

AA. KOREAN WAR (March Madness 2007)

These rules are excerpts from the full Korean War ASL (KWASL) Module rules in development for MMP. An international team of developers and playtesters is hard at work on this module with a late 2007 expected delivery date to MMP. The module will contain at least 6 mapboards and 4 countersheets.

ORDER OF PRESENTATION

1. The Americans
2. The North Koreans

AA.1 KOREAN WAR (KW): Chapter AA rules apply to ASL scenarios that take place in Korea and in that theater of operations from 1945-53. They may be invoked in other scenarios by SSR. The various rules in Chapters A-J (as applicable) apply in conjunction with those of Chapter AA unless specifically stated otherwise.¹

AA.2 ALLIANCES:² American, South Korean/Republic of Korea, British, Canadian, Australian, New Zealand, South African, Filipino, Turkish, Thai, French, Dutch, Greek, Belgian, Luxembourg, Ethiopian, and Columbian forces are collectively referred to as the United Nations (UN) forces. North Korean/People's Democratic Republic of Korea and People's Republic of China forces are collectively referred to as the Communist forces.

AA.3 KW TERRAIN:³ Except as noted otherwise, the following apply whenever "KW Terrain" is stated as being in effect (note: PTO Terrain is *not* in effect unless otherwise noted):

- All Grain are Paddy Fields. Paddy Fields are Rice Paddies (G8), with the exception that every hexside of a Paddy Field has a Bank (G8.21);
- All Roads are one-lane, dirt roads (B6.43-.431);
- All Woods are Light Woods. Light Woods is identical to Woods (B13) for all purposes except that Light Woods is not an LOS Obstacle, but rather an LOS Hindrance with a +2 Hindrance DRM (rather than the standard +1 DRM per A6.7); use Orchard Season rules (B14.2) [EXC: LOS is never blocked] for non-same level LOS effects (using +2

Hindrance DRM vice +1). In-hex TEM remains +1. The Sighting TC DRM (E7.3) for Light Woods is +2. The Bog Check DRM (D8.21) for Light Woods is +2 for entry at half MP allotment.

AA.4 HEAT: Any HEAT Original To Kill DR whose colored dr is ≥ 6 automatically converts to 'NE' [EXC: a) Critical Hits and b) Original "Kill" results convert to 'Possible Shock']. Any standoff type armor (e.g., Schuerzen) a target may have provides a +1 drm to the colored dr of the Original TK DR for this purpose only (this drm is cumulative with that provided in AA.4A below). Note: all AA.4-associated colored drm do not change the Basic TK# and, as such, they do not affect eligibility for a Deliberate Immobilization attempt (C5.7).⁴

AA.4A BAZOOKA: All BAZ45s, or any earlier models, incur a +2 DRM/drm to the colored die of the Original To Kill DR both for the purposes of To Kill and for the purposes of AA.4.⁵

AA.5 TRIP FLARES: Trip Flares (G.8) are only available to UN forces. Contrary to E1.95 and G.8 Trip Flares may additionally be set up HIP in Brush, Scrub, Light Woods, Dry Paddies, and Open Ground Locations [EXC: Runway/Paved Road].

AA.5A POP-UP FLARES:⁶ Pop-Up Flares are identical to Trip Flares except as noted. After any successful Trip Flare activation dr (G.8), the owning player makes a second dr. If this subsequent dr is a 1 a Pop-Up Flare has been tripped, otherwise a standard Trip Flare has been activated. If a Pop-Up Flare was tripped, place the Trip Flare counter on a ½" parachute counter in the Trip Flare hex.

AA.5B EFFECTS: A Pop-Up Flare Illuminates its own hex and all adjacent hexes.

AA.6 STARSHELLS: Only NKPA SMC, Infantry crews, and CE AFV crews may fire Starshells (E1.92).

1. THE AMERICANS⁷

1.1 US ARMY: US Army Infantry MMC in the Korean War are the E: $\underline{6}^3$ -6-7 (Airborne), \underline{E} : $\underline{6}^3$ -6-7, 1: $\underline{6}^3$ -6-6, 2: $\underline{5}^2$ -4-6 and G: $\underline{5}^2$ -3-6 squads; their respective half-squads (E: 3-4-7 (Airborne), \underline{E} : 3-4-7, 1: 3-4-6, 2: 2-3-6, G: 2-2-6); 2-2-7 Infantry crews; and 1-2-6 Vehicular crews (refer to the KWASL National Capabilities Chart).

AA1

A25.3-.35 is applicable. A25.35 applies to US-built SW, Guns, and vehicles in use by any UN force.

1.2 EARLY WAR US ARMY:⁸ US Army Early War rules apply to US Army (1.1) units in the period June-August 1950. All such units are considered Lax (A11.18).⁹ Ammunition Shortage (A19.131) is in effect. All US SW have a Repair Number of 1 regardless of what is printed on the counter. The Plentiful Ammunition assumption of A25.33 is not applicable. US Radios and Field Phones have a Radio Contact number one less than printed on the counter. AFV/ordnance use red To Hit numbers. Inherent crews of US armed vehicles have a Morale Level of 7. All US vehicles are treated as if their MP are printed in red (D2.5-.51).

1.3 US AFVs: Contrary to D5.1, the Inherent crews of US AFVs have a Morale Level of 8 [EXC: Early War (1.5)]. US tanks armed with 76L or 90L ordnance may fire APCR with no risk of Depletion. Gyrostabilizers (D11.1) are NA for American AFVs (including those of American manufacture operated by other nationalities).¹⁰

2. THE NORTH KOREANS¹¹

2.1 NORTH KOREAN ARMY:¹² The North Korean armed forces in the Korean War were referred to as the North Korean People's Army (NKPA). The NKPA forces are treated as Russian (A25.2), except as noted (refer to the KWASL National Capabilities Chart). Elite NKPA Infantry are Stealthy and may Deploy (A1.31). NKPA units are restricted in their use of Starshells (AA.6). NKPA Infantry MMC have a Heat of Battle DRM of +2 and a Leader Creation drm of +1.

2.2 COMMISSARS: Commissars are available to the NKPA per A25.22 in any KW scenario [EXC: date is NA].

2.3 North Koreans can Massacre (A20.4).¹³

¹ Although most of the combat operations represented by this module fit within the scope of the Korean War proper (which began on June 25, 1950), a substantial low-intensity conflict was waged on the peninsula between ROK and Communist forces following the liberation of Korea from Japanese occupation in 1945. These latter actions fall within the scope of ASL.

² This list excludes those UN members providing exclusively medical units: India, Italy, Norway, and Sweden.

³ Korea had always been a barren land with minimal resources and infrastructure. The brutal Japanese occupation of 1910-45 made these problems even worse. What little Korea had left in 1950 was devastated by the war.

⁴ Rationale:

1) The BAZ45 was particularly ineffective vs. the T-34/85. This was due in part to the age of the rounds, and in part due to the warhead's inability to penetrate the sloped armor of the T-34/85. Using the existing ASL HEAT formula, with the BAZ45's TK # of 16, the outright kill percentage vs. a T-34/85 would be 16.67% on a frontal hit, 72.22% on a side hit, and a 83.34% on a rear hit. A brief perusal of any of the available histories on the Korean War would dispel these numbers as being far beyond the actual performance at the time. Not wishing to alter the basic HEAT structure (given that HEAT TK#s up until now have been generated based upon maximum armor penetration), the DRM was a simple adjustment, yielding kill percentages of 0% on a frontal hit (barring a Critical Hit), 5.56% on a side hit, and 11.11% on a rear hit, respectively. Thus, the 'problem' of the over-effective 2.36-inch bazookas was solved.

2) HEAT Ammunition, while it can have an extremely lethal effect on enemy armor, also is subject to many forces that do not normally affect other rounds (such as AP, APDS). Namely, the quality of the shaped charge, the standoff distance between the shaped charge and target armor, the uniformity of the explosive charge in the round, etc., could all render a HEAT round that would normally cut through the armor like butter ineffective. The easiest way to portray this effect without resorting to additional tables was to place this cap, which essentially gives any HEAT round some uncertainty (1/6th of the time, to be exact). In most cases, what would have been a 'Kill' result

will be converted into a 'Possible Shock' result appropriate for what has just happened to the vehicle and its contents. Note that some HEAT weapons may have a DRM to that 'Original TK DR' to reflect exceptionally well-made (or poorly-made) rounds, which should be noted on the counters.

⁵ The M9A1 2.36-inch bazooka (BAZ45) proved to be largely ineffective against the North Korean T-34/85s. The United States rushed the new M20A1 3.5-inch "Super Bazooka" (BAZ50) to Korea to correct this deficiency.

⁶ A Pop-up flare was one which when tripped fired up into the sky and set off a starshell that hung by parachute.

⁷ The M1 Garand rifle and the M1918A2 Browning Automatic Rifle (BAR) of WWII fame were also the primary American infantry weapons used in Korea. Between WWII and the Korean War, the US Army reorganized its infantry platoons. Instead of the WWII organization of a platoon headquarters and three 12-man rifle squads, the new organization had a platoon headquarters, three 9-man rifle squads, and a weapons squad with an M1916A6 LMG and a bazooka. In ASL terms, this could have been represented by new American 5-6-7, 5-6-6, 4-4-6, and 4-3-6 infantry squads (Elite, 1st Line, 2nd Line, and Green, respectively), more units representing the weapons squad, and (perhaps) a special rule which allowed these units to stack four squads to a location with no penalty. For the sake of simplicity, "Fire & Ice" uses the same US Army squads introduced in "Yanks" with the assumption that the men and equipment of the weapons squad have been distributed amongst the three rifle squads.

⁸ The first US Army units to enter the Korean War were woefully unprepared for combat. Oriented towards occupation duty in Japan, they had poor physical fitness, little training and their equipment was ill-maintained. Materiel and supplies were also often in poor condition; many stockpiles had been sitting around uncovered at various locations in Asia and the Pacific since the end of World War II.

⁹ There is documentary evidence that suggests that several specific US Army units, at particular times during the Korean War, could be considered LAX even after the Early War US Army period has passed. Examples include one battalion of the 31st RCT on the night of 27/28 November 1950 when they were almost overrun

in their sleeping bags by CPV forces. Or, similarly, one battalion of the 1st Cavalry Division during the night of 1/2 November 1950 was completely overrun. However, there are numerous other documentary sources that show US Army units holding their own in fieldcraft and at night against overwhelming odds.

¹⁰ APCR ammunition, called High Velocity Armor Piercing (HVAP) by the US Army, was in generally good supply and enabled the M4A3E8 Sherman to destroy North Korean T-34/85s with regularity. US armor commanders did not emphasize the proper use of the gyrostabilizers, and they were often removed or in poor repair.

¹¹ The NKPA was created in the image of the Red Army, which trained, organized and equipped it. Tough, aggressive and competent, the NKPA was highly successful in its initial attacks. Once the United States and its allies began fielding more experienced units and brought their vastly superior resources to bear on the Korean War, the NKPA was devastated.

¹² Most Korean War era UN documents refer to the North Korean army as the North Korean People's Army (NKPA). The Democratic People's Republic of Korea (DPRK) - North Korea- called their military the Korean People's Army (KPA).

¹³ The NKPA exhibited extreme brutality towards UN prisoners. Numerous cases document their executions and other mistreatments of POWs. Knowledge of these actions stiffened the resolve of UN units as they drew their lines around the Pusan Perimeter.

Pusan Perimeter Pack Divider

March Madness 2007

KW. KOREAN WAR ASL NATIONAL CAPABILITIES CHART (2006-11-14)												Broken Morale Level is listed as superscript to Morale Level	
NATIONALITY CREW (BPV)	LG	CLASS	SQUAD	BPV	HS	BPV	ORDNANCE		SMOKE GRENADES	MISCELLANEOUS			
							TH# Color	OBA ACCESS					
AMERICAN Army 2-2-7 ⁸ (7) 1-2-6 ⁷ (6)	5.5	[E]	6 ³ -6-7 ⁸	14	3-4-7 ⁷	6	6-8/50: Red	0	SMOKE	*Plentiful ammo included (A25.33); deduct one Black for Normal ammo • Early War US Army Rules 6-8/50 (AA1.4): Lax; Ammunition Shortage; SW Repair only on "1"; Radio/Phone Contact # one less; AFV inherent crews ML 7; all Vehicles have Red MP (D2.5-51)			
		1	6 ³ -6-6 ⁸	11	3-4-6 ⁷	4	9/51+: Black						
		2	6 ² -4-6 ⁷	7	2-3-6 ⁸	3	6-8/50: 9B/3R						
		G	6 ² -3-6 ⁷	6	2-2-6 ⁸	2	9/51+: 10B*/3R						
NORTH KOREAN 2-2-8 ⁸ (6) 1-2-7 ⁷ (5)	7	[E]	6-2-8 ⁸	12	3-2-8 ⁷	5	Red	+2	--	• Russian except as noted (AA2.1-2.2): Elite squads may Deploy (AA2.1); Commissars (AA2.2); may Massacre (AA2.3); Human Wave • Restricted Starshell use (AA.6)			
		[E]	4-5-8 ⁸	11	2-4-8 ⁷	5	6B/2R						
		1	5-2-7 ⁷	7	2-2-7 ⁸	3							
		[I]	4-4-7 ⁷	7	2-3-7 ⁸	3							
		C	4-2-6 ⁸	4	2-2-6 ⁷	1							
*	7	*	3-3-7 ⁸	6	1-2-7 ⁸	2	Red	+1		*North Korean/Communist Chinese Partisans (AA2.4; A25.24); neither Elite or Green/Conscript; Stealthy (A11.17); may Massacre (A20.4); Disrupt and RiPh 'Surrender' NA			

AA. KW TERRAIN CHART														
Terrain	Example (Hex Terrain Type)	LOS Obstacle / Hindrance	TEM / Indirect†	MF ENTRANCE COST				MP ENTRANCE COST				Kindle # / Spread #	Fortifiable	Notes
				Infantry	Cavalry	Horse-Drawn	Motorcycle	Armored Car	Fully Tracked	Halftrack	Truck			
AA.3 Light Woods	35B4 (Woods)	One Level (+2)**	+1	2	4	ALL	NA PR	ALL B*DR	ALL ZB*DR†	ALL B*DR	ALL B*DR	12/12	Yes g	\$Woods *If not using road or VBM (or TB if fully-tracked) **Maximum Hindrance +1 with 2 level advantage
AA7. Steep Hills	TBD													
G8.11/AA.3 Drained Paddy	3K9 (Grain)	-	+1q/0	1 c	1 c	NA*	3 cJ	NA*	1 c	NA*	NA*	--	Yes	*OG COT if entering via Breach; G8.8
G8.12/AA.3 Irrigated Paddy	3K9 (Grain)	-	{+1q/+2q}/+1	3 cJ	3 Cc	NA	NA	NA	4 B*c	NA	NA	--	Mines/Wire or Panjis	{DC/HE FP halved; see G8.12} [vs. HE; G8.5] *Mud & +2 Bog DRM
G8.13/AA.3 In-Season Paddy	3K9 (Grain)	■ Hindrance*	+1q/0	1 1/2 c	1 1/2 c	NA**	4 cJ	NA**	1 c	NA**	NA**	10/6	Yes	*\$Grain (halved; FRD)
G8.21/AA.3 Paddy Bank	Counter Overlay "RP"	-	0	[1*]J {1+COT}	[1 C] {1+COT}	[NA] {NA}	[3 J] {3+COT J}	[NA] {NA}	[NA] {1+COT}	[NA] {NA}	[NA] {NA}	--	No	{Onto Bank counter} *Hazardous Movement applies {Across Bank hexside not onto Bank counter}

Terrain listed in red is Concealment Terrain.
 Terrain shown underscored confers -1 Rally DRM.
 †: Indirect Fire TEM is listed following "f" only if different from Direct Fire TEM.
 *, **, ***: See Notes Column
 ■: Whole hex affects LOS (Inherent Terrain; B.6).
 §: Except as specified otherwise in rules, treat as the terrain type indicated by the symbol.
 B: Requires Bog DR to enter/change VCA within unless on road.
 b: Requires Sand Bog DR to enter/change-VCA within unless on Road or Track.
 c: COT IN Paddy (plus cost to cross Bank if applicable).
 COT: Cost of Terrain; B.2.

D: All MP penalties for entering hex that contains wreck/vehicle, or for changing VCA, are doubled.
 E: Concealment Terrain only for Infantry/Fortifications/Empaced Guns; G8.13.
 F: -1 FFMO can apply if no HA
 g: Set up and revealed as if at night; see G.2.
 J: Sidecar NA.
 j: Manhandling NA (G3.2 [EXC: via path]; G8.12 [EXC: boat]; G8.21 [EXC: cycle]; G9.5).
 P: May be Pushed.
 q: Vs. target IN Paddy. Reduce TEM by 1 vs. LOF from higher elevation/across non-bank hexside of target Location; G8.3.
 R: Or per road cost if crossing hexside.
 Z: Or may use half of MP allotment at greater Bog risk.

KW Terrain in Effect	
KW	Map Symbol(s)
Paddy Fields	Grain, Rice Paddies
Dirt Roads	Paved and Dirt Roads
Light Woods	Woods

C7.33 HEAT TO KILL TABLE	
ARMORED TARGET	
GUN SIZE:	BAZ45' BAZ50
BASIC TK#:	16 32
UNARMORED TARGET: 11 FINAL TK#	
CASE D: NA	
*BAZ45 receives a +2 DRM to its To Kill DR	
All HEAT To Kill DR colored dr ≥ 6 = NE [EXC: CH and Kill = Possible Shock] (AA.4); colored drm (for this purpose only): standoff armor +1, BAZ45 +2	

A18.2 LEADER CREATION	
dr follows Original 2 MMC Self-Rally/CC DR	
dr	leader
≥ 7	None
6	6+1
4,5	7-0
2,3	8-0
≤ 1	8-1

dr	Cause
-1	US
-1	vs AFV, or per odds column < 1-1
-1	Base unit had Moral Level ≥ 8
+1	Base unit had Moral Level ≤ 6
+1	Base unit was broken
+1	NKPA

A15.1 HEAT OF BATTLE	
DR follows any Original 2 MC/Rally DR	
DR	Result
≤ 6	Hero Creation
5-8	Battle Hardening
9-11	Berserk
≥ 12	Surrender*

*NA to Partisans

DRM Cause
-1 Elite
+1 Broken, Inexperienced (each)
+1 Partisan
+2 NKPA

MM07 PuP1

SUPER BAZOOKA

Scenario Design: Thomas Meier ©



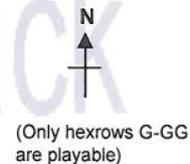
Nonsan-Kongju Road Junction, 1/2 mile West of Taeju, 20 July 50. The 24th Infantry Division's defense in and around Taejon was collapsing. As the battle-hardened units of the NKPA 3rd and 4th Divisions enveloped the city from the north, west, and south US units fought desperate delaying actions and began to withdraw to the east. One serious problem encountered by both US and ROK units in the early stages of the conflict was the lack of an effective anti-tank weapon. US and ROK 57mm AT guns, 57mm and 75mm RCLs, and 2.36inch bazookas were not able to effectively penetrate North Korean T-34/85s. This deficiency was reported up the chain and the US quartermaster corps sped the delivery of the newer 3.5inch "Super Bazookas" to Korea. The first of these weapons reached US units on 19 July. On 20 July, COL Beauchamp, CO of the 34th Infantry Regiment, 24th Infantry Division was having difficulty communicating with his various units. When told that contact with the 1st Battalion could not be restored, COL Beauchamp decided to review the situation in person. He mounted a jeep with his driver and sped west along the main road. Approximately 1/2 mile west of Taejon he came to the Nonsan-Kongju road junction. As the jeep approached the crossroad, a T-34/85 lumbered into view and immediately opened fire.

VICTORY CONDITIONS: The NKPA wins immediately upon exiting 2 Tanks off of the east edge on/between H10 and J10. If the previous condition is not met, the NKPA wins at game end by amassing more VP than the US. CVP are awarded normally to both sides and the NKPA also receives Exit VP for exiting tanks off the east edge on/between H10 and J10.

BALANCE:

- ★ Add a roadblock to US OB.
- 🇲🇻 Add one T34 to NKPA OB that enters on Turn 3 on GG5/6.

BOARD CONFIGURATION:



US Sets Up First	🇲🇻	1	2	3	4	5
NKPA Moves First						



★ Various Elements of 24th Infantry Div [ELR: 2] set up as indicated. {SAN: 0}

2nd Platoon, G Company, 19th Regiment set up ≤ 4 hexes from R3:

5-4-6	6-6-6	8-1	BAZ50
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2

Engineer Section, C Company, 3rd Engineer Combat Battalion set up ≤ 3 hexes from N8:

2-3-6	9-1	BAZ50
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2 2

Bazooka Section, 24th Recon Company set up HIP anywhere in playable area:

3-4-6	BAZ50
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🇲🇻 Lead Elements of 107th Tank Regiment, 4th Division enter on Turn 1 along road on GG5/6: {SAN: 0}

T-34/85

4

SPECIAL RULES:

1. EC are Dry with No Wind at Start. KW Terrain is in effect. All buildings are wooden. The Paddy Fields (AA.3) are Irrigated (G8.12).
2. Place overlays as follows: RP2 on L10/M10.
3. Place a T-34/85 wreck counter on hex O5.

AFTERMATH: COL Beauchamp dove from his jeep as the tank sprayed the vehicle with its MG. He was wounded and his jeep was set on fire. He crawled back east from the engagement site and encountered a 3.5inch bazooka team from Charlie Company, 3rd Combat Engineer Battalion. This team destroyed the T-34/85 with their newly acquired "Super Bazooka," captured the tank crew, and secured the road junction. Later that morning, this team, plus another 3.5inch bazooka team from the 24th Recon Company, destroyed two more NKPA tanks; the first three "Super Bazooka" kills in theater. The briefly-held dominance of the NKPA armor was at its end.

MM07 PuP2

HEY, THAT AIN'T A ROK!

Scenario Design: Paul Works ©



Near Hadong, South Korea, 27 Jul 50. The 29th Infantry Regiment arrived at Pusan on 24 July, 4 days after receiving 400 new recruits in Okinawa. On 25 July, COL Mott, the 29th Infantry Regimental Commander, received orders to seize Hadong, a road junction 35 miles southwest of Chinju. The 3rd Battalion/29th Infantry was given this task. Major General Chae Byong Duk, formerly ROK Army Chief of Staff, offered to accompany the force to act as an interpreter, guide, and advisor. The 3rd Battalion moved out and arrived at the summit of the Hadong Pass, approximately 1.5 miles east of Hadong, on 27 July. The lead companies were ordered to deploy along the road and to move to the higher-ground to the north. The Battalion command group moved to the front of the column to observe the situation. As the command group arrived to the front, they observed a column of soldiers approaching from the west. A number of the approaching troops were dressed in ROK uniforms while others sported the NKPA mustard brown. General Chae called out in Korean for the unit to identify itself. They responded by scattering to the sides of the road.

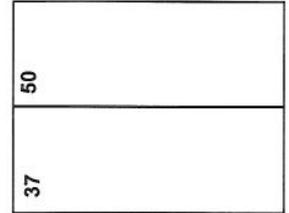
VICTORY CONDITIONS: The NKPA wins at game end by amassing more VP than the US. In addition to CVP, both the US and the NKPA receive Exit VP for exiting off the east edge of Board 50 (Prisoners do count double for CVP/Exit VP).

BALANCE:

★ US ELR is 3.

🇺🇸 Replace At Start, onboard 9-1 with a 9-2.

BOARD CONFIGURATION:



US Sets Up First	🇺🇸	1	2	3	4	5	6	7	8
NKPA Moves First									



3rd Battalion, 29th Infantry Regiment, 25th Infantry Division [ELR: 2] set up as indicated. {SAN: 2}

Battalion Command Group set up ≤ 1 hex from 50G9 (see SSR 2):

3-4-6	9-1 wounded	8-0	7-0	Jeep -/14
2				

L Company and 75mm RR Platoon, M Company set up on/between hexrows H and O, on/between hexes numbered ≥ 9 on board 50 and ≤ 2 on board 37 (see SSR 3):

8-1	7-0	6-6-6	5-4-6	2-2-7 crew	MMG	60* MTR M2	75 RCL M20	BAZ45	Jeep	Jeep -/14	3/4-Ton Truck
2		6		2		2		2		2	

K Company set up on board 50 on/between hexrows Q and U at Level 1 or 2 (see SSR 3):

8-0	7-0	6-6-6	5-4-6	MMG	60* MTR M2	BAZ45	3/4-Ton Truck
2		6		2		3	

I Company and M Company (-) set up on/adjacent to road hexes on/between 50V5 and 50CC5 (see SSR 3):

8-1	8-0	7-0	6-6-6	5-4-6	2-3-6	2-2-7 crew	MMG	60* MTR M2	57 RCL M18	BAZ45	3/4-Ton Truck
2		2		6		2		2		2	

NKPA OB on back

HEY, THAT AIN'T A ROK!



Elements of 6th Division [ELR: 4] set up as indicated. {SAN: 4}

Lead Division Element Set up on/west of hexrow E on board 50:

4-5-8	4-4-7	8-0	LMG
2	4		2

Entrapping Elements set up on board 50 at Level 3 or higher (see SSR 4):

6-2-8	4-5-8	4-4-7	2-2-8 crew	9-1	8-1	8-0	MMG	LMG	50* MTR BM obr. 40	82* MTR BM obr. 37
4	8	6						2		

Reinforcing Division Elements enter on Turn 1 along west edge and/or along south edge on/west of 37Q10:

6-2-8	4-5-8	4-4-7	9-1	8-0	7-0	MMG	LMG	50* MTR BM obr. 40
3	10	6					2	2

SPECIAL RULES:

1. EC are Very Dry with no Wind at Start. KW Terrain is in effect. The Paddy Fields (AA.3) are Irrigated (G8.12). The Stream is Dry.
2. Only one SMC may set up in the Battalion Command Group Jeep.
3. Only one MMC may set up in each hex. This includes any units on board vehicles.
4. Each At Start NKPA mortar may place a -2 Acquired Marker during their setup.

AFTERMATH: As the now-identified NKPA troops scattered, US machineguns opened fire. All hell then broke loose as the NKPA sprang its trap. NKPA rifle, machinegun, and mortar fire swept over the pass from the high ground to the north. In the first fusillade, General Chae was struck in the head, dying instantly. COL Mott and several other staff officers were wounded by the same fire. In moments, the 3rd Battalion's command group had been put out of action. Pre-registered mortar fire landed on the roadway and among the US soldiers and vehicles. To their credit, the green US troops were initially able to hold off the aggressive NKPA attacks, but within an hour the Battalion began to disintegrate. By nightfall it had ceased to function as an effective force; only 345 men reported for duty on 28 July. It would be up to other US units to halt the NKPA envelopment and capture of Pusan.

Development Use Only

MM07 PuP3 BULLETS FOR BREAKFAST

Scenario Design: Paul Works ©



Chindong-ni, 8km west of Masan, 3 Aug 50. The Eighth Army commander, General Walker, sought desperately to establish a defensive perimeter around Pusan in late July. During the final days of July, the elite NPKA 6th Division had moved rapidly to the southern coastline in anticipation of punching through to the port in a lightning strike that would end the war in dramatic fashion. Along the most south-western coast road the commanding officer of the 27th (Wolfhounds) Infantry Regiment, COL John H. "Mike" Michaelis, had established his rear HQ command post within a schoolhouse on the outskirts of the fishing village of Chindong-ni. On 3 August, COL Michaelis awoke to the sound of gunfire peppering the building.

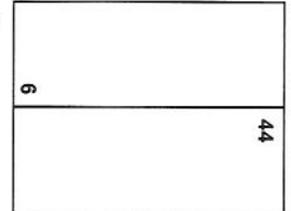
VICTORY CONDITIONS: The side with the most Good Order squad-equivalents within building 44S7 at game end is the winner. The NKPA wins if tied.

BOARD CONFIGURATION:

BALANCE:

★ Add one M4A3(76)W

🇺🇸 Replace one At Start 9-1 with a 9-2.



US Sets Up First	1	2	3	4	5	6	7	8	9	10
NKPA Moves First										



Elements of the 27th Infantry Regiment, 25th Infantry Division [ELR: 3] set up as indicated (see SSR 3). {SAN: 2}

HQ Elements, 27th Regiment and A Company, 1st Battalion, 27th Infantry Regiment and A Battery, 11th Field Artillery Battalion set up ≤ 2 hexes from 44R7 and/or 44S7 (see SSR 4):

6-6-7	6-6-6	5-4-6	2-2-7	1-2-6 vehicular crew	10-2	8-1	8-0	7-0	HMG	MMG
2	3	5	2	2						

BAZ50	60* MTR M2	155 ART M1	2½ -Ton Truck	Jeep -/-2
2	2	2	2	2

B Company, 1st Battalion, 27th Infantry Regiment set up ≤ 2 hexes from 44R2:

6-6-7	6-6-6	8-1	7-0	MMG	BAZ50	60* MTR M2
3	5					

27th Infantry Regiment Perimeter Security set up per SSR 7:

3-4-6	2-3-6	1S Foxhole
	4	5

Elements of 8th FA Battalion set up ≤ 4 hexes from 44H2 (see SSR 5):

7-0	2-2-7 crew	105 ART M2A1	2½ -Ton Truck
	3	3	

2nd Platoon, 2nd Medium Tank Battalion, 807th Tank Regiment set up ≤ 3 hexes from 44S2 (see SSR 6):

1-2-6 vehicular crew	M4A3(76)W
3	3

NKPA OB on back

BULLETS FOR BREAKFAST



Lead elements of 14th Regiment, 6th Division [ELR: 4] set up as indicated. {SAN: 4}

Elements of 1st Battalion (-) set up on board 9 at level 2 or higher (see SSR 7):

4-5-8	6-2-8	2-2-8 crew	9-1	8-0	HMG	MMG	LMG	50* MTR BM obr. 40	60* MTR M2 (US)	BAZ45 (US)	57 RCL M18 (US)
9	4			2			2	2		2	

SMG Company, 1st Battalion set up on board 44 on/west of hexrow W:

6-2-8	2-2-8 crew	9-1	8-1	MMG	LMG	BAZ45 (US)	75 RCL M20 (US)
8							

Elements of 2nd Battalion enter on Turn 6 in Convoy (E11) on road at hex Q1 (see SSR 8):

4-5-8	6-2-8	2-2-8 crew	9-1	HMG	8-0	MMG	LMG	50* MTR BM obr. 40	57 RCL M18 (US)	Z/S-5 Truck	GAZ-57B Truck
9	4				2		2	2		6	3

SPECIAL RULES:

- EC are Dry with No Wind at Start. KW Terrain is in effect. All walls are hedges. All buildings are Ground Level only. The Paddy Fields (AA.3) are Irrigated (G8.12).
- Place overlays as follows: RP5 on 44W8/V7.
- All US units are considered LAX until NKPA Turn 5, after which they are considered Normal.
- No more than one MMC may set up in each hex. Jeeps start play Abandoned (D5.4). A Btry/11th FA Battalion (155 ART) guns must set up unpossessed in hexes 44Q8 and/or 44R8; both Gun crews must set up in building hexes.
- 8th FA Battalion (105 ART) guns must set up unpossessed \geq two hexes apart. The truck and crews must set up \leq 1 hex from 44F2.
- US tanks start the Game Abandoned (D5.4).
- Perimeter security HS and foxholes must set up on board 9 with a LOS to hex 44T7. Each foxhole must be placed \geq two hexes from another foxhole. After US setup is complete, and prior to NKPA setup, each perimeter security HS must take a MC. If a HS fails its MC, it is removed. If it Pins, it starts play Pinned. The NKPA may set up in any newly unoccupied foxholes.
- NKPA Infantry arriving on Turn 6 must enter play as PRC. These Infantry may not Unload/Bail Out until at least one vehicle is fired upon or until at least one vehicle has entered hex 44I10, whichever occurs first.

AFTERMATH: The NKPA 14th Regiment/6th Division made its assault at dawn. During the night, lead elements of the Regiment had infiltrated the ridgeline to the north and scattered the lax perimeter security troops. The NKPA expected to encounter only US regimental staff elements and rear-area troops at Chindong-ni. By a string of fortuitous events and well-considered planning, the 27th Regimental Staff had bedded down surrounded not only by rear-area troops, but also by the entire First Infantry Battalion of the 27th Regiment and a regimental gun battery. In addition, a battery of 105mm 8th FA Bn Howitzers was emplaced just across the road and Shermans from the 2nd Plt/2nd Med Tank Bn/807th Tank Regiment were parked nearby. After a few minutes of initial chaos, COL Michaelis established an effective defense around the schoolyard. The green, but well-trained Wolfhounds, led by capable officers and noncoms and supported by direct fire from the guns and tanks, counterattacked and drove the North Koreans from the village and the surrounding terrain. The NKPA 6th Division had encountered its first well-trained US unit and suffered its first defeat. The 6th Division's bold plan and primary mission to drive into Pusan along the road though Masan had failed. Chindong-ni has been called the "high water mark" of the North Korean invasion of South Korea.

MM07 PuP4

THE GRIST MILL

Scenario Design: Thomas Meier ©



Soesil, 2 miles southeast of Ohang ferry crossing, 6 Aug 50. The line around Pusan had been hastily established during the first few days of August 1950. The US 34th Infantry Regiment/24th Infantry Division was in defense of a sector on the east side of the Nakdong River directly west of Yongsan. The Nakdong in this area swung out to the west and created a bulge in the 8th Army line; this area would come to be known as the "Nakdong Bulge" and would be the scene of furious fighting over the next six weeks. During the night of 5 Aug, the NKPA 4th Division made its initial assault into the Nakdong Bulge. Using effective reconnaissance, 800 NKPA troops of the 3rd Battalion/16th Regiment waded across the river at the Ohang ferry crossing directly between I and L Companies/US 34th Infantry Regiment. The NKPA pressed forward nearly two miles before the 34th Regiment's commander, COL Beauchamp, realized the situation and ordered COL Ayer's 1st Battalion/34th Infantry to counterattack and restore the Regimental position. The morning of 6 Aug, COL Ayer led Charlie Company/1st Battalion forward where they encountered NKPA positions in the vicinity of Soesil village.

VICTORY CONDITIONS: The NKPA wins at game end if they solely occupy building R9.

BALANCE:

BOARD CONFIGURATION:

18

★ Add 1 x MMG to the US OB.

🇰🇵 Add 2 x 4-4-7s to the NKPA OB.



US Sets Up First	1	2	3	4	5
NKPA Moves First					

★ **C Company, 1st Battalion, 34th Infantry Regiment [ELR: 3] set up ≤ 6 hexes from R9 (see SSR 2): {SAN: 3}**

6-6-6	9-1	8-0	.50cal HMG	60* MTR M2	1S Foxhole
			3		

6

🇰🇵 **Elements of 3rd Battalion, 16th Regiment, 4th Division [ELR: 3] set up ≥ 8 hexes from R9: {SAN: 4}**

4-4-7	8-1	7-0	LMG
14		3	

SPECIAL RULES:

1. EC are Dry with no Wind at Start. KW Terrain is in effect. Paddy Fields (AA.3) are In-Season (G8.13).
2. Place a wreck counter in hex Q9. The US .50cal HMG must set up in Q9 and may not be moved from that hex.

AFTERMATH: The NKPA occupied a series of hills northwest of the Soesil. COL Ayres ordered C Company to move to seize the high ground. As the company began its attack, enemy fire increased. COL Ayres directed 60mm mortar fire in support of the attack. As casualties mounted, C Company was forced to break off the attack and fall back. The remnants of C Company took refuge in an abandoned grist mill while COL Ayres and his staff frantically rushed back on foot to bring up the rest of the Battalion. The company fought tenaciously in and around the grist mill. A nearby wreck mounted a .50cal HMG and this was used as a firing platform, spraying the surrounding hills with fire. The company held out until late in the day when a column of A Company/1st Battalion troops finally arrived on the scene, supported by tanks and AAA vehicles, and relieved the 35 survivors.

MM07 PuP5

A LINE TOO THINLY HELD

Scenario Design: Thomas Meier ©



Kihang Ferry Crossing, Agok, South Korea, 31 Aug 50. The recently-arrived US 2nd Infantry Division relieved the battered 24th Infantry Division west of Taegu on 29 Aug 50. The 2nd Division was required to deploy to cover 20 kilometers of rough terrain. This resulted in the Division not presenting a continuous line, but rather a number of scattered defensive positions and observation posts. On the night of 31 Aug 50, the North Korean People's Army (NKPA) launched a multi-division attack aimed at Taegu. The bulk of the NKPA 9th Infantry Division attacked the thin line, roughly following the Nakdong River, of the 9th US Infantry Regiment/2nd Infantry Division with an immediate objective of Yongsan, approximately 8 miles to the east. At the Kihang ferry crossing near Agok, Alpha Company/9th Regiment, supported by two tanks from A Company/72nd Tank Battalion and two AAA vehicles from D Battery/82nd AAA Battalion, faced the assault.

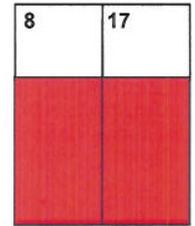
VICTORY CONDITIONS: The NKPA wins immediately if there is no Good Order US MMC at \geq Level 1 on Board 17 or if there is no undestroyed US AFV onboard. If neither condition is met by game end, the US is the winner.

BALANCE:

★ Add 2 x 6-6-7 and 1 x 7-0 to the US 1st Platoon OB.

🇰🇵 Change both Regimental Weapons Support Guns from 37mm AA to 76mm AA.

BOARD CONFIGURATION:



(Only hexrows L-GG are playable)

US Sets Up First	1	2	3	4	5	6	7
NKPA Moves First							



Elements of A Co, 9th Infantry Regt, 2d Infantry Division [ELR: 3] set up as indicated (see SSR 4). {SAN: 3}

1st Platoon set up on Board 17 at \geq Level 1 with \geq 2 hexes between each MMC:

6-6-7	3-4-7	8-1	MMG	?	1S Foxhole
5				6	9

SGT Kuomo Detachment at Kihang Ferry crossing set up \leq four hexes from 17BB5:

6-6-7	3-4-7	7-0	9-1 armor leader	?	M26	M16 MGMC	1S Foxhole
2				2	2	2	2



Elements of 9th Division [ELR: 3] set up as indicated (see SSRs 5 and 6). {SAN: 5}

1st Bn (-) set up east of the river on board 8:

4-4-7	5-2-7	2-3-7	2-2-8 crew	9-1	8-0	HMG	MMG	LMG	50* MTR BM obr. 40
15	4	2			2			3	2

1st Company (-), 1st Battalion set up south of hexrow W on board 17 (see SSR 7):

4-4-7	5-2-7	9-1	8-1	MMG	LMG
4	2				2

Regimental Weapon Support set up west of the river (see SSR 8):

2-2-8 crew	8-0	37L AA Gun ZP obr. 39
2		2

SPECIAL RULES:

- EC are Very Dry with no Wind at Start. KW Terrain is in effect. All single-hex buildings are Huts (G5); all other buildings are Ground Level only. Paddy Fields (AA.3) are In-Season (G8.13).
- Night Rules (E1) are in effect. Base NVR is 6 hexes with no Cloud Cover and a Full Moon. Neither side is considered Scenario Attacker or Defender. The Majority Squad Type of both sides is Normal.
- Place overlays as follows: **OG2** on 8T1/U1, **OG5** on 8N1/O2, and **Hi7** on 17N3/O3.
- Early War US Army rules (AA.1.3) are *not* in effect.
- The first Close Combat attack resolved by the NKPA is automatically considered an Ambush in favor of the NKPA.
- The NKPA receives one module of 82mm Mortar OBA (HE only, Harassing Fire NA) directed by an Offboard Observer at Level 3 of any hex along the west edge (secretly recorded prior to US setup). This module may Pre-Register (C1.73) \leq one hex (Barrage is NA).

7. All 1st Company (-), 1st Battalion NKPA units start play concealed and may not set up on/adjacent to an American unit.

8. Regimental Weapon Support Guns may not set up in a building.

AFTERMATH: During the night, NKPA infantry infiltrated through gaps in the US lines and once the main assault began, numerous 2nd Infantry units found themselves attacked from the flanks and the rear. Despite fierce US resistance, the US line was too thin and the North Koreans too many, forcing the American units to withdraw to the east. At the Kihang Ferry Crossing NKPA infantry waded the river covered by indirect fire impacting on previously-identified US positions. As in other locations, NKPA infiltrators had slipped between the US positions; this, together with the battalion assault across the river, was too much for the US infantry and they began to redeploy east along the road to Yongsan though what had effectively become enemy lines. The US AFVs were used to cover this movement; the Pershings occupied dominant terrain locations and effectively inhibited the NKPA advance. One M26 tank commander, SGT Ernest Kuomo, kept his tank in position, without infantry support, for nine hours at the Kihang ferry crossing before he was finally forced to withdraw. His actions on 31 August, enabling numerous US soldiers to make an orderly withdrawal and stabilizing the local situation in the face of overwhelming enemy forces, earned SGT Kuomo the Congressional Medal of Honor.

MM07 PuP6

THE ROAD TO WAEGWAN

Scenario Design: Paul Works ©



Hill 121, 1 mile south of Waegwan. 19 Sep 50. One day after the Inchon landings on 15 September 1950, 8th Army began its counterattack along the entire Pusan Perimeter front. The 5th Regimental Combat Team (RCT) was tasked to attack toward Waegwan from the south side of the enemy bulge just to the west of Taegu. On 18 September, the 5th RCT initiated a full regimental assault against the main NKPA defensive position on Hill 268, assigning the 2nd Battalion/5th RCT to a supporting and flanking attack to the west against a series of hills. The 2nd Battalion secured Hill 140 on 17 September and prepared for a follow-on assault on Hill 121. This latter hill straddled the Nakdong River and the road running north-south along the river's eastern bank. As the 2nd Battalion began its attack, it came under long-range tank and antitank gun fire from the western bank of the Nakdong.

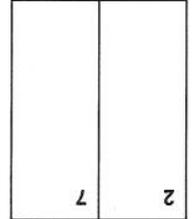
VICTORY CONDITIONS: The US wins at game end if they have more Good Order squad-equivalents on Hill mass 621 at Levels 2 and above than the NKPA.

BALANCE:

BOARD CONFIGURATION:

★ SSR 4 is NA.

Replace all six 4-2-6 Conscripts with six 4-4-7 1st Line Squads.



NKPA Sets Up First	★	1	2	3	4	★	5	6	7	8
US Moves First										



Elements of 7th Regiment, 3rd Division [ELR: 3] set up east of the river on/north of hexrow E (see SSRs 3-5): {SAN: 4}

5-2-7	4-4-7	4-2-6	2-2-8	9-0 Commissar	8-0	7-0	50* MTR BM obr. 40
3	8	6		2			2
LMG	MMG	?	45LL AT Gun PTP obr. 42	1S Foxhole	Trench	1+3+5 Pillbox	
2		6		6	6	2	

Elements of 105th Armored Division set up west of the river (see SSR 6):

2-2-8	7-0	45LL AT Gun PTP obr. 42	T-34/85
2		2	2



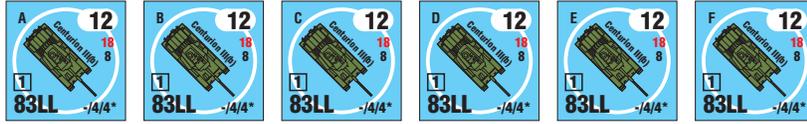
Elements of 2nd Battalion, 5th RCT [ELR:3] enter Turn 1 along the south edge, east of the river (see SSR2): {SAN: 3}

6-6-7	6-6-6	2-2-7 crew	9-1	8-1	8-0	7-0	.50cal HMG	MMG	57 RCL M18	75 RCL M20
2	16	4				2		2	2	2
BAZ50	60* MTR M2	Jeep -1/4	Jeep -1/2							
2	2									

SPECIAL RULES:

1. EC are Dry with no Wind at Start. KW Terrain is in effect. The river and stream are Shallow.
2. The US receives Air Support (E7) on Turn 5 in the form of one FB44 with Napalm (G17.4).
3. The Pillbox and Trenches must set up at Level ≥ 1.
4. All NKPA MMC at Levels ≥ 1 are considered Fanatic (A10.8).
5. The NKPA may use HIP for ≤ 3 MMC (and all SW/SMC that stack with them).
6. NKPA 105th Armored Division units that set up west of the river are considered destroyed and removed at the end of US Player Turn 4.

AFTERMATH: The fire coming from the western bank had on previous days caused substantial numbers of casualties and could have inhibited the Battalion's progress and its assault on Hill 121. On this day, however, the USAF issued a response. Forty-two B-29s from the 92nd and 98th Bombardment Groups arrived on scene over the western bank of the Nakdong and proceeded to lay down 1600 500lb. bombs in a concentrated pattern. The bombardment effectively suppressed the NKPA forces on the western bank and no further fire was received. The 2nd Battalion's attack on Hill 121 proceeded in earnest. The companies pressed forward, supported by heavy machineguns and recoilless rifles. They encountered NKPA positions lacing the hill with hidden trench lines, camouflaged machinegun positions, and pillboxes. Effective fire and movement tactics were employed and the 5th RCT was able to secure Hill 121 by the end of the day. Waegwan was next and would fall within twenty-four hours. Within forty-eight hours the entire NKPA Army facing the Pusan Perimeter would be routed and in full retreat.



*opt. AAMG A4
s8
wp6
Searchlight sD7
G sM8
CS 7

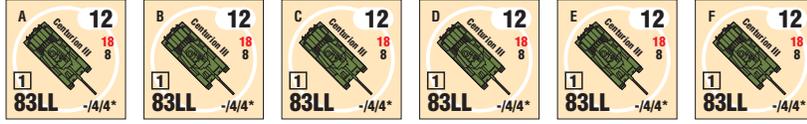
*opt. AAMG A4
s8
wp6
Searchlight sD7
G sM8
CS 7

*opt. AAMG A4
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Searchlight sD7
G sM8
CS 7

*opt. AAMG A4
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*opt. AAMG A4
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*opt. AAMG A4
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*opt. AAMG A4
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