

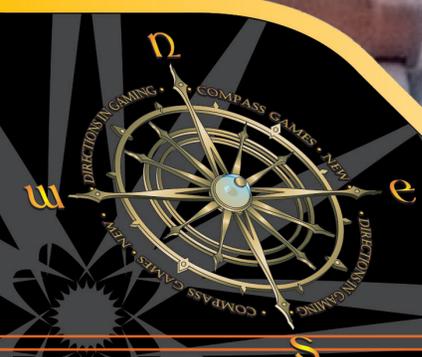
JOE BALKOSKI's

THE KOREAN WAR

June 1950 - May 1951

RULES OF PLAY

Designer
Signature
Edition



Compass Games
New Directions in Gaming



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1.0 INTRODUCTION

THE KOREAN WAR is an operational level game of the first year of the Korean War, from June 1950 to May 1951. During this period, the United States became involved in a bitter struggle in a remote Asian land that many Americans had not even heard of. In a war few Americans understood, the foundation of future American anti-communist diplomacy was laid.

In one-month turns, players control ground and air forces of the United Nations, North Korea, and Communist China. Each player's force consists of a wide variety of units, including infantry, marines, paratroopers, armor, and aircraft. The map is a representation of the Korean peninsula over which a hexagonal grid has been superimposed. Each hex equals 7.5 miles. In addition to controlling military forces, the players must make political decisions that impact the game. The UN player must strive to keep international tensions low to prevent World War Three. Intense U.S. escalation and mobilization could backfire. But insufficient military commitment could lead to the fall of South Korea and a communist victory.

The rules are divided into two booklets. This rules booklet covers all the basic rules to the game through section 16.0. The other booklet covers the five introductory scenarios (see 17.0) and the advanced game starting with section 18.0.

ABOUT THIS DESIGNER SIGNATURE EDITION

This Designer Signature edition of the classic Joseph Balkoski game goes beyond merely incorporating errata found from the original edition; it includes enhancements that include:

- Larger and easier-to-read 9/16" counters and four game maps.
- Game map information is updated and includes all-new map artwork.
- Restrictions on UN build-up and breakdown so UN player cannot perpetually continue Action Phase by reorganizing units.
- Modified amphibious assault system that allows UN player to more effectively recreate September 1950 Inchon invasion.
- Modified victory conditions that lessen impact of Global Tension.
- Modified procedure for Communist Chinese entry into the war.
- Updated Historical Perspective, Game as History, and Korean Culture and Geography sections.
- Modified supply, command radius, and depot rules.
- Modified United Nations air power rules.
- Added Historical UN Commitment.
- Added Basic Game scenario cards so not all maps are required for set-up and play.



2.0 GAME EQUIPMENT

2.1 Game Components

A complete game of THE KOREAN WAR contains the following items:

- One Rules of Play booklet
- One Playbook booklet
- Two Charts & Tables booklets
- Four 22" x 34" inch mapsheets
- Two full counter sheets and one half counter sheet (3 sheets total)
- Eight Player Aid Cards
- Two 10-sided dice

THE KOREAN WAR uses a 10-sided die. Read "0" as "0" and not as "10" as in many other games.

If any of these parts are missing or damaged, please contact the publisher:

Compass Games LLC
PO Box 271
Cromwell, CT 06416
USA

Phone: (860) 301-0477

E-Mail: support@compassgames.com

Online game support is available. Visit us on the Web:
<https://compassgames.com>

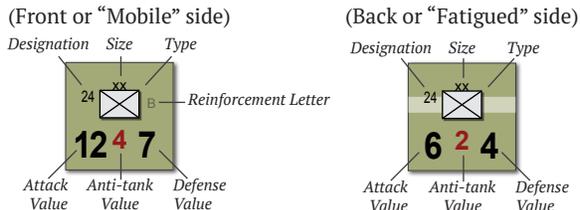
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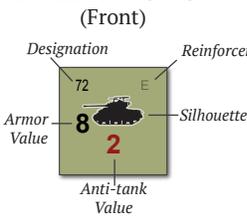
2.2 Playing Pieces

The playing pieces (or counters) include military forces from South Korea, North Korea, the United States, the United Nations (including various member nations), Communist China, Nationalist China, and the Soviet Union. Each of these forces is printed in a color that is unique to that force.

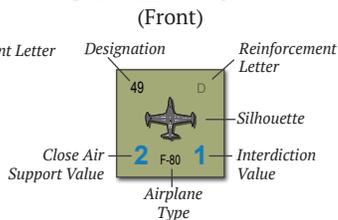
SAMPLE GROUND UNIT



SAMPLE ARMOR UNIT



SAMPLE AIR UNIT



Note: US Far Eastern Command (FEC) ground units are white inside the infantry symbol.

Note: The backs of armor asset units have decreased Armor and Anti-tank Values. Armor assets do not suffer fatigue.

SUMMARY OF UNIT SIZES

The following symbols are used on the counters to represent their sizes:

- XX:** Division
- III:** Regiment
- X:** Brigade
- II:** Battalion

Note: Assets, garrisons and air units do not have sizes.

SUMMARY OF COUNTER TYPES

(Front)		(Back)
	Infantry	
	US Marine	
	US Parachute	
	NK Garrison	
	Armor Asset	
	Non-Armor Asset	
	Replacement Unit	
	Air Unit	

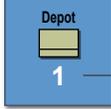
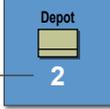
NATIONS

US (Far East Command)	Republic of Korea (ROK)	
US	Commonwealth (British/Canadian)	
US (Marine)	Turkish	
US (Parachute)	Nationalist Chinese	
North Korea	Communist Chinese	Soviet

UN TRACK MARKERS

	
Close Air Support Level	Interdiction Level
	
Amphibious Capacity	Initiative Level
	
Initial Intervention Level	US Mobilization Level
	
Rules of Engagement Level	Escalation Level
	
Operations	Action
	
Victory Points	

SUMMARY OF MARKERS

	Depot	
	<i>Depot Value</i>	
	Improved Position	
	Entrenchment	Fortification
	Supply Points	
	Isolated	
	Minesweeping	
	Commitment Level	
	UN Beachhead	
	Controlled City	
	NK Restricted Road Movement	
	Formosa Status	
	Global Tension	
	Game Turn	

NK Track Markers

			
Initiative Level	End CCF Initiative Period	Operations	Actions

2.3 Abbreviations

The following abbreviations are used in the game:

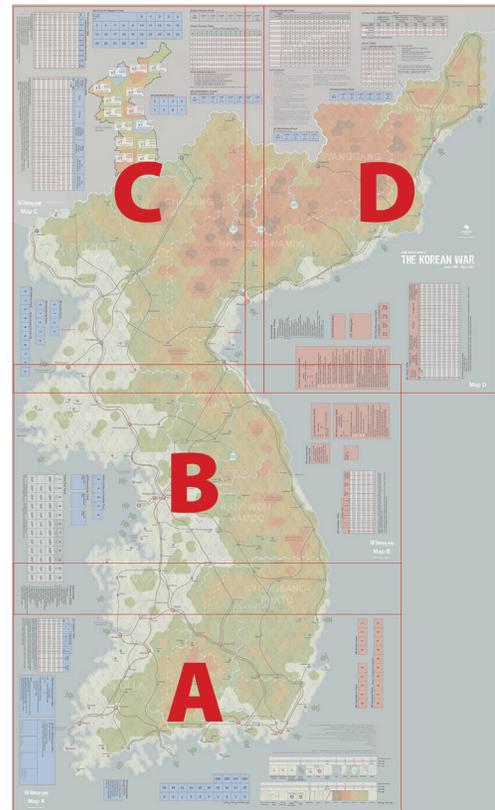
Abbreviation	Country Name
BEL:	Belgium
BRZ:	Brazil
CA:	Canada
CBA:	Cuba
CCF:	Communist Chinese Forces
CHL:	Chile
COL:	Colombia
CW:	Commonwealth
ETH:	Ethiopia
FR:	France
GR:	Greece
NK:	North Korea
NTH:	Netherlands
PAK:	Pakistan
PER:	Peru
PHL:	Philippines
ROK:	Republic of Korea
THAI:	Thailand
TK:	Turkey
UK:	United Kingdom
UN:	United Nations
US:	United States

Abbreviation	Designations
CAP:	Capital Division
CAW:	Carrier Air Wing
CV:	Cavalry
G:	Guards
HUS:	Hussars
KAG:	Kagnew Battalion
MAR:	Marine
PCL:	Princess Patricia's Light Infantry of Canada
RPL:	Replacement
TF SMTH:	Task Force Smith
YNG:	Yongdung'po Police

Abbreviation	Miscellaneous
AMP:	Air Mission Phase
FEC:	Far East Command
VP:	Victory Point
1AP:	1st Action Phase
2AP:	2nd Action Phase

2.4 The Map

The map scale for THE KOREAN WAR is 7.5 miles per hex. The map comes in four sections labeled A, B, C, and D. Four of the five scenarios in Section 17.0 use only Maps A and B, and a small portion of Map C. One scenario in Section 17.0 uses Maps C and D. Note that a "Scenario Boundary Line" on Map C between the 58xx and 59xx hexrow can restrict movement in some scenarios. The Advanced Game (23.0) uses all four maps. We have also provided a special Player Aid card to provide the charts/tables located on game maps that are otherwise not required to play the smaller scenarios (so you can set those maps aside to save on table space). When all maps are required for play, they should be joined together in the following fashion:





3.0 SEQUENCE OF PLAY

Each turn of THE KOREAN WAR is performed according to a strict Sequence of Play. The turn is composed of *phases*, which in turn can be divided into *segments*. Each phase must be performed in the order listed below. Some phases and segments are not performed in all turns. Each turn represents one month.

A. POLITICAL PHASE (Advanced Game only)

Does not occur on Turn 1.

1. UN Commitment Segment

On Turn 2, the UN player declares a UN Initial Intervention Level, a UN Rules of Engagement Level, and a US Mobilization Level (see 18.0; the Mobilization Level *must* be 1). From Turn 3 on, the UN player can escalate his involvement by increasing these levels (see 18.2).

2. Formosa Invasion Segment

On Turn 5 or later, the NK player may declare a Chinese invasion of Formosa, assuming he has not yet obtained Limited or Full Chinese Intervention (see 19.1).

3. Global Tension Segment

Starting on Turn 3, the UN player adds up the Destabilization Levels from his three Commitment Tracks and consults the Global Tension Table (see 18.5).

B. UN AIR MISSION PHASE

Does not occur on Turn 1.

The UN player assigns his US air units (including reinforcing air units arriving this Phase) to air missions on the UN Air Theater Display. The UN Close Air Support and Interdiction Levels are determined for the rest of the turn (see 15.0).

C. UN FEC ENHANCEMENT PHASE

Does not occur on Turns 1 and 2.

On Turns 3 and 4, the UN player can enhance one Far East Command (FEC) division per turn. On Turns 5 and later, he can enhance two FEC divisions (see 13.3).

D. UN AMPHIBIOUS CAPACITY PHASE

Does not occur on Turn 1.

The UN player determines his Amphibious Capacity for the turn and places the UN Amphibious Capacity marker in the appropriate box of the UN Amphibious Capacity Track (see 11.1). In the Advanced Game, UN Amphibious Capacity depends on US Mobilization (see 18.3).

E. 1ST ACTION PHASE

Does not occur on Turn 1.

1. Reinforcement Segment

Both players check if they receive reinforcements this turn (see 13.1). In the Advanced Game, the NK player may call for Chinese and/or Soviet Intervention (see 19.0), and the UN player, starting with Turn 4, may declare Nationalist Chinese Intervention (see 20.0).

2. Deployment Segment

Reinforcements are deployed on the map. The UN player may transfer reinforcements to the map from the FEC GHQ Reserve Box (see 13.1).

3. Depot Placement Segment

The NK player may place depots on the map or adjust the Depot Values of his depots already on the map; then the UN player does the same. At the end of this segment, the maximum combined Depot Value of a player's depots is 3 (see 5.1).

4. Depot Status Segment

Both players determine if their depots on the map are in supply or isolated (see 5.1).

5. Depot Supply Level Segment

Both players determine the Supply Levels of their non-isolated depots, from 0 to 3 (see 5.2).

6. Supply Point Expenditure Segment

a. First the NK player and then the UN player announce the number of Supply Points expended by each of their depots with a Supply Point marker of 1 or more.

b. The number of Supply Points expended determines each depot's "Commitment Level" (see 5.2). Unexpended Supply Points are placed off-map and may be used in future Supply Point Expenditure Segments.

c. Up to 2 unexpended Supply Points that began the segment in an Unexpended Supply Points box may be assigned to depots, but not one with a "Restricted" or "Offensive" Commitment marker.

7. Initiative Segment

Each player determines his Initiative Level (the total number of Supply Points expended by his depots). The player with the higher Initiative Level has the initiative for the remainder of this Action Phase (see 5.2). In the event of a tie, the NK player has initiative.

8. Asset Transfer Segment

Both players may transfer assets from combat units that are situated within the Primary or Secondary Command Range of a friendly depot to that depot (see 8.2). The UN player may also transfer assets to a depot from the FEC GHQ Reserve Box.

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9. Operations Segment

This segment consists of an indefinite number of Operations Sequences (see 6.0). First, the player with initiative performs an Operations Sequence; then the other player performs one. The players alternate in this manner until someone “passes”; then the player who did not “pass” performs Operations Sequences until this segment ends. An Operations Sequence is performed as follows:

- a. The player rolls the die and consults his Initiative Table;
- b. The player performs a number of Operations equal to the result obtained in step “a” above. After these Operations have been performed, a new Operations Sequence begins.

10. Asset Reassignment Segment

Depots holding assets can reassign those assets to friendly combat units that are within their Primary or Secondary Command Range (see 8.2).

11. UN Reconstitution Segment

The UN player can substitute *unfatigued* US RPL1 and RPL2 units with RPL2 and full-strength divisions, respectively. Also, the UN player advances UN units on the UN Reconstitute Track (see 13.2). In the Advanced Game, there are limitations on reconstitution based on US Mobilization (see 18.3).

12. Recovery Segment

All Fatigued units are flipped to their Mobile sides (see 7.6). Also, US parachute battalions are removed from the map (see 12.0).

13. Marker Segment

Both players remove Commitment and Isolated markers from their depots. Also, the players may remove any of their depots from the map (see 5.3). Unoccupied Entrenchment markers are removed from the map.

14. Minesweeping Segment

The UN player rolls the die for each of the Minesweeping markers on the map to determine if these markers are removed (see 14.2).

F. 2ND ACTION PHASE

This phase is performed on Turn 1.

The players repeat the sequence of the 1st Action Phase, following segments 1 through 14 exactly.

G. UN AIR MISSION TERMINATION PHASE

Does not occur on Turn 1.

All US air units are removed from the UN Air Theater Display.

H. Victory Point Phase

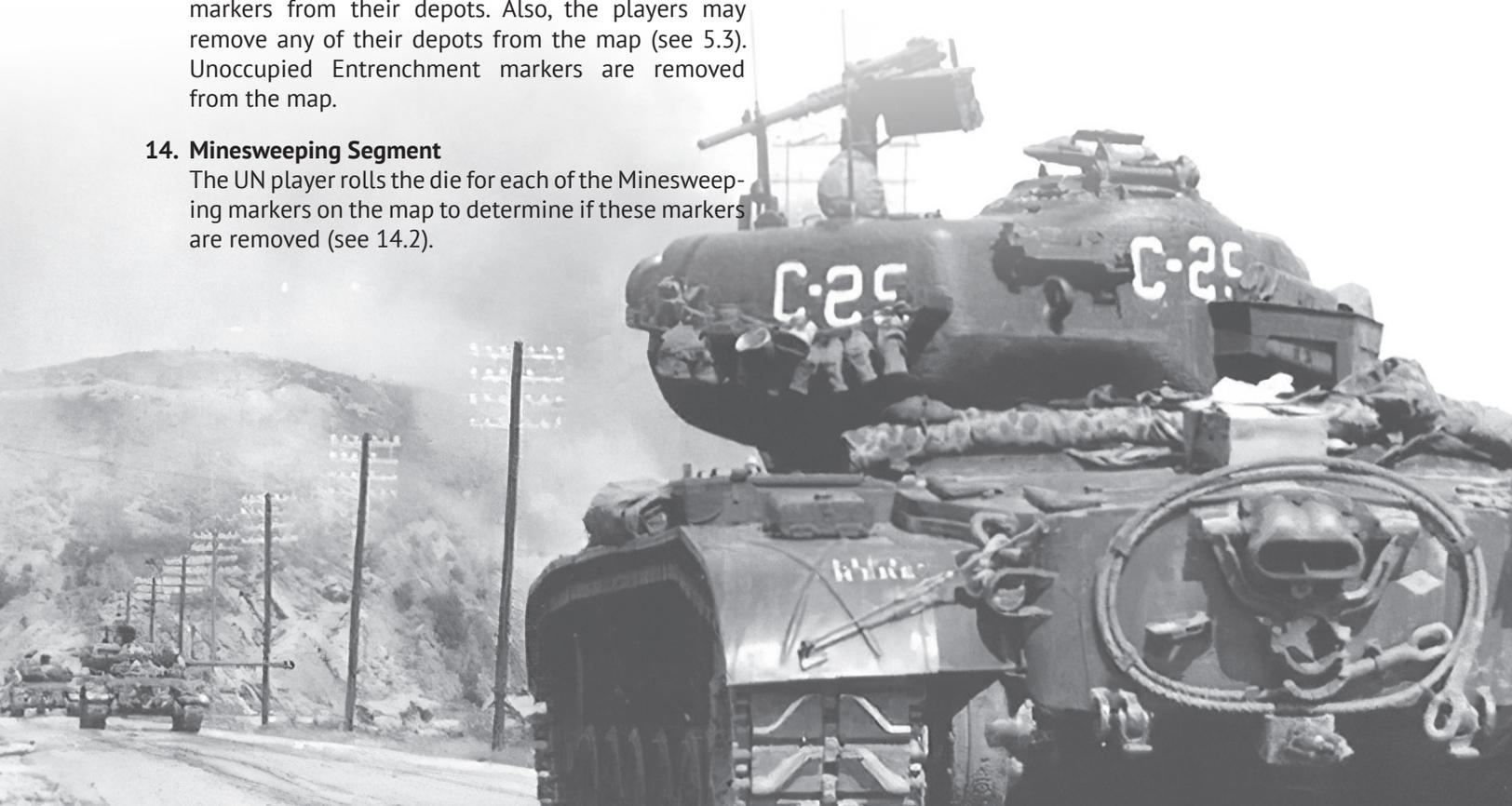
*Scenario 5 and Advanced Game only.
Does not occur on Turn 1.*

The UN player determines if he gains or loses any Victory Points and keeps a cumulative total of these VP on the UN Victory Point Track (see 21.0).

I. Game Turn Indication Phase

Occurs on all turns.

The Game Turn marker is advanced one box on the Game Turn Track.





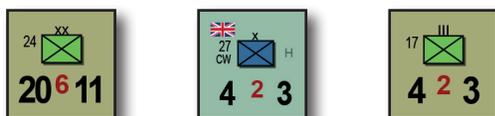
4.0 UNITS AND TERRAIN

At the start of play, one person is chosen as the United Nations (UN) player and the other as the North Korean (NK) player. Both players should familiarize themselves with the types of units they control. The UN player always controls US and other miscellaneous UN forces, as well as the forces of the Republic of Korea (ROK) and Chinese Nationalists. The NK player controls North Korean, Communist Chinese and Soviet forces.

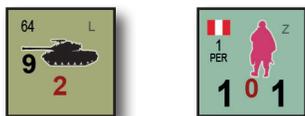
4.1 Unit Types

Ground Units: Ground units come in a variety of sizes and types. See 2.2 for an explanation of the symbology used to portray ground units. Ground units are grouped into four distinct categories:

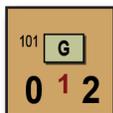
Combat Units: All divisions, brigades and regiments. These are the most common units in the game. The front of the combat unit is called its "Mobile" side and the back is called the "Fatigued" side.



Assets: Armor and non-armor. Instead of a conventional military symbol, these units possess tank silhouettes for armor assets and soldier silhouettes for non-armor assets. Assets do not have fatigued sides.



Garrisons: Units with a Garrison symbol. Only the NK player uses these units.



Miscellaneous: All US parachute battalions and a special unit called "Task Force Smith."



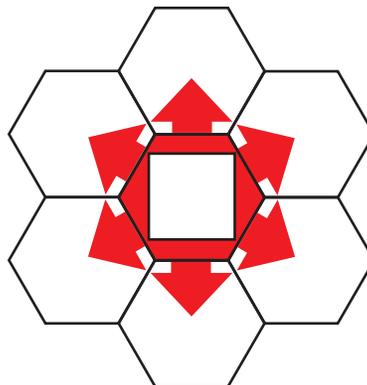
Air Units: All units bearing an aircraft symbol are US air units and are used by the UN player.

Depots: Both players possess depots, which are important for supply purposes.

Markers: Markers are used to record various types of information in the game. The UN and NK player each have their own marker set, and several neutral markers can be used by both sides.

4.2 Zones of Control

Only combat units (*not* assets, NK garrisons, depots, US parachute battalions, and the US unit "Task Force Smith") exert Zones of Control (ZOC). A ZOC is defined as the six hexes surrounding a combat unit (see diagram). Most terrain features do not affect ZOC. However, ZOC *do not extend across estuary and sea hexsides*. ZOC affect movement, combat, and the tracing of a command range or supply line.



4.3 Terrain Features

In order to regulate the movement of units, a hexfield has been superimposed over the map. The Terrain Chart printed on the map indicates the Movement Point cost for moving through various types of terrain. Terrain also affects the tracing of supply lines and combat.

Natural Terrain Features: There are six types of natural terrain hexes, each differentiated by a distinct color (see Terrain Chart). In order of precedence from easiest to harshest for movement, these hexes are:

1. Clear
2. Broken
3. Rough
4. Mountain
5. Peak
6. Reservoir

Each hex is classified as one predominant natural terrain type. If two or more types of terrain appear within the same hex, that hex is always classified by the predominant terrain type inside it. When using the Combat Results Table, only two types of terrain are considered: the "Clear" line is used when a defender is in a clear hex; the "Non-Clear" line is used when the defender is in any other hex type.

City, Production Centers, and Towns: Cities, production centers, and towns appear within hexes, although their presence does not affect the hex's natural terrain classification. Cities and production centers offer defending units advantages in combat. Towns have no effect on game functions. Some cities

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and production centers are also considered ports, which are designated with an anchor symbol.

Coastal Hexes: A hex containing some land and some sea is considered a coastal hex. Some coastal hexes are defined as invasion hexes; each invasion hex has a corresponding Amphibious Assault Arrow (see 11.2).

Roads, Trails and Railroads: These terrain features aid units' movement, although their presence does not affect a hex's natural terrain type. Note that if a hex contains a road and a railroad, a unit uses the *road* Movement Point cost for traveling through that hex.

River and Estuary Hexsides: Rivers and estuaries affect movement and combat. ZOC do not extend across estuaries.

Border Hexsides: There are three types of borders: province borders, the 38th Parallel, and the Scenario Boundary Line. Province borders are important for the UN Air Theater Display and for supply purposes; the 38th Parallel is also a province border and separates North and South Korea. There is also a "Scenario Boundary Line" on Map C that limits movement in Introductory Scenarios (see 17.0), but is not considered a province border.

Provinces: There are 14 provinces featured on the map, each of which is delineated by border hexsides.

4.4 Command Range

Occasionally, depots must trace a "Command Range." A Command Range is traced through a path of contiguous hexes, originating in the hex occupied by the depot and leading to hexes occupied by combat units and assets. (A hex occupied by a depot is always considered within its own Command Range.) The Command Range affects a unit's Attack and Defense values.

The length of a Command Range depends on the terrain in each hex through which it is traced. The length of a Command Range is expressed in Movement Points (MP); each type of hex costs a variable number of MP when tracing the Command Range through it. The hex a depot occupies is not counted when determining Command Range.

There are three types of Command Ranges:

Primary Command Range: A Primary Command Range is a path of contiguous hexes no more than 12 MP in length.

Secondary Command Range: A Secondary Command Range is a path of contiguous hexes between 13 and 25 MP in length.

Extended Command Range: An Extended Command Range is a path of contiguous hexes more than 25 MP in length.

Command Range Restrictions

A Command Range cannot cross an estuary or sea hexside, nor can it enter an enemy-occupied hex, an enemy-controlled city, or an enemy ZOC (unless a friendly unit occupies that ZOC). **Exception:** A Command Range may cross the 2111-2210 estuary hexside due to the railroad. A unit to which a Command Range cannot be traced by a friendly depot has its Attack and Defense values reduced (see 9.1).





5.0 SUPPLY

The ability of combat units to attack and defend depends on their supply status at the moment of combat.

5.1 Depots

Each side has its own depots. Each depot has a *Depot Value*, a number from 1 to 3. The higher the Depot Value, the better the depot can support ground units in combat.

Depot Placement

During the Depot Placement Segment of an Action Phase, first the NK player can place depots on the map and increase or decrease the Depot Value of existing depots; then the UN player places and modifies his depots. At the end of this segment, the combined Depot Value of a player's depots may be no more than 3.

EXAMPLE: At the end of this segment, a player could have one depot with a Depot Value of 3, or he could have two depots with values of 2 and 1, or he could have three depots with a value of 1 each. He could not have two depots with a value of 2 each, since this would give him a combined Depot Value of 4.

Depot Placement Restrictions: A depot may be placed on the map only in the following hexes:

- Any city controlled by the player placing the depot or any hex adjacent to such a city;
- Any road or railroad hex, or hex adjacent to a road or railroad hex, so long as the hex in which the depot is placed is occupied by or within *four* hexes of a friendly combat unit;
- Any hex containing a UN Beachhead marker (UN player only).

Depots cannot be placed in a hex if any of the following conditions are in effect:

- The hex already contains a depot.
- The hex contains an enemy unit.
- The hex is in an enemy unit's ZOC and there is no friendly combat unit in that hex.

Movement and Combat Restrictions: Once placed on the map, depots may neither move nor attack. They remain in place until eliminated or removed during the Marker Segment of an Action Phase. If an enemy unit attacks a depot that is alone in a hex, the depot has a Defense Value equal to its Depot Value (1, 2, or 3) and an Anti-tank Value of 1. Assets occupying the depot's hex may contribute their Defense and Anti-tank Values to the depot's defense. Any "D" result in such a combat automatically eliminates the depot, including its Commitment marker and any assigned assets.

If a depot is stacked with friendly combat units, *it may not participate in combat* if those friendly units defend or attack. If the depot occupies a defending hex, any "D" result in combat automatically eliminates the depot, including its Commitment

marker and assigned assets. This does not count as a step loss. (**Exception:** If, as a result of an "r" [retreat] result, the defender uses the Defender's Retreat Option [see 9.5], and one or more friendly combat units remain in the hex after the combat, the depot is not eliminated.)

If the depot occupies an attacking hex, any "A" result eliminating *all* combat units in that hex automatically eliminates the depot, including its Commitment marker and assigned assets. This does not count as a step loss. As long as at least one attacking combat unit in the depot's hex survives the combat, the depot remains in place.

Depots and ZOC: If a depot occupies a hex without a combat unit, it does not exert a ZOC.

Supply Sources

The players draw supplies for their depots from different sources:

UN Supply Sources: All operable UN ports that are UN controlled, and all UN Beachhead markers.

NK Supply Sources: All Production Centers that are NK controlled.

Depot Supply Status

During the Depot Status Segment of each Action Phase, both players determine if their depots are *in supply* or *isolated*. A depot is in supply if it can trace a continuous line of hexes of any length (known as a "supply line") to a supply source. The line cannot go through:

- An enemy-controlled city.
- A hex containing enemy units.
- An enemy ZOC unless that hex also contains a friendly combat unit.

If this line cannot be traced, the depot is isolated. Place an Isolated marker on it. No marker is placed on a depot that is in supply.

5.2 Supply Points

During the Depot Supply Level Segment of each Action Phase, both players determine the Supply Levels, from 0 to 3 Supply Points, of each of their "in supply" depots. No Supply Levels are determined for "isolated" depots. To determine a depot's Supply Level, use the procedure below. Note that the UN player goes first and uses step "1a" of the procedure, skipping step "1b"; the NK player goes second and starts with step "1b" of the procedure, ignoring step "1a."

- 1a. (UN player only):** Starting with Turn 5, the UN player must indicate the UN supply source to which a supply line was traced from the depot in the Depot Status Segment. (For this step in Turns 3 and 4, see below.)

- 1b. **(NK player only):** Starting with Turn 3, the NK player determines the province in which the depot is located.
2. The player determines the Depot Value (1 to 3) of the depot.
3. The player checks for any die-roll modifiers (see “Die-roll Modifiers,” below).
4. The player consults his Depot Table. He finds the supply source (Step “1a” for the UN player), or province (Step “1b” for the NK player), and then locates one of the three columns under it corresponding to the depot’s Depot Value. He rolls the die, applying the modifiers from step 3 to the number rolled. The result will be a number from 0 to 3, which is the number of Supply Points immediately gained by the depot.
5. The player places a Supply Point marker directly underneath the depot corresponding to the number of Supply Points it just gained, up to a maximum of 3. A depot that fails to gain any Supply Points does not have a Supply Point marker placed under it and has a Supply Level of 0; however, the depot remains on the map.
6. The above procedure is repeated for each depot on the map.

EXAMPLE: The UN player points to Pusan as the port that will supply a depot with a Depot Value of 1. The UN player checks and finds that there are no modifiers applied to his die-roll. Checking the UN Depot Table under Pusan and the Depot Value 1 sub-column, he rolls the die and gets a 1. The result is 0, so he receives no Supply Points for the depot. He does not place a Supply Point marker, and the depot has a Supply Level of 0. It is now the NK player’s turn. He has a depot in Chagang province with a Depot Value of 2. The current UN Interdiction Level is 3 and therefore a -3 modifier is applied to his die-roll. He checks the NK Depot Table under the Chagang province column and Depot Value 2 sub-column; he rolls a 4, which is modified to a 1 result. He finds that he gains 1 Supply Point, and a Supply Point 1 marker is placed under the depot.

Supply Point Restrictions: In Turns 1 and 2, the procedure outlined above is not used by either player, since no depots are placed in these turns. In Turns 3 and 4, the UN player uses the “Game Turn 3” and “Game Turn 4” columns of the UN Depot Table when determining the Supply Level of his “in supply” depots. These columns are used regardless of the location of the depot and the supply source to which it traces a supply line. No modifiers are applied to the UN die-rolls on Turns 3 and 4.

Die-Roll Modifiers: Each player has a different set of modifiers that apply to his Depot Table die-rolls.

NK Depot Table Modifiers: Starting with Turn 3, the following modifiers apply to all NK Depot Table die-rolls (modifiers are cumulative):

- Subtract the current UN Interdiction Level (see 15.2).
- Subtract 1 if it is a Winter Turn (Turns 6 through 10).

- Subtract 2 if an NK depot occupies Ch’ungch’ong, Kangwon-Namdo, Kyongsang-Pukto, or Cholla province and the UN player currently controls Seoul (3815).
- Subtract 3 if an NK depot occupies Kyongsang-Namdo province and the UN player currently controls Seoul (3815).

UN Depot Table Modifiers: Starting with Turn 5, the following modifiers apply to all UN Depot Table die-rolls (modifiers are cumulative):

- Subtract 2 for the *first* province border or 38th Parallel hexside crossed when tracing a supply line to a supply source from the depot.
- Subtract 1 for each province border or 38th Parallel hexside crossed *after the first* when tracing a supply line to a supply source from the depot.
- Subtract 1 if the depot traces a supply line to any supply source *except* Pusan and this supply source is not connected to Pusan by a continuous path of railroad hexes of unlimited length. The path may not enter an NK-controlled city, an NK-occupied hex, or an NK ZOC (unless the ZOC is UN-occupied).
- Subtract 1 if it is a Winter Turn (Turns 6 through 10).

EXAMPLE: A UN depot in Namch’onjom (Hwanghae Province) traces a supply line to Pusan. The supply line crosses 4 province borders (including the 38th Parallel). The UN player subtracts 2 for the first border crossed (which is the 38th Parallel) and then subtracts 1 for each of the three remaining borders crossed, for a total of 5 subtracted from his UN Depot Table die-roll. If a Winter Turn was in effect, he would subtract 6.

Supply Point Expenditure

During the Supply Point Expenditure Segment of each Action Phase, first the NK player must state the number of Supply Points expended by each of his depots with a Supply Point marker of 1 or more; then the UN player does the same. The number of Supply Points expended determines the “Commitment Level” of each depot (see below). Depots with no Supply Point marker and isolated depots may not expend Supply Points.

Commitment Levels: As a player states the Supply Point expenditure of each of his depots, he places a “Commitment” marker directly atop the depot. Each depot can have only one Commitment marker at the end of this segment.

1. If the depot expends 0 Supply Points, or it began the Supply Point Expenditure Segment isolated or with a Supply Level of 0 (and therefore cannot expend Supply Points), place a *Restricted* (“Restrict”) Commitment marker on it.
2. If the depot expends 1 Supply Point, place a *Limited* Commitment marker on it.
3. If the depot expends 2 Supply Points, place an *Accelerated* (“Accel”) Commitment marker on it.

- If the depot expends 3 Supply Points, place an *Offensive* (“Offens”) Commitment marker on it.

Expending Supply Points is voluntary. A depot can expend from 0 (minimum) to the number of Supply Points it currently possesses (maximum of 3). The number of Supply Points expended (if any) is subtracted from the numbered Supply Point marker on the depot, and a new, reduced marker replaces the old one. (**Exception:** If a depot spends all its Supply Points, its Supply Point marker is removed.) Unexpended Supply Points may be used in future Supply Point Expenditure Segments (see below).

Unexpended Supply Points: If a depot does not expend all its assigned Supply Points, its remaining Supply Point marker is removed from the depot and is placed in the off-map UN or NK Unexpended Supply Points box. It may be used in Supply Point Expenditure Segments in future Action Phases (but not in the current Action Phase). A player can have a maximum of 2 Supply Points in his Unexpended Supply Points box at any given time; excess Supply Points are lost.

Bonus Expenditure of Off-Map Supply Points: At the end of the Supply Point Expenditure Segment, after both players have placed Commitment markers on their depots, first the NK player and then the UN player may assign to their existing depots up to 2 Supply Points that were placed in the Unexpended Supply Points box in previous Supply Point Expenditure Segments (see above). This Supply Point bonus expenditure is voluntary; Supply Points can remain in these off-map boxes for as long as the owning player desires, although each player may have *no more than 2 Supply Points in his box at any given time*.

Expenditure of off-map Supply Points is restricted as follows:

- Unexpended Supply Points that were placed in an Unexpended Supply Points box in the *CURRENT* Action Phase may not be used. They may only be assigned to depots in Supply Point Expenditure Segments in future Action Phases.
- Supply Points occupying an Unexpended Supply Points box may only be assigned to depots currently possessing a *Limited* or *Accelerated* Commitment marker. They may not be assigned to a depot possessing a *Restricted* or *Offensive* Commitment marker.
- If the UN player currently controls Seoul (3815; see 14.0), the NK player may not assign Supply Points from the Unexpended Supply Points box to depots occupying any of the following provinces: Ch’ungch’ong, Kangwon-Namdo, Kyongsang-Pukto, Kyongsang-Namdo, or Cholla.

Expenditure of off-map Supply Points has the following effects:

- If 1 off-map Supply Point is applied to a depot with a *Limited* Commitment marker, increase its Commitment marker to *Accelerated*; if 2 off-map Supply Points are applied to a depot with a *Limited* Commitment marker, increase its Commitment marker to *Offensive*.

- If 1 off-map Supply Point is applied to a depot with an *Accelerated* Commitment marker, increase its Commitment marker to *Offensive*.

For each Supply Point applied to a depot from an Unexpended Supply Points box, a player reduces the number of Supply Points in his box by 1. Remember that a player may have no more than 2 Supply Points in an Unexpended Supply Points box at any given time, so he may never expend more than 2 off-map Supply Points in each Supply Point Expenditure Segment.

EXAMPLE: At the end of a Supply Point Expenditure Segment, the UN player has 2 Supply Points eligible to be assigned to depots in his Unexpended Supply Points box. He currently has three depots on the map: one with a *Restricted* Commitment marker; another with a *Limited* Commitment marker; and a third with an *Accelerated* Commitment marker. He decides to assign both his off-map Supply Points to his depots, thereby reducing the quantity of Supply Points in his Unexpended Supply Points box to 0. He assigns 1 off-map Supply Point to the *Limited* Commitment depot, thereby increasing its Commitment Level to *Accelerated*. He assigns the other off-map Supply Point to the *Accelerated* Commitment depot, thereby increasing its Commitment Level to *Offensive*. Alternatively, he could have assigned both off-map Supply Points to the *Limited* Commitment depot, thereby increasing its Commitment Level to *Offensive*.

Initiative Levels

The total number of Supply Points expended by a player’s depots during the Supply Point Expenditure Segment (including those assigned to depots from the Unexpended Supply Points box) determines his “Initiative Level” for the remainder of the Action Phase. He places his Initiative marker in the corresponding box on his Initiative Track.

Determining Initiative: During the Initiative Segment of the Action Phase, the players compare their respective Initiative Levels. The player with the higher Initiative Level has “initiative.” In the event of a tie, the NK player has initiative. During Turns 1 and 2, the NK player always has initiative.

EXAMPLE: In Turn 6, both the NK and the UN player have expended 2 Supply Points on their depots. However, at the end of the Supply Point Expenditure Segment, the UN player also expended 1 off-map Supply Point on one of his depots from the UN Unexpended Supply Points box, while the NK player did not have any off-map Supply Points to expend. Hence, in the Initiative Segment, it is determined that the UN player expended a total of 3 Supply Points, and he places his Initiative marker in the “3” box on his Initiative Track. The NK player expended only 2 Supply Points, and he places his Initiative marker in the “2” box on his Initiative Track. Hence, the UN player has a higher Initiative Level and therefore holds initiative in the current Action Phase.

5.3 Marker Removal

During the Marker Segment of each Action Phase, both players remove all Commitment and Isolated markers from their depots. In addition, the players can remove none, some, or all of their depots from the map. Depots otherwise remain in the hex they currently occupy. Removed depots are placed off-map. Any assets assigned to a removed depot may be transferred

to another friendly depot that is within the assets' Primary or Secondary Command Range. However, assets assigned to a removed depot that are beyond the Secondary Command Range of the nearest friendly depot are eliminated. Eliminated assets controlled by the UN player are placed in the "Destroyed Units Box" of the UN Reconstitute Track (see 8.2).

All unoccupied Entrenchment markers are removed from the map during the Marker Segment.

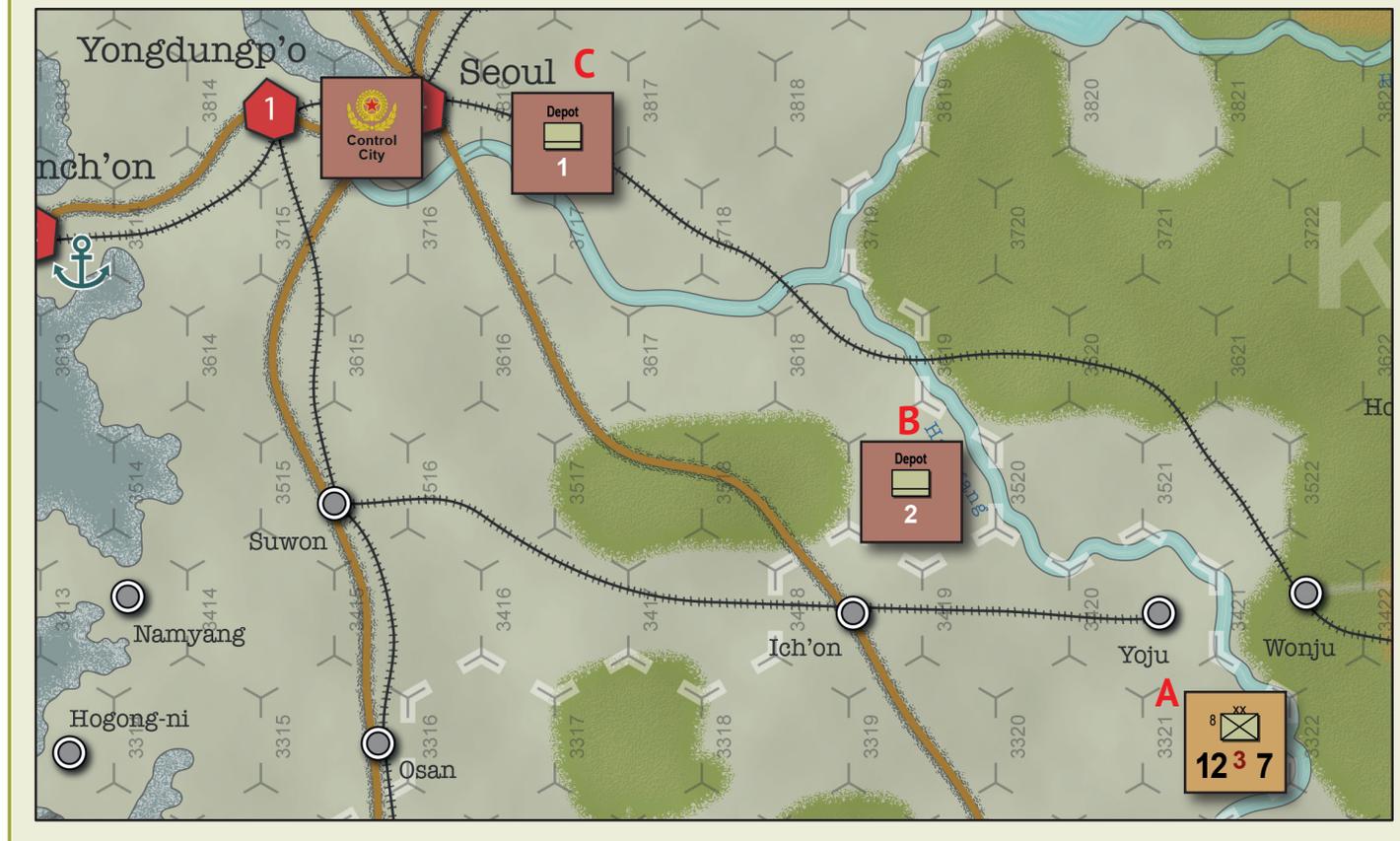
EXAMPLE OF DEPOTS AND SUPPLY: During the Depot Placement Segment, the NK player places a depot in hex B with a Depot Value of 2 and one with a Depot Value of 1 in hex C. The placement of the depot in hex B is allowed because it is situated in a hex adjacent to a road that is within four hexes of a friendly unit (hex A). The depot in hex C can be placed because it is next to a friendly-controlled city. The NK player cannot place more depots on the map, since the combined Depot Value of the two depots is 3.

Assume both depots occupy Kyonggi province and can trace a supply line to a Production Center. They are not isolated, and so the NK player must determine their Supply Levels. The UN player currently has an Interdiction Value of 6. During the Depot Supply Level Segment, the NK player consults his Depot Table and rolls the die once for each depot. For the depot in hex B, the NK player rolls an 8; the UN Interdiction modifier reduces this result to a 2. Cross-referencing the modified die-roll with the "Kyonggi" column of the NK Depot Table under the "2" sub-column (since this depot has a Depot Value of 2), a result of "1" is obtained. Thus, the depot gains 1 Supply Point and the appropriate Supply Point marker is placed under the depot.

For the depot in hex C, the NK player rolls a 7, which is reduced by the UN Interdiction modifier to a result of 1. Cross-referencing this modified die-roll with the "Kyonggi" column under the "1" sub-column (the Depot Value of that depot) gives a result of "0." Thus, the depot gains no Supply Points, and no Supply Point marker is placed under it. The depot remains in hex C, however.

In the Supply Point Expenditure Segment, the NK player spends the Supply Point possessed by the depot in hex B. The 1 Supply Point marker is removed, and the NK player places a "Limited Commitment" marker atop the depot. In addition, he moves the Initiative Level marker to the "1" box on his Initiative Track. The depot in hex C does not have any Supply Points to expend, and so the NK player places a "Restricted Commitment" marker on it.

During this segment, the UN player has expended 3 Supply Points from his depots. Thus, the UN player has initiative for the rest of the Action Phase because his Initiative Level is higher than that of the NK player.





6.0 OPERATIONS

An Operation is the fundamental method by which players perform activities with their units.

6.1 The Operations Segment

Each of the two Action Phases in a turn contains a single Operations Segment. Most of the activities performed by the players take place in this segment.

The Operations Sequence

The Operations Segment consists of an indefinite number of "Operations Sequences." The player with "initiative" (see 5.2) performs an Operations Sequence, followed by the other player. The players alternate performing Operations Sequences in this manner until one player "passes."

Performing an Operations Sequence: The procedure for an Operations Sequence is as follows:

1. The player rolls the die and consults his Initiative Table, cross-referencing the die result with the column corresponding to his current Initiative Level. (During Turns 1 and 2 and during the Chinese Initiative Period, players consult special columns on their Initiative Tables; see below.) The result on the table will be a number from 0 to 4.
2. The player can now perform a number of *consecutive* Operations equal to the result in Step 1. (If he obtains a 0, he cannot perform an Operation and his Operations Sequence is over, but this is not considered a "pass.") He places his Operations marker in the proper box of his Operations Track. As each Operation is completed, he reduces this marker by one. A player can select the same Operation more than once per Operations Sequence.
3. After a player has finished performing his desired number of Operations (up to the limit determined in Step 1), the Operations Sequence is over. His opponent (assuming he has not passed) may now perform an Operations Sequence as described above. However, if the opponent has passed, the same player who just completed an Operations Sequence immediately begins another one.

A player is not obligated to perform as many Operations as he rolled in Step 1, but he must undertake at least **one** Operation in his sequence (assuming he obtains an Initiative Table result of 1 or more). As long as he performs at least one non-pass Operation, he is not considered to have passed and may continue to perform Operations Sequences later in the segment. While one player is performing his Operations Sequence, the other player does nothing.

Passing

Passing is a distinct Operation that can be chosen by a player during an Operations Sequence. If a player passes, his Operations Sequence ends immediately, and he does not perform any more for the rest of the Operations Segment. The opposing player immediately proceeds to his Operations Sequence, and he can continue to perform them for as long as he wishes without alternating with the other player.

Mandatory Passing: Passing is voluntary. However, a player *must* pass if he is unable to initiate any Operations during his Operations Sequence.

Ending the Operations Segment

The Operations Segment ends in one of two ways:

1. If one player has already passed, it ends at the moment the second player passes.
2. (**Turns 1 and 2 only**): If the NK player has already passed, it ends at the moment the UN player obtains a result from his Initiative Table with an asterisk (*). The segment ends even if the UN player wishes to perform more Operations.

6.2 Types of Operations

There are eight types of Operations:

1. Activation
2. Amalgamation
3. Reorganization (UN player only)
4. Amphibious Assault (UN player only)
5. Amphibious Evacuation (UN player only)
6. Parachute Drop (UN player only)
7. Chinese or Soviet Placement/Activation (NK player only in the Advanced Game; see 19.0)
8. Pass

EXAMPLE OF AN OPERATIONS SEGMENT: At the beginning of the Operations Segment, the UN player has an Initiative Level of 3 and the NK player has a level of 1. Thus, the UN player has initiative and is the first to perform an Operations Sequence. He rolls the die and obtains an 8. Cross-referencing this result with the “2 to 3” Initiative Level column of the Initiative Table, a result of 3 is obtained. Thus, the UN player can perform 3 consecutive Operations. First, he declares Activation, then Amphibious Assault and finally another Activation, completing his Operations Sequence.

The NK player now rolls a die and obtains a 0. Cross-referencing this result with the “1” Initiative Level column of his Initiative Table, a 0 is obtained. Thus, the NK player does

not perform any Operations in his sequence. But this is not considered a pass.

The UN player next rolls a 4, yielding a 1 on his Initiative Table. He declares a Parachute Drop for his Operation. The NK player rolls an 8, allowing 2 consecutive Operations this sequence. He declares an Activation and an Amalgamation.

The UN player rolls a 4, allowing him 1 Operation, and decides to Pass. The NK player rolls a 7 for 2 consecutive Operations. First, he declares Activation and then a Pass. (He could have continued to roll the die and perform Operations Sequences as long as he wanted and was able.) Since both players have passed, the Operations Segment is over.



7.0 ACTIVATION

The activation of combat units is the most common action performed in the game. Once a unit is activated, it can perform actions such as moving, combat, and entrenching. A combat unit can be activated only once per Action Phase.

7.1 Which Units Can Be Activated

If a player declares an Activation Operation, he must choose a *single* combat unit on the map to be activated. The location and size (division, regiment or brigade) is irrelevant. Combat units stacked in the same hex must be activated *separately*.

The following units can never be activated:

- Combat units on their fatigued counter-sides;
- Assets;
- NK garrisons;
- US parachute battalions and the special unit “Task Force Smith.”

7.2 Actions

When a combat unit has been activated, the owning player must use that unit (and no other), to perform a variable number of Actions.

Action Points

An activated combat unit receives 3 Action Points, which are expended as the unit performs Actions. (An active unit receives 2 Action Points in Turn 1; see 16.2.) This unit is called the *active* unit. The performance of Actions is voluntary — a unit can expend from 0 to 3 Action Points during its activation.

The types of Actions and their costs are listed below:

ACTION	ACTION POINT COST
Tactical Movement	1
Operational Movement	2
Strategic Movement	3
Normal Attack	1
Intensive Attack	2
All-out Attack	3
Entrenching	3

Performing Actions

When a unit is activated, place the owning player’s Action marker in the “3” box of the Action Track (except on Turn 1, when it is placed in the “2” box). A player states the kind of Action the active unit will perform and moves the Action marker down an appropriate number of boxes. When the Action marker reaches 0, the unit’s activation is over. A player can never choose an Action that is greater in cost than the remaining Action Points on his Action Track. A unit must complete its activation before any other unit is activated. Inactive units can never be moved during another unit’s activation except when retreating. However, inactive units are allowed to participate in combat.

Ending Activation

When a unit completes its Actions, the owning player flips the unit to its *fatigued* side, even if it did not expend any Action Points. While fatigued, the unit cannot be activated again for the remainder of the current Operations Segment, although it may participate in both offensive and defensive combat (see 9.2).

The owning player moves his Operations marker down one box on his Operations Track after the completion of a unit's Actions. When the marker reaches the 0 box, that player's Operations Sequence is over. A player may continue to activate units as long as he has Operations available on his Operations Track.

7.3 Movement Actions

There are three types of Movement Actions: Tactical, Operational and Strategic. Depending on the type of movement assigned to a unit, it receives a variable number of Movement Points. The chart below lists the kinds of movement, their Action Point costs, and the Movement Points received.

MOVEMENT TYPE	ACTION POINT COST	MOVEMENT POINTS RECEIVED
Tactical	1	4
Operational	2	8
Strategic	3	12

Because a unit receives only 2 Action Points on Turn 1, it can never use Strategic Movement in that turn. **Note:** Under some circumstances in Limited Chinese Intervention (see 19.2), Chinese units performing Strategic Movement receive 16 MP, not 12 MP.

Moving Units

Only an active unit assigned a Movement Action can be moved. When the unit moves, it moves from hex to adjacent hex, expending a number of Movement Points (MP) equal to the cost of the terrain in the hex entered (see Terrain Chart). Note that the cost to enter hexes sometimes differs for UN and NK (including Chinese) units. As long as a unit does not overspend its MP, it can enter as many hexes as the player desires. A unit cannot enter a hex unless it is assigned a Movement Action with sufficient MP. Unused MP are not saved from Action to Action, nor can they be transferred to another unit. Assets assigned to combat units *must* move with their "parent" unit (see 8.1).

Hexside Terrain Features

A unit entering a hex through a hexside crossed by a road, trail or railroad ignores the normal MP cost of entering that hex (and hexside, if any) and instead pays the road, trail or railroad cost. If a hexside contains both a road and railroad, a unit pays the road cost to enter the hex. The 2 MP cost for moving along railroads does not apply in clear terrain hexes (that is, the unit pays only 1 MP to enter the clear hex).

The movement of NK-controlled combat units on roads may be restricted by UN air interdiction (see 15.2). Also, Chinese reinforcements that are placed on the map may, during the Action Phase of their placement only, move along trails and railroads by expending 1 (not 2) MP (see 19.2).

Units must expend extra MP to cross a river hexside, unless the hexside is traversed by a road, trail or railroad. Units can never cross estuary or all-sea hexsides, except when moving along roads or railroads.

Movement Restrictions

A unit may never enter an enemy-occupied hex. Furthermore, it must stop immediately upon entering an enemy Zone of Control (even if that ZOC is occupied by a friendly unit), and it can move no further during that Movement Action. A unit beginning a Movement Action in an enemy ZOC can leave that hex, but it must expend an extra 3 MP, above and beyond the normal MP cost to leave the hex. Such a unit can enter another enemy ZOC during its movement, but it cannot move from one enemy ZOC directly to another.

Stacking Restrictions

At the end of any Movement Action or retreat, a maximum of one division or three regiments/brigades can occupy the same hex. A division can never end a movement or retreat stacked in the same hex with a regiment/brigade and vice versa. Depots, NK garrisons, US parachute battalions, and markers are not subject to stacking restrictions. These stacking restrictions apply only at the end of a Movement Action or retreat; during movement or retreat, a unit can pass through any hex occupied by friendly units regardless of stacking restrictions.

7.4 Attack Actions

There are three types of Attack Actions; Normal, Intensive and All-out. A unit can perform no more than a single Attack Action from the same hex during its activation, but the same unit can take part in subsequent attacks by other activated units if it is adjacent to enemy units (even if the unit is fatigued). Intensive and All-out (and sometimes Normal) Attacks apply modifiers to combat die-rolls (see 9.4).

The types of Attacks, their Action Point cost, and the die-roll modifiers are listed below.

ATTACK TYPE	ACTION POINT COST	DIE-ROLL MODIFIER
Normal	1	+1*
Intensive	2	+2
All-out	3	+3

* A unit executing a Normal Attack Action receives a +1 die-roll modifier if it executes that attack in the hex it occupies at the start of the Action Phase or any adjacent hex. This +1 modifier may only be applied once per a unit's activation (see 9.4).

Note: Because a unit receives only 2 Action points on Turn 1, it can never perform an All-out Attack in this turn.

7.5 Entrenching Actions

An Entrenching Action costs 3 Action Points. (Entrenching cannot be performed during Turn 1, since units receive only 2 Action Points.) When a unit performs an Entrenching Action, an Improved Position marker of the appropriate side (UN or NK) is placed in the hex the unit occupies; if a unit performs an Entrenching Action in a hex already containing an Improved Position marker, the Improved Position marker is flipped to its Fortification side. Once a unit performs an Entrenching Action, it is flipped to its fatigued side, and once on its fatigued side, it may not perform an Entrenchment Action for the remainder of the Operations Segment. *Entrenchment actions may take place in enemy ZOC.* They may also take place in city hexes.

Entrenchment Effects

In a hex occupied by an *Improved Position* marker, the Defense and Anti-tank Values of all combat units and assets and garrisons in that hex are multiplied by 1.5 (round fractions up by unit). In a hex occupied by *Fortification* marker, these values are multiplied by 2.

Note: The benefits of an Entrenchment marker always apply to combat units' Defense and Anti-tank Values *on their Mobile sides, even if the units are currently on their Fatigued sides.*

(Exception: If a unit enters an Entrenchment hex during an Action Phase—that is, it did not begin the Action Phase in that hex—Entrenchment benefits apply to the unit's *Fatigued side*.) If a unit on its Fatigued side in an entrenchment hex is ineligible to have its Mobile-side Defense and Anti-tank Values enhanced, players may wish to turn the unit sideways to remind them of the unit's ineligibility.

Note: When a combat unit is defending in a hex occupied by an Entrenchment marker, its Defense Value is modified *after* consulting the Combat Value Modification Chart (see 9.1).

Restrictions

- A maximum of one Entrenchment marker can occupy a given hex. The effects of the entrenchment apply to all combat, asset and garrison units stacked in the same hex as the marker, not just to the unit responsible for its placement.
- NK garrisons may not build entrenchments, but their Defense and Anti-tank Values are enhanced if they occupy an NK entrenchment hex.
- US parachute battalions may neither build nor benefit from entrenchments.
- Entrenchment markers may never be moved.
- If a hex with an Entrenchment marker is vacated during an Operations Segment, it remains on the map. If an enemy unit enters a hex occupied by an Entrenchment marker owned by his opponent, the marker is immediately removed. However, if a unit enters a hex occupied by an entrenchment of its own side, the marker remains in place and its benefits apply to that unit.
- An Entrenchment marker may never be flipped to its Fortification side in the same Operations Segment in which it is placed on the map on its Improved Position side.
- An NK-controlled unit may not entrench if it has been the target of an amphibious assault action in the current Action Phase.

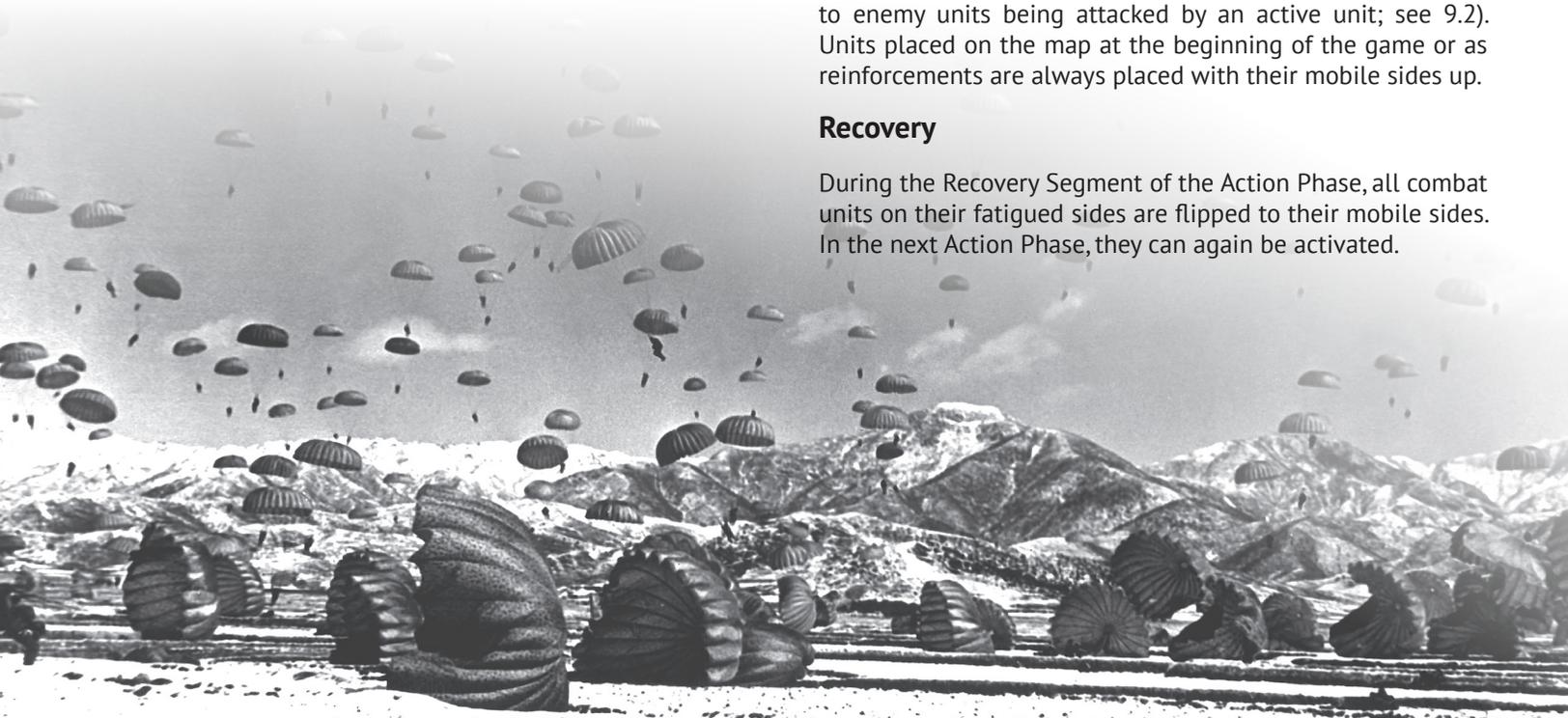
During the Marker Segment of each Action Phase, all *unoccupied* Entrenchment markers are removed from the map.

7.6 Fatigue

After a unit has completed its activation, it is flipped to its fatigued side. Combat units on their fatigued side cannot be activated (although they may take part in an attack if adjacent to enemy units being attacked by an active unit; see 9.2). Units placed on the map at the beginning of the game or as reinforcements are always placed with their mobile sides up.

Recovery

During the Recovery Segment of the Action Phase, all combat units on their fatigued sides are flipped to their mobile sides. In the next Action Phase, they can again be activated.





8.0 ASSETS

Assets are special ground units that can be assigned to friendly combat units. They are never activated individually. Armor assets have special characteristics in battle (see 9.4); they do not possess Attack and Defense Values, but instead have Armor and Anti-tank Values. Non-armor assets possess Attack, Defense and Anti-tank Values.

8.1 Restrictions

Assets are assigned to combat units and must move with their “parent” units; they take part in an attack at the owning player’s discretion and must take part in defense and entrenching. They can never be activated by themselves. Assets do not have fatigued sides, although armor assets do have reduced values on the backs of their counters. When their parent units are fatigued after activation, assets are unaffected; their counters are not flipped over.

Assets either begin the game assigned to combat units or they appear later as reinforcements. To show that an asset is assigned to a combat unit, place it directly under the unit to which it is assigned. An asset can be assigned to only one combat unit at a time.

Assignment of Assets

A division can have up to 3 assets assigned to it at a given time; a regiment or brigade can have 1 assigned asset. Unless occupying the UN FEC GHQ Reserve Box (see 10.3) or being transferred (see below), assets must always be assigned to a combat unit.

8.2 Transfer of Assets

Assets can be transferred from a combat unit in one hex and reassigned to another unit in a different hex. First, the asset must be transferred to a friendly depot, and it can later be reassigned to another combat unit. Assets can be reassigned among regiments and brigades in the same hex at any time.

Transferring Assets

Assets can be transferred in three different segments of an Action Phase.

Asset Transfer Segment: During the Asset Transfer Segment of the Action Phase, both players may transfer assets from combat units on the map as long as those combat units are within the *Primary or Secondary Command Range* of a friendly depot. Units beyond the Secondary Command Range cannot transfer assets. To transfer, the owning player removes any or all of a unit’s assets and places them underneath any friendly depot within the Primary or Secondary Command Range of the parent combat unit.

During the Asset Transfer Segment, UN assets occupying the FEC GHQ Reserve Box may be transferred to a friendly

depot on the map as long as that depot is within a Primary or Secondary Command Range of a UN-controlled port.

A player may transfer an unlimited number of assets, and a depot can hold an unlimited number of assets after transferal. While being held at a depot, assets can neither move nor attack, but their Defense and Anti-tank Values may be used in enemy attacks against that hex.

Operations Segment: Assets whose parent combat units or depots are eliminated and thus are alone in a hex must be transferred to a friendly depot that is within the assets’ Primary or Secondary Command Range. Assets finding themselves alone in a hex beyond the Secondary Command Range of the nearest friendly depot are eliminated. Eliminated assets controlled by the UN player are placed in the “Destroyed Units Box” of the UN Reconstitute Track. Eliminated NK assets are placed aside as potential reinforcements (see 13.1).

Marker Segment: Any assets assigned to a depot that is removed from play in the Marker Segment (see 5.3) may be transferred to another friendly depot that is within the assets’ Primary or Secondary Command Range. Assets assigned to a removed depot that are beyond the Secondary Command Range of the nearest friendly depot are eliminated. Eliminated assets controlled by the UN player are placed in the “Destroyed Units Box” of the UN Reconstitute Track. Eliminated NK armor assets are placed aside as potential reinforcements (see 13.1).

During an Amalgamation Operation (see 10.2), excess assets assigned to Replacement (RPL) units that amalgamate can be transferred to a friendly depot that is within the Primary or Secondary Command Range of the parent units, as described above. Otherwise, the assets are eliminated.

Reassignment of Assets

During the Asset Reassignment Segment of the Action Phase, a depot holding assets can reassign them to friendly combat units of any nationality that are on the map and within its Primary or Secondary Command Range. Reassignment is voluntary; depots can hold assets indefinitely. Reassigned assets are placed underneath their new parent units.

Assets in the FEC GHQ Reserve Box

UN assets in the FEC GHQ Reserve Box (see 10.3) do not have to be assigned to combat units. In addition, the UN player may *at any time* assign, transfer and reassign assets in this box to UN combat units also occupying the box as long as no more than 3 assets are assigned to a division or no more than 1 asset is assigned to a regiment/brigade. During the Asset Transfer Segment, UN assets occupying the FEC GHQ Reserve Box may be transferred to a friendly depot on the map as long as that depot is within a Primary or Secondary Command Range of a UN-controlled port.



9.0 COMBAT

Combat between opposing units takes place only if an active combat unit performs an Attack action against enemy combat units situated in adjacent hexes. Inactive and fatigued units can take part in the same combat.

9.1 Combat Values

A combat unit has three Combat Values. Its Attack Value is used when it is attacking; its Defense Value is used when it is defending; its Anti-tank Value is used when it is defending against an enemy attack containing armor assets.

Modifications to Attack and Defense Values

A unit's printed Attack and Defense Values (mobile or fatigued) are usually modified based on its distance from a friendly depot and the current Commitment marker on that depot. At the moment a combat unit or non-armor asset participates in combat, either attacking or defending, *the owning player must consult the Combat Value Modification Chart to determine if its Attack or Defense Value is modified.* (Anti-tank and Armor Values are never altered by the Combat Value Modification Chart.)

Before consulting the chart, both players check the Command Range (see 4.4) from any friendly depot on the map to their attacking or defending units. There are three possible ranges, each of which has a corresponding column on the chart:

- Primary Command Range
- Secondary Command Range
- Extended Command Range

If there are no friendly depots on the map, or none of the above ranges can be achieved between a depot and a unit, use the column on the chart labeled "Cannot Trace Command Range from Depot." Each player determines his participating units' Command Range (or lack of it). It is possible that units will be at different Command Ranges from friendly depots. The players then consult the Combat Value Modification Chart, cross-referencing the appropriate Command Range status with the Commitment marker possessed by the depot tracing the Command Range to the unit. The chart will indicate a multiple, which is immediately applied to the unit's Attack or Defense Value (always round fractions up to a whole number). Units stacked in a hex have their Combat Values modified individually. Modifiers to a unit's Defense Value are applied *before* any modification for entrenchments (see 7.5).

Note that on the Combat Value Modification Chart, multipliers change in Primary or Secondary Command Ranges depending on the Commitment marker possessed by the depot. In Extended Command Range (or the "Cannot Trace Command Range" column), multipliers remain the same, no matter what Commitment marker the depot possesses.

During Turns 1 and 2, neither player consults the Combat Value Modification Chart; see 16.1. Also, during the "Chinese Initiative Period" (Advanced Game only), the NK player does not consult the chart; see 19.4.

NK Garrisons

NK garrisons never use the Combat Value Modification Chart. They may not participate in an attack. They use their printed Defense/Anti-tank Values unless modified by entrenchments (see 7.5).

UN Non-Armor Assets

UN non-armor assets use their printed values and do not consult the Combat Value Modification Chart with the following exceptions:

- If the non-armor asset is within the Primary Command Range of a depot with an Offensive marker, its Attack Value is 3 (not 1).
- If the non-armor asset is within the Primary Command Range of a depot with an Accelerated marker, or the Secondary Command Range of a depot with an Offensive marker, its Attack Value is 2 (not 1).
- The Defense Value of a non-armor asset can be increased by entrenchments (see 7.5).

Armor Assets

Armor assets never use the Combat Value Modification Chart.

UN Parachute Battalions

UN parachute battalions (see 12.0) use their printed values and do not consult the Combat Value Modification Chart. They may never participate in an attack. Their Defense Values may not be enhanced by entrenchments (see 7.5).

9.2 Initiating Combat

Only an active unit performing an Attack Action can initiate combat. There must be an enemy unit in an adjacent hex for combat to occur, although an active unit may not attack across an estuary/sea hexside, nor may an inactive unit participate in an attack across such a hexside. (**Note:** This restriction applies between hexes 2111 [Kunsan] and 2210 even though a railroad crosses this estuary hexside.) An active unit is never obligated to attack adjacent units, although inactive units friendly to an active, attacking unit usually *must* participate in an attack (see below).

Attacking Units

The following units participate in an Attack Action:

- The active combat unit initiating the attack.
- Any eligible assets assigned to the active unit at the discretion of the attacker.
- All inactive units controlled by the attacker that are adjacent to any of the enemy units being attacked. (**Exceptions:** Inactive units may not participate in an attack if they are separated from *all* defending units by estuary/sea hexsides. Also, an inactive unit separated from *all* defending units by river hexsides is not obligated to participate in an attack; it may participate at the attacker's discretion.)
- Any eligible assets assigned to those inactive units at the discretion of the attacker.

In combat, the participation of adjacent, inactive units friendly to the active attacking units *is mandatory*, with the exception of intervening estuary, sea, and river hexsides as described above. Eligible inactive units must participate in an attack *even if they are on their fatigued sides*. The status (mobile or fatigued) of inactive units is not affected by the attack: fatigued units remain fatigued; those on their mobile sides remain mobile and can subsequently be activated. The Attack Values of active and inactive units participating in an attack can be modified by the Combat Value Modification Chart; see 9.1.

Armor assets participating in an attack use a special armor sub-sequence (see 9.4).

Defending Units

The following units must defend during an Attack Action:

- Every enemy unit that is adjacent to an *active* attacking unit.
- Assets assigned to the defending units.

A unit separated from an active attacking unit by an estuary/sea hexside does not participate in that combat. If a unit is in a hex that is adjacent to an *inactive* attacking unit, but is not adjacent to the active attacking unit, it does not participate in the combat.

Assets must participate in a defense; they can never be withheld.

Limitations on Attack Actions

Each Attack Action must result in a *single* combat, even if units are attacking or defending in separate hexes. All active and inactive attacking units combine their Attack Values (modified as necessary) into a single sum. Likewise, all defending units combine their Defense Values (modified as necessary) into a single sum. During its activation, a combat unit can initiate only one Attack Action from any given hex. It may declare more than one Attack Action per activation as long as they take place in different hexes.

9.3 How to Perform Combat

An Attack Action is performed as follows:

1. The attacker indicates the enemy units situated in hexes adjacent to the active attacking unit. He also determines the friendly inactive combat units that will participate in this combat.
2. The attacker determines the Attack Values of his units by consulting the Combat Value Modification Chart. Note that Command Ranges from friendly depots to attacking units can result in different modifications to each attacking unit. The attacker then combines the modified Attack Values into a single sum.
3. The defender consults the Combat Value Modification Chart for all defending units, and combines the modified Defense Values into a single sum. Note that on the chart, a defending unit either uses its printed Defense Value or has that value halved (rounding up); those are the only two possibilities.
4. The combat is expressed as a ratio: attacker's combined value to defender's combined value. Round the ratio *down* in favor of the defender to conform to one of the ratio columns on the Combat Results Table (CRT).
5. Determine the natural terrain in the defending units' hex or hexes. The terrain will either be clear or non-clear (broken, rough, mountain or peak). If the defending units occupy several hexes, use the terrain most favorable to the defender.
6. Calculate the modifiers to the combat die-roll. If armor assets have been assigned to the attack, the armor sub-sequence now takes place (see 9.4) and must be carried out *before* other modifiers are applied.
7. The attacker rolls the die, modifying the result as required, and consults the CRT. Cross-reference the modified roll with the ratio in the proper terrain line (clear or non-clear) and locate the result. The result is applied immediately and the Attack Action is over.

Ratios higher or lower than those provided on the CRT are resolved using the highest or lowest columns, respectively.

EXAMPLE OF COMBAT: It is the middle of the Operations Segment of the 2nd Action Phase, Turn 4. The UN player is about to perform an Operations Sequence with 2 permissible Operations. A UN depot with an Accelerated Commitment marker occupies hex 4803, and an NK depot with a Restricted Commitment marker occupies hex 4509. The UN player has the US 24th Division (an FEC unit) in hex 5002, the US 25th Division in hex 4807 (note that this division has been activated earlier and is fatigued), and the US 7th Division in hex 4606. The NK player has the 1st Division (fatigued) in hex 4808, the 3rd Division (fatigued) in hex 4708, and the 2nd Division in hex 4607.

The UN player first declares an Activation Operation and specifies the 24th Division as the active unit. He declares an Operational Movement Action (2 Action Points) and moves the 24th Division along the indicated path, expending 8 MP. For his remaining Action Point, he declares a Normal Attack. The 24th Division is adjacent to the 2nd and 3rd NK Divisions. Thus, these two divisions must defend against this attack. The inactive US 7th and 25th Divisions in hexes 4606 and 4807 must also participate because they are adjacent to the defending NK units. Note that the NK division in hex 4808 **does not** participate because it is not adjacent to the active unit.

The UN player checks the Combat Value Modification Chart to determine if his units' Attack Values are modified. All attacking divisions are within the Primary Command Range of the UN depot. Thus, the Attack Values of the three divisions are all multiplied by 1.5 (the 24th Division from 12 to 18, the 25th Division [fatigued] from 10 to 15, and the 7th from 20 to 30). The UN 7th Division has an assigned non-armor asset with an Attack Value of 1; because it is within the Primary Command Range of a depot with an Accelerated Commitment marker, it has an Attack Value of 2.

The NK player sees that all his units are within the Primary Command Range of the NK depot, but since the depot has a Restricted Commitment marker, his units' Defense Values are multiplied by one-half. Thus, the 3rd Division has a Defense Value of 2 and the 2nd Division has a Defense Value of 4 (fractions are rounded up).

The combined UN Attack Value is 65 ($18 + 15 + 30 + 2 = 65$) and the combined NK Defense Value is 6 ($2 + 4 = 6$). The combat ratio is 10-1. The NK units are all situated in clear terrain hexes, and therefore the "Clear" line on the CRT is used.

Both players now determine their modifiers for the combat.

First, the UN player decides to commit 1 close air support point to the attack (for a +1 modifier). Next, since the 24th and 25th Divisions each have an assigned armor unit, both of which the UN player commits, the armor sub-sequence must take place. The combined Armor Value is 16 ($8 + 8$), and the combined NK Anti-tank Value is 5 ($2 + 3$); the combat ratio is thus 3-1 ($16-5$ simplifies to 3-1). Remember that Armor and Anti-tank Values are never modified by the Combat Value Modification

Chart. Because at least one NK unit is behind a river hexside, a -3 modifier applies to the Armor Table die-roll. The UN player rolls a 7, for a modified result of 4. Cross-referencing 4 with the 3-1 column of the Armor Table yields a +1 result, which is the final armor modifier. Thus, the UN player has a total of +2 to apply to his combat die-roll.

Lastly, a -2 modifier is applied because at least one NK unit is being attacked across a river hexside.

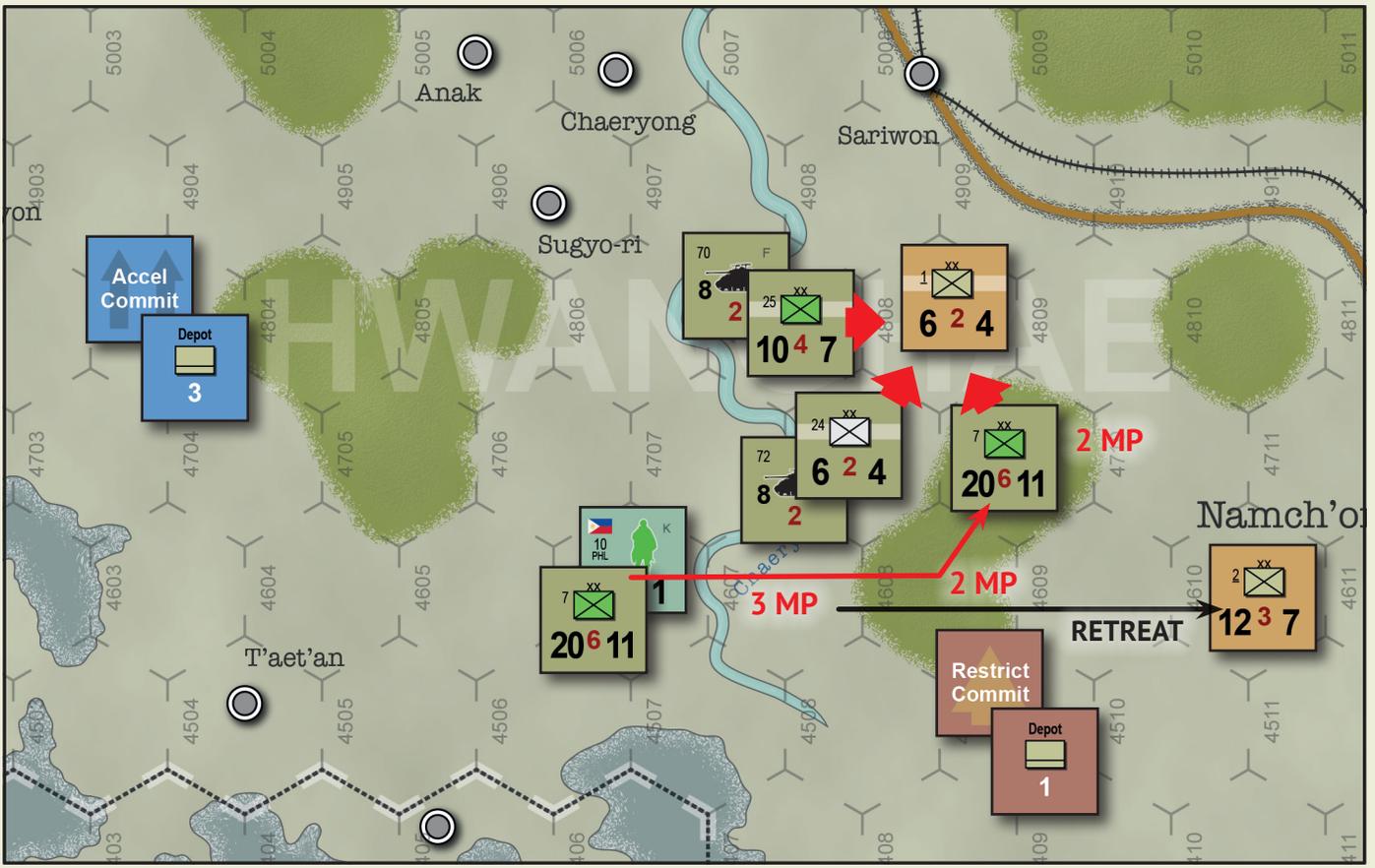
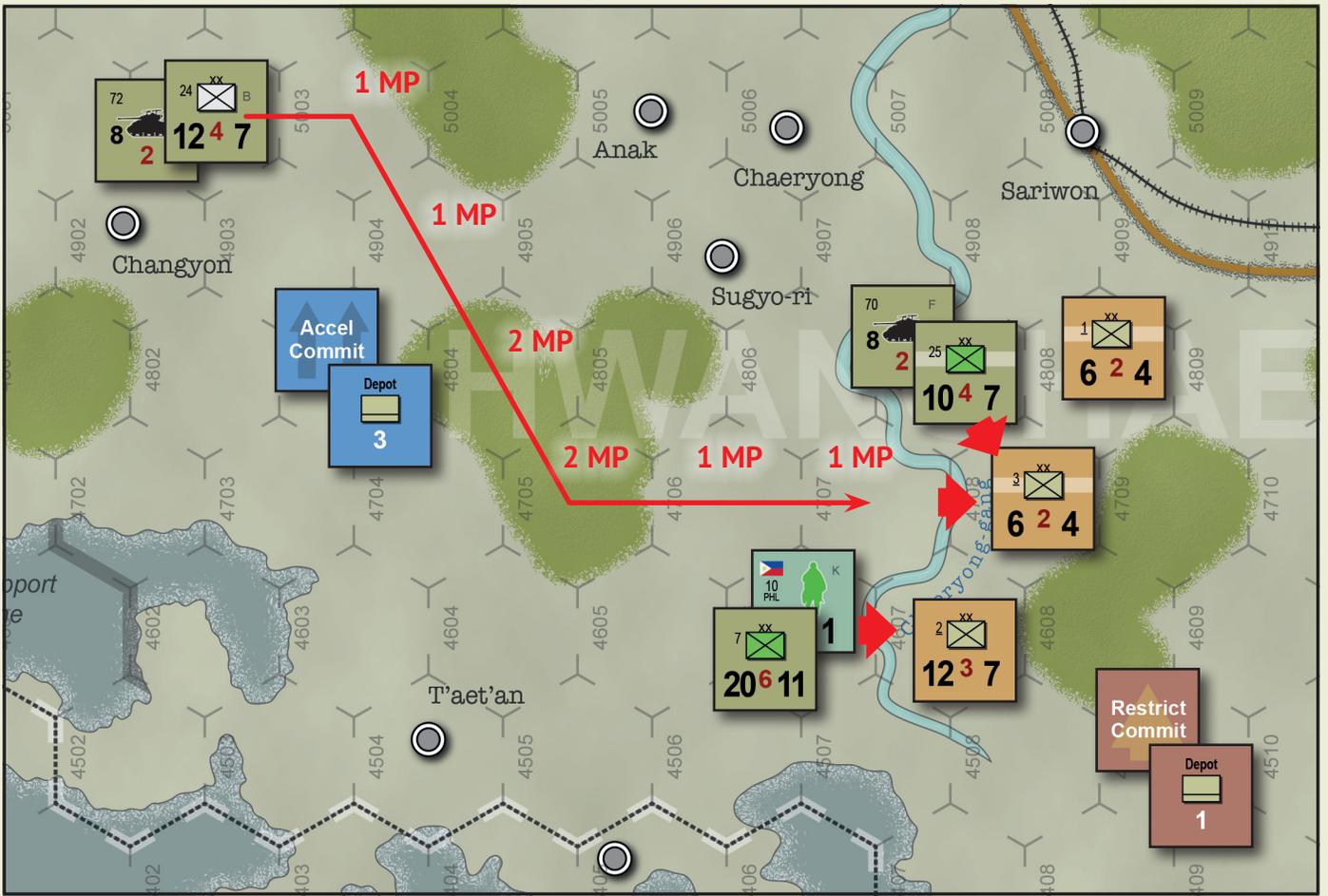
Thus, the final modifier is 0 ($1 + 1 - 2 = 0$). The UN player rolls the die and obtains an 8. Cross-referencing this roll with the 10-1 "Clear" line on the CRT, a "Dr3" result is achieved. The NK player loses 3 steps, which he fulfills by eliminating the 3rd Division completely (worth 3 steps). He retreats the 2nd Division to hex 4610 along the indicated path of 3 continuous hexes. The UN 24th Division advances into hex 4708, completing the combat and its activation. It is flipped to its fatigued side and the Operations marker is reduced by 1 on the UN Operations Track.

For his second and last Operation, the UN player decides to activate the 7th Division. He spends 2 Action Points for Operational Movement, and the unit moves as indicated to hex 4709. For his last Action Point, he declares a Normal Attack against the NK 1st Division in hex 4808. All three UN units participate in the attack because they are all adjacent to the NK 1st Division. Again, all three UN attacking units are within the Primary Command Range of the UN depot, indicating that according to the Combat Value Modification Chart, each has its Attack Value multiplied by 1.5 (15 for the 25th Division, 9 for the 24th Division, and 30 for the 7th Division). Adding in the 7th Division's non-armor asset with a modified Attack Value of 2, the combined UN Attack Value is 56 ($15 + 9 + 30 + 2 = 56$).

The NK 1st Division is within the Primary Command Range of the NK depot, but since the depot has a Restricted Commitment marker on it, its Defense Value is multiplied by one-half, from 4 to 2.

The UN player decides not to commit any armor assets or close air support, so there are no modifiers. The final result is 56-2 or 28-1. Because this is higher than the highest ratio column on the CRT, the highest column is used (11-1). The UN player rolls a 5. Cross-referencing 5 with the 11-1 "Clear" line on the CRT yields a "D3" result. The NK player must lose 3 steps, which he fulfills by eliminating the 1st Division (worth exactly 3 steps).

The 7th Division decides not to enter the vacated hex. The combat is over, and the 7th Division is flipped to its fatigued side. The Operations marker is reduced by 1 box to 0 on the UN Operations Track, ending the UN player's Operations Sequence. The NK player can now begin an Operations Sequence.



9.4 Combat Modifiers

Several factors can modify a combat die-roll. Modifiers are calculated in the following order:

1. Armor Assets (or lack thereof)
2. Close Air Support
3. Naval Support (UN player only)
4. River Hexsides
5. Defender's Terrain (Rough, Mountain, Peak)
6. Defender in City or Production Center
7. Intensive/All-out Attacks
(and, sometimes, Normal Attacks)
8. Defender's Armor Advantage
9. Chinese Wave Attacks

Armor Assets

Eligible armor assets can, at the attacking player's discretion, participate in an attack. The attacker may choose to have some eligible armor assets participate in an attack and others not participate. The decision to commit armor assets to an attack must be made *before* other combat modifiers are determined. If the attacker commits at least one armor asset to an attack, a special armor sub-sequence takes place during Step 6 of the combat procedure.

Restrictions on Armor Assets: Armor assets cannot be committed to an attack if at least one defending unit occupies a rough, mountain, or peak hex not containing a road, trail, or railroad. However, if attacking armor assets occupy a rough, mountain, or peak hex not containing a road, trail, or railroad, the armor sub-sequence takes place, assuming all defending units do not occupy such hexes. The armor sub-sequence does not take place in an Amphibious Assault (see 11.2).

The Armor Sub-Sequence: The armor sub-sequence is performed as follows:

1. The attacker combines the Armor Values of his participating armor assets.
2. The defender combines the Anti-tank Values of his defending units, including armor and non-armor assets, if any. (**Exception:** A defending unit may not contribute its Anti-tank Value to the armor sub-sequence if it is not adjacent to any attacking units with participating armor assets.) Anti-tank Values may be modified by entrenchments (see 7.5).
3. The sums are compared and expressed as a ratio: attacker's Armor Value sum to defender's Anti-tank Value sum. Round the ratio down in favor of the defender to conform to one of the ratio columns on the Armor Table.
4. Determine the modifiers applicable to the subsequent roll (see below).

5. The attacker rolls the die, modifying the roll as required, and consults the Armor Table. Cross-reference the modified roll with the ratio column to obtain a result.

Remember that Armor and Anti-tank Values are never modified by the Combat Value Modification Chart.

Armor Table Results: The Armor Table has three possible results:

“-:” No effect. The subsequent combat is resolved with no armor modifier.

A1 to A3: The subsequent combat is resolved with no armor modifier. In addition, the attacker's armor assets suffer 1, 2, or 3 step losses (see below).

+1 to +5: The indicated modifier is applied to the subsequent combat die-roll.

Armor Asset Losses: Armor assets consist of two steps. The first (most powerful) step is the front side of the unit. The second step is the reverse side of the unit. If a full-strength armor asset suffers 1 step loss, it is flipped to its reverse side. If a full-strength armor asset suffers 2 step losses (or an armor asset already on its reverse side suffers at least 1 step loss), it is eliminated.

The attacker chooses how to split up step losses among his armor units. Eliminated UN armor assets are placed in the “Destroyed Units” box of the UN Reconstitute Track; eliminated NK armor assets are placed aside. Both players' eliminated armor assets can re-enter play later (see 13.0).

Armor Table Modifiers: The following modifiers are applied to Armor Table die-rolls:

- 3: At least one defending unit is separated from an attacking unit with participating armor assets by a river hexside. Roads, trails and railroads crossing that hexside do not affect this modification.
- 3: At least one defending unit occupies a rough, mountain or peak hex containing a road, trail, or railroad.
- 2: At least one defending unit occupies a broken hex (ignore this modifier if another defending unit occupies a rough, mountain, or peak hex as described above).
- 1: At least one defending unit occupies a city hex.

The above modifiers are cumulative. However, no more than 5 can be subtracted from any Armor Table die-roll.

Close Air Support

Depending on the UN Close Air Support Level (see 15.1), 1 or 2 can be added or subtracted from the die-roll if the UN player uses close air support when attacking or defending. Close air support may be applied to UN amphibious assaults (see 11.2). A maximum of 2 per combat can be added or subtracted from the die-roll due to UN close air support.

On Turn 1, the NK player is allowed 3 Close Air Support bonuses (see 16.2), which can add a maximum of 1 to a die-roll when his units attack.

Naval Support

Only UN (including ROK) units receive this modifier, but only from Turn 2 on. If any UN unit (even one that is not active) is participating in an attack against an enemy unit in a coastal hex, add 1 to the die-roll. If any UN unit is defending in a coastal hex, subtract 1 from the roll. **Exception:** In a UN Amphibious Assault (see 11.0), 2 is added to the die-roll on Turn 4 or later; 1 is added to the die-roll on Turns 2 and 3. Note that there are certain coastal hexes where naval support is prohibited; these areas are indicated on the maps.

River Hexsides

If at least one defending unit is separated from an attacking unit by a river hexside, 2 is subtracted from the die-roll. Roads, trails and railroads crossing rivers do not affect this modification.

Defender's Terrain (Rough, Mountain Peak)

If at least one defending unit occupies a rough, mountain, or peak hex, 1 is subtracted from the die-roll.

Cities and Production Centers

If at least one defending unit occupies a city or production center hex, 1 is subtracted from the die-roll. (**Exception:** This modifier is not applied in UN amphibious assaults.)

Types of Attack Actions

- If the attacker has declared an All-out Attack, 3 is added to the die-roll.
- If the attacker has declared an Intensive Attack, 2 is added to the die-roll.
- If the attacker has declared a Normal Attack, 1 is added to the die-roll if the active unit is executing the attack in the hex it occupied at the start of the Action Phase or any hex adjacent to the hex it occupied at the start of the Action Phase. (**Exception:** This modifier may only be applied *once* per a unit's activation.)

Defender's Armor Advantage

- If the attacker has no armor assets in any of the hexes containing attacking units, and the combined Armor Value of the defender's armor assets is 9 or more, 2 is subtracted from the die-roll.
- If the attacker has no armor assets in any of the hexes containing attacking units, and the combined Armor Value of the defender's armor assets is 8 or less, 1 is subtracted from the die-roll.

Exceptions: Neither of the above modifiers apply if at least one of the hexes containing defending units with armor assets is a rough, mountain, or peak hex and that hex does not contain a road, trail, or railroad. Also, a Defender's Armor Advantage may never be used in an Amphibious Assault (see 11.0).

Chinese Wave Attacks

The NK player may declare a "Chinese Wave Attack" during an Activation Operation under the following conditions:

- The active unit is a Chinese (not North Korean) unit.
- The active unit must be a full-strength division (not an RPL1 or RPL2 replacement unit).
- The active Chinese unit is performing an Intensive or All-out (not Normal) attack.
- The active Chinese unit must be within the Primary or Secondary range of a friendly depot with a Limited, Accelerated, or Offensive Commitment marker. **Exception:** During the Chinese Initiative Period (see 19.3), the NK player does not use depots, and a full-strength active Chinese division performing an Intensive or All-out attack may always perform a Wave Attack.

If the NK player declares a Chinese Wave Attack, 1 is added to the combat die-roll. However, if the *unmodified* combat die-roll resolving this attack is 4 or less, and the combat triggers a "D" (Defender) or "No Effect" result, the active Chinese division automatically suffers a one-step loss and is replaced by a "RPL2" replacement unit (see 9.5). This loss must be taken before any advance after combat. If the *unmodified* combat die-roll resolving this attack is 4 or less, and the combat triggers an "A" (Attacker) result, the Chinese unit loses *one more step* than the combat result. For example, an "A1" result becomes "A2."

Maximums for Modifiers

All modifiers to a combat die-roll are cumulative. Add all the positive modifiers together and then subtract the negative modifiers. The maximum *final* modifier can never be more than +5 or less than -4.

9.5 Combat Results

There are three types of combat results:

- “-”: “ The attack has no effect and the combat is over.
- A:** The combat has affected the attacking units but not the defending units.
- D:** The combat has affected the defending units but not the attacking units.

Elimination Results

An “Ae” or “De” result means that all attacking or defending units, respectively, are eliminated (including assets—even if they did not participate in the combat). Eliminated units are removed from the map and placed aside.

Numbered Results

A numbered result (“A1” or “D3,” for example) indicates the total number of steps lost by the affected player’s units (*not* the number of steps lost by each participating unit). If a player suffers step losses, he must first apply these losses to combat units. In the case of attacking units, step losses must first be applied to the *active* unit. If all the participating combat units are eliminated, the player must satisfy remaining step losses by eliminating assets (even armor assets that did not participate in combat). Within these limitations, a player can apply step losses as he sees fit. If there are not enough steps among all the affected units to satisfy a result, excess step losses are ignored.

Steps: Ground units consist of the following numbers of steps:

TYPE OF UNIT	NUMBER OF STEPS
Division (full-strength)	3
Division (RPL2)	2
Division (RPL1)	1
Regiment/Brigade	1
Garrison	1
US Parachute Battalion	1
Armor asset	2
Non-armor asset	1
Task Force Smith	1

Application of Step Losses: A unit consisting of only 1 step is eliminated when it suffers a single step loss. (**Exception:** NK garrisons are automatically eliminated on any “D” result; this does not count as a step loss.) Units consisting of more than 1 step can absorb step losses and remain in play. A full-strength division begins play with the counter portraying its divisional designation. As a division suffers step losses, it is substituted by replacement (RPL2 and RPL1) units.

- **Full-Strength Division:** When a full-strength division suffers 1 step loss, it is replaced by an RPL2 replacement unit of the same nationality. If the division suffers 2 step losses, it is replaced by an RPL1 replacement unit. If it suffers 3 step losses, it is eliminated.
- **RPL2 Replacement:** When an RPL2 unit suffers 1 step loss, it is replaced by an RPL1 replacement unit. If it suffers 2 step losses, it is eliminated.
- **RPL1 Replacement:** When an RPL1 unit suffers 1 step loss, it is eliminated.

When an RPL unit replaces a fatigued unit, the RPL unit must be placed on the map on its fatigued side. If it replaces a unit on its mobile side (including an active unit), the RPL unit is placed on the map on its mobile side. If the unit was active, the RPL unit assumes the original unit’s remaining Action Points. RPL units function as normal combat units in all respects. They can be activated and are fatigued normally after completing activations. They are considered a division for stacking purposes. Note that RPL units do not possess divisional designations; when replacing a unit that has suffered step losses, use any available RPL unit of the same nationality as the unit suffering the loss.

US Far East Command Units: The first four US divisions to enter play are Far East Command (FEC) units, which have lower Combat Values (12-4-7 as opposed to 20-6-11) than other US divisions. FEC units contain a special identifying symbol on their counters, as do their replacement units and component regiments. If a US FEC division suffers 1 or 2 step losses, it is replaced by an FEC replacement unit. Similarly, if an FEC RPL2 unit is replaced by an RPL1, the RPL1 unit must be an FEC unit. Non-FEC units never use FEC replacement units.

US Marine Units: US Marine divisions (and component regiments) have a special marine symbol. If a Marine division suffers 1 or 2 step losses, it is replaced with a Marine RPL unit. Similarly, if a Marine RPL2 unit is replaced by an RPL1, the RPL1 must be a Marine RPL unit.

Commonwealth Division: The Commonwealth (CW) division is only used if the UN player builds-up Commonwealth and Canadian brigades into a full division (see 10.1). If the CW division suffers 1 or 2 step losses, it is replaced with a CW RPL unit. Similarly, if a CW RPL2 unit is replaced by an RPL1, the RPL1 must be a CW RPL unit.

NK Garrisons: NK garrisons are automatically eliminated on any “D” result. The elimination of the garrison *does not* count as a step loss.

Retreat Results

Defending units can also receive an “r” (retreat) result in combat. An “r” result means that all defending units must retreat three continuous hexes. (**Exception:** A unit may, under special circumstances, retreat only two hexes; see below.) Some retreats are combined with step losses, in which case apply step losses first. Assets assigned to a retreating unit must accompany that unit when it retreats. A retreating

unit that cannot fulfill its retreat obligations as listed in the “restrictions” below is eliminated.

Retreat Restrictions: The owning player retreats his units as he wishes within the following restrictions:

- A unit cannot retreat across an estuary/sea hexside unless it is crossed by a railroad. Otherwise, terrain does not affect retreats. Units may retreat across river hexsides.
- A unit cannot retreat into an enemy-occupied hex or enemy ZOC unless that ZOC is occupied by friendly units.
- A unit cannot end a retreat in violation of stacking restrictions, although it may violate stacking restrictions *during* its retreat.
- A unit cannot enter the same hex more than once during its retreat.
- As long as hexes into which a unit is eligible to retreat are available, the unit must strive to end its retreat four hexes from the active attacking unit (before an advance), counting by the shortest possible path. If retreat restrictions as described above, including prohibited hexsides and ZOC, prevent a unit from ending a retreat four hexes from the active unit, it may instead conduct a two-hex retreat and must end that retreat two or three hexes from the active attacking unit, counting by the shortest possible path. However, it may never end its retreat in a hex adjacent to the active attacking unit (before an advance), even if that hex is occupied by a friendly unit. If the two-hex retreat also cannot be achieved, the retreating unit is eliminated.

Defender’s Retreat Option: Defending units receiving an “r” result may choose to ignore this result and remain in their hexes rather than retreating, a choice known as the “Defender’s Retreat Option.” (**Exceptions:** The NK player cannot choose this option in a UN amphibious assault; see 11.0. Also, NK garrisons are automatically eliminated on any “D” result and cannot participate in this option.) In a Defender’s Retreat Option, a defending combat unit (not an asset) immediately suffers 1 step loss above and beyond any other loss that is called for, but it remains in place and does not retreat. If the defender chooses the Defender’s Retreat Option and has units in more than one hex, units in one or more hexes may choose that option while units in other hexes perform normal retreats. However, *in each hex* in which the defender chooses the Defender’s Retreat Option (not just one), a defending combat unit suffers a one-step loss.

Attacker’s Advance Option: If at least one hex occupied by defending units is completely vacated due to a combat result, the *active* attacking unit and any assigned assets may occupy any hex vacated by the defender. Inactive attacking units may not advance. Moving into a vacated hex does not expend Action or Movement Points and is not affected by ZOC. This advance must take place immediately or not at all. Defending units may never advance. If more than one active UN regiment/brigade is eligible for the Attacker’s Advance Option, one or more may

advance while others do not. Similarly, if the defender vacates more than one hex, one regiment/brigade may advance into one hex, while another advances into a different hex.

If, due to the elimination of defending units, the defender only has assets remaining in a hex, he must immediately transfer those assets (see 8.2). If transfer is not possible, those assets are immediately eliminated. Afterward, the active attacking unit may advance into the hex.

Eliminated Units

Eliminated ROK units and all NK-controlled units are removed from the map and placed aside. They may reenter play in several ways (see 10.2 and 13.1).

Non-ROK UN units (*not* Nationalist Chinese) or assets that are destroyed are placed in the “Destroyed Units” box of the UN Reconstitute Track. Such units can return to play according to the UN Reconstitution Procedure (see 13.2). A unit is considered “destroyed” in the following circumstances:

- A full-strength division suffers 3 step losses;
- A regiment or brigade suffers 1 step loss;
- An armor asset suffers 2 step losses, or an armor asset on its reverse side suffers 1 step loss;
- A non-armor asset suffers 1 step loss;
- An RPL2 replacement unit suffers 2 step losses;
- An RPL1 replacement unit suffers 1 step loss.

Destroyed RPL units are never put on the UN Reconstitute Track. Instead, the UN player selects any unused, full-strength division of the same type as the destroyed RPL unit (FEC, non-FEC or Marine) and places the division in the “Destroyed Units” box. A non-ROK UN unit is placed in the Destroyed Units box on the Reconstitute Track even if it is completely surrounded by enemy ZOC at the moment of its elimination.

Combat and Fatigue

The participation of a non-fatigued unit in combat does not automatically cause the unit to be fatigued. Remember, however, that if the last Action performed by an active unit is combat, that unit does indeed become fatigued after combat resolution.



10.0 REORGANIZATION AND AMALGAMATION

Combat units can be restructured by Reorganization and Amalgamation operations. The execution of either type of operation reduces a player's Operations marker by one on his Operations Track. *Fatigued units cannot participate in Reorganization or Amalgamation*, although a unit undertaking either of these operations does *not* become fatigued. Reorganization and Amalgamation can take place in an enemy Zone of Control. Designations of units are used for historical purposes only. Once play begins, the designations of units are irrelevant. When new units are placed on the map due to Reorganization or Amalgamation, the designations of the new units have no effect on play.

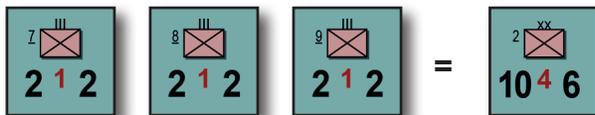
10.1 Reorganization

Only the UN player may perform Reorganization. There are two types of Reorganization: Build-up and Break-down:

- The UN player is limited to a total of 4 Reorganization operations per Action Phase.
- A given UN unit may only participate in a Reorganization operation once per Action Phase.
- UN units in the FEC GHQ Reserve box may build up and break down freely and at any time without using a Reorganization operation.

Build-up

All UN (including ROK) regiments/brigades may build up to division size. US, Commonwealth, Canadian, and Turkish regiments/brigades may build up with each other, even with units of different nationalities, but they may not build-up with ROK regiments. ROK regiments may only build-up with other ROK regiments. A regiment/brigade must be stacked with or adjacent to *two* other eligible regiments/brigades to build-up to a division. When Reorganization with the intent to build up is declared, the UN player removes the three eligible regiments/brigades from the map and places them aside. None of the three units may be fatigued.



ROK Build-up: If a ROK division builds-up, place any available full-strength ROK division (including eliminated units) on the map, mobile side up, in any of the hexes formerly occupied by the removed regiments.

Non-ROK Build-up: Build-up of non-ROK regiments/brigades is subject to the following rules:

- If at least *one* of the US regiments in the build-up is an FEC regiment, place a full-strength US FEC division on the map, mobile side up, in any of the hexes formerly occupied by the removed regiments.
- If *all* regiments in the build-up are US Marine units, place a full-strength Marine division on the map, mobile side up, in any of the hexes formerly occupied by the removed regiments.
- A US parachute regiment may participate in a build-up. If the division into which a parachute unit built up later breaks down (see below), the parachute regiment returns to play. In this event, note on a piece of paper that the division in question contains one or more parachute units.
- A Marine regiment may participate in a build-up even if non-Marine regiments/brigades are involved in that build-up. If, in that build-up, one or more of the regiments/brigades are non-Marine units, place a full-strength US (non-Marine) division on the map, mobile side up, in any of the hexes formerly occupied by the removed regiments. If at least one of the regiments in the build-up is an FEC unit, place a full-strength US FEC division on the map; otherwise, use a non-FEC/Marine division. If the division into which a Marine unit built up later breaks down (see below), the Marine regiment returns to play. In this event, note on a piece of paper that the division in question contains one or more Marine units.
- Commonwealth, Canadian, and Turkish brigades may participate in a build-up, even with US units. If at least one US regiment is part of the build-up, place a US division of the proper type (FEC or normal) on the map, mobile side up, in any of the hexes formerly occupied by the removed regiments. However, if *all* the units building up are Commonwealth, Canadian, or Turkish, place the Commonwealth (CW) division on the map.
- US/Commonwealth divisions chosen for placement on the map due to build-up can never be taken from the UN Reconstitute Track.

Break-down

Only full-strength (not RPL1 or RPL2) US or Commonwealth divisions may break down. ROK divisions may never break down. When the UN player declares a Reorganization with the intent to break down, he removes an *unfatigued* US/Commonwealth division from the map and puts it aside, replacing it with three regiments/brigades of the proper type in the vacated hex, mobile side up, as described below:

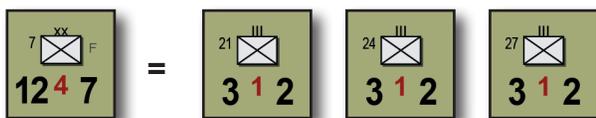
- Three US FEC infantry regiments replace an FEC division in a break-down.
- Three US non-FEC infantry regiments replace a non-FEC division in a break-down.
- Three US Marine regiments replace a Marine division in a break-down.
- Three Commonwealth, Canadian, or Turkish brigades replace a Commonwealth division in a break-down.

Exceptions: If, as part of a build-up earlier in the game, a US parachute or Marine regiment became part of a non-Marine division, the parachute or Marine regiment returns to the map in the breakdown as described above.

Regiments/brigades in a break-down may never be taken from the UN Reconstitute Track or the FEC GHQ Reserve Box.

Assets

Assets assigned to regiments/brigades that build-up are automatically assigned to the division that replaces them. Assets assigned to a division that breaks down are automatically assigned to the replacing regiments/brigades in any way the owning player desires, no more than one asset per regiment.



10.2 Amalgamation

Only ROK, NK, CCF and Soviet (not UN or Nationalist Chinese) divisions can Amalgamate. By means of Amalgamation, divisions that have suffered step losses can combine with other damaged divisions of the same nationality.

Amalgamation Procedure

An Amalgamation operation can be declared if the following conditions are met:

- Two or three RPL replacement units of the same nationality are situated in adjacent hexes. If three RPL units are involved, each must be adjacent to the other two.
- The RPL units must have at least 3 combined steps among them.

If these conditions are met, the owning player removes all the RPL units and replaces them with a single *full-strength* division of the same nationality in one of the vacated hexes. Excess steps among the RPL units are lost. Thus, two RPL2 units would form only one full-strength division, not the division plus one extra RPL1 unit.

Assets: Assets assigned to Amalgamating RPL units are automatically assigned to the full-strength division replacing them. Only three assets can be so assigned; if the RPL units have more than three assets among them, the excess can be immediately transferred to a friendly depot (see 8.2). If they cannot be transferred in this manner, they are eliminated.

10.3 UN FEC GHQ Reserve Box

The UN player has a special box representing units held in Japan, known as the UN FEC GHQ Reserve Box. There are four special spaces in the box, which are described later. UN assets in the FEC GHQ Reserve Box can be assigned, transferred, or reassigned to combat units also occupying the box at any time.

ROK RPL units in the FEC GHQ Reserve Box may perform Amalgamation at any time. US and ROK units in the FEC GHQ Reserve Box may build up or break down at any time. These actions are not considered Operations and may occur whenever the UN player chooses.



11.0 UN AMPHIBIOUS OPERATIONS

Only the UN player can perform amphibious operations. There are two types of amphibious operations: Amphibious Assault and Amphibious Evacuation. Each is a distinct Operation that the UN player may declare during an Operations Sequence.

11.1 UN Amphibious Capacity

During the UN Amphibious Capacity Phase (which does not occur on Turn 1), the UN player must place the Amphibious Capacity marker in the box corresponding to his Amphibious Capacity for the turn. As each Amphibious Assault or Evacuation takes place, this marker is reduced by 1 box. When the marker reaches 0, the UN player can no longer perform amphibious operations for the rest of the turn. Unused points from the Amphibious Capacity cannot be saved from turn to turn.

In the Introductory Scenarios (17.0), the UN player is given a number of Amphibious Capacity points as indicated below. (The Amphibious Capacity Track has these points printed in the respective boxes.) In the Advanced Game, however, the UN Amphibious Capacity depends on the US Mobilization Level (see 18.3).

GAME TURN	AMPHIBIOUS CAPACITY
1	0
2	1*
3	2
4-10	3
11-12	0

* The UN player cannot conduct Amphibious Assaults during the 1st Action Phase of Turn 2.

11.2 Amphibious Assaults

All UN combat units (plus assigned assets) occupying the FEC GHQ Reserve Box are eligible to participate in Amphibious Assaults.

How to Perform Amphibious Assaults

An Amphibious Assault is a distinct Operation (see 6.2) that only the UN player can choose. When the UN player declares an Amphibious Assault, he removes one combat unit of any size from the FEC GHQ Reserve Box and places it on any Amphibious Assault Arrow on the map. (Each Amphibious Assault Arrow contains the number of the target invasion hex and indicates the name of the town or city in the hex, if any.) Immediately before this placement, the UN player is free to assign up to three assets to the unit (if it is a division) or a single asset (if it is a regiment/brigade) from among the assets in the FEC GHQ Reserve Box. The UN player may make more than one Amphibious Assault per Operations Sequence, even against the same invasion hex, assuming the Operations

marker on the UN Operations Track does not occupy the "0" box.

Unopposed Amphibious Assaults: If the invasion hex corresponding to the Amphibious Assault Arrow is unoccupied, the assaulting combat unit (plus assets, if any) is placed in the invasion hex. The assaulting unit, remains on its *mobile side* after placement. If the UN player executes an unopposed amphibious assault against a hex that is already occupied by a friendly unit, and the placement of the assaulting unit would violate stacking restrictions, the amphibious assault may still take place. The UN player may place the assaulting unit in any non-enemy occupied hex adjacent to the amphibious assault hex, including an enemy ZOC, as long as that placement does not violate stacking restrictions.

Opposed Amphibious Assaults: If the invasion hex corresponding to the Amphibious Assault Arrow contains enemy units, the assaulting combat unit must attack those units. This attack is resolved normally, with the following exceptions:

- Attacking and defending units always use their printed Combat Values during an Amphibious Assault. (**Exception:** Defending units' Defense Values, including garrisons, may be enhanced by entrenchments; see 7.5.) Players never consult the Combat Value Modification Chart in opposed Amphibious Assaults.
- Always use the "Clear" line on the Combat Results Table to resolve the assault, regardless of the terrain occupied by the defending units.
- Units that are adjacent to the invasion hex do not participate in an Amphibious Assault, regardless of which player controls them.
- Non-armor assets can participate in the combat, but armor assets, even if assigned to the assaulting units, cannot. (Thus, the armor sub-sequence described in 9.4 never takes place.) If the defender has one or more armor assets, he may never receive a "Defender's Armor Advantage" die-roll modifier (see 9.4).
- One or two close air support points can be applied to an Amphibious Assault (see 15.1).
- The UN player automatically adds 2 to his combat die-roll for Naval Support if an Amphibious Assault takes place on Turn 4 or later; if the Amphibious Assault takes place on Turn 2 or 3, he automatically adds 1 (not 2) to his combat die-roll.
- An Amphibious Assault is not considered a Normal, Intensive, or All-Out attack. Hence, no die-roll modifiers for those attacks apply.
- If NK units occupying a city/production center are the targets of an Amphibious Assault, the normal -1 die-roll modifier does not apply.

Combat results are applied normally. (**Exceptions:** An NK garrison suffering any “D” result is automatically eliminated. The elimination of the garrison may *not* count toward required NK step losses in the combat. Also, the NK player may never choose a Defender’s Retreat Option in an Amphibious Assault (see 9.5). If the invasion hex is completely vacated by NK units, the assaulting combat unit (plus assets, if any) is placed in the hex. *The combat unit remains on its mobile side.*

If the invasion hex is not completely vacated by NK units, the assaulting unit (plus assets, if any) is returned to the FEC GHQ Reserve Box and *remains on its mobile side.* Step losses (if any) are applied, but the unit (plus assets) may be used for another Amphibious Assault later, even during the current Action Phase and even against the same invasion hex, assuming the UN player has sufficient Amphibious Assault capacity.

Any NK unit that has been the target of an Amphibious Assault in an Action Phase may not entrench for the rest of that phase.

Activating Assaulting Units

Units that have been placed in invasion hexes can be activated in the same Action Phase in which they made their assault. The following restrictions apply to the activation of such units. (All these restrictions are lifted in later Action Phases.)

- If the unit occupies a *port* invasion hex, it receives 3 Action Points when activated. If the invasion hex does not contain a port, the unit receives 2 Action Points.
- If the units are activated, their movement is restricted

as follows: For a Tactical Movement Action, a unit receives 1 (not 4) Movement Points; for an Operational Movement Action, it receives 2 (not 8) Movement Points; and for a Strategic Movement Action, it receives 3 (not 12) Movement Points.

- The unit is permitted to entrench (see 7.5).
- During the Action Phase in which the Amphibious Assault occurs, the assaulting unit (and non-armor assets, if any) always use their printed Attack and Defense Values. The Combat Value Modification Chart is not used.
- Armor assets can be assigned to an Attack Action, and the special armor sub-sequence is used.
- After its activation, the unit is flipped to its fatigued side normally.

Amalgamation and Reorganization: Units participating in an Amphibious Assault can perform Amalgamation and Reorganization in the Action Phase in which the assault was executed.

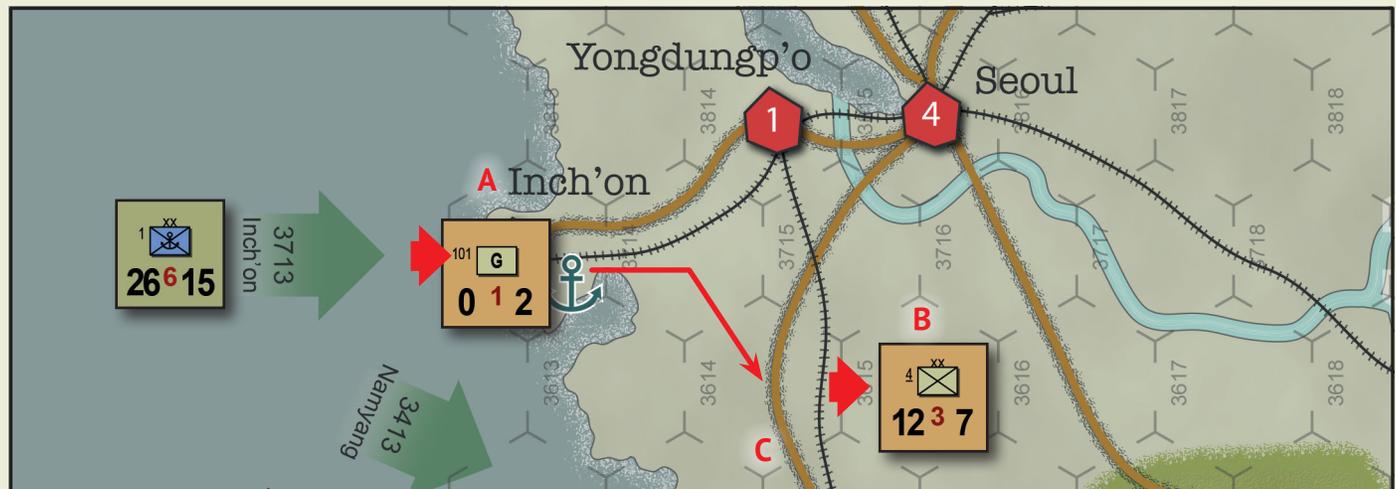
Resumption of Normal Capabilities: In the Action Phase following the one in which the Amphibious Assault took place, the assaulting unit regains its normal capabilities when activated.

Beachhead Markers

The UN player has two Beachhead markers. When an invasion hex is occupied by assaulting UN units, the UN player may

EXAMPLE OF AMPHIBIOUS ASSAULT: The US 1st Marine Division (Attack Value: 26) is making an Amphibious Assault on turn 4 against the NK garrison unit (Defense Value 2) in hex A. This is an opposed Amphibious Assault, so the UN unit must attack the garrison. The UN player checks the CRT; the ratio of 26-2 simplifies to 13-1. The US player rolls a 1. Because he has committed 2 Close Air Support Points and because 2 is automatically added for Naval Support against an invasion hex, 4 is added to the roll, for a final result of 5. Cross-referencing the 5 with the “Clear” line at 11-1 (because the 11-1 column is the highest column that can be used), a result of “D3” is obtained. NK garrisons are automatically eliminated with any “D” result, so it is eliminated. The 1st Marine Division is placed in hex A with its mobile side up.

The UN player activates the Marine unit (a separate Operation). The invasion hex contains a port (Inchon), so the unit receives 3 Action Points. It performs Operational Movement, moving in the path indicated to hex C. (Because the unit executed an Amphibious Assault in the current Action Phase, it receives only 2 MP for its Operational Movement.) For its remaining Action Point, the US unit executes a Normal Attack against the NK unit in hex B.



place one Beachhead marker in that hex, subject to availability. (The number of Beachhead markers provided in the game is a strict limitation; if both Beachhead markers are in use, no more can be placed.) A Beachhead marker is a UN supply source.

Placement of Beachhead markers is always voluntary. The UN player may remove Beachhead markers in invasion hexes at any time during the Operations Segment. Once removed, they immediately become available for use in other successfully assaulted invasion hexes.

A Beachhead marker has a Defense Value of 2 and Anti-tank Value of 1 if it is alone in a hex and is attacked by an NK unit. It is automatically eliminated with any "D" combat result. A Beachhead marker stacked in the same hex with other UN units may not add its Defense and Anti-tank Values to the combat. If the combat result causes the hex to be vacated by UN combat units and assets, the Beachhead marker is eliminated. Eliminated Beachhead markers may be used again later by the UN player.

11.3 Amphibious Evacuation

If the UN player declares an Amphibious Evacuation Operation, he may remove one or two UN divisions of any nationality (plus assigned assets) from any coastal hexes; a coastal hex does not have to contain a city, port, or town for this Operation to occur. (Alternately, he could remove one division and three regiments/brigades or up to six regiments/brigades.) Units chosen for evacuation may be on their mobile or fatigued sides.

An evacuated unit is placed in the FEC GHQ Reserve Box in the space marked "Amphibious Evacuated Units in Current Action Phase." Evacuated units cannot be used in Amphibious Assaults in the same Action Phase in which they are evacuated. Amphibious Evacuations cannot take place on Turn 1.



12.0 UN PARACHUTE UNITS (OPTIONAL RULE)

In some scenarios, the UN player has US parachute regiments. These are normal combat units and can be used as such on the map. However, the UN player can also use his parachute regiments for parachute drops.

Parachute Drops

Only a US parachute regiment occupying the FEC GHQ Reserve Box (there is a special space for these units) can perform a Parachute Drop. A Parachute Drop is a distinct Operation that can be performed by the UN player during an Operations Sequence.

If a Parachute Drop is declared, the UN player removes a single US parachute regiment from the FEC GHQ Reserve Box and places it aside (it is not used again). It is replaced with three US parachute battalions. These battalions are then placed on the map. The units can be placed all in one hex or in two or three different hexes; if more than one hex is chosen, each hex must be adjacent to at least one other hex selected for the drop.

The following restrictions apply to Parachute Drops:

- Placement hexes must be clear or broken terrain. A city or production center hex may be chosen;
- Placement hexes must be unoccupied by enemy units;
- Placement hexes may be in enemy Zones of Control;
- Placement hexes can be no more than six hexes away from a UN combat unit.

Parachute Battalions

Once placed on the map, parachute battalions must remain in place until the end of the next Recovery Segment, at which time they are removed from the map. They cannot be used for the remainder of the game.

Parachute battalions that are dropped cannot be built-up back to regiment size. They can never be activated, nor do they exert ZOC. If attacked, they defend normally, although they are eliminated on any "r" (retreat) result. Eliminated parachute battalions are never placed on the UN Reconstitute Track. Parachute battalions may neither build nor benefit from entrenchments. These restrictions are used only for Parachute Drops.

If the UN player decides to use his parachute regiments as normal combat units, he brings them onto the map as regular reinforcements (see 13.1). In this case, the parachute regiments can never break-down into parachute battalions.



13.0 REINFORCEMENTS, RECONSTITUTION AND ENHANCEMENT

Both players can bring new units onto the map as reinforcements. In addition, damaged or destroyed UN units (non-ROK) can be reconstituted. US FEC units can be upgraded through enhancement.

13.1 Reinforcements

Each scenario has a reinforcement schedule, which the players should consult in the Reinforcement Segment of each Action Phase. During the immediately following Deployment Segment, reinforcements are placed on the map on their mobile sides (for armor assets, on their full-strength sides) or, in the case of the UN player, may be transferred from the FEC GHQ Reserve Box to the map. Reinforcements may be activated in the Action Phase in which they are placed on the map.

Reinforcements may not be placed in an enemy-occupied hex. However, they may be placed in an enemy ZOC, whether it is occupied by a friendly unit or not. If the placement of a reinforcement would violate stacking restrictions, the reinforcement may be placed in any non-enemy-occupied adjacent hex, including an enemy ZOC, as long as placement in that hex does not violate stacking restrictions. NK and ROK reinforcements that cannot be placed on the map due to these restrictions are lost.

NK Reinforcements

NK reinforcements are variable. During every Reinforcement Segment, starting with Turn 2, the NK player consults the NK Reinforcement Table and rolls a die. (**Exception:** If Seoul, Wonsan, and P'yongyang are all UN-controlled, the NK player does not roll for reinforcements.) After applying modifiers to the roll (see below), the NK player determines if he is due a reinforcement. If so, he places one full-strength NK division on any NK-controlled production center during the ensuing Deployment Segment. The designation of the NK reinforcement is irrelevant since they are all identical. If no reinforcement is due, the NK player does nothing.

Some results on the NK Reinforcement Table call for an NK armor asset as well. In this case, the NK player assigns a full-strength armor asset to the reinforcing NK division. If there are no more unused NK armor assets available, the reinforcing division receives no asset. Eliminated NK armor assets may be used again as reinforcements. Starting on Turn 8, the NK player may no longer receive armor assets as reinforcements.

NK Reinforcement Table Modifiers: The following modifiers apply to NK Reinforcement Table die-rolls. All modifiers are cumulative.

- 1: On Turn 2.
- 2: For each of the following cities that is UN-controlled: Seoul and Wonsan.
- 4: If P'yongyang is UN-controlled.
- 4: On Turns 8 and later.

Soviet and Communist Chinese Reinforcements: Soviet and Communist Chinese Forces (CCF) are available only in the Advanced Game (see 19.0).

NK Garrisons: When the NK player gains control of a UN port, he places a single NK garrison unit in that port. A garrison can neither move nor attack. It remains in place until eliminated (any "D" results in elimination). A garrison always uses its printed Defense/Anti-tank Values unless modified by entrenchments (see 7.5); its Defense Value is never modified by the Combat Value Modification Chart. When stacked with other NK combat units that are attacked, a garrison always contributes its Defense/Anti-tank Values.

Note: Some scenarios have NK garrisons starting the game on the map, even in non-port hexes. These garrisons remain in place until eliminated.

UN Reinforcements

ROK Reinforcements: ROK reinforcements are variable. During every Reinforcement Segment of an Action Phase, starting with Turn 2, the UN player consults the ROK Reinforcement Table and rolls the die. (**Exception:** If Pusan is controlled by the NK player, the UN player does not roll for ROK reinforcements.) Modifiers are applied to the roll, and the UN player checks to see if he receives a ROK reinforcement. If it is Turn 2 or 3, the UN player receives an unused ROK regiment as a reinforcement, regardless of designation, and even if it had been previously eliminated.

Note: There are 22 ROK regiments available in the game. In Scenario 1 and the Advanced Game Scenario, all 22 of those regiments start the game on the map. Thus, in those two scenarios, for a ROK regiment to become available as a reinforcement on Turns 2 and/or 3, it must have been eliminated at an earlier point in the game. If no ROK regiments have been eliminated, then Turns 2 and/or 3 reinforcements are ignored.

If it is Turn 4 or later, the UN player receives any currently unused full-strength ROK division as a reinforcement, regardless of designation, and even if it had been previously eliminated. ROK reinforcements are placed in Pusan (0928) or Taegu (1625) during the ensuing Deployment Segment, but they may not be placed in one of those cities if it is NK-controlled. If no reinforcement is received, the UN player does nothing.

ROK Reinforcement Table Modifiers: The following modifiers apply to ROK Reinforcement Table die-rolls. All modifiers are cumulative.

- 1: On Turn 2.
- 1: For each of the following NK-controlled cities: Seoul, Taejon, Taegu.

UN Reinforcements: The Introductory Scenarios list UN reinforcements for each scenario. Reinforcements in the Advanced Game are based on the UN Commitment Level (see 18.1). During the Reinforcement Segment, UN reinforcements are placed in the FEC GHQ Reserve Box.

Deployment of UN (Non-ROK) Reinforcements: During the Deployment Segment, the UN player may transfer a maximum of one *division or 3 regiments/brigades* (plus assigned assets) from the FEC GHQ Reserve Box to the map. This transferal does not affect the UN Amphibious Capacity. Reinforcements can be transferred in one of two ways:

- If the UN player wishes to deploy reinforcements to Pusan (0928), he removes the desired units from the FEC GHQ Reserve Box and places them in that hex on their mobile sides. If this placement violates stacking restrictions, the reinforcements may be placed in any non-enemy occupied adjacent hex. If Pusan contains a Minesweeping marker (see 14.2) or is occupied by an enemy unit, this option may not be chosen.
- If the UN player wishes to deploy reinforcements to a port other than Pusan, he takes the desired units from the FEC GHQ Reserve Box and places them in the space marked “UN Reinforcements to non-Pusan Port.” These units do *not* appear on the map in the current Deployment Segment; instead, they may be placed in any UN-controlled port (except one with a Minesweeping marker) other than Pusan in the *next* Action Phase’s Deployment Segment on their mobile sides.

If the UN player places units in the “UN Reinforcements to non-Pusan Port” box in a Deployment Segment, he *may not* deploy reinforcements to Pusan in the current segment. In addition, in the Deployment Segment of the *ensuing* Action Phase, he may neither deploy reinforcements to Pusan nor place additional units in the “UN Reinforcements to non-Pusan Port” space.

EXAMPLE: *The UN player has the US 7th and 24th Divisions in the FEC GHQ Reserve Box. In the 1st Action Phase of Turn 4, the UN player places the 7th Division in the “UN Reinforcements to non-Pusan Port” box during the Deployment Segment. Due to this decision, the 24th Division cannot be deployed in the current Deployment Segment or in the Deployment Segment of the ensuing Action Phase. In the Deployment Segment of the 2nd Action Phase of Turn 4, the UN player places the 7th Division in Inch'on, which is currently UN-controlled. In the Deployment Segment of the 1st Action Phase of Turn 5, the UN player decides to deploy the 24th Division to Pusan. This unit is immediately placed directly in Pusan (unless that placement violates stacking restrictions, in which case it may be placed in any eligible adjacent hex).*

UN Assets: Reinforcing UN assets that are placed in the FEC GHQ Reserve Box can be assigned and reassigned to any combat units in the box at any time the UN player wishes. However, to enter play, assets must be assigned to a combat unit that is being transferred from the FEC GHQ Reserve Box to the map or is participating in an Amphibious Assault.

Task Force Smith: During the Deployment Segment of the 1st Action Phase of Turn 2 in Scenario 1 and the Advanced Game Scenario, the UN player receives the “Task Force Smith” reinforcement. During this segment, the UN player may place TF Smith in any hex containing a railroad within Ch'ungch'ong, Cholla, Kyongsang-Pukto, or Kyongsang-Namdo province. It may be placed in a friendly-occupied hex and does not count toward stacking restrictions. However, it may not be placed in an enemy-occupied hex or an enemy ZOC. Once placed, it can neither move nor attack, but defends normally. If stacked with a friendly unit, it adds its Defense and Anti-tank Values to the combat. At the end of that Action Phase, the unit is removed from the map, regardless of its location, and is not used again. In the Advanced Game Scenario, TF Smith is available subject to UN Commitment (see 18.0). However, if the unit is made available after the 1st Action Phase of Turn 2, it is *never* used.

US Air Reinforcements: US air reinforcements are received during the Air Mission Phase, not in the Reinforcement Segment. Reinforcing air units are placed on missions on the UN Air Theater Display (see 15.0).

Nationalist Chinese Reinforcements: Nationalist Chinese units are available only in the Advanced Game (see 20.0).

13.2 UN Reconstitution

Damaged or destroyed UN units may be rebuilt.

US Divisional Reconstitution

If, during the UN Reconstitution Segment of an Action Phase, a US “RPL2” or “RPL1” unit is on the map on its *mobile* side (that is, it was not activated in the preceding Operations Segment), the UN player may replace it with a stronger unit. This reconstitution may occur even if the unit is in an enemy ZOC. (**Exceptions:** Reconstitution may not occur if all adjacent non-sea hexes surrounding the unit are enemy-occupied or in an enemy ZOC, not counting enemy ZOC that are UN-occupied. Also, in the Advanced Game, the UN Reconstitution Segment may be skipped depending on the US Mobilization Level; see 18.3.)

- If it is an “RPL2” unit, it is replaced with a full-strength division of an identical type (FEC, normal, or Marine). Do not choose a division that is on the UN Reconstitute Track or in the FEC GHQ Reserve box.
- If it is an “RPL1” unit, it is replaced with a US “RPL2” unit of an identical type (FEC, normal, or Marine).

Destroyed Units Reconstitution

Destroyed non-ROK UN units (US, UN allies, but *not* Nationalist Chinese) and assets are placed in the “Destroyed Units” space of the UN Reconstitute Track (see 9.5). During the UN Reconstitution Segment of an Action Phase, destroyed UN units on this track are adjusted. UN units on the Reconstitute Track may never build up or break down. Adjustment of units on the track is performed as follows:

1. UN combat units occupying the “Available Units” box on the track are removed. They may be placed in *any* of the following UN-controlled cities, even in an enemy ZOC: Pusan, Taejon, Kunsan, Chonju, Kwangju, Mokp’o, Kumch’on, Taegu, or Masan. If more than one combat unit is available, they do not have to be placed in the same location. If their placement would violate stacking restrictions, they may be placed in any non-enemy-occupied adjacent hex as long as placement in that hex does not violate stacking restrictions. (**Exception:** They may not be placed in an adjacent hex if it is separated from the city by an estuary/sea hexside.) Reconstituted UN assets may be assigned to any eligible UN combat unit on the map (see 8.1). UN reconstituted units placed on the map *do not* count against the UN player’s reinforcement transfer limits (see 13.1) or his amphibious capacity (see 11.1).
2. UN units occupying the “Reconstituting Units” space on the track are shifted to the “Available Units” space.
3. UN units occupying the “Destroyed Units” space on the track are shifted to the “Reconstituting Units” space.

13.3 FEC Enhancement

During the FEC Enhancement Phase of any turn starting with Turn 3, the UN player may upgrade his FEC (Far East Command) combat units. On Turns 3 and 4, the UN player may choose any single US FEC division (or RPL1/RPL2) unit to enhance during this phase (or he could enhance up to three US FEC regiments). On Turn 5 or later, he can enhance two US FEC divisions/RPL units, or one FEC division and up to three FEC regiments, or up to six FEC regiments. Marine units and non-FEC divisions may never be enhanced.

The FEC units chosen for enhancement may be situated anywhere on the map, or they can occupy the FEC GHQ Reserve Box or the UN Reconstitute Track. Enhancing units may be situated in an enemy Zone of Control. (**Exception:** Enhancement may not occur if all adjacent non-sea hexes surrounding the enhancing unit are enemy-occupied or in an enemy ZOC, not counting enemy ZOC that are UN-occupied.)

Enhanced FEC units are removed from the map and are replaced in the same hex or off-map box with non-FEC units of the same size and type. FEC regiments are replaced by their non-FEC regiment counterparts; FEC full-strength divisions by non-FEC divisions; and FEC RPL1/RPL2 units by non-FEC RPL1/RPL2 units. Once FEC units are removed from the map, they are never used again. **Note:** Although designations of units are irrelevant, the UN player may wish to enhance FEC units with non-FEC units bearing the same designations in order to keep track of the status of US divisions. The UN player has four divisions, twelve regiments, four RPL2, and four RPL1 units representing FEC units. Each division and regiment has a corresponding counter representing the unit’s non-FEC status.

The US FEC Enhancement Phase continues to occur each turn as long as at least one US FEC unit remains on the map.





14.0 CONTROL OF CITY HEXES

The control of city and production center hexes has an important effect on the game. Ports are important for the UN player as supply sources and for deploying units to the map. The NK player draws supplies and reinforcements from production centers.

14.1 Cities

All city and production center hexes north of the 38th Parallel are under NK control unless occupied by a UN Control marker. It is not necessary to place NK Control markers in those places. Likewise, all cities south of the 38th Parallel are under UN control unless occupied by an NK Control marker. It is not necessary to have UN Control markers in those cities.

Controlling Enemy Cities

A player gains control of an enemy's city/production center as soon as he moves an active unit into it. The unit does not have to stay in the hex to maintain control; as long as the unit moves through the hex during its activation, the city/production center comes under the player's control. A Control marker of the appropriate side is placed in the hex. It remains there until the other player regains control, at which time the Control marker is removed.

14.2 Ports

Some cities and production centers are designated as ports. Control of ports is important for UN supply purposes. Unless contradicted by scenario instructions, all ports south of the 38th Parallel are operable UN supply sources at the start of each scenario. Ports are also important for UN reinforcements (see 13.1).

Minesweeping

If the UN player gains control of port in North Korea (or if he regains control of a port south of the 38th Parallel), he must place a Minesweeping marker in that port hex. A port is not an operable UN supply source (nor can UN reinforcements be deployed there) until the Minesweeping marker is removed. UN reconstituting units (see 13.2) *may* be placed in a port with a Minesweeping marker.

During the Minesweeping Segment of each Action Phase, the UN player rolls a die once for each Minesweeping marker on the map. *On a die-roll of 4 or less, the Minesweeping marker is removed; on a die-roll of 5 or more, the marker stays in place.* The UN player continues to roll for the removal of Minesweeping markers in every Minesweeping Segment, even if he has rolled the die for them in earlier turns.

NK Control of Ports

If the NK player gains or regains control of a UN port, any Minesweeping marker in the hex is removed. Ports alone never act as NK supply sources, unless the port is also a production center. (Only two ports are production centers: Wonsan and Najin.) At the moment the NK player gains or regains control of a port hex, he must place a single NK garrison in the hex. The garrison remains in the port hex until eliminated (any "D" result eliminates it). A port can be garrisoned several times during the game, but only one garrison can occupy a port at a time. Garrisons may not participate in an attack. They use their printed Defense and Anti-tank Values unless enhanced by entrenchments (see 7.5).

14.3 Production Centers

Production centers are important for NK supply purposes.

Unless contradicted by scenario instructions, all production centers are operable NK supply sources at the start of a scenario. At the moment the UN player gains control of a production center, it ceases to function as an NK supply source. The production center begins to function again as a supply source as soon as the NK player regains control of the hex. Production centers are also important for NK reinforcements (see 13.1). The UN player can never use production centers as supply sources unless they are also ports.





15.0 AIR MISSIONS

There are two kinds of air missions: Close Air Support (CAS) and Interdiction. Except on Turn 1, when the NK player can perform close air support, the UN player alone conducts air missions, and he has the only air units in the game. Printed on the map is the UN Air Theater Display (a mini-map of Korea, sub-divided into provinces), which is used in one Introductory scenario and the Advanced Game. Each province corresponds with those delineated by border hexsides on the map.

US air units are used only on the Air Theater Display. Each scenario lists the available US air units at the start of the game and those appearing as reinforcements. An air unit has two values: Close Air Support and Interdiction. A unit with a 0 for either of those values cannot perform that kind of mission. Air units can neither be attacked nor destroyed.

Air Missions: During the Air Mission Phase of all turns starting with Turn 2, the UN player may assign each of his air units to either Close Air Support or Interdiction missions. Once assigned to that mission, an air unit must remain on it until the Air Mission Termination Phase, at which time all US air units are removed from the Air Theater Display. During the next Air Mission Phase, they may be reassigned to the same or different missions.

Termination of Air Missions: During the Air Mission Termination Phase, all air units are removed from the Air Unit Holding Box and the provincial Interdiction boxes on the Air Theater Display. The Close Air Support Level and Interdiction Level markers are both reduced to 0. NK Restricted Road Movement markers (if any), are removed.

15.1 Close Air Support (CAS) Missions

An air unit assigned to close air support (CAS) is placed in the "Air Unit Holding Box" of the UN Close Air Support Track. The UN player combines the CAS Values of all units in the box and places the Close Air Support Level marker in the numbered box on the track corresponding to this sum.

Effects of Close Air Support

Close air support can be used to aid attacking and defending UN units as well as those performing Amphibious Assault. One or two CAS Points per combat may be assigned; as the UN player uses his CAS Points, he moves the marker down the track, one box per point used. When the marker reaches 0, no more CAS missions can be used for the rest of the turn.

Each CAS point applied to a combat gives a +1 or -1 combat die-roll modifier for an attacking or defending UN combat unit (including Amphibious Assault), respectively, up to a maximum of two CAS points per combat.

15.2 Interdiction Missions

An air unit performing interdiction must be assigned to a specific province on the Air Theater Display. *A maximum of four air units may be assigned to an interdiction mission within a single province at a time.* The following procedure is used to determine the UN player's Interdiction capability:

1. Multiply the Interdiction Values of each air unit assigned to interdiction within a province by the multiplier listed in that province's Interdiction space. (**Exception:** see "Interdiction Multiplier Exception," below.)
2. Combine the Interdiction Values after multiplication of all air units assigned to interdiction throughout the Air Theater Display.
3. The UN player consults the Interdiction Table and rolls the die. If a Winter turn is in effect (see 16.4), 2 is subtracted from the die-roll. (Additional modifiers due to "Rules of Engagement" map apply in the Advanced Game; see 18.4.) He cross-references the modified roll with the column corresponding to the sum calculated in step 2. The result will be a number, which is the UN Interdiction Level for the rest of the turn. Place the Interdiction Level marker in the box corresponding to this number on the UN Interdiction Track.

Interdiction Multiplier Exception: If the UN player assigns air units to interdiction missions within a province, and at that moment all cities/production centers within that province are UN-controlled *and* no NK/CCF units currently occupy that province, the multiplier listed in the Air Theater Display for that province is automatically "x1," even if it has a different listed multiplier. For example, if the UN player assigns air units to interdiction in P'yongan-Namdo province, and at that moment all cities/production centers in P'yongan-Namdo are UN-controlled and no enemy units occupy that province, the interdiction multiplier for P'yongan-Namdo is x1, not x3.

Effects of Interdiction

The UN Interdiction Value affects the NK player's supply and movement abilities.

- During the Depot Supply Level Segments of both Action Phases in a turn, the NK player must subtract the current UN Interdiction Level from *all* Depot Table die-rolls (see 5.2).
- If the UN player has assigned four air units (each with an Interdiction Value of 1 or more) to interdiction in a province, the movement of NK combat units along roads within that province is restricted. Place a "Restricted Road Movement" marker in the province box on the Air Theater Display. NK units pay 1 Movement Point (instead of ½) to use a road within the interdicted province.

15.3 Limitations on Air Missions

On Turn 1, the UN player may not perform air missions. Although he does not have any air units, the NK player receives three CAS bonuses on Turn 1 (see 16.2).

During Winter turns (Turns 6-10), the following restrictions are placed on UN air missions:

- A maximum of *eight* UN air units may be assigned to CAS missions in the Air Mission Phase;
- Subtract 2 from all UN die-rolls on the Interdiction Table.

EXAMPLE OF AIR MISSIONS: *The UN player has eleven air units: five with a CAS Value of 0 and an Interdiction Value of 4, and six with a CAS Value of 2 and an Interdiction Value of 1. During an Air Mission Phase, he decides to allocate three 2-1 air units to CAS missions. He places these units in the "Air Unit Holding Box" and moves the CAS Level marker to 6 ($2+2+2=6$). Next, he allocates four 0-4 units to interdiction in Hwanghae province and one 0-4 unit and three 2-1 units in P'yongan-Pukto province. Because each of these provinces have four air units on interdiction, he places a "Restricted Road Movement" marker in each province box on the Air Theater Display. The Interdiction multiplier for Hwanghae province is "x3" and the combined Interdiction Values of the air units is 16; thus, the Interdiction Value is 48 ($16 \times 3=48$). The multiplier for P'yongan-Pukto is "x5" and the combined Interdiction Values for the air units is 7; thus, the Interdiction Value for this province is 35 ($7 \times 5=35$). The sum for Interdiction Values in both provinces is 83 ($48+35=83$). The UN player consults the Interdiction Table and rolls the die, getting a 7. Cross-referencing 7 with the "79 to 99" column on the Interdiction Table yields a result of 6, which is the UN Interdiction Level for the turn. He places the Interdiction Level marker in this box on his Interdiction Track.*





16.0 SPECIAL RULES

16.1 Game Turns 1 and 2

The following rules apply to both Turns 1 and 2.

Depots: Depots are not used by either player. Thus, the Depot Placement, Depot Status, Depot Supply Level, and Supply Point Expenditure Segments are skipped in the Action Phases of these turns.

Initiative: Because Supply Points are not expended by depots, initiative is not determined during these turns. Instead, *the NK player always has initiative during Turns 1 and 2.* When consulting the Initiative Tables to determine the number of Operations a player can perform during an Operations Sequence, use the two special columns on each table: the column labeled "Game Turn 1" is used in that turn; the one labeled "Game Turn 2" is used in that turn.

Combat Values: Because there are no depots on the map during these turns, Combat Values of units are not modified by the Combat Value Modification Chart. Instead, the printed values on the counters are used, unless modified by Entrenchments.

Assets: Assets can neither be transferred nor reassigned during these turns. NK armor assets are eliminated if their parent combat units are eliminated in combat.

Ending the Operations Segment: If the NK player has already passed during an Operations Segment of these turns and the UN player obtains a result on his Initiative Table followed by an asterisk (*), the Operations Segment ends immediately. The UN player can perform no more Operations Sequences.

16.2 Game Turn 1

The following special rules apply on Turn 1 only.

Sequence of Play: The normal Sequence of Play is not performed on Turn 1; instead, the 2nd Action Phase and the Game Turn Indication Phase are the only ones performed. All other phases are skipped. Thus, units can be activated only once on Turn 1, not twice as would be the case in all other turns.

Action Points: An activated combat unit receives only 2 (not 3) Action Points during the 2nd Action Phase of this turn. These points are expended normally. Because Strategic Movement, All-out Attacks, and Entrenching cost 3 Action Points, these actions cannot be performed on Turn 1.

NK Air Superiority: Normally, the NK player does not possess any air capability. However, on Turn 1, he is allowed 3 close air support bonuses. He can apply a maximum of 1 close air support bonus per attack (not to defense), and this bonus gives him a +1 combat die-roll modifier. To remind the NK player how many CAS bonuses he has left on Turn 1, he places the "NK Air Superiority" marker in the "3" box on the NK Action Track and reduces it by one box for each CAS mission he performs.

UN Naval Support: There are no die-roll modifiers for naval support in this turn.

16.3 Game Turn 2

UN Amphibious Assaults: The UN player cannot perform any Amphibious Assaults during the 1st Action Phase of Turn 2.

16.4 Winter Game Turns

Winter turns (Turns 6 through 10) affect the UN player's air missions (see 15.3). In addition, during these turns, the UN and NK players subtract 1 from all Depot Table die-rolls (see 5.2).





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