

Semper Fi!

US Marines in Korea, 1950

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Introduction

On August 2, 1950, Marines from the 1st Provisional Brigade landed at the southern port of Pusan in the Republic of Korea. North Korean forces had invaded South Korea on June 25, and had steadily been pushing back both ROK and US Army troops. The situation was desperate, as the future of both South Korea and the fragile United Nations depended on the outcome of this conflict.

Semper Fi! depicts four actions fought by US Marines during their first five months in Korea, focusing on their counterattacks against the North Korean 4th and 6th Divisions at the Pusan Perimeter and their later epic stand against the Chinese IX Army Group near the Chosin Reservoir in North Korea.

1.0 General Special Rules

1.1 Terrain

Korea is very rugged and mountainous. Whatever level areas existed at the time of the Korean War were usually devoted to rice growing during the spring and summer months.

1.1a Broken Terrain. Treat all Broken hexes as Open for observation purposes, but as Partly Protective for combat and morale.

1.1b Rice Paddy. Rice Paddy hexes are prohibited to all vehicles, AT guns, and Infantry Guns unless on a road, in which case any fire against them (overwatch and SFAs) always receives the +2 Overwatch Fire vs. Road Moving target modifier regardless of mode. Mortars, Forward Air Controllers and Recoilless Rifle units may not enter fire mode in Rice Paddy hexes unless on a road (where they are also subject to the Road Moving modifier) and if forced to do so, are automatically eliminated.

No unit may be dug-in in a Rice Paddy hex. A hex is considered a Rice Paddy hex if the center dot is located within the Rice Paddy graphic.

1.1c Slopes. Because of the particularly rough nature of the terrain in Korea, units pay +1 MP for EACH contour level moved up or down (this is a change to TCS rule 20.1b). Measure contour level changes from center hex to center hex (inclusive only of the dot in the hex moved into). Road features negate this cost.

1.1d Frozen Marsh. Treat this terrain as Billiard Table. No unit may be dug-in in a Frozen Marsh hex.

1.1e Building Hexes. Building hexes have an elevation of 5m, and are treated as Partly Protective terrain.

1.1f Hagaru-ri. Hagaru-ri had been completely destroyed by air before the Chosin campaign. The location of the (ex) village is marked with the usual building symbols, but **all** Hagaru-ri hexes are treated as Open terrain.

1.1g LOS in General. Since the Korean terrain is so rough, when LOS is in doubt, consider it blocked. US units constantly complained of having short fields of fire, so if your US player is complaining of the same, consider your situation very historical!

1.1h Bridgesl. All road features are assumed to have bridges crossing any river/stream.

1.2 Illum

1.2a Illum Clean Up. Do not remove Illum markers during the Cleanup Phase. Instead, the US player removes any Illum markers at the beginning of his Action Phase, as if they were Good Shoot artillery missions.

1.2b Illum Scatter. When firing Artillery Illum, roll one die for direction, and another for distance. Scatter the Illum Shell to the resultant hex. Treat Mortar Illum according to TCS 19.4 for scatter. On-map artillery can fire illum, and it scatters normally.

1.3 Hidden Units

1.3a Hidden Units. North Korean and Chinese units may begin any scenario 'hidden'. Turn hidden units 90 degrees to indicate their status (using whichever orientation players prefer). Vehicles may be hidden.

1.3b Effects on Combat. A hex may only be the target of an area fire, airstrike or artillery barrages if it contains a non-hidden (i.e. revealed) unit. Hidden vehicles may not be the target of point fires. Illum may only be fired if there is a non-hidden enemy unit within 5 hexes of the target hex.

1.3c Losing Hidden Status. Whenever one of the following events occurs, a hidden unit is instantly revealed and is reoriented to indicate its normal status:

- The unit fires in any sort of combat (including AT rolls) while in the LOS and visibility of any enemy unit.
- The unit enters or is located in terrain that is Open or Billiard for spotting purposes within the LOS and visibility of an enemy unit and is not dug-in (see also 1.3d air spotting).
- The unit becomes adjacent to an enemy unit.

Once a unit has lost its hidden status, it may no longer regain it for the rest of the scenario. The unit that 'sees' the hidden unit can be in any morale state. In many cases, the event which causes the hidden unit to be revealed may also be an overwatch trigger.

Note that while there are similarities, Spotting Range (TCS 7.1) and Hidden Units are two different rules. Thus units can be revealed if they move anywhere within the LOS and visibility of an opposing unit in Open Terrain, but they may only be fired on by overwatch by units within Spotting Range, as per normal TCS rules.

1.3d Air Spotting. If a North Korean unit moves or fires during a daylight turn (i.e. not dawn/dusk or night) while out of the LOS of Marine units, it may still be spotted by air. Notional air spotters are considered to have an LOS to any hex on the map. For each hex it moves in terrain that is Open or Billiard for spotting purposes, or whenever a unit fires (in any terrain), roll a die: on a 5-6, the unit loses its Hidden status and is immediately revealed.

1.4 Gun Transport

The trucks, prime movers and handcarts used by both sides to transport heavy weapons have been integrated within their Move Mode ratings in two different ways. If not otherwise indicated, the movement allowance is considered foot (which also represents carts and wagons). If the Move Mode side has a truck symbol, rather than the weapon on the Fire Mode side, it always uses wheeled movement (trucks). If the movement allowance contains an asterisk (*), it may either use its normal foot movement allowance, **or** move with a truck movement allowance of 18

Units using truck movement of either type are considered to be vehicle for the purpose of movement-based overwatch fires.

1.5 Snow

In Hagaru (and optionally in Fox Hill) snow conditions may exist. Snow limits the maximum range an LOS may be traced. The radius of Illum rounds (5 hexes) is unaffected by snow.

1.6 Command and Control

1.6a US Command Prep. The Marine rating is 3. The US Army rating is 6.

1.6b North Korean Prep. The North Korean Rating is 5.

1.6c Chinese Communist Forces Prep. The CCF rating is 7.

1.6d Higher Intent. Each scenario will indicate the intent of the higher commands involved.

1.6e Op Sheets. Each scenario will list the type of Op Sheet which units begin with. The player is free to draw up Op Sheets however he wishes as long as they are of the type indicated. If 'Any' is listed, the player may draw up any type of Op Sheet desired. In either case, these pre-game Op Sheets are implemented before play begins. Unless otherwise noted, Op Sheets are drawn up **before** units are set-up on the map.

Op Sheets may be drawn up for Reinforcements before the game begins. Such Op Sheets begin implemented. A player may write new Op Sheets for reinforcements at any point during the game; weighted turns are accumulated normally. Unimplemented Op Sheets begin with no weighted turns.

1.7 Set Up Notes

1.7a Units Called For. Unless specifically stated otherwise, all units of a formation set up with that formation.

1.7b Order of Set Up. The Order of Set Up is listed separately in each scenario.

1.7c Battalion Morales. Unless given as another value in a scenario, all Battalion Morales begin at zero.

1.7d Artillery Ammunition. Each scenario lists the artillery ammunition available at start.

1.7e Mortar Ammunition. Each scenario will list the ammunition supply of North Korean or Chinese mortars (SF 3.4).

1.7f Minefields. Neither player may place minefields during play. Some variants allow mines to be emplaced before play begins, but none can ever be installed **during** play.

1.7g First Player. In the Scenario instructions, the first player will be listed. If the word 'initiative' appears, this player gets to choose whether to take the first or second action phase of the first turn.

1.7h Reinforcements. See specific scenarios for instructions on reinforcements.

1.8 TCS Additional Rules

1.8a 'Special B' Type Targets. Infantry Guns and AT are considered 'Special B' targets rather than the simpler B-type target (now reserved for trucks, on-map artillery and very lightly armored vehicles). Special B targets are treated as B-targets only when one or more of the following conditions are met:

- Marked with a fired marker
- In Move Mode
- In Open or Billiard terrain and not dug-in
- In Assault-Style combat.

- Right after firing at a movement-based overwatch trigger (only for the immediately following return-fire overwatch). Otherwise treat them as A-targets (which means that they cannot be fired on with the Point Fire table).

1.8b Battalion Morale. Roll for Battalion Morale only on every **full** hour, not every turn. At night, roll on even hour turns as usual (cf. TCS 27.1d).

1.8d On-Map Artillery. Apply these changes to 25.5 On-Map Artillery:

- On-Map artillery may fire direct fire in the same manner as Infantry Guns. If ANY gun in a battery fires direct in a turn, expend one ammo, regardless of how many guns fired (or how often).

- Batteries may mix direct and indirect fire. To fire an indirect fire mission, at least 4 guns must be available (i.e. have not fired during the turn and began the phase in fire mode). Any guns which fire an indirect fire mission are marked fired, regardless of the effect of the mission.

- Target hexes of indirect smoke and HE fire must be at least 8 hexes away from the closest firing artillery unit. Indirect illum can be fired anywhere on the map.

- To fire indirect fire, units in a battery must be within 1 hex of a common center hex designated at the moment of firing.

- Ignore 25.5d. On-map artillery may fire smoke or illum. Firing smoke requires at least 4 guns to fire (like a regular fire mission), while firing illum requires only 1 gun. On-map artillery can fire smoke or illum only as part of an SFA, not in response to an overwatch trigger, and is marked with a Fired marker after firing.

1.8e Spotting for Indirect Fires. Unless on a Prepared Defense Op Sheet, only infantry platoons may spot for indirect fires (both mortar and artillery). Any unit on a Prepared Defense Op Sheet may spot normally for indirect fires as in the standard TCS rules.

1.8f Quick Combat (optional but recommended). When resolving Assault combat, apply the following modifications to the normal rules:

- Do **not** make automatic morale checks. Roll a morale check only when called for by a result from the Area Fire table.

- Ignore any **negative** Area Fire table modifiers (including halving for suppression) that apply equally to both sides **at the beginning of each round** of assault-style combat (such as night, **mutual** suppression or paralyzation, terrain, etc.) If only one side is effected by suppression or paralyzation, use these modifiers normally for that round of combat. The effect will be to speed up assault combat while keeping the relative modifiers the same. This rule is highly recommended and will give a better feel for the intense close-combat that occurred in Korea.

1.8g Riding Tanks. Troops did not ride tanks in these battles, so tanks cannot be used as carriers here.

2.0 US Special Rules

2.1 Artillery

The following batteries are used in the four battles covered in *Semper Fi!* Each scenario will indicate which specific batteries are available:

Battery	Caliber
Able/1/11	105mm (4x105mm)
Baker/1/11	105mm (4x105mm)
Charlie/1/11	105mm (4x105mm)
Dog/2/11	105mm (6x105mm, on map)
How/3/11	105mm (6x105mm, on map)

2.1a Pre-Registered Artillery Fires. When firing within 3 hexes and LOS of a US unit that is dug-in, the US Player may use Pre-Registered Fires if he wishes. Roll for the mission normally. If the mission is good, attack only the Barrage zone, not adjacent hexes. The mission fires at **double** the normal strength. Treat other results (i.e. bad shoot, scatter, no shoot) normally. Fast fire and battalion fires may be used in conjunction with Pre-Registered Fires. Pre-Registered Fires do **not** suffer the Night Effects penalty of TCS 27.1e, must be spotted normally and do not leave a barrage marker but are resolved immediately—they are similar to mortar fires in this regard.

2.1b 1/11 Understrength. To represent the fact that 1/11 Marines was understrength when it first deployed, both in guns and in manpower, it may not fire battalion fires (and thus no battalion fire marker is included).

2.2 Air Power

In Changallon Valley and No-Name Ridge, the Marines enjoyed wonderful close air support. Based on two escort carriers, Marine F4Us (aka Corsairs) could fly to the battlefield in 5 minutes, allowing them loiter times in excess of one hour with full combat loads.

2.2a Air Availability. The US player receives close air support according to the schedule listed in each scenario.

2.2b Loitering. At the beginning of the Aircraft Fire Phase, place any new air units received **2 turns** ahead on the Turn Record Track. Thus if two new F4Us are received at 1300, place them in the 1340 box. The Turn Record Track is used to keep track of how long the Corsairs can loiter over the battlefield. This effectively means that an aircraft can be used the turn it arrives or up to two turns later, at which time it is forced to return to base.

During his turn, the US Player is free to use aircraft from anywhere on the Turn Record Track as he sees fit. If planes are not used by the end of the turn corresponding to the box they occupy, they return to base and are no longer available. Once an aircraft is used, it is removed from the Turn Record Track.

2.2c Forward Air Controllers. Forward Air Controllers can only be killed as a result of the Area Fire Table if they are the last step in a hex. Note that FAC's suffer penalties when in Rice Paddy hexes (cf. 1.1b). Lone FACs must flee if possible when attacked in assault combat (TCS 22.0). FAC units have 1 step.

Whenever the US player conducts an airstrike that is within the LOS of a FAC, the sortie is automatically successful. There is no need to roll on the Sortie Successful table.

FACs can spot in either mode, but cannot do so if Suppressed or Paralyzed.

2.2d Uncontrolled Airstrikes. Any airstrike not directed by a FAC is uncontrolled. The target of an uncontrolled airstrike may be no closer than **3 hexes** to any US unit. Roll normally on the Sortie Successful Table for Uncontrolled Airstrikes

2.2e Enhanced Air Capabilities. The Marine air wing achieved a very high level of coordination with Marine ground units. Because of this flexibility, the US player may use aircraft not only in the Aircraft Fire Phase, but also during both Action Phases. Individual aircraft may attack as a separate SFA (i.e. they cannot be combined with other attacks). Aircraft may also respond to an overwatch trigger as the only fire allowed (and only a single aircraft may be used for each trigger).

Air units are assumed to be 3 hexes from any hex on the map for the purpose of spotting for movement-based overwatch triggers. Unless a FAC is in the LOS of the target, any overwatch fires by Marine air units are uncontrolled (cf. 2.2d).

2.3 Heat Exhaustion

In Changallon Valley, US forces were operating in extremely hot conditions (over 100 degrees Fahrenheit) with high humidity. Since the Marines were not yet acclimated to these conditions, the special rules below apply.

Whenever Marine units attempt to enter a hex that is at least one contour higher than the hex they are leaving (measured from hex center to hex center), they must first make a morale check, using normal modifiers and adding the number of contours climbed. Suppressed or Paralyzed results occur in the **original** hex (i.e. it did not succeed in entering the new hex). Roll for SYRs normally, inflicting any losses called for, but leave the unit in the original hex and paralyze it in place (it does not retreat).

Marine units may not SYR uphill (voluntarily or involuntarily), and if forced to do so are paralyzed instead. Retreat them as far as possible and then paralyze them in the last hex before the prohibited uphill retreat.

Designer's Note: In some of their early engagements, the Marines lost many more casualties to heat stroke than to enemy fire. Relatively short climbs often took hours.

2.4 Special Units

2.4a Recoilless Rifles. These units are A-class targets, have one step and limited movement ability through Rice Paddy hexes (cf. 1.1b).

2.4b AT Assault Sections. Marine weapons companies had AT Assault Sections (on the counter, "AT Sec") armed with 3.5" bazookas and flame-throwers, which were often employed in an anti-infantry role. Assault sections have **two** steps and may make 1 AT roll per step with a +1 modifier.

2.4c HQ Sections. Marine Company HQs (Fox/7, How/1, Item/1) are **infantry** units with **two** steps.

2.4d MG Sections. Marine **company** MG sections (range of 6) may enter assault-style combat as the attacker when stacked with at least one infantry platoon (an exception to the series rules). Battalion MG units from the Weapons Co (range 8) may not enter assault-style combat as the attacker under any circumstances.

2.5 Marines at Night

In any scenario, all Marine units automatically dig-in on the first night turn. Once they subsequently move, they lose their dug-in status unless they implement a Prepared Defense Op Sheet later in the night. This dug-in status is independent of any Op Sheet they may be on.

2.6 Marine Morale

When conducting a voluntary SYR or when receiving a 3 hex retreat result on the SYR table, Marine units may choose to SYR one, two or three hexes as desired. Thus Marine units can conduct limited fallbacks through an SYR result. Treat any greater SYR results (4+ hexes) normally.

Marine units **do not** double their morale in Assault-style combat, nor are they subject to the +1 Morale modifier for night. Marine artillery is treated as Infantry Guns for morale purposes (i.e. morale value of 3, not 6).

2.7 Battalion Organization

In all Hagaru scenarios, the following units are grouped as follows for battalion morale purposes:

- US Army Units: 4th Signal Bn, HQ Bn, Provisional Troops, 10th Combat Engineer Bn.
- 1st Marine Division Troops: 1st Service Bn, Regulator Detachment, 1st Motor Transport Bn, MTACS-2

3.0 Special North Korean and Chinese rules

3.1 Artillery

The North Koreans have the following batteries available to them in scenario 5.0 No-Name Ridge:

- 1/1/4th Div Arty (76mm)
- 1/3/4th Div Arty (122mm)

The North Koreans use the 'other' line on the Adjustment Table.

Designer's Note: The North Koreans actually had much more artillery than this, including captured US 105mm guns, but due to constant aerial attack, very little artillery was actually employed.

3.2 Night Combat

The North Korean and Chinese forces represented in this game had extensive combat experience from the Chinese Civil War, where they became adept at night combat. Whenever North Korean or Chinese units **enter** assault-style combat at night, do not double their morale. Note that if they are attacked in assault-style combat, their morale is doubled as usual.

North Korean and Chinese units ignore the +1 morale modifier for night.

3.3 Political Officers

Chinese units may voluntarily ignore Suppressed morale results and instead suffer an additional -1 step loss. This may be done any number of times per phase, limited only by the size of the unit. Paralyzed and SYR results must be suffered normally. The owning player chooses which unit in the hex takes the loss.

When attacking in Assault-style combat, Chinese units **do not** suffer negative morale modifiers from step losses.

Historical Note: Political officers were able to drive troops to supreme efforts. It was not unusual at Chosin for entire battalions and even regiments to be completely wiped out in an assault.

3.4 Chinese and North Korean Mortars

Because of their very limited ammunition supply and vulnerability to air attack and counterbattery fire, Chinese and North Korean mortar units are not represented with counters. Instead a limited number of mortar attacks are allowed in most scenarios. The number listed is the **only** number of such attacks that can be made during the scenario. Treat these fires as normal mortar fires, which can be spotted for by any unit of the appropriate regiment and which have no range limitations. Note the use of mortar fires on the regiment's Op Sheet or on scrap paper. The maximum number of fires allowed per game is given in each of the scenarios, as well as the maximum rate of fire allowed per turn. Any number of mortar fires may be used with SFAs, and up to 3 may be used in response to each overwatch trigger (as the only fire allowed).

1.8e does not apply to these "nominal" mortars. Also, the Chinese Weapons Sections include small "Knee" mortars but these are handled as direct fire weapons, not regular mortars.

3.5 AT Rifles

North Korean AT Rifle (AT Sec on the counter) units have **two** steps. Note that they have a Point-Fire attack strength.

3.6 AT Rolls

North Korean and Chinese troops suffer a -1 modifier on all AT rolls.

3.7 Smoke and Illum

Neither the North Koreans nor the Chinese can use smoke or illum with either mortars or artillery.

4.0 Changallon Valley

The 1/5 Marines are advancing on Sachon, located approximately three miles off-map to the north. A North Korean delaying force has been set in place to ambush the Marines and cover the retreat of the battered NK 6th Division and 83rd Motorcycle Recon Regiment. This engagement was called Changallon Valley by the Marines who fought there, but it is also known as the Changchon Ambush.

4.1 Ambush!

This scenario covers the action from the initial North Korean ambush until nightfall.

Note: This is the only scenario where the Heat Exhaustion Rules (2.3) apply, so a review of that section might be helpful.

General Information:

First Turn: 1300, Aug 12

Last Turn: 1740, Aug 12
Map Area: Changchon (all)
Initiative: Roll normally
First Set Up: North Koreans

US Information:

Set Up:

Off Map:

- 1/5 Marines (6x platoon, 6x MG, 2x 60mm Mortar, 3x 81mm Mortar, 1x FAC, 1x AT Sec)
- Recon Section, 1st Bde (2x Recon)
- 3/Able/1st Armor Bn (5x M-26)

Artillery:

- Baker/1/11 (4x 105mm)

Ammunition:

- 105mm: 12 HE, 1 Smoke

Air power:

The Marine player receives 1 F4U Corsair at every full hour beginning with 1300 up until and including 1700. Place the air unit 2 turns ahead on the Turn Record Track (as per SF 2.2b).

Op Sheets:

Op Sheets are not used in this scenario.

US Higher Intent:

- Attack through to Sachon (6 km north of map area).

Entering the Map:

Before play, the US player must set a march column for his units by placing them in Move Mode anywhere on the Road Column display located on the map. During his Action Phase each turn until contact, the US player must move all of his units exactly 3 MP (which with the road MP cost will mean six hexes) west along the road, starting with the first unit in the column and working back down the line. Remember that roads are bottleneck features, so each unit must be moved individually. Units on the Road Column display cannot be fired on in any way, nor can they themselves fire. The US player is bound by these rules until contact, which occurs the instant there is a revealed NK unit anywhere on the map. The instant contact occurs, all US units are immediately released from the above movement restrictions and may move and fight normally. Units which have already moved may not be moved any more during that turn (i.e. they do not regain their 'lost' movement points), but all remaining units may move their full movement allowance normally.

Note that moving from the Road Column display to hex 11.01 does **not** constitute an overwatch trigger. If contact occurs before all US units have entered the map, units remaining off map may enter at any hex within 3 hexes of 11.01 when they arrive at the end of the Road Column Display.

NK Information:

Set up:

Anywhere on map at least 6 hexes (inclusive) from hex 11.01:

- 2nd Bn, 15th Regt (3x platoon, 1x MG)
- 83 NK Mot. Regt (1x platoon, 2x MG)

Artillery:

- none

Mortar Support:

- none

Op Sheets:

- Op Sheets are not used. North Korean units may begin dug-in.

NK Higher Intent:

- Delay US forces and cover retreat of the 6th Division.

Special Rules:

Op Sheets: Do not use Op Sheets for this scenario. Both US and NK units may move and fight as they wish, if not otherwise restricted.

The Ambush: If at the beginning of a **turn** (not an action phase) any US unit is within direct fire range and LOS of a North Korean unit, the North Korean player must roll a die. If the result is a '6', the North Koreans have prematurely triggered the ambush, and the US player is released from all movement restrictions. The NK player had better hope he gets the initiative....

Designer's note: In the actual battle, the North Koreans triggered their ambush prematurely, which greatly helped the Marines. This will make it risky for the NK player to wait too long to trigger his ambush.

Victory:

Victory is determined at the end of the game according to how successful the US player is in clearing the high ground and keeping casualties down. North Korean units are considered occupying important high ground if they are:

- at an elevation of 80m or higher, and
- Within 6 hexes and in the LOS of a hex on the main road to Sachon (11.01 to 5.22)

• **US Major**—There are no NK units occupying important high ground (see above) and the Marines suffer 3 or fewer step losses.

• **US Minor**—There are no NK units on important high ground, and the Marines lose no more than 6 steps.

• **Draw**—There is no more than one NK unit on important high ground, and the Marines lose no more than 8 steps.

• **NK Minor**—The Marines lose between 9 and 11 steps OR 2 NK units occupy important high ground.

• **NK Major**—The Marines lose 12 or more steps OR 3 NK units occupy important high ground.

• Mortar and Tank steps count double for victory conditions.

• If any US unit exits the map on the road to Sachon before contact has been made, the US player automatically wins a Major victory.

Variants:

Op Sheets: To make it more difficult for the US player, use Op Sheets. All US units begin in reserve status on an Attack Op Sheet which allows them to advance to contact as above. Upon contact, US units must be committed according to the Reserve rules (TCS 6.14b). Draw in the missions of each company (or even platoons if desired) and roll vs. the Marine Prep Rating (3). Until units are committed, they function as units without orders (cf. TCS 6.3b). Use the included graphic of the map to indicate their orders.

North Korean units may begin with any implemented Op Sheet.

Totally Hidden NK Units: Rather than setting up on map, North Korean units are deployed secretly by noting their starting locations on a piece of paper or an Op Sheet graphic. NK units are placed on map only when they become revealed according to 1.3c or 1.3d.

Reinforced Holding Action: The North Koreans make a more serious effort to stop the Marine advance. Add one company from 2nd Bn, 15th Regt (3x platoon 1x MG) and 6x Str. 4 mortar fires (3/turn maximum) for the 15th Regt (i.e. these cannot be spotted by 83rd Mot. units).

Death from Above: The Marines had constant air support, but often had no targets for the loitering F4U Corsairs. The US player receives 2x F4U's every hour, rather than one.

Heavy Mortar Company: The 4.2" Mortar Co of the 5th Regiment had not yet landed. In this variant, assume that they had and add these two units to the US forces.

4.2 Night Attack

After clearing out the North Korean holding force through assault and airstrikes, the Marines dug in for the night. Baker Company held hill 202. North Koreans struck their positions in the early morning, catching many exhausted Marines asleep in their foxholes.

General Information:

First Turn: 0200

Last Turn: 0600

Map Area: Changchon (all)

Initiative: North Korean

First Set Up: US

US Information:

Within 1 hex of 5.14:

- 1 plt Baker/5

Within 1 hex of 7.16:

- 1 plt Baker/5

Within 1 hex of 9.18:

- 1 plt Baker/5

Within any of the above areas:

- Rest of Baker/5 (3x MG, 1x Mortar)

Within 3 hexes of 14.09:

- Wpns/1/5 (3x 81mm)

Artillery:

- Baker/1/11 (105mm)

Ammunition:

- 4 HE, 2 Illum

Op Sheet:

- Prepared Defense

US Higher Intent:

- Hold Hill 202.

NK Information:

Set Up:

Within 4 hexes of 4.14 at least 2 hexes from all American units:

- 2nd Bn, 15th Regt (3x platoon, 1x MG)

Artillery:

- none

Mortar Support:

- none

Op Sheet:

- Attack

NK Higher Intent:

- Attack and take Hill 202 to inflict casualties and slow US advance.

Special Rules:

Mortar Illumination: Due to a severe shortage of Illum rounds, the US player may only fire ONE mortar illum round total for the whole game.

Asleep in their Holes: After four days of constant fighting and marching, the Marines were worn out. Held at 50% alert all night, many men could not stay awake, and were thus caught asleep by the North Korean assault.

Whenever a North Korean unit or stack of units first moves adjacent to a hex occupied by Marines, roll a die. On a roll of 4-6, the Marine hex is suppressed.

Marine units may not move until there is a revealed NK unit on the map.

Victory:

- **US Major**—Marines occupy all hexes held at the start of the scenario by Baker/5 while losing no more than 3 steps.
- **US Minor**—Marines occupy all hexes held at the start of the scenario by Baker/5 while losing no more than 6 steps.
- **NK Minor**—North Koreans occupy 1 hex held by a Baker/5 at the start of the scenario and/or eliminate 9 Marine steps.
- **NK Major**—North Koreans occupy 2 hexes held by Marine units at the start of the scenario and/or eliminate 12 marine steps.

Any other result is a draw.

Reminders:

Here are a few friendly rules reminders for this scenario:

- Night rules (TCS 27.0) are in full effect. They are probably worth rereading!
- Illum (1.2)
- North Korean Night Attacks (3.2)
- Hidden Units (1.3)
- Pre-Registered Fires (2.1a)
- Marines morale (2.6)

Variant

Reinforced Attack: The North Koreans commit more troops to the counterattack. Add one additional company from the 2nd Bn, 15th NK Regt. (3x platoon, 1x MG). That ought to liven up the attack a bit!

5.0 No-Name Ridge

One of the most serious breaches of the Pusan Perimeter occurred along a stretch of the Naktong river called the Naktong Bulge. The North Korean 4th Division waded across the shallow waters and built up a bridgehead, through which they eventually pushed both tanks and artillery during the following days. Army units of the 24th Division guarding this part of the line counterattacked, but after a week of combat they were still unable to reduce the bridgehead. The situation was becoming very serious, so General Walker, commander in charge of the defense of the Perimeter, called for the Marines...

5.1 Morning Assault

North Koreans had occupied Obong-ni Ridge, also called No-Name Ridge by newspaper reporters, and dug-in in regimental strength. Though they had suffered losses throughout the campaign that had not yet been replaced, the 4th Division was an experienced formation, and still had all its heavy weapons. This battle is still considered by many Marines to be one of the toughest fights in Marine Corps history.

General Information:

- First Turn:** 0800 17 Aug
- Last Turn:** 1200 17 Aug
- Map Area:** No Name Ridge (limited)
- Initiative:** roll normally
- First Set Up:** US

US Information:

Set up:

Within 3 of 12.10, not in a Rice Paddy hex:

- 2/5 Marines (6x platoon, 6x MG, 2x 60mm Mortar, 3x 81mm Mortar, 1x AT Sec) That's right, no FAC.
- AT/5 Marines (2x 75mm RR)

Artillery:

- Able/1/11 (4x 105mm)
- Baker/1/11 (4x 105mm)
- Charlie/1/11 (4x 105mm)

Ammunition:

- 105mm: 50 HE, 1 Smoke

Air Availability:

- Receive 2x F4-U every hour on the hour. Place new air units 2 turns ahead on the turn record track.

Op Sheets:

- Any (no Prep Defense)

US Higher Intent:

- Take No-Name Ridge as the first step to driving 4th NK Division back across the Naktong.

North Korean Information:

Set up:

Any hex west of 8.xx (inclusive) and/or within 1 hex of Tugok (9.15-10.15):

- 1st Bn, 18th Regt (9x platoon, 9x MG, 2x 45mm AT, 1x AT Sec)
- Regt troops, 18th Regt (2x 76mm IG, 4x 45mm AT, 1x Recon)
- Divisional Troops, 4th Division (4x 45mm AT, 1x Eng).

Artillery:

- 1/1/4th Div Arty (76mm)
- 1/3/4th Div Arty (122mm)

Ammunition:

- 76mm: 4 HE
- 122mm: 1 HE

Mortar Support:

18 Regt:

- 12x Str. 4 fires (3 max/turn)
- 6x Str. 6 fires (3 max/turn)

Op Sheets:

- Prepared Defense

Higher Intent: Hold No-Name Ridge

Special Rules:

Initial Airstrikes: Before the battle, 18 F4U Corsairs worked over the ridge. The airstrikes were not very effective due to poor planning and good camouflage on the part of the dug-in North Koreans.

During the Aircraft Fire Phase of the 0800 turn, attack every North Korean unit within 2 hexes of a hilltop hex (Hill 102, 109, 117, 143, 147 or 153) with a firepower of 12, modified normally for terrain and dug-in status. No Sortie Successful roll is necessary.

US Boundary: Printed on the map is the boundary between the 9th RCT and the 1st Provisional Marine Brigade. No Marine unit may start or move north of this line, nor may they target artillery, mortar or air unit fires against hexes north of this line.

Scenario Boundary: No US units may enter a hex **south** of the line xx.06.

Poor US Artillery: US artillery always fires on the 7+ range table regardless of the actual distance from the spotter.

Historical Note: Marine artillery and spotters had moved very hastily to the area, and had not registered properly. As the day went on, proper coordination of artillery and infantry was achieved.

Victory

The US player wins if at the end of the game he has at least one **platoon** on any hilltop hex of Obong-ni Ridge (7.13, 6.11, 5.10, 5.09, 5.08, 5.07). Otherwise the North Korean player wins.

Variants

Better American Preparation: US forces mobilized more quickly and coordinated better at the beginning of the battle. Add the following Marine units:

Within 3 of 12.10, not in a Rice Paddy hex:

- FAC, 2/5 Marines

Within 3 hexes of 12.10 on a Road hex:

- 3/Able/ 1st Armor Bn (4x M-26)

Do not use **Poor US Artillery** rules.

Captured Radio: The North Koreans had a fully functional US radio set, which they used to listen in on the Marine commanders during the battle. Give the North Koreans a Prep Rating of 3 to represent their foreknowledge of American plans, and allow the NK player to examine any US Op Sheets at any time during set-up and play.

Heavy Mortar Co: Assume that the Marines were able to deploy the Heavy Mortar Co of the 5th Regt. Add both 4.2" mortar counters to the initial set-up.

More Recoilless Rifles: AT/5 Marines had only 2 of its allowed 4 75mm RRs at No-Name Ridge. Give the Marine player 4x 75mm RR units rather than just 2.

North Korean Armor: Assume that the North Koreans were able to deploy armored vehicles well forward. Add the following units to the NK set-up:

In NK set-up area on a Road hex:

- 107th Tank Regt (4x T-34/85)

North Korean Command Flexibility: Allow the North Korean player to start with any Op Sheets desired, not just Prepared Defense. This can lead to some very interesting situations....

5.2 1/5 to the Fore

After 2/5 had been stopped cold, 1/5 was ordered to pass through 2/5 and seize Obong-ni Ridge. While 2/5 was badly hurt at this point, the North Koreans had also suffered heavy casualties from the Marine supporting arms.

General Information:

First Turn: 1500 17 Aug

Last Turn: 1900 17 Aug

Map Area: No Name Ridge (limited)

Initiative: roll normally
First Set Up: North Korean

US Information:

Set Up:

Within 3 of 12.10, not in a Rice Paddy hex:

- 1/5 Marines (6x platoon, 6x MG, 2x 60mm Mortar, 3x 81mm Mortar, 1x FAC, 1x AT Sec)
- 2/5 Marines (6xMG, 2x 60mm Mortar, 3x 81mm Mortar, FAC, AT Sec)
- AT/5 Marines (2x 75mm RR)

Within 3 hexes of 12.10 on a Road hex:

- 3/Able/ 1st Armor Bn (4x M-26)

Artillery:

- Able/1/11 (4x 105mm)
- Baker/1/11 (4x 105mm)
- Charlie/1/11 (4x 105mm)

Ammunition:

- 105mm: 50 HE, 1 Smoke

Air Availability:

- Receive 2x F4U every hour on the hour.

Op Sheets:

- 2/5 Hasty Defense
- All other units, any (no Prepared Defense).

US Higher Intent:

- Take No-Name Ridge as the first step to driving 4th NK Division back across the Naktong.

North Korean Information:

Set up:

On or west of the top of Obong-ni Ridge (7.13 to 7.14 to 6.12 to 6.11 to 5.11 to 5.02 to 6.01 inclusive) :

- 1st Bn, 18th Regt (9xplatoon, 9xMG, 2x 45mm AT, 1x AT Sec)
 - Regt troops, 18th Regt (1x 76mm IG, 2x 45mm AT, 1x Recon)
 - Divisional Troops, 4th Div. (2x 45mm AT, 1x Eng).
- Remove 25 steps from any of the above units.

Artillery:

- 1/1/4th Div Arty (76mm)
- 1/3/4th Div Arty (122mm)

Ammunition:

- 76mm: 4 HE
- 122mm: 1 HE

Mortar Support:

18th Regt.

- 12x Str. 4 fires (3 max/turn)
- 6x Str. 6 fires (3 max/turn)

Op Sheets:

- Prepared Defense

Higher Intent:

- Hold No-Name Ridge

Special Rules:

- **Revealed Units:** Any NK unit that sets up within LOS of Observation Hill (11.10) begins the game revealed.
- **Northern Boundary:** The Northern Boundary is in effect. However, 9th RCT is attacking this area, so no North Korean units may set up in or enter any hex north of the boundary line.

Scenario Boundary: No US units may enter a hex **south** of the line xx.06.

Victory:

Victory is determined by the number of hilltop hexes (Hills 102 [7.13], 109 [6.11], 117 [5.09–5.10], 143 [5.07–5.08]) held by the Marines at the end of the scenario. For hilltops with more than one hex, a Marine unit needs to occupy only one of the hexes to occupy that hill.

US Major—3+ hilltops
US Minor— 2 hilltops
NK Minor— 1 hilltop
NK Major—no hilltops

Variants:

Use any variants from Scenario 5.1.

5.3 Battle for No-Name Ridge

This scenario covers the entire Marine attack on Obong-ni Ridge.

General Information:

First Turn: 0800 17 Aug
Last Turn: 1200 18 Aug
Map Area: No Name Ridge (all)
Initiative: roll normally
First Set Up: US

US Information:

Set Up:
As in Scenario 5.1

Artillery:

- Able/1/11 (105mm)
- Baker/1/11 (105mm)
- Charlie/1/11 (105mm)

Ammunition:

- 105mm: 100 HE, 2 Smoke, 10 Illum

Air Availability:

- Receive 2x F4U's every full hour on daylight turns.

Reinforcements:

17 Aug 1300 (enter w/i 1 of 16.10)

- 1/5 Marines (6x platoon, 6x MG, 2x 60mm Mortar, 3x 81mm Mortar, 1x FAC, 1x AT Sec)
- 2/5 FAC
- 3/A/1 Armor Bn (4xM-26, must enter on a road hex).

18 Aug 0600

- 50 HE, 1 Smoke

Op Sheets:

- Any (no Prep Defense)

US Higher Intent:

- Take Obong-ni Ridge and drive NK 4th Division back across the Naktong River.

North Korean Information:

Set up:

West of 8.xx (inclusive) and/or w/i 1 of 9.15 or w/i 1 10.15:

- 1st Bn, 18 Regt (9x platoon, 9x MG, 2x 45mm AT, 1x AT Sec)
- 2nd Bn, 18 Regt (9xplatoon, 9xMG, 2x 45mm AT, 1x AT Sec)
- 18th Regt troops (6x AT, 4x IG, 3x SMG, 1x Eng, 1x Recon)
- 4th Div troops (4x 45mm AT, 3x Eng, 1x Recon).

Off Map:

- 107th Tank Regt (4x T-34/85)
- SPG Bn, 4th Div (4x Su-76)

Artillery:

- 1/1/4th Div Arty (76mm)
- 1/3/4th Div Arty (122mm)

Ammunition:

- 76mm: 10 HE
- 122mm: 3 HE

Mortar Support:

- 18th Regt:**
- 36x Str. 4 fires (6 max/turn)
- 18x Str. 6 fires (3 max/turn)

Op Sheets:

- Prepared Defense

NK Higher Intent:

- Hold Obong-ni Ridge as base for further attacks into the Pusan Perimeter.

Special Rules:

Use initial Airstrike and US Boundary rules from Scenario 5.1. Use Poor US Artillery from Scenario 5.1 until Aug 17 1500. Allow scenario 5.1 variants as well.

Northern Boundary: Any North Korean units north of the US boundary line at 1500 are immediately eliminated, and no NK units may enter hexes north of this boundary after 1500.

Designer's Note: These units aren't actually eliminated, but are involved in fighting US Army troops, and are thus no longer available to defend Obong-ni Ridge.

Scenario Boundary: No US units may enter a hex **south** of the line xx.06.

NK Reserves: Any North Korean units may begin off-map instead of setting up. Such units can enter as reinforcements during any NK action phase from the western map edge (south of 1.14 inclusive). They may begin with implemented Op Sheets (including Reserves), or work on new Op Sheets just as reinforcements.

Victory:

US Major—No NK units are within 2 hexes of any Hilltop at 0600 18 Aug.

US Minor—US controls all hilltops on No-Name Ridge.

Draw—US controls 3+ hilltops on No-Name Ridge.

NK Minor—US controls 1-2 hilltops on No-Name Ridge.

NK Major—US controls no hilltop hexes on No-Name Ridge.

• A Hilltop is controlled if a Marine unit occupies at least one hex of the hilltop: Hills 102 [7.13], 109 [6.11], 117 [5.09–5.10], 143 [5.07–5.08], 147 [5.5–5.6–4.5], 153 [5.3–5.4].

• Shift the victory one level in favor of the US Player if the North Koreans lose **over 120** steps. NK vehicle units (T-34 and Su-76) count as 5 steps each.

• Shift the victory one level in favor of the NK Player if the US lose **over 60** steps.

6.0 Fox Hill

While the bulk of the 1st Marine Division was concentrated at Yudam-ni with orders to attack west, some troops were kept behind to guard the MSR. Fox Company, 7th Marines was ordered to hold the critical Toktong Pass, which connected Yudam-ni with the main supply base at Hagaru. After a preliminary reconnaissance, the company established a perimeter on an isolated hill overlooking Toktong Pass. Little did the men realize they were about to be subjected to three days of heavy assault by a much larger Chinese force.

6.1 First Attack

On 18 November Chinese forces attacked Fox Hill in battalion strength. The Marines had arrived that evening, and had just barely dug in. Because of the heavy traffic along the road, artillery fires could not be registered. This was the best opportunity the Chinese had to take Fox Hill.

General Information:

First Turn: 0200 18 Nov
Last Turn: 0800 18 Nov
Map Area: Fox Hill (all)
First Player: Chinese
First Set Up: US

US Information:

Set Up:

Within 2 hexes of 7.08:

- Fox/2/7 (3x platoon, 3x MG, 1x 60mm Mortar, 1x HQ Sec)
- Wpns/2/7 (1xMG, 1xMortar)

Artillery:

- None

Op Sheet:

- Prepared Defense

US Higher Intent:

- Control Toktong Pass to protect supply line.

Chinese Information:

Set Up:

Anywhere on map west of hexrow 7.xx (inclusive), at least 2 hexes away from all American units, no more than 7 stacking points per hex:

- 1 & 2 Companies, 1 Bn, 177th Regt (6x platoon, 2x Wpn Sec), Wpns Co, 1 Bn, 177 Rgt (2x MG)

Artillery:

- None

Mortar Support:

177th Regt:

- 6x Str. 3 (3 max/turn)
- 4x Str. 4 (2 max/turn)

Op Sheet:

- Attack

Chinese Higher Intent:

- Attack and take Fox Hill to gain control of Toktong Pass and cut Marine supply line.

Special Rules:

Mortar Illum: The US player cannot use mortar Illum in this scenario (no ammunition).

Chinese Battalion Morale: Chinese units are immune from battalion morale for this scenario.

Variants:

More Chinese: Add 3 Co, 1 Bn, 177 Rgt and the remaining Wpns Co MG unit to the available Chinese.

Even More Chinese: Add the Guard Company, 177 Rgt to the above horde.

Victory:

US Major—No Chinese units w/i 1 of Fox Hill (7.08) at end of game.

Draw—Both US and Chinese units w/i 1 of Fox Hill (7.08) at end of game.

Chinese Major—No US units w/i 1 of Fox Hill (7.08) at end of game.

- Shift victory 1 level in favor of the Chinese if the US lose 16+ steps.

Reminders:

Here are a few friendly rules reminders for this scenario:

- Night rules (TCS 27.0) are in full effect.
- Political Officers (3.3)

- Chinese Night combat (3.2)
- Hidden Units (1.3)
- Marine Morale (2.6)

Variants

Better Chinese deployment: Chinese forces may set up anywhere on the map at least 2 hexes from a US unit. Include Guard/177 (3x platoon) in initial set-up.

Better Chinese coordination: Give the Chinese player 2/177 Battalion in addition to 1/177 Battalion. This should give the Americans something to sweat about!

Double the available regimental mortar support, both ammunition and fires allowed per turn.

Snow: The weather was very clear with bright moonlight. Assume instead that it was snowing. Each turn roll a die: that is the maximum visibility for that hour.

US Artillery support: Assume that Fox/2/7 was able to register artillery support. Add the following:

Artillery:

- How/3/11 (6x105mm)

Ammunition:

105mm: 10 HE, 6 Illum.

6.2 Second Night

After being repulsed in their first attack, the Chinese brought up another battalion to finish the job. Unfortunately for them, the Americans had resupplied the perimeter with an air drop and registered a supporting artillery battery.

General Information:

First Turn: 0200 19 Nov

Last Turn: 0800 19 Nov

Map Area: Fox Hill (all)

First Player: Chinese

First Set Up: US

US Information:

Set Up:

Within 2 hexes of 7.08:

- Fox/2/7
- Wpns/2/7 (1x MG, 1x Mortar)
- Remove 10 steps from these units (losses from the first night.)

Artillery:

- How/3/11 (6x 105mm)

Ammunition:

105mm: 10 HE, 6 Illum.

Op Sheet:

- Prepared Defense

US Higher Intent:

- Control Toktong Pass to protect supply line.

Chinese Information:

Set Up:

Anywhere on map west of hexrow 7.xx (inclusive), at least 2 hexes away from all American units, no more than 7 stacking points per hex:

- 1 & 2 Companies, 2 Bn, 177th Regt (6x Inf, 2x Wpn Sec), Wpns Co, 2 Bn, 177 Rgt (2x MG)

Artillery:

- None

Mortar Support:

177th Regt:

- 4x Str. 3 (3 max/turn)
- 3x Str. 4 (2 max/turn)

Op Sheet:

- Attack

Chinese Higher Intent:

- Attack and take Fox Hill to gain control of Toktong Pass and cut Marine supply line.

Special rules:

- The US player may use mortar illumination rounds normally.
- The Chinese player is subject to battalion morale.

Variant:

More Chinese: Add 3 Co, 2 Bn, 177 Rgt to the above (3x Inf, 1x Wpn Sec) and the rest of Wpn Co. 2-177 (1x MG).

Victory:

As in Scenario 6.1.

6.3 The Defense of Fox Hill

This game links scenarios 6.1 and 6.2, adding Chinese forces for a third night of attacks if necessary. Begin play with scenario 6.1. If the game does not end in a Chinese Major Victory, remove any remaining Chinese troops (they are assumed to have been dispersed by artillery fire and air strikes). Play now proceeds to Scenario 6.2. Because Marine wounded were treated and then put back in line, the Marines recover 1/3 (33%) of all steps lost from scenario 6.1, rounding normally. These steps may be added to any Marine unit. Eliminated units may be reconstituted. Add the new US artillery ammunition to the ammo pool. US units are free to redeploy within their set-up area (they had plenty of time during the day). All the normal Scenario 6.2 special rules apply.

If the Chinese do not achieve a Major victory the second night, remove all remaining Chinese units and proceed to the third night scenario below:

General Information:

First Turn: 0200 20 Nov
Last Turn: 0800 20 Nov
Map Area: Map C (all)
First Player: Chinese
First Set Up: US

US Information:

Set Up:

Within 2 hexes of 7.08:

- Surviving units from Second Night scenario. Add 1/3 of steps lost during 6.2 (rounded normally) to remaining units.

Artillery:

- How/3/11 (105mm)

Ammunition:

105mm: add 10 HE and 4 Illum to existing pool.

Op Sheet:

- Prepared Defense

US Higher Intent:

- Control Toktong Pass to protect supply line.

Chinese Information:

Set Up:

Anywhere on map west of hexrow 7.xx (inclusive), at least 2 hexes away from all American units, no more than 7 stacking points per hex:

- 1 Company, 3 Bn, 177th Regt (3x Inf, 1x Wpn Sec), Wpn Co, 3-177 (1x MG)

Artillery:

- None

Mortar Support:

- 4x Str. 3 (3 max/turn)
- 2x Str. 4 (2 max/turn)

Op Sheet:

- Attack

Chinese Higher Intent:

- Attack and take Fox Hill to gain control of Toktong Pass and cut Marine supply line.

Variant:

More Chinese: Add 2 Company, 3-177 (3x Inf, 1x Wpn Sec) and Wpn Co., 3-177 (1x MG) to the above

Victory:

As in Scenario 6.1.

7.0 Hagaru

With 5th and 7th Marines attacking to the north, 1st Division had made Hagaru its main supply base. Located in a flat bowl just to the south of Chosin (Changjin) reservoir, Hagaru resembled a mining town from the Wild West, with thousands of non-combat troops establishing a shanty town of sorts. Engineers were working feverishly on an airstrip, blasting it out of the frozen ground. Only two companies of combat infantry supported by two batteries of 105mm guns and some assorted tanks were detailed to protect this immense supply depot. This small force was about to be attacked by two Chinese divisions.

(Note: The town that the Marines referred to as 'Hagaru' was actually the town of Changjin. Hagaru-ri was just north of it, and had been completely destroyed before the Marines arrived.)

7.1 Assault on the Airstrip

This scenario treats the opening Chinese attack against How and Item companies, the strongest point on the Marine perimeter.

General Information:

First Turn: 2200 28 Nov
Last Turn: 0100 29 Nov
Map Area: Hagaru (limited)
First Player: Chinese
First Set Up: US

US Information**Within 3 of 22.10:**

- How/3/1 (8 units)

Within 4 of 16.08:

- Item/3/1 (8 units)

Within How or Item area:

- Wpns/3/1 (1x MG)

Within 2 of 19.17:

Dog/1 Eng (2x platoon)

Any Airfield Hex:

Dog/1 Eng (1 plt)

Within 1 of 21.15:

Dog/2/11 (6x 105mm, 2x MG)

Within 2 of Hagaru:

- Wpns/ 3/1 (2x Mortar)
- 4/Dog/1 Armor Bn (2x M4 w/105)
- HQ/1 Armor Bn (2x M4 w/105)

Artillery:

- Dog/2/11 (6x 105mm) on-map

Ammunition:

- 50 HE, 10 Illum

Op Sheets:

- Prepared Defense

US Higher Intent

- Keep the US perimeter intact and eliminate any Chinese penetrations. Keep the airstrip free of Chinese units.

Chinese Information**Set-up:**

Within the area bounded by 12.01 to 12.07 to 22.12 to 22.01 (inclusive), at least 2 hexes from all US units, no more than 7 stacking points per hex:

- 172 Regiment (45 units)

Artillery:

- none

Mortar Support:**172nd Regt:**

- 18x Str. 3 (9 max/turn)
- 12x Str. 4 (6 max/turn)

Op Sheets:

- Attack

Chinese Higher Intent:

- Penetrate US line, capture airstrip and put forces into Hagaru.

Special Rules:

Area in Play: Play area is limited to the area bounded by 12.01 to 12.18 to 22.18 to 22.01 (inclusive). Artillery fires including Illum which scatter out of this area are still in play.

Infiltration: During his set-up, the Chinese player rolls a die: this is the number of units which may set up adjacent to US units (they have infiltrated). These units must be able to trace a line to the southwest map edge that does not go adjacent to a US unit.

Snow: Roll a die at the beginning of each full hour turn: the result is the maximum visibility for that hour (due to snow).

Fieldworks: The US player may deploy up to 5 fieldwork counters in any hex occupied by Item/3/1 units at start (use any convenient marker to indicate these—such as the regular Dug-In Markers). Fieldwork hexes are treated as Protective Terrain for combat and morale purposes, but as open for LOS and spotting. This terrain benefit for fieldworks is awarded in assault-style combat only to the defender, not the attacker, and are in addition to any dug-in modifiers. Fieldworks cannot be constructed in Frozen Marsh or Airfield hexes.

Designer's note: Item company was able to 'procure' a great deal of explosives from the engineers and constructed excellent fieldworks.

Chinese Attack Breakdown: After taking some initial US positions, the frozen Chinese troops of the 172 Regiment forgot about attacking and foraged for food and clothing.

Chinese units from the 172 Regiment accumulate Battalion Morale normally, but ignore their effects until their attack breaks down—and can attempt to recover prior to the Battalion Morale having any effect. Starting with the 2300 turn, the Chinese player must roll a die at the beginning of his Action Phase. On a roll of 5-6, the attack has broken down, and all units are subject to Battalion Morale. In addition, the Chinese player may not roll to reduce Battalion Morale for the remainder of the scenario.

US Indirect Fires: US Army units can spot for Wpns/3/1 mortars and Dog/2/11 artillery. Ad hoc platoons may not spot for indirect fires.

US Reinforcement: At 2400 and 0100, the US player receives at the start of his Action Phase one ad hoc platoon in any hex in Hagaru not adjacent to a Chinese unit. Ad hoc platoons may be immediately added to any implemented Op Sheet, or given an implemented Hasty Defense Op Sheet.

Armor Coordination: No tanks can be on the same Op Sheet as infantry, and tanks and infantry cannot voluntarily stack together. If stacked involuntarily, neither receives any benefit from being stacked with the other.

Designer's Note: The cold weather and nighttime conditions precluded any real coordination between armor and infantry. Tanks fought on their own, often lending supporting fires from behind the line.

Victory

- Chinese Major**—At least one Chinese unit enters Hagaru at any point during the game.
- Chinese Minor**—At least one Chinese unit is on an airstrip hex at the end of the game.
- US Minor**—No Chinese unit is within 3 hexes of Hagaru or the airstrip.
- US Major**—As US Minor, and US player loses no more than 10 steps.

Any other result is a draw.

- Shift one level in favor of the Chinese if both Co HQ units are eliminated.

Variants:

Minefields: Allow the US player to place 12 minefield counters during set-up.

Designer's note: The Marines did employ mines, but not in sufficient numbers to qualify as minefields. This variant assumes greater supplies and time to prepare the defense.

Plastik Galore: Allow How/3/1 to deploy 5 fieldwork counters.

Political Officers Work Overtime: Ignore Chinese Attack Breakdown. Chinese units are never affected by Battalion Morale for this scenario.

7.2 Battle for East Hill

After the attack from the southwest began to die down, Chinese forces from the 80th Division attacked a motley group of engineers and service troops hastily organized to defend East Hill. The job had originally been assigned to George Co 1st Marines, but they were delayed in Hellfire Valley, and did not arrive until the next day. It was fortunate for the Marines that the Chinese did not attack in greater strength, for the Chinese had a clear shot at Hagaru that they did not or could not exploit.

General Information:

First Turn: 0200 29 Nov

Last Turn: 0600 29 Nov

Map Area: Hagaru (limited)

Initiative: Chinese

First Set Up: US

US Information

Within 2 of 9.25:

- How/3/11 (6x 105mm, 2x MG)

Within 1 of 11.27:

- AT/7 (2x 75mm RR, 1xplatoon, 5x M-26)

Within 1 of 14.27:

- 1st Serv. Bn (1xplatoon)

Within 3 of 17.27:

- HQ X Corps (3x platoon)

Within 2 of 19.25:

- Dog/10 Eng USA (4x platoon)

Within 1 of 20.22:

- 4th Sig Bn. X Corps (1x platoon)

Within 1 of 20.20

Wpns 3/1 (1x MG)

Anywhere w/i 2 hexes of Hagaru:

- Wpns 3/1 (2x Mortar)

w/i 2 hexes of 13.22:

- 2/Dog/1 Armor Bn (4x M26)

Artillery:

- Dog/2/11 (6x 105mm)
- How/3/11 6x(105mm) on-map

Ammunition:

- 50 HE, 10 Illum

Op Sheets:

- Any (but no Army troops can be on Prepared Defense).

US Higher Intent

- Hold Hagaru, supply area and East Hill.

Chinese Information

Set-up: w/i 3 of 17.30 and/or 21.26, not adjacent to US unit, no more than 7 stacking points per hex :

- 1st Bn 240th Regt (9x Inf, 3x Wpn Sec, 3x MG)
- Guard Co, 240th Regt (3xInf)
- Arty, 240th Regt (4x 76mm IG)

Mortar Support:

- 6xStr. 3 (3 max /turn)
- 4xStr. 4 (2 max /turn)

Artillery:

- none

Op Sheets:

- Attack

Chinese Higher Intent:

- Take East Hill.

Special Rules:

Area of Play: Play is limited to the area 9.35–9.18–31.18–31-35 inclusive. Note that artillery fires, as well as all smoke and illum which scatter out of this area are still in play.

Infiltration: During Chinese set-up, the Chinese player rolls a 1/2 die (rounding normally): this is the number of units which may set up adjacent to US units (they have infiltrated). Such units must be able to trace a line to the southeast map edge that does not go adjacent to any US units.

Snow: Roll a die at the beginning of each full hour turn: the result is the maximum visibility for that hour (due to snow).

Chinese Battalion Morale: Chinese units are not subject to battalion morale for this scenario.

Armor Coordination: No tanks can be on the same Op Sheet as infantry, and tanks and infantry cannot voluntarily stack together. If stacked involuntarily, neither receives any benefit from being stacked with the other.

Victory

Chinese Major—No US units on East Hill (19.24–17.29) at an elevation of 1220 or higher. At least 1 Chinese unit enters Hagaru-ri at some point during game.

Chinese Minor—No US units on East Hill at an elevation of 1200 or higher.

US Minor—At least 1 US unit on East Hill at an elevation of 1200 or higher.

US Major—No Chinese units on East Hill with LOS to Hagaru-ri.

7.3 Night of Fire

The Chinese were already a day behind their attack schedule when they first assaulted the perimeter at Hagaru. Poor coordination and control on the part of the Chinese, combined with determined fighting saved the Marines from disaster.

General Information:

First Turn: 2200 28 Nov

Last Turn: 0800 29 Nov

Map Area: Hagaru (all)

Initiative: Chinese

First Set Up: US

US Information

Within 3 of 22.10:

- How/3/1 (8 units)

Within 4 of 16.08:

- Item/3/1 (8 units)

Within 2 of 10.11:

- H&S 3/1 (3x platoon)

Within 1 of 10.13:

- Wpns/2/7 (1x MG, 1x AT Sec)

Within 1 of 9.15:

- 1 Div HQ (1x platoon)

Within 1 of 8.17:

- MTACS-2 (1x platoon)

Within 1 of 8.19:

- 1st MT Bn (2x platoon)

Within 2 of 8.22:

- Regulator Det. 1st Serv. Bn (2x platoon)

Within 2 of 9.25:

- How/3/11 (6x 105mm, 2x MG)

Within 1 of 11.27:

- AT/7 (2x 75mm RR, 1x platoon, 5x M-26)

Within 1 of 14.27:

- 1st Serv. Bn (1xplatoon)

Within 2 of 17.27:

- HQ XCorps (3xplatoon)

Within 2 of 19.25:

- Dog/10 Eng USA (4xplatoon)

Within 1 of 20.22:

- 4 Sig Bn. XCorps (1xplatoon)

Within 1 of 20.20 or with How/3/1 or Item/3/1 companies:

- Wpns/3/1 (2xMG, 1x AT Sec)

Within 2 of 19.17:

- Dog/1 Eng (2xplatoon)

Any Airfield Hex:

- Dog/1 Eng (1 plt)

Within 1 of 21.15:

- Dog/2/11

Anywhere w/i 3 hexes of Hagaru or Hagaru-ri

- Wpns/3/1 (2xMortar)
- Wpns/2/7 (1xMortar)
- B/1 Eng (3xplatoon)
- 2/Dog/1 Armor Bn (4x M-26)
- 4/Dog/1 Armor Bn (3x M4 w/105)
- HQ/1 Armor Bn (2x M4 w/105)

Artillery:

- Dog/2/11 (105mm) on-map
- How/3/11 (105mm) on-map

Ammunition:

- 100 HE, 20 Illum

Op Sheets:

- Any (but no Army troops can be on Prepared Defense).

US Higher Intent

- Hold Hagaru, supply area and the critical airfield. Prevent Chinese occupation of East Hill.

Chinese Information

Set-up:

- As in scenario 7.1

Chinese Higher Intent:

- Capture Hagaru and cut off 5th and 7th Marine regiments at Yudam-ni.

Mortar Support:

172 Regt:

- 18x Str. 3 (12 max/turn)
- 12x Str. 4 (8 max/turn)

Artillery:

- none

Op Sheets:

- Attack

Victory Conditions:

US Major—No Chinese units in Hagaru, Supply Dump, Airfield hex or on East Hill w/i LOS of Hagaru-ri at end of game. LOS is not affected by visibility for victory conditions (so night, snow and smoke do not matter)

US Minor—Three of the above conditions met.

Draw—Two of the above conditions met.

Chinese Minor—One of the above conditions met.

Chinese Major—None of the above conditions met

- No modifications for losses (this is do or die....)

Special Rules:

Use all special rules (except area in play) from scenario 7.1 with the following changes/additions:

US Reinforcements: The US player receives one ad hoc platoon each turn from 2400–0300.

Chinese Attack Coordination: At the beginning of each turn, starting with 2400, the Chinese player rolls a die. On a 5-6, 1 Bn of the 240th regiment (+ 4x IGs artillery) may be committed. Set up this unit according to scenario 7.2, using the special infiltration rules from that scenario. Add the following mortar support:

240th Regt:

- 6x Str. 3 fires (3/turn max)
- 4x Str. 4 fires (2/turn max)

After one battalion is committed, on subsequent turns the Chinese player must roll a 6 in order to commit the second battalion of the 240th regiment. These units set up within 4 of 21.28, not adjacent to a US unit, and must be able to trace a line that does not go adjacent to a US unit to the southeast map edge.

Units from the 240th Regiment are not subject to Battalion Morale for this scenario.

Armor Coordination: No tanks can be on the same Op Sheet as infantry, and tanks and infantry cannot voluntarily stack together. If stacked involuntarily, neither receives any benefit from being stacked with the other.

Variants

Free set up: The US player sets up first (without the Chinese player present), and may deploy his units anywhere on the map. The only limitation is that How/3/11 must be set up on or northeast of xx.23 (inclusive), because it is supporting Fox Co at Fox Hill and is at the extreme edge of its range.

The Chinese player may then look at the map from across the room (try for at least 10 feet (3 meters) for approximately 15 seconds. Then he must leave and write up his Op Sheets for the 172nd and 240th Regiments, assigning the map edges and time of entry. The idea is to give the Chinese player only a distant view of the set-up, so if the room isn't big enough, think up some other way to give the Chinese player a quick view of the US set up.

Each regiment must be assigned a map edge from which its units will enter. The map edge chosen will dictate at what time that regiment arrives:

172: Southwest map-edge: 2100

Northwest map-edge: 2400

240: Northeast map-edge: 2200

Southeast map-edge: 2400.

Play begins as soon as the first Chinese unit enters the map. No US units may move or fire until a Chinese unit is revealed. Only 1 battalion of the 240 Regt. enters at first. Once it has entered, the Chinese player rolls a die at the beginning of each subsequent turn, and on a 6 he may enter the 2nd battalion (from the same map edge). The artillery and Guard Company of the 240th regiment enters with the 1st battalion.

Chinese infiltration works a bit differently. Rather than setting up adjacent, the die roll result (die for 172, 1/2 die for 240) is the number of units which may move adjacent to US units once without becoming revealed (so there is no overwatch trigger, and such units may not be fired upon until revealed later). Each unit may infiltrate only 1 hex per game, and only unrevealed units may infiltrate.

173rd Regiment Committed: At least two more complete CCF regiments were present at Hagaru, but for unknown reasons did not attack on the first night. To explore the 'what-if' if another regiment had been committed, give the Chinese player the 173rd regiment (use the counters from the 177th regiment to represent it). This unit is treated just like the 172nd for set-up and entry purposes. The 173rd is also subject to attack breakdown: make separate rolls for each regiment. Add the following mortar support:

173rd Regt:

- 18x Str. 3 (9 max/turn)
- 12x Str. 4 (6 max/turn)

7.4 Night of Fire II

This hypothetical scenario explores what might have happened if the Chinese had delayed their attack by one more day in order to coordinate better. Reinforcements from Task Force Drysdale would have reinforced the perimeter, but the Chinese could have brought much more force to bear. Let the fireworks begin!

General Information:

First Turn: 2200 29 Nov
Last Turn: 0800 30 Nov
Map Area: Hagaru (all)
Initiative: Chinese
First Set Up: US

US Information

Use the units from scenario 7.3, and add the following:

- George/3/1 (7 units)
- Wpns/3/1 (1x MG, 2x Mortar)
- Armor Co, 31st USA (16x M4A3)
- 1+3+HQ/Baker/1 Armor (11x M-26)
- AT/5 (5x M-26)
- 41 Commando (3x platoon, 1x MG, 1x Mortar)
- Able/1 Eng (2x platoon)

All units may set-up anywhere on the map.

Artillery:

- D/2/11 (6x 105mm) on-map
- H/3/11 (6x 105mm) on-map

Ammunition:

- 100 HE, 20 Illum

Op Sheets:

- Any

US Higher Intent

- Hold Hagaru, supply area and the critical airfield. Prevent Chinese occupation of East Hill.

Chinese Information

Set-up:

As the free set-up of scenario 7.3. However, the Chinese get all of the 240th regiment to start (2 battalions plus artillery and Guard Company), and also the optional 173rd regiment. Special rules are the same as for the free set-up variant of scenario 7.3.

Designer's Note: Yes, I know it's cheesy to use the 177th Regt counters for the 173rd, but I wanted to include all the counters for Task Force Drysdale and this was the only way that was going to happen within the counter limit.

Victory

As in scenario 7.3.

Special Rules:

Armor Coordination: No tanks can be on the same Op Sheet as infantry, and tanks and infantry cannot voluntarily stack together. If stacked involuntarily, neither receives any benefit from being stacked with the other.

7.5 Battle for East Hill, Round Two

By November 30, the situation at Hagaru had stabilized with the arrival of Task Force Drysdale the day before. On this night the Chinese made their last concerted assault on the Hagaru perimeter. While the attack against Item Company to the south was easily repulsed, the Chinese had some success at East Hill.

General Information:

First Turn: 2300 30 Nov
Last Turn: 0800 1 Dec

Map Area: Hagaru (limited)
Initiative: Chinese
First Set Up: US

US Information

Within 2 of 9.25:

- How/3/11 (6x 105mm, 2xMG)

Within 1 of 11.27:

- AT/7 (2x M-26)

Within 1 of 14.26

- 1st Serv. Bn (1xplatoon)
- Able/1 Eng. (1xplatoon)

Within 3 of 14.22, on East Hill:

- George/3/1 (3xplatoon, 3xMG, 1xMortar)

Within 1 of 18.21:

- Baker/1 Engineer (1xplatoon)

Within 1 of 20.20

- Wpns/3/1 (1xMG)

Artillery:

- How/3/11 (6x 105mm) on-map

Ammunition:

- 50 HE, 20 Illum

Op Sheets:

- Any

US Higher Intent

- Hold Hagaru, supply area and East Hill.

Chinese Information

Set-up: w/i 3 of 17.30 and/or 21.26, not adjacent to US unit:

- 1/240 (-10 steps)
- 2/240
- Guard/240 (-3 steps)

Mortar Support:

240th Regt:

- 6x Str. 3 (3 max/turn)
- 4x Str. 4 (2 max/turn)

Artillery:

- none

Op Sheets:

- Attack

Chinese Higher Intent:

- Capture all of East Hill, the supply area and Hagaru.

Special Rules:

Area of Play: Use the boundary from scenario 7.2 for this scenario.

Infiltration: During Chinese set-up, the Chinese player rolls a die: this is the number of units which may set up adjacent to US units (they have infiltrated). Such units must be able to trace a line to the east map edge that does not go adjacent to any US units.

US Reinforcements: At 0600, 41 Commando may enter at any Hagaru hex. This unit may begin with any desired op sheet.

Armor Coordination: No tanks can be on the same Op Sheet as infantry, and tanks and infantry cannot voluntarily stack together. If stacked involuntarily, neither receives any benefit from being stacked with the other.

Victory

As for Scenario 7.2

Order of Battle and Counter Manifest

US Organization of Forces

1st Provisional Marine Brigade (Changallon Valley and No-Name Ridge)

Brigade Units

Recon Co, 5 Mar (2x Recon)

5th Regiment

1/5 Bn (6x Inf, 6x MG, 2x Mortar (60mm), 3x Mortar (81mm), 1x AT Sec, 1x FAC)

2/5 Bn (6x Inf, 6x MG, 2x Mortar (60mm), 3x Mortar (81mm), 1x AT Sec, 1x FAC)

AT Co (4x RR (75mm))

Hvy Mortar Co (2x Mortar (4.2"))

1st Marine Armor Battalion

3/A Co (5x M-26)

11th Artillery Regiment

1/11 (12x 105mm)

X Corps (Hagaru)

Corps Units

4th Signal Bn (1x Inf)

HQ Bn (3x Inf)

Ad Hoc Troops (4x Inf)

1st Marine Division (Fox Hill and Hagaru)

Divisional Units

1st Service Bn (inc. Regulator) (3x Inf)

1st Motor Transport Bn (2x Inf)

1st Div HQ Bn (1x Inf)

MTACS-2* (1x Inf)

1 Engineer Bn (8x Engineer)

41st Royal British Commando (3x Inf, 1x MG, 1x Mortar (81mm))

1st Regiment

3/1 Bn (12x Inf, 2x HQ, 11x MG, 3x Mortar (60mm), 2x Mortar (81mm), 1x AT Sec)

5th Regiment

AT Co (5x M-26)

7th Regiment

2/7 Bn (3x Inf, 1x HQ, 5x MG, 1x Mortar (60mm), 2x Mortar (81mm), 1x AT Sec)

AT Co (1x Inf, 2x RR (75mm), 5x M-26)

11th Artillery Regiment

D/2/11 (6x Artillery (105mm), 2x MG)

H/3/11 (6x Artillery (105mm), 2x MG)

1st Marine Armor Battalion

Dog Co (15x M-26, 3x M4 w/105)

HQ Co (2x M4 w/105)

3rd Infantry Division

Divisional Units

10th Combat Engineer Bn (4x Inf)

7th Infantry Division

31st Regiment

Armor Co (16x M4A3)

Chinese Volunteer Army

58th Division

172 Regiment

1-172 Bn (9x Inf, 3x Wpn Sec, 3x MG)

2-172 Bn (9x Inf, 3x Wpn Sec, 3x MG)

3-172 Bn (9x Inf, 3x Wpn Sec, 3x MG)

Guard Co. (3x Inf)

59th Division

177 Regiment

1-177Bn (9x Inf, 3x Wpn Sec, 3x MG)
2-177 Bn (9x Inf, 3x Wpn Sec, 3x MG)
3-177 Bn (9x Inf, 3x Wpn Sec, 3x MG)
Guard Co. (3x Inf)

80th Division

240th Regt

1-240 Bn (9x Inf, 3x Wpn Sec, 3x MG)
2-240 Bn (9x Inf, 3x Wpn Sec, 3x MG)
Guard Co. (3x Inf)
Arty Btry (4x IG(76mm))

North Korean People's Army

4th Division

Divisional Troops

AT Gun Bn (4x AT (45mm))
Recon Co (1x Recon)
Engineer Bn (3x Engineer)
SP Gun Bn (4x Su-76)

18th Regiment

1-18 Bn (9x Inf, 9x MG, 1x AT Sec, 2x AT (45mm))
2-18 Bn (9x Inf, 9x MG, 1x AT Sec, 2x AT (45mm))
AT Gun Co (6x AT (45mm))
76mm Gun Co (4x IG (76mm))
Recon Platoon (1x Recon)
Engineer Platoon (1x Engineer)
SMG Co (3x SMG)

6th Division

15th Regiment

2nd Bn (6x Inf, 2x MG)

107th Tank Regt (4x T34/85)

83rd Motorized Regt (Detachment) (1x Inf, 2x MG)

*Marine Tactical Air Control Squadron

Historical Notes

Introduction

The North Korean invasion of South Korea, launched in the summer of 1950, caught the United States by surprise. Led by troops battle-hardened from years fighting in the Chinese Civil War, and spearheaded by T-34 tanks, neither the South Korean army nor the hastily assembled US army forces could stem the North Korean advance. When the first US Marine Expeditionary Brigade arrived in the port of Pusan, the ROK and UN forces had been driven back to a final defensive line to protect Pusan (the so-called "Pusan Perimeter").

In order to throw the North Koreans off balance, the 1st MEB, along with the US 5th RCT and 25th Infantry Division, counterattacked at the southern edge of the Pusan Perimeter in what was called "Task Force Kean". The main Marine objectives were Kosong and Sachon. The attack began 6 August, and after stalling temporarily in Chindong-Ni, met with great success. The Marines routed the NK 6th Division and 83 Motorcycle Regiment and advanced quickly towards Sachon. Just short of their objective, the advance Marine column was ambushed on 12 August near the small village of Changchon (Changallon Valley). Relying on airpower and artillery, the Marines defeated the North Korean rearguard, and after repulsing a night counterattack, were prepared to advance into Sachon on 13 August, but before the Marines could exploit their success, they were called back to counterattack against a North Korean penetration of the perimeter at the Naktong Bulge.

On 6 August the NK 4th Division had crossed the Naktong, one of the main natural barriers of the Pusan Perimeter, in great force. The US 24th Division counterattacked, but after a week of fighting the North Koreans still held onto their bridgehead. After some quick initial reconnaissance, the 1 MEB was given the task of taking Obong-ni Ridge (No-Name Ridge), in coordination with a general attack by the 24th Div. On 17 August the attack began. The 2/5 Marines led the attack on the ridge, and were stopped with heavy casualties. The 1/5 Marines was committed in the afternoon, and with good air, artillery and armor support they managed to take two hilltops on the ridge. After repelling the inevitable night counterattack, the Marines continued the attack on 18 August, after which NK resistance crumbled and the bulk of the 4th NK division was destroyed while trying to retreat across the Naktong.

After this victory, the 1 MEB was put into Eighth Army reserve to prepare for the coming landing at Inchon. But before final planning could be completed, the North Koreans launched another all-out offensive along the Pusan Perimeter on 1

September. In a battle usually called 2nd Naktong, the US 9th Infantry, occupying ground previously gained by the Marines, was soundly defeated by the NK 9th Div. The Marine Brigade was ordered to counterattack and regain the lost ground, yet because the Marines were needed for the Inchon landing, they had only a limited amount of time to fulfill this mission. Their counterattack over familiar ground went well, and by 5 September the NK 9th Division was in complete retreat. Leaving the pursuit of the enemy to the Army, the Marines wearily entrucked for Pusan.

For Inchon the Marine Brigade was disbanded, and its elements absorbed into the 1st Marine Division. On 15 September the Marines landed successfully at Inchon and began pushing east and north, taking Kimpo Airfield on 17 September, crossing the Han River on 20 September and capturing and clearing Yongdong-Po, a suburb of Seoul on 21 September. The entire 1st Marine Division consolidated and then attacked Seoul on 25 September, taking the city after 3 days of hard urban fighting. The Marines paused for a week, then attacked north on 1 October, reaching their goal of Uijongbu on 3 October. At this point, the 1st Marine Division, along with the entire X Corps, was recalled to Inchon in order to move by ship to Wonsan, on the east coast of Korea. This was one of the more controversial decisions made during the Korean War, and led to the stand of the 1st Marine Division at Chosin Reservoir.

When their troop transports finally reached Wonsan around 20 October, they were forced to wait for close to two weeks in what was termed "Operation Yo-Yo" as the harbor was swept for mines. As the port had been occupied by ROK forces on 1 October, the amphibious landing, when it finally occurred, was somewhat anticlimactic. The Marines next secured the Wonsan area against North Korean guerrilla forces (most of them retreating elements of NKPA units), then moved north to the port of Hungnam, encountering and defeating a Chinese division in the process. As X Corps was under orders to push north to the Chinese border, the 1st Marines prepared to move on Chosin.

On 1 November the Marines moved out from Hamhung, passing through ROK lines and heading north towards the reservoir. From 2 November to 6 November the Marines engaged the 124th CCF division near Sudong, inflicting heavy casualties on it. On 7 November, CCF forces broke all contact with the Marines, who continued their advance unopposed. Marine intelligence indicated that the 124th had been completely defeated and retreated for that reason, but actually the Chinese were trying to lure the 1st Marines up to Chosin in order to isolate them and defeat them completely. By 13 November the Marines had secured Koto-ri and entered Hagaru-ri with advance elements.

Up until this point, X Corps had orders to advance on a very broad front. Regiments were sent off in isolation, unable to provide mutual support, since it was assumed that the Chinese were not present in great numbers, and the North Koreans were on the verge of surrender. On 15 November these optimistic instructions were brought into line with reality. CCF forces had been spotted in tremendous numbers flowing down from China into North Korea, and UN forces began to take a more cautious posture. General Smith was very concerned about plans to move his 1st Division so far north in hostile mountainous terrain during winter, isolated from any supporting units. He successfully had his orders modified so that the entire 1st Division would stay together, rather than being split up and moved along different routes. He advanced as slowly as Almond, the X Corps commander, would let him, widening the Hamhung—Yudam-ni road as he went to allow armor and heavier truck traffic. He also ordered the construction of airstrips at Koto-ri and more importantly at Hagaru, which would later prove to be of critical importance. Because Hagaru was the only level ground in the area, it was made the main supply base for the 1st Marines and also X Corps.

With US Army troops of the 7th Division advancing east of Chosin, the 1st Marines continued their advance from Hagaru, with 7th Marines taking Yudam-ni unopposed on 24 November. After preparing for a few more days, the Marines continued their attack, now under orders to advance west from Chosin in order to crush the opposing enemy forces against 8th Army to the west. Smith had many hesitations about this plan, fueled by reports from captured Chinese prisoners indicating that at least 6 Chinese divisions were operating in the area with orders to wait until two Marine regiments had passed, then to move south to cut off the Marines. And news also arrived that the 8th Army offensive to the west had been stopped cold even before the Marines could begin their attack westward. The signs were not auspicious.

Nevertheless, on 27 November 5th Marines began the westward attack from Yudam-ni. They met stiff resistance, and advanced a total of about 1 mile for the day. The Marines were thankful that 5th Marines got no further, because that night Yudam-ni was attacked by over 2 Chinese divisions. In some of the fiercest fighting at Chosin, Marine units were driven back from numerous hilltop positions, but still held the perimeter at night's end. That same night, elements of the Chinese 59th division attacked F/7th Marines guarding Toktong Pass, the lifeline to Yudam-ni. The reinforced company held out on a hilltop (Fox Hill) overlooking the main road against an entire Chinese regiment for nearly a week before being relieved.

While the main body of the 1st Division at Yudam-ni debated what to do next, the CCF struck again on 28 November, this time at Hagaru, the main supply base. This battle was perhaps the most crucial, for if the CCF took Hagaru, it would have been virtually impossible for the 5th and 7th Marine regiments to withdraw out of the Chosin area. Defending Hagaru were 2 reinforced companies of the 1st Marines as well as an odd and varied assortment of support and headquarter troops located there. The Chinese attack captured East Hill (the commanding high ground) and pierced the Marine perimeter to the southwest, but through counterattacks and the use of supporting arms, the Marines were able to destroy 90% of the Chinese 172nd regiment, which had spearheaded the attack. The next day, reinforcements arrived in the form of Task Force Drysdale, which had run an incredible gauntlet of Chinese fire from Koto-ri in order to support the meager forces in Hagaru. With the new armor and British commandos, Hagaru held firm against later CCF attacks, keeping the backdoor open for 5th and 7th Marines to withdraw.

While Chinese pressure was constant, their best opportunity to destroy the 1st Marine division had passed. Unable to resupply their troops, and constantly hampered by the extreme cold, the Chinese could not follow up their first successes with enough force to seriously jeopardize the Marine withdrawal. 1 December the Marines at Yudam-ni began their breakout. Taking all their wounded and burying the dead they could not transport, the slow, difficult withdrawal began. Combat units climbed the high ground overlooking the road to clear Chinese forces which had set up numerous roadblocks along the Main

Supply Road. By 3 December the main body had reached Toktong Pass, and relieved the tired men of Fox/7 who had held the pass open for nearly a week, under constant attack and resupplied only by airdrop. It then continued into Hagaru, where the road had been opened by British troops of 41 Commando who had been attached to the 1st Division during the Chosin campaign.

While there were many difficult engagements ahead, the success of the withdrawal from Hagaru was never in doubt. Over 4000 wounded were evacuated by air from the airstrip at Hagaru and approximately 500 replacements flown in before the "Advance to the Rear." 6 December the breakout from Hagaru to Koto-ri began, which was completed on 7 December. 9 December the main body moved out once again, held up temporarily by a blown bridge which could only be repaired by airdropping treadway spans (a minor miracle of engineering). The withdrawal to Hungnam/Hamhung was completed by 11 December, after which the Marines (and thousands of Korean civilians) began loading up and heading out. By 24 December, the amphibious withdrawal of X Corps was complete.

Who won Chosin? The Chinese, since they held the battleground when the dust settled. Yet the Chinese IX Army failed to achieve its goal of destroying X Corps, and was so roughly treated that it was out of action for several months. The harsh climate, poor supply and communications, as well as the high Marine morale and excellent artillery, armor and air support allowed X Corps to succeed in its push back to safety against over twice its number.

[Dean: This article needs 3 maps, 1 of Korea, 1 of southern part of Pusan Perimeter, and 1 of Chosin]

Changallon Valley

On the morning of 12 August, 1/5 Marines had the mission of leading the advance of the 1 Brigade on Sachon, to cap off their part of Task Force Kean. At the column head was a detachment from the Recon Company, followed at a distance by Baker Company, supported by 5 tanks from the 1st Tank Battalion. As the Recon troops approached the village of Changchon, they spotted North Korean soldiers taking cover. When the Recon troops fired upon them, North Korean soldiers on the surrounding hills opened fire. They had been waiting in an ambush which had been sprung prematurely. Captain Tobin, commander of Baker Company, sent one platoon to aid the recon section and another to advance against the North Koreans, aided by 3 road-bound tanks. In the fierce firefight that followed, Marine tanks and especially air support from F4U Corsairs helped suppress the North Koreans enough to allow Baker Company to maneuver against them. When further resistance was encountered, air strikes, mortar fire and artillery concentrations were enough to shatter resistance. By nightfall, Baker Company, supported by Able Company, had secured the local high ground in preparation to complete the advance the next day.

That night Baker Company was attacked by a company-sized force of North Koreans. Due to the heavy marching and fighting, and being held at 50% alert all night, some Marines had fallen asleep, and one platoon with a supporting section of machineguns was overrun. In a see-saw battle, the Marines were greatly hampered by low mortar ammunition and loss of radios to combat, but were still able to drive off the attacking force, though at a cost of 20 killed and 18 wounded. At dawn the battalion was ready to retake the lost high ground, but was ordered instead to withdraw in order to counterattack at the Naktong Bulge, where US Army troops had been struggling for a week to reduce a North Korean penetration of the Pusan Perimeter. This order was particularly galling to troops who had fought the whole previous day for the position, and who wanted to recover the bodies of Marines who had been killed in the fighting that night.

No-Name Ridge

By 15 August the move from Changchon and environs the bivouac in Miryang was completed, and plans were made for the 1st MEB to participate with the entire 24th division in an all-out counterattack against the NK 4th division which had established a bridgehead across the Naktong river. The Marines had the mission of first taking Obong-ni ridge, in coordination with 9 RCT which was operating directly to the north. After an initial reconnaissance, LtCol Murray, commander of 5th Marines, consulted with the 9 RCT Commander and recommended having the marines attack first, so that both units would not simultaneously be exposed in the low ground. However, because this was not communicated to General Smith, the Brigade commander, he expected that the 9 RCT would be advancing side by side, and made his plans accordingly. The plan was a frontal assault in a column of battalions.

Marine artillery and air were tasked to prepare the assault at 0800, but things did not go well. Because of a lack of transport, the artillery arrived very late and did not register well. In fact, no signs of a preliminary bombardment could be found on the ridge. And the Corsairs arrived late and were not able to subject the ridge to the usual pounding they could mete out. Nevertheless, the two companies of 2/5 set out at 0800 (all 1st Brigade battalions had only two companies at this point). After advancing across the rice paddies in front of Obong-ni Ridge, the infantry continued about half way up the ridge before coming under intense machinegun fire. The battalion continued to push forward, but casualties mounted quickly, especially from NK machineguns positioned in Tugok. Because the area was within the 9 RCT boundary, Marine supporting arms could not fire on them, for fear of causing friendly casualties. A few marines finally did reach the summit, only to be driven back down the hill. By noon the assault had failed, though it had inflicted a great number of casualties on the North Korean 18th regiment.

After new fires put down by Marine air and supporting tanks, 1/5 moved out at 1500 to relieve 2/5 and continue the attack. After encountering stiff resistance, 1/5 broke through and took hills 102 and 109, driving off a brief counterattack. At 2000 4 NK tanks counterattacked along the road, but were destroyed by Marine air, Recoilless rifle, bazooka and tank fire. 0230 August 18 an NK company counterattacked 1/5, which was holding the two hilltops, and caused a deep penetration in the line, but the attack was not reinforced and finally was driven back, especially with the heavy support of mortars and artillery. By dawn 1/5 was again secure in its hilltop position, and the attack continued. The North Korean defenders quickly

broke and retreated in the face of the Marine attack. By mid-afternoon all of Obong-ni Ridge was under Marine control. But the Marines had paid a high price, and this battle is still considered by many Marines to be one of their most difficult fights.

Fox Hill

Overlooking the summit of Toktong Pass, Fox Hill received its name from the company that defended it, Fox/7. Captain Barber, its commander, was charged with securing this pass, which linked the two regiments at Yudam-ni with the main supply base at Hagaru. 27 November after a brief initial reconnaissance, Barber managed to find truck transport for his company reinforced with MG and mortar sections, and got them up the 7 miles of road to Toktong Pass, arriving around 1700. Digging in on the isolated hill was the first priority, after which the company registered its mortars, but could not register artillery support because of the heavy truck traffic along the road. At 0230 28 November the Chinese struck in approximately battalion strength. After an intense fight along a 270 degree arc that lasted the rest of the night, Fox company still held the hill, with approximately 450 dead Chinese littering the area in front of their positions. The Marines had suffered 20 dead and 54 wounded.

The rest of 28 November was spent caring for the wounded, reinforcing defensive positions and recovering airdropped supplies. Air strikes helped keep the Chinese from doing much. With only a few warming tents, it was difficult to care adequately for all the wounded, and some died because the blood plasma was frozen and could not be thawed in the extreme cold. It can only be imagined how the Chinese fared, whose wounded usually froze to death.

At 0215 29 November the Chinese assaulted again, in approximately battalion strength. Fox/7 was ready though, and had registered in How/3/11 with its 105mm guns firing from Hagaru at extreme range. At a cost of 5 killed and 29 wounded, Fox/7 again held through the night, killing approximately 150 Chinese and wounding many others. Again the next day Fox Company treated it wounded and recovered supplies airdropped to their perimeter.

The third and final Chinese assault began the next night at 0200, 30 November. This time Fox Company had received good aerial resupply, and had plenty of mortar and other ammunition. The attacking force of approximately one battalion was bloodily repulsed, at the cost of only one marine wounded. Fox Company had relative peace, interrupted only by sniper fire, until 1/7 Marines, the "Ridgerunners of Toktong Pass", arrived on 2 December, having marched during the night through the mountains around the Chinese positions and surprising the forces besieging Fox Hill. The main body of 5 and 7 Marines withdrawing from Yudam-ni linked up with Fox Company on 3 December, when they continued on to Hagaru to organize for their withdrawal to the sea. Captain (now Colonel) Barber and Private Hector Cafferatta were awarded the Congressional Medal of Honor for their conduct during the battle of Fox Hill.

Hagaru

Situated in one of the only level areas near the Chosin reservoir, Hagaru was a small town that had been virtually destroyed in the UN air campaign against North Korea. After being designated the main supply base for the 1st Marine Division, the town again sprang to life as a sprawling tent town that was reminiscent of mining towns from the Wild West. Thousands of service personnel bustled about the base, guarded only by 3/1 Marines (-). When word reached Hagaru of the Chinese attack at Yudam-ni, Lt. Col. Ridge (commander of 3/1) began to make preparations for defending Hagaru. Because the perimeter was so large (over 4 miles) and defending troops so few, intelligence on Chinese intentions was critical, so refugees fleeing the Chinese attack were questioned, and two Korean agents were sent to gather first-hand information themselves. These agents were able to talk directly to Chinese soldiers and officers boasting that they would take Hagaru on the night of 28 November, which together with other intelligence gave Ridge a very good idea of the timing of the Chinese attack.

Guessing that the Chinese would use either or both of the available covered approaches, Ridge placed the bulk of his troops to guard these two parts of the perimeter, trusting service troops and supporting fires to cover remaining gaps in the line. Organizing provisional platoons from the assorted service troops was a huge task, as dozens of units were represented at Hagaru, some with detachments of as few as 10 men. Ridge guessed correctly as to the direction from which the Chinese would attack: at 2230, just an hour over Ridge's predicted time, the Chinese struck How and Item companies, which were securing the southern end of the perimeter. In over two hours of intense fire the Chinese made some local penetrations, reaching the outskirts of the airstrip, where Marine engineers briefly dropped their tools and picked up weapons to drive them back. Despite low visibility due to snowfall, Marine artillery, MG and tank fire inflicted tremendous casualties on the Chinese, who had attacked the strongest part of the Marine line head-on. Wherever breakthroughs were achieved, freezing Chinese troops stopped to loot, looking for food and clothing. This did much to stall the Chinese attack, which might have succeeded with more discipline.

At 0130 that night, elements of the 240th Chinese Regt. struck another part of the Hagaru perimeter, driving the 10th Engineer Battalion from East Hill. This was a serious loss, since the hill dominated Hagaru and gave the Chinese good observation of the whole perimeter. In the early morning at 0530, Ridge ordered a counterattack on East Hill, conducted by an assortment of Marine, Army and ROK troops. The attack got nowhere, as many of the ad hoc troops simply melted away, and those remaining struggled with slippery, icy slopes. After fighting fruitlessly for most of the day, the attacking force dug-in about halfway up the slope. The perimeter had been reinforced during the day with the arrival of Task Force Drysdale, and George Company rejoined the rest of 3/1, along with the remnants of 41 Royal Commando and 16 Pershing tanks from 1 Marine Tank Battalion and the AT company, 5th Marines. These reinforcements greatly strengthened the Hagaru perimeter.

30 November at 0800, George company, reinforced by two platoons of Able Co. Engineers, were ordered to retake East Hill. The attack failed, and George company entered defensive positions half-way up the hill. The rest of the day was uneventful, until 2330 that night, when Chinese troops again struck the south end of the perimeter, assaulting Item Company's line. This attack was repulsed with an estimated 500-750 Chinese casualties, vs. 12 Marine casualties. Later that

night the Chinese troops again attacked from East Hill, where George Company, 3 engineer platoons, two tanks and some service troops were defending. The fighting lasted all night, going back and forth, but the UN lines were eventually restored when 41 Commando counterattacked in the morning and Marine air came on station. This was the last Chinese attack on Hagaru, where a reinforced Marine battalion held out against elements of two CCF divisions.

Player's Notes

Semper Fi! differs from most other TCS games in that the scenarios are not battles of maneuver, but rather straight-forward assaults. To do well, you will need to hone your close-fighting tactics. The Marines are outnumbered in all scenarios but Changallon Valley, and will need to integrate their supporting arms (air, artillery, mortars, recoilless rifles and tanks) to succeed. This is an accurate representation of the Korea conflict, where UN firepower was the key to their success, because they could ill afford heavy troop losses.

The North Koreans have decent firepower, but still need to learn to use their hidden status to inflict maximum casualties while minimizing their own as much as possible. The Chinese player has the task of facing overwhelming firepower with overwhelming numbers. Actual Chinese tactics depended on striking one point repeatedly with single platoons until a breakthrough was achieved, and exploiting through that hole; this can be a valid tactic in Semper Fi! as well. Another possibility is to attack along a broad front so as to minimize exposure to Marine artillery and mortars, but this can also be hazardous and cost you most of your troops in short order. Infiltration and hidden units should be used as effectively as possible.

Designer's Notes

After playing around with VG's *The Korean War* some years back, I became interested in the Korean War and read a great deal on it. Since I was already a big TCS fan, it was natural for me to imagine how some of these battles would play out as TCS games, and the idea was born to stop dreaming about it, get off my duff and do something about it. Hence *Semper Fi!* The project changed and grew the more I thought about it. Early on I had decided that I wanted to do multiple games in one package in order to bring gamers up to speed with some of the engagements in the war, while realizing that the Korean War is not going to have the same appeal as World War II, and that one or maybe two TCS titles was all that was realistically possible. I had originally wanted to do the entire Naktong Bulge and Chosin, but Dean and I had also been bouncing around the idea of doing some TCS mini-games that would be good for beginners or those of us without completely free weekends, so he suggested I reduce the scale of the Korea project to small engagements. I also wanted a unifying concept throughout the games, and chose the USMC, because they had really performed the best of all US troops in the first year of the war, and hey, there was CHOSIN.

Semper Fi! is not about grand maneuvers and multi-day campaigns, but about assaulting and small-unit tactics. Some of the small scenarios can be played in a few hours, and are good for introducing players to the system, and potentially for anyone interested in TCS tournament play. And some of the larger scenarios (such as No-Name Ridge and Hagaru) are good situations for honing combined-arms assault tactics, coordinating the use of artillery, airpower, mortars, tanks and infantry in close combat. Since the scenarios are short (relative to other TCS games!) players can easily replay them several times to perfect their tactics, which will then help them greatly when they play another larger TCS game.

Research on the battles was challenging in many respects. Not that much has been written about the war, though the Marine Corps history is excellent and provided the main source for my information. North Korean and Chinese sources are not available to amateur researchers, but who knows, maybe someday we will be able to get at these documents. I balanced the USMC history with Appleman, who wrote the Army history and is an expert on Chosin, particularly what happened to the USA units east of Chosin.

The Maps: The maps are based on US Army maps used during the Korean war. These in turn are adaptations of Japanese maps done anytime between 1910 and 1930, and were often inaccurate. I checked them against current tactical scale maps provided to me by Major Eric Walters, USMC, and made some adjustments where appropriate. I wanted to balance the 'real' terrain with maps from the period, and either way, the effect on play should be identical.

Order of Battle: For the big picture I relied heavily upon the USMC Official History and Appleman's *Escaping the Trap* (X Corps at Chosin). For calculating counter strength and number, John Sayan from Tactical Notebooks was an incredible help. He had been doing a great deal of research on Korea and had unpublished OOBs and TOEs that he kindly sent me. Numerous e-mail discussions with him helped me assemble what I think is the most accurate OOB for these battles in a wargame (not that there is much competition!) For the fine touches, I am indebted to numerous Chosin veterans, including Col. William Barber who commanded Fox Company at Fox Hill and was able to answer a number of questions I had about that engagement.

Units: Given the chance to design my own game, I went a little overboard in making units. New units for the TCS include 75mm recoilless rifles, which were accurate but lacked the armor piercing punch required, M-26 Pershing tanks, and AT Rifle sections, which I included mainly for fun, but also because they had been responsible for knocking out light vehicles at a range of 500m so I wanted them to have that chance here. Normally HQ units are excluded from TCS games, but because of the North Korean and Chinese tactics of striking from all directions, numerous rear area elements wound up in combat, and needed to be represented. Marine AT sections did not have many tanks to fight against, but often boosted the strength of line units through bazooka and rifle fire. I realized very quickly that, because of small maps and limited ammunition, I could dispense with the Chinese and North Korean mortar units as counters, though of course their effects are very much present.

Morale. Even though the Marine units represented consisted of about half reservists, they held up very well and were never really subject to 'bugout fever' which seemed to have affected so many USA and ROK units early in the war. Part of the morale distinction among USMC and USA units is a result of whether the unit was a line combat unit, and how many attached ROK soldiers/workers it had. The 10th Engineer Bn for instance was composed of over one half ROKs, who had no combat training and did not perform well. The security platoon attached to the AT Co/7 Marine was a mixture of organic MGs and a platoon of South Korean police assigned to them. Marine service troops have a relatively good morale rating because they were all well-trained as riflemen, and one strength of the Marine organization was that everyone could fight, not just the line units.

The North Korean units were very experienced, both in China and in the fighting in Korea, which explains their good rating and special morale benefits. Chinese units in Chosin showed incredible perseverance in assaulting, and it was not uncommon for entire units to be destroyed. However, I couldn't give them '1' ratings, because they were human and could be suppressed. This was part of the reason for the numerous special rules for the Chinese, a military power with a much different philosophy of life and combat than the traditional western powers portrayed in TCS games. The Chinese 58th and 59 Divisions fought well, while the 80th was the most effective Chinese division at Chosin (and responsible for the destruction of the 31 RCT east of Chosin), which explains its good morale rating in this game.

Annotated Bibliography

Appleman, Roy. 1961. *South to the Naktong, North to the Yalu (June-November 1950)*. Washington DC: Department of the Army.

Appleman is the man for authoritative Korean War history. This is the first volume of the official army history of the war, and offers an excellent overview of the initial period of the war, including Marine exploits.

Appleman, Roy. 1990. *Escaping the trap: US Army X Corps in Northeast Korea, 1950*. College Station: Texas A&M University Press.

This outstanding book gives an excellent treatment of the Chosin campaign, including the events east of Chosin. Definitely recommended.

Fenton, Francis. "Changallon Valley" *Marine Corps Gazette* 35:11 (1951) 48-53.

The most comprehensive article on the action at Changallon Valley, nice reading to get a feel for how the battle went. The maps aren't real accurate though.

Geer, Andrew. 1952. *The New Breed*. New York: Harper Brothers.

The New Breed appeared within a year of the actual events it describes, and while much of the reported dialog is fanciful, it is an entertaining overview of the Marines in Korea during the period covered in *Semper Paratus*.

Hammel, Eric. 1981. *Chosin: heroic ordeal of the Korean War*. New York : Vanguard Press.

This book is an assimilation of official histories combined with notes from over 100 interviews of participants.

Korea: the Forgotten War. 1987. Los Angeles: Fox Hills Video

A great 1 1/2 hour video of the Korean war, including nice Chosin footage and even a glimpse of the beginning of the attack on No-Name Ridge (if you know where to look for it...)

McCarthy, R. 1953. "Fox Hill." *Marine Corps Gazette* 37:3 (1953) 16-23.

Good article on the action at Fox Hill, written by a participant.

Montross, Lynn and Nicholas Canzona. 1954. *U.S. Marine Operations in Korea 1950-1953. Volume I: The Pusan Perimeter*. Washington DC: Historical Branch, USMC.

An authoritative treatment of the Marines at the Perimeter. It contains excellent sections on Changallon Valley and No-Name Ridge.

----. 1957. *U.S. Marine Operations in Korea 1950-1953. Volume III: The Chosin Reservoir Campaign*. Washington DC: Historical Branch, USMC.

The official history of the USMC at Chosin, still highly regarded This has good coverage of Fox Hill and Hagaru (where Canzona fought).

Robertson, William. 1985. *Counterattack on the Naktong, 1950*. Fort Leavenworth, KS: Combat Studies Institute (Leavenworth Papers #13).

One of the Fort Leavenworth Papers examining 1st Naktong where the Marines finally counterattacked successfully. A great book to get a feel for how combat actions when during the Pusan Perimeter.

Wilson, Jim. 1988. *Retreat, hell! We're just attacking in another direction*. New York: William Morrow and Company, Inc.

Wilson wrote this book based on numerous interviews held in the 1980s, and provides interesting anecdotal filling for the official histories.

Terrain Effects Chart

foot	trucks	tracked	combat	
Open	1	2	1	open
Broken	2	5	3	partly protective
Rice Paddy	2	P	P	open
Building	1	2	1	partly protective
Hagaru-ri	1	1	1	open
Supply Depot	2	3	3	partly protective
Frozen Marsh	1	2	1	billiard table
Airstrip	1	1	1	billiard table
Stream	+1	+5	+3	no effect
Frozen River	ne	P	P	ne
Road	1/2	1/2	1/2	ne, but see 1.1b
Rail	ot	ot		partly protective, but
see 1.1f				
Frozen Lake	1	P	P	billiard table
Slope	+1	+1	+1	see 1.1c