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HEADQUARTERS

STRATEGIC EXERCISE DIRECTIVE

TITLE: OPERATION BACKROOM BOYS I

DATE: AUGUST 1, 1953

TO: ALL ASSIGNED PERSONNEL

FROM: LT. COL. J. J. BOYCE, STRATEGIC PLANNING DIVISION

I. OBJECTIVE:

Your mission is to recreate a key engagement area from the Korean War using the Red Alert Map Editor and provide strategic assessments of the terrain to inform future war-gaming exercises. Each map must include two multiplayer drop zones at historically relevant locations to simulate force engagements

The Korean War reinforced the reality that terrain dictates battle outcomes just as much as firepower and strategy. The ability to determine when to engage, where to hold, and when to retreat is a vital skill for any commander. Intelligence analysis of past engagements shows that misreading terrain cost forces dearly in combat effectiveness. Your directive is to reconstruct key engagement areas from the Korean War within the Red Alert Map Editor, allowing for strategic assessment of historical battlefield conditions and their impact on combat operations.

II. BACKGROUND:

The Korean War (1950-1953) was a critical early test of Cold War containment strategy. The United States, leading a coalition under the United Nations, sought to prevent communist expansion in East Asia, while the Soviet Union, through proxies, armed and supported the North Korean People’s Army (KPA). The rugged Korean Peninsula, with its steep mountains, river valleys, and extreme seasonal conditions, dictated the movement and effectiveness of armored vehicles, infantry, and aircraft. Soviet-supplied T-34 tanks initially overwhelmed South Korean forces, but difficult terrain and strategic counterattacks—such as the Inchon Landing—allowed UN forces to regain momentum. Your task is to analyze these terrain-driven engagements and translate them into accurate battle maps to assess their impact on strategy.

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Assessments indicate that Soviet advisers recommend using valley corridors and river crossings to dictate engagements, limiting UN air support and negating superior firepower. Conversely, NATO commanders relied on naval landings, air superiority, and defensive positions in mountainous areas to hold ground. These insights will guide your battlefield design.

III. TASKS AND PARAMETERS:

1. Select a Battle Engagement (from the list below or selected from https://www.history.army.mil/books/maps.htm)

    - Battle of Taejon (July 1950) – North Korean forces encircle and overrun U.S. troops, forcing a retreat and loss of vital equipment.
    - Battle of Kum River (July 1950) – U.S. forces attempt to delay North Korean advances but suffer heavy casualties due to lack of anti-tank weapons.
    - Battle of Yongdong (July 1950) – American forces execute a tactical retreat while engaging North Korean armor, setting up defensive positions.
    - Battle of Taegu (August-September 1950) – A key battle of the Pusan Perimeter, where U.S. and South Korean forces hold against North Korean assaults.
    - Battle of Pohang-dong (August 1950) – U.S. and ROK forces defend key supply routes along the east coast, preventing a breakthrough.
    - Battle of Tabu-dong (September 1950) – Fierce fighting in mountainous terrain, with UN forces repelling waves of North Korean attacks.
    - Second Battle of Seoul (September 1950) – UN forces recapture Seoul after the Inchon Landing, marking a turning point in the war.
    - Battle of Sariwon (October 1950) – U.S. forces outmaneuver and capture hundreds of North Korean troops during their retreat.
    - Battle of Pyongyang (October 1950) – UN troops advance deep into North Korea, capturing the capital but overextending their supply lines.
    - Battle of Chongchon River (November 1950) – Chinese forces ambush advancing UN troops, inflicting heavy losses and forcing a retreat.
    - Battle of Kunu-ri (November 1950) – A desperate rear-guard action by U.S. forces as they withdraw from North Korea under heavy Chinese attacks.

- Battle of Wonju (December 1950 – January 1951) – U.S. and South Korean forces hold a strategic mountain pass against Chinese assaults.
- Battle of Twin Tunnels (January 1951) – U.S. and UN forces launch a counteroffensive to secure critical supply lines.
- Battle of Chipyong-ni (February 1951) – A heavily outnumbered U.S. force successfully defends a key road junction against Chinese waves.
- Operation Ripper (March 1951) – A large-scale UN offensive that pushes Chinese and North Korean forces back north of the 38th parallel.
- Battle of Kapyong (April 1951) – Australian and Canadian forces hold off a major Chinese assault, preventing the fall of Seoul.
- Battle of the Imjin River (April 1951) – British forces fight a heroic stand against overwhelming Chinese forces, delaying their advance.
- Battle of Bloody Ridge (August-September 1951) – A grueling battle for high ground, where UN forces suffer heavy casualties before securing victory.
- Battle of Old Baldy (June 1952 – March 1953) – A series of engagements over a strategic hilltop that changed hands multiple times.
- Battle of Pork Chop Hill (July 1953) – One of the final battles of the war, with heavy casualties on both sides before an armistice was signed.

2. Prepare a 3-4 minute briefing to explain the significance of the location you have chosen.
3. Recreate the Terrain Using Red Alert’s Map Editor
    - Open the Map Editor in OpenRA.
    - Select a 256x256 or 128x128 tile size (scaling based on engagement size).
    - Adjust elevation (this is the most difficult to do as it take consideration of ‘passable’ terrain on a 2 dimensional surface), forests, rivers, and urban areas to match historical battlefield conditions.
    - Place strategic engagement points reflecting key movements and defensive positions.
2. Implement Historical Drop Zones

- Place two designated spawn points at locations that match historical force deployments.
- Ensure drop zones accurately reflect the real-world entry of forces (e.g., amphibious landing, defensive positioning, or breakthrough attempts).

3. Map Details and Historical Notes

- In the Map Details section, include a brief description of the engagement.
- Clearly describe why the terrain was significant and how it shaped tactical outcomes.
- Justify all major map features (e.g., ridges, choke points, river crossings).

IV. DELIVERABLES

Each participant is required to:

1. 3-4 minute military style briefing on the map chosen to replicate.
2. Exported, Playable Map File in OpenRA format.
3. Map Description & Strategic Analysis

- Add a short written explanation (200-300 words) detailing why the terrain mattered and how forces used it to their advantage in the map.

4. Functionality Test

- Verify that the map loads correctly in multiplayer mode.

V. DEVELOPMENT PROCEDURE

1. Research the Chosen Engagement

- Identify key terrain features, unit compositions, and strategic movements.
- Cross-reference battle maps, historical reports, and declassified intelligence.

2. Build the Map Using the Editor

- Set map dimensions appropriate to the battle's scale.
- Use available terrain tools to create realistic topography.
- Place forests, rivers, roads, and buildings where historically accurate.

3. Define Drop Zones

- Position forces where they actually engaged.
- Ensure fair multiplayer balance while maintaining historical accuracy.

4. Test & Adjust
   - Load the map into OpenRA.
   - Verify movement feasibility, chokepoint realism, and balance.
   - Make any necessary refinements before final submission.

VI. EVALUATION CRITERIA

1. Historical analysis of the
2. Historical Accuracy: Does the terrain accurately reflect the real-world battle?
3. Map Functionality: Does the map load and function properly for multiplayer?
4. Descriptive Justification: Is the battle context explained clearly in the map details?

VI. Time Allocations:

Session 1: Modify appropriate files and use the “make” command to compile them into a working mod.

Session 2: Test game play to determine an appropriate balance of numbers and effective tactics (debug mode).

Simulation: All newly developed technologies will be added to CodeWar1955 and teams will play vs one another.

VII. EVALUATION METRICS:

Code Integrity: YAML files must compile without errors and accurately simulate aircraft capabilities.

Logistical Effectiveness: The quantity of supplies delivered to Berlin within the given timeframe.

Strategic Planning: Quality of AARs and recommendations for force adjustments, demonstrating a deep understanding of C2 and logistics.

VIII. SECURITY CLASSIFICATION:

OPERATION FROZEN COUNTOURS is a classified initiative at the level of THIS NEVER HAPPENED//OFF THE RECORD REL DONT TELL MOM aimed at refining strategic understanding through simulated battlefield engagement. Your ability to

replicate terrain and analyze historical engagements will contribute to future strategic wargaming exercises.

The Korean War demonstrated the importance of maneuver warfare, strategic terrain usage, and force projection. Your efforts will ensure that commanders—real and simulated—better understand where to stand, fight, or retreat in the face of evolving battlefield conditions.

AUTHORIZED BY:

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