

There are some misspellings for which we apologize but we think what the word is should be is clear. Those are not listed here.

3.0 Sequence of Play

During the End Phase, any friendly units eliminated voluntarily are placed in the Replacements box.

4.0 Movement

Moving to an associated port from an invasion box costs one movement point

2) Clarification: you do place a combat chit when attacking by Meeting Engagement. No adjacent unit support is allowed in a Meeting Engagement.

4.1 Phasing Player Activation

To activate a unit, the activating HQ must be within 10 movement points – not 5 as it says here.

- Reacting HQs still have a range of 5 movement points.
- UN in Winter have a range of 8 movement points
- US units must be within 6 movement points of their cadre to allow for support.

4.2 Non-Phasing Player Activation (Reserve Movement)

The last sentence should read “Any reserve units may not start in an enemy ZOC”.

4.3 Combat

You do not have to pay the cost to enter the hex in which the Combat Chit is placed. Only the cost to place the chit is paid.

4.5 Strategic Movement

The last paragraph should read “As an exception to the above, UN Minor units and US units may use Strategic Movement within 2 hexes of any enemy and through enemy ZoCs (paying the additional 1 movement point as normal). If they do so, place a Bug Out marker on the unit after completing this movement.”

In addition, strategically moved units and HQs are not spent - they remain fresh unless interdicted by air.

5.3.1

Roll a D10 to determine the Random Event.

5.3.2 Combat Support should say:

To allow Artillery and Tank support, the combat hex must trace a Line of Communications back to a friendly HQ or cadre. For any terrain modifiers for support, the unit that placed the combat chit is used to determine if a road may be used for Tank support (does it connect with the Combat Chit's hex for the attack?) and if not, the hex that the combat chit is in determines terrain for the attacker's ability to support the attack.

Bombardment and Air support use the same terrain modifiers as artillery.

5.3.4 Combat Losses

A Unit is disrupted if it retreats 2 hexes – not 1 or 2 as it says.

If you can't or choose to not honor losses, you can eliminate one unit for each point of the spread.

6.2 Other Markers

The Objective rules call should be to 12.1.3 (not x.xx)

7.0 Infrastructure and Supply

This is a complete list of the General Supply Costs with the corrected costs:

*1 for the UN Player to activate a fresh HQ in South Korea

2 for the UN Player to make a spent but not moved HQ available again if the HQ is in South Korea

*2 for the UN Player to activate a fresh HQ in North Korea

3 for the UN Player to make a spent but not moved HQ available again if the HQ is in North Korea

*0 for the Communist Player to activate a fresh HQ in North Korea

*1 for the Communist Player to activate a fresh HQ in South Korea

2 for the Communist Player to make a spent but not moved HQ available again if the HQ is in North Korea

3 for the Communist Player to make a spent but not moved HQ available again if the HQ is in South Korea

In Addition, Supply may be used to do the following:

*1 to remove an Ammo Shortage or Fuel Shortage marker

*2 to remove a no ammo or no fuel marker

*1 to repair an airfield marker

*2 to repair an improved airfield marker

*1 to place an Improved Position marker

*2 to place a Trench marker

Snow turns double all of the above costs for the UN player (only).

The Infrastructure may never be more than 19, and never less than 2 for the Communists or 0 for the United Nations

All * costs are paid during the Infrastructure and Supply phase of the game turn (each monthly interphase). Thus, HQs go from spent to fresh once a month.

10.0 Air Power

If a reduced air unit is reduced again, it is eliminated from play.

The only way to bring reduced air units to full strength is through Foreign Aid

10.1 - two aircraft can fly from any airfield for either side. For the communists, it goes to 4 per airfield once the Soviets intervene.

11.2 Bombardment range is 2 hexes.

11.3.1

Once placed in an Invasion box, units can only leave by moving to the associated port hex.

12.2.1 Foreign Aid

The first sentence of the 10-14 box should be at the bottom of the 5-9 box.

12.2.2 Foreign Intervention

In the 10-14 box, Republic of Korea should be Republic of China

When the Republic of China intervenes, this does not automatically cause Communist Chinese Intervention but rather is, as listed in the Communist Chinese Intervention box, a modifier to determine if the Communists intervene.

14.1 Weather

The doubled cost for UN supply listed in 7.0 also applies in Snow.

16.0 Invasion Scenario

The Week 3, July 1950 reinforcements are missing. They are listed in the Campaign Scenario on Page 37

17.0 Inch'on Invasion Scenario

The starting Bombardment value should be 6 – not 8.

19.0 Campaign Game

Delete the UN Airfield that arrives on the August 1950 Monthly turn.

The PRC 144 IAD unit arrives if the Soviets Intervene and is missing from the list of arriving units.

Charts:

The Terrain Effects Chart and the same chart on the map should have the third note deleted. Enemy Zones of Control do not negate roads for movement.