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These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play.

1.0 INTRODUCTION

1.1 In General

Drive on Pyongyang is a "what-if" simulation of the fighting that might occur on the Korean peninsula if the US-led anti-terrorism Coalition launches a ground war to finally settle with the Pyongyang regime.

Drive on Pyongyang is a two-player wargame of low-to-intermediate complexity that posits this might-be war lasting about a month. We believe that's about the maximum time before the Coalition ground force's diminishing supplies, coupled with a loss of the domestic political will necessary to continue the fighting, would bring about a settlement if victory were not achieved in the field.

1.2 Game Scales

Each hexagon equals eight miles (13 km) from side to opposite side. Each game turn represents two days. The units of maneuver are mostly corps and divisions, each with about 9,000 to 15,000 men and up to 350 or so armored fighting vehicles. There are also some brigade combat teams, representing 3-5,000 men, etc. Coalition tactical air supremacy is built into several aspects of the rules and is therefore not represented by separate aircraft unit-counters.

1.3 Some Definitions

If a rule is said to apply to "all Coalition units," that means it applies to all units in the game opposed to the North Koreans. That is, Coalition units are all those unit-counters not marked with an "NKPA" nationality identification. If a rule applies to only one or some of the nationalities opposing the North Koreans, the specific names of those nationalities will be used in that rule.

2.0 GAME COMPONENTS

2.1 In General

The components to a complete game of *Drive on Pyongyang* include these rules, the map sheet and 280 die-cut counters (also called "units" and "unit-counters"). Players must provide themselves with a standard (six-sided) die to resolve combat and other probabilistic events that occur during play.

2.2 The Game Maps

The game maps, north and south, represent the militarily significant terrain in the North Korean theater of operations when portrayed at this scale. A hexagonal ("hex") grid is printed over it to regulate unit placement and movement similar to the way squares are used in chess and checkers. A unit is always in only one hex at any one instant.

Each hex contains natural and/or manmade terrain features that may affect movement and combat. The map's terrain representations have been altered slightly from their real-world configurations in order to make them conform to the hex-grid. But the terrain relationships from hex to hex are accurate to the degree necessary to present players with the same space/time dilemmas that would be faced by their real-world counterparts if this war were to actually take place.

Each hex on the map has a unique four-digit number printed in it. If a hex being referred to is on the north map, its hex number will be preceded by an "N," if on the south map, by an "S." Those numbers are provided to help you find specific locations referred to in the rules (for example, the [South Korean city of Incheon is in hex 1213](#)), and to allow you to record unit positions if a match has to be interrupted and taken down before it can be completed.

2.3 The Counters

The counters mostly represent combat units; others are provided as informational markers and memory aids. *After reading through these rules at least once, carefully punch out the counters.* Trimming the "dog ears" from their corners with a fingernail clipper greatly facilitates handling and stacking during play and also enhances their appearance. Each combat unit-counter displays several pieces of information: nationality, type, combat strengths, specific unit identification and mobility class.

2.4 Sample Combat Unit

This unit is the US *1st Armored Division*. It has an attack factor of nine, a defense factor of eight, and a

movement factor of nine. Because it has printing on both sides, it is said to be a “two-step” unit (see 2.11).

2.5 Sides & Abbreviations

Unit nationality, and therefore the side each is on, is indicated by their color and abbreviations to the left of their unit-type-boxes. Other abbreviations, used to facilitate the specific identifications of some units, also appear to the right of the unit-type-boxes.

Coalition Units

United States (US)—black on olive drab
United Kingdom (UK)—black on khaki
French (Fr)—white on blue
Multi-National Division (MND)—black on light blue
South Korean (RoK)—blue on white
Coalition Guerrillas—blue on white
Peoples’ Republic of China (PRC)—yellow on red

North Korean Units

All North Korea (NKPA)—white on red

2.6 Unit Identities & Abbreviations

Unit nationalities and the specific formations within each national force are further identified by numbers and abbreviations as follows.

AC = Armored Cavalry
BB = Bodyguard Bureau
BFST = Brigade des Forces Spéciales Terre
C = Cavalry
Cap = Capital
CD = Capital Defense
CI = Counter Infiltration
CW = Commonwealth (Australian, Canadian, New Zealand)
F = France
Jpn = Japan
HTXB = Japanese High Tech Experimental Brigade
JTF = Joint Task Force
JSOC = Joint Special Operations Command
L = Light
MEB = Marine Expeditionary Brigade
MEF = Marine Expeditionary Force
NKPA = North Korean People’s Army
PAC = Pyongyang Anti-Aircraft Artillery Command
PDC = Pyongyang Defense Command
PLA = Peoples’ Liberation Army (Peoples Republic of China)
R = Ranger
RB = Reconnaissance Bureau
RG = Red Guard
RoK = Republic of Korea (South Korea)
RMC = Royal Marine Commando
SBCT = Stryker Brigade Combat Team
SWC = Special Warfare Command
TUGB = Training Unit Guidance Bureau
UK = United Kingdom
US = United States

2.7 Unit Sizes

Units’ organizational sizes are indicated by the symbol atop their unit-type boxes. From largest to smallest they’re as follows: **XXX**-Corps or NKPA “Bureau” or “Command”; **XX**-Division; **X**-Brigade. If

the size symbol of a unit is bracketed, that formation is *ad hoc* or irregular, meaning it's not normally a part of its army's order of battle and was organized specifically for this campaign.

2.8 Unit Types & Mobility Classes

All ground combat units in the game belong to one of three basic mobility types. They are either mechanized ("mech"), non-mechanized ("non-mech") or airmobile. Mechanized ground units are those whose primary means of moving is provided by wheeled or tracked motorized vehicles. Non-mechanized units' primary means of locomotion is provided by legs. Airmobile units are heliborne. These mobility distinctions are important for movement and combat (see sections 10.0 & 11.0).

2.9 Attack & Defense Factors

These two numbers are on the bottom edge. They are referred to collectively as combat factors, and are measures of each unit's relative ability to attack and defend (see 11.0). The first number is always its attack factor; the second (middle) number is the defense factor.

Netcentric Attack. Units with an upward pointing arrow between their attack and defense factor can use the Netcentric Combat Results Table when involved in an attack.

2.10 Movement Factor

This is the third number. The movement factor is a measure of each unit's ability to move across the hex field printed on the map. Units pay different movement costs to enter or cross the different types of terrain in and around the hexes into which they move (see section 10.0).

2.11 Step Strength

All ground units in the game contain one or two "steps" (also called strength steps). That's an arbitrary term used to show the ability of units to absorb certain amounts of casualties and equipment losses before becoming entirely ineffective. Those ground units with printing on only one side of their counters are "one-step" units; those Coalition units with a stripe running across their reverse sides are said to be "two-step" units. On the North Korean side all units are one-step except the armored and mechanized corps. See 11.0 for more details.

2.12 Other Counters (markers)

The use of the following markers are explained at appropriate points throughout the rest of the rules.

2.13 Advanced Game Markers

Event Markers: These are explained in 16.0.

Special Forces Strike Markers: These are explained in 17.0.

3.0 SET UP, SCENARIOS & HEX CONTROL

3.1 Choose Sides & Set Up

Players must first choose which side each will control, the Coalition or the North Korean, and which of the two scenarios they'll play. All units of both sides, appropriate to the scenario being played, are available at the start of play and begin at their full step-strength.

Stacking rules (6.0) must be observed

by both players when setting up in

both scenarios. There are generally no reinforcements for either side in either scenario; however, in Scenario Two, not all PLA units need enter the map during Game Turn 1 (see 3.7 and 5.5).

Forces Available. Place aside all breakdown units (with an asterisk) and optional units (with "Opt")—these units are not used in the standard game, only if using the optional and advanced rules. All other units are used.

3.2 Scenario One

This is the standard scenario, in which the assumption is the Peoples' Republic of China, though having been brought around with diplomacy to acquiesce to a regime-change campaign being waged against its erstwhile client-state, will not actively take part in the war. Thus the Coalition

player will command RoK, US, UK, French and some minor powers units, all basing out of South Korea, in the drive to overturn the Pyongyang dictatorship. The PRC Red Row (see 10.19) and all that nation's units are entirely out of play in this scenario.

3.3 North Korean WMD & SCUD Set Up in Both Scenarios

The North Korean player first takes all 17 of the WMD site markers and sets them up in the exact hexes indicated on their reverse sides. He then takes the three hardened SCUD site markers and sets them up, no more than one per hex, in any three North Korean hill hexes within three or fewer hexes of the 1953 Cease Fire Line. When counting hexes, don't count the hex into which a SCUD site marker is placed; do count the hex bordering on the Cease Fire Line. For example, 2314 is "within three hexes" of the Cease Fire Line.

The WMD and SCUD site markers are immobile once placed, and have no stacking, combat or step values of their own; they don't in anyway contribute to the defense of their hexes. To eliminate such markers, the Coalition player need only move one or more of his ground units into their hexes, either with regular movement (but not road mode, see 10.18) or advance- or retreat-after-combat (see 11.20 & 11.21). The markers are significant only for victory purposes. For those details see 4.8 & 4.9.

3.4 Coalition Set Up in Scenario One

After the North Korean WMD and hardened SCUD site markers have been placed, the Coalition player sets up all his ground forces for this scenario. Take all the US, UK, French, multi-national (MN) and RoK units provided in the counter mix and set them up anywhere inside South Korea (including border hexes).

The ROK "CD" corps must be set up on a Seoul hex.

3.5 North Korean Set Up in Scenario One

Once the Coalition set up is completed, the North Korean player sets up all NKPA units in the counter mix. In general, he may set up his units in any hexes inside that country; however, three units—the Bodyguard Bureau (BB), the Pyongyang Anti-Aircraft Artillery Command (PAC) and the Pyongyang Defense Command (PDC) may only be set up within the three hexes of Pyongyang (3208, 3107 & 3108).

Note: The three Pyongyang-only units needn't remain there once play has begun, and other NKPA units may be set up inside that city, or anywhere else in the North Korean interior, and also along the Cease Fire Line.

3.6 Scenario Two

In this scenario the assumption is those running the Beijing regime decide the PRC has much to gain from direct participation in the war, particularly in terms of field testing the recently modernized portion of their armed forces. Thus all PLA units now enter the game as part of the Coalition side. Along those lines, as both an enticement to, and reward for their active participation, and to help bring their units the rest of the way to full modernization, we can imagine great amounts of Coalition military aid—including equipment, training and specialists assigned to serve directly with PLA units—would be provided to the PLA.

3.7 Coalition Set Up in Scenario Two

After the North Korean player has again deployed that nation's WMD and hardened SCUD site markers as described in 3.3, the Coalition player sets up the Scenario One forces inside South Korea, just as described in 3.4. In this scenario, however, he also has use of all the PRC units in the counter mix. Those units don't begin in South Korea, and in fact may never move or attack into that country during play.

The Coalition player should take all the PLA units in the mix and set them within easy reach off to the side of the map's north edge. They will enter play during the appropriate parts of each game turn's sequence (see section 5.0). Not all PLA units need be entered during the same turn nor via the same hex(es). They may be entered, decided on a turn by turn and unit by unit basis by the Coalition player, via any hexes of the Red Row. No PLA unit once in play, however, may be ever be moved off the map.

3.8 North Korean Set Up in Scenario Two

North Korean set up in this scenario is the same as given in 3.5. Of course, that player should now note he has two fronts to maintain rather than just one.

***Designer's Note:** Both scenarios are predicated on the idea a thorough and heavy preparatory aerial campaign would be waged against North Korea prior to the opening of the ground offensive portion of the war.*

3.9 Hex Control

In this game the idea of hex control—which side “owns” which hexes at any given instant—is important only for city hexes when it comes to tracing Coalition supply lines (see 8.6), retreats-after-combat (see 11.20), Coalition road mode movement (see 10.18), and victory (see 4.0).

At the start of play of Scenario One, the Coalition player controls all hexes within South Korea, while his opponent controls all hexes within North Korea. The PRC Red Row is entirely out of play in that scenario.

Scenario Two begins with the same hex control situation, except the Coalition side now also controls all hexes of the PRC Red Row.

The control status of a hex switches from one side to the other whenever a ground unit from the other side enters it. Control switching is immediate, and may occur and reoccur in the same hexes any number of times during play.

3.10 Optional Units

Units marked “Opt” are explained in 15.0.

4.0 HOW TO WIN

4.1 In General

Given the preponderance of military force enjoyed by the Coalition side, there's little doubt the North Koreans will suffer defeat in this war in the classic military sense of that term. Despite that fact, however, it's still possible the Coalition player may “lose” the war—in so far as it's reported in the news media and perceived by the electorates of the Coalition and general populaces of other countries—by not conducting the advance fast enough, suffering too many casualties, etc.

This overall media perception of how the war is going for the Coalition side is measured and kept track of during play as Media Perception Points (or simply “MePPs,” pronounced “*meps*” or “*meeeps*,” whichever you prefer). At the start of each match of Scenario One, the Coalition side has 200 MePPs. That amount should be recorded on the MePPs Track printed on the mapsheet by placing the “MePPsx100” marker in the “2” box, and the “MePPs x10” and “MePPsx1” markers in the “0” box. At the start of each match of Scenario Two, the Coalition side has 125 MePPs. That amount should be recorded on the MePPs Track printed on the mapsheet by placing the “MePPsx100” marker in the “1” box, the “MePPs x10” marker in the “2” box, and “MePPsx1” counter in the “5” box.

The Coalition player never gains MePPs once play begins; his total will never go higher than 125/200; it will only decrease as described below. The North Korean player neither gains nor loses MePPs for his side, but he should conduct his operations so as to maximize the Coalition MePPs loss rate.

The Coalition player wins the game by causing the collapse of the North Korean regime before his MePPs total reaches zero or the end of Game Turn 15, whichever comes first (see 4.10 & 4.11).

4.2 Losing MePPs for Coalition Casualties

Every time any Coalition or Chinese unit suffers a step loss for any reason (see 2.11) deduct one from the MePPs total. That's one MePP automatically deducted for each step lost.

4.3 Losing MePPs for North Korean Attacks

Every time the North Korean player launches an attack and receives a result of “DE”, “DR” or “MX”,

the Coalition player should roll the die and halve that result, rounding up any remainder. That final result of one, two or three is deducted from his MePPs total.

4.4 MePP Loss for Failed Coalition Attacks

Whenever the Coalition player makes an attack that fails to entirely clear the attacked hex of all North Korean units, the Coalition player should make a MePP-loss check as described above in 4.3. Make one such check per failed Coalition attack.

4.5 MePP Loss for North Korean Recapture of City Hexes

If the North Korean player regains control of a North Korean city hex that had been under Coalition control, the Coalition player should make a MePP-loss check as described above in 4.3. Make one such check for each Coalition-controlled North Korean city hex that's lost to North Korean control (potentially any number of times for each of the 12 North Korean city hexes on the map).

4.6 MePP Loss for Time Passing

As the last step in every game turn (see 5.0) the Coalition player must deduct from his MePPs total the number of points equal to that turn's number. For example, at the end of Game Turn 1 the Coalition player will deduct one point from his MePPs total; at the end of Game Turn 2 he'll deduct two points; at the end of Game Turn 3 he'll deduct three points, etc.

4.7 MePP Loss for NATO Units

The United Kingdom's 1st Armored and France's 6th Armored Divisions do not become part of the starting Coalition order of battle unless that player is willing to make a MePPs-loss check for each unit (just as in 4.3). The decision to use or keep back each division is made just once, at the start of play, and can't be taken back or changed afterward. If the unit is brought into play, it functions normally.

Designer's Note: The commitment to this war of major NATO ground formations would be certain to bring with it future political costs to their home countries.

4.8 MePP Loss for Survival of Hardened SCUD Sites

At the end of every game turn check to see if there are still one or more North Korean hardened SCUD sites (see 2.12 & 3.3) on the map. If there are, make one MePP-loss check as described in 4.3. Make just one MePP-loss check per game turn no matter how many SCUD sites (one, two or three) are still on the map.

4.9 MePP Loss for Survival of WMD Sites

At the end of every game turn check to see if there are still one or more North Korean WMD sites (see 2.12 & 3.3) on the map. If there are, make one MePP-loss check as described in 4.3. Make just one MePP-loss check per game turn no matter how many WMD sites are still on the map.

4.10 Coalition Victory Checks

Every game turn ends with a Coalition Victory Check Phase. To check to see if he's won the game at those times, the Coalition player should add up the number of North Korean city hexes he controls and then consult the Victory Determination Table below.

Number of Coalition-Controlled North Korean City-Hexes Die roll needed for a Coalition Victory

0-6	No Coalition Victory Possible
7	1
8	1 or 2
9	1, 2 or 3
10	1, 2, 3 or 4
11	1, 2, 3, 4 or 5
12	Automatic Coalition Victory

4.11 Ending the Game

A match of Drive on Pyongyang is over when the Coalition player has caused the collapse of the

North Korean regime as described above in 4.10, or when the end of Game Turn 15 is reached without that regime having been collapsed, or when the MePPs total reaches zero, whichever comes first. If the game is ended by the collapse of the North Korean regime, the Coalition player is declared the winner. If the game is ended by either of the other two criteria, the North Korean player is declared the victor. No draws are possible.

4.12 North Korean Sudden Death Victory

The game ends instantly, and the North Korean player is declared to have won, the instant he gains control of any three South Korean city hexes.

5.0 THE TURN SEQUENCE

5.1 In General

After choosing sides, scenarios and setting up as described in section 3.0, place the Game Turn marker provided in the counter mix in the "1" box of the Game Turn Record Track printed on the map sheet. At the end of every complete game turn, advance the marker one space along the track toward 15.

Every game turn of *Drive on Pyongyang* is divided into two "player turns." Each player turn is further divided into a series of phases. Every action taken by a player must be carried out in the appropriate phase as described below. Once a player has finished a particular phase he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

5.2 The Turn Sequence

The game turn sequence is given below in outline. The rest of the rules are organized, as much as possible, to explain things in the order they're encountered as you go through each turn's sequence.

I. Coalition Player Turn

- A. Reconstitution Determination Phase
- B. Coalition Movement or Combat Phase
- C. Coalition Combat or Movement Phase

II. North Korean Player Turn

- A. North Korean Movement Phase
- B. North Korean Combat Phase
- C. North Korean Echelon Phase

III. Coalition Recovery Phase

5.3 Coalition Player Turn Phase Sequencing

The Coalition player may decide the sequence of the phases within his turn sequence. That is, the Coalition player must announce whether he will use a combat-then-movement or movement-then-combat sequence at the very start of each of his player turns throughout both scenarios. The sequencing choice is always up to the Coalition player, decided on a turn-by-turn basis.

Designer's Note: For details on Coalition reconstitution and recovery, see 9.0.

5.4 North Korean Player Turn Phase Sequencing

The North Korean player turn always follows the Coalition player turn in every game turn of both scenarios. As shown in the outline above, the North Korean phase sequence is generally move-then-combat; however, in both scenarios, once a game turn begins in which all three Pyongyang city hexes are under Coalition control (supply state irrelevant), the North Korean phase sequence then becomes combat-then-move, and there is no Echelon Phase. Further, it thereafter remains combat-then-move and no Echelon Phase even if the North Korean player manages to regain control of one, some or all of the Pyongyang city hexes (3208, 3107 & 3108).

Designer's Note: This represents the collapse of North Korean command control and central political leadership.

5.5 PLA Entry & Participation in Scenario Two

In Scenario Two, all PLA units start the game off the map and are entered into play via the Red Row (see 10.19). Not all PLA units need be entered on any given turn; that's decided on a unit by unit and turn by turn basis by the Coalition player. Once in play, however, no PLA unit may again move off the map.

In general, it's prohibited for PLA and Coalition units of other nationalities to stack (see section 6.0), move (see section 10.0) or attack together (see section 11.0). Further, no PLA unit may ever move or attack into any hex of South Korea.

Within those restrictions, when the Coalition player makes his phase sequence declarations in Scenario Two (see 5.3), he makes just one declaration for both his "army groups" (or "fronts," to use PLA terminology). That is, both the non-Chinese Coalition units and the PLA must use the same phase sequence.

If the move-fight sequence is being used, the Coalition player should first move all PLA units, followed by the movement of all non-Chinese Coalition units, followed by all PLA attacks, followed by all non-Chinese Coalition attacks.

If the fight-move sequence is being used, the Coalition player should first resolve all PLA attacks, followed by the resolution of all non-Chinese Coalition attacks, followed by the execution of all PLA movement, followed by the execution of all non-Chinese Coalition movement.

6.0 STACKING

6.1 In General

Stacking is the term used to describe the piling of more than one unit into a hex at the same time.

6.2 Stacking & Movement

The stacking rules are in effect at all times throughout the game turn. That means players must pay attention to the sequence in which they move their units or risk having early moves block units moved later in the phase. Note, though, there is no limit on the number of units that may enter and pass through a given hex over the course of a movement phase, as long as the stacking limits and nationality restrictions are met instant by instant.

Units beginning a movement phase stacked together need not remain together simply because they were stacked; they might be moved off individually or in smaller groupings.

Players should keep a constant eye on each other's stacking situations, seeking to head off over-stacking and illegal stacking at all times. And both should also check each other's stacks at the end of every phase in the turn sequence. If any hexes are found to be over-stacked at those times, the owning player must eliminate the excess units of his choice needed to bring each hex within stacking limits.

6.3 No Fog o' War

Both players are free to examine the units beneath the top units of his opponent's stacks at any and all times.

Designer's Note: The Coalition has excellent satellite reconnaissance available, while some private corporation is probably selling the same kind of data to the North Koreans—and the North Koreans would have sufficient intelligence resources in-country to determine the disposition of Coalition forces.

6.4 Free Stackers

None of the counters listed in rule 2.12 (markers) have any stacking value. That is, each may be added to any stack according to the specific rules governing their uses.

6.5 South Korean (RoK) Stacking

In general, RoK units may only stack with other RoK units. The RoK stacking limit is a maximum of

one corps and either: one division, divisional sized task force, or one brigade per hex. Corps may not stack with corps, nor may divisions/brigades stack with divisions/brigades.

The exception is provided by the US 2nd Mechanized Infantry Division. For stacking purposes only, that unit may be considered either RoK or US, decided on a phase by phase basis at the convenience of the Coalition player.

Note: While ROK units may not otherwise stack with Coalition units, they can still cooperate in combat.

Designer's Note: *These restrictions are more matters of doctrine than they are in-hex space available. The 2nd US Mech Division is allowed stacking privileges because of its lengthy assignment in South Korea, including cross-training with the units of that nation's army. It's also shown in the counter mix as a full mechanized infantry division, rather than its official "medium" designation, because in Korea it's augmented by a RoK brigade to bring it up to full strength.*

6.6 PLA Stacking

Up to two PLA units of any sizes and types may stack together.

Designer's Note: *Those familiar with Ty Bomba's "When Dragons Fight" design might wonder why the PLA suffers under tighter stacking restrictions here than in the older game. Since this isn't an amphibious campaign, and we're assuming their units have been further "modernized" by Coalition aid, the result is fatter logistical and administrative "tails" on the Chinese units, and hence the stricter stacking limit.*

6.7 Other Coalition Stacking

The non-RoK, non-Chinese nationalities of the Coalition side may stack together separately, or together as if they were all one nationality. The limit is as follows: two divisions or divisional equivalents; three brigades are equal to one divisional equivalent.

Designer's Note: *Current US Army organization is four brigades per division, but the restriction is three owing to the downgrading of the divisional echelon; thus, what is gained in flexibility is lost in concentration.*

6.8 North Korean Stacking

The North Korean player may stack up to four divisions in any one hex. For stacking purposes, one corps (or "bureau" or "command") is the equivalent of two divisions.

7.0 ZONES OF CONTROL

There are no zones of control in *Drive on Pyongyang*.

8.0 COALITION SUPPLY

8.1 In General

Coalition units require supply to operate at their full (printed-on-the-counter) potentials for movement and combat. There are no counters representing the supplies actually consumed by units; instead, that process is represented abstractly, through supply line tracing.

North Korean units are always considered to be fully and automatically supplied throughout both scenarios.

8.2 Coalition Supply States

There are four supply states and every Coalition unit in the game always exists in one or another of them.

- 1) A unit is "in regular overland supply" if it can trace a supply line to an appropriate supply source hex.
- 2) The US MEF unit is always considered fully supplied (MEF coastal supply) when it is in a coastal

hex anywhere on the map.

- 3) A Coalition unit is “out of supply” (or OOS) whenever it is unable to trace a complete supply line. Units may exist indefinitely in the OOS supply state; no unit is ever eliminated simply for being OOS.
- 4) A Coalition unit that would otherwise be OOS may be given supplies aerially (“aerial supply”), see 8.8 & 8.9.

8.3 When to Check Coalition Supply

The supply status of every Coalition unit is checked at the instant that player begins its movement during a Coalition movement phase. Units found to be OOS at that instant have their movement factor halved for that player turn. Round up any remainders. For example, “half” of a printed movement factor of “3” is “2.”

Check the supply status of all Coalition units involved in each given battle at the start of each fight’s resolution process. Any Coalition units found to be OOS at that instant have their appropriate combat factor halved for that battle. When halving more than one combat factor, add together all to be halved on the same side, then divide just once. No unit with a printed combat factor of one or more, nor any multi-unit attacking force with a total of printed attack factors of one or more, ever has its combat factor reduced below one for any reason.

8.4 How Coalition Units Are Supplied

Units are supplied when they are able to trace a supply line (a path of contiguous hexes) to an appropriate supply source hex.

8.5 Coalition Supply Source Hexes

Non-Chinese Coalition supply source hexes are all the land hexes along the southern edge of the south map (1113 through 1130, inclusive). All those supply source hexes lose their supply capacity when occupied by North Korean units, but regain it as soon as that enemy occupation is ended. In Scenario Two, PLA units’ supply source hexes are all hexes of the Red Row. PLA units may not make use of non-Chinese Coalition supply source hexes, nor may non-Chinese Coalition units make use of Red Row supply source hexes.

South Korean (RoK) units (only) are always automatically in supply when located in city hexes within their own country (but also see 15.5).

8.6 Tracing Supply Lines

Supply line tracing is done from a unit or stack to a supply source. To check supply status, in the mind’s eye, trace a path of contiguous hexes—of any length—to an appropriate supply source for that unit or stack. Of course, units located directly in appropriate supply source hexes needn’t do any supply line tracing at all; they’re automatically in supply in those hexes.

No supply line may be traced into or through hexes occupied by a North Korean ground unit (WMD and hardened SCUD sites are okay). Supply lines may not be traced into or through PRC territory in Scenario One. Nor may supply normally be traced across all-sea or all-reservoir hex sides, but see 8.10 for an exception. Supply lines may be traced across river hex sides.

Within the limitations above, Coalition supply lines may generally be traced into and through enemy controlled hexes empty of actual enemy ground units. **The exception is, no supply line may be traced into an enemy controlled city hex, even if that city hex is empty of actual enemy ground units.**

8.7 Supply Hex Capacity

Except as described above, there are no limits on the number of appropriate Coalition units that may trace supply to a given supply source hex during the course of a player turn, game turn and the entire game.

8.8 Aerial Supply

There are two Air Supply markers in the game. They function in the same general manner. At any time during a game turn, a player may place an available Air Supply markers anywhere on the map.

An Air Supply marker in a hex provides full supply to all qualified units in that hex (see 8.9). This is only as long as qualified units are in that hex. Furthermore, units not in the hex may not trace a supply line to that hex.

An aerial supply marker is not affected by combat nor the presence of enemy units, nor does it affect enemy units, nor may it control a hex; it simply indicates the presence of airlifted supplies.

Once placed, an Air Supply marker remains in effect in that hex for the rest of that game turn. At the end of the game turn, retrieve it and hold it for possible use again in later game turns.

8.9 Aerial Supply Qualifications

The non-PLA aerial supply marker may not provide aerial supply to Chinese Coalition units.

The PLA aerial supply marker may not provide aerial supply to non-Chinese Coalition units.

8.10 US Marine Coastal Supply

Marine units (the ones with the “anchor” symbol) units are always in supply while on coastal hexes. Further, Marines may trace their supply line across all-sea, all lake and all reservoir hex sides.

8.11 Willful OOS

It is permitted for the Coalition player to deliberately move his units into hexes where they will, or likely will, become OOS.

***Designer’s Note:** There are no supply rules for the North Korean units because, by Coalition standards, they’re simply OOS all the time owing to aerial interdiction, etc., and this is reflected in their printed combat strengths.*

9.0 RECONSTRUCTION & RECOVERY

9.1 In General

The overall 15 game turn limit approximates the maximum amount of time before the Coalition forces engaged here would have to pause to conduct general rest and regrouping efforts that would mark the end of the war or at least its initial campaign. But current US Army doctrine also calls for tactical pauses at the end of individual battles, which are referred to in game terms as “reconstitution phases.” Since the US armed forces would be providing the administrative and logistical mainspring of the entire Coalition effort, it’s likely its approach to these matters would also come to govern the pace of the entire campaign. Accordingly, all Coalition units, Chinese and non-Chinese, must pause for occasional reconstitution turns throughout the game, either at that player’s discretion or when mandated by die roll.

9.2 Procedure

At the start of play put the “Reconstitution” marker on the Game Turn Record Track in the box for Game Turn 4. As the last step of Game Turn 4’s Reconstitution Determination Phase (see 5.2), the Coalition player rolls a die. If the result is a five or six, Game Turn 4 becomes a mandatory reconstitution game turn. In that case immediately move the Reconstitution marker forward four boxes on the Turn Record Track to Game Turn 8. The Coalition player need not make another reconstitution check until the start of Game Turn 8.

On a die roll of one through four, there is no mandatory reconstitution that turn; so move the marker ahead on the track just one box. In that case the Coalition player will have to check for mandatory reconstitution again at the start of the very next game turn (5). Every time a reconstitution turn is mandated by die roll, move the marker ahead four turns and make no more checks until the start of that game turn.

9.3 Mandatory Reconstitution Effects

When a reconstitution turn has been mandated for the Coalition side by die roll—which in reality would mean it’s been “mandated” by the growing lack of supply and the fatigue of the soldiers in the field—the resultant turn of inactivity is called a “mandatory reconstitution game turn.” On such game turns no movement or attacking is allowed for any Coalition units. Coalition units still defend

normally (taking supply into account, etc.), and there is no direct effect on North Korean operations.

Designer's Note: *Yes, in reality, North Korean units also become disorganized and tired; but it's the Coalition that's setting the tempo of this war. The greater restrictions on North Korean mobility built into their low movement factors, one step-organization and lesser combat power account for that side's always-slower pace of operations.*

9.4 Discretionary Reconstitution

On any game turn during which the Coalition player is obligated by the rules above to make a reconstitution die roll check, he may instead announce—prior to rolling the die—that he will instead call a “discretionary reconstitution.” In that case move the marker ahead four turns on the track. A discretionary reconstitution is the same as a mandatory one except Coalition units still can—within normal terrain-prohibition and turn sequence rules—move one hex, (still no attacking, but they do defend normally). Again, North Korean operations are not directly affected.

Designer's Note: *The advantages of calling a discretionary reconstitution turn are twofold: 1) the Coalition player can use the limited movement it allows to ensure, in most situations, the North Korean player won't be able to take advantage of the reconstitution to launch powerful attacks; and 2) in picking an opportune time to reconstitute, three turns of uninterrupted operations are guaranteed during a period of his own choosing.*

9.5 Recovery

At the end of every game turn in which the Coalition forces went through reconstitution, mandatory or discretionary, the Coalition player may turn back to their full-strength sides all of his reduced units, provided they remained stationary and were in overland supply (not OOS or aurally supplied) throughout that game turn. A Coalition unit that was already reduced at the start of a reconstitution turn (and that was attacked during it) is still eligible for flipping, provided only that it held its ground (remained in the same hex) throughout the game turn. Coalition units that begin a reconstitution turn at full-strength, but are then reduced during combat any time that game turn, are not eligible for rebuilding that turn.

10.0 MOVEMENT

10.1 In General

Every ground unit in the game has a movement factor printed in its bottom-right corner. That movement factor is the number of movement points (also referred to as “MPs” and “MFs”) available to the unit to use in moving across the map during its side's movement phase every game turn.

10.2 Movement Strictures

MPs may not be accumulated from turn to turn or phase to phase, nor may they be loaned or given from one unit to another. A player may move all, some or none of his units in each of his movement phases throughout the game, within the limits given in this section and the rules above, at his own discretion. Units that move are not required to expend all their MPs before stopping. The movement of each individual unit or stack must be completed before that of another is begun. A player may only change the position of an already moved unit or stack if his opponent agrees to allow it.

Units move from hex to adjacent hex—no “skipping” of hexes is allowed—and they pay varying costs to do so depending on the terrain in the hex being entered and along its hex sides. The movement of your units takes place only during your own player turn; no enemy movement takes place during your player turn.

Exception: see the rules for retreat and advance-after-combat in 11.20, 11.21 & 12.4.

10.3 No Minimum Movement Ability

No unit may enter a given hex unless it has available sufficient MP to pay for all the involved movement costs.

10.4 Stack Movement

To move together as a stack, units must begin their movement phase already stacked together. But units are not required to move as a stack simply because they started their movement in the same hex. In such situations those units might be moved together, individually or in smaller sub-stacks.

10.5 Splitting Stacks

When moving a stack a player may halt it temporarily to allow a unit or sub-stack to split off and move away on a separate course. The units left behind in the original (or "parent") stack may then resume their own movement, even splitting off more sub-stacks and lone units if desired. But once a player begins moving an entirely different parent stack, he may no longer resume the movement of earlier stacks without his opponent's permission.

10.6 Stack MF

If units with different movement factors are traveling together in a stack, the stack must use the movement factor of the slowest unit. Of course, as the slower units exhaust their MFs, the owning player may leave them behind to continue moving with the faster units.

10.7 Enemy Units

It's not permitted for your units to enter hexes occupied by enemy units.

Remember! Markers are not units and so you can move units into hexes containing enemy markers.

10.8 Terrain

There are two general classes of terrain on the map: natural and manmade. Each class is divided into several different types (see below). There is never more than one type of natural terrain in any one hex, but more than one type of manmade terrain may exist in one hex along with the natural stuff.

10.9 North Korean Movement

The movement of Coalition units is affected by the terrain in their hexes and the presence of rivers along their hex sides (see below). That's not true, though, for NKPA units. All NKPA units pay just one MP per hex entered, no matter what terrains are involved. Further, NKPA units may always cross river hex sides without having to pay any additional MP to do so. Normal prohibitions against moving across all-sea and all-reservoir hex sides do apply to NKPA units (see 10.15 below).

10.10 Natural Terrain

There are three types of natural terrain and water bodies on the map: clear, hills, mountains, along with two types of water bodies: rivers and seas/reservoirs. The effects these various terrains and water bodies have on the movement of ground units are described below and are also summarized on the Terrain Effects Chart for quick reference.

10.11 Clear

Clear terrain is the base terrain of the game. That is, hexes with *only* clear terrain in them represent areas devoid of any natural features that would significantly enhance defense or slow movement at this scale of simulation. Each clear hex costs all units one MP to enter. All cities are considered to exist in clear terrain hexes.

For a hex to be considered clear terrain, that must be the only kind of natural terrain shown within it. Hexes containing natural terrain types other than clear, or in addition to some clear terrain, are identified by the predominant terrain pictured within them. That is, for instance, hex 3114 is a hill, while hex 3115 is a mountain.

10.12 Hills

Hill hexes represent topographically more rugged areas. All Coalition airmobile, mountain and special forces units pay one MP per hill hex; Coalition non-mechanized units pay two MP to enter each hill hex, but Coalition mechanized units must pay three MP per hill hex.

10.13 Mountains

Mountain hexes are topographically the most rugged areas on the map. Coalition mountain infantry, special forces and airmobile units pay only one MP per mountain hex entered, while all other types of non-mechanized units pay three MPs, and Coalition mechanized units pay four MPs. If a hex has both mountain and rough terrain within it, that hex is considered to be mountain. Airmobile units may never end a move in a mountain hex.

10.14 River Hex Sides

Rivers run between hexes, along the hex sides, rather than lying in-hex. Whenever a non-mechanized Coalition unit or stack crosses a river hex side, add an additional MP (+1) to the entry cost of the hex being moved into. Whenever a Coalition mechanized unit crosses a river hex side, add an additional two MP (+2) to the entry cost of the hex being moved into. Coalition airmobile units pay nothing extra for crossing river hex sides (see also 11.18).

10.15 All-Reservoir & All-Sea Hex Sides

No mechanized or non-mechanized Coalition ground unit movement is allowed across these types of hex sides. Airmobile unit movement is unaffected by such hex sides, but an airmobile unit may not end its move in any kind of all-water hex.

10.16 Coastal Hexes

Coastal hexes are land hexes which have some sea in them. Treat them as whatever land terrain is in them for all game purposes. Additionally, coastal hexes allow certain types of special amphibious movement and supply.

10.17 Manmade Terrain—Cities

Manmade terrain exists in one type, cities. Non-mechanized units entering city hexes do so at the cost of one MP per hex. Mechanized units pay two (owing to issues of road congestion and deploying armor in cities).

10.18 Coalition Road Mode Movement

Any Coalition mechanized or non-mechanized unit (not airmobile) that begins its side's movement phase in regular overland supply and is not adjacent to any enemy ground unit(s) may use road mode movement that turn. The effect of using road mode movement is to double its MP for that move. No unit using road mode may start such a move adjacent to any enemy unit(s), no matter if stacked there with another friendly unit; nor may it move adjacent to any enemy unit(s) anywhere along the road mode move's path; nor may it end its move adjacent to any enemy unit(s), again, no matter if it would be stacked there with another friendly unit. Further, no unit may use road mode movement to enter any enemy controlled city hex even if the place is empty of actual enemy units (WMD sites OK). Nor may road mode movement be used to enter any mountain hex.

No unit may mix road mode and regular movement during the same movement phase. Each unit in each movement phase, decided by the Coalition player within the above strictures, may move either using road mode or regular movement. PLA units may not use road mode movement during the game turn of their arrival on the map. Airmobile units never use road mode.

***Designer's Note:** The generally rugged terrain of the Korean peninsula, coupled with the destructive effects of the Coalition preparatory bombing campaign (and the presumed retaliatory North Korean SCUD campaign), did away with the need to portray transport lines, as such, on the map. Within that environment, the road mode rule allows the Coalition player to make appropriate use of his side's greater mechanization and motorization.*

10.19 The PRC Red Row

The Peoples' Republic of China (PRC) "Red Row" consists of all the hexes along North Korea's northern boundary. All the hexes in it are clear terrain. All normal rules apply to this row with the following important exceptions: **North Korean units may never move in any way (including advance-**

and retreat-after-combat) into any Red Row hex, though they may attack and attempt nuclear strikes into them. PRC units operate normally in all ways when in, as well as when moving through, Red Row hexes.

Designer's Note: *The Red Row is a device to illustrate the fact the North Koreans can't hope to push decisively into the PRC rear area. The invaders have simply too much depth behind them.*

11.0 COMBAT

11.1 In General

During your side's combat phase you can attack all enemy units adjacent to your units across playable hex sides. The player whose player turn it is, is considered "the attacker," and the other is "the defender," no matter what the overall situation across the map. Attacking is always voluntary.

11.2 Multi-Hex & Multi-Unit Attacks

An enemy occupied hex may be attacked in one battle by as many of your eligible units as you can bring to bear from the surrounding hexes; however, no single attack may have as its objective more than one hex.

It isn't necessary for all the units you have stacked in a given hex to participate in the same attack (exception see 11.22). Some could attack into one adjacent defender-occupied hex while others attacked into another hex or simply didn't attack at all. No defending unit, however, may ever refuse combat.

11.3 Indivisibility of Units

No single attacking unit may have its combat factor divided and applied to more than one battle. Likewise, no defending unit or stack may have part of its defense strength attacked by one or a few attackers while another part is attacked by others. Defending units stacked together may only be attacked as if they constituted one combined unit. No attacking unit may attack more than once per combat phase and no defending unit may be attacked more than once per combat phase.

11.4 Attack Sequencing

Aside from the restrictions described above, there is no artificial limit on the number of attacks each player may set up during his combat phase. The attacker need not declare all his attacks beforehand and he may resolve them in any order he wishes, as long as the resolution of one is completed before that of the next is begun.

11.5 Choice of CRT

There are two CRTs in the game: **Assault** and **Netcentric**. Assault is the default CRT. The Coalition player can under certain circumstances use the Netcentric CRT. The Coalition player can do so if at least one unit in the attacking force has a Netcentric attack symbol (the arrow). North Korean units may never use the Netcentric CRT.

Developer's Note: *Netcentric Warfare (or Netcentric Operations) is a new military doctrine that links military units together via real-time data sharing, giving units and commanders a very accurate assessment of battlefield conditions, and provides them with an unparalleled coordination capability. The advantages of such instantaneous information on a battlefield is nothing less than revolutionary, and is perhaps the next step in subduing the immutable fog of war.*

11.6 Combat Procedure

Normally the attacking player should strive to have more attack factors involved in a given battle than the defender has defense factors. Such attacks are called "high odds attacks." To resolve them, the attacking player must first calculate his odds. Do that by adding up the combat factors of all the attacking units involved in a battle; then determine the combat factors of the enemy units defending in the battle. Divide the attacker total by the defender total and round off (down) any remainder.

Example: 26 attack factors versus 7 defense factors yields an odds ratio of 3:1. That is: $26 \div 7 = 3.71$, which rounds down to 3. To turn that "3" into a ratio, you must set a "1" next to it on the right. Thus "3" becomes "3:1" (which is read "3-to-1"), which corresponds with a column heading on the Combat Results Table.

11.7 Poor Odds Attacks

Battles in which the attacking force has fewer combat factors than the defender are called "poor odds attacks." Procedures are modified in that now you divide the defender's total by the attacker's; round remainders up, and set the "1" on the left side.

Poor Odds Example: A force with 5 attack factors is attacking a force with 11 defense factors. Divide 11 by 5 ($11 \div 5 = 2.2$), and round up (2.2 becomes 3), then set the "1" on the left of that "3," yielding odds of 1:3. Inasmuch as the CRT begins with the 1:2 column, the attack is resolved as a 1:2 odds.

11.8 Odds Limits

Note that the column headings on the CRT range from 1:2 to 5:1. If the combat ratio obtained for a given battle is lower than that shown on the CRT, use the 1:2 odds column. If the combat ratio obtained for a given battle is greater than that shown on the CRT, that battle is resolved on the maximum line.

11.9 Shifting Preliminary Odds

The odds ratio obtained after completing the steps described above is called the "preliminary odds ratio." That ratio may be shifted to the left or right on the CRT by the things described below. When shifting, it's important to remember all odds shifters that apply in a given battle are cumulative in their effect.

11.10 Extreme Odds

It's possible to end up with an odds ratio that lies beyond either the highest or lowest CRT column heading, such as "1:3" or "6:1." Once all applicable odds shifters have been applied, if you still end with an odds ratio off one end or another of the CRT, use the procedure described above in 11.7 to get your combat result.

If the starting odds are higher than 5:1 or lower than 1:2, then use whatever odds are calculated and shift based on the assumption that there are columns for them. For example, say initial odds are 7:1 and the defender gains three shifts. This makes the final odds 4:1.

11.11 Combat Resolution Die Roll

To resolve a battle, find the odds column of the CRT corresponding to that fight's final odds ratio and roll a die. Look down the proper odds column on the CRT until you cross-index with the number you just rolled. That is your combat result for that battle. For example, if you're attacking at 2:1 and roll a "3," your result is "DR."

11.12 Combat Results

Results on the CRT mean the following.

AC (Attacker Crashes): the attacker must retreat all attacking units with a Netcentric Attack strength (arrow) one hex. Other units are not affected.

AL (Attacker Repulsed): one attacking unit takes a step loss, then all attacking units retreat one hex. The attacker has a choice of which unit takes the loss.

AS (Attack Stalled): no step or unit losses are suffered by either side and no advance- or retreat-after-combat takes place.

DE (Defender Eliminated): perform the following in this order. All one-step defending units in that battle are permanently removed from play and put into the dead pile. Then, any two-step defending units which are on their reduced (reverse) side are eliminated. Finally, any two-step units of the defending side involved in that battle are reduced to one-step strength.

If the eliminations leave the defenders' hex empty of all units, the participating attacking units are allowed to advance-after-combat (see 11.20).

DN (Defender Neutralized): the defending player must roll one more die and then compare the result with the movement factor of each defending unit. If the die roll is greater than the unit movement factor, that unit receives a step loss (per "DE"). If the result is less than or equal to the unit movement factor, then that defending unit takes no loss. All surviving defending units must retreat-after-combat a number of hexes equal to the die roll (see 11.19).

DR (Defender Retreat): the entire defending force (unit or stack) must retreat-after-combat one hex

(see 11.19). No step losses.

MX (Meeting Engagement): one attacking unit takes one step loss; then one defending unit takes one step loss. The choice of unit to take the losses is up to the player controlling that force. If this causes the removal of the last defending unit from a hex, the attacker may advance; otherwise, no retreat or advance by either side.

Designer's Note: *In relation to the rule above, you should review rules 4.3, 4.4 and 4.5, concerning the deduction of MePPs for certain combat results.*

11.13 Terrain Effects on Combat

Both natural and manmade terrains have effects on combat, which are usually shown by shifting the odds column used on the CRT in favor of the defender (to the left). For example, the combat effect for defending in hill terrain is "L1." That means if the defending force in a battle is in a hill hex, after the preliminary odds ratio is calculated, that ratio would be shifted one column leftward on the CRT. So if, say, the preliminary odds ratio was "3:1" here, the hills in the defender's hex would change that to "2:1."

Only one type of in-hex natural terrain effect and one type of manmade terrain effect may ever be applied to any single battle, but the combat factor halving due to attackers coming across river hex sides are made part of the calculations before figuring the shifts received for in-hex terrain (see 11.17 below).

11.14 Cities

Units defending in a city hex gain a three-column leftward odds shift. [For example, what would otherwise be a 4:1 attack into clear terrain would be changed to 1:1 if the defending force were in a city hex.](#) Units in city hexes are never subject to envelopment (see 11.21).

11.15 Mountains

Units defending in a mountain hex gain a two-column leftward odds shift. [For example, what would otherwise be a 4:1 attack would be changed to 2:1 if the defending force were in a mountain hex.](#) If special forces units are part of the attacking force, then shift only one to the left. Note that mountain infantry units have no special combat properties in mountains, just a movement advantage (see 10.13).

11.16 Hills

Units defending in a hill hex gain a one-column leftward odds shift. For example, a 4:1 attack into would be changed to a 3:1 attack if the defending force were in a rough hex.

11.17 Clear

Clear hexes have no combat effects in and of themselves.

11.18 River, All-Sea & All-Reservoir Hex Sides

Generally, units that are attacking across river hex sides have their attack factor halved (round down all remainders). However, Marine and airmobile units' strengths are never affected by river hex sides.

Only the Marine and airmobile units may attack across all-sea or all-reservoir hex sides; all other units of both sides are prohibited from doing so. The attack factors of the marine and US and PLA airmobile units are unaffected by such hex sides.

11.19 The 1953 Cease Fire Line

Units of both sides, excluding only airmobile units, have their attack factors halved when attacking across/through 1953 Cease Fire Line hex sides. Airmobile units' attack factors are unaffected as long as they attack in conjunction with one or more mechanized or non-mechanized units.

Designer's Note: *This is due to the extensive defenses built up along the Korean DMZ. Airmobile units would be able to fly over them.*

11.20 Retreat After Combat

Whenever an "AR" or "DR" result is obtained, the player owning the involved attacking or defending

force (respectively) in that battle must retreat that unit or stack one hex.

Whenever a “DN” result is obtained, the player owning the involved defending force in that battle must roll one die and retreat any surviving units that number of hexes (in addition to the potential loss of units described under the result).

For example: a North Korean stack containing a mechanized unit with a movement of “4” and an infantry with a movement of “2” receives a “DN”. The North Korean player rolls a second die, and the result is “3”. The infantry unit takes a step loss and is eliminated. The mechanized unit takes no step loss, but must retreat three hexes.

In general, the exact direction of retreat is up to the owning player, but note the following exceptions.

- a) No unit can retreat into a hex containing an enemy unit, or into terrain which it could not enter via regular movement.
- b) If more than one hex is available for the retreating units or stack, the owning player must choose the one that takes the retreating force closer to a valid supply source if the retreating force is Coalition. If more than one such hex exists, the choice is up to the owning player. This can include coastal supply for marines, and air supply in general.
- c) A retreating stack may not be broken up to retreat into more than one hex unless stacking requirements dictate that be done.
- d) If retreating more than one hex, then the units must end their retreat the designated number of hexes away—no doubling back!
- e) Retreating-after-combat does not use up MPs; however, units are still not allowed to retreat into hexes where their entry would be prohibited using normal movement.
- f) Units retreating-after-combat may not retreat into an enemy controlled city hex even if that hex is entirely empty of actual enemy ground units.

Blocked retreat penalty. If a unit cannot retreat within the above restrictions, then: It is reduced one step. Further, if the retreat would have been more than one hex, it retreats as far as it can and is then reduced in that final hex.

Note: This means that if a unit is completely surrounded, it loses a step but remains in place and thus the enemy cannot advance into the hex.

Airmobile Units. Airmobile units which receive a Retreat result when they are not adjacent to any of the enemy units which they engaged ignore retreats. They suffer other results normally.

11.21 Advance After Combat

Whenever the defender's hex is cleared of all units by that fight's combat result, the victorious attacking units may (but are not required to) advance-after-combat into that hex (stacking limits must be observed). Such advances are not considered part of normal movement and they don't cost any MPs, but advancing units must still observe normal terrain movement prohibitions. Victorious attackers may advance across river hex sides, and a victorious marine unit may advance across an all-sea hex side, etc.

If the Advance was generated by a “DN” result, then attacking units which do **not** have a Netcentric Attack strength can advance per above. Attacking units **with** a Netcentric Attack strength can advance up to three hexes: The first hex entered must be the one cleared of defenders; and all subsequent advances must be into hexes vacated by the defenders; and the movement must be executed immediately after the combat is resolved. Within these constraints, the units may advance any number of hexes (that is, you do not have to advance the full number of hexes possible).

Advancing is an option; it is never mandatory, but the decision to advance or stay must be made immediately after the battle is resolved and before that of any other is begun. Further, it's not necessary for an advancing attacker to try to stack-full the newly won hex; he may send just one or a few units, if he wishes, rather than a full stack. Also note there is never any defender advance-after-combat; victorious defenders simply hold their ground.

Exception: The lone exception cited at the start of this rule is that airmobile units never advance after combat (see section 12.0).

11.22 Enveloping Attack

When a defender hex is attacked by units from hexes directly opposite each other, or by units in three hexes with one hex between each and the next, or by units from more than three hexes, shift those odds two columns rightward. The presence of other defender-side units in the hexes next to the defender hex being enveloped in no way serves to negate this shift. Note, though, that units defending in city hexes are never subject to the envelopment penalty. That is, they may be attacked from positions that would otherwise generate the envelopment penalty, but it is not used due to the nature of urban combat.

In the diagram, the defending unit is undergoing an enveloping attack.

11.23 North Korean Attacks Into the PRC Red Row

If the North Korean player launches attacks into the PRC Red Row, all normal procedures are followed for attacks into clear terrain with but one exception. That is, any "DR" result obtained in such attacks are automatically converted to "AS" results.

11.24 North Korean and Chinese Artillery Corps

Artillery corps can only attack if they are stacked with other friendly units. Also, they can only attack units in conjunction with other friendly units. Artillery corps defend normally.

11.25 North Korean Corps Support Counters

The North Korean player has four "corps support" markers representing the extra combat support assets assigned to the NKPA I, II IV and V Corps. The markers are held off the map until committed to offensive or defensive battles by their owner. They have no step, combat or stacking values of their own; they are simply markers, not actual units.

Once used, each marker is permanently removed from play. No more than one may be committed per battle, at the NKPA player's choice. His only restriction is, they cannot be committed to any battle in which all the involved NKPA units are surrounded by Coalition units and/or all-sea or all-reservoir hex sides in all adjacent hexes.

The effect of a corps support marker is to double the final combat strength (attack or defense factor, whichever is appropriate for that situation) of the NKPA units in the single hex into which it is placed. Any corps support marker still unused when a game turn begins in which all three Pyongyang hexes are Coalition controlled is permanently removed from play at that time.

***Designer's Note:** These corps are not represented by corps sized counters. Rather, their component divisions are shown in the NKPA order of battles.*

12.0 COALITION AIRMOBILE UNITS

12.1 In General

Coalition airmobile units are unique in that: 1) they are the only units in the game that are not allowed to both move and fight during the same player turn; 2) they never advance after combat; 3) they can attack enemy units up to 10 hexes away from their location hexes; 4) when US airmobile units attack in concert with one or more Coalition mechanized or non-mechanized units, that attack is thereby automatically considered enveloping; and 5) US airmobile units can give defensive support to other Coalition units being attacked up to 10 hexes away from their location hex.

12.2 Move or Fight

Coalition airmobile units are the only units in the game that can't both move and fight (or fight and move) during a single player turn. They can do one or the other, decided on a unit by unit and turn by turn basis by the Coalition player, but never both during the same player turn.

12.3 No Terrain Costs

When airmobile units are moved, the unit (called the "base element") is understood to be "rebased"

by flying, in its organic air transport, to its new location hex. During such moves they may enter all hexes at the cost of only one MP per hex, and they also ignore rivers and other all-water hex sides. While rebasing they may fly over all terrains, water bodies and enemy units; but they may never end their moves in mountain hexes; nor may they end a move in any hex containing enemy combat units (WMD and hardened SCUD sites okay).

12.4 No Advance After Combat

Victorious attacking airmobile units never advance after combat, even if the enemy force it attacked was in a hex immediately adjacent to its location hex.

12.5 Combat

Airmobile units defend normally. When attacking, they're unique in that they may project their combat factor against enemy units in hexes up to 10 hexes away from their base element's location hex. Count from the base element to the enemy occupied hex; don't count the base element's hex; do count the enemy occupied hex. When tracing this attack range, you may go over all terrain types and enemy occupied hexes, but you may not go over any PRC Red Row hex in Scenario One.

When airmobile units attack, all terrain effects are still taken into account, except that the heliborne unit's attack factor is never affected by water hex sides. Airmobile units suffer combat losses in the same way as normally attacking units, and that's true in both ranged and adjacent attacks.

Whenever a US airmobile unit attacks an enemy occupied hex in concert with one or more Coalition mechanized and/or non-mechanized units, that attack is thereby automatically considered to be an enveloping attack.

Exception: the envelopment bonus is never gained against defenders in city hexes, no matter what units are attacking.

Airmobile units may attack into mountains even though their base elements may not be brought to rest in such hexes.

12.6 Defensive Support

Provided a US airmobile unit neither moved nor attacked during that game turn's Coalition player turn, and provided no North Korean units are located in any hexes adjacent to their base elements at that instant, the Coalition player may commit one or both of them to provide defensive support to any other defending Coalition unit within a 10 hex range. To do so, the Coalition player simply announces the defensive commitment of either or both US airmobile units after the North Korean player has declared an attack, and then adds in its (or their) combat factor(s) when calculating the defense strength of the hex being attacked.

12.7 Airmobile Supply

Airmobile units are required to trace a supply line like other ground combat units, which they are considered to be.

13.0 NORTH KOREAN ECHELON PHASE

13.1 Echelon Movement

During the North Korean Echelon Movement Phase, the following North Korean units may make a special move-fight operation: Any and all armored units may move up to 50% of their movement factor if the unit did not move and/or attack previously in this North Korean turn.

13.2 Echelon Attack

Upon completion of an Echelon move, Echelon units may attack if they are adjacent to enemy units. This is resolved normally. Non-Echelon units may not join in the attack.

13.3 Denoting Status

Rotate such units 90 degrees to indicate their status.

13.4 Nullifying Echelon Movement

If Coalition units now or at any time in the game occupy the three Pyongyang city hexes, then the North Koreans may not use Echelon movement.

Designer's Note: The Echelon rule represents North Korean doctrine, using armored formations as exploitation forces.

14.0 US REORGANIZATION OF UNITS

The Coalition player may convert certain US divisions into "break down" brigades or regiments and vice versa. Break down brigades and regiments are indicated with an asterisk.

14.1 Breaking Down

During any Coalition Movement phase, the Coalition player can convert US divisions into component brigades or regiments. Remove the division and replace it the component units of the indicated type.

14.2 Building Up

Conversely, during any Coalition Movement phase, the Coalition player can convert brigades and regiments of the indicated types into a division. Remove the brigades and replace them with a division of the indicated type.

Designer's Note: Stacking restrictions must be obeyed when breaking down or building up. This will mean that there cannot be more than one division per hex, since the US limit is two divisions or three brigades, while each division breaks down into four brigades.

14.3 Restrictions

To reorganize in this manner, all of the indicated units must be in the same hex. They may conduct no movement in that phase. They can engage in combat normally that turn. You do not need to use the same divisions/brigades to reorganize that you originally used to build up or break down units.

14.4 Reduced Units

A division which has taken a step loss can break down into three brigades or regiments (any types). The converse is not the case; you cannot convert three brigades or regiments into a division with a step loss. Also, note that the component brigades do not have reduced strengths—one step loss and they are gone.

14.5 Reorganization Equivalents

Division Unit Type	Breakdown Components
Armored	3 x heavy brigades, 1 x Stryker brigade
Mechanized	2 x heavy brigades, 1 x infantry brigade, 1 x Stryker brigade
Mountain	4 x mountain brigades
Airborne	4 x airborne brigades
Airmobile	4 x airmobile brigades
Marine	3 x marine regiments, 1 x Stryker brigade

Note: Other units may not break down.

14.6 Netcentric Limitation

Note that a division that might include a brigade/regiment with Netcentric Attack strength might not itself (the division) have the Netcentric Attack ability.

14.7 Initial Deployment

The Coalition player may break down divisions as part of initial deployment.

14.8 Additional units

Some extra breakdown units have been included for players to use in experimental scenarios.

Designer's Note: *These rules model the enhanced flexibility of US units under the current organization, which emphasizes brigade combat teams. Since US breakdown brigades do not have reduced strengths, they can be fragile. The divisional breakdowns do not follow exact US organization, but are intended to show the general format of US organization. Each US division in the game represents a divisional sized task force, some of the Stryker brigades are represented as armored cavalry regimental formations.*

OPTIONAL RULES

The following optional rules are provided for additional interest and realism. Players should decide between themselves which of the following rules they'll incorporate into their play.

15.0 SPECIAL UNITS & TACTICS

The following rules hypothesize the effects of various other battlefield weapons.

15.1 North Korean Battlefield Nuclear Weapons

In both scenarios, the North Korean player may make use of a small stockpile of nuclear weapons. One North Korean nuclear strike, battlefield or strategic, may be attempted at the very start of each game turn beginning with Game Turn 2. To make such an attempt, the North Korean player announces it at the very start of a game turn, places the nuclear explosion marker atop any hex of Coalition units anywhere on the map, rolls one die and consults the following table.

Battlefield Nuclear Detonation Table

Die Roll	Result
1	Hit on Target
2	Hit off Target
3, 4, 5 or 6	Strike Failed

Designer's Note: *The ability of the North Koreans to purposefully target a given hex with their nuclear missiles is due to the relative crudeness of their technology as well as the fact the sky above their nation is filled with aerial assets dedicated to finding and destroying their launch vehicles and sites.*

15.2 Battlefield Nuclear Hit: On Target

If the player obtained a "Hit on Target," the North Korean player immediately rolls another die and divides that result in half, rounding up any remainders. That result (one, two or three) is the total number of step losses that must be suffered by the Coalition units in the struck hex (and don't forget rule 4.2). If there is more than one unit in the hex, the North Korean player apportions the step losses as he chooses. If more step losses are called for than are present in the struck hex, simply remove all the steps from that hex; there is no carry over into any other hexes.

The nuclear strike marker remains in the struck hex throughout the rest of the game turn. Normal terrain entry costs are doubled for all non-airmobile units entering that hex during the game turn. Remove the marker at the end of the game turn.

15.3 Battlefield Nuclear Hit: Off Target

If the player obtained a "Hit off Target," the North Korean player rolls another die. The result indicates the hex which has actually been struck by the errant strike. A one means the strike hit one hex directly to the north of the originally intended hex. [For example, hex 3117 would be north of intended target hex 3017. A two means the detonation occurred one hex clockwise of the north hex \(hex 3018 in our example here\); a three means two hexes clockwise, etc.](#) Once the actual strike hex has been determined, go through the procedure given in 15.2 if there are any units of either side in the final strike hex.

15.4 Strike Failed

A "Strike Failed" result means just that; there is no effect; the device wasn't successfully delivered or simply didn't go off.

15.5 Further Nuclear Effects on Cities

If a city hex on the map is struck on either kind of hit result, the additional effect there is as follows: that hex is considered rough terrain for the rest of the game for all supply, movement and combat purposes, but it's still considered a city hex for victory reckoning purposes. And, yes, it is permitted for the North Korean player to deliberately target his own nation's cities, but no MePPs are ever deducted from the Coalition total for nuked North Korean cities. Use a Nuclear Contamination marker to indicate this.

15.6 North Korean Strategic Nuclear Attack

As an alternative to making a battlefield nuclear attack attempt as described in the rules above, the North Korean player may, as he chooses on a case by case basis, decide to attempt a strategic nuclear strike instead. That is, he will try to send a nuclear armed missile into a city of South Korea or one of the countries off-map but still nearby North Korea.

That intention declared, the North Korean player again rolls a die and consults the Detonation Table in 15.1. If he obtains a "Hit off Target" result, he rolls one die and immediately deducts that many points from the Coalition player's MePPs total. If he obtains a "Hit on Target," he rolls two dice and immediately deducts that many points from the Coalition player's MePPs total.

Important Exception: If the city struck by a North Korean nuclear weapon, either as the result of an on- or off-target battlefield strike or a deliberate strategic hit, is a South Korean city, only one MePP is deducted from the Coalition total; no die or dice rolls are made.

15.7 Coalition Response to Nuclear Attack

Whenever either kind of hit result is achieved by a North Korean nuclear device, no matter if a battlefield or strategic strike, the Coalition player should immediately roll one die to determine his side's response. If the result is one through five, the result is a tactical response. In that case, the Coalition player is allowed to reply exactly as described above in 15.2, with a single restriction: he may not target a North Korean city hex unless the North Korean nuclear strike that triggered the die roll authorizing that retaliation itself struck a South Korean or off-map Coalition city. Note, though, that Coalition tactical nuclear responses are always automatically considered to be hits on target.

If the result is a six, some portion of the US strategic nuclear arsenal has been unleashed. In that case, play stops and the Coalition player is declared the winner of the game.

15.8 Pyongyang & North Korean Nuclear Capability

The first time a game turn begins with all three Pyongyang city hexes under Coalition control (3107 / 3108 / 3208; supply state irrelevant), the North Korean player loses all nuclear strike capability for the rest of the game. That remains true even if he'd later regained control of one or more hexes of that city.

15.9 Coalition Naval Gunfire Support

The Coalition player may call in naval gun support for use by any of his units attacking into, or defending in, a coastal hex. This can be done twice per game turn, once per west Korean coast and once per east Korean coast. When figuring his combat factor in such a situation, he should roll a die and add that result to his supported force's attack or defense value. The limit is that no supported force may receive more naval gun support factors than are contributed by the supported ground units themselves.

Support factors have no step or combat strength of their own; they may only be used in conjunction with attacking or defending Coalition ground units (nationalities don't matter).

For these purposes, consider the Korean west coast to consist of all coastal hexes adjacent to the Yellow Sea, Korea Bay and Sea of Japan.

15.10 The Coalition Heavy Strike Marker

Once during each game turn, the Coalition player may commit his heavy strike marker to support any one of his attacks or defenses. The effect of the marker is to shift the combat odds one column in his

favor. This marker may be used in conjunction with naval gun support and vice versa.

15.11 Coalition Marines

Coalition Marine units have riverine and amphibious movement and combat capabilities. They can move across one all-sea or all-reservoir hex side per friendly movement phase, provided that hex side was the first one crossed in its move that phase and it moves no farther that phase after the crossing (that is, they can move a maximum of one hex per movement phase when using this kind of movement). Even more, the Marines attack across such hex sides, as well as river hex sides, as if they were clear terrain hex sides (though terrain within the hex still counts). Note too that Marines are always in supply when in coastal hexes.

Coalition Marines may also make use of special kind of sea movement, called "port to port" movement. To use it, a Marine unit must begin the Coalition movement phase already located in a port city. (A "port city" is any un-nuked North or South Korean city in a coastal hex.) From there it may move to any other Coalition controlled port city on either map. Upon landing it may not move farther or attack that turn. If the fight/move phase sequence is being used, the Marine unit may not attack in the same player turn it is to be sea moved (it may defend normally). A maximum of one Marine unit may make a port to port move per movement phase. (All Marines can use the special abilities in the first paragraph).

15.12 Coalition Air-Transportable Units

Coalition Airborne, Mountain, Light Infantry and Special Operations units are air-transportable units. That is, they may be moved by air transport in one player turn from any friendly controlled city hex on the map to any other friendly controlled city hex on the map. Up to one division or three brigades/regiments may make such a move any given Coalition movement phase. Further, to move by air transport, the chosen unit must begin the Coalition movement phase already in a city hex, and it may not move farther by any method that same phase.

If the fight/move sequence has been chosen during a turn a unit will air transport, that division may not attack and then use air transport that same player turn. Similarly, during a move/fight sequenced turn, a unit that has been air transported may not attack that same player turn. In either phase sequence, however, air transported units defend normally during the game turn of such moves.

15.13 Airborne Movement

Coalition Airborne units (with the "gull" symbol) may make a special kind of Air Transport move. This starts as per the Air-Transportable rule, but the unit may land in any clear or city hex not containing enemy units. They may not attack in the same turn that they make such a move. The Coalition player may make a maximum of three such airborne moves per game, no more than one per turn. Each may be any one unit of any size. Use the Airborne Move marker as a mnemonic. Note that all Coalition Special Forces units are airborne qualified.

Designer's Note: The three airborne moves per game represents the limits of planning major airborne operations.

15.14 North Korean Pyongyang Anti-aircraft Artillery Command

This unit has the following special effects: any North Korean units which are defending within two hexes of this unit receive an additional one column shift to the left on the CRT.

Designer's Note: This represents the negation of Coalition tactical airpower within the umbrella provided by the SAMs and AAA guns.

15.15 Guerrillas

Guerrillas can enter play via the optional events. Guerrillas function as non mechanized units, with the following exceptions:

- a) they are always in supply;
- b) they always pay only one movement point to enter a hex, per North Korean units; and
- c) when eliminated, roll one die. They appear that number of turns later as reinforcements. The player can place a guerrilla reinforcement as per their initial placement (see the Strategic Events

rule).

15.16 ROK 7th Corps

The Coalition player has the option during initial deployment to deploy the ROK 7th Corps as either a complete unit, or exchange it for the Cap(ital) Armored and 20th Mechanized Divisions. Once this choice has been made, the units can not be reorganized for the rest of the game.

***Designer's Note:** There are no rules provided to cover chemical or biological warfare in this game, nor are there any bad weather rules. Chemical and biological warfare rules were omitted because it seems certain, if the War on Terror goes this far, tactical chemical and biological warfare will be figured in automatically as part of the fighting. Thus constant or near-constant use of such weapons has been factored into the overall mechanics of the game.*

The bad weather rules were left out because it seems inconceivable the US high command would allow itself, given Korea's climate and the historic experience of 1950-53, to be drawn into launching the ground campaign modeled here at any other time than late spring or early summer. Even if the North Koreans tried to lure us into an earlier start by lobbing nukes, my feeling is the Coalition would restrict itself to an intensified aerial campaign, special forces raids, etc., until the good campaigning season returned.

There are also no rules allowing the MEF to perform an over-the-beach amphibious landing. That's because my feeling is that the mine-clearing operations necessary to launch and secure such an operation wouldn't be efficient in terms of the troops that would be trained and equipped to take part in it.

16.0 STRATEGIC EVENTS

Prior to start of play, the North Korean player places all of his Event Markers in an opaque container (such as a coffee mug); the Coalition player places all of his Event Markers in a second opaque container. One player (it does not matter which) rolls one die; divide the result by two, rounding up any fractions to get a number from one to three. This is the number of Event Markers each player picks at random. Players do not show the events they picked until after both sides have set up, at which point both sides reveal their markers. Then implement the outcomes. The North Korean player implements first, then the Coalition. The markers should be displayed as reminders of their effects on the game.

16.1 North Korean Events

Defense of Worker-Peasant Paradise: During initial deployment, the North Korean player can deploy the Red Guard (RG) guerrilla unit anywhere in North Korea. Additionally, North Korean units defending in a North Korean city hex receive an additional one column shift to the left when defending (cumulative with other shifts). If the Coalition occupies the three Pyongyang hexes, then remove the North Korean guerrilla from play permanently, and the additional defensive column shift is no longer received.

EMP Strike: Coalition units cannot use the Netcentric CRT on Turn 1. Starting with Turn 2, roll one die; on a 1-3 nothing happens; on a 4-6 Coalition units can use the Netcentric CRT for the remainder of the game (and do not roll again).

NATO Fizzles: Roll one die for each UK, French and Multinational unit. On a 1-3 it is deployed normally; on a 4-6 it is not deployed. For the UK 1st and French 6th Armored Divisions, this is done before any MePPs are expended for their deployment and can potentially prevent them from being deployed. (Note: this does not affect other allied units.)

Improved Ballistic Missile Targeting: A North Korean die roll of "3" on the Battlefield Nuclear Detonation Table is converted into a "Hit on Target"; other results remain the same.

Improved Doctrine: All North Korean mechanized as well as armored units can make Echelon Moves.

Pre-Emptive Attack: On turn one, skip the Coalition player turn. Also on turn one, North Korean attacks receive a one column shift to the right, cumulative with other shifts. (If this event and the Coalition *Rolling Start* event are picked, they negate each other's effects.)

Rioting in South Korea: On turn one, ROK units may not cross into North Korea. They perform all other actions normally.

US Military Drawdown: The Coalition player must deduct two US divisions from the starting Coalition force (and these may not include the 2nd Mech or MEF unit). They never appear.
“?” : Do not place this marker in the Event pool. It’s there for future variants.

16.2 Coalition Events

Additional US Mobilization: The Coalition receives three additional US armored or motorized brigades (any combination, Coalition choice), plus one Stryker, Marine or airborne brigade, as reinforcements (four brigades total). Roll two dice for each unit; the total is the turn that brigade is received.

Additional Coalition Forces: The Coalition receives the Japanese HTXB, CW JTF and Multinational 2nd mech units as reinforcements. Roll one die for each unit and this is the turn on which it is received.

Anti-Communist Uprising: During initial deployment, the Coalition player deploys the ROK guerrilla unit. Place it anywhere in North Korea, not in the same hex or adjacent to North Korean units. Additionally, any Coalition attack against a North Korean city which involves at least one South Korean is shifted one to the right (cumulative with other shifts).

Improved Ballistic Missile Defense: If a North Korean nuclear strike results in a “Hit on Target” or “Hit on Target”, the Coalition player rolls a second die: on a 1-3 apply the result; on a 4-6 convert this into a “Strike Failed”.

Littoral Combat Ships: Once per game, one US Marine unit may make a port move and end its movement on any coastal hex. If adjacent to an enemy unit, it may attack. The unit is in supply for that combat phase. It may not attack from an all-sea hex.

North Korean Meltdown: On Turn 1, the North Koreans must use the Combat-Move sequence, and cannot make Echelon Moves. At the start of the North Korean Turn 2, roll one die. On a “1-3” this restriction stays in place; on a “4-6” it is lifted (unless the Coalition occupies the three Pyongyang hexes).

ROKs Re-equip. Replace each and every ROK armored and mechanized division with two combined arms brigades (with Netcentric Attack capability). Note: these brigades cannot be used to build ROK mechanized divisions.

Rolling Start: On Turn 1, skip the North Korean player turn. Also on Turn 1, all Coalition attacks receive a one column shift to the right, cumulative with other shifts. However, the Coalition does not receive the Heavy Strike marker on Turn 1 (it’s busy suppressing the North Korean air defenses). (If this event and the North Korean *Pre-Emptive Attack* event are picked, they negate each other’s effects.)

“?” : Do not place this marker in the Event pool. It’s there for future variants.

16.3 Placement of Coalition Reinforcements

Reinforcements are placed at the start of any Coalition movement phase on any port city controlled by Coalition units. Also, they may be placed on Seoul if Coalition controlled. Reinforcements may not move in that phase, but can fight normally in that turn (depending on the sequence of play). The turn of arrival is determined via die roll per the event; place the unit on the Turn Record Track for that turn as a reminder. If a reinforcement would appear after the last turn of the game, then it is not received. (See 16.1 for placement of Guerrillas.)

17.0 SPECIAL FORCES STRIKE MARKERS

Both sides have considerable amounts of troops in special forces formations. These are expected to perform a wide range of long range raiding, guerrilla warfare, and other unconventional operations. In the game, these are represented by Special Forces Strike Markers, or simply, SF Markers. Each SF marker is worth one “point”.

17.1 North Korean SF Marker Deployment.

At the start of the game, the North Korean player rolls one dice and adds it to “six” to get a number from one to 12. This is the number of North Korean SF Markers he receives.

17.2 Coalition SF Marker Deployment.

At the start of the game, the Coalition Korean player rolls one die and adds it to “three” to get a number from one to nine. This is the number of Coalition SF Markers he receives.

17.3 Utilization of SF Markers

At the start of any friendly combat phase, a player may place some, none or all of his SF Markers on the map. This is before any other action is taken in that phase. The markers may be placed on any land hexes, including (but not necessarily) those containing enemy units. Up to three markers can be placed in a hex.

Procedure

- 1) For each such hex, the player declares which SF mission they will conduct.
- 2) Roll on the SF Operations Table to determine the outcome of that mission. A player can declare only one type of SF Mission per hex per phase.

17.4 SF Mission Types

- a) **Airstrike Interdiction Coordination (Coalition only):** This is conducted against hexes containing North Korean units. If the result is successful, then apply a “DN” result to North Korean units in the hex.
- b) **WMD/SCUD Hunting (Coalition only):** This is conducted against hexes containing North Korean WMD/SCUD markers. If the result is successful, then remove any WMD or SCUD marker in the hex.
- c) **Sabotage (North Korean only):** This is conducted against hexes containing South Korean cities. If the result is successful, then place a Sabotage marker in the hex. For the remainder of the game, the city may not be used as a port or base for air movements.

17.5 Other

SF Markers otherwise do not affect the map; they are not units, they are not affected by the Reconstitution rule, etc.

17.6 Disposition of SF Markers

SF Markers, once used on a mission, and regardless of outcome, are removed from the map. North Korean SF Markers so removed are not returned to play. See below for Coalition SF Marker recycling.

17.7 Coalition SF Recycling

Upon the completion of the SF mission, the Coalition player rolls one die for each SF marker used. It is received as a reinforcement that number of turns later. If this would occur after the end of the game, then it is not received.

17.8 Special Forces Units

Special Forces units which have combat factors may not be employed for this rule. They are treated as combat units.

Designer's Note: SF Markers do not represent units per se, but rather the impact of special forces operations. The Coalition can recycle its SF markers given the greater flexibility of their special operations forces.

18.0 EXPERIMENTAL SCENARIOS

Players are free to create their own scenarios by using different starting deployments, changing the victory conditions, deliberately choosing event markers, etc.