

# HERE THEY COME!

|                        |   |   |   |   |   |   |   |   |
|------------------------|---|---|---|---|---|---|---|---|
| ◆ MARINE Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| ★ CHICOM Moves First   |   |   |   |   |   |   |   |   |

**Elements of the 59th Infantry Division, 9th Chinese Communist Forces (CCF) Army set up ≤ 6 hexes from hex H10:**

|         |         |         |      |      |     |     |     |     |       |                     |                    |
|---------|---------|---------|------|------|-----|-----|-----|-----|-------|---------------------|--------------------|
| E 4-4-8 | 1 4-3-7 | 6-(1)-8 | 10-2 | 10-0 | 9-1 | 9-0 | 8-1 | 8-0 | 1-4-9 | SPP<br>B11 [2] 4-10 | 1PP<br>B11 [1] 2-6 |
| 18      | 22      | 10      |      |      |     |     | 2   | 2   | 2     | 2                   | 6                  |

**Reinforcement elements of Heavy Weapons Company, 59th Infantry Division, CCF Army enter on/after Turn 2 along the north edge:**

|     |       |                 |                 |                     |
|-----|-------|-----------------|-----------------|---------------------|
| 8-1 | 2-2-8 | SPP<br>[3] 8-16 | SPP<br>[3] 6-12 | SPP<br>B11 [2] 4-10 |
|     | 5     |                 | 2               | 2                   |

[ELR: 3]  
{SAN: 2}

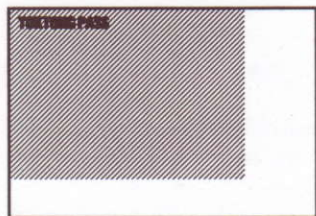
**Elements of Fox company and Battalion Heavy Weapons Company, 1st Battalion, 7th Regiment, 1st Marine Division set up ≤ 5 hexes from hex Y15, and/or in/adjacent to hexes W5 and Y4:**

|       |       |       |      |     |     |     |     |       |                 |                 |                 |
|-------|-------|-------|------|-----|-----|-----|-----|-------|-----------------|-----------------|-----------------|
| 7-6-8 | 4-5-8 | 2-2-8 | 10-2 | 9-1 | 8-1 | 8-0 | 7-0 | 1-4-9 | SPP<br>[3] 8-16 | SPP<br>[3] 6-12 | 3PP<br>[2] 4-10 |
| 10    | 5     | 2     |      |     |     | 2   |     | 2     | 2               | 2               | 3               |

|  |  |                                  |                               |                            |  |   |  |   |
|--|--|----------------------------------|-------------------------------|----------------------------|--|---|--|---|
| <b>BAZ 50</b><br>TK/20<br>WPS 1PP 12-5 | <b>M2 MTR</b><br>SPP [3-45]<br>[3] 60* | <b>DC</b><br>1PP X12<br>X11 30-1 | <b>Phone</b><br>X12<br>[1] 11 | <b>?</b><br>7 morale<br>15 | <b>CH</b> M11<br>[3] 81* MTR<br>[3-75] | <b>Sangar</b><br>1S or Gun<br>OVR, OBA: +3*<br>Other: +1* | <b>Trench</b><br>OVR, OBA: +4<br>Other: +2 | <b>Foxhole</b><br>5 1S<br>OVR, OBA: +4<br>Other: +2 |
| 3                                      | 3                                      | 3                                |                               |                            | 2                                      | 6   | 2  | 8   |

[ELR: 3]  
{SAN: 4}

**MAPLAYOUT:**



(only hexes numbered ≤ 20 on/north of hexrow FF are playable)

**OBJECTIVES:** The CCF win at game end if they Control hex Y15 and accumulate ≥ 20 CVP. The Marines initially control hex Y15.

**VARIATIONS:**

- ★ Replace two CCF 4-3-7 squads with two 4-4-8.
- ◆ Replace one Marine 4<sup>2</sup>-5-8 squad with a 7<sup>3</sup>-6-8.

**SCENARIO RULES:**

- All TPSR are in effect. EC are Wet, with no wind at start.
- The Marines receive one battery of 100+mm OBA (HE and Smoke) with one Pre-Registered hex.
- Night Rules are in effect [EXC: there is no Scenario Defender or Attacker (i.e., rules E1.2, 1.4 are NA; ignore Night Cloaking, No Move counters and HIP rules)]. The initial NVR is 6, with a full moon and no cloud cover. The Majority Squad Type for the Marines is Stealthy; the CCF are Lax.
- Bore Sighting is allowed for American M1 81mm MTRs.

**TOKTONG PASS, KOREA, 0230 Hours, 27 November 1950:** Fox Company, under the command of Captain Barber, U.S.M.C., was positioned along the main supply route on a hill, later renamed 'Fox hill', overlooking the Toktong Pass. Barber and his reinforced company had arrived at 1500 hours that afternoon, and barely had time to dig foxholes before the sun went down. He positioned his 3rd platoon on top of the hill, the 1st platoon on the right, 2nd platoon on the left, and Lieutenant Brady with his 60mm and 80mm mortars at the base of the hill near some buildings. Brady had just enough time to register the 80s on the rocky hill northeast of Fox Hill before dusk. The Captain put his unit on 50% alert, trying to match up veterans with the new kids, allowing two men per hole with one awake and one asleep through the night. A full moon rose at 2300, and the night was clear and cold with a temperature about 20 degrees below zero. At 0115 hours the Captain conducted an inspection and found many of his sentries sleeping. He roused the NCOs and encouraged them to stay awake, then lay down to sleep at 0155. At 0230 he awoke to heavy firing north of Fox Hill, and he heard his aide Corporal Ashdale shouting, "Here they come!" The 3rd platoon was under heavy attack and the perimeter was hit in three different places at the same time, including Lieutenant Brady's area. The 3rd platoon was taking casualties and beginning to fall apart as a defensive force, when one of its soldiers, Private Cafferata, "...stood up and began firing two M-1 rifles as fast as a fellow wounded Marine could load." He moved up and down the line, batted CCF grenades away from his position and killed 15 enemy soldiers in close combat. Later that morning he was wounded while grabbing a grenade, but still he fought on. Finally a sniper's bullet caused him to sustain further wounds and he was evacuated. His actions and uncommon valor won Cafferata the Medal of Honor.



# CAN...HOLD...IF...SUPPLIED...

|                        |   |   |   |   |   |   |   |   |
|------------------------|---|---|---|---|---|---|---|---|
| ◆ MARINE Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| ★ CHICOM Moves First   |   |   |   |   |   |   |   |   |

**★** Elements of the 59th Division, 9th CCF Army set up ≤ 5 hexes from hex I10:

|   |   |  |  |  |  |        |
|---|---|--|--|--|--|--------|
|   |   |  |  |  |  |        |
| 7 | 3 |  |  |  |  | (70mm) |

Elements of the 59th Division 9th CCF Army enter on Turn 1 along the north edge:

|    |   |  |  |  |
|----|---|--|--|--|
|    |   |  |  |  |
| 10 | 2 |  |  |  |

Elements of the 59th Division, 9th CCF Army enter on Turn 1 along the east edge on/north of hexrow M:

|   |   |   |  |  |  |   |   |   |          |
|---|---|---|--|--|--|---|---|---|----------|
|   |   |   |  |  |  |   |   |   |          |
| 5 | 8 | 3 |  |  |  | 2 | 2 | 3 | (82mm) 2 |

**◆** Elements of Fox and HW Companies, 1st Bn, 7th Regiment, 1st Marine Division set up on/south of hexrow T:

|   |   |   |  |  |  |  |  |  |  |   |    |
|---|---|---|--|--|--|--|--|--|--|---|----|
|   |   |   |  |  |  |  |  |  |  |   |    |
| 9 | 3 | 2 |  |  |  |  |  |  |  | 3 | 20 |

|   |   |   |   |   |   |   |  |
|---|---|---|---|---|---|---|--|
|   |   |   |   |   |   |   |  |
| 2 | 2 | 2 | 2 | 4 | 2 | 6 |  |

Enter on/after Turn 3 (see SR #4:)

|   |   |
|---|---|
|   |   |
| 3 | 4 |

Elements of the 1st and 3rd Bn, 7th Rgmt. 1st Marine Division enter on/after Turn 2 in/adjacent to hex W1:

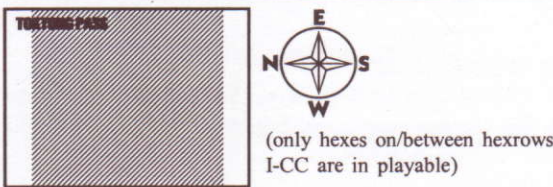
|   |  |  |
|---|--|--|
|   |  |  |
| 3 |  |  |

{ELR: 3}  
{SAN: 4}

**VARATIONS:**

- ★ Add one HMG to any part of the CCF OB.
- ◆ Ignore SR #3 (i.e., no Walking Wounded designated).

**MAPLAYOUT:**



**OBJECTIVES:** The CCF win at game end if they Control buildings W5 and Y4 and the Marines do not Possess any supply containers.

**SCENARIO RULES:**

- All TPSR are in effect. EC are Wet, with no wind at start.

- The Marine pillbox must set up with its CA facing north and at least one trench must set up adjacent to it.
- One squad-equivalent of the on-board Marine OB begins play marked as Walking Wounded. One Marine leader from the on-board OB begins play Wounded. The Marines may set up ≤ 2 squad-equivalents using HIP (plus any leaders/SW stacked with them).
- Marine FBs/helicopters enter play (automatically) on/after Turn 3. The '44 F4U FBs are equipped with Napalm (G17.41). Each helicopter may drop one supply container.
- The CCF receive one module of 70+mm OBA (HE only) and a module of 80+mm Battalion Mortar OBA (HE only) that is represented by the radio that enters on Turn 1.

**TOKTONG PASS, KOREA, 0800 Hours, 28 November 1950:** Captain William Barber commanded Fox Company, which guarded the main supply route for the 5th and 7th Regiment of the 1st Marine Division at Yudam-ni, a few miles north of his position. During the night the Chinese had attacked in force, and Captain Barber found that he had lost 15 men and 40 wounded, but 400 enemy dead lay around his position. He ordered his men to strip the Chinese dead of their ammo and equipment, much of which was of U.S. manufacture from the WWII era. The Chinese were reforming for an attack when the Captain reported in to his commander that, "We can hold Fox Hill if we can get supplied by air." Over the next four days Fox Company received supplies by parachute. When the chute missed the hill, the marines would send patrols out to gather the supplies and fight with the Chinese who were also short of supplies. Captain Barber kept the pass open for five days, and even when wounded he stayed and had himself carried up and down the lines on a stretcher inspiring and cajoling his men, and due to his heroic efforts he would be awarded the Congressional Medal of Honor. Every day and every night the Chinese attacked, some times a full attack, other times just a probe. The bugles and horns that their leaders blew, in addition to the communication value, inspired the Chinese. Each night the number of soldiers attacking grew less and less until on the fifth night the Marines complained that, "...the attack did not last long enough to get the barrels hot, to warm our hands!"



# GET THAT SNIPER!

#3

|                            |   |   |   |   |   |
|----------------------------|---|---|---|---|---|
| ◆ MARINE Sets Up First     | 1 | 2 | 3 | 4 | 5 |
| ◆ ★ Side Moves First By dr |   |   |   |   |   |

**★** Elements of the 59th Infantry Division, 9th CCF Army enter on/after Turn 1 along the west edge on/between hexrows KK-TT:

|         |         |     |     |                   |                  |
|---------|---------|-----|-----|-------------------|------------------|
| 1 4-3-7 | 6-(1)-8 | 8-1 | 8-0 | SPP<br>B11 2 4-10 | 1PP<br>B11 1 2-6 |
| 7       | 3       |     |     |                   | 2                |

[ELR: 3]  
{SAN: 6}

Elements of the 59th Infantry Division, 9th CCF Army enter on/after Turn 2 along the west edge:

|         |         |     |                  |
|---------|---------|-----|------------------|
| c 4-2-6 | 6-(1)-8 | 9-0 | 1PP<br>B11 1 2-6 |
|         |         |     |                  |

3

**◆** Elements of 1st Platoon, Fox Company, 7th Regiment, 1st Marine Division set up ≤ 5 hexes from hex GG19:

|       |       |     |     |       |               |                      |
|-------|-------|-----|-----|-------|---------------|----------------------|
| 5-5-8 | 4-5-8 | 8-1 | 8-0 | 1-4-9 | 3PP<br>2 4-10 | TK20<br>WP6 1PP 12-5 |
| 3     | 3     |     |     |       | 2             |                      |

[ELR: 3]  
{SAN: 3}

Reinforcement elements of 2nd Platoon, Fox Company, 7th Regiment, 1st Marine Division enter on Turn 2 along the north and/or east edges:

|       |     |       |               |                      |
|-------|-----|-------|---------------|----------------------|
| 5-5-8 | 9-1 | 1-4-9 | 3PP<br>2 4-10 | TK20<br>WP6 1PP 12-5 |
|       |     |       |               |                      |

2

**MAPLAYOUT:**



(only hexes numbered ≥ 19 on/south of hexrow GG are playable)

**OBJECTIVES:** The side that Controls hex SS24 and amasses ≥ 2 more CVP than the other at game end wins. Any other result is a draw.

**TOKTONG PASS, KOREA, 1500 Hours, 29 November 1950:** Fox Hill was taking sniper fire from the woods to the southwest. Captain Barber ordered Lieutenant Dunn to take his platoon and eliminate the snipers. Taking 1st Platoon down the hill, into the valley and back up again and clearing the woods was the plan, and then get back into the perimeter as soon as possible. After finding two snipers, the woods were cleared without any losses. But as they started to move up the hill on the other side of the woods, the Lieutenant spotted a group of CCF, moving to the hill as well. He pushed his men to reach the top of the hill before the CCF. Lt. Dunn pushed 1st Platoon to secure the top of hill 1479 before the CCF units. They did not reach the summit before the enemy, and a hand-to-hand battle at the top of the hill ensued. After a short firefight, the CCF withdrew to the sound of bugles and horns.

**VARIATIONS:**

- ★ Add a Hero to the CCF OB.
- ◆ Replace the 9-1 leader in the Marine OB with a 9-2.

**SCENARIO RULES:**

1. All TPSR are in effect. EC are Wet, with a mild breeze blowing from the east. Neither side Controls hex SS24 at start.
2. Two squad-equivalents of the Marine on-map OB begin play marked as Walking Wounded. One Marine leader from the on-map OB begins play Wounded.



# THIRD AND LONG

|                        |   |   |   |   |   |   |   |
|------------------------|---|---|---|---|---|---|---|
| ⬇ MARINE Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| ★ CHICOM Moves First   |   |   |   |   |   |   |   |



Elements of the 59th Infantry Division, 9th CCF Army set up on/south of hexrow JJ and/or enter on/after Turn 1 along the south and/or east edges on/between hexes EE1-NN11:



|              |              |              |            |          |          |                            |                                    |
|--------------|--------------|--------------|------------|----------|----------|----------------------------|------------------------------------|
| E 4-4-8<br>5 | 1 4-3-7<br>9 | 6-(1)-8<br>3 | 2-2-8<br>2 | 9-1<br>2 | 8-0<br>2 | LMG<br>1PP<br>B11 2-6<br>4 | CH M11<br>3 (3-78)<br>82* MTR<br>2 |
|--------------|--------------|--------------|------------|----------|----------|----------------------------|------------------------------------|

[ELR: 3]

{SAN: 4}



Elements of 2nd platoon, and HW Platoon, Fox Company 7th Regiment, 1st Marine Division set up on/north of hexrow EE in hexes numbered ≤ 5:



|            |            |          |          |          |            |                                   |                           |   |                        |                     |
|------------|------------|----------|----------|----------|------------|-----------------------------------|---------------------------|---|------------------------|---------------------|
| 7-6-8<br>3 | 5-5-8<br>3 | 9-1<br>3 | 8-1<br>3 | 7-0<br>3 | 1-4-9<br>3 | HMG<br>5PP 50 cal.<br>3 8-16<br>2 | MMG<br>3PP<br>2 4-10<br>2 | BAZ 50<br>TK620<br>WP6 X11<br>1PP 12-5<br>2 | Radio<br>1PP<br>8<br>8 | ?<br>7 morale<br>10 |
|------------|------------|----------|----------|----------|------------|-----------------------------------|---------------------------|---|------------------------|---------------------|

|  |   |  |
|--|---|--|
| <b>Sangar</b><br><br>1S or Gun<br>OVR, OBA: +3+<br>Other: +1*<br>3 | <b>Trench</b><br><br>OVR, OBA: +4<br>Other: +2<br>2 | <b>Foxhole</b><br><br>5 1S<br>OVR, OBA: +4<br>Other: +2<br>4 |
|--|---|--|

Enter on/after Turn 4 along the north edge:

|          |                        |
|----------|------------------------|
| 7-0<br>3 | Radio<br>1PP<br>8<br>8 |
|----------|------------------------|

[ELR: 3]

{SAN: 5}

## MAPLAYOUT:



(only hexes numbered ≤ 12 on/between hexrow T-NN are in playable)

## VARIATIONS:

- ★ Remove one MMG from the Marine OB.
- ⬇ Add one 5<sup>2</sup>-5-8 squad to the Marine at-start OB.

## SCENARIO RULES:

- EC are Wet, with a mild breeze from the northeast at start.
- The Marines receive one module of 60+mm Battalion Mortar OBA (HE and WP) and one module of 80+mm Battalion Mortar OBA (HE and SMOKE) that is represented by the radio that enters on Turn 4. The 60+mm module receives one Pre-Registered hex.
- Two squad-equivalents of the Marine on-map OB begin play marked as Walking Wounded.

**OBJECTIVES:** The CCF win at game end if they Control buildings Y4 and W5 and amass ≥ 8 CVP.

**TOKTONG PASS, KOREA, 1500 Hours, 29 November 1950:** Earlier in the day the C-82s had dropped that day's supply, but unlike the previous drops, this one had missed its mark - they had drifted even farther than normal and Captain Barber ordered Lt. Peterson with his platoon to retrieve the supplies before the CCF units did. The lieutenant, with 2nd Platoon and help from the Heavy weapons platoon around the base of Fox hill, left the perimeter to gather the supplies. While cutting the chutes from their packages, the Marines took fire from the rocky ledge to the south, which pinned them down. The supplies were moving too slowly back into the perimeter, while the recovery teams were under fire. Many of the Marines had dropped the supplies to turn and fight the enemy, but Lt. Bradley, carrying two 81mm shells under his arms, charged back to his goal. The other Marines on the hill cheered him on as he dodged around the boulders and bullets, looking like a halfback at an Army Navy game. He made it back safe, and the CCF forces were driven back. The supplies were recovered, but not until later that night.



# "FOX COMPANY, YOU ARE SURROUNDED"

|                      |   |   |   |   |   |   |
|----------------------|---|---|---|---|---|---|
| MARINE Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 |
| CHICOM Moves First   |   |   |   |   |   |   |

**Elements of the 59th Infantry Division, 9th CCF Army enter on/after Turn 1 along the east edge:**

|              |              |              |     |     |                       |                      |                    |
|--------------|--------------|--------------|-----|-----|-----------------------|----------------------|--------------------|
| E 4-4-8<br>3 | 1 4-3-7<br>7 | 6-(1)-8<br>3 | 9-1 | 8-1 | MMG<br>5PP B11 2 4-10 | LMG<br>1PP B11 1 2-6 | DC<br>1PP X12 30-1 |
|--------------|--------------|--------------|-----|-----|-----------------------|----------------------|--------------------|

**Reinforcement elements of the 59th Infantry Division, 9th CCF Army enter on/after Turn 2 along the south edge in hexes numbered ≤ 4:**

|              |              |              |       |      |     |                       |                      |                               |
|--------------|--------------|--------------|-------|------|-----|-----------------------|----------------------|-------------------------------|
| E 4-4-8<br>2 | 1 4-3-7<br>4 | 6-(1)-8<br>2 | 2-2-8 | 10-0 | 8-0 | MMG<br>5PP B11 2 4-10 | LMG<br>1PP B11 1 2-6 | CH M11<br>3 (3-78)<br>82* MTR |
|--------------|--------------|--------------|-------|------|-----|-----------------------|----------------------|-------------------------------|

[ELR: 3]  
{SAN: 3}

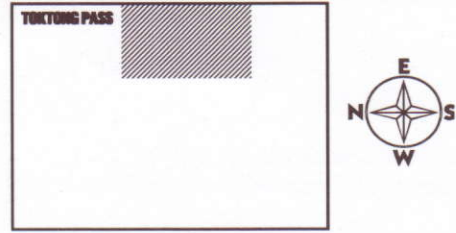
**Elements of Fox company and Bn Heavy Weapons Company 1st Battalion, 7th Regiment, 1st Marine Division set up in hexes numbered ≥ 3 and ≤ 9:**

|            |            |       |     |     |       |                          |                   |                          |                                  |               |                               |
|------------|------------|-------|-----|-----|-------|--------------------------|-------------------|--------------------------|----------------------------------|---------------|-------------------------------|
| 7-6-8<br>3 | 4-5-8<br>3 | 2-2-8 | 9-1 | 7-0 | 1-4-9 | HMG<br>5PP 50 cal 3 8-16 | MMG<br>3PP 2 4-10 | M2 MTR<br>5PP 3-45 3 60* | BAZ 50<br>TK420 WPG 1PP 12-5 X11 | ?<br>7 morale | CH M11<br>3 (3-75)<br>81* MTR |
|------------|------------|-------|-----|-----|-------|--------------------------|-------------------|--------------------------|----------------------------------|---------------|-------------------------------|

|   |   |
|---|---|
| <b>Sangar</b><br>1S or Gun<br>OVR, OBA: +3*<br>Other: +1* | <b>Foxhole</b><br>5 1S<br>OVR, OBA: +4<br>Other: +2 |
|---|---|

[ELR: 3]  
{SAN: 4}

**MAPLAYOUT:**



(only hexes numbered ≤ 12 on/between hexrows R-EE are playable)

**VARIATIONS:**

- ★ Replace the 9-1 leader in the CCF OB with a 9-2.
- ◆ Replace the 9-1 leader in the Marine OB with a 9-2.

**SCENARIO RULES:**

- All TPSR are in effect. EC are Wet, with no wind at start. Night Rules are in effect [EXC: there is no Scenario Defender or Attacker (i.e., E1.2 and E1.4 are NA)]. The initial NVR is 6, with a full moon and no cloud cover.
- The Marine player may HIP two squad equivalent (plus any SMC/SW stacked with them).
- One squad-equivalent of the Marine OB begins play marked as Walking Wounded.
- Starting on Turn 4, Good Order Marine units may exit from the west edge without being counted as Casualties.

**OBJECTIVES:** The CCF win at game end if they Control hexes W5 and Y4 and earn ≥ 5 VP. In addition to CVP, the CCF receive 1 VP for Control of each foxhole/sangar hex at game end.

**TOKTONG PASS, KOREA, 0230 Hours, 29 November 1950:** At 0200 a voice called out of the darkness and identified himself as an American Lieutenant. He called out the positions of the Fox company perimeter and further added "...the Chinese will give you warm clothes, and good treatment, if you surrender now." Many Marines fired their answer out of the barrels of their guns into the darkness. Within thirty minutes the bugles and horns started blowing, flares went up, and Marine machine guns laid down fire lanes in the expected avenues of attack. The Chinese were cut to pieces by the machine gun fire lanes and high explosive rounds laid down in their path. Some Chinese soldiers managed to get into the perimeter but were soon eliminated. At dawn Captain Barber estimated that a reinforced regiment lay dead under Fox Company's guns. The massive amounts of dead led the Marines to believe that, "...if the CCF couldn't take this hill by now (three days), then they never would."



# CHECKERBOARD STRIKE!

|                      |   |   |   |   |   |   |
|----------------------|---|---|---|---|---|---|
| MARINE Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 |
|                      |   |   |   |   |   |   |

**Elements of the 59th Infantry Division, 9th CCF Army enter on/after Turn 1 along the south edge:**

|         |         |         |     |                           |
|---------|---------|---------|-----|---------------------------|
| E 4-4-8 | 1 4-3-7 | 6-(1)-8 | 9-0 | LMG<br>1PP<br>B11 [1] 2-6 |
| 4       |         |         |     |                           |

**Reinforcement elements of the 59th Infantry Division, 9th CCF Army enter on/after Turn 3 along the south edge:**

|         |         |         |     |     |                           |
|---------|---------|---------|-----|-----|---------------------------|
| E 4-4-8 | 1 4-3-7 | 6-(1)-8 | 9-1 | 8-0 | LMG<br>1PP<br>B11 [1] 2-6 |
| 2       |         | 4       |     | 2   |                           |

**Reinforcement elements of the 59th Infantry Division, 9th CCF Army enter on/after Turn 2 along the south edge:**

|         |     |                           |
|---------|-----|---------------------------|
| 1 4-3-7 | 8-1 | LMG<br>1PP<br>B11 [1] 2-6 |
| 3       |     |                           |

[ELR: 3]  
{SAN: 5}

**Elements of 3rd platoon, Fox Company, 1st Battalion, 7th Regiment, 1st Marine Division set up ≤ 5 hexes from hex LL15:**

|       |       |     |     |     |       |                        |                        |                                     |                        |               |
|-------|-------|-----|-----|-----|-------|------------------------|------------------------|-------------------------------------|------------------------|---------------|
| 6-6-8 | 4-5-8 | 8-1 | 8-0 | 7-0 | 1-4-9 | HMG<br>SPP<br>[3] 6-12 | MMG<br>3PP<br>[2] 4-10 | BAZ 50<br>TK420<br>WPG 1PP X11 12-5 | Phone<br>X12<br>[1] 11 | ?<br>7 morale |
| 3     |       | 3   |     | 2   |       | 2                      |                        | 10                                  |                        |               |

**Sangar**

1S or Gun  
OVR, OBA: +3\*  
Other: +1\*

3

**Trench**

OVR, OBA: +4  
Other: +2

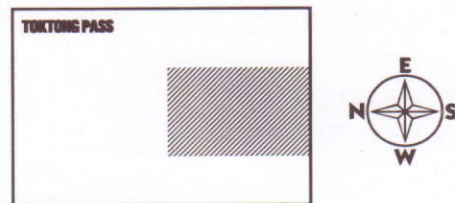
2

**Foxhole**

5 1S  
OVR, OBA: +4  
Other: +2

2

**MAPLAYOUT:**



(only hexes numbered ≥ 9 and ≤ 22 on/south of hexrow FF are playable)

**VARATIONS:**

- ★ Add a DC and Hero to the CCF Turn 3 reinforcements.
- ⬇ Game length is reduced to 5 turns.

**SCENARIO RULES:**

1. All TPSR are in effect. EC are Wet, with no wind at start.
2. The Marines receive one module of 60+mm Battalion Mortar OBA (HE and SMOKE).
3. The Marine 7-0 leader may setup using HIP if he Possesses the phone. The Marines may set up ≤ 1 squad-equivalent (and any SMC/SW stacked with it) using HIP.
4. The Marines receive Air Support (E7.) in the form of two '44 F4U FB that may not enter before Turn 2 and have Napalm.

**OBJECTIVES:** The CCF win at game end if they Control ≥ 2 building hexes.

**TOKTONG PASS, KOREA, 1000 Hours, 29 November 1950:** While on sentry duty, a sharp-eyed Marine spotted two Chinese walking up the road from the southwest. The sentry let them walk up to his position, and they appeared to not know that the marines had extended their perimeter to this area. He ordered them to halt when they got close enough, but they tried to draw their pistols. They were quickly cut down and the CCF lost two officers. Sergeant Pitts of the 3rd Platoon called Captain Barber with the information, and both men suspected that the officers were reconnoitering the ground for an attack. Within minutes their concerns were realized as more Chinese came down the road. Captain Barber had just requested an air strike on the "rocky ridge" to the north to suppress some CCF movement, and the planes were easily redirected to the enemy attack. The flight Marine F4Us were designated "the checkerboard squadron", as the pattern was clearly identified on their tails, and easily seen by ground troops. As the aircraft moved up and down the valley strafing along the main supply route, there were many times when they were lower than the Marines on top of Fox hill, who were up out of their foxholes cheering on the pilots.



# RIDGE RUNNERS OF TOKTONG PASS

#7

|                        |   |   |   |   |   |   |   |
|------------------------|---|---|---|---|---|---|---|
| ★ CHICOM Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| ◇ MARINE Moves First   |   |   |   |   |   |   |   |



Elements of the 59th Division, 9th CCF Army set up concealed ≤ 4 hexes from hex I10, and/or any level 5 hill hex of the Hill 1653 hill mass (see SR #4):

|              |              |              |            |          |          |                               |                      |                          |                         |                     |                             |
|--------------|--------------|--------------|------------|----------|----------|-------------------------------|----------------------|--------------------------|-------------------------|---------------------|-----------------------------|
| E 4-4-8<br>3 | 1 4-3-7<br>8 | C 4-2-6<br>3 | 2-2-8<br>2 | 9-2<br>2 | 8-1<br>2 | a HMG<br>5PP 50 cal<br>3 8-16 | HMG<br>5PP<br>3 6-12 | MMG<br>5PP<br>B11 2 4-10 | LMG<br>1PP<br>B11 1 2-6 | ?<br>7 morale<br>10 | CH M11<br>3 82* MTR<br>3-78 |
|--------------|--------------|--------------|------------|----------|----------|-------------------------------|----------------------|--------------------------|-------------------------|---------------------|-----------------------------|

Set up as per SR #4:

|   |  |   |            |
|---|--|---|------------|
| Sangar<br>1S or Gun<br>OVR, OBA: +3*<br>Other: +1*<br>8 | Trench<br>OVR, OBA: +4<br>Other: +2<br>3 | Foxhole<br>5 1S<br>OVR, OBA: +4<br>Other: +2<br>6 | 1+3+5<br>2 |
|---|--|---|------------|

Reinforcement elements of the 59th Division, 9th CCF Army set up concealed ≤ 4 hexes from hex P3:

|              |          |          |          |                      |                          |                              |
|--------------|----------|----------|----------|----------------------|--------------------------|------------------------------|
| 1 4-3-7<br>8 | 9-2<br>2 | 9-1<br>2 | 8-0<br>2 | HMG<br>5PP<br>3 6-12 | MMG<br>5PP<br>B11 2 4-10 | LMG<br>1PP<br>B11 1 2-6<br>2 |
|--------------|----------|----------|----------|----------------------|--------------------------|------------------------------|

[ELR: 3]  
{SAN: 5}



Elements of Fox Company, 1st Bn, 7th Regiment, 1st Marine Division set up ≤ 4 hexes from hex Y15:

|            |            |            |            |           |          |          |          |            |                             |               |                      |                                |
|------------|------------|------------|------------|-----------|----------|----------|----------|------------|-----------------------------|---------------|----------------------|--------------------------------|
| 6-6-8<br>2 | 5-5-8<br>3 | 4-5-8<br>3 | 2-2-8<br>2 | 10-2<br>2 | 9-1<br>2 | 8-1<br>2 | 8-0<br>2 | 1-4-9<br>2 | HMG<br>5PP 50 cal<br>3 8-16 | HMG<br>6 12 3 | MMG<br>3PP<br>2 4-10 | BAZ 50<br>TK20<br>WP6 1PP 12-5 |
|------------|------------|------------|------------|-----------|----------|----------|----------|------------|-----------------------------|---------------|----------------------|--------------------------------|

|                                |                         |                     |                                 |  |   |            |
|--------------------------------|-------------------------|---------------------|---------------------------------|--|---|------------|
| M2 MTR<br>5PP [3-6] 3 60*<br>2 | DC<br>1PP X12 30-1<br>3 | Radio<br>1PP 8<br>2 | CH M11<br>3 81* MTR [3-75]<br>2 | Trench<br>OVR, OBA: +4<br>Other: +2<br>6 | Foxhole<br>5 1S<br>OVR, OBA: +4<br>Other: +2<br>4 | 1+3+5<br>4 |
|--------------------------------|-------------------------|---------------------|---------------------------------|--|---|------------|

Reinforcement elements Able company, 1st Bn 7th Rgmt. 1st Marine Division enter on/after Turn 1 along the north edge in hexes numbered ≥ 9 and ≤ 19:

|            |                           |                                |                                |
|------------|---------------------------|--------------------------------|--------------------------------|
| 4-5-8<br>3 | 9-1<br>2                  | 8-1<br>2                       | BAZ 50<br>TK20<br>WP6 1PP 12-5 |
| 5-5-8<br>3 | MMG<br>3PP<br>2 4-10<br>2 | M2 MTR<br>5PP [3-6] 3 60*<br>2 |                                |

Reinforcement elements of Baker and Charlie company, 1st Battalion, 7th Regiment, 1st Marine Division enter on/after Turn 1 along the north and/or east edges on/between hexes A4-K1:

|            |            |            |          |          |          |                       |                           |                                     |                         |
|------------|------------|------------|----------|----------|----------|-----------------------|---------------------------|-------------------------------------|-------------------------|
| 6-6-8<br>2 | 5-5-8<br>6 | 4-5-8<br>3 | 9-2<br>2 | 9-1<br>2 | 8-0<br>2 | dm HMG<br>3PP 88<br>2 | MMG<br>3PP<br>2 4-10<br>2 | BAZ 50<br>TK20<br>WP6 1PP 12-5<br>2 | DC<br>1PP X12 30-1<br>2 |
|------------|------------|------------|----------|----------|----------|-----------------------|---------------------------|-------------------------------------|-------------------------|

[ELR: 3]  
{SAN: 3}

## MAPLAYOUT:



(only hexrows on/north of hexrow AA are in playable)

## VARIATIONS:

★ The CCF may set up one squad-equivalent (and any SMC/SW stacked with them) using HIP.

◇ Increase game length is 7½ turns.

**OBJECTIVES:** The Marines win at game end if they Control hexes I10, H10, I11 and Y15. The Marines Control hex Y15 at start.

## SCENARIO RULES:

1. All TPSR are in effect. EC are Wet, with no wind at start.
2. The Marines receive two modules of 100+mm OBA (HE and Smoke) with one Pre-Registered hex for each module.

**TOKTONG PASS, KOREA, 1000 Hours, 1 December 1950:** Lieutenant Colonel Ray Davis, the commander of the 1st Battalion, 7th Regiment, 1st Marine Division, was ordered to reinforce Fox Company at Toktong pass to secure the main supply route of the 1st Marine Division as it escaped from Yudam-ni. Lieutenant Colonel Davis was given direction to make a wide enveloping movement, at night, as previous units trying to move down the road were stopped by the Chinese on the hilltops. Davis stripped his unit of walking wounded and heavy weapons, as the trek would be long and dangerous, cutting across country and moving up and down hills infested with enemy units. It was a clear night, and no enemy was encountered, as they were trying to stay warm in the 20 below zero weather. Davis' biggest problem was keeping his tired soldiers awake and on course, as many men would sit down or just stop moving forward and would fall asleep. He would move up and down his column, kicking and cajoling his Marines, then stop to check his compass under a tarp, until dawn. As they neared the enemy surrounding Fox Company, they found they would have to fight their way into the perimeter.



# ATTACK ON TURKEY HILL

|                        |   |   |   |   |   |   |
|------------------------|---|---|---|---|---|---|
| ★ CHICOM Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 |
| ⚡ MARINE Moves First   |   |   |   |   |   |   |

Elements of the 59th Division, 9th CCF Army set up ≤ 4 hexes from hex R25 with ≤ 1 MMC per hex:



[ELR: 2]  
{SAN: 4}

|              |              |     |     |                   |                       |               |   |                           |  |            |
|--------------|--------------|-----|-----|-------------------|-----------------------|---------------|---|---------------------------|--|------------|
| 1 4-3-7<br>7 | C 4-2-6<br>6 | 9-0 | 8-1 | 5PP<br>B11 2 4-10 | 1PP<br>B11 1 2-6<br>2 | 7 morale<br>6 | 1S or Gun<br>OVR, OBA: +3*<br>Other: +1*<br>3 | OVR, OBA: +4<br>Other: +2 | 5 1S<br>OVR, OBA: +4<br>Other: +2<br>3 | 1+3+5<br>↓ |
|--------------|--------------|-----|-----|-------------------|-----------------------|---------------|---|---------------------------|--|------------|

Elements of George Company, 3rd Battalion, 5th Regiment, 1st Marine Division enter on/after Turn 1 along the west edge:



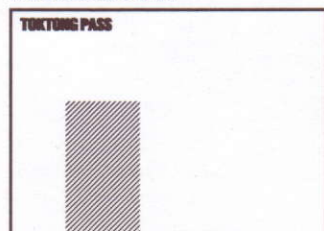
[ELR: 3]  
{SAN: 3}

|            |            |            |     |     |               |                            |
|------------|------------|------------|-----|-----|---------------|----------------------------|
| 6-6-8<br>2 | 5-5-8<br>2 | 4-5-8<br>2 | 9-1 | 8-1 | 3PP<br>2 4-10 | TK420<br>WP6 1PP 12-5<br>2 |
|------------|------------|------------|-----|-----|---------------|----------------------------|

Reinforcement elements Composite company, 3rd Battalion, 5th Regiment, 1st Marine Division enter on/after Turn 2 along the north edge:

|            |            |     |     |               |                       |
|------------|------------|-----|-----|---------------|-----------------------|
| 5-5-8<br>3 | 4-5-8<br>3 | 9-1 | 8-0 | 3PP<br>2 4-10 | TK420<br>WP6 1PP 12-5 |
|------------|------------|-----|-----|---------------|-----------------------|

## MAPLAYOUT:



(only hexes numbered ≥ 16 on/between hexrows M-W are in playable)

## VARATIONS:

- ★ Replace two CCF 4-2-6 squads with 4-4-8 squads.
- ⚡ Add a Hero to the Marine reinforcements.

## SCENARIO RULES:

- All TPSR are in effect. EC are Wet, with a mild breeze from the northeast at start. The weather is Overcast with Falling Snow (E3.71).
- The Marines are making a Surprise Attack (TPSR5.10).
- Three squad-equivalents from the Marine at-start OB begins play marked as Walking Wounded.
- The CCF pillbox must setup with its CA facing south and/or east.

**OBJECTIVES:** The Marines win at game end if they Control hex R25.

**TOKTONG PASS, KOREA, 0630 Hours, 30 November 1950:** The 5th Regiment, 1st Marine Division, was supporting Lieutenant Colonel Davis' move to link up with Fox Company at the pass. They moved along the main supply route taking on strong points as they came. One such enemy strong-point was Hill 1419, commonly know to the Marines as "Turkey Hill", because on Thanksgiving a week earlier a Marine unit had received a hot Thanksgiving meal along the road at the base of the hill, and left turkey bones lying around. Second Lieutenant Newton had just been given command of George Company the previous day; along with support from composite company he was given the task of eliminating Turkey Hill, then moving on to Fox hill. Despite the lack of coordination between the Marine companies, many of the CCF were surprised and captured asleep in their foxholes. They quickly took Turkey hill and moved on towards Fox Hill, moving adjacent to the main supply route to clean out the woods on the hill just west of Fox hill.

### ESCAPE FROM CHOSIN: TOKTONG PASS, 1950 CREDITS

Original Design: Larry Winslow

Development of the first edition: David Lamb

Playtesting/Editing: PJ Norton, Brian Laethem (dec.), Fred Schwarz, Michael LaPlante, J.D. Sullivan, Eli Schwarz, Robert Davis, David Lamb, and Ray Tapio





# "THOSE MAGNIFICENT BASTARDS"

|  |   |   |   |   |   |   |   |   |   |
|--|---|---|---|---|---|---|---|---|---|
| MARINE Sets Up First<br>CHICOM Moves First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|--|---|---|---|---|---|---|---|---|---|



Elements of the 59th Division, 9th CCF Army enter as listed below:

Enter on/after Turn 1 along the west edge on/ between hexes X28-EE28:

|         |         |     |                                  |
|---------|---------|-----|----------------------------------|
| 1 4-3-7 | c 4-2-6 | 8-0 | <b>LMG</b><br>1PP<br>B11 [1] 2-6 |
| 4       | 2       |     | 2                                |

Enter on/after Turn 2 along the south edge on/between hexes TT19 and TT28:

|         |         |     |                                  |
|---------|---------|-----|----------------------------------|
| 1 4-3-7 | c 4-2-6 | 8-1 | <b>LMG</b><br>1PP<br>B11 [1] 2-6 |
| 3       | 3       |     |                                  |

Enter on/after Turn 3 along the south edge on/between hexes TT11 and TT18:

|         |         |         |     |     |                                  |
|---------|---------|---------|-----|-----|----------------------------------|
| E 4-4-8 | 1 4-3-7 | 1 5-2-7 | 9-1 | 8-0 | <b>LMG</b><br>1PP<br>B11 [1] 2-6 |
| 2       | 3       | 2       |     |     | 2                                |

[ELR: 2]  
{SAN: 4}

Elements of Fox Company, 3rd Battalion, 7th Regiment, 1st Marine Division set up ≤ 10 hexes from hex CC11:

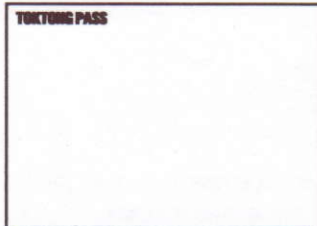
|       |       |       |     |     |     |                               |  |   |  |   |
|-------|-------|-------|-----|-----|-----|-------------------------------|--|---|--|---|
| 6-6-8 | 5-5-8 | 4-5-8 | 9-1 | 8-1 | 7-0 | <b>MMG</b><br>3PP<br>[2] 4-10 | <b>BAZ 50</b><br>TK20<br>WPE X11<br>1PP 12-5 | <b>Sangar</b><br>1S or Gun<br>OVR, OBA: +3*<br>Other: +1* | <b>Trench</b><br>OVR, OBA: +4<br>Other: +2 | <b>Foxhole</b><br>5 1S<br>OVR, OBA: +4<br>Other: +2 |
| 2     | 3     | 5     |     |     |     | 2                             | 2  | 3   | 3  | 4   |

Elements of a convoy from 3rd Battalion, 5th Regiment, 1st Marine Division set up on road hexes on/between W1-KK11 in Convoy (E11.) and in Motion (D2.4; E11.24), with all Personnel as Passengers (see SR #2):

|       |     |     |                                  |  |  |                                |   |                         |
|-------|-----|-----|----------------------------------|--|--|--------------------------------|---|-------------------------|
| 4-5-8 | 9-1 | 8-0 | <b>CH</b> 12<br>[1] 90L<br>2/4/4 | <b>CH</b> 20<br>T6 15PP<br>*AAMG -/16* | <b>CH</b> 20<br>[2] 10PP*<br>*AAMG -/12* | <b>CH</b> 37<br>[2] 9PP<br>T10 | <b>CH</b> 37<br>[2] 9PP<br>T10<br>*AAMG -/12* | <b>CH</b> 28<br>T5 29PP |
| 3     |     |     |                                  | 2                                      |  | 4                              | 2   | 10                      |

[ELR: 3]  
{SAN: 3}

**MAPLAYOUT:**



**VARIATIONS:**

- ★ Replace two CCF 4-3-7 squads with 4-4-8 squads.
- ⬇️ Replace one of the 9-1 leaders in the Marine OB with a 9-2.

**SCENARIO RULES:**

- All TPSR are in effect. EC are Wet, with a mild beeze from the northeast at start.
- Once any Marine unit has an LOS to a Known enemy unit, the M-26 AFV is immediately released from Convoy restrictions.
- The Marine player must designate four squad-equivalents from the Fox Company OB and all three reinforcement squads as Walking Wounded.

**OBJECTIVES:** The Marines win immediately upon Exiting ≥ 15 vehicles off the west edge from hex JJ28.

**TOKTONG PASS, KOREA, 1600 Hours, 2 December 1950:** With the link-up of Ray Davis' 1/7 Marines and the defenders of Fox Hill the Chinese lost much of the tenacity and savagery that were the hallmark of their previous efforts. The CCF continued resistance along the MSR, as firefights continued to break out. But now, at last, the long lines of men wound their way, many men struggling to put one foot after another, suffering from exhaustion. The Marines had moved their convoy through the Toktong pass area. And something special happened as the Marines approached the Hagaru-ri perimeter. Despite their exhaustion, the weary men shouldered their weapons to sling-arms, legs moved in cadence until hundreds of feet pounded the road in parade-ground unison. As they marched into Hagaru-ri, an onlooker, Lieutenant Junior Grade Robert Harvey, who had earlier served as a battalion surgeon with the Marines, was overheard to say about his old unit, "Look at those bastards, those magnificent bastards!"



# RIDGE RUNNERS MOP UP

|                        |   |   |   |   |   |   |   |   |
|------------------------|---|---|---|---|---|---|---|---|
| ★ CHICOM Sets Up First | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| ◆ MARINE Moves First   |   |   |   |   |   |   |   |   |

Elements of the 59th Division, 9th CCF Army set up concealed ≤ 12 hexes from hex TT1:



|              |              |              |              |            |          |          |          |          |                               |                               |                                   |                                  |
|--------------|--------------|--------------|--------------|------------|----------|----------|----------|----------|-------------------------------|-------------------------------|-----------------------------------|----------------------------------|
| E 4-4-8<br>4 | 1 4-3-7<br>8 | 1 5-2-7<br>3 | C 4-2-6<br>4 | 2-2-8<br>2 | 9-2<br>2 | 9-1<br>2 | 9-0<br>2 | 8-1<br>2 | HMG<br>5PP .50 cal.<br>3 8-16 | HMG<br>5PP .50 cal.<br>3 6-12 | MMG<br>5PP .50 cal.<br>B11 2 4-10 | LMG<br>1PP .50 cal.<br>B11 1 2-6 |
|--------------|--------------|--------------|--------------|------------|----------|----------|----------|----------|-------------------------------|-------------------------------|-----------------------------------|----------------------------------|

|   |                               |                              |  |                                     |  |            |
|---|-------------------------------|------------------------------|--|-------------------------------------|--|------------|
| ? | CH M11<br>3 (3-78)<br>82* MTR | CH M8<br>2 (3-78)<br>76* INF | Sangar<br>1S or Gun<br>OVR, OBA: +3*<br>Other: +1* | Trench<br>OVR, OBA: +4<br>Other: +2 | Foxhole<br>5 1S<br>OVR, OBA: +4<br>Other: +2 | 1+3+5<br>2 |
|---|-------------------------------|------------------------------|--|-------------------------------------|--|------------|

Reinforcement elements of the 59th Division, 9th CCF Army enter on/after Turn 3 along the south edge:

|              |          |                                  |
|--------------|----------|----------------------------------|
| 1 4-3-7<br>3 | 8-0<br>3 | LMG<br>1PP .50 cal.<br>B11 1 2-6 |
|--------------|----------|----------------------------------|

10  
[ELR: 2]  
{SAN: 6}

Elements of Fox and Able Companies, 1st Battalion, 7th Regiment, 1st Marine Division set up ≤ 8 hexes from hex Y15:



|            |            |            |            |          |          |          |            |                               |                               |                               |                                 |                                    |
|------------|------------|------------|------------|----------|----------|----------|------------|-------------------------------|-------------------------------|-------------------------------|---------------------------------|------------------------------------|
| 6-6-8<br>2 | 5-5-8<br>3 | 4-5-8<br>5 | 2-2-8<br>2 | 9-1<br>2 | 8-1<br>2 | 8-0<br>2 | 1-4-9<br>2 | HMG<br>5PP .50 cal.<br>3 8-16 | HMG<br>5PP .50 cal.<br>6 12 3 | MMG<br>3PP .50 cal.<br>2 4-10 | BAZ 50<br>TK620<br>WPG 1PP 12-5 | CH M11<br>3 (3-75)<br>81* MTR<br>2 |
|------------|------------|------------|------------|----------|----------|----------|------------|-------------------------------|-------------------------------|-------------------------------|---------------------------------|------------------------------------|

|  |   |   |            |
|--|---|---|------------|
| Trench<br>OVR, OBA: +4<br>Other: +2<br>4 | Foxhole<br>5 1S<br>OVR, OBA: +4<br>Other: +2<br>6 | Sangar<br>1S or Gun<br>OVR, OBA: +3*<br>Other: +1*<br>5 | 1+3+5<br>4 |
|--|---|---|------------|

Reinforcement elements Baker and Charlie Companies, 1st Battalion, 7th Regiment, 1st Marine Division set up in hexes numbered ≤ 11 on/north of hexrow W:

|            |            |            |           |          |          |          |            |                               |                                 |                       |                   |
|------------|------------|------------|-----------|----------|----------|----------|------------|-------------------------------|---------------------------------|-----------------------|-------------------|
| 6-6-8<br>2 | 5-5-8<br>5 | 4-5-8<br>3 | 10-2<br>2 | 9-1<br>2 | 8-1<br>2 | 8-0<br>2 | 1-4-9<br>2 | MMG<br>3PP .50 cal.<br>2 4-10 | BAZ 50<br>TK620<br>WPG 1PP 12-5 | DC<br>1PP X12<br>30-1 | Radio<br>1PP<br>8 |
|------------|------------|------------|-----------|----------|----------|----------|------------|-------------------------------|---------------------------------|-----------------------|-------------------|

[ELR: 3]  
{SAN: 4}

MAPLAYOUT:



(only hexes numbered ≤ 16 are playable)

VARATIONS:

- ★ The CCF have normal ammo for their OBA.
- ◆ Ignore SR #6.

**OBJECTIVES:** The Marines win at game end if they Control/eliminate all CCF pillboxes and Control hex PP1 (Hill 1564).

**SCENARIO RULES:**

- All TPSR are in effect. EC are Wet, with a mild breeze from the north at start.
- The Marine player must designate four squad-equivalents from the Fox/Able Company portion of his OB as Walking Wounded.

- The CCF receive one module of 70+mm OBA (HE only) with Scarce Ammunition directed by an Offboard Observer at level 4 in hex PP1. The Marines receive one module of 100+mm OBA (HE and SMOKE) with Plentiful Ammunition.
- Each CCF pillbox must set up with at least one trench ADJACENT to it.
- The Marine player receives air support in the form of two '44 F4U FB. These aircraft enter play on/after Turn 3.
- The CCF player may setup two squad-equivalents (plus any SMC/SW stacked with them) using HIP.

**TOKTONG PASS, KOREA, 1300 Hours, 2 December 1950:** By 1630 hours on December 2nd the link-up between Lieutenant Colonel Davis' relief force and Barber's company had taken place. It was no time for celebration. Davis set up his headquarters, went into defensive positions, and ordered the battalion doctors to begin treating the wounded. He also instructed Able and Baker Companies of the 1st Battalion, 7th Regiment, to finish clearing the rocky ridge and move south and take Hill 1564. The CCF still had a presence there and they could mount an attack from that point to hit the MSR on either side of the pass, interfering with the planned withdrawal of American forces. The night of December 2nd, and into the 3rd, were eerily quiet. The lull ended on the 3rd, just as 1st Battalion prepared to move out and begin clearing the left side of the road back to Hagaru-ri. A Chinese sniper suddenly opened up, killing a doctor, a corpsman, and wounding another. As a helicopter came in with medical supplies it was shot out of the sky by Chinese ground fire, crashing in the middle of the Fox Hill defensive area. Barber oversaw the final details of the withdrawal from Fox Hill. His men withdrew, fighting their way down the road. As Barber and his men exited the front lines the cost in lives could be counted: Fox Company had left Hagaru-ri on November 27th with 240 Marines. When it returned there on December 4, only 122 men were combat effective, 3 MIA, 89 WIA and 26 were dead. Six of the seven officers had been wounded. Their losses were not in vain. Barber and his men stood between a rout of the Marines and a controlled withdrawal.

