A Guide to **The Korean War** ToT Scenario by Patine

FROM THE MAKER OF EEMPIRE OF THE RISING SUN COMES A GRIPPING
RECREATION OF THE COLD WAR'S FIRST CLASH OF ARMS.………..

THE KOREAN WAR

SEOUL

SOUTH KOREA

SID MEIER'S

CIVILIZATION II

THE ULTIMATE VERSION OF THE BEST-SELLING STRATEGY GAME
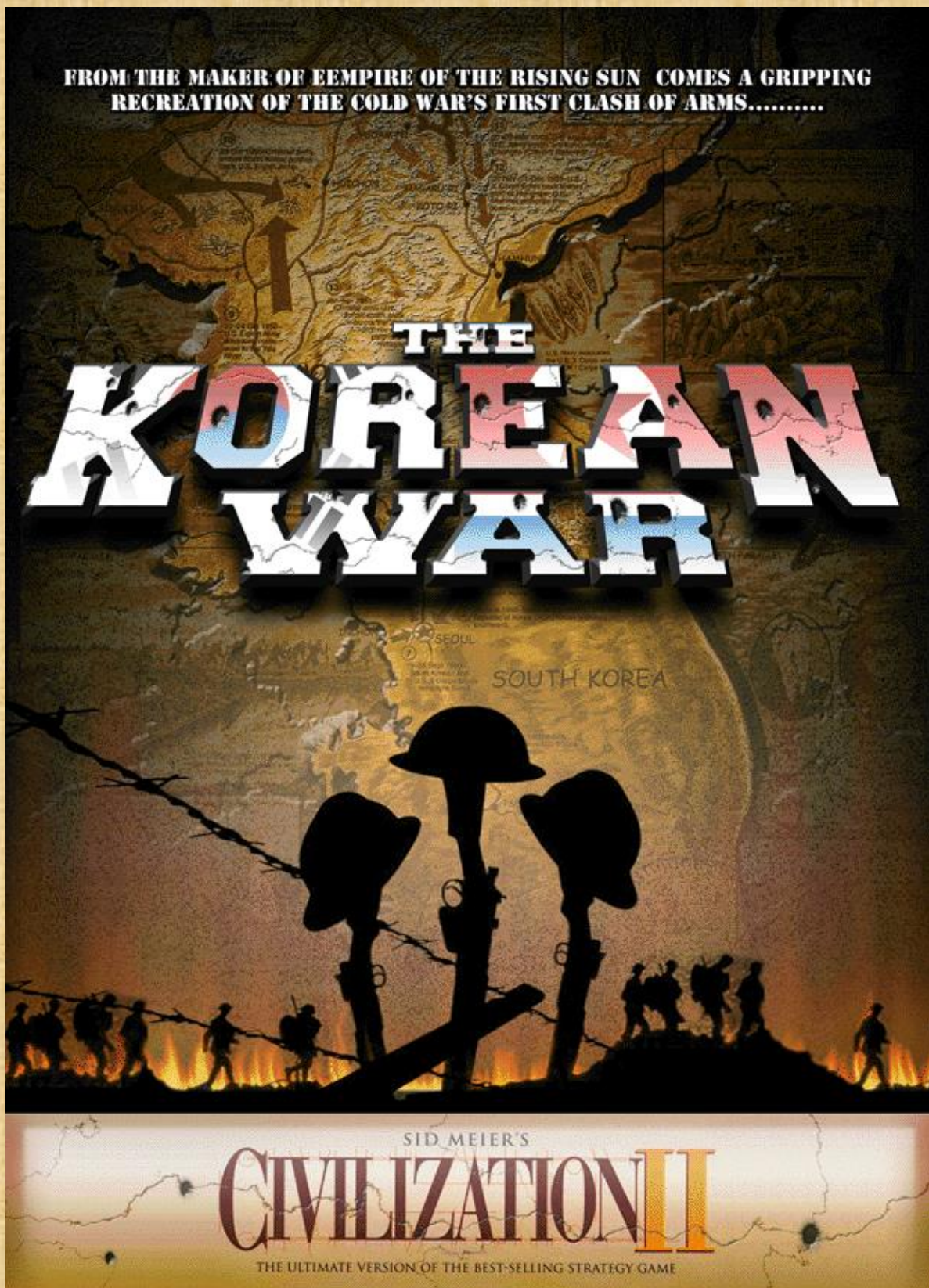
The Korean War 1950 – 1953

A Test of Time scenario by Patrick L Shephard (Patine) with modifications by McMonkey

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1. HISTORY

Korea was ruled by Japan from 1910 until the closing days of World War II. In August 1945, the Soviet Union declared war on Japan, as a result of an agreement with the United States, and liberated Korea north of the 38th parallel. U.S. forces subsequently moved into the south. By 1948, as a product of the Cold War between the Soviet Union and the United States, Korea was split into two regions, with separate governments. Both governments claimed to be the legitimate government of all of Korea, and neither side accepted the border as permanent. The conflict escalated into open warfare when North Korean forces—supported by the Soviet Union and China—moved into the south on 25 June 1950. On that day, the United Nations Security Council recognized this North Korean act as invasion and called for an immediate ceasefire. On 27 June, the Security Council adopted S/RES/83: Complaint of aggression upon the Republic of Korea and decided the formation and dispatch of the UN Forces in Korea. Twenty-one countries of the United Nations eventually contributed to the UN force, with the United States providing 88% of the UN's military personnel.

After the first two months of war, South Korean forces were on the point of defeat, forced back to the Pusan Perimeter. In September 1950, an amphibious UN counter-offensive was launched at Inchon, and cut off many North Korean troops. Those who escaped envelopment and capture were rapidly forced back north all the way to the border with China at the Yalu River, or into the mountainous interior. At this point, in October 1950, Chinese forces crossed the Yalu and entered the war. Chinese intervention triggered a retreat of UN forces which continued until mid-1951.

After these reversals of fortune, which saw Seoul change hands four times, the last two years of fighting became a war of attrition, with the front line close to the 38th parallel.

The war in the air, however, was never a stalemate. North Korea was subject to a massive bombing campaign. Jet fighters confronted each other in air-to-air combat for the first time in history, and Soviet pilots covertly flew in defence of their communist allies.

The fighting ended on 27 July 1953, when an armistice was signed. The agreement created the Korean Demilitarized Zone to separate North and South Korea, and allowed the return of prisoners. However, no peace treaty has been signed, and the two Koreas are technically still at war. Periodic clashes, many of which are deadly, continue to the present.

*From Wikipedia

2. BEFORE INSTALLATION

1. This scenario requires Civilization II Test of Time. If you don't already have it, you may purchase it on E-bay or Amazon for a reasonable price.
2. Please visit the Scenario League for installation instructions for Test of Time: <*insert link>
3. You **must** install the Test of Time v1.1 patch **before** installing this scenario. You may download it here:
   http://forums.civfanatics.com/downloads.php?do=file&id=59
   Note: For those users who have "Sid Meier's Civilization Chronicles" version of the game installed on their computer, please use the "CivChroniclesPatch.exe" included in the ZIP file to install the patch.
4. You must install version 0.13 of the Test of Time Project Patch by TheNamelessOne. You may download it here:
   http://forums.civfanatics.com/showpost.php?p=13906258&postcount=593
5. To ensure a greater challenge, make sure to uncheck the 'AI Hostility' box in the ToTPP Launcher before starting the scenario.
   <*Insert image>
6. The game has been created and tested on both 32 and 64 bit computers so should have no compatibility issues. If you do encounter any problems please contact Patine or McMonkey at the Scenario League at Civ Fanatics or ask the friendly guys on the forum for assistance.

3. INSTALLATION INSTRUCTIONS

1. Under your ToT directory, create (if you have not already done so) a folder called Scenarios. Do not put this in the Original, Fantasy or Sci-fi folders. It must be directly under the main Test of Time directory.
2. Inside the Scenario folder, create a second folder called 'Korean War'.
3. Unzip all the files you've downloaded into the newly created Korean War folder.
4. To install sound, create a folder called Sound in your new Korean War folder. Extract all the sound files into the Sound folder.
5. **VERY IMPORTANT** – This game is designed to be played as the United Nations only.

6. **VERY IMPORTANT** – You must run the '*Korean.bat' batch file, and select option 1 before starting new scenarios. This changes the terrain and rules files between Winter & Summer. This will be correctly set to summer the first time you launch the scenario so the batch file won't be required but running it to be sure will do no harm.

4. MAJOR GAME CONCEPTS

Reinforcements

There are five main sources of units for the UN:

Scheduled reinforcements will arrive in Pusan, Inchon, Wonsan and Kimpo Airfield at set dates. These reinforcements make up the core of the UN force (as well as the RoK Army)

Another major source of reinforcements is the Technology Tree. There are six main reinforcement techs and twelve optional offshoots, most of which will need to be unlocked (see 'Destroying the KPA' below)

A few large formations will be created when key cities are captured. This includes the US 7th Division which will appear if the US 1st Marine Division captures Inchon and parts of the 3rd Infantry Division at the port of Kimchaek and 1st Marine Division at Yangdok.

In the long run a lot of the UN forces will be re-spawned after a delay if they are destroyed in combat. Please see below for more details.

RoK Constabulary can be trained in UN controlled cities. Though not effective as front line combat troops they are adequate for garrisoning rear areas. These units do not re-spawn if destroyed.

Once Seoul is captured the UN will also be able to build RoK KATUSA battalions. These are on par with other Infantry Battalions and are intended to fill the gaps in depleted Divisions and act as independent Battalions. They are relatively expensive but will be vital to the UN campaign. They are also not re-spawanable.

Engineers can build roads and mines but their main role is constructing fortified positions, especially on the Feature terrain. They may also terraform hills, highland, rocky & broken terrain into features, though this will be a slow process.

Re-Spawn Units

To control the size of both armies the number of buildable units has been limited. Most units are created via events and one of the most important events is the delayed re-spawning of units lost in combat.

The concept behind this is that entire divisions, regiments, brigades and even battalions & companies were rarely completely annihilated, and even if they were they were normally re-formed. It was much more common for units to be taken out of the line after heavy losses, sent to a rear area and re-formed with replacement troops and vehicles. This may even include a period of re-training to being the replacements up to speed.

In game lightly damaged units (health bar in yellow and red) can be sent to a friendly city (preferably with a barracks or airfield) and set to sleep until they are back up to full combat effectiveness. You can consider this a rest period where the unit (infantry are generally meant to represent a battalion) can replenish their fuel and ammo, bring in some replacements and try and grab some well-deserved sleep.

Units that are destroyed in combat are considered to be decimated and in need of a prolonged period out of the line in which to re-form. This is done by re-spawning the unit after a set delay (usually four turns for Infantry battalions). They will then re-spawn, either in Japan for UN units or in a Korean city for RoK units. Any veteran status the unit had gained before its destruction will be lost when it re-spawns.

I hope this will help the player be bolder with risking 'rare' units in combat and more willing to attempt offensive operations and to hold on to desperate positions. Be careful though. If too many units are forced out of the line at one time they may not be returned to Korea in time to resist major Communist offensives.

The North Korean and Chinese re-spawning events work on the same concept and will be discussed further below.

North Korean invasion

The North Koreans start the scenario with a massive invasion of the ill prepared Republic of Korea. Many RoK units are under strength (yellow health bars) and lack enough ammunition to fight a protracted battle. This lack of ammunition was partly due to the US holding back supplies as it was concerned that Syngman Rhee was planning to attack the North.
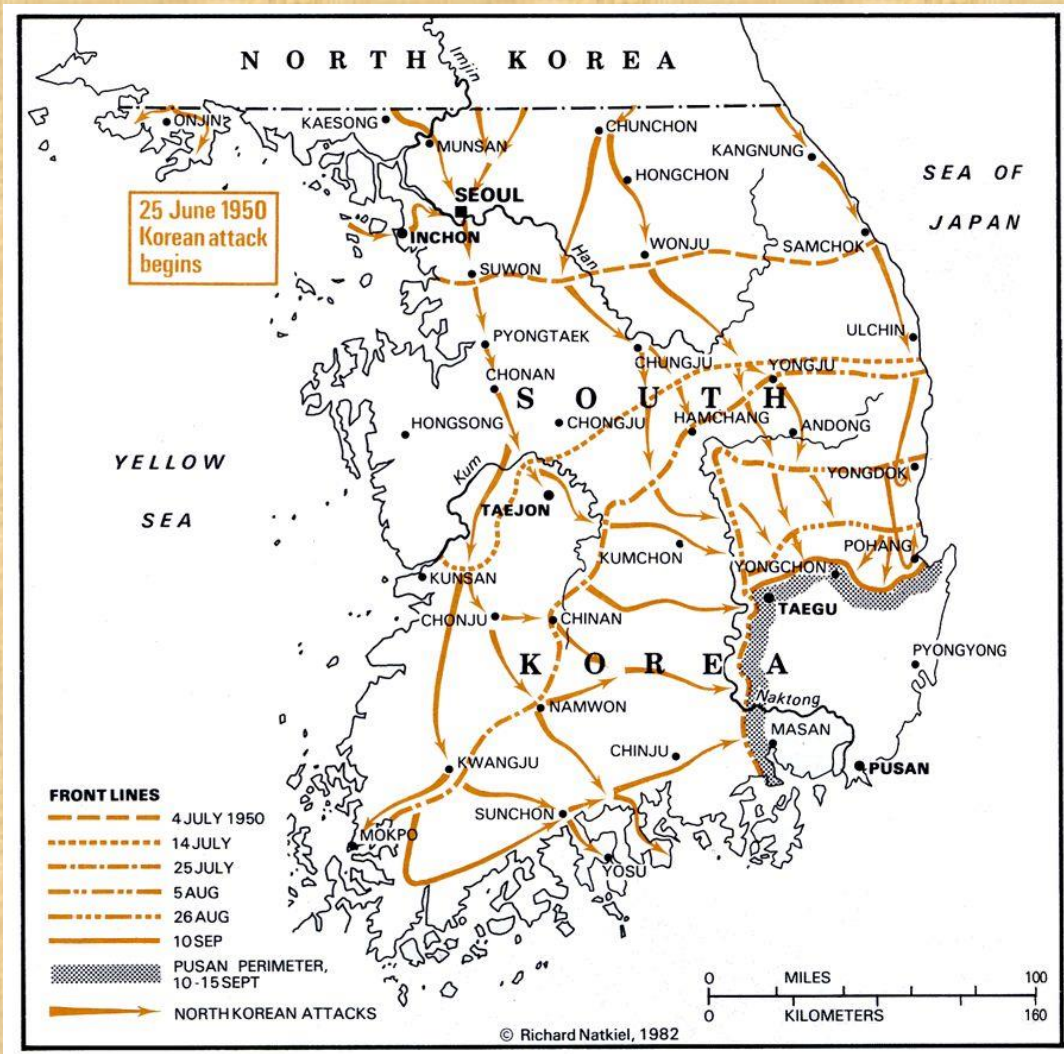
You will be forced to sit and watch as the North Korean People's Army (KPA) with it's air assets and armoured units cuts through the lightly armed RoK Army and Constabulary. Testing has shown that the extent of the KPA's success is variable, but you should expect to see Seoul fall, Taejon fall or be put under siege, the Naktong river line (or Pusan Perimeter) anchored around Taegu, be probed in force and the east coast largely fall under North Korean control.

To begin with there will be very little in the way of RoK and UN troops available to resist the tide. Parts of the US 1st Cavalry and 24th Division, hurriedly sent from Japan, were rushed to Korea and historically Task Force Smith was the first US Army unit to engage the KPA at the Battle of Osan (south-east of Inchon) before falling back on Taejon as they struggled to counter the T-34s.

In the early months of the war you will need use your available assets extremely wisely if you wish to halt the KPA before it pushes on to Pusan (the loss of this key port results in a North Korean victory!) and hold on for MacAthur's planned counter stroke at Inchon. You begin with a British and US Carrier and will receive a steady flow of reinforcements into Pusan. It is important to hold your positions along the Pusan Perimeter, withdraw units before they are

cut off and try and preserve enough combat strength to break out should MacArthur's Pusan adventure succeed.

Taejon has a barracks but is dangerously isolated. Weigh up the pros and cons of holding out there. On one hand it will delay the KPA from making a large scale attack on the western flank of the Naktong river line, on the other hand the city will quickly be cut off and the troops will be under siege until a breakout can be attempted from Pusan.

The key to defending Pusan will be to hold onto Taegu with it's barracks and strong defences along the Naktong river. It is also important to guard the western and northern approaches to Pusan.

The Inchon Landings
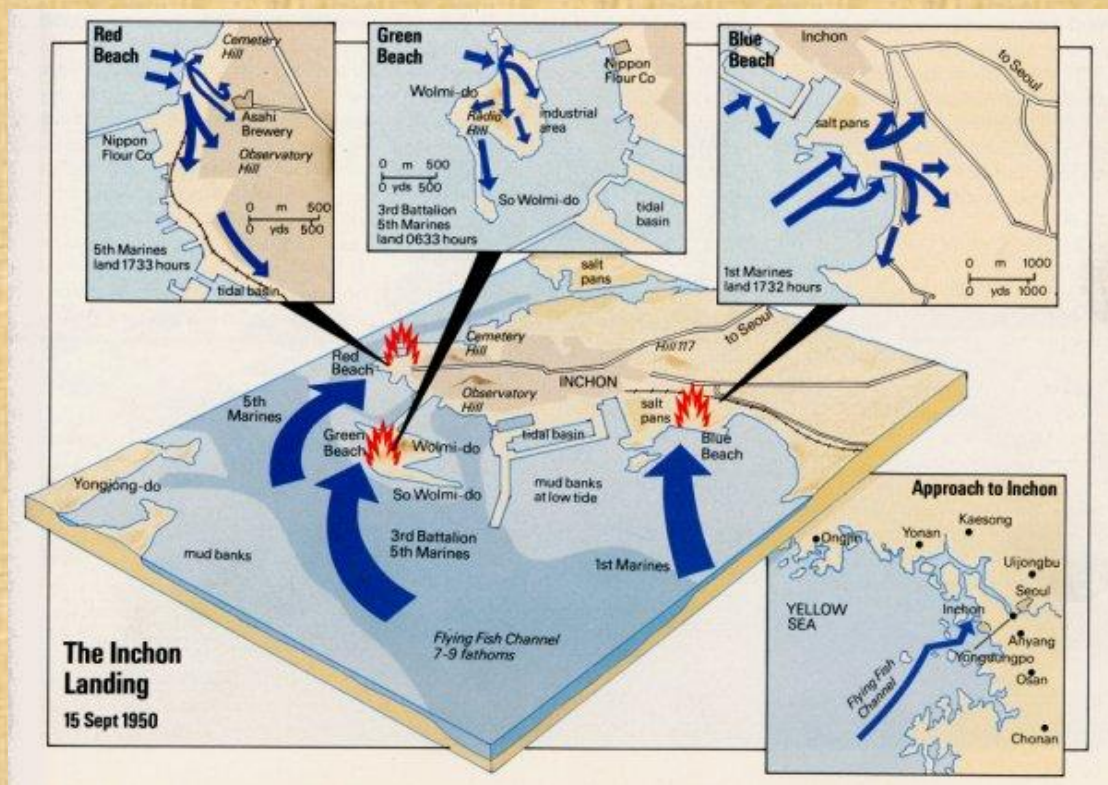
Should you hold out until September 1950 the Inchon Landings may be attempted. The Marine component of this landing force will be spawned in August on the island of Cheju to the south-west of the peninsula. Sail directly for Inchon with your marines and the Naval Taskforce which represents the battleships and destroyers of the Pacific fleet. The invasion force will be joined by an additional US Carrier before launching it's assault. Should you succeed in capturing Inchon the landing forces will be followed up by the US 7th Division and other support troops. It is recommended you attempt to take Kimpo Airfield and Seoul as quickly as possible, but beware of counter attacks.
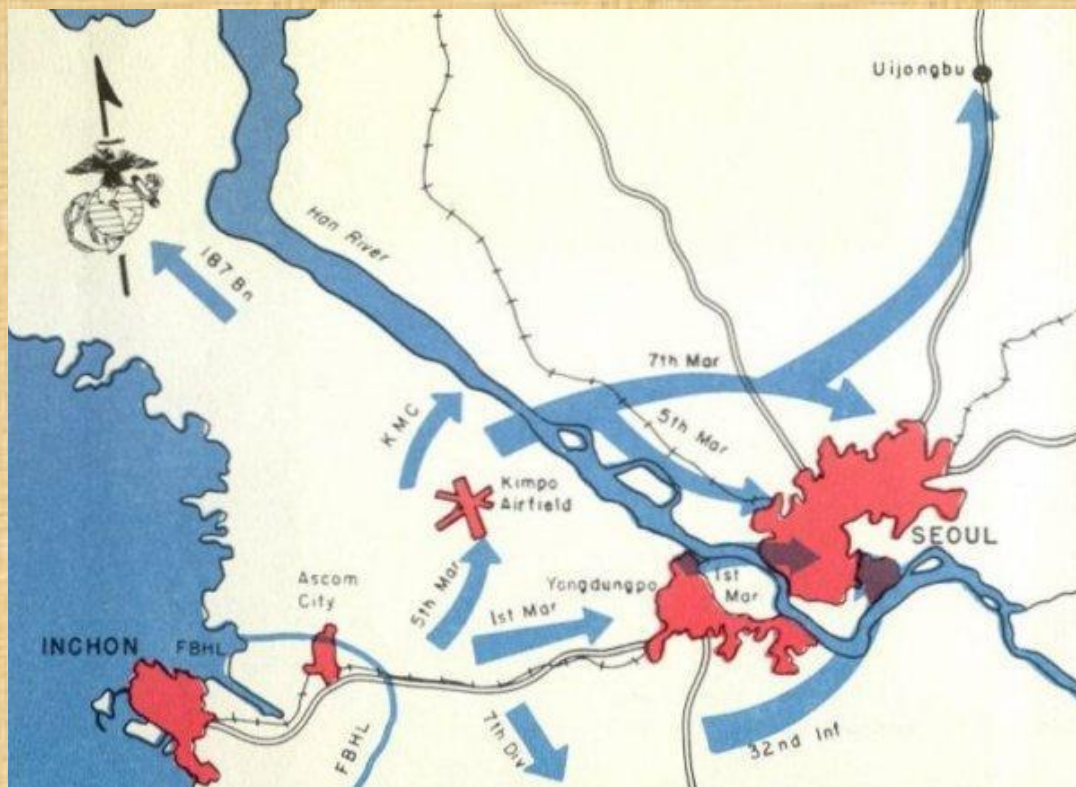
Destroying the KPA

One of the objectives of the Inchon landings was to cut the North Korean's supply lines, thereby cutting off the bulk of the KPA up against the Pusan Perimeter. As many of the units in the south will be homed to Seoul, Inchon and other cities in that area (most importantly Kumchon, Sariwon and the three cities in the Iron Triangle; Ichon, Pyonggang & Chorwon) it is important to exploit the landings as quickly as possible, thus cutting of supplies of food, fuel and ammunition to the KPA and spreading fear amongst their ranks (disbanding these units by capturing their home cities).

Following on from the Inchon landings the 1st US Marine Division, supported by British Royal Marines, and attempted another landing on the opposite side of the peninsula at Wonsan, cutting supplies to even more KPA formations. You may wish to plan ahead and research the US Carrier Group tech in advance as it will appear in the seas to the east of Wonsan.
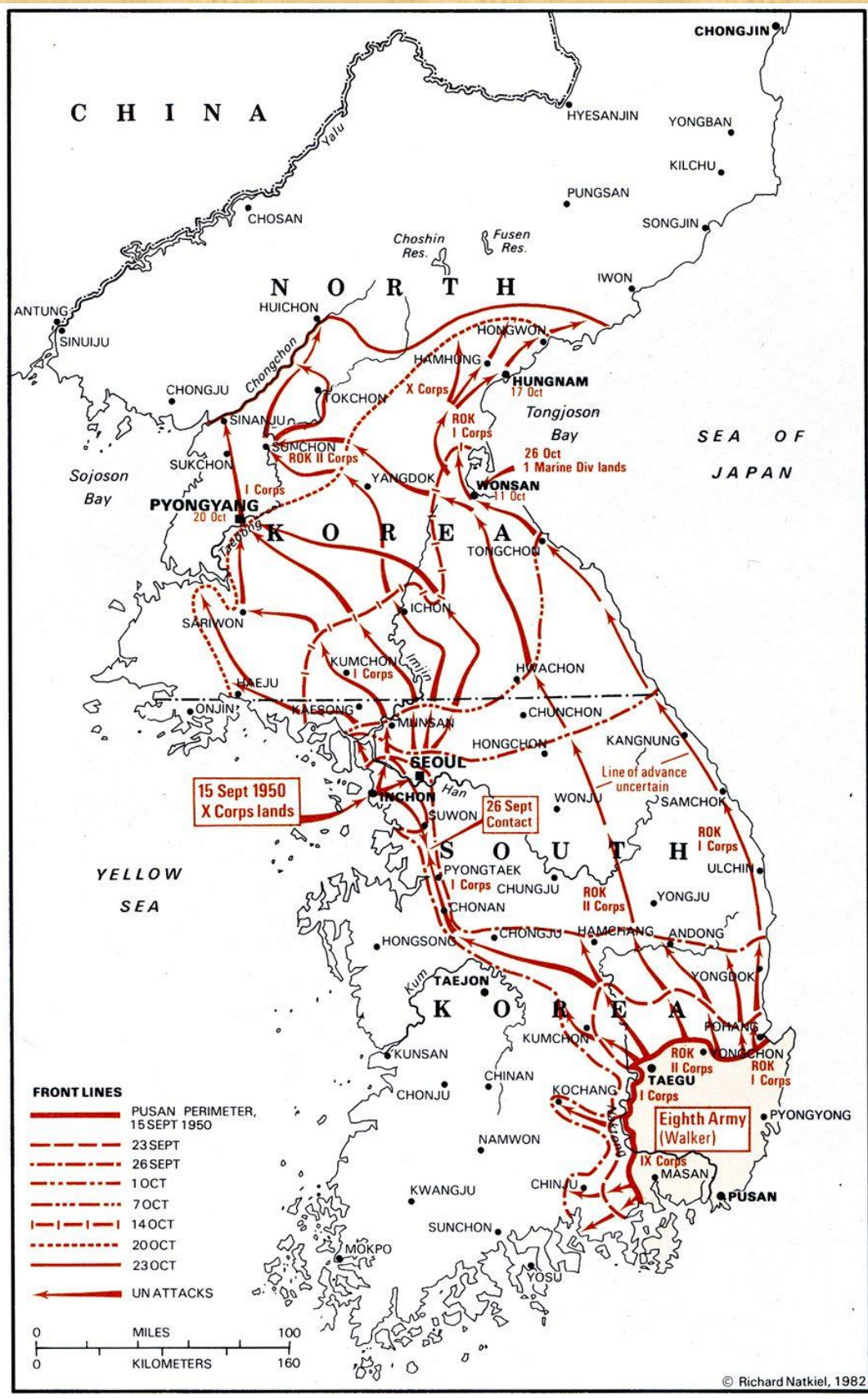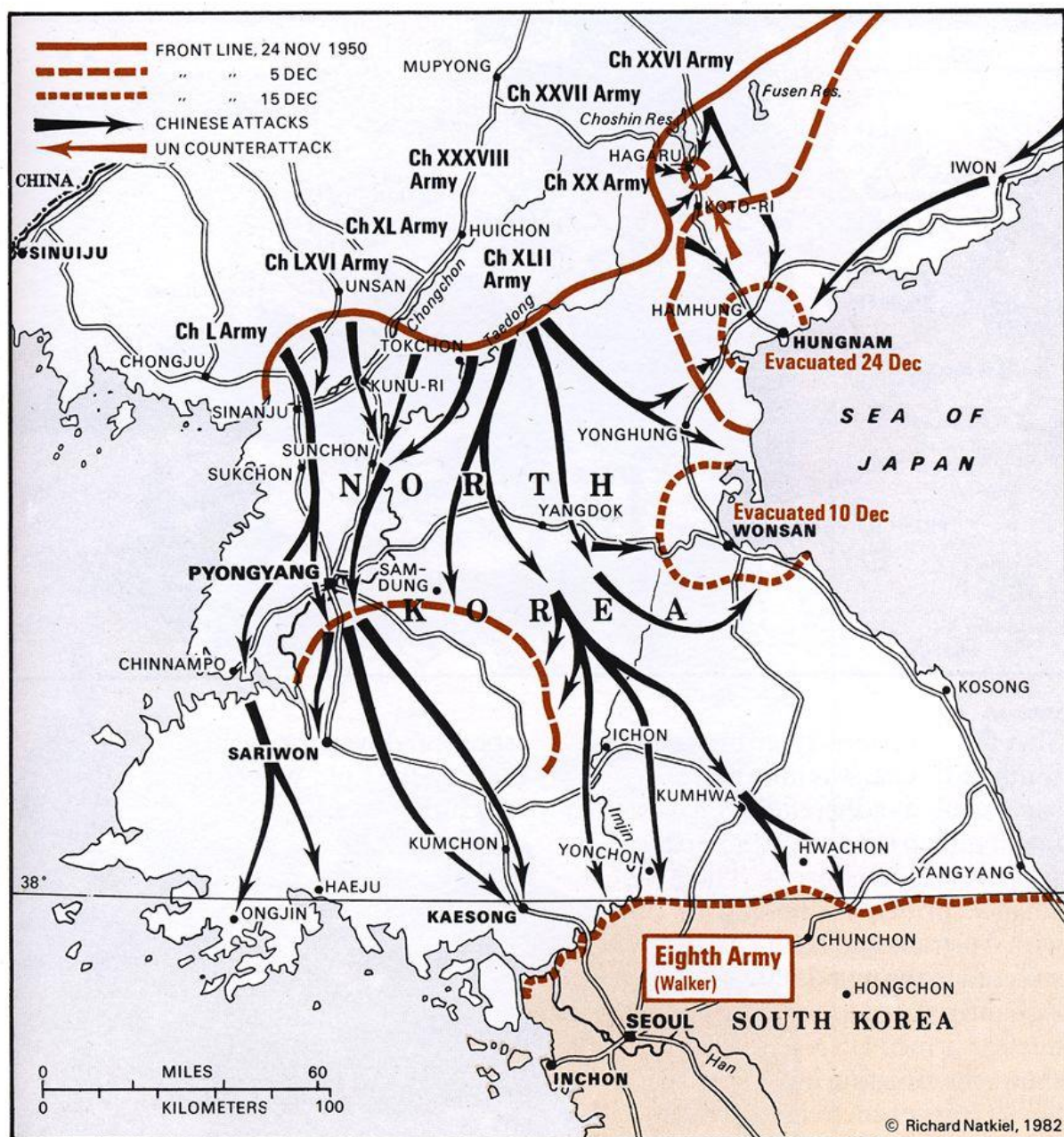
You should seek to exploit these favourable conditions to break out of the Pusan Perimeter with every unit the 8th Army can muster and press north as rapidly as possible. First to link up with the Inchon and Wonsan forces, and then to pursue the KPA as it retreats north to the Chinese and Russian borders where it hopes to reform and receive new equipment and materiel from its Communist allies. In game terms this is represented by delayed re-spawning events for all KPA units destroyed in combat since June (though not the ones disbanded by the Inchon and Wonsan landings). The only way to prevent this happening is to beat the clock (and the weather) and take all North Korean cities before the great rally (re-spawning) can happen. If all North Korean cities are captured, then that civilization is destroyed.

Historically the UN did not capture every single North Korean city before the Chinese intervention, but it was close enough to do so to allow a little poetic licence and make this the goal. Failure to meet the objectives in time (IE before the end of December 1950) will mean the UN player has to face a re-invigorated (and re-spawning) North Korean army and possibly an intervening Chinese army.

Another good reason to press on and complete the destruction of the North Korean Army is that eight of the extra technologies needed for the full reinforcement allocation are dependent on capturing eight of the most northerly North Korean cities. This is especially pressing as these extra technologies will allow the deployment of the US fighter Jets to Korea!

The downside of the annihilation of the North Korean forces (there's always a downside!) is that Communist China is almost certain to feel threatened enough to intervene with its massive manpower.

Front line, 24 Nov 1950 / 5 Dec / 15 Dec; Chinese attacks; UN counterattack. Map of North Korea and South Korea showing Chinese Army positions (Ch XXVI, Ch XXVII, Ch XXXVIII, Ch XX, Ch XL, Ch XLII, Ch LXVI, Ch L Armies), Chinese attack arrows, and UN counterattacks. Key locations include Pyongyang, Seoul, Inchon, Wonsan (Evacuated 10 Dec), Hungnam (Evacuated 24 Dec), and Eighth Army (Walker). © Richard Natkiel, 1982

Air combat

After trying out all manner of stats combinations we ended up back at a system of stats fairly similar to the original Civ2 system, but with all aircraft as range 2. This is partly to encourage air to air combat, but also to prevent all powerful air forces dominating the battlefields. Fighter aircraft have relatively low attack stats so that their usefulness in the ground attack role is limited, but with the attack and defence stats finely balanced aerial dogfights should be pretty exciting. A few of the twin and quad engine bombers have much longer endurance to attack targets deeper behind enemy lines.

Features

After much experimentation with terrain stats it was decided to add a new terrain type known as 'Feature'. This terrain has excellent defence (100% like mountains) but is as easy to move into as hills, broken and rocky which all have only 50% additional defence over flat terrain. These features will prove key to forming and holding defensive lines. If you manage to get some engineers up on top and build fortifications these positions will become that much more formidable. It is also important to remember that a fortified unit gets the same bonus as being inside a city or fortification.

Only the US Army Engineers can build fortifications and it is advisable to ensure none of these vital units are killed in combat. Protect them carefully.

For those interested here are some of the key terrain features of the Korean War and their co-ordinates on the map.

Anchor Hill – 95,59 (*South of Kosong*)
Punchbowl – 94,60 (*South of Kosong*)
Heartbreak Ridge – 93,61 (*South of Kosong*)
Capitol Hill – 90,62 (*South-east of Kumhwa*)
Triangle Hill – 82,64 (*North-west of Kopyang*)
Pork Chop Hill – 79,61 (*South of Chorwon*)
Old Baldy – 77,63 (*East of Kaesong*)
White Horse Mountain – 77,59 (*West of Chorwon*)
The Hook – 75,65 (*South-east of Kaesong*)
J Ridge – 95,63 (*West of Yongyang*)
Jane Russell Hill – 86,60 (*West of Kumhwa*)
Lightning Hill – 86,58 (*North-west of Kumhwa*)
Jackson Heights – 78,56 (*South of Ichon*)

Seasons

During the scenario you will be prompted to use the batch file to swap between summer and winter terrain and rules. To do this simply save your game, run the batch file (picking the correct option number) and then reload your game.

Aside from the graphics changing the major differences winter are that the highway movement multiplier is reduced from 6 to 3 and roads from 3 to 2. UN aircraft attack is roughly halved to represent the limited flying time and poor visibility. Winter runs from December to March.

Terrain / City defence

Cities are not the premier defensive position in this scenario; though they can be defendable in an emergency cities should not be your primary defensive positions. Look instead to build fortified positions on features or mountains.

Road and highway movement

Road movement is x3 and highways x6, except for in the winter months when it drops to 2 and 3 respectively. Armoured units movement rate has been restricted to simulate the limited road network and steep terrain of the Korean peninsula. Not ideal tank country!

7. VICTORY CONDITIONS

To achieve a decisive victory all cities on the Korean Peninsula (for 101/101) must be under United Nations control by the end of the scenario in July 1953 (turn 38). You are welcome to continue playing after this date, but there will be no more unique events.

To achieve a marginal victory you must hold 49 objective points, which equated to the historical outcome after the peace negotiations with the border running roughly along the 38th parallel.

48 or less objective points will result in a marginal defeat,

Zero objective points would equal a decisive defeat, but if you lose control of Pusan the game will end anyway with a decisive Communist victory.

8. SCENARIO PERAMETERS

The following scenario parameters have been pre-set in the game:
1. **Government switching** has been disabled
2. You cannot obtain **technologies via conquest**
3. There is **no pollution**
4. **Pillaging** of roads & highways is prohibited
5. Cities **population** will not decrease when captured
6. City **improvements** will not be destroyed upon capture

9. HOUSE RULES
- Play as the **United Nations** at **Deity** level.
- **Japanese cities** can **only** be set to Capitalisation.
- The **US Japanese Occupational Forces** must remain in Japan.
- The **UN Transport Ship** can **only** transit between Pusan & Fukuoka.

- **Chinese territory** and airspace is **not** to be violated.
- **Yoduk** improvements **must** be sold after city capture.
- **No new cities** or **highways** may be built.
- No **renaming** cities. This will break events!
- **No air protected stacks**! (IE Aircraft ending their turn on the same square as ground units in order to block AI controlled ground units attacking them).
- **Carrier aircraft** can **only** operate from carriers or cities with an Airbase.
- **Re-homing** units, other than **RoK Constabulary**, is not recommended.
- Road and highway **pillaging is forbidden**.
- You **can** use **Engineers** to build new roads, fortifications and mines.
- Airlift units (**helicopter & airlift**) may only transport Infantry type units. No tanks or heavy artillery can be airlifted.

10. CREDIT / THANKS / REFERENCES

Patine:
Thanks to: BC1871, Case, Catfish, Curtsibling, Fairline, Jim Panse, Jimmywax, Harry Tuttle, McMonkey, MiniPow, Our_Man, Sarsstock, Tanelorn, Techumseh, The Nameless One, Tootall_2012, Typhoon and, of course, the dearly departed AGRICOLA (RIP)

McMonkey:
A big thank you to Fairline for all his amazing units and to Tanelorn & Gapetit for their excellent modifications. Thanks also Tootall for his excellent Vietnam 1965-1975 scenario that was a big inspiration for collaborating with Pat to modify Korea.

The major resources used to research this project were Goole for maps & images, Wikipedia for its wealth of easily accessible information on the Korean War and the books of Michael Hickey (Korean War – The West confronts Communism 1950-1953) and Max Hastings (The Korean War) as well as the Atlas of Conflicts- The Korean War by World Almanac Library.

I would also recommend the Korean movie Tae Guk Gi: The Brotherhood of War (2004).

A. APPENDIX: UNITS

NORTH KOREAN PEOPLES' ARMY (KPA)

 KPA Red Brigade - 4m 4a 4d 2h 2f

 KPA Defensive Infantry – 4m 7a 5d 2h 3f - ZoC

 KPA Offensive Infantry – 6m 9a 4d 2h 3f - Walls/ZoC

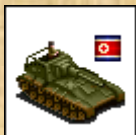 KPA-Lead Guerillas – 5m 7a 3d 2h 3f - Alpine/Walls/ZoC

 KPA 76mm Artillery – 4m 12a 2d 2h 2f - Walls

 KPA 122mm M-30 Artillery – 3m 16a 2d 2h 3f - Walls

 KPA Mobile Anti-aircraft – 5m 5a 4d 2h 2f - AEGIS/Air

 KPA Su-76 Assault Gun – 8m 12a 4d 2h 2f - Walls

 KPA T-34/85 Medium Tank– 8m 14a 5d 3h 2f - Walls

KPA IS-2 Heavy Tank – 8m 16a 7d 3h 3f - Walls

KPAAF Yak-9B Fighter – 12m 2r 2a 4d 2h 2f - Air/Recon

KPAAF Il-10 Sturmovik Ground Attack – 16m 2r 12a 3d 3h 3f - Walls/Recon

Sea Mine – 0m 0a 50d 6h 1f - Hide shield

CHINESE PEOPLES VOLUNTEER ARMY (PVA)

Chinese Border – 0m 0a 1d 1h 1f

PVA Wave Infantry (E) – 6m 8a 4d 3h 2f - Fun/Alp/ZoC

PVA Infantry (Wb) – 5m 7a 5d 3h 2f - Fun/Alp/ZoC

PVA Infantry (Ea) – 5m 7a 5d 3h 2f - Fun/Alp/ZoC

PVA Wave Infantry (W) – 6m 8a 4d 3h 2f - Fun/Alp/ZoC

PVA Infantry (Wa) – 5m 7a 5d 3h 2f - Fun/Alp/Walls/ZoC

 PVA Infantry (Eb) – 5m 7a 5d 3h 2f - Fun/Alp/ZoC

 PVA Wave Infantry (C) – 6m 8a 4d 3h 2f - Fun/Alp/ZoC

 PVA Infantry (Ca) – 5m 7a 5d 3h 2f - Fun/Alp/ZoC

 PVA Infantry (Cb) – 5m 7a 5d 3h 2f - Fun/Alp/ZoC

 PVA 82mm Mortar – 4m 10a 2d 2h 2f - Walls

 PVA 122mm A-19 Howitzer – 3m 16a 2d 2h 3f - Walls

 PVA Katyusha Rocket Launcher – 6m 16a 2d 2h 4f - Walls

 PVA Anti-aircraft cannon - 0m 0a 4d 4h 3f - AEGIS

 PLAAF La-9 Fighter – 14m 2r 2a 4d 2h 2f - Air/Recon

 PLAAF Tu-2 Medium Bomber – 16m 2r 14a 3d 2h 3f - Walls/Recon

 PLAAF MiG-15 Bis Fighter– 16m 2r 4a 9d 3h 3f - Air

 RoK Constabulary – 2m 3a 4d 2h 2f - Cost 80

 RoK Capital Division – 4m 8a 6d 3h 3f - Walls

 RoK 1st Division – 4m 7a 6d 2h 3f - Walls

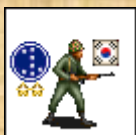 RoK 2nd Division – 4m 7a 6d 2h 3f - Walls

 RoK 3rd Division – 4m 7a 6d 2h 3f - Walls

 RoK 5th Division – 4m 7a 6d 2h 3f - Walls

 RoK 6th Division – 4m 7a 6d 2h 3f - Walls

 RoK 7th Division – 4m 8a 6d 3h 3f - Walls

 RoK 8th Division – 4m 7a 6d 2h 3f - Walls

RoK 9th Division – 4m 7a 6d 2h 3f - Walls

RoK 105mm Howitzer – 4m 12a 2d 2h 3f - Walls

RoK M8 Armored Car – 6m 8a 4d 2h 2f - ZoC/Recon

RoK T-6 Mosquito – 9m 2r 7a 2d 2h 2f - Recon

RoK F-51 Mustang Ground Attack – 14m 2r 12a 3d 2h 2f

UNITED NATIONS GROUND FORCES

US Army Engineers – 4m 0a 1d 1h 1f

US Japanese Occupational Force – 0m 1a 2d 1h 1f

US 2nd Infantry Division – 4m 7a 6d 3h 3f - Walls

UN Dutch Battalion – 4m 6a 6d 2h 3f - Walls

UN French Battalion – 4m 6a 6d 2h 3f - Walls

 US 3rd Infantry Division – 4m 7a 6d 3h 3f - Walls

 UN Belgian Battalion – 4m 6a 6d 2h 3f - Walls

 UN Greek Battalion – 4m 6a 6d 2h 3f - Walls

 UN Philipino Battalion – 4m 7a 6d 3h 3f - Walls

 US 3rd Infantry Division Motorised – 5m 7a 6d 3h 3f - Walls

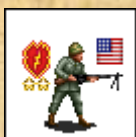 US 7th Infantry Division – 4m 7a 6d 2h 3f - Walls

 UN Ethiopian Battalion – 4m 7a 7d 3h 3f - Walls

 UN Colombian Battalion – 4m 7a 6d 3h 3f - Walls

 US 24th Infantry Division – 4m 7a 6d 2h 3f - Walls

 US 25th Infantry Division – 4m 7a 6d 2h 3f - Walls

 UN Turkish Battalion – 4m 7a 6d 3h 3f - Walls

 US 40th Infantry Division – 4m 6a 5d 2h 2f - Walls

 US 45th Infantry Division – 4m 6a 5d 2h 2f - Walls

 US 1st Cavalry Division Infantry – 4m 7a 6d 2h 3f - Walls

 UN Thai Battalion – 4m 7a 6d 3h 3f - Walls

 US 1st Cavalry Division Motorised – 5-m 7a 6d 2h 3f - Walls

 RoK KATUSA Battalion – 4m 7a 6d 2h 3f – Walls / Cost 160

 US 187th Airborne Regimental Combat Team – 4m 9a 7d 3h 3f - Para/Walls

 USMC 1st Provisional Marine Brigade – 4m 8a 7d 3h 3f - Walls/Amphibious

 USMC 1st Marine Division – 4m 9a 7d 3h 3f - Walls/ Amphibious

 USMC Combat Engineers – 4m 11a 6d 3h 4f - Walls/ Amphibious

 USMC LVT-4 Water Buffalo – 5m 9a 4d 2h 3f - Walls/ Amphibious

 USMC LVT(A)-4 Amtank – 5m 12a 4d 2h 3f - Walls/ Amphibious

 US M24 Chaffee Light Tank – 6m 10a 4d 2h 2f - Recon

 US M4A3E8 Medium Tank – 5m 12a 4d 3h 3f

 US M26 Pershing Heavy Tank – 4m 14a 5d 3h 3f

 US M46 Patton Heavy Tank – 5m 14a 6d 3h 3f

 US M18 Hellcat Tank Destroyer – 6m 12a 4d 2h 3f

US M36 Jackson Tank Destroyer – 5m 14a 4d 3h 3f

US M7 Priest Self-propelled Howitzer – 5m 12a 3d 2h 3f - Walls

US M16 Self-propelled Anti-aircraft gun – 5m 10a 5d 2h 2f - AEGIS/Air

US 105mm Howitzer – 4m 12a 2d 2h 3f - Walls

US 155mm Howitzer – 3m 14a 2d 2h 4f - Walls

US 8-inch M1 Howitzer – 3m 16a 2d 2h 4f - Walls

UN British Infantry – 4m 7a 6d 3h 3f - Walls

UN Australian Infantry – 4m 8a 6d 3h 3f - Walls

UN Canadian Infantry – 4m 7a 6d 3h 3f - Walls

UN Canadian M4A3E8 Medium Tank – 5m 12a 4d 3h 3f

 UN Royal Marines – 4m 9a 6d 3h 3f - Walls/ Amphibious

 UN Centaur Mark IV Close Support Tank – 6m 12a 4d 3h 3f - Walls

 UN Universal Carrier – 6m 7a 5d 2h 3f - Walls

 UN Kangaroo Armoured personnel carrier – 5m 7a 6d 3h 3f - Walls

 UN New Zealand 25-pdr Field gun – 4m 12a 2d 2h 3f - Walls

 UN British 25-pdr Field gun – 4m 12a 2d 2h 3f - Walls

 UN 5.5 inch Howitzer – 3m 14a 2d 2h 4f - Walls

 UN Daimler Armoured Car – 6m 8a 4d 2h 3f - ZoC/Recon

 UN Cromwell Cruiser Tank – 6m 10a 4d 3h 3f

 UN Comet Cruiser Tank – 6m 14a 5d 3h 2f

UN Centurion III Heavy Tank – 5m 14a 6d 3h 3f

UN Churchill Infantry Tank – 4m 10a 6d 3h 3f

UN M10 Achilles Tank Destroyer – 5m 14a 4d 3h 3f

UN Churchill AVRE Engineering Tank – 4m 16a 6d 3h 4f - Walls

UN Churchill Crocodile Flamethrower Tank – 4m 16a 6d 3h 4f - Walls

UNITED NATIONS AIR AND NAVAL FORCES

USAF F-82 Twin Mustang Fighter – 16m 4r 3a 4d 2h 2f - Air/Recon

USAF F-51 Mustang Fighter – 14m 2r 3a 3d 2h 2f - Air

USAF F-80 Shooting Star Fighter – 16m 2r 5a 7d 2h 3f - Air

USAF F-86 Sabre Fighter – 16m 2r 6a 9d 3h 3f - Air

USAF F-84E Thunderjet Ground Attack – 16m 2r 14a 8d 3h 3f

USAF B-26 Invader Medium Bomber – 14m 4r 16a 7d 2h 3f - Recon

USAF B-50 Superfortress Heavy Bomber – 30m 4r 18a 6d 3h 3f

UN Meteor F-8 Fighter – 16m 2r 5a 8d 3h 3f - Air

UN South African F-86 Sabre Fighter – 16m 2r 6a 9d 3h 3f - Air

US H-19 Chickasaw Helicopter - 14m r2 0a 3d 2h 1f Carry 1 – Airlift

US Airlift – 1 m 0a 3d 2h 1f Carry 1 - Airlift

UN British Carrier – 11m 0a 9d 4h 2f - AEGIS/Carrier

UN RN Sea Fury Fighter – 16m 2r 3a 7d 3h 3f - Air

UN RN Firefly Ground Attack – 16m 2r 12a 6d 3h 3f

US Carrier – 11m 0a 9d 4h 2f - AEGIS/Carrier

USMC F4U Corsair Ground Attack – 14m 2r 12a 5d 3h 3f

USAF AD4 Skyraider Ground Attack – 16m 2r 12a 7d 3h 3f - Recon

USMC F7F Tigercat Fighter – 16m 2r 3a 5d 2h 2f - Air

USMC F2H Banshee Fighter – 16m 2r 4a 8d 2h 3f - Air

USMC F9F Panther Ground Attack – 16m 2r 14a 7d 3h 3f

UN Naval Support – 11m 14a 6d 3h 4f - Spot Sub/AEGIS

US Naval Task Force – 9m 0a 9d 4h 2f - AEGIS/Sub

Naval Shells – 2m 1r 20a 0d 1h 3f - Missile

UN Transport Ship – 11m 0a 2d 2h 1f 10 Carry

 US Landing Craft – 9m oa 4d 2h 1f 5 Carry

B. APPENDIX: REINFORCEMENTS AND TECHNOLOGY TREE

RoK & UN Scheduled Reinforcements

UNIT	Arrival	Assets
	June 1950	1x Ethiopian Btn, 1x Colombian Btn, 6x US 24th Infantry Division, 3x US 1st Cavalry Div Inf., 3x US 1st Cavalry Div Mot., 2x US 105mm Howitzer
	July 1950	5x 1st Provisional Marine Bde., 5x US 2nd Infantry Division, 6x US 25th Infantry Division, 2x US 105mm Howitzer, 4x RoK Capital Division, 4x RoK 1st Division, 3x RoK 2nd Division, 4x RoK 7th Division, 4x RoK 9th Division
	August 1950	3x British Infantry, 1x Canadian Infantry, 1x UN Australian Infantry, 1x UN New Zealand 25-pdr Field gun, 1x Philipino Battalion, 1x Thai Battalion, 3x US 1st Cavalry Div Inf., 3x US 24th Infantry Division
	Chromite Force	5x 1st Marine Division, 1x USMC Combat Engineers, 2x LVT-4 Water Buffalo, 1x LVT(A)-4 Amtank, 1x M46 Patton, 2x Landing Craft, 1x Naval Task Force, 12x Naval Shells
	September 1950	1x US Carrier, 1x AD4 Skyraider, 1x F9F Panther, 1x F2H Banshee, 2x F4U Corsair, 4x US 2nd Infantry Division, 3x US 25th Infantry Division
	Wonsan Force	4x 1st Marine Division, 1x Royal Marines, 1x Centaur Mark IV, 1x USMC Combat Engineers, 2x LVT-4 Water Buffalo, 1x LVT(A)-4 Amtank, 2x Landing Craft, 1x Naval Task Force, 5x Naval Shells
	October 1950	3x 187th Airborne RCT, 1x Dutch Battalion
	November 1950	3x Turkish Battalion, 1x French Battalion, 6x US 3rd Infantry Division, 1x US 105mm Howitzer, 3x British Infantry, 1x British 25-pdr Field gun, 1x Centurion III, 1x Churchill, 1x Cromwell, 30x RoK Constabulary
	December 1950	1x Greek Battalion
	January 1951	3x RoK 8th Division
	February 1951	1x Belgian Battalion, 3x RoK 5th Division
	March 1951	3x RoK 3rd Division
	April 1951	2x British Infantry, 2x Australian Infantry, 1x New Zealand 25-pdr Field gun
	May 1951	3x Canadian Infantry, 1x Canadian M4A3E8, 1x British 25-pdr Field gun
	December 1951	9x US 45th Infantry Division, 1x US 105mm Howitzer
	January 1952	9x US 40th Infantry Division, 1x US 105mm Howitzer

RoK & UN Technology Reinforcements

TECH	Assets
Reinforcements 1	2x M4A3E8, 2x M26 Pershing, 1x 155mm Howitzer, 2x F-51 Mustang & 3x F-80 Shooting Star, 1x P-82 Twin Mustang
Reinforcements 2	1x Cromwell, 1x Churchill, 2x M26 Pershing, 1x 155mm M2 Long Tom & 2x RoK F-51 Mustang
Reinforcements 3	1x Centurion MkIII, 2x 5.5in Howitzer & 2x RoK F-51 Mustang
Reinforcements 4	3x M46 Patton, 1x 155mm Howitzer & 155mm M2 Long Tom
Reinforcements 5	2x Comet, 2x Kangaroo & 1x 155mm Howitzer, 1x Engineer
Reinforcements 6	3x M46 Patton & 1x 155 M40 Cardinal

RoK & UN Technology Reinforcements

TECH	City capture	Assets
Option 1	R1	1x M18 Hellcat, 1x M36 Jackson, 2x M16 SPAA & 2x F-84 Thunderjet
Option 2	R1	1x US Carrier, 1x Banshee, 1x Panther, 1x Skyraider & 2x Corsair
Option 3	R2	1x Damiler AC, 2x Universal Carrier, 1x M10 Achilles & 2x M7 Priest
Option 4	R2	2x F-86 Sabre & 2x A-26 Invader
Option 5	Chongju +R3	3x Meteor F-8 & 2x A-26 Invader
Option 6	Huichon +R3	2x SAF F-86 Sabre & 2x F-84 Thunderjet
Option 7	Hagaru + R4	3x UN Naval Support, 1x UN Transport Ship
Option 8	Mupyong + R4	2x F-86 Sabre & 2x B-50 Superfortress
Option 9	Pungsan + R5	1x Churchill AVRE & 1x Churchill Crocodile
Option 10	Yangdok + R5	2x F-86 Sabre
Option 11	Kimchaek + R6	2x F-86 Sabre
Option 12	Hamhung + R6	2x H-19 Chocktaw

C. Checklist of important concepts – Must read!

- It is **vital** to hold **Pusan** and to do this it is also vital to hold **Taegu**. Holding onto Taejon can help but if you must abandon it then send the units east to reinforce the Pusan Perimeter.
- **Preserving** as many units so they are ready to exploit the Inchon landings and break out quickly north will be extremely important. Don't waste units and try and get the units landing in Pusan **organised** and ready to push north as soon as possible.
- Right after the Inchon landings your priority is to **push north as quickly as possible** and **finish of the KPA**, capturing all **Northern cities**. Not only will this allow you to research the full tech tree (unit reinforcements) but it will also block

the KPA from re-forming with Soviet help. This will make a **huge** difference to the difficulty of the remainder of the scenario!

- **Throw caution to the wind**, screen off isolated KPA formations in the south and send as many forces north as you can muster. **Do not delay**. The **rapidity** of the advance is **vital** to success! You will receive reinforcements along the way and KPA resistance will be relatively light. You have a **short window** to achieve this goal before the Chinese intervene. Remember, most destroyed units will be re-spawned (replaced after a delay) so losing them does not mean they are gone forever.

- Defend cities and features with large (Division plus) size units. This will often be the only way to avoid being completely **overrun**.

- The **US Army Engineers** will be **vital** to building up a solid front line and protecting gains. It is essential to protect these vital units.

- Be sure to secure cities with **barracks** and rotate your damaged units in and out of the line on a regular basis. Organisation and logistics are key to securing victory.