

Gun Duel 2001 GD6

SEOUL BROTHERS

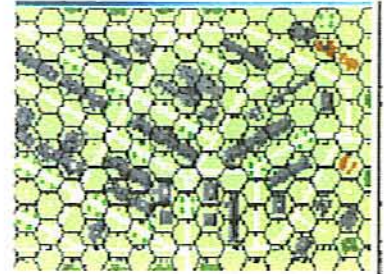


26 September 1950 Seoul S. Korea

Days earlier the 1st Marine Division combined 2 of the most difficult military operations, an amphibious landing and urban warfare, in their successful assault landing at the city of Inchon on Korea's western coast. After overwhelming the defenders at Inchon the 1st Marine Division pushed on to their next operational objective, the city of Seoul. Many men of the 1st Mar. Div. were veterans of heavy jungle fighting on Guadalcanal, New Britain and Peleliu. Their new mission brought them face to face with another determined enemy, The North Korean Peoples Army 9th Division, this time in a very different setting.

BOARD CONFIGURATION:

Board 45 Only hexrows R-GG in play



BALANCE:

USMC: NKPA may not use molotovs

NKPA: substitute HMG for the MMG in NKPA OB

VICTORY CONDITIONS: The USMC player wins if at game end he controls building 45Y4 and 5 of the 9 buildings bounded by the roadnet DD2-FF3-FF5-BB9-Y10-Y7-BB3-DD2. Rowhouses count as 1 building for VC purposes.

TURN RECORD CHART (5.5 Game Turns)

NKPA Sets Up First	1	2	3	4	5	6	END
USMC Moves First							

USMC Elements 1st Marine Regiment:[ELR 5] Setup on or west of hexrow T (SAN 4)



NKPA Elements 9th Division NKPA:[ELR 4] Setup on or east of hexrow U (SAN 6)



SPECIAL RULES:

1. EC are clear with no wind at start.
2. The USMC is elite for special ammo purposes. All special ammo depl numbers (for both sides) are as 1945.
3. The NKPA use Russian National Characteristics. The NKPA may use Molotov Cocktails. The NKPA utilized RPG-2 rockets. Their usage and range is as 1944 Panzerfausts except as below. Their TK# is 23 and HEAT Eq. Is 12FP. The NKPA may fire a maximum of 4 RPG.
4. The NKPA may Fortify 2 location (tunnels are NA) and utilize HIP for 1 squad and any SMC/SW that stack with them.
5. Due to extensive use of countersniper teams by the USMC all sniper checks by the USMC receive an additional -2 DRM.