

NORTH KOREAN CAMPAIGN, 1950-1951 (converted to LXF Efile for Open General)

Version 1.00

A product of Dennis Felling

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1. CREDITS and CONTACT INFORMATION:

1a. Credits:

Santiago Fuertes, **Juan Carlos Preciado** and **Graf von Dracula** have playtested this campaign and notified me of several points that have now been improved. **Dirk Doberlin** has corrected all my grammar and spelling mistakes in the briefings. **Steve Brown** let me use this readme template for my campaign as well. Thank you ALL!

1b. Contact information:

Any problems, suggestions, comments or abuse should be directed to me. Any feedback on this campaign, good or bad, will be greatly appreciated – *Dennis Felling*.

armygroupdf@hotmail.com

<http://members.home.nl/felling/pg2/index.htm>

This was written in December, 2006, so if any links go bad, please email me!

2. REVISION HISTORY:

Version 1.00 released December 2006.

3. THE CAMPAIGN:

Korea has been in the hands of foreign powers for far too long. The Imperialist Japanese had been driven off our peninsula only to make room for capitalistic Americans - but only in the south. The people of North Korea have been given full support by our comrades from the Soviet Union. They have supplied us with weapons, trucks, artillery, mortars, and their famous T-34 tanks! Now the time has to come to unite Korea under the communist banner and free the people of South Korea from their capitalistic suppressors!!!

Command North Korean units from Seoul to the Naktong. Fight at the Pusan Perimeter and retreat all the way across the peninsula when the MacArthur lands at Inch'on and threatens to cut you off. Once complete defeat looks the only option, the Chinese intervene and drive the United Nations south. Lead guerilla activity behind enemy lines while your force is being refitted. Then command your units again and alongside the Chinese allies try to liberate South Korea once again. In the summer of 1951 the major

powers decide the fate of Korea by starting negotiating a truce...

4. CAMPAIGN DEVELOPMENT NOTES, RULES and BUGS:

This campaign was playtested at 100% prestige; experienced players might try at less than 100% and new players might try it at 200 or even 300%.

You start with an T-34/85 tank unit as core unit. It has a basic strength of 5 but in the first overstrengthened. These OS points can be added later as soon as the unit gains experience bars. There is option of selling it too but that is your choice.

I made the campaign because I got interested in the Korean War and to make such a campaign I have read through dozens of official US military history documents and now have a clear view about the Korean War. Because the Latin Generals themselves made an US campaign I decided to make a campaign of the big underdog: North Korea. I think I have done well.

The campaign does not extend into 1952 and 1953 when the Korean War was officially still raging. The reason behind this is that all actions of those periods are in fact trench-warfare style actions with, most importantly, almost never high than battalion scale units. Until the truce, all big actions where North Korean forces were involved are covered.

5. HINTS & TIPS:

Unit purchasing is different in this campaign than most other campaigns. If you want to play without my purchasing advice please ignore this section. In general you should build up a strong infantry force, with some supporting forces.

Transport:

Transports are useful and needed. There will be scenarios where you can use mobility in order to cross the countryside. But it is not needed to have every unit motorized.

Tanks:

You start out with a tank and it might be the best to hold it and overstrengthen it along as it gains experience bars. There is no need to buy a second tank and at 100% or less prestige I doubt you will have the prestige to do so.

Anti-Tank:

AT units can be useful. Towed AT units are perhaps not the best option as you will not face that many enemy tanks. However an SPAT can be very useful.

Air-Defense:

AD units are not needed per se but you could use one as there will be times when the enemy airforce is coming for you.

Artillery:

Artillery is important to have. I usually end up with three 76.2mm guns. They are perfect in terms of pricing, ammo, range, and strength. But there are other options that can be chosen for.

Recon:

Recons are good to have around. I usually have one.

Infantry:

Infantry is very important. You will need few of them. Regulars will do but later on I usually try to

upgrade them to better units. I usually have between 4 and 6 infantry. Most of them with trucks.

Bombers and Fighters:

You really do not need any aircraft. I doubt you will have the experience to buy one. But they can be fun.

6. FINAL NOTE:

This campaign is the result of many months' work by Dennis Felling and I consider it copyrighted. Please do not change anything on a version that you are making available to other players. You absolutely do not have permission to include this campaign with any commercial product without my permission!

7. APPENDIX 1; LIST OF SCENARIOS AND CAMPAIGN FLOW:

7a. File names for the campaign:

All scenario file names (see section 7b, below) are of the form NCAMPXXX.scn (for the scenario file) and NCAMPXXX.txt (for the scenario text file). The scenario intro texts are nxxinfa.txt. The brilliant victory, victory, tactical victory and loss texts are nxxendbv.txt, nxxendv.txt, nxxendtv.txt and nxxlost.txt respectively. The campaign file is NCAMPDFN.cam. The campaign intro file is NCAMPDFN.txt.

7b. Campaign Flow:

List of scenarios		Campaign flow			
Scenario Number	Scenario Name (scenario file name)	BV	V	TV	L
00	Seoul (NCAMPSEO)	01	01	01	---
01	Suwon (NCAMPOSA)	02	02	02	---
02	Taejon (NCAMPTAE)	03	03	03	---
03	Pusan Perimeter 1 (NCAMPPU1)	04	04	04	04
04	Pusan Perimeter 2 (NCAMPPU2)	05	05	05	05
05	Wonsan (NCAMPWON)	06	06	06	06
06	Chongju (NCAMPCHO)	13	13	13	---
07	Hongch'on (NCAMPHON)	08	08	08	---
08	Wonju Deep Raid (NCAMPWDR)	09	09	09	09
09	Hoengsong (NCAMPHOE)	10	10	10	---
10	Munsan-ni (NCAMPMUN)	11	11	11	11
11	Spring Offensive First Phase (NCAMPSPR)	12	12	12	12
12	Spring Offensive Second Phase (NCAMPSP2)	WIN	WIN	WIN	255
13	Majon-ni (NCAMPGUE)	07	07	07	07