

THE KOREAN **WAR**

25 June 1950 – 27 July 1953

Welcome to this unofficial expansion to Memoir'44 :
The Korean War

Avant-propos

Memory 44 is a game that has been part of the game world for 15 years now. Through the various scenarios created and the numerous tournaments organized by the community, many other conflicts than the Second World War have been highlighted.

Some theaters of operations are often Unknown to the general public and even History buffs, but they must not be forgotten.

The Korean War is not the best-known conflict when it comes to the Great History, but it is of paramount importance and was one of the first fears of a terrible Third World war. It is therefore important to remember this period, and Memory 44, with its strong values of memory tribute and history is certainly a good way to discover some of the greatest battles of this conflict.

In addition to its historical value, the Korean conflict is in many ways a continuation of the Second World War.

The equipment and weapons are almost identical, so it is not necessary to develop a whole new game, but only to add a few special rules that take into account the different armies and troops that fought on Korean soil.

I wish you all exciting games that will become your new favorites, and take great pleasure to play and discover the 18 scenarios of this extension.

Keegan «KeLian» Tailleux

Special Thanks

- Franck «Franok» Tailleux, for the ideas and playtesting with me**
- Harley «secret_stratagem» Southwell, for some of the Nations Rules**
- Jean-Marie «Grougnaffe» Robert and Dan «Deepnet» Pronovost for the translation in English**

Don't forget to see their Private Pages on Dow !

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WHAT YOU NEED

For these 18 scenarios you will need :

- One Base Game
- « *Terrain Pack* » expansion for the tiles
- « *Eastern Front* » expansion for Chinese Troops
- « *Pacific Theater* » expansion for some tiles and North Korean Troops
- « *Winter Wars* » expansion for tiles and badges
- « *Opération Overlord* » or a second base game for the Overlord Scenario
- Breakthrough expansion
- « *Equipment Pack* » expansion for figures (not necessary)

BIBLIOGRAPHY ET SITOGRAPHY

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- Magazine *Vae Victis* n°107 : Corée 1950

Sitographie :

- Wikipedia - Korean War (en)
- Site Ministère des Armées Françaises – Mémoire des Hommes, section Corée
- Korean Tourism Organisation

HISTORICAL CONTEXT

Prelude: From Japanese colonization to two independent countries.

In 1910, the Japanese annex Korea after five years of protectorate. Until the end of the Second World War, the Korean territory is dominated and led by Japan.

In September 1945, after the surrender of Japan, US and Soviet forces each occupies one side of the 38th parallel in Korea. The layout of this border was decided during the Yalta Conference in February 1945. During the year 1948, elections are held in each half of the country, that is the birth of South Korea, July 19, 1948 (under American influence) and of North Korea (under communist domination), September 9, 1948. These elections increase the division between the two Korea. During two years and in spite of many discussions concerning a possible reunification between the two countries, numerous skirmishes and raids take place all around the border zone.

With the introduction of conscription in 1947, the North Korean Army (Korean People's Army or KPA) is a professional army, trained and equipped with heavy weapons and armored vehicles (mostly T34 / 85) supplied by the Soviets. This domination, in terms of numerical superiority and equipment, incites North Koreans to take the initiative.

By the end of 1950, the KPA staff decides to mass troops along the border before proposing a peaceful reunification (under the communist regime) to South Korea. After Syngman Rhee's (President of South Korea) refusal of the proposition, Kim-II-Sung (President of North Korea) decides to launch the invasion as soon as possible. The North Korean president gets the agreement of the two main communist leaders: Stalin and Mao Zedong (leader of the People's Republic of China) by telegram.

On June 25, 1950, at dawn, the North Korean Army crosses the border and the Operation Pokpoong is launched. The Korean War has just begun.

Phase I : Operation Pokpoong, a swift victory ?

The 135,000 North Korean soldiers cross the border on June 25, preceded by a fearsome barrage of artillery on the positions of the South Korean Army (ROK). The North Korean Army was divided into two army corps each having a different objective. The West Corps was to take the South Korean capital, Seoul, as quickly as possible to make the South Korean government to capitulate. Meanwhile, the East Army Group has to go along the coast and take strategic objectives like the city of Andong, to reach the south of the peninsula up to the port city of Busan, to prevent the landing of the US (and UN) troops from Japan. Despite valiant resistance, the South Koreans that weren't equipped to repel such an offensive, and that, besides their numerical inferiority, had to deal with the inefficiency of their anti-tank weapons and their total lack of armor that will prevent the four ROK infantry divisions on the border to defend itself properly.

On June 28, the West Army Corps takes the city of Seoul, but, as Syngman Rhee could flee to the South misses its main goal. South Korea wasn't willing to sign capitulation for the moment and the South Korean army, despite.

For the United States, and more generally for the United Nations, this invasion is a total surprise. At the moment, the attention was turned to the west, where the situation was still tense only a year after the end of the blockade of West Berlin. At the level of force, the stationed US infantry divisions only had 40% of their strength (except for the two operational Marine Divisions).

At first, US President Harry Truman decided to send as much ammunition and equipment as possible to support the American and South Korean troops already engaged. On July 7, 1950, several days after having condemned the North Korean invasion, the UN Security Council adopts a resolution to raise an army (under US command) to help South Koreans to repulse the invasion.

Sixteen countries are part of this coalition.

If the United States, Great Britain and Commonwealth provide the main part of the troops, France, Belgium, the Philippines and Turkey also send several thousand soldiers to support the UN war effort. The French UN Battalion (UN/BF) arrives in Korea in November 1950. After one month of training, the UN/BF is integrated into the 2nd US Infantry Division and participate to a lot of fighting during the Korean War. In total, 3421 French will follow one another in the battalion that was commanded by Lieutenant General Ralph Monclar. The US government is very positive about the UN resolution, which gives them a very good argument to contain communism. The UN army is placed under the command of Supreme Commander Douglas Mac Arthur.

US aviation and troops arrive first on Korean soil. Their goal is to slow as much as possible the North Koreans advance and to allow the evacuation of American citizens. The first fight between the Americans and the North Koreans took place in Osan, where the Task Force Smith tried to contain the assaults of a KPA armored division. Unfortunately, the lack of anti-tank equipment drastically limited US troops efficacy as they had to retreat constantly till the end of August. United Nations troops (including Korean troops, integrated into US divisions) are now cornered in the "Busan Perimeter", a strategic coastal city that allows landing troops and equipment needed to defend the perimeter.

To end the war, the North Koreans need absolutely to capture Busan and both sides know the vital importance of this city. For nearly a month, KPA troops tried several offensives to break the line of defense (Taegu, Naktong Bulge), but no offensive was successful. In early September, the UN troops are more numerous and, at last, tanks and anti-tank equipment are sufficient.

Although the North Koreans were losing the race to the sea (lack of support and supplies), Mac Arthur decided to strike a great blow to regain the lost ground and relieve the troops of the Busan Perimeter.. He then organizes an amphibious landing in Incheon (not far from Seoul) to take KPA troops in the rear and release Seoul as soon as possible.

At first his plan, considered too risky due to the number of coastal mines and the topography of the area, is rejected. He obtains the agreement of the rest of the staff and President Truman in early September.

On September 15, 50,000 men of the X American Corps (including 10,000 South Koreans) land in Incheon.

Phase II : UN counter-attack, from Incheon landing to the Chinese border.

Operation Chromite is a great success. The landing is taking place without major incident and the North Korean troops, thanks to a great work of misinformation, are fewer than expected.

September 16, the 8th US Army begins to break outside the perimeter of Busan, the reconquest of South Korea begins. The offensive is swift and effective, in a few days the UN troops take over a significant part of the territory lost in July and August, a large number of prisoners are captured.

From the 100,000 KPA troops on South Korean soil, only 30,000 were able to reach back to North Korea. The UN air raids ravage the enemy ranks, and much of the T34 / 85 tanks are destroyed.

On September 25, 1950, Seoul is reconquered after several days of fierce fighting.

On September 27, as UN troops near the North Korean border and the 38th parallel, Mac Arthur receives a top secret communication from President Truman.

He allows the invasion of North Korea if no communist reinforcement and no threat of entry into the war of China or the USSR is made.

On October 1, the KPA army is pushed back beyond the 38th parallel, and a first unconditional surrender proposal was made to the North Korean staff. On October 7, Allied forces cross the border and the invasion of North Korea begins.

The resistance is ferocious, but the numerical inferiority and the North Korean lack of equipment, allow a fast progression of the UN forces. On October 19, 1950, the North Korean capital, Pyongyang, is taken. On October 20, the 187th Parachute Regiment (part of the 101st Airborne) is dropped in areas north of Pyongyang, near the towns of Suncheon and Sukchon. Their mission is to free UN prisoners of war in the region and to prevent the North Korean staff from fleeing toward China.

By the end of October 1950, UN forces had taken over 100,000 North Korean prisoners and occupied almost the entire territory of North Korea. The race to the Yalu River (which marks the border between North Korea and China) lasted three weeks and the KPA is now totally disorganized.

Mac Arthur wanted to take advantage of the momentum gained against the Communists to destroy the supply depots on Chinese soil, but he was halted by President Truman. UN troops are divided into 2 groups (West and East) separated by about 100 km of mountainous terrain.

On the other side of the border, Mao Zedong has already gathered and massed troops along the Yalu River. To deter UN troops, or to begin the liberation of North Korea and the defense of communist interests?

Phase III : Zedong goes to war, the balance is reversed

In early October, while UN troops are on the verge of entering to North Korea, a meeting between Chinese leaders takes place. The purpose of this meeting? Determine whether or not Chinese troops should be sent to North Korea to help their ally. At first the idea of facing the American giant did not please much of the staff. However, Mao Zedong's firm will to intervene, as well as the support of many supporters in the Communist Party eventually tipped the balance.

The Chinese army, newly renamed "People's Volunteer Army" (PVA), will intervene in the Korean War. Zedong names General Peng Dehuai, one of his supporters, to lead the army that will take part in the conflict.

A meeting takes place in Stalin's Black Sea residence between Stalin (and his staff) and a Chinese delegation led by so as Zhou Enlai (the Chinese Prime Minister) to determine what support could bring the Soviet Union into the intervention to come.

Zhou obtains from Stalin material support (ammunition, vehicles, trucks) which proved to be smaller than what Stalin had announced, as well as air support, limited at first to Chinese territory.

On October 18, Zedong sends 200,000 men to the Sino-Korean border. The troops will take advantage of the night to move forward and thus avoid the reconnaissance flights of American aviation.

Mac Arthur and the UN staff felt confident about the risk of Chinese intervention. According to Mac Arthur, without air cover any offensive attempt from the PVA will be a massacre.

The border between North Korea and China is very long, and if the river can bring a certain advantage for the camp that wants to prevent the other from crossing, the winter is coming with temperatures low enough to freeze the river Yalu. On October 25, after crossing the Yalu River in secret, the 13th Army Group (stationed near the border) launched the first phase of the Chinese Offensive. Their goal is to destroy UN troops near the border and advance as far as possible into the North Korean territory.

In the western front, the PVA forces managed to penetrate as far as the Ch'ongch'on River, 70 km from the Sino-Korean border. Despite many losses inflicted on UN troops, the 13th Army Group retreats due to lack of ammunition. On November 6, the first phase of the offensive was being over, Stalin promises to the Chinese staff that he will send more equipment for the next campaigns.

For two weeks, both sides prepare the next battles. The UN staff wants to launch the "Home-By-Christmas" offensive to end the conflict before the end of the year.

The X Corps must launch the offensive in the East and the 8th Army must push back the Chinese beyond the Yalu River in the West.

On November 24, 1950, the offensive is launched, but, unfortunately for the UN troops, they fall on Chinese troops ready to welcome them and eventually it's the 13th Army Group of the PVA which goes to the assault. The second phase of the Chinese Offensive is launched.

On the western front, the battle rages along the Ch'ongch'on River. The retreat of the 8th US Army is inevitable despite a week of resistance along the surrounding villages, and it will only stop setting a line of defense along the 38th parallel on December 23rd.

During the retreat, the losses will be numerous as well as the number of prisoners made by the Chinese troops. On the eastern front, the 13th Army Group of the PVA objective is to take the Chosin Reservoir and to destroy as many UN divisions as possible. The losses are severe on both sides but despite the encirclement, the X Corps manage to retreat to the port city of Hungnam on December 11th. On December 24, after having destroyed the city's port, most of the men and equipment of the X Corps are evacuated to the 38th parallel to reinforce the 8th Army, which also suffered many casualties.

The Chinese government justifies its entry into the war by American aggression on its soil under cover of UN intervention. On December 17, Zedong deprives Kim-Il-Sung to command the North Korean army, which will be integrated into the Chinese army for the rest of the conflict.

On December 23, the morale of the UN troops is at the lowest when General Walton Walker, who commands the 8th Army, dies from a car accident. On December 26 he is replaced by General Ridgway.

At the end of 1950, communist troops launched the third phase of the offensive. They then use a new strategy to outflank the UN positions: attacking at night, by successive waves of assaults while encircling the enemy positions to cut retreats.

with numerous trumpets, gongs and percussion that had two goals, disorienting the enemies and allowing faster communication. In the early days, this tactic was very effective, and many soldiers, panicked by the noise and the horde that attacked their position, surrendered or fled south, abandoning their weapons. The communist offensive was successful and Seoul fell again into the hands of North Koreans and Chinese on January 4, 1951.

The Sino-Korean forces then stop their offensives to reorganize, refuel and prepare a final offensive in the spring due to "settle once and for" all the Korean problem," according to Mao Zedong. A front line is then drawn, 60 km south of Seoul, from Suwon to Samcheok territory.

In February, the South Korean troops commit several massacres of North Korean "sympathizers" on their territory, in response to those committed by North Koreans during the September / October retreat. Mid-February, the communist forces launch the 4th phase of the offensive and, despite several initial victories, this offensive is stopped by the fierce resistance of 5000 Americans and French who resist in the city of Chip'yong-ni while they fight at 5 to 1.

The 8th Army then launches numerous shelling along the front line to kill as many Chinese and North Korean soldiers as possible and limit the risk of a new offensive.

In early March 1951, Zedong sent several messages to Stalin to tell him about the difficult situation of the Chinese army. Impressed by the war efforts of the PVA, Stalin decides to send two air force divisions and three anti-aircraft divisions as well as hundreds of trucks.

The UN managed to retake a position in Seoul during the month of March 1951.

On April 11, Mac Arthur is discharged and replaced by General Ridgway.

This decision can be explained by MacArthur's fierce desire to drop nuclear bombs to Manchuria to cut Chinese supplies, but also to have ordered the launch of the offensive beyond the 38th parallel, which has led the loss of many men in the UN forces.

Chinese forces launch the fifth phase of the offensive in April 1951 with nearly 600,000 men. In a week, the PVA lose about 50,000 men for 5,000 losses on the UN side. The communist forces launched a second assault the next month with the same lack of success.

The 8th US Army conducted counter-attacks and succeeded in liberating and regaining ground. A global counter-offensive by the UN is being carried out between the end of May and the beginning of June, it will push the front line some ten kilometers north of the 38th parallel. The big failure of this Chinese offensive fifth phase will push the Chinese staff to rethink their plans. The goal of driving UN forces out of Korea appears impossible. The PVA will now fight for an armistice and preserve its territory from a possible UN invasion.

Phase IV : Status Quo on the 38th parallel, 2 years for nothing?

From July 1951, the conflict becomes a 'strange war', the two sides face each other, but the gains of territories and positions are minor each time. The massive bombing of North Korea by US heavy bombers will continue and cost the lives of many civilians. On July 10, 1951, negotiations for an armistice began in Kaesong, a former North Korean capital in Communist-controlled territory.

Meanwhile, the fighting continues along the front line. The goal for both sides is to lose as minimum territory as possible, and try to win a victory that could advantage him in the negotiations. By the end of 1951 two major battles will take place along the current border between the two Koreas: the battle of Bloody Ridge and that of Heartbreak Ridge or Crèvecoeur in French, the most famous battle in which participated the UN / BF.

At the end of 1951, Zhou Enlai summoned the Chinese general staff to find a solution to the lack of supply of the Chinese army, which resulted in a much larger number of losses on the communist side. It's thus decided to increase the number of trucks carrying ammunition and food, and to accelerate the construction of a railway between the Sino-Korean border and the front line.

In 1952, one of the fiercest battles was fought around Triangle Hill, a position that had changed owner several times in a few weeks. However, the front line will move very little, and the Chinese supply problems will continue throughout the year.

In top of that the Chinese got a problem with their airforce with a very low number of trained pilots, which allowed the Allies to keep control of the sky. During the two years of negotiation between the two camps, the main problem was the fate of the prisoners of war since a lot of the Chinese and North Korean soldiers didn't want to return to their respective countries, which blocked the prisoner exchange process.

In 1952, Eisenhower was elected President of the United States with the firm intention of ending the Korean conflict. At the same time, the UN decided to set up a commission under the leadership of Indian general Thimayya to find agreements concerning the repatriation of communist soldiers.

The last major battle of the Korean War will take place around the Samichon River. On July 27, 1953, in Panmunjom, an armistice is signed between the United States (and the UN), China and North Korea. The Korean War is over after three years of conflict, it will have killed three million people, including two million civilians (North Korea and South Korea). Korean President Rhee refused to sign the armistice and no peace treaty was arranged.

The prisoners of war were released in August 1953. 22,000 communist soldiers, however, refused repatriation and, surprisingly, 300 Korean and American soldiers also refused to be repatriated to South Korea.

In 2019, the discussions are moving forward for an upcoming signing of an official peace treaty. South Korean President Moon Jae-in and North-Korean President Kim Jong-Un have met several times over the last two years and the peace process is under way.

NEW RULES : NATIONS AND TROOPS

New Nations rules :

Nations 8 – South Korean Army



Despite an obvious understaffing and a lack of effective equipment, the brave South Korean troops stoutly resisted the North Korean assaults at the start of the conflict. Their discipline allowed them to retreat in order and avoid total debacle.

South Korean forces have the following capacity:

- Retreat in order.

If a South Korean infantry unit attacked in hand-to-hand combat is forced to retreat but does not suffer casualties, then it may prevent the enemy from taking a Ground Take or Armor overrun.

Nations 9 – North Korean Army



Throughout the conflict, North Korean infantrymen paid a heavy price. But their will remained intact, no matter how many comrades fell in battle.

North Korean forces have the following ability:

- Victory or Death.

Any North Korean infantry unit reduced to 1 or 2 figures (before rolling the dice) can ignore 1 flag.

Nations 10 – United Nations



One of the keys to the various victories acquired by the UN forces was the rapid delivery of equipment, ammunition and fresh troops ready for combat.

United Nations forces have the following capacity :

- Efficient supply lines

At the start of the game, after the cards are dealt, but before the first turn, the Allied player may split from 0 to 2 cards from his starting hand.

He discards the cards chosen, draws an equivalent number, then remixes the discarded cards to the deck of cards.

Nations 11 – Chinese Army



To gain the upper hand over the enemy, Chinese troops launched waves of assaults on the positions of the adversary. This horde was generally suffering a large number of casualties, but the goal was often accomplished.

Chinese troops have the following ability :

- Mao's Horde

At the beginning of the game, before the cards are dealt, the communist player can add 1 figure to two infantry units. These infantry cannot be elite, engineering or equipment units. Once destroyed, this extra figure cannot be recovered with the Medic and Mechanics card.

New Troops rules :

Troops 27 – Flamethrower Infantry



Infantry units with 4 figures.

Combat at 3, 2, 1.

Can't take ground.

In close combat, ignores all ground protections and the adversary cannot ignore the flags. If the flamethrower infantry suffers casualties, one roll back the dice that hit. If a star is obtained, the badge is removed and the unit becomes a standard infantry.

Troops 28 – Mecanized Infantry



Infantry units with 4 figures + 1 Half-Track figure.

Fights at 3, 2, 1. Moves from 0 to 3 and can fight.

Can take a Ground Take, but not an armor overrun.

Considered as infantry in any case.

At the 3rd loss, the halftrack figure is removed and the unit becomes a normal infantry.

Clarification for the expansion :

- Bridges are part of the roads, so you can benefit from the bonus roads even if you cross a bridge.
- The armored movement of both sides changes according to the scenario (and the region) mind to each scenarios special rules.

PHASE 1 : South Korea Invasion

June 1950 – September 1950



BATTLE OF CHUNCHEON

25 JUNE-29 JUNE 1950

Beginning of the Korean War



Ordre de pose		
1		x3
2		x4
3		x7
4		x17
5		x5
6		x13
7		x9
8		x1

Historical Context

June 25, 1950, launch of the Pokpoong Operation. North Korean artillery pounds South Korean positions and KPA troops cross the border. The North Korean staff divided its divisions into two groups of armies, each one having its own objective. The West group must take Seoul as quickly as possible and try to capture South Korean President Syngman Rhee. The East Group must enter into the land to encircle the biggest part of South Korean troops and force the capitulation. The first objective of the Eastern Army Group was the town of Chuncheon, a key gateway to the rest of Gangwon Province. Two divisions of the ROK were positioned in defense near the city, equipped with few anti-tank guns, and heavy machine guns. Unfortunately for the South Koreans, anti-tank guns happened to be completely ineffective against enemy vehicles. The defenders nevertheless fought valiantly and several assaults were repelled thanks to the destruction with grenades of several T34 and self-propelled guns. After a few days, the position becomes untenable and the defenders retreat, abandoning a lot of equipment behind them. On June 29, the North Korean infantry enters in Chuncheon. The Korean War is launched, it will last 3 years and make more than 3 million victims.

The theater of operations is fixed, the troops are in position and history is in your hands. Your turn!

BRIEFING

Communist Player (North Korea)

6 command cards.
You move first.

Allies Player (South Korean)

5 command cards..

Victory Conditions

6 medals. The main hex of the town of Chuncheon is a permanent objective medal for the North Korean player.

Special Rules

Apply the «South Korean army» (Nations 8) rules to the Allies player.

Apply the «North Korean army» (Nations 9) rules to the communist player.

Apply the «Material -1942» (Material 4) rules to the units equipped with mortars (Material 6) and machine guns (Material 7).

Apply the «mechanized infantry» (Troops 2) rules to the communist units with a cavalry figure.

Apply the «Mobile artillery» (Troops 14) rules to the North Korean artillery unit.

Apply the «heavy antitank gun» (Troops 23) rules to the South Korean artillery unit with a figure. However, this unit can only fire on enemy infantry.

The Allied player cannot play the Air Attack card, discard it and draw another card.

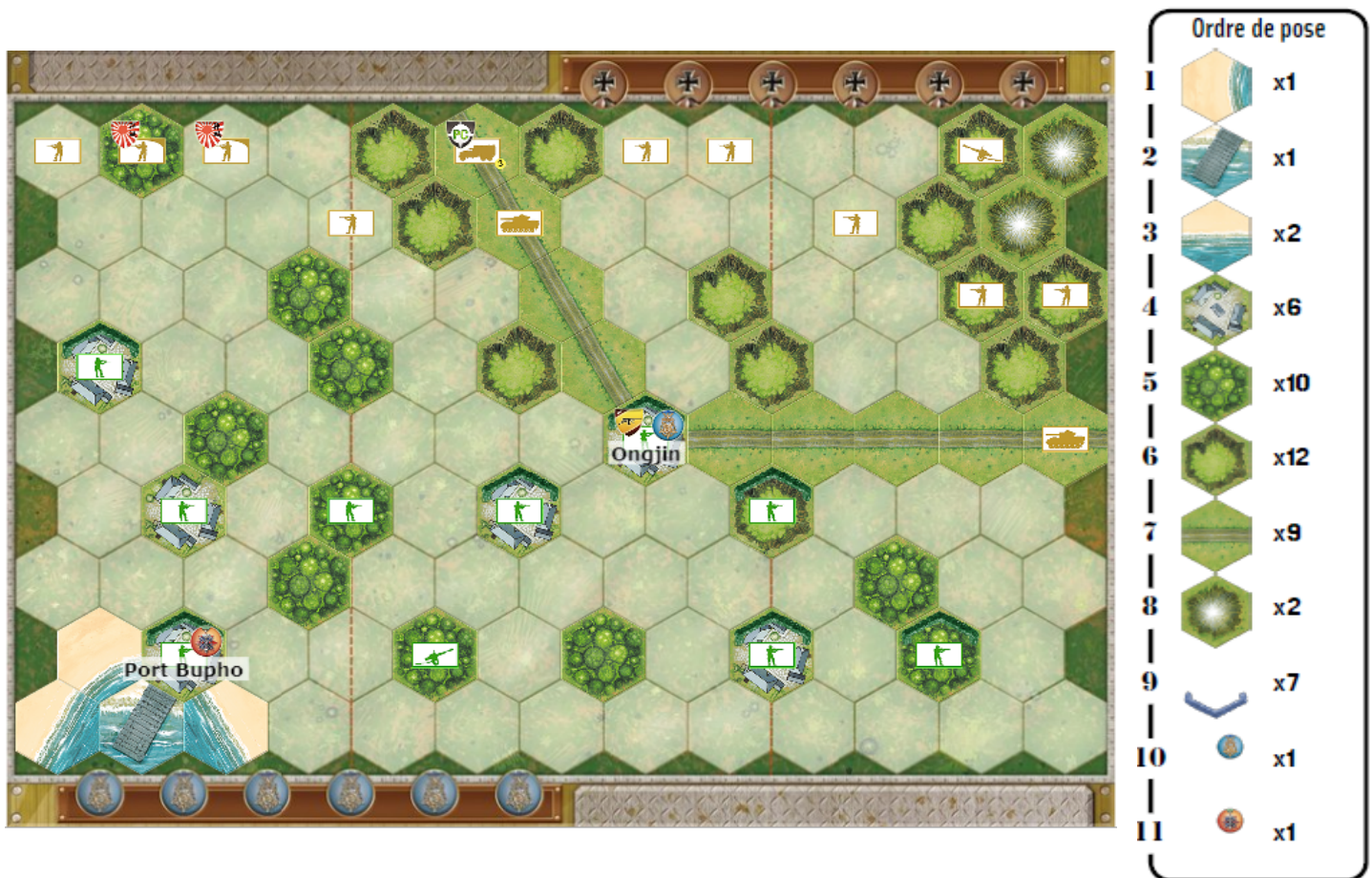
The communist player rolls only one die with the air attack.

The North Korean tank unit can move only 2 hexes maximum.

BATTLE OF ONGJIN

25 JUNE-26 JUNE 1950

Race to the sea



Historical Context

On June 25, war is declared and North Korean troops cross the border. In the West, the Ongjin Peninsula is isolated from the rest of South Korea and is surrounded by the sea. Colonel Paik must defend the peninsula with only 1,000 men and the positions around the city of Ongjin are strengthened. After a preparation of artillery, the assault is launched on the South Korean line of defense. Troops in Ongjin use anti-tank guns to counter North Korean tanks and halftracks, unfortunately this weapon is of poor quality and not capable of destroying the enemy tanks. After a few hours of fighting, the troops stationed at Ongjin retreat to the cities further south. On the left flank, an ambush decimates an entire South Korean infantry battalion. Colonel Paik, seeing that his troops are crushed by numbers and driven back to the sea, decides to order the retreat to Port Bupho. Part of the material will then be destroyed (ammunition and artillery) to avoid falling into the hands of the enemy. The survivors will all be evacuated to the mainland and the 17th South Korean Infantry Regiment will take part in many other battles including the battle of Osan or the Incheon Landing.

The theater of operations is fixed, the troops are in position and history is in your hands. Your turn!

BRIEFING

Communist Player (North Korea)

6 command cards.
You move first.

Allies Player (South Korea)

5 command cards.

Victory Conditions

6 medals. Port Bupho hex is a permanent medal objective for the North Korean player.

The Ongjin town hex is a temporary medal objective for the South Korean. South Korean player starts with one medal.

Special Rules

Apply the 'South Korean army' (Nations 8) rules to the Allies player.

Apply the 'North Korean army' (Nations 9) rules to the communist player.

Apply the "Material -1942" (Material 4) rules to the units equipped with machine guns (Material 7).

Apply the "specialized units" (Troops 2) rules to the North Korean units with a badge.

Apply the "Half-Tracks" (Troops 18) rules to the North Korean vehicle unit.

Both camps roll one dice for the Air Attack card.

The North Korean tank units can move only 2 hexes maximum.

BATTLE OF OSAN

5 JULY 1950

Task Force Smith



Ordre de pose		
1		x2
2		x7
3		x3
4		x3
5		x21
6		x17
7		x6
8		x10
9		x1
10		x1

Historical Context

Seoul fell on June 28 in the hands of North Korean forces. To avoid the complete annihilation of South Korea, the UN decides to send military forces as soon as possible. The 24th US Infantry Division, which is based in Japan, is sent to Korea to stop the bleeding. Part of this division is sent to Osan, to stop the KPA troops as far north as possible and allow UN troops to land in Busan. This unit is called Task Force Smith, named after its commander, Lieutenant Colonel Charles Bradford Smith, a veteran of the Battle of Guadalcanal. Yet, the Task Force lacked operational troops (540 men) and had too few equipment, some Howitzers cannons and some obsolete mortars and bazookas. On July 4th the Task Force entrenched itself on two hills, north of the village of Osan and set its guns on rear, below the Hill. An anti-tank obstacle is also built to block the road to Osan. On July 5 at 7:30 am, a first column of KPA tanks attack US positions. It is reinforced three hours later by new tanks and above all two complete infantry divisions transported from Seoul by truck. Despite having 10 times fewer soldiers and outdated equipment, the Americans resist the heavy fire of North Korean mortars and tanks. At 2:30 p.m., Smith decides to retreat his troops south of Osan, where the rest of the 24th division formed a second line of defense. Nonetheless, this retreat was not well organized, and many of Smith's men were killed, wounded or captured. That day, Task Force Smith lost more than a third of its men.

The theater of operations is fixed, the troops are in position and history is in your hands. Your turn !

BRIEFING

Communist Player (North Korea)

6 command cards.
You move first.

Allies Player (United Nations)

5 command cards.

Victory Conditions

6 medals. The Communist player wins a medal if he managed to get a unit out by the Exit on the road to Osan. He can only exit one unit.

Special Rules

Apply the 'North Korean army' (Nations 9) rules to the communist player.

Apply the 'South Korean army' (Nations 8) rules to the Allies player.

Apply the "Material -1942" (Material 4) rules to the units equipped with antitank guns (Material 5), mortars (Material 6) and machine guns (Material 7).

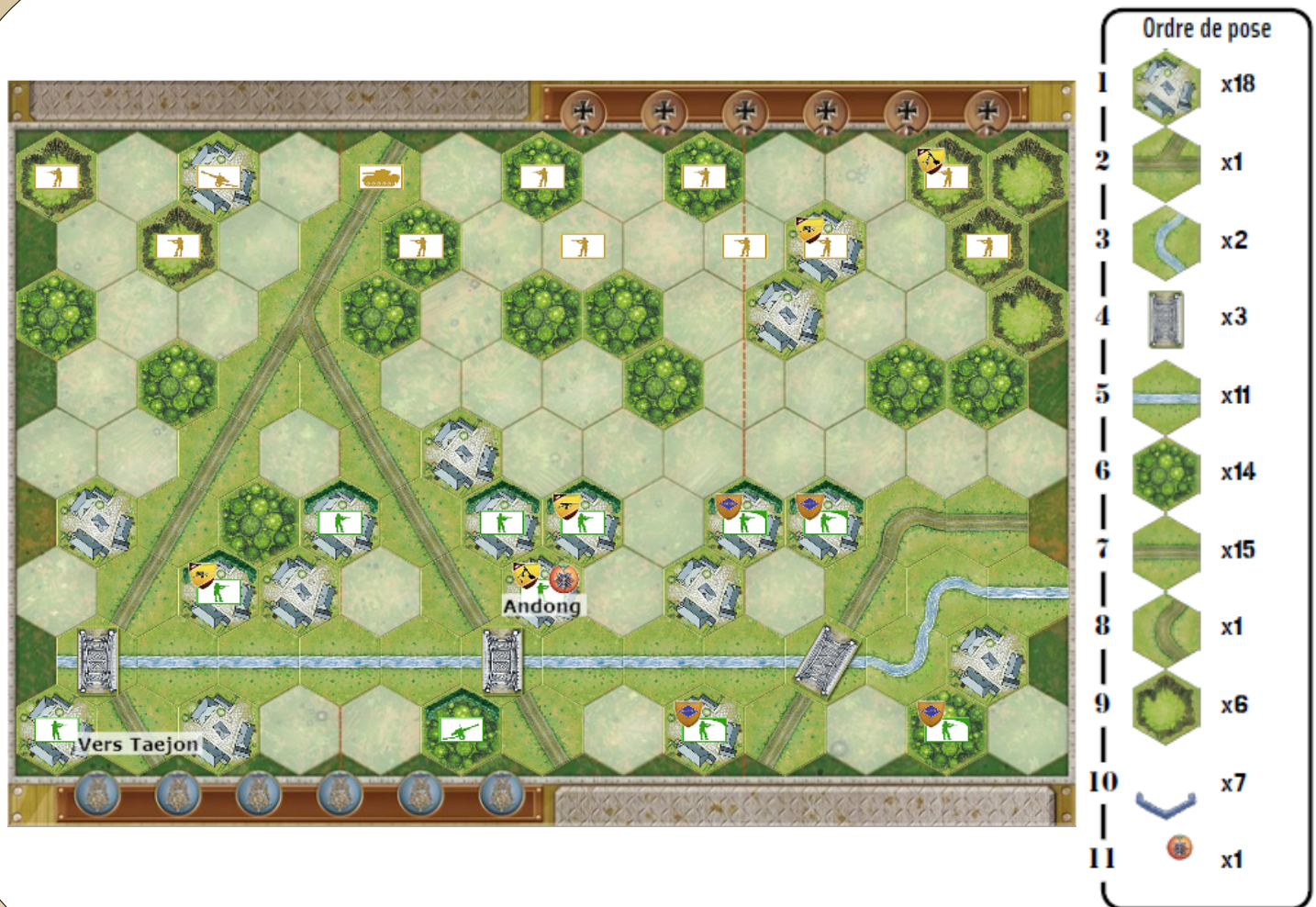
The North Korean tank unit can move only 2 hexes maximum.

Due to the bad weather, neither side can play the Air Attack card, this card is therefore discarded at the beginning of the game.

BATTLE OF ANDONG

END OF JULY 1950

Maengho Division



Historical Context

After the fall of Seoul on June 28, the North Korean troops advance into the South with their eyes set on the Busan Perimeter, where the UN land their reinforcements. In order to cut the upcoming troops, the North Korean HQ decide to launch a new quick offensive to seize all the remaining Korean territory. The troops of the 8th South Korean division and the Maengho division (or Tiger division) set a line of defense near the city of Andong, 150 km north of Busan. The 12th North Korean division will launch several assault on the city in order to reach the South of the Korean Peninsula. During nearly two weeks, the battle rage around the city and both 8th and 12th divisions are near from total destruction. However, the Allies Air strikes and the Maengho division support will break the North Korean offensive. The city is still within South Korean control. At the end of July, the South Korean leave the position and retreat south in order to protect Busan.

The theater of operations is fixed, the troops are in position and history is in your hands. Your turn !

BRIEFING

Communist Player (North Korea)

6 command cards.
You move first.

Allies Player (South Korea)

6 command cards.

Victory Conditions

6 medals.

The Andong main hex is a definitive objective medal for the North Korean player.

Special Rules

Apply the 'North Korean army' (Nations 9) rules to the communist player.

Apply the 'South Korean army' (Nations 8) rules to the Allies player.

Apply the "Material -1942" (Material 4) rules to the units equipped with mortars (Material 6) and machine guns (Material 7).

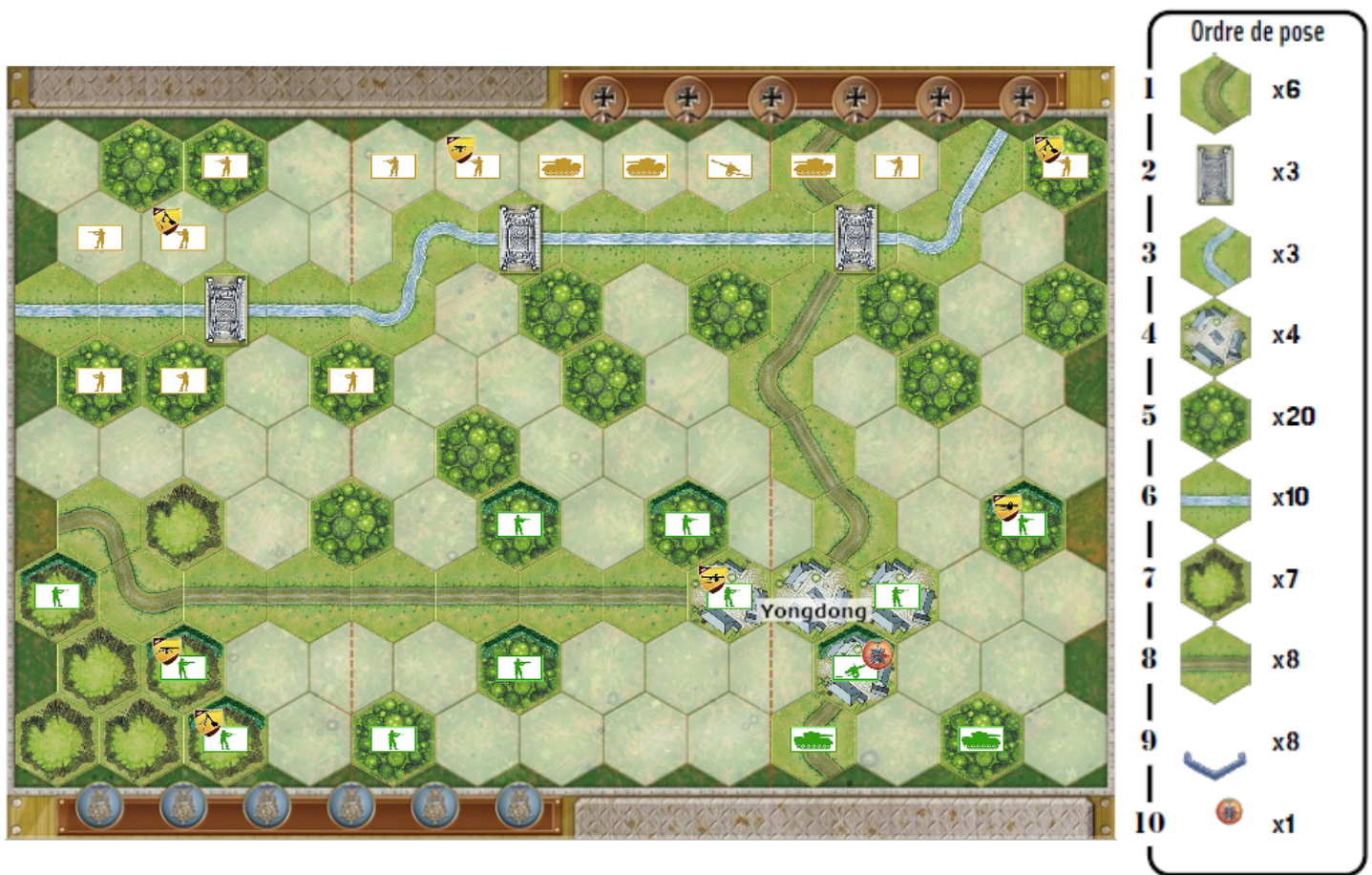
Apply the "specialized units" (Troops 2) rules to the North Korean units with a badge.

Allies player have the Aerial Superiority. He rolls two dices for the Air Power card when the Communist player roll only one dice.

BATTLE OF YONGDONG

23-25 JULY 1950

Advance to Busan



Historical Context

After taking Seoul, the North Korean advance towards Busan continues. Whereas the resistance of UN forces along the East Coast slows down the progress of the North Korean army, the conquest of territories south of Seoul is faster. After taking Taejon on June 21st, the 3rd division of the KPA leaves the city and goes to Yongdong, where the 1st division of US Cavalry is entrenched. The Americans, few in numbers and with no rearguard, are nevertheless well equipped with effective anti-tank weapons, some artillery pieces and they are supported by a company of light tank. After a fighting along the road to the city, the North Korean command decides to launch an attack on the heights southwest of the city, to block the American lines and thus isolate the troops in the city of Yongdong. The communist troops suffered great losses during the three days of fighting (about 2000 men), but the encirclement of the city forced the Americans to retreat and abandon a large part of their equipment (tanks + transports) and the city is occupied on the evening of July 25.

The theater of operations is fixed, the troops are in position, History is in your hands. It's your turn!

BRIEFING

Communist Player (North Korea)

6 command cards.
You move first.

Allies Player (United Nations)

5 command cards.

Victory Conditions

6 medals.

The main hex of Yongdong is a definitive objective medal for the North Korean player.

Special Rules

Apply the 'North Korean army' (Nations 9) rules to the communist player.

Apply the 'United Nations' (Nations 10) rules to the Allies player.

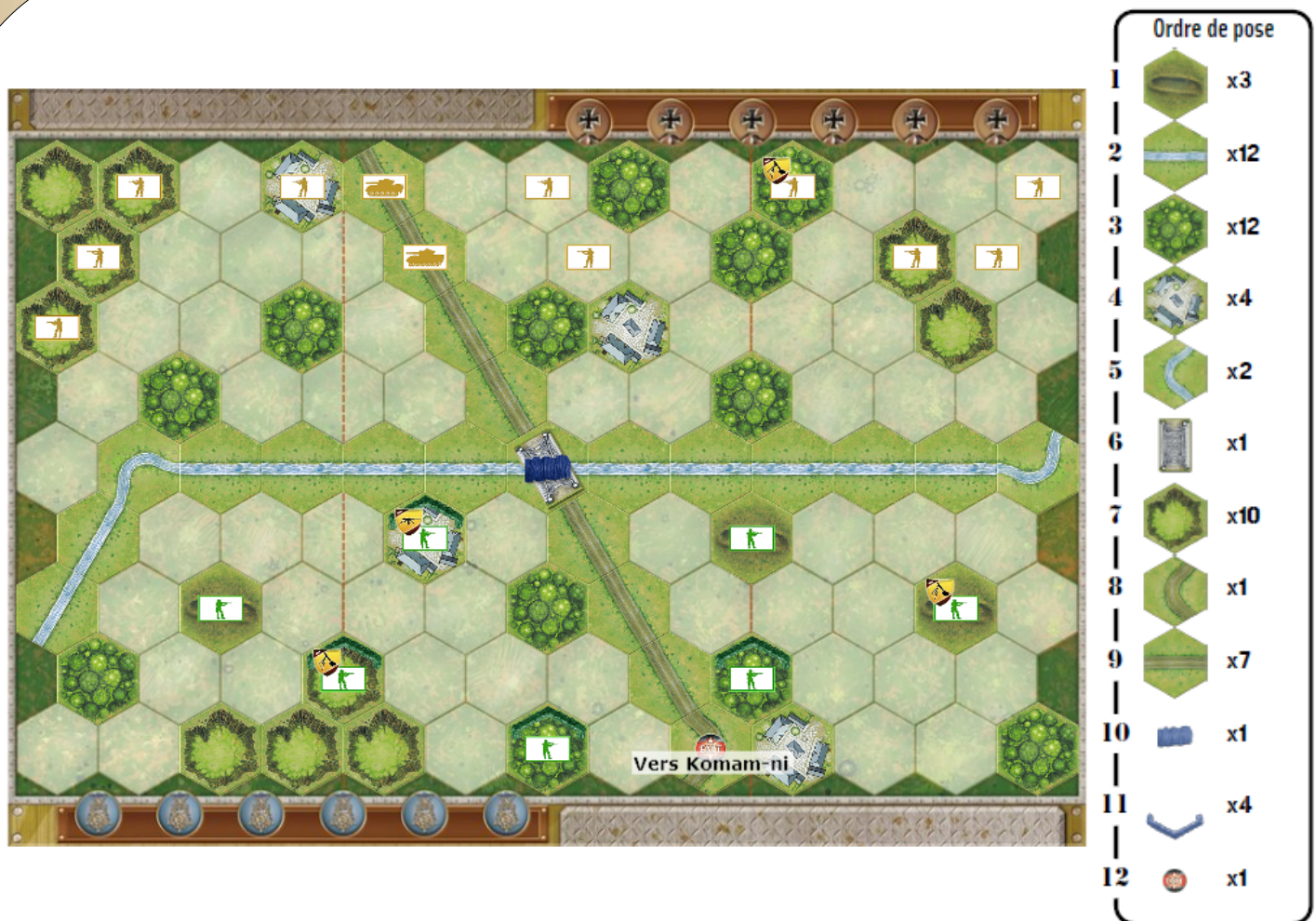
Apply the "Material-1942" (Material 4) rules to the units equipped with anti-tank guns (Material 5), mortar (Material 6) and machine guns (Material 7).

No side has air superiority in this battle, both sides roll one dice for the Air Power card.

BATTLE OF KOMAM-NI

17-23 AUGUST 1950

Busan Perimeter – SO Sector



Historical Context

After the Kean Task Force attack, the positions are fortified around the city of Masan, the city at the end of the Busan Perimeter. On August 17, 1950, KPA troops resume the offensive. The goal is to take the city of Masan and then head for Busan. Around Masan is the city of Konam-ni, where the 35th US Infantry Regiment will position itself to secure North Masan. Company A is the first to be assaulted by the North Korean. The KPA troops will then cross the river, gain a foothold on the other side and manage to destroy one of the mortar positions. Company A will retreat and then launch a counter-offensive to recover the lost positions. Attacks and counter-attacks will follow one another for two days, each side controlling the positions in turn. On the 18th and 19th, two companies of the National Police of Korea will strengthen the positions, and provide an armored support. The assaults will continue until August 23 in the morning but, discouraged by air support and the constant bombardment of American artillery, KPA troops retreat from the area. Masan is saved. The theater of operations is fixed, the troops are in position and history is in your hands. Your turn!

BRIEFING

Communist Player (North Korea)

5 command cards.
You move first.

Allies Player (United Nations)

5 command cards.

Victory Conditions

6 medals. The Communist player can exit one of his units by the exit hex 'to Konam-Ni', this unit earns him a medal.

Special Rules

At the end of his 4th round of play, the Allied player may place two standard infantry units and one armor unit on free hexes from his starting line.

Apply the rules 'Night Attack' (Actions 19). Apply the rules 'Streams and fordable Rivers' (Terrain 61) on all river hexes. Apply the 'North Korean army' (Nations 9) rules to the communist player.

Apply the 'United Nations' (Nations 10) rules to the Allies player.

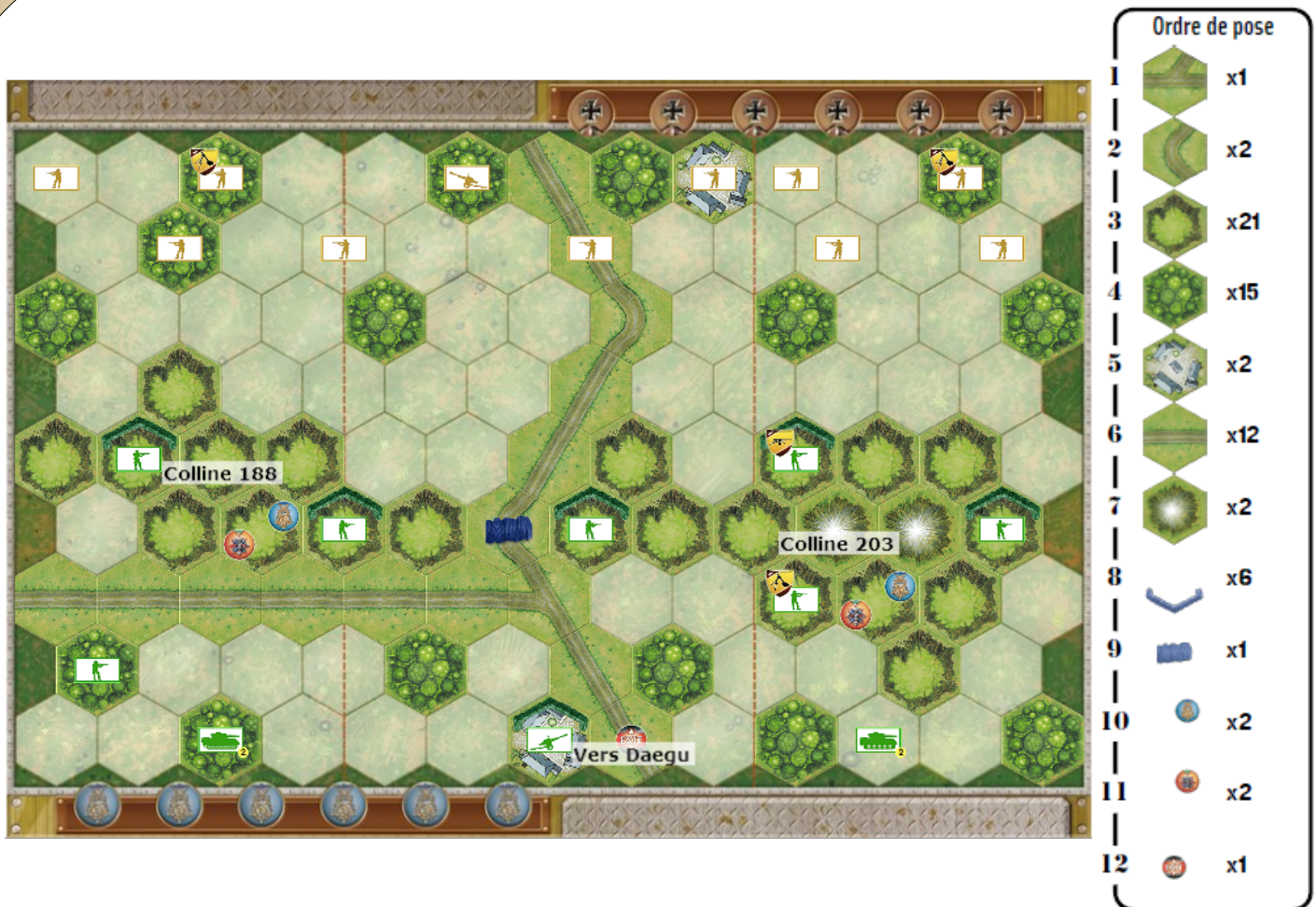
Apply the "Material-1942" (Material 4) rules to the units equipped with mortars (Material 6) and machine guns (Material 7). Tanks on both sides can only move two hexes.

Allies have air superiority in this battle. They roll two dice with the Air Power card while the communist player rolls only one die.

DAEGU AND TABU-DONG

7-14 SEPTEMBER 1950

Nakgong's Big Offensive



Historical Context

On September 1, in order to regain ground and put pressure on the North Koreans who will soon resume an offensive, the UN HQ decides to attack along the perimeter of Busan. These various attacks lead to nothing and the UN forces are forced to retreat. On September 7th, barges loaded with North Korean troops and artillery cross the Nakdong. On the 8th, KPA forces storm the northwestern perimeter. The goal of the 3rd North Korean Infantry Division: Daegu, just over 100 km from Busan. The 5th regiment of the 1st US Cavalry Division, weakened by the previous fights, will try to resist as much as possible KPA. Hand-to-hand fights are bloody for nearly a week, the North Koreans will take, then lose and retake again several times the two hills, located just 10 km north-west of Taegu. Air support (and the use of napalm) will allow American troops to retake and lose control of the hills several times. Positions change hands several times and losses are so high (in both camps) that the 5th regiment will no longer be considered combat capable.

On September 15, the UN landing is launched near Incheon. North Korean troops retreat and the front line will move several hundred kilometers to the north. Busan is saved.

The theater of operations is fixed, the troops are in position and history is in your hands. Your turn!

BRIEFING

Communist Player (North Korea)

6 command cards.
You play first.

Allies Player (United Nations)

5 command cards.

Victory Conditions

7 medals. The 9 hexagons of the hill 188 and the 14 hexagons of the hill 203 bring a temporary objective medal. Therefore, the Allies player starts with two medals (one for the hill 188 and one for the hill 203). The communist player can exit only one infantry unit on the exit hexagon located on the 'To Daegu' road. This unit brings one medal.

Special Rules

Apply the 'United Nations' (Nations 10) rules to the Allies player.

Apply the 'North Korean army' (Nations 9) rules to the communist player.

Apply the 'Material -1942' (Material 4) rules to the units equipped with mortars (Material 6) and machine guns (Material 7).

The Allies player has air superiority. He rolls two dice and the communist player rolls one die for the Air Power Card.

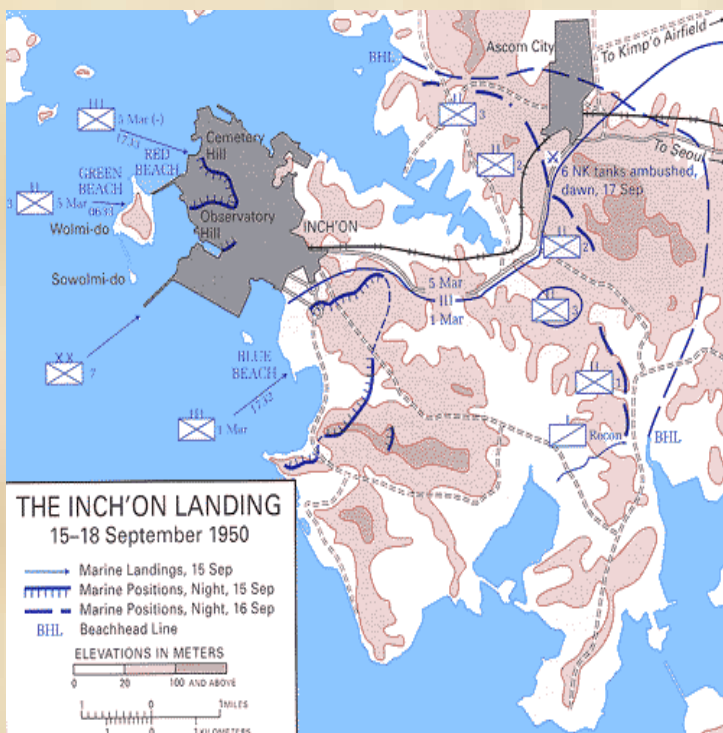
The Barrage is forbidden for both players. Remove the barrage card from the cards pack at the beginning of the play.

The Allies tanks have only 2 figures. Yet, destroying them brings one medal.

Allies tanks can move only 2 hexagons.

PHASE 2 : UN Counter-Attack

September 1950 – October 1950



INCHEON LANDING

15 SEPTEMBER 1950

Assault on Green Beach



Ordre de pose		
1		x3
2		x1
3		x1
4		x2
5		x2
6		x16
7		x4
8		x3
9		x11
10		x4
11		x2

Historical Context

In order to relieve the pressure of North Korean forces around the Busan perimeter, the UN High Command, under the orders of MacArthur, creates a large-scale amphibious operation. It will take place in Incheon, a coastal town very close to the capital. Operation Chromite aims to cut off the retreat of North Korean armies in the sector of Busan and to retake the capital, Seoul. On September 15 at 6:30 a.m., after heavy bombardments, the Allied landing takes the communist forces by surprise as they were convinced that the landing would take place in Kunsan. The first landing takes place on Green Beach and Wolmi-do Island. Troops of the 10th American Corps are backed up by nine Pershing tanks, some of them equipped with flamethrowers or bulldozers. US troops, aided by the bombardment of destroyers positioned around the three landing beaches, will clean up the island in less than six hours. In addition, US disinformation operations significantly delay the arrival of enemy reinforcements. The North Korean artillery positioned on Radio Hill will not have time to do much damage to the Allied troops and many Communist soldiers will be captured. At 17:30, the assault is launched on Blue and Red Beach. Seoul will be retaken 10 days later.

The theater of operations is fixed, the troops are in position, History is in your hands. It's your turn!

BRIEFING

Communist Player
(North Korea)
5 command cards.

Allies Player
(Nations Unies)
6 command cards.
You move first.

Victory Conditions

6 medals.
Both bridges are temporary objective medals for the Allies player.

Special Rules

Apply the 'United Nations' (Nations 10) rules to the Allies player.
Apply the 'North Korean army' (Nations 9) rules to the communist player.
Apply the «Destroyer» (Troops 12) rules to the USS Swenson.
Apply the rules «Flamethrower tanks» (Troops 13) rules to the tank unit with the flamethrower badge.
Apply the rules «Hobart's Funnies» (Troops 26) rules to the two tanks units with a Marine Badge. Both tanks are equipped with Bobbin.
The Allies player has air superiority. He rolls two dice and the communist player rolls one die for the Air Power Card.
Apply «Night Attacks» rules (Actions 19).

THE ROAD TO SEOUL

25-27 SEPTEMBER 1950

Close combat in the Capital

Historical Context

A few days after the landing of Incheon, UN forces arrive at the gates of the South Korean capital. For a week, both sides fight in the suburbs south of Seoul where many snipers and counter-attacks slow the progress of UN troops. On September 25, a battalion of Marines, supported by Pershing tanks and South Korean troops advance and enter into the city of Seoul.

The city was very well fortified, with many machine gun nests and meter high sniper roadblocks, formed from sacks of rice, were placed on the main road junctions of the city, and along Ma Po Boulevard. Each roadblock was surrounded by mines and guarded by machine guns and light anti-tank guns. The fortified positions fell one after the other and, on the evening of September 25 the city was declared liberated, although artillery and gunfire could still be heard in the suburbs north of Seoul. The city was completely liberated on September 27th.

The theater of operations is fixed, the troops are in position, History is in your hands. It's your turn!

Victory Conditions

12 medals.

The Imperial Palace is a definitive objective medal for the Allies player.

BRIEFING

Communist Player
(North Korea)
5 command cards.

Allies Player
(United Nations)
6 commands cards.
You move first.

Special Rules

Apply the 'North Korean army' (Nations 9) rules to the communist player.

Apply the 'United Nations' (Nations 10) rules to the Allies player.

Apply the "Material-1942" (Material 4) rules to the units equipped with anti-tank guns (Material 5), mortar (Material 6) and machine guns (Material 7).

Apply the «Specialized Infantry» (Troops 2) rules to the UN infantry units with a Marine badge.

Apply "Combat Engineers" (Troops 4) rules to the units with an Engineer badge. These units can destroy a Road Block instead of attacking.























Apply the "Tiger" (Troops 16) rules to the two 1-figure UN tanks. They represent two M26 Pershing.

Apply «Heavy Anti-Tanks Guns (Troops 23) rules to North Korean artillery units.

Apply "Minefield" rules (Terrain 29). Communist player lays out the mines. Mines values : 1,1,2,3,4.

The Allies player has air superiority. He rolls two dice and the communist player rolls one die for the Air Power Card.

Ordre de pose

1		x18
2		x3
3		x1
4		x1
5		x5
6		x1
7		x1
8		x10
9		x1
10		x20
11		x1
12		x1
13		x1
14		x6
15		x12
16		x14
17		x3
18		x9
19		x6
20		x5
21		x1
22		x5



BATTLE OF YONGJU

20-22 OCTOBER 1950

The Pyongyang Trap

Historical Context

More than a month after the landing at Incheon, the UN forces take the North Korean capital: Pyongyang. Determined to push back the KPA forces to the Chinese border in order to negotiate an armistice and end the war, the Americans sent part of the 101st Airborne Division behind enemy lines to take the cities of Sukchon and Sunchon. The purpose of this maneuver is to cut the retreat of the 239th KPA regiment near the city of Yongju.

The American paratroopers, whose mission is to wedge and separate the North Korean regiment, are parachuted with 105 mm guns and all-terrain Vehicles. In the South, the 3rd Australian battalion with several Shermans tanks attack the city of Yongju to support the paratroopers and complete the encirclement. Due to faulty communications, Australian troops did not know the positions of the paratroopers of the 101st, which prevented the use of mortar or artillery on the south side of the trap. From October 20 to 22, the fighting raged around the city, and after two days of fighting and a failed North Korean retreat, 90% of KPA troops were captured or killed.

The theater of operations is fixed, the troops are in position, History is in your hands. It's your turn!













Victory Conditions

12 medals.

The town of Yongju (6 hexs) is a temporary majority medal for the Allies player. He gets a medal if he control more town hexes than the Communist player.

The main hex of Sukchon is a temporary objective medal for the Communist player. .

Both sides can use the Exit three times for their Units. Each unit is worth a medal. The communist player can escape with any of his units, when the Allied player can only escape with Australian Infantry or with his tanks (Allies baseline units).

Ordre de pose		
1		x11
2		x21
3		x20
4		x1
5		x6
6		x5
7		x12
8		x12
9		x1
10		x1
11		x1
12		x1

BRIEFING

Communist Player (North Korea)

5 command cards.

Allies Player (USA/ Australia)

6 command cards.
You move first.

Special Rules

Apply the "North Korean Army" (Nations 9) rules for the Communist player.

Apply " British Commonwealth Forces (BCF)" (Nations 5) rules to the Australian (British) infantry units.

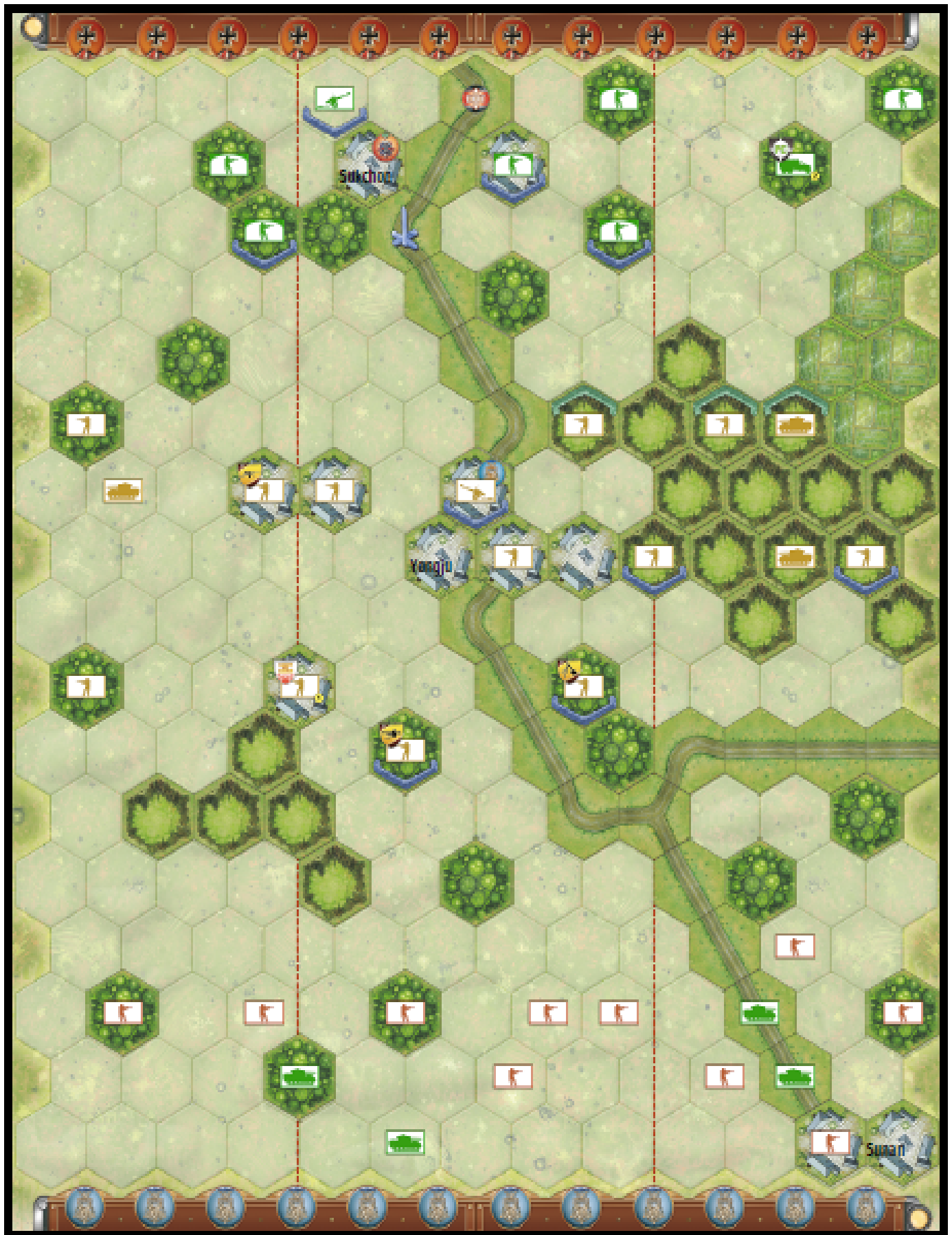
Apply "Specialized Troops" (Troops 2) rules for the American infantry units.

Apply the "Snipers" (Troops 10) rules to the North Korean unit with an Engineer badge.

Apply the "Long Range Patrol Cars" (Troupes 19) to the American Jeep unit (2 figures).

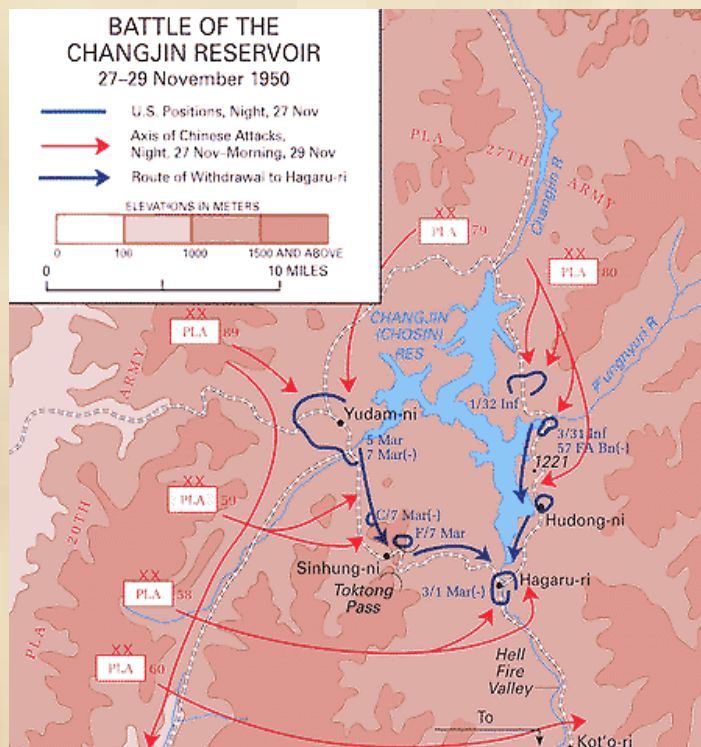
Apply the "Material-1942" (Material 4) rules to the units equipped with anti-tank guns (Material 5), mortar (Material 6) and machine guns (Material 7).

The Allies player has air superiority. He rolls two dices and the communist player rolls one die for the Air Power Card.



PHASE 3 : Chinese Intervention

October 1950 – June 1951












BATTLE OF ONJONG

26 OCTOBER 1950

PVA'S First Battle



Setup order	
1	 x4
2	 x7
3	 x20
4	 x13
5	 x9
6	 x6
7	 x1
8	 x1
9	 x1

Historical Context

After the successful counterattack by UN forces from Busan and the landing of Incheon, the North Korean army retreated further and further. In an offensive plan to end the Korean War, UN forces decide to attack in the direction of the Yalu River, on the border between China and North Korea. It was at this point that Mao Tse-Tung, leader of the People's Republic of China (PRC), decided to go to war and send the People's Volunteer Army (PVA) to support the North Korean army. On October 23, 1950, the PVA crossed the Yalu River with the objective of reaching the Ch'ongch'on River and taking the towns of Unsan, Sinanju and Onjong. After several Chinese ambushes north of the city of Onjong, the 2nd Korean Infantry Regiment managed to regroup around the city in an attempt to defend it. On October 26 at 3:30 a.m., the 118th and 120th infantry divisions of the PVA reinforced by a few armored elements attack the city of Onjong from the north. After one hour of fierce combat, the city fell, but most of the 2nd regiment managed to retreat south, beyond the Ch'ongch'on River.

The theater of operations is fixed, the troops are in position, History is in your hands. It's your turn!

BRIEFING

Communist Player (China)

6 command cards.
You move first.

Allies Player (South Korea)

5 command cards.

Victory Conditions

6 medals. The town hexes (4) of Onjong are a temporary majority medal for both sides. Allies player start with one medal. The Communist player can use the Exit road once. This unit is worth one medal.

Special Rules

Apply the "South Korean Army" (Nations 8) rules to the Allies player.

Apply the «Chinese Army» (Nations 11) rules to the Communist player.

Apply the "Material-1942" (Material 4) rules to the units equipped with anti-tank guns (Material 5), mortar (Material 6) and machine guns (Material 7).

The Chinese tanks units can move only 2 hexes maximum.

No aerial superiority. Both sides roll 1 dice for the Air Power card.

THE CH'ONGCH'ON RIVER

27-30 NOVEMBER 1950

Surprise counteroffensive

Historical Context

The first offensive by the Chinese forces stopped on November 5 due to the lack of supplies. UN troops retreat along the Ch'ongch'on River and around the Chosin Reservoir. The Allied staff is ready to launch an offensive to 'end the war before Christmas', however, on November 25, Chinese troops launch a second massive offensive along the line of defense, confounding the forecasts of the High Command of ONU. The first line of defense is broken in 3 days and a second line is organized a few kilometers to the South to try gaining as much time as possible to prepare the arrival of reinforcements.

In the center, near the village of Sinim-ri, the Turkish brigade stops the Chinese assaults until the 2nd US infantry division secures the city of Kunu-ri.

The fights are bloody and more than 400 Turks die before retreating to positions close to Kunu-ri. In the East, the American tanks launch a counter-offensive, but are ambushed and most of the tanks are destroyed.

The number of Chinese troops and the surprise forced the UN forces to retreat once more to the south. Losses are heavy on both sides, and many elements of the 8th Army are put out of action for an extended period. Victory was at hands for the Communist forces and a cease-fire (coming from the UN) was proposed on December 11, 1950. Thinking he had taken a decisive and definitive advantage over the Allied troops, Mao refused the cease-fire and sent his troops to invade South Korea. The conflict could have lasted seven months, it will last two and a half more years.

The theater of operations is fixed, the troops are in position, History is in your hands. It's your turn!

Victory Conditions

14 medals.

The city of Kunu-ri is a temporary medal for the side which controls it; thus the Allies begin with a medal. The cities of Sinanju and Kujong-ni are temporary medals for the Communist player.

BRIEFING

Communist Player (China)

10 command cards.
You move first.

Allies Player (United Nations)

9 command cards.

Special Rules

Apply the 'United Nations' rules (Nations 10) to the Allies player.

In Overlord, up to 4 cards can be changed at the start of the game.

Apply the 'Chinese People's Army' (Nations 11) rules to the Communist Player. In Overlord, 4 Chinese infantry units (instead of 2) can benefit from one more figure.

Apply 'Equipment-1942' rules (Equipment 4) to units equipped with an anti-tank weapon (Equipment 5), mortar (Equipment 6) and machine gun (Equipment 7).






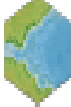







Tank units on both sides can only move 2 hexes.

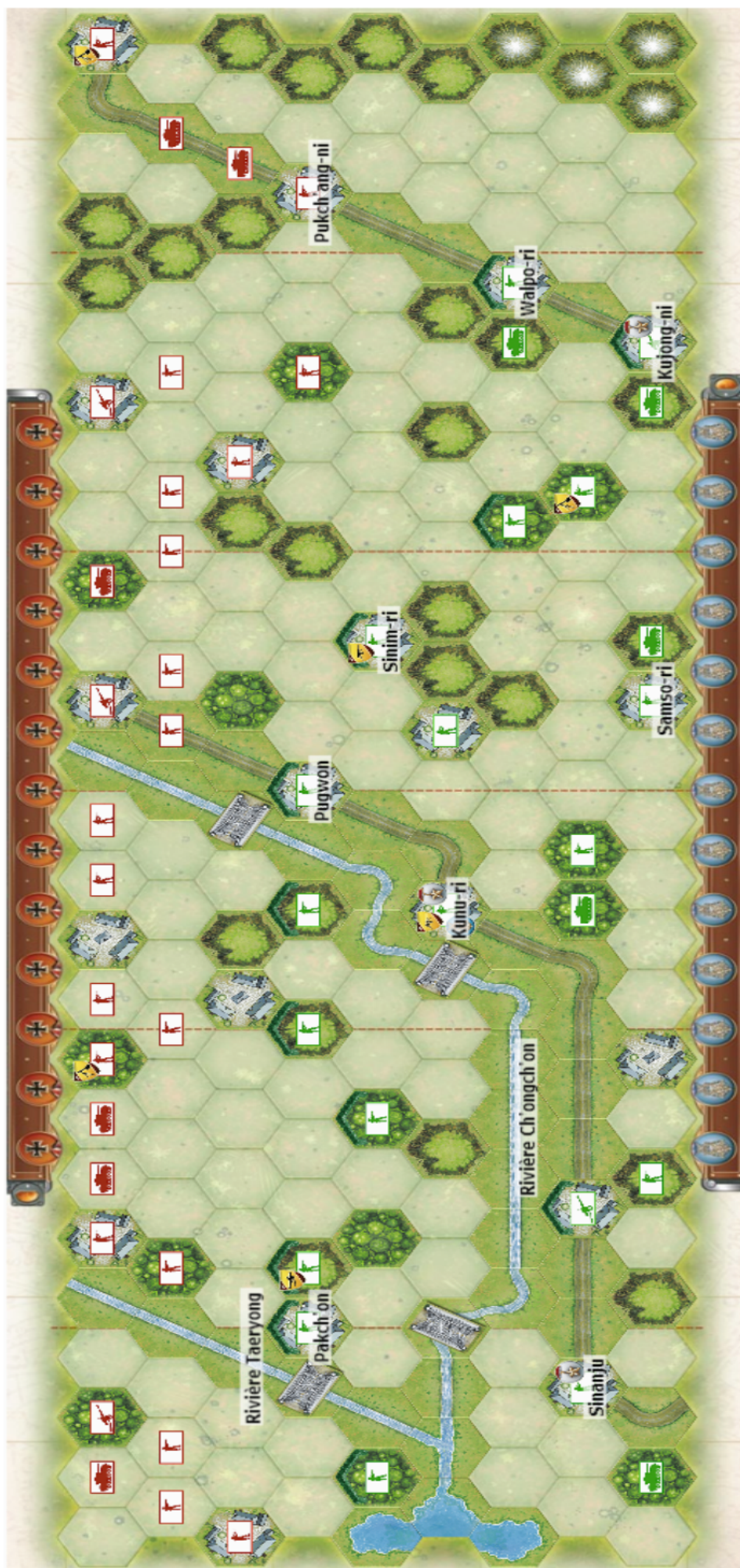
Allies have air superiority over this scenario. They roll two dice with the Airpower card while the communist player rolls only one die.

Mountains are impassable for all units.

The two rivers are not fordable, except by bridges.

Ordre de pose

1		x20
1		
2		x15
1		
3		x14
1		
4		x25
1		
5		x5
1		
6		x1
1		
7		x1
1		
8		x4
1		
9		x2
1		
10		x4
1		
11		x14
1		
12		x4
1		
13		x12
1		
14		x3
1		
15		x1



CHOSIN RESERVOIR

27 NOVEMBER-4 DECEMBER 1950

Winter Breakthrough

Historical Context

One month after China entered into the war, Chinese troops broke through into North Korean territory. On November 27, the 9th army of the APC surprised the 10th American troops stationed in Chosin Reservoir zone.

As winter hits hard during the battle, the 120,000 Chinese troops were ordered to destroy the UN troops and regain control of Sainhung-Hi and Hagaru-ri.

East of the reservoir, the UN soldiers resisted for 3 days, using anti-tank guns that caused terrible loss along the Chinese infantry, before finally retreating.

On the Yudam-ni side, the Chinese also suffered heavy losses but the Marines stationed in the city could not be rescued. It took one more week after the capture of Yudam-Ni, for the two attacks to converge on the city of Hagaru-ri.

On December 4, the city was taken and UN troops retreated to the city of Hungnam to be evacuated. During the 7-day retreat, Chinese troops harassed survivors who eventually reached the city's perimeter on

December 11, and, on December 24, the last UN unit was evacuated.

The theater of operations is fixed, the troops are in position, History is in your hands. It's your turn!

Victory Conditions

12 medals.

The two objective medals in the towns of Sinhung-hi and Hagaru-ri are temporary medals for the Communist player and he must control one of the two objective medals to win the game.

BRIEFING

Communist Player (China)

6 command cards.
You play first.

Allies Player (United Nations)

5 command cards.

Special Rules

Apply the 'United Nations' rules (Nations 10) to the Allied player.

Apply the 'Chinese Popular Army' (Nations 11) rules to the Communist player.

Apply 'Equipment-1942' rules (Equipment 4) to units equipped with mortar (Equipment 6) and machine guns (Equipment 7).

Apply the 'Special Troops' rules (Troops 2) to the allied units with a Marine's badge.














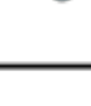

Apply the 'Heavy anti-tank gun' (Troops 23) rules to the allied artillery unit with the badge.

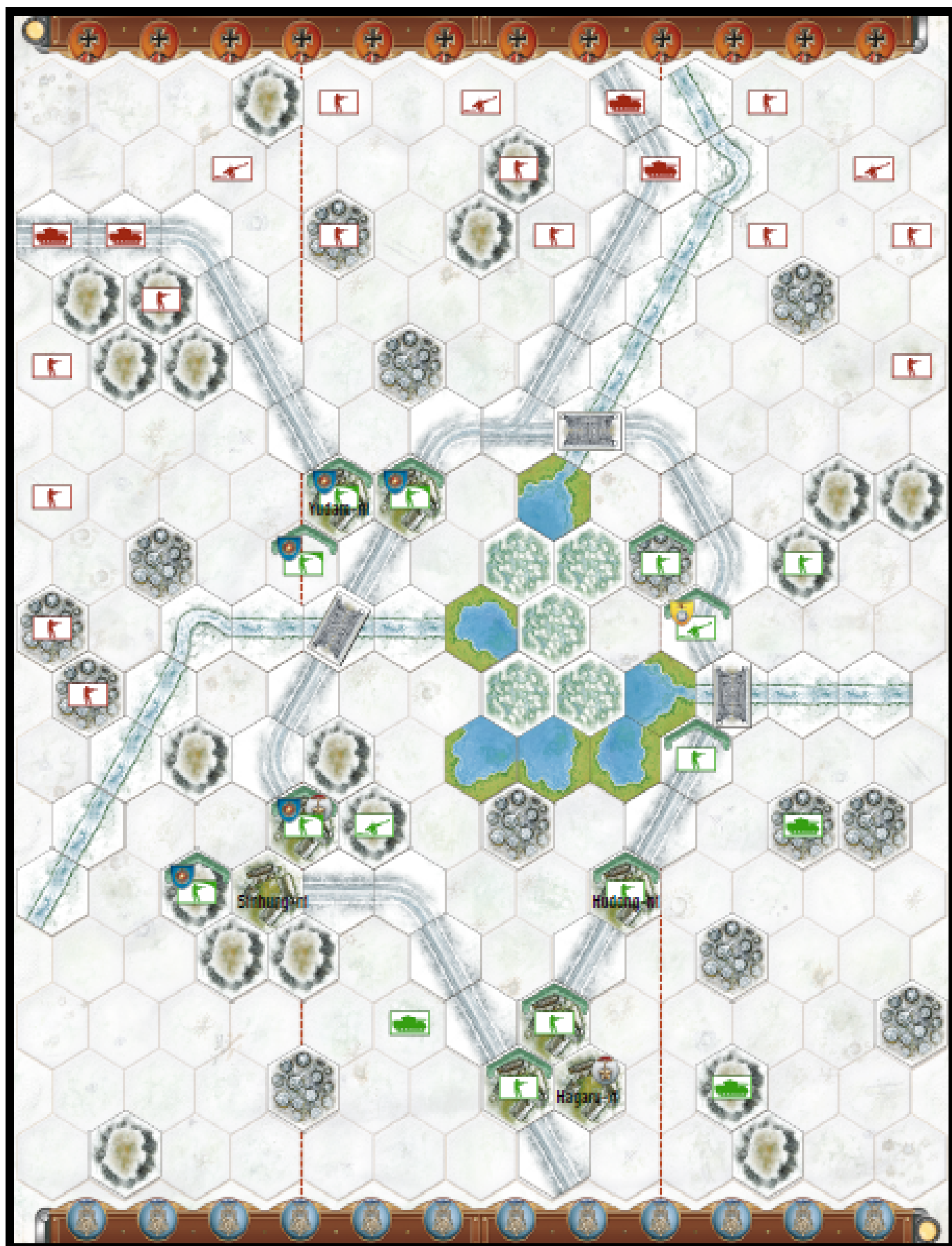
Apply the frozen river (Terrain 47) rule to river hexes. The lake and swamp hexes in the center are impassable for all units. An infantry or an armor unit cannot fire over two contiguous hexes of lakes.

Tank units on both sides can only move 2 hexes.

Allied player has air superiority. He rolls two dice with the Airpower card while the Communist player rolls only one die.

Ordre de pose

- 1  x2
- 2  x3
- 3  x2
- 4  x2
- 5  x1
- 6  x5
- 7  x15
- 8  x10
- 9  x8
- 10  x10
- 11  x8
- 12  x13
- 13  x2
- 14  x11
- 15  x2



SECOND BATTLE OF WONJU

9-12 JANUARY 1951

BF/ONU charge on Hill 247



Ordre de pose	
1	x3
2	x22
3	x14
4	x2
5	x6
6	x2
7	x3
8	x1
9	x2
10	x1

Historical Context

On January 7, 1951, the city of Wonju is taken by North Korean troops. The Allied general staff is furious and the orders are given to the 2nd American infantry division to retake the city of Wonju and hill 247 where the North Koreans are entrenched. The first attack, launched in the early hours of January 8, fails and the Americans are forced to retreat to avoid being surrounded. A new assault is launched on January 9 and 10, American troops are supported by a Dutch and a French Battalion which resisted numerous North Korean counterattacks on Hill 247 by repeatedly charging into the enemy with bayonets. The ferocity of the BF/UN soldiers impressed the allied general staff and that led more American soldiers to use bayonets during hand-to-hand combats. The lack of air support, due to bad weather, forced the retreat of allied forces to avoid encirclement. On January 12, the return of good weather conditions allowed the Allies to launch a third and successful attack on Hill 247. Taking possession of the hill, placed the Allied artillery within range of Wonju, which was then ravaged by sustained bombardments.

The theater of operations is fixed, the troops are in position, History is in your hands. It's your turn!

BRIEFING

Communist Player (North Korea)

5 command cards.

Allies Player (United Nations)

5 command cards.
You move first.

Victory Conditions

7 medals.

The 14 hexes of Hill 247 bring a temporary medal to the side that occupies more territory than the other player. The Communist player starts with one medal.

The city of Wonju brings a temporary medal to the Allied player.

Special Rules

Apply the 'North Korean army' (Nations 9) rules to the communist player.

Apply the 'United Nations' rules (Nations 10) to the Allies player.

Apply the 'Special Troops' rules (Troops 2) to the 3 Allied units with a French badge. These units are the BF/UN troops.

Apply 'Equipment-1942' rules (Equipment 4) to the unit equipped with a mortar (Equipment 6).

Tank units on both sides can only move 2 hexes.

No side can play the Air Power card due to bad weather, so the card is discarded at the start of the game.

PHASE 4 : Status Quo on the 38th parallel

June 1951 – July 1953











CRÈVECOEUR

12-13 OCTOBER 1951

The capture of piton 851



Ordre de pose

- 1  x4
- 2  x1
- 3  x25
- 4  x13
- 5  x1
- 6  x2
- 7  x8
- 8  x1

Historical Context

Since June 1951, battles stabilized along the 38th north parallel. From July to October 1951, heavy fighting took place around the "Bol" sector where the 2nd US Infantry Division was located. On October 10, an offensive was launched in the surrounding valley to take possession of the Crèvecoeur Hill. The 23rd infantry regiment, to which the French Battalion is attached, actively participates in the fighting. The clashes are bloody and the 23rd regiment loses more than 1,300 men during the two months of Operation in the Bol (Bowl) sector. On October 12, only Piton 851 resists the Allied offensive. The order is given to the French Battalion to clean up this last pockets of resistance. After artillery preparation, French troops, equipped with flame throwers, capture Piton 851 ending a day of hard fighting. The offensive on Heartbreak Ridge is bloody for both sides and plays a very important role in the strategy of the United Nations, which then decides to limit its offensives along the 38th parallel until the armistice, signed in July 1953.

The theater of operations is fixed, the troops are in position, History is in your hands. It's your turn!

BRIEFING

Communist Player (China)

5 command cards.

Allies Player (France)

6 command cards.
You move first.

Victory Conditions

6 medals. The capture of Piton 851 blockhouse brings a permanent medal to the French player.

Special Rules

Apply the 'French Army' (Nations 7) rules to the allied player.
Apply the 'Popular Army' rules (Nations 11) to the Communist player.
Apply the 'Flames thrower' rules (Troops 27) to the three units with the badge.
Apply 'Equipment-1942' rules (Equipment 4) to units equipped with mortar (Equipment 6) and machine guns (Equipment 7)
Neither side has air superiority over this scenario, both sides roll only one die.

KELLY OUTPOST

18-24 SEPTEMBER 1952

Counterattack failure



Ordre de pose		
1		x4
2		x4
3		x2
4		x1
5		x12
6		x19
7		x15
8		x2
9		x1
10		x4
11		x1

Historical Context

Since the summer of 1951, the Korean War had turned into a war of position. UN troops are positioned along the Jameston Line which crosses Korea from west to east around the 38th parallel. On September 18, 1952, after mortar fire preparation, the 116th Chinese division launches an attack on the Kelly outpost, located next to the Imjin River. Overwhelmed by the number of attackers, the outpost is taken very quickly and a first attempt to retake it in force fails. On the morning of September 24, American artillery swamps the outpost in a barrage of fire. The assault is launched with the support of a few tanks of the 64th battalion. One of the two companies manages to gain a foothold on the Kelly outpost but lacks support. Chinese soldiers fiercely defend the position, and the two companies are repelled with artillery and mortar fire. The assault is stopped at 10 a.m. and the two companies of the 65th US infantry regiment withdraw. In 4 hours, the UN troops (mainly composed of Puerto Ricans) suffered 141 losses and the regiment is sent to reserve.

The theater of operations is fixed, the troops are in position, History is in your hands. It's your turn!

BRIEFING

Communist Player (China)

5 command cards.

Allies Player (Nations Unies)

5 command cards.
You move first.

Victory Conditions

6 medals.

Kelly Outpost Blockhaus is worth one temporary medal for the Allied Player.

Special Rules

Apply the 'United Nations' rules (Nations 10) to the Allied player.

Apply the 'Chinese Popular Army' (Nations 11) rules to the Communist player.

Apply 'Equipment-1942' rules (Equipment 4) to units equipped with mortars (Equipment 6) and machine gun (Equipment 7).

The Allied tank unit can move only two hexagons.

Neither side has air superiority in this battle so they both roll only one die with the Air Power card.

FIRST ASSAULT ON TRIANGLE HILL

14 OCTOBER 1952

Operation Showdown

Historical Context

In June 1952, General Mark Wayne Clark is appointed Commander-in-Chief of the UN forces. General Van Fleet, commander of the 8th US Army, thinks he can take advantage of this change to get permission to launch an offensive. However, peace talks having been underway for the past few months, the UN does not want to risk further casualties before an armistice could reach completion. Unfortunately, negotiations break off in September 1952. Operation Showdown, conceived by Van Fleet, aimed to take Triangle Hill and Sniper Ridge, a strategic position that broke the Communist line of defense. On October 14, following air strikes and artillery preparation, UN troops attack the two positions. Chinese troops are made up of the 15th Corps, elite and experienced soldiers, which repel the UN assaults. Despite the use of mechanized troops to take Triangle Hill and the use of the first bullet-proof vests, casualties are heavy on the American and Korean sides. Nevertheless, the assault on Sniper Ridge almost completely wipes out the company defending the position, and artillery shelling considerably weakens Chinese defenses. UN forces take up positions on Sniper Ridge just in front of Triangle Hill. Unfortunately, due to a Chinese counterattack using tunnels around the two positions, all the ground gained during the day is lost. At the end of the day, the 15th Corps controls again Sniper Ridge and Triangle Hill. The theater of operations is fixed, the troops are in position, History is in your hands. It's your turn!

Victory Conditions

12 medals.

Sniper Ridge and Triangle Hill bring each a temporary medal. The Communist player starts with two medals.

BRIEFING

Communist Player (China)

5 command cards.

Allies Player (United Nations)

5 command cards.
You move first.

Special Rules

BT scenario at 90 °! The BT standard board is turned 90 °: use the "folds" of the board to define the 3 sections. Beware of possible retreat on 3 hexes!

The Allies retreat towards the city, the Chinese in the other direction.

The forests in the hills are at the same height as the hills. It is therefore possible to move from these forests to the mountains (and vice versa).

Apply the 'United Nations' (Nations 10) rules to the Allies player.

Apply the 'Chinese Popular Army' rules' (Nations 11) to the Communist player.

Apply the "Material-1942" (Material 4) rules to the units equipped with mortars (Material 6) and machine guns (Material 7).













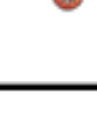
Apply 'Mechanized Infantry' (Troops 28) rules to the two infantry units with the cavalry badge.

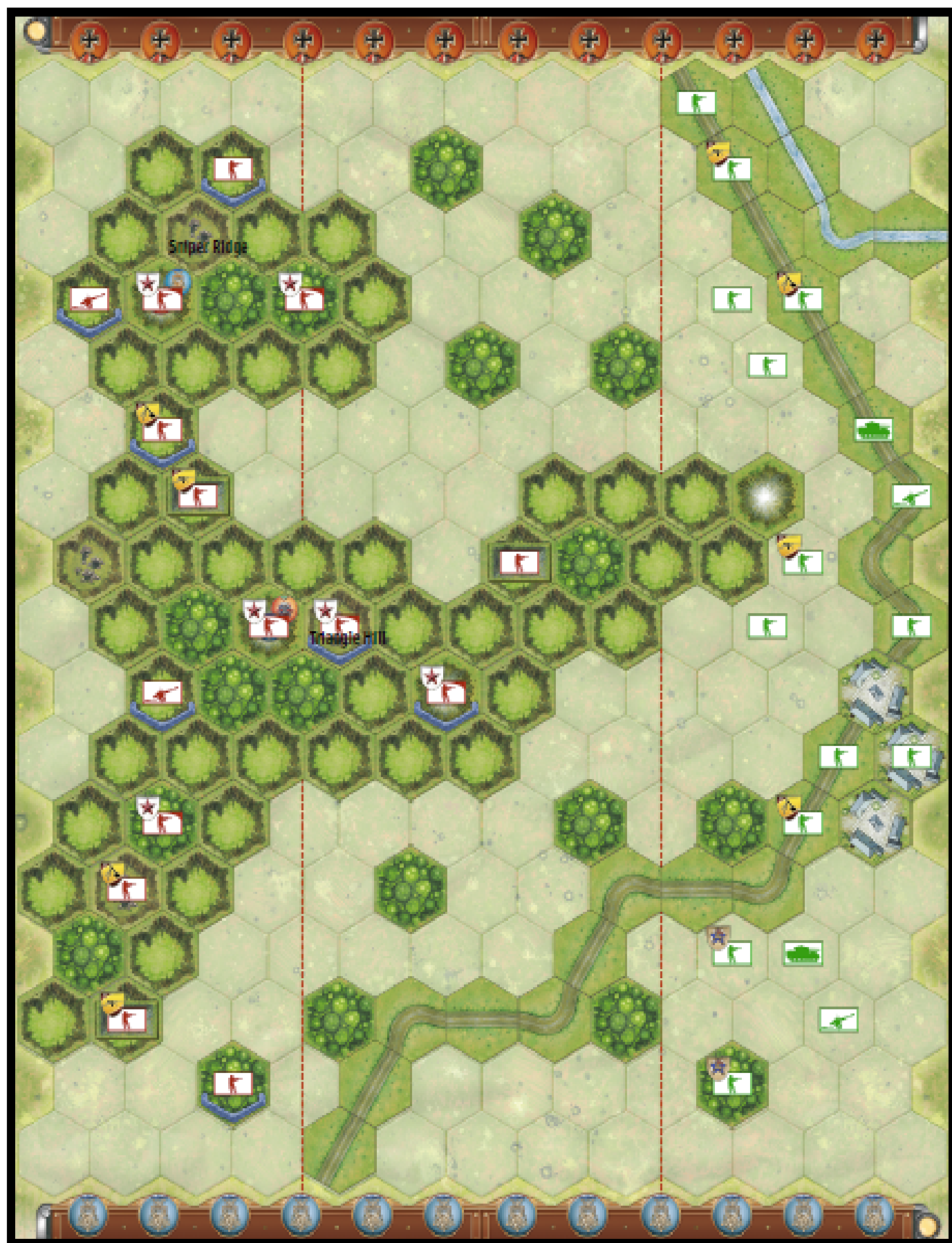
Chinese infantry can use cave networks. Apply the 'Hill caves' rules (Terrain 52)

Tanks on the allied side can only move two hexes

Allies have air superiority in this battle. They roll two dice with the Air Power card while the communist player rolls only one die.

Ordre de pose

- 1  x45
- 2  x4
- 3  x19
- 4  x3
- 5  x7
- 6  x3
- 7  x3
- 8  x1
- 9  x13
- 10  x4
- 11  x7
- 12  x2
- 13  x2



FINAL BATTLE IN KOREA

24-26 JULY 1953

War and Peace



Ordre de pose		
1		x3
2		x1
3		x3
4		x20
5		x14
6		x6
7		x6
8		x1
9		x1
10		x2

Historical Context

Discussions about an armistice are more and more frequent since the beginning of July 1953. Chinese troops want to gain one last victory in order to be in a position of strength when the armistice is signed. After fights during the night of July 24–25 around the 'Hook', the 137th Chinese Division launches an assault on the entire UN forces line of defense. West of this line, a weakness in the defensive system is spotted by the Chinese: between two fortified hills defended by artillery and machine guns, there is a bunker surrounded by a few trenches and defended by a few Australian soldiers. In order to reach the Imjin River, one of the targets south of their position, the Chinese launch several attacks on the bunker as well as on Point 111. The two positions change sides several times, but a counterattack by American tanks combined with massive bombardment by New Zealand artillery breaks the last assaults of the 137th Division. The retreat takes place on July 26. After more than three years of conflict, an armistice is signed on July 27 between the two sides with the creation of a demilitarized zone between North Korea and South Korea. The theater of operations is fixed, the troops are in position, History is in your hands. It's your turn!

BRIEFING

Communist Player (China)

5 command cards.
You move first.

Allies Player (United Nations)

5 command cards.

Victory Conditions

7 medals. The bunker brings a temporary medal to the player who occupies it. The allied player starts with one medal. The Communist player can exit his units on the side of the map between the two exit hexes. Each exited unit brings one medal.

Special Rules

Apply the 'United Nations' (Nations 10) rules to the Allies player.

Apply the 'Chinese Popular Army' rules' (Nations 11) to the Communist player.

Apply the 'Material-1942' (Material 4) rules to the units equipped with mortars (Material 6) and machine guns (Material 7) Tank units on both sides can only move two hexes.

The allied tank unit is made up of four figures.

Allied player has air superiority in this battle. He rolls two dice with the Air Power card while the communist player rolls only one die.



Unofficial and Fanmade expansion created for the Tournoi de Picardie 2019 by Keegan
« KeLian » Tailleur , it can't be sold.

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