

North Korean Force Packages

#	Package Name	Place VOF / PDF?	Units Spotted?	Placement	Description
1	Incoming Artillery	Yes	No	At Max LOS	Incoming Marker (NCM = -4) + Arty FO Spotter (76mm artillery)
2	Incoming Mortars	Yes	No	At Max LOS	Incoming Marker (NCM = -3) + Mtr FO Spotter (82mm mortars)
3	Sniper	Yes	No	At Max LOS	Sniper
4	Outpost	Yes	No	On Same Card	Squad
5	Defensive Position	Yes	No	On Adjacent Cards	Squad / Squad
6	Defensive Position +	Yes	No	On Adjacent Cards	Squad / Squad + Leader
7	Strong Point	Yes	No	On Adjacent Cards	Squad / Squad + HMG Team
8	Command Post	Yes	No	On Same Card	Squad + Leader
9	Base of Fire	Yes	Yes	At Max LOS	HMG Team under Cover
10	Patrol or Probe	No	Yes	At Max LOS	Squad + Exposed Marker
11	Assault	No	Yes	At Max LOS	Squad Infiltration Attempt
12	Human Wave	No	Yes	At Max LOS	3 Squads + Exposed Markers
13	Human Wave +	No	Yes	At Max LOS	3 Squads + Exposed Markers + Leader
14	Mortar Section	Yes	No	At Max LOS	82mm Mortar Section
15	Mortar Team	Yes	No	At Max LOS	82mm Mortar Team
16	Tank	Yes	Yes	At Max LOS	T-34/85
17	Tanks	Yes	Yes	At Max LOS	T-34/85 / T-34/85
18	Tank Platoon	Yes	Yes	At Max LOS	3 T-34/85s
19	SP Gun	Yes	Yes	At Max LOS	SU-76M
20	SP Guns	Yes	Yes	At Max LOS	SU-76M / SU-76M
21	Trucks	No	Yes	At Max LOS	Truck + Squad Mounted
22	Incoming Heavy Mortars	Yes	No	At Max LOS	Incoming Marker (NCM = -5) + Mtr FO Spotter (120mm Mortar)
23	Mines!	Yes	Yes	On Same Card	Mines

North Korean Force Packages

Note: The North Korean units are mostly on counter sheet 4 and on the right side of counter sheet 5. However, they do share LAT counters with the NVA/VC forces.

Priorities for Activated North Korea Tanks (T-34/85) or SP Guns (SU-76M)

Priority	Mission	Action
1	All	Fire on any visible US tank
2	All	Attempt to Concentrate Fire on any visible US Bazooka or RCL Team
3	4 Others	Move along the path of least resistance to move off the bottom of the map Move to the closest card with a better Cover & Concealment Rating
4	All	Attempt to Concentrate Fire on any visible US HMG or LMG

When firing, pick the closest unit of the given type first; if multiple units are at the same range, select randomly.

MISSION 1: BATTLE FOR THE CLOVERLEAF

August 8 to 18, 1950

Mission Details

Type	Offensive
Duration	See below
Visibility	See Below
Map	5 columns by 5 rows; place cards facedown then, starting with Row 1, reveal all cards within LOS of the Staging Area
US Start	Enter from staging area below Row 1
Attempts	You may attempt the mission up to four times
Mission Goal	Occupy and clear of enemy forces the Primary and Secondary Objectives and clear Rows 1 and 3 of any enemy forces
Initial Placements	Place the Primary Objective on the card at Row 5, Column 3 (the center of the last row). Place the Secondary Objective on the card at Row 4, Column 3 (just below the Primary Objective). Place the Attack Position on the card at Row 3, Column 3 (just below the Secondary Objective). Between attempts, you may place up to 2 Foxholes on any secured card and 1 bunker for the CO HQ on any secured card.
Historical opponent	16 th Regiment, 4 th NKPA Division (Reinforced)

Friendly Higher HQ Events

R#	Event
1/10	Situation Report: Must spend 3 Commands to send report to Battalion*
2/10	Comm Trouble: Must spend 2 Commands to re-establish comm with Battalion*
3/10	Checking Up: Randomly select 1 higher HQ Staff to appear automatically at CO HQ for 2 turns
4/10	Artillery Busy Elsewhere: No artillery available this turn
5/10	Mortars Busy Elsewhere: No 81mm mortars available this turn
6/10	Battalion is Screaming for Action: You must move forward this turn*
7/10	Heat Casualties: For the next two turns, check each unit marked exposed; on a R# of 1/4, remove 1 Casualty step from the unit; ignore during Rain. <i>It was very hot in August resulting in a large number of heat-related losses</i>
10/10	Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1

* Earn an extra Experience Point for each of these events if completed that turn

Attachments

Unit Type	No.	Assets or Ammo	Formation
Arty FO	1	SCR300 Arty FD Net Radio	15 th FA Bn
Mtr FO	1	SCR300 Mtr FD Net Radio	Bn 81mm Mortar Plt
HMG Team	2	6 Ammo Each	Bn HMG Plt (.50 Cal.)
HMG Team	2	8 Ammo Each	Bn HMG Plt (.30 Cal.)
75mm RCL Team	1	3 Ammo	Bn Weapons Company
57mm RCL Team	3	3 Ammo Each	Bn Weapons Company

Fire Support Available

Agency	Ammo	Mod	FAC	Arty FO	Draws			# FMs
					Mtr FO	CO HQ	PLT HQ*	
15 th FA Bn (105 mm)	HE	-5	NA	4	3	3	2	3
	WP	-4	NA	4	3	3	2	1
	Illum	NA	NA	4	3	3	2	1
Bn Mortar Plt (81mm)	HE	-3	NA	3	4	3	2	4
	WP	-3	NA	3	4	3	2	1
	Illum	NA	NA	3	4	3	2	1

Battalion Fire Missions are *not* available for Artillery Fire Missions

* Only if the HQ has been assigned a phone.

Experience Points

Task	Points
Secure the Primary Objective card	5
Secure the Secondary Objective card	4
Secure the Attack Position card	3
Clear another card that had a PC A marker	2 per card
Clear another card that had a PC B or C marker	1 per card
Knock out or brew up enemy tank	4 per tank
Capture enemy prisoners	2 per step
Capture an enemy casualty	1 per step
Perform a successful Grenade! Attack	1 per attack
Complete HQ Event marked * that turn	1 per event
Successfully evacuate a friendly casualty	1 per casualty

MISSION 1 ENEMY INFORMATION

Mission Details

Hierarchy	Defensive
Tactics	Hasty
Experience	
Attempts 1 & 2	Veteran
Attempt 3	Line
Attempt 4	Green
Cover Marker	Foxholes

Potential Contact Placement

Row	Random?	Side	Letter
1	No	Letter	C
2	No	Letter	B
3	No	Letter	B
4	No	Letter	A
5	No	Letter	A

Ammo

Type	Amount
HMG	6/4*
Mortar	4/2*
Tank	4

* 1st & 2nd Attempts / 3rd & 4th Attempts

Spotter Information

Asset	NCM	Draws	# FMs
Mortar Spotter	-3	3	2
Artillery Spotter	-4	2	2
Heavy Mortars	-5	NA	1

Enemy Higher HQ Events

R#	Event
1/10	Evacuate Casualties: Remove all on-map casualties on cards with no US troops
2/10	Displace Mortars: Remove any on-map Mortars on cards with no US troops
3/10	Displace Leaders: Remove any leaders on cards with no US troops
4/10	Displace HMGs: Remove any on-map HMGs on cards with no US troops
5/10	Displace Tanks: Remove all tanks
6/10 7/10	Rally: Attempt to Rally any on-map unit from pin and to upgrade any LAT
8/10	Fall Back: Move all unpinned units straight back one card
9/10	Counter Attack: Place a PC A Marker on any US occupied card that is either a) adjacent to a card with an unrevealed PC marker or b) adjacent to a card not occupied by US forces or c) in the top Row
10/10	

Potential Contact A

t	#	Result
1/10	1	Incoming Artillery
2/10	4	Outpost
3/10	5	Defensive Position
4/10	5	Defensive Position
5/10	6	Defensive Position +
6/10	7	Strong Point
7/10	7	Strong Point
8/10	8	Command Post
9/10	15	Mortar Team
10/10	22	Incoming Heavy Mortars

Potential Contact B

t	#	Result
1/10	1	Incoming Artillery
2/10	2	Incoming Mortars
3/10	3	Sniper
4/10	4	Outpost
5/10	5	Defensive Position
6/10	7	Strong Point
7/10	8	Command Post
8/10	11	Assault
9/10	15	Mortar Team
10/10	22	Incoming Heavy Mortars

Potential Contact C

t	#	Result
1/10	1	Incoming Artillery
2/10	2	Incoming Mortars
3/10	2	Incoming Mortars
4/10	3	Sniper
5/10	3	Sniper
6/10	4	Outpost
7/10	4	Outpost
8/10	5	Defensive Position
9/10	10	Patrol
10/10	22	Incoming Heavy Mortars

Unit Placement

R#	Location
1/10	Per Package placement Table
2/10	Per Package placement Table
3/10	Per Package placement Table
4/10	Front at max LOS
5/10	Front at max LOS
6/10	Front at max LOS
7/10	Left front at max LOS
8/10	Left front at max LOS
9/10	Right front at max LOS
10/10	Right front at max LOS

MISSION SPECIFIC INFORMATION

Enemy Counter Attacks:

During the Second Attempt, do not draw for an Enemy Higher HQ Event on Turn 7; it is automatically a Counter Attack event. Use the following table in place of the normal table when resolving PC A markers placed during any Counter Attack event:

Potential Contact A

R#	#	Result
1/10	1	Incoming Artillery
2/10	2	Incoming Mortars
3/10	9	Base of Fire
4/10	10	Probe
5/10	11	Assault
6/10	12	Human Wave
7/10	13	Human Wave +
8/10	15	Maneuver
9/10	16	Tank
10/10	22	Incoming Heavy Mortars

Priorities for Activated North Korea Tanks (T-34/85)

Consult the table in the Campaign section above.

Replacements

Receive 8 Steps of US Replacements after this mission.

Duration and Visibility

First Attempt (August 8); 6 turns	Third Attempt (August 14); 10 turns
Turns 1 – 4	Turns 1 – 10
Turn 5	Rain +2
Turn 6	
Turns 1 – 7	Daylight +0
Turn 8	Moon +1
Turns 9 – 10	Moon +1
Turns 1 – 4	Daylight +0
Turn 5	Moon +1
Turn 6	Moon +4
Second Attempt (Aug. 9/10); 10 turns	Fourth Attempt (August 16); 10 turns
Turns 1 – 7	Turns 1 – 7
Turn 8	Daylight +0
Turns 9 – 10	Turn 8
	Moon +1
	Turns 9 – 10
	Moon +1
	Moon +5

MISSION 2: HOLDING THE NAKTONG LINE

August 27 to 30, 1950; Initial Contact with NKPA and Spoiling Attacks

Mission Details

Type	Combat Patrols
Duration	8
Visibility	Moon: +2
Map	8 columns by 4 rows
US Start	Start on Rows 1 or 2
Attempts	You must attempt the mission once with each platoon
Mission Goal	You must move the platoon selected to the Primary Objective in Row 4 and return it to Row 2. You must choose the route, marking it with Route Points. You do not have to clear the route or objective, just move to it and return. The selected platoon is the only unit that you may move beyond Row 1.
Initial Placements	Place the Primary Objective on any card of your choice in Row 4. You may place up to 2 Foxholes per friendly-occupied card in Rows 1 or 2. You may place a Target Marker on any card per 6.7.5. Refer to 11.1 for missions after the first.
Historical Opponents	9 th NKPA Division

Friendly Higher HQ Events

R#	Event
1/10	Lost in the Dark: Randomly select one unit and move it one card in a randomly selected direction, and mark the unit Exposed.
2/10	
3/10	Comm Trouble: Must spend 2 Commands to re-establish comm with CO HQ*
4/10	
5/10	Artillery Busy Elsewhere: No artillery available this turn
6/10	
7/10	CO HQ is Screaming for Action: You must move forward this turn*
8/10	Mortars Busy Elsewhere: No 81mm mortars available this turn
9/10	
10/10	It Starts Raining: Add a +2 modifier to this turn's Current Visibility

* Earn an extra Experience Point for each of these events if completed that turn

Fire Support Available

Agency	Am-mo	Mod	Draws			# FMs		
			FAC	Arty FO	Mtr FO		CO HQ	PLT HQ
15 th FA Bn (105mm)	HE	-5	NA	3	2	2	NA	2
	Illum	NA	NA	3	2	2	NA	4
Bn Mortar Plt (81mm)	HE	-3	NA	2	3	2	NA	2
	Illum	NA	NA	2	3	2	NA	4

Battalion Fire Missions are available for Artillery Fire Missions

Attachments

Unit Type	No.	Assets or Ammo	Formation
Arty FO	1	SCR300 Arty FD Net Radio	15 th FA Bn
Mtr FO	1	SCR300 Mtr FD Net Radio	Bn 81mm Mortar Plt
HMG Team	2	6 Ammo Each	Bn HMG Plt (.50 Cal.)
75mm RCL Team	1	3 Ammo	Bn Weapons Company
57mm RCL Team	3	3 Ammo Each	Bn Weapons Company

Experience Points

Task	Points
Secure the Primary Objective card	5
Clear other cards on Rows 3 and 4	1 per card
Capture enemy prisoners	2 per step
Capture an enemy casualty	1 per step
Perform a successful Grenade! Attack	1 per attack
Complete HQ Event marked * that turn	1 per event
Successfully evacuate a friendly casualty	1 per casualty

MISSION 2 ENEMY INFORMATION

Mission Details	
Hierarchy	Defensive
Tactics	Hasty
Experience	Line
Cover Marker	Foxholes

Potential Contact Placement		
Row	Random?	Side Letter
3	Yes	? B, C
4	Yes	? A, B

Type	Amount
HMG	6
Mortars	4

Spotter Information			
Asset	NCM	Draws	# FMs
Mortar Spotter	-3	NA	1
Artillery Spotter	-4	NA	1
Heavy Mortars	-5	NA	1

Potential Contact A	
t	# Result
1/10	4 Outpost
2/10	4 Outpost
3/10	5 Defensive Position
4/10	5 Defensive Position
5/10	6 Defensive Position +
6/10	7 Strong Point
7/10	7 Strong Point
8/10	8 Command Post
9/10	10 Patrol
10/10	10 Patrol

Potential Contact B	
t	# Result
1/10	1 Incoming Artillery
2/10	2 Incoming Mortars
3/10	2 Incoming Mortars
4/10	4 Outpost
5/10	4 Outpost
6/10	7 Strong Point
7/10	7 Strong Point
8/10	10 Patrol
9/10	10 Patrol
10/10	22 Incoming Heavy Mortars

Potential Contact C	
t	# Result
1/10	2 Incoming Mortars
2/10	2 Incoming Mortars
3/10	2 Incoming Mortars
4/10	4 Outpost
5/10	4 Outpost
6/10	4 Outpost
7/10	10 Patrol
8/10	10 Patrol
9/10	22 Incoming Heavy Mortars
10/10	22 Incoming Heavy Mortars

Unit Placement	
R#	Location
1/10	Per Package Table Placement
2/10	Per Package Table Placement
3/10	Per Package Table Placement
4/10	Front out to max LOS
5/10	Front out to max LOS
6/10	Front out to max LOS
7/10	Left front out to max LOS
8/10	Left front out to max LOS
9/10	Right front out to max LOS
10/10	Right front out to max LOS

Enemy Higher HQ Events

R#	Event
1/10	Evacuate Casualties: Remove all on-map casualties on cards with no US troops
2/10	Displace Mortars: Remove any on-map Mortars on cards with no US troops
3/10	Displace Leaders: Remove any leaders on cards with no US troops
4/10	Displace HMGs: Remove any on-map HMGs on cards with no US troops
5/10	Rally: Attempt to Rally any on-map unit from pin and to upgrade any LAT
6/10	
7/10	Fall Back: Move all unpinned units straight back one card
8/10	
9/10	Shifting Lines: Remove all unresolved PC markers from Row 4, randomly redraw them from A, B, & C markers, and place them on their ? sides
10/10	

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

August 31 to September 1, 1950; Night Defensive Mission

Mission Details	
Type	Defensive
Duration	12
Visibility	Moon: +2
Map	8 columns by 4 rows
US Start	Start on Rows 1 and 2
Attempts	You may only attempt this mission once

Mission Goal
At the end of the mission, the US player must hold a minimum of 6 cards and all US occupied cards must be clear of enemy forces.

Initial Placements
Place the Main Line of Resistance between Rows 2 and 3. You may place up to 2 Foxholes per friendly-occupied card in Rows 1 or 2.

Historical Opponents
9th NKPA Division

R#	Event
1/10	Situation Report: Must spend 3 Commands to send report to Battalion*
2/10	
3/10	Comm Trouble: Must spend 2 Commands to re-establish comm with Battalion*
4/10	
5/10	Artillery Displacing: No artillery available this turn
6/10	Checking Up: Randomly select 1 higher HQ Staff to appear automatically at CO HQ for 2 turns
7/10	
8/10	Flanks are Open: Add a row below Row 1; fall back a row and re-establish your line*
9/10	
10/10	Mortar Platoon Displacing: No 81mm mortars available this turn

* Earn an extra Experience Point for each of these events if completed that turn

Fire Support Available

Agency	Am-mo	Mod	Draws				# FMs	
			FAC	Arty FO	Mtr FO	CO HQ		PLT HQ
15 th FA Bn (105mm)	HE	-5	NA	3	2	2	NA	4
	Illum	NA	NA	3	2	2	NA	4
	FPF	-6	Auto	Auto	Auto	Auto	Auto	*
Bn Mortar Plt (81mm)	HE	-3	NA	2	3	2	NA	3
	Illum	NA	NA	2	3	2	NA	4
	FPF	-4	Auto	Auto	Auto	Auto	Auto	*

Battalion Fire Missions are not available for Artillery Fire Missions * See 6.7.2d

Attachments

Unit Type	No.	Assets or Ammo	Formation
Arty FO	1	SCR300 Arty FD Net Radio	15 th FA Bn
Mtr FO	1	SCR300 Mtr FD Net Radio	Bn 81mm Mortar Plt
HMG Team	2	6 Ammo Each	Bn HMG Plt (.50 Cal.)
75mm RCL Team	1	3 Ammo	Bn Weapons Company
57mm RCL Team	3	3 Ammo Each	Bn Weapons Company

Experience Points

Task	Points
Each card without enemy troops occupied at end	1 per card
Clear cards on Rows 1 and 2	1 per card
Capture enemy prisoners	2 per step
Capture an enemy casualty	1 per step
Perform a successful Grenade! Attack	1 per attack
Complete HQ Event marked * that turn	1 per event
Successfully evacuate a friendly casualty	1 per casualty

MISSION 3 ENEMY INFORMATION

Mission Details

Hierarchy	Offensive
Tactics	Overrun
Experience	Line
Cover Marker	Foxholes

Ammo

Type	Amount
HMG	6
Mortars	4

Potential Contact Placement

Row	Random?	Side	Letter
*	No	Letter	*

* See NK Attack Contact Timing Table below

Spotter Information

Asset	NCM	Draws	# FMs
Mortar Spotter	-3	3	3
Artillery Spotter	-4	2	2
Heavy Mortars	-5	NA	1

Potential Contact A

t	#	Result
1/10	10	Probe
2/10	10	Probe
3/10	11	Assault
4/10	11	Assault
5/10	11	Assault
6/10	12	Human Wave
7/10	12	Human Wave
8/10	12	Human Wave
9/10	13	Human Wave +
10/10	13	Human Wave +

Potential Contact B

t	#	Result
1/10	1	Incoming Artillery
2/10	1	Incoming Artillery
3/10	2	Incoming Mortars
4/10	2	Incoming Mortars
5/10	9	Base of Fire
6/10	9	Base of Fire
7/10	9	Base of Fire
8/10	10	Probe
9/10	10	Probe
10/10	14	Mortar Section

Potential Contact C

t	#	Result
1/10	1	Incoming Artillery
2/10	1	Incoming Artillery
3/10	1	Incoming Artillery
4/10	1	Incoming Artillery
5/10	2	Incoming Mortars
6/10	2	Incoming Mortars
7/10	2	Incoming Mortars
8/10	10	Probe
9/10	10	Probe
10/10	14	Mortar Section

Unit Placement

R#	Location
1/10	Front out to max LOS
2/10	Front out to max LOS
3/10	Front out to max LOS
4/10	Front out to max LOS
5/10	Left front out to max LOS
6/10	Left front out to max LOS
7/10	Left front out to max LOS
8/10	Right front out to max LOS
9/10	Right front out to max LOS
10/10	Right front out to max LOS

Enemy Higher HQ Events

R# Event

1/10	Evacuate Casualties: Remove all on-map casualties on cards with no US troops
2/10	
3/10	Displace Mortars: Remove any on-map Mortars on cards with no US troops
4/10	Displace Leaders: Remove any leaders on cards with no US troops
5/10	Displace HMGs: Remove any on-map HMGs on cards with no US troops
6/10	
7/10	Rally: Attempt to Rally any on-map unit from pin and to upgrade any LAT
8/10	
9/10	Fall Back: Move all unpinned units straight back one card
10/10	

MISSION SPECIFIC INFORMATION

North Korean Attack Contact Timing

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

MISSION 4: NKPA OFFENSIVE, PHASE II

September 1 and 2, 1950; Day Defensive Mission

Mission Details

Type	Defensive
Duration	10
Visibility	Daylight +0
Map	6 columns by 4 rows
US Start	Start on Rows 1 and 2
Attempts	You may only attempt this mission once
Mission Goal	At the end of the mission, the US player must hold a minimum of 6 cards and all US occupied cards must be clear of enemy forces.
Initial Placements	Place the Main Line of Resistance between Rows 2 and 3. You may place up to 2 Foxholes per friendly-occupied card in Rows 1 or 2. You cannot use Replacements from Mission 2.
Historical Opponents	9 th NKPA Division

Friendly Higher HQ Events

R#	Event
1/10	Situation Report: Must spend 3 Commands to send report to Battalion*
2/10	Comm Trouble: Must spend 2 Commands to re-establish comm with Battalion*
3/10	Artillery Displacing: No artillery available this turn
4/10	Mortar Platoon Displacing: No 81mm mortars available this turn
6/10	Checking Up: Randomly select 1 higher HQ Staff to appear automatically at CO HQ for 2 turns
7/10	Flanks are Open: Add a row below Row 1; fall back a row and re-establish your line*
8/10	Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1
10/10	* Earn an extra Experience Point for each of these events if completed that turn

Fire Support Available

Agency	Am-mo	Mod	Draws				# FMs	
			FAC	Arty FO	Mtr FO	CO HQ		
15 th FA Bn (105mm)	HE	-5	NA	3	2	2	NA	3
	WP	-4	NA	3	2	2	NA	1
	FPP	-6	Auto	Auto	Auto	Auto	Auto	*
Bn Mortar Plt (81mm)	HE	-3	NA	2	3	2	NA	3
	WP	-3	NA	2	3	2	NA	1

Battalion Fire Missions are *not* available for Artillery Fire Missions * See 6.7.2d

Attachments

Unit Type	No.	Assets or Ammo	Formation
Arty FO	1	SCR300 Arty FD Net Radio	15 th FA Bn
Mtr FO	1	SCR300 Mtr FD Net Radio	Bn 81mm Mortar Plt
HMG Team	2	6 Ammo Each	BN HMG Plt (.50 Cal.)
75mm RCL Team	1	3 Ammo	Bn Weapons Company
57mm RCL Team	3	3 Ammo Each	Bn Weapons Company

Experience Points

Task	Points
Each card without enemy troops occupied at end	1 per card
Clear cards on Rows 1 and 2	1 per card
Knock out or brew up enemy tank	4 per tank
Knock out or brew up enemy truck	2 per truck
Capture enemy prisoners	2 per step
Capture an enemy casualty	1 per step
Perform a successful Grenade! Attack	1 per attack
Complete HQ Event marked * that turn	1 per event
Successfully evacuate a friendly casualty	1 per casualty

MISSION 4 ENEMY INFORMATION

Mission Details	
Hierarchy	Offensive
Tactics	Overrun
Experience	Line
Cover Marker	Foxholes

AMMO	
Type	Amount
HMG	6
Mortars	4
Tank	4

Potential Contact Placement		
Row	Random?	Side Letter
*	No	Letter *
* See NK Attack Contact Timing Table below		

Spotter Information			
Asset	NCM	Draws	# FMs
Mortar Spotter	-3	3	3
Artillery Spotter	-4	3	2
Heavy Mortars	-5	NA	1

Potential Contact A	
t	Result
1/10	11 Assault
2/10	11 Assault
3/10	12 Human Wave
4/10	13 Human Wave +
5/10	16 Tank
6/10	16 Tank
7/10	17 Tanks
8/10	18 Tank Platoon
9/10	21 Trucks
10/10	21 Trucks

Potential Contact B	
t	Result
1/10	1 Incoming Artillery
2/10	2 Incoming Mortars
3/10	2 Incoming Mortars
4/10	9 Base of Fire
5/10	9 Base of Fire
6/10	9 Base of Fire
7/10	10 Probe
8/10	10 Probe
9/10	14 Mortar Section
10/10	22 Incoming Heavy Mortars

Potential Contact C	
t	Result
1/10	1 Incoming Artillery
2/10	1 Incoming Artillery
3/10	2 Incoming Mortars
4/10	2 Incoming Mortars
5/10	10 Probe
6/10	10 Probe
7/10	10 Probe
8/10	14 Mortar Section
9/10	22 Incoming Heavy Mortars
10/10	22 Incoming Heavy Mortars

Unit Placement	
R#	Location
1/10	Front out to max LOS
2/10	Front out to max LOS
3/10	Front out to max LOS
4/10	Front out to max LOS
5/10	Left front out to max LOS
6/10	Left front out to max LOS
7/10	Left front out to max LOS
8/10	Right front out to max LOS
9/10	Right front out to max LOS
10/10	Right front out to max LOS

Enemy Higher HQ Events

R#	Event
1/10	Evacuate Casualties: Remove all on-map casualties on cards with no US troops
2/10	
3/10	Displace Mortars: Remove any on-map Mortars on cards with no US troops
4/10	Displace Leaders: Remove any leaders on cards with no US troops
5/10	Displace HMGs: Remove any on-map HMGs on cards with no US troops
6/10	
7/10	Rally: Attempt to Rally any on-map unit from pin and to upgrade any LAT
8/10	
9/10	Fall Back: Move all unpinned units straight back one card
10/10	

MISSION SPECIFIC INFORMATION

Priorities for Activated North Korea Tanks (T-34/85)
Consult the table in the Campaign section above.

Priorities for Activated North Korean Trucks
Move along the path of least resistance to move off the bottom of the map.

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

North Korean Attack Contact Timing										
Row	1	2	3	4	5	6	7	8	9	10
1	C	C	B	B	A	A	C	B	A	A
2	C	B	B	A	A	C	B	A	A	None
3	B	B	A	A	C	B	A	A	None	None
4	B	A	A	C	B	A	A	None	None	None

MISSION 5: TF BRADLEY COUNTERATTACK/DEFENSIVE

September 3, 1950; Offensive vs. Hasty Defense

Mission Details	
Type	Offensive
Duration	10
Visibility	Daylight +0
Map	5 columns by 5 rows
US Start	Enter from staging area below Row 1
Attempts	You may only attempt this mission once

Mission Goal
Occupy and clear of enemy forces the Primary and Secondary Objectives and clear Rows 1 through 4 of any enemy forces

Initial Placements
Place the Primary and Secondary Objectives on any card of your choice in Row 5. Place an Attack Position on any card of your choice in Row 4 adjacent to either the Primary or Secondary Objective. You may place a Target Marker on any card per 6.7.5.

Historical Opponents
9th NKPA Division

R#	Event
1/10	Situation Report: Must spend 3 Commands to send report to Battalion*
2/10	Comm Trouble: Must spend 2 Commands to re-establish comm with Battalion*
3/10	Artillery Displacing: No artillery available this turn
4/10	Mortar Platoon Displacing: No 81mm mortars available this turn
5/10	Checking Up: Randomly select 1 higher HQ Staff to appear automatically at CO HQ for 2 turns
7/10	Trouble on the Flank: No forward movement allowed this turn
8/10	Company on the Flank is Ahead: You must move forward this turn to close the gap*
9/10	Battalion is Screaming for Action: You must move forward this turn*
10/10	Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1

* Earn an extra Experience Point for each of these events if completed that turn

Agency	Am-mo	Mod	Fire Support Available				# FMs	
			FAC	Arty FO	Mtr FO	CO HQ		
15 th FA Bn (105mm)	HE	-5	NA	3	2	2	NA	4
Bn Mortar Plt (81mm)	WP	-4	NA	3	2	2	NA	1
	HE	-3	NA	2	3	2	NA	4
	WP	-3	NA	2	3	2	NA	1

Battalion Fire Missions are available for Artillery Fire Missions

Attachments		
Unit Type	No.	Assets or Ammo
Arty FO	1	SCR300 Arty FD Net Radio
Mtr FO	1	SCR300 Mtr FD Net Radio
HMG Team	2	6 Ammo Each
75mm RCL Team	1	3 Ammo
57mm RCL Team	3	3 Ammo Each
M4A3E8 Tank Platoon	1	

Task	Experience Points
Secure the Primary Objective card	5
Secure the Secondary Objective card	4
Secure the Attack Position card	3
Clear another card that had a PC A marker	2 per card
Clear another card that had a PC B or C marker	1 per card
Knock out or brew up enemy tank	4 per tank
Capture enemy prisoners	2 per step
Capture an enemy casualty	1 per step
Perform a successful Grenade Attack	1 per attack
Complete HQ Event marked * that turn	1 per event
Successfully evacuate a friendly casualty	1 per casualty

MISSION 5 ENEMY INFORMATION

Mission Details

Hierarchy	Defensive
Tactics	Hasty
Experience	Line
Cover Marker	Foxholes

AMMO

Type	Amount
HMG	6
Mortars	4
Tank	4

Potential Contact Placement

Row	Random?	Side	Letter
1	No	Letter	C
2-3	No	Letter	B
4-5	No	Letter	A

Spotter Information

Asset	NCM	Draws	# FMs
Mortar Spotter	-3	2	3
Artillery Spotter	-4	2	2
Heavy Mortars	-5	NA	1

Potential Contact A

t	#	Result
1/10	11	Assault
2/10	11	Assault
3/10	12	Human Wave
4/10	13	Human Wave +
5/10	16	Tank
6/10	16	Tank
7/10	17	Tanks
8/10	18	Tank Platoon
9/10	21	Trucks
10/10	21	Trucks

Potential Contact B

t	#	Result
1/10	1	Incoming Artillery
2/10	2	Incoming Mortars
3/10	3	Sniper
4/10	3	Sniper
5/10	4	Outpost
6/10	4	Outpost
7/10	10	Patrol
8/10	14	Mortar Section
9/10	14	Mortar Section
10/10	16	Tank

Potential Contact C

t	#	Result
1/10	1	Incoming Artillery
2/10	2	Incoming Mortars
3/10	2	Incoming Mortars
4/10	3	Sniper
5/10	3	Sniper
6/10	3	Sniper
7/10	4	Outpost
8/10	4	Outpost
9/10	14	Mortar Section
10/10	22	Incoming Heavy Mortars

Unit Placement

R#	Location
1/10	Front out to max LOS
2/10	Front out to max LOS
3/10	Front out to max LOS
4/10	Front out to max LOS
5/10	Left front out to max LOS
6/10	Left front out to max LOS
7/10	Left front out to max LOS
8/10	Right front out to max LOS
9/10	Right front out to max LOS
10/10	Right front out to max LOS

Enemy Higher HQ Events

R#	Event
1/10	Evacuate Casualties: Remove all on-map casualties on cards with no US troops
2/10	Displace Mortars: Remove any on-map Mortars on cards with no US troops
3/10	Displace Leaders: Remove any leaders on cards with no US troops
4/10	Displace HMGs: Remove any on-map HMGs on cards with no US troops
5/10	Rally: Attempt to Rally any on-map unit from pin and to upgrade any LAT
6/10	
7/10	Fall Back: Move all unpinned units straight back one card
8/10	
9/10	Counter Attack: Place a PC A Marker on any US occupied card that is either a) adjacent to a card with an unrevealed PC marker or b) adjacent to a card not occupied by US forces or c) in the top row
10/10	

MISSION SPECIFIC INFORMATION

Potential Contact A

R#	#	Result
1/10	1	Incoming Artillery
2/10	2	Incoming Mortars
3/10	9	Base of Fire
4/10	10	Probe
5/10	11	Assault
6/10	12	Human Wave
7/10	13	Human Wave +
8/10	15	Maneuver
9/10	16	Tank
10/10	22	Incoming Heavy Mortars

Enemy Counter Attacks:

Use the following table in place of the normal table when resolving PC A markers placed during any Counter Attack event:

Priorities for Activated North Korea Tanks (T-34/85)

Consult the table in the Campaign section above.

Replacements

Receive 8 Steps of US Replacements after this mission.

MISSION 6: BATTLE FOR HILL 201

September 16 through 19, 1950; Offensive vs. Deliberate Defense

Mission Details

Type	Offensive
Duration	10
Visibility	Daylight +0
Map	4 columns by 5 rows; Row 4 must be all Hill cards.
US Start	Enter from staging area below Row 1
Attempts	You may attempt this mission three times
Mission Goal	Occupy and clear of enemy forces the Primary and Secondary Objectives and clear Rows 1 and 2 of any enemy forces
Initial Placements	Place the Primary and Secondary Objectives on any card of your choice in Row 5. Place an Attack Position on any card of your choice in Row 4 adjacent to either the Primary or Secondary Objective. You may place a Target Marker on any card per 6.7.5.
Historical Opponents	9 th NKPA Division

Friendly Higher HQ Events

R#	Event
1/10	Situation Report: Must spend 3 Commands to send report to Battalion*
2/10	Comm Trouble: Must spend 2 Commands to re-establish comm with Battalion*
3/10	Artillery Displacing: No artillery available this turn
4/10	Flank Company Pinned Down: Randomly add a column to the left or right and shift your boundary on that side to include the new column
5/10	Checking Up: Randomly select 1 higher HQ Staff to appear automatically at CO HQ for 2 turns
6/10	Trouble on the Flank: No forward movement allowed this turn
7/10	Company on the Flank is Ahead: You must move forward this turn to close the gap*
8/10	Battalion is Screaming for Action: You must move forward this turn*
8/10	Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1
10/10	* Earn an extra Experience Point for each of these events if completed that turn

Fire Support Available

Agency	Am-mo	Mod	Draws			Mtr FO	CO HQ	PLT HQ	# FMs
			FAC	Arty FO	FO				
15 th FA Bn (105mm)	HE	-5	NA	3	2	2	2	NA	5
	WP	-4	NA	3	2	2	2	NA	1
	TOT	-7	NA	3	2	1	1	NA	1
Bn Mortar Plt (81mm)	HE	-3	NA	2	3	2	2	NA	4
	WP	-3	NA	2	3	2	2	NA	1
Airstrike		-7	3	2	1	1	1	NA	2

Battalion Fire Missions are available for Artillery Fire Missions

Attachments

Unit Type	No.	Assets or Ammo	Formation
Arty FO	1	SCR300 Arty FD Net Radio	15 th FA Bn
Mtr FO	1	SCR300 Mtr FD Net Radio	Bn 81mm Mortar Plt
HMG Team	2	6 Ammo Each	Bn HMG Plt (.50 Cal.)
75mm RCL Team	1	3 Ammo	Bn Weapons Company
57mm RCL Team	3	3 Ammo Each	Bn Weapons Company
M26 Tank Platoon	1		B/72 nd Tank Battalion
Eng. Squad	1	(Use counter with S VOF)	2 nd ECB
FAC	1	AIR CTL Net Radio	

Experience Points

Task	Points
Secure the Primary Objective card	5
Secure the Secondary Objective card	4
Secure the Attack Position card	3
Clear another card that had a PC A marker	2 per card
Clear another card that had a PC B or C marker	1 per card
Knock out or brew up enemy tank	4 per tank
Capture enemy prisoners	2 per step
Capture an enemy casualty	1 per step
Perform a successful Grenade! Attack	1 per attack
Complete HQ Event marked * that turn	1 per event
Successfully evacuate a friendly casualty	1 per casualty

MISSION 6 ENEMY INFORMATION

Mission Details

Hierarchy	Defensive
Tactics	Deliberate
Experience	Line
Cover Marker	Trenches

Potential Contact Placement

Row	Random?	Side	Letter
1	No	Letter	C
2	No	Letter	B
3-4	No	Letter	A

AMMO

Type	Amount
HMG	6
Mortars	4
Tank	4

Spotter Information

Asset	NCM	Draws	# FMs
Mortar Spotter	-3	2	2
Artillery Spotter	-4	2	2
Heavy Mortars	-5	NA	1

Potential Contact A

t	#	Result
1/10	4	Outpost
2/10	5	Defensive Position
3/10	5	Defensive Position
4/10	6	Defensive Position +
5/10	7	Strong Point
6/10	7	Strong Point
7/10	7	Strong Point
8/10	8	Command Post
9/10	16	Tank
10/10	18	Tank Platoon

Potential Contact B

t	#	Result
1/10	1	Incoming Artillery
2/10	2	Incoming Mortars
3/10	3	Sniper
4/10	4	Outpost
5/10	4	Outpost
6/10	4	Outpost
7/10	10	Patrol
8/10	14	Mortar Section
9/10	16	Tank
10/10	22	Incoming Heavy Mortars

Potential Contact C

t	#	Result
1/10	1	Incoming Artillery
2/10	2	Incoming Mortars
3/10	2	Incoming Mortars
4/10	3	Sniper
5/10	3	Sniper
6/10	4	Outpost
7/10	4	Outpost
8/10	10	Patrol
9/10	14	Mortar Section
10/10	22	Incoming Heavy Mortars

Unit Placement

R#	Location
1/10	Front out to max LOS
2/10	Front out to max LOS
3/10	Front out to max LOS
4/10	Front out to max LOS
5/10	Left front out to max LOS
6/10	Left front out to max LOS
7/10	Left front out to max LOS
8/10	Right front out to max LOS
9/10	Right front out to max LOS
10/10	Right front out to max LOS

Enemy Higher HQ Events

R#	Event
1/10	Evacuate Casualties: Remove all on-map casualties on cards with no US troops
2/10	Displace Mortars: Remove any on-map Mortars on cards with no US troops
3/10	Displace Leaders: Remove any leaders on cards with no US troops
4/10	Displace HMGs: Remove any on-map HMGs on cards with no US troops
5/10	Rally: Attempt to Rally any on-map unit from pin and to upgrade any LAT
6/10	
7/10	Fall Back: Move all unpinned units straight back one card
8/10	
9/10	Counter Attack: Place a PC A Marker on any US occupied card that is either a) adjacent to a card with an unrevealed PC marker or b) adjacent to a card not occupied by US forces or c) in the top row
10/10	

MISSION SPECIFIC INFORMATION

Enemy Counter Attacks:

Use the following table in place of the normal table when resolving PC A markers placed during any Counter Attack event:

Potential Contact A

R#	#	Result
1/10	1	Incoming Artillery
2/10	2	Incoming Mortars
3/10	9	Base of Fire
4/10	10	Probe
5/10	11	Assault
6/10	12	Human Wave
7/10	13	Human Wave +
8/10	15	Maneuver
9/10	16	Tank
10/10	22	Incoming Heavy Mortars

Priorities for Activated North Korea Tanks (T-34/85)
Consult the table in the Campaign section above.

MISSION 7: BREAKOUT ACROSS THE NAKTONG

September 21 through 27, 1950; Offensive vs. Delaying Defense with Enemy Armor

Mission Details

Type	Offensive
Duration	10
Visibility	Daylight +0
Map	5 columns by 5 rows
US Start	Enter from staging area below Row 1
Attempts	You may attempt this mission three times
Mission Goal	Occupy and clear of enemy forces the Primary and Secondary Objectives and clear Rows 1 and 2 of any enemy forces
Initial Placements	Place the Primary and Secondary Objectives on any card of your choice in Row 5. Place an Attack Position on any card of your choice in Row 4 adjacent to either the Primary or Secondary Objective.
Historical Opponents	9 th NKPA Division

Friendly Higher HQ Events

R#	Event
1/10	Situation Report: Must spend 3 Commands to send report to Battalion*
2/10	Comm Trouble: Must spend 2 Commands to re-establish comm with Battalion*
3/10	Artillery Displacing: No artillery available this turn
4/10	Mortar Platoon Displacing: No 81mm mortars available this turn
5/10	Checking Up: Randomly select 1 higher HQ Staff to appear automatically at CO HQ for 2 turns
6/10	Trouble on the Flank: No forward movement allowed this turn
7/10	Company on the Flank is Ahead: You must move forward this turn to close the gap*
8/10	Battalion is Screaming for Action: You must move forward this turn*
9/10	Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1
10/10	* Earn an extra Experience Point for each of these events if completed that turn

Fire Support Available

Agency	Am-mo	Mod	Draws			Mtr FO	CO HQ	PLT HQ	# FMs
			FAC	Arty FO	FO				
15 th FA Bn (105 mm)	HE	-5	NA	3	2	2	NA	5	
	WP	-4	NA	3	2	2	NA	2	
	TOT	-7	NA	3	2	1	NA	1	
Bn Mortar Plt (81mm)	HE	-3	NA	2	3	2	NA	5	
	WP	-3	NA	2	3	2	NA	2	
Airstrike		-7	3	2	1	1	NA	1	

Battalion Fire Missions are available for Artillery Fire Missions

Attachments

Unit Type	No.	Assets or Ammo	Formation
Arty FO	1	SCR300 Arty FD Net Radio	15 th FA Bn
Mtr FO	1	SCR300 Mtr FD Net Radio	Bn 81mm Mortar Plt
HMG Team	2	6 Ammo Each	Bn HMG Plt (.50 Cal.)
75mm RCL Team	1	3 Ammo	Bn Weapons Company
57mm RCL Team	3	3 Ammo Each	Bn Weapons Company
M4A3E8 Tank Platoon	1		Regimental Tank Company
Trucks	10		
Quad 50s	2		D/82 nd AAA Bn
FAC	1	AIR CTL Net Radio	

Experience Points

Task	Points
Secure the Primary Objective card	5
Secure the Secondary Objective card	4
Secure the Attack Position card	3
Clear another card that had a PC A marker	2 per card
Clear another card that had a PC B or C marker	1 per card
Knock out or brew up enemy tank or SP gun	4 per vehicle
Capture enemy prisoners	2 per step
Capture an enemy casualty	1 per step
Perform a successful Grenade! Attack	1 per attack
Complete HQ Event marked * that turn	1 per event
Successfully evacuate a friendly casualty	1 per casualty

MISSION 7 ENEMY INFORMATION

Mission Details

Hierarchy	Defensive
Tactics	Delay
Experience	Green
Cover Marker	Foxholes

AMMO

Type	Amount
HMG	4
Mortars	3
Tank / SP Gun	4

Potential Contact Placement

Row	Random?	Side	Letter
1-2	No	Letter	C
3-4	No	Letter	B
5	No	Letter	A

Spotter Information

Asset	NCM	Draws	# FMs
Mortar Spotter	-3	NA	1
Artillery Spotter	-4	NA	1
Heavy Mortars	-5	NA	1

Potential Contact A

t	#	Result
1/10	4	Outpost
2/10	5	Defensive Position
3/10	5	Defensive Position
4/10	6	Defensive Position +
5/10	7	Strong Point
6/10	7	Strong Point
7/10	8	Command Post
8/10	14	Mortar Section
9/10	17	Tanks
10/10	20	SP Guns

Potential Contact B

t	#	Result
1/10	2	Incoming Mortars
2/10	3	Sniper
3/10	4	Outpost
4/10	4	Outpost
5/10	10	Patrol
6/10	15	Mortar Team
7/10	16	Tank
8/10	22	Incoming Heavy Mortars
9/10	23	Mines!
10/10	23	Mines!

Potential Contact C

t	#	Result
1/10	1	Incoming Artillery
2/10	2	Incoming Mortars
3/10	2	Incoming Mortars
4/10	3	Sniper
5/10	3	Sniper
6/10	4	Outpost
7/10	4	Outpost
8/10	10	Patrol
9/10	22	Incoming Heavy Mortars
10/10	23	Mines!

Unit Placement

R#	Location
1/10	Front out to max LOS
2/10	Front out to max LOS
3/10	Front out to max LOS
4/10	Front out to max LOS
5/10	Left front out to max LOS
6/10	Left front out to max LOS
7/10	Left front out to max LOS
8/10	Right front out to max LOS
9/10	Right front out to max LOS
10/10	Right front out to max LOS

Enemy Higher HQ Events

R# Event

1/10	Evacuate Casualties: Remove all on-map casualties on cards with no US troops
2/10	Displace Mortars: Remove any on-map Mortars on cards with no US troops
3/10	Displace Leaders: Remove any leaders on cards with no US troops

4/10 Displace HMGs: Remove any on-map HMGs on cards with no US troops

5/10

Rally: Attempt to Rally any on-map unit from pin and to upgrade any LAT

6/10

7/10

8/10 Fall Back: Move all unpinned units straight back one card

9/10

10/10

MISSION SPECIFIC INFORMATION

Priorities for Activated North Korean Tanks (T-34/85) or SP Guns (SU-76M)
Consult the table in the Campaign section above.