

Pusan Perimeter Zone

The US was uneasy about sending over units, equipment and supplies into a situation where they might have to pull them right back out again. Once the situation stabilized, the US switched over to begin the build up for an offensive posture.

In the game, when the Communist Player abandons the Pusan Perimeter, he is relieving the pressure, allowing the situation to stabilize, and going over to the defensive. The US reacts to this by immediately building up for the counterattack.

Nukes

One of the fun variants was to explore the effects of Nuclear Weapons on the battlefield in Korea. The Soviets exploded

their first bomb in 1949, and did not explode their second until 1951, this makes it unlikely they would have had any real Nuclear capability during late 1950 or early 1951. To say nothing of actually using their few Nukes in Korea! However, this variant is added to allow the possibility that this capability did indeed exist. And it should be great fun to see those Carriers scurry! So, the Communist player can select the level of Soviet reaction to US use of Nuclear weapons, from staying out of it (UN must win automatic victory) to full Soviet support to Soviet Nuclear Response in Korea.

Sanctuary

McArthur disagreed with the sanctuary the political environment gave the Chinese in Manchuria, but the UN player might not be very concerned. He knows that it is a trade off, in that he also gets relief from the threat of Communist air strikes. UN commanders expected and planned for air attack, and so the best way to play the game might be the variant that lets the Communist player break sanctuary if he wishes, and retain/enforce continuing sanctuary as he chooses.

Communist Rail Amounts

The Communist player receives an "artifically" high rail cap starting in October 1950. Historically, the rail net and bridges had been devestated by UN air power. The purpose of the rail cap here is to show the Communist supply build-up in preparation for the Chinese offensive, but not to give the Communist player additional trucks

he could use later to form extenders and so on. Giving him a "juiced" rail cap for a short time gets the job done without additional unintended effects.

Hip Shoots

A by-product of the establishment of the US Air Force (USAF) as a branch of the military was that the USAF seemed to forget the hard and well-learned lessons of Close Air Support (CAS) from WWII. It took some time to once again excel at CAS, thus, the restriction on Hip Shoots. Eventually, necessity required the USAF to re-develop CAS techniques, which they did, hence the optional support procedures.

This lapse was not the case with the US Navy and USMC. The Marines had dedicated FO's and a superb system in place to coordinate CAS, thus the Navy and Marine air units are allowed to hip shoot when working in concert with Marine ground units.

Air War

The 15-hex Patrol Zone does a nice job of recreating the famous MiG Alley. There are several MiG-15 versions, 9's are the ones piloted by "A" quality pilots, the 8's are piloted by average Soviet "B" quality. The Chinese and NK's used the same MiG-15, but their pilots were not as skilled. The "Air War that could have been" is one of my favorite variants.

Finally, special thanks to Ann and the Boo's.

For Further Reading

Many excellent books exist on Korea, and served as sources for research on this project. Here are the best works I found.

I've found this to be the best single volume history of the Korean War. If I had to recommend one work, this would be the one:

The Forgotten War, Clay Blair.

These are the Official Branch histories. Lots of good detail:

South to the Naktong, North to the Yalu, US Army Official History, Roy E Appleman.

Ebb and Flow, US Army Official History, Billy C Mossman.

The Sea War in Korea, Malcolm W Cagle and Frank A Manson.

US Marine Operations in Korea, Vol I, US Marine Corps' Official History, Lynn Montross and Nicholas A Canzona.

The US AirForce in Korea, 1950-1953, US Air Force Histories, Robert F. Futrell.

Ridgeway Duels for Korea, Roy E Appleman.

Disaster in Korea, Roy E Appleman.

Appleman followed up his work on the Army's official history with a series of books covering specific periods of the 1st year of the war. Very good work, nicely written, good detail, highly recommended.

Amphibious Landing Table (roll two dice)

Terrain	Failure	Mixed	Success
Open/Village	2 or less	3-4	5 or more
Low Hills/Hills	3 or less	4-6	7 or more
Rough	3 or less	4-7	8 or more
City	3 or less	4-7	8 or more
Port *	1 or less	2-3	4 or more

Diceroll Modifers:

-2	Adjacent to Enemy attack-capable unit
-2	North of 38th Parallel
-2	1951 date
+1	All Marine Load
+1	50+ Friendly SAG support points in range
+1	At Least one CVG within 10 hexes with Active planes totalling 20 or more Barrage Strength and flight conditions

* Do not roll if landing at a port and load does not exceed port capacity

Results:

Failure — LC and cargo destroyed.

Mixed — LC destroyed but cargo lands normally

Success — LC survive and cargo lands normally

Example: *Landing is in a Hills hex. The modified roll is a '6' on two dice, which yields a "Mixed" result. The LC all die, but the cargo is successfully landed.*

Notes:

A) Apply each applicable modifier to all landing attempts.

B) One CVG or SAG (or both) can affect numerous landings (given range limitations) and their use here as modifiers does not affect their normal game operations.

Terrain Effects Chart

Feature	Combat Line	Track	Truck	Leg	Armor	Mech	Other
		Movement			**Special Modifiers**		
Open	Open	1	1	1	[x2]	[x2]	x 1
Low Hills	Close	1	2	1	[x2]	x1	x1
Hills	Close	2	3	1	x1	x1	x 1
Rough	Close	3	5	2	[x1/2]	[x 1/2]	x 1
Mountain	V. Close	P	P	All	x1/3*	[x1/2]*	x 1
Village	Close	ot	ot	ot	x 1	x 1	x 1
Minor City	V. Close	ot	ot	ot	x1/2	[x1/2]	x 1
Road	ot	1/2	1/2	1/2	ot	ot	ot
Track	ot	1	1	1	ot	ot	ot
Railroad	ot	1	1	1	ot	ot	ot
Minor River	ot	+ 3	+ 5	+ 1	[x1/2]	[x1/2]	[x1/2]
Frozen River	ot	+2	+3	+0	[x1/2]	[x1/2]	x1
Frozen Lake	ot	P	P	All	[x1/3]*	[x1/2]*	[x1/2]
Impassible	ot	P	P	P	[x1/3]*	[x1/2]*	[x1/2]*

[x#] — Attack times multiple; Defend at x 1.
P — Movement Prohibited
* — Via Road, Railroad, or Track only.
ot — Dependent on other terrain in hex

Communist Supply Table

	Normal Supply			Interdiction Option	
Dice Roll	June-Sept	No PPZ	October +	June-Sept	October +
2-3	1	0	2	3	5
4-5	2	1	3	4	6
6-8	2.5	1.5	4	4	7
9-10	3	2	5	5	8
11-12	4	3	6	6	9
Rail Cap	2	1	3	2	3

"No PPZ" see 1.10.

"Interdiction Option" columns are for games using Supply Interdiction (4.1). Roll on the appropriate Interdiction Option column based on current month. UN planes and ships on Supply Interdiction will reduce the SP received. The total Barrage Strength of these units is divided by 25 (round normally) to determine the number of Tokens subtracted from the amount of Communist Supply each turn.

For "No PPZ" effect when using Interdiction Option, subtract an additional 4 tokens.

Communist Repl Table

Dice Roll	Replacements
2-5	None
6-8	1 Pax
9-10	2 Pax
11-12	2 Pax, 1 Eq

+1 to rolls in 1951

UN Repl Table

Dice Roll	ROK	UN
2-5	—	—
6-7	1 Pax	—
8-9	1 Pax	1 Pax
10-12	2 Pax	1 Pax, 1 Eq

+1 to rolls in 1951

UN Shipping & Rail

Month	Shipping	Rail
	Cargo Capacity	
June 50—Aug 50	2.5	1
Sept 50	5	2
Oct 50—June 51, no Chinese	2.5	2
Oct 50—June 51, Chinese	4	2

Weather Table (roll one die)

Month	No Flight	Flight
April – July	1-2	3-6
August	1-3	4-6
Sept – Dec	1-2	3-6
Jan – March	1	2-6

Remember: Rivers/Lakes freeze in Dec, Jan, and Feb