A Procedural Combat Series Game

1950

THE FORGOTTEN WAR

CSL

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1.0 INTRODUCTION

1950 covers the Korean War from 1950 through 1951 at a Strategic Scale. The Communist player races for the Pusan Perimeter in an attempt to Blitzkrieg their way to victory while the UN must hold on until help arrives and then push back. Historically, the war devolved into a stalemate as trench warfare settled in but the game ends before the war reaches that point. Instead of a correlation between numbers of men and Combat Strength, units are rated for their quality and their individual combat strength is drawn randomly (and then flipped like a coin) whenever used in combat. The game also features air formations to simulate the limited air war before the UN held complete superiority over the air. The game offers a very replayable, fast-moving simulation of the first major conflict of the Cold War.

2.0 SCALE AND MAP

The unit scale for the game depends more on proficiency of a unit as compared to actual numbers. Armies, Corps, and Divisions are present, but the definitions differ between the nationalities. A Chinese (PRC) Army was about half the size of an American Division, one PRC Division being the equivalent of an American Light Division. Each hex is approximately 12 miles. Each turn is a month broken down into 2 half-month phases.

3.0 IMPORTANT CONCEPTS

3.1 Units

1950 features mainly Infantry formations with a spare armored or mechanized brigade. Technically, all units at

1950 **Unit Chart**
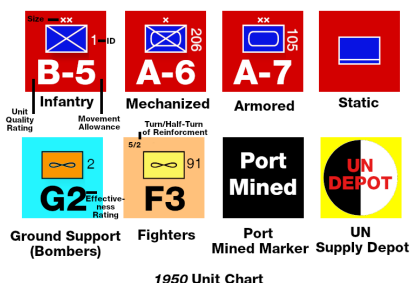
this scale had mixed organizations of infantry, armor, and mechanized units but at this scale, it makes the most sense to recognize them as infantry. All ground units function the same, the letter on the bottom left is the Unit Quality Rating (UQR). The UQR identifies the letter to use when selecting random Combat Chits (see 3.6) for units. To the right is a unit's Movement Allowance. To the right of the unit type is the unit ID, the ID has no in-game effect other than to use for reference during setup. Two numbers with a dash in between on the top left of the counter indicate its Month/Week it is received by the player as a Reinforcement. The front side is the unit's Fresh side, while the backside represents a unit's Static side; a unit is flipped to its Static side once it has finished its activation.

3.1.1 Armored & Mechanized Units

Whenever used in combat, Armored or Mechanized units receive a bonus +1 Die Roll Modifier **(DRM)** for the first 3 turns of the game. This bonus is not in effect starting on turn 4.

3.1.2 Home Country

A home country starts under the control of its own side at the start of the game. The UN and Allied side's home country is

South Korea, while the Communist - PRC and DPRK side's home country is North Korea/China. A unit's home country is important given the rules on Zones of Control (see 3.5).

3.1.3 Unit Nationality Color Key

- Red: DPRK
- Green: Chinese
- Blue: RoK
- Tan: UN
- Purple: Turkish (UN)

3.2 Initiative

The initiative is not determined every turn as in some other games, the track will indicate which side has the initiative at any given point. Having initiative means you go first during the action phase, and receive a -1 DRM to Air Unit Effectiveness Checks (EC) . The Communist player starts the game with the Initiative and it switches to the UN on turn 4.

3.3 Airpower

There are two basic types of air units in 1950 - Fighters (F) and Ground Support (G). The airbase counters represent groups of air units. The number after the letter on an air unit is Effectiveness Rating (ER) used in combat, on-call rolls or strategic bombing. Air Combat will be explained in its own section(6.0), but we'll briefly touch on the different operations players can conduct:

- **Ground Support (G):** Support infantry in combat.
- **Patrol (F):** Intercept enemy planes on missions.
- **Escort (F):** Protect other air units on any other air missions.
- **Strategic Bombing (G):** Attack VP.
- **Interdiction (G):** Interrupt enemy Strategic Movement or attack enemy supply line during combat.

3.4 Seapower

The UN side must declare if it is using the 7th-Fleet for combat or for logistical support during each 'Air/Naval Commitment & Sortie' phase. Combat allows Fleet Support for attacks within 2 hexes of a coast, and at the start of each half-month turn, the UN player must declare in which sea the 7th-Fleet is operating. Logistical Support forces a -1 DRM on all Communist Recovery Rolls.

3.5 Zones of Control

All Fresh units project a Zone of Control. A Static unit only projects a ZOC in its Home Country (see 3.1.2). A ZOC extends into the hex a unit occupies and all adjacent hexes. **Exception:** A UN ZOC does **not** extend into non-clear terrain.

A unit spends +1 Movement Point (MP) and **may** stop when entering an Enemy ZOC (EZOC) and can conduct a meeting engagement, or the unit may keep moving if they have the MP available. An EZOC cuts off Lines of Supply unless the EZOC is occupied by a friendly unit. Units may not retreat into an EZOC, regardless of the presence of a friendly unit.

3.6 Combat Chits

Prior to the start of the game, all of the white chits with letters and numbers on both sides are placed into an opaque cup (preferably empty). Whenever a unit enters Combat with another unit, after any relevant air combat, both players draw a random chit from the cup and flip it like a coin. The side it lands on

stands as the unit's Combat Strength according to the UQR. (*Some players baulk at flipping counters, myself included, so given the thickness of the counters it is impossible to tell the front from the back, so instead, randomize inside of your hand and use whatever side of the chit is facing up. Alternatively, place the counters down, roll a die - odds they remain as is, evens they all flip over to the other side.*). This combat chit stays with a unit until the end of a Monthly Turn during the Cleanup Phase.

3.7 Recovery

Units attempt to recover from the Rout box during the Joint Reinforcement & Recovery Phase. Depending on their Nationality, units must roll higher than a given number on the Recovery Table of the Game Charts.

3.8 Victory Points

Victory Points (VP) are a loose representation of production capacity, political will, and national morale. VP can be exchanged for 1 Loss Point (LP) during combat. VP are added to the VP total whenever the Communist player receives VP, while VP are subtracted from the VP total whenever the UN player receives VPs. The Communist player wins automatically if the VP marker reaches 20, while the UN wins automatically if the VP marker reaches 0.

3.9 Supply

Supply allows units to avoid attrition. If a unit is found to be out of supply (OOS) during the Supply Phase, the owning player must either spend 1VP or eliminate the unit to the Routed Box. Note that for purposes of tracing Supply, the presence of a friendly unit negates an EZOC. In addition, units that are OOS may not be activated during the Action Phase unless they become in supply through the actions of other units during the turn.

3.9.1 Communist Supply

North Korean and Chinese units must be within 5 MP of a friendly controlled Road or Rail hex that itself can trace a line of unlimited road/rail hexes unobstructed by enemy units or non-negated EZOCs to the north edge of the board.

3.9.2 UN Supply

UN (and RoK) units must be within 6 MP of either any port/city they control or of a UN Depot. A UN Depot may be built by spending 1 VP during the Joint Reinforcement Phase and placing the depot on any controlled City or Village hex. The UN player may also eliminate a depot during combat to either provide a bonus DRM in a single combat, or to soak up LP in combat.

3.10 Stacking

Stacking refers to placing one unit on top of the other in a hex; only 1 unit may occupy a hex at the end of any movement or combat phase. Air units and other markers do not count towards stacking limits. Reinforcements are allowed to temporarily overstack (i.e. more than one unit) in ports, but must be dispersed to other port hexes (or eliminated if none are available) if an enemy unit moves adjacent to an overstacked port. Overstacked units must be activated before other friendly units on the map may be activated during an Action Phase.

3.11 Weather

The weather phase simply involves rolling a die and referring to the weather chart. There is no Weather Phase on the first three turns of the game, nor the last three. There are three main weather types: Clear, Mud, & Rain (Snow during winter months). Clear weather has no effect, while mud adds +1 to off-road movement in clear hexes. Rain adds +1 to all movement costs off-road and adds +2 to all movement costs off-road and both rain and snow prevent air operations.. Note that units using Rail movement via Strategic Movement pay the normal rail movement cost of ⅓ MP per hex no matter the weather.

3.11.1 Weather Chart

- 1-5: Clear
- 6-7: Mud
- 8: Rain/Snow

4.0 SEQUENCE OF PLAY

Monthly Game Turn

1. **First Half Month**
i. **Joint Reinforcement & Recovery Phase**
ii. **Air/Naval Commitment & Sortie**
   - **UN chooses to commit the 7th-Fleet for either combat support in the Yellow Sea or Japanese Sea, or for logistical support.**
iii. **Action Phase**
   - Initiative player activates unit.
   - Non-initiative player activates unit.
   - Continue until both sides pass or all units have activated.
   - Refresh all units.
   - Move used air units into separate pile.

2. **Second Half Month**
i. **Same as above.**
3. **Cleanup**
i. **Check all on map units for supply**
ii. **Place all combat chits back into the cup.**
iii. **Weather Phase for Next Monthly Turn**
iv. **Move game turn marker to next Monthly turn.**

5.0 Joint Reinforcement & Recovery Phase

Both players place labeled reinforcements on map and may roll to recover routed units. Reinforcements are labeled on the counter for the month/week turns they enter. Communist Reinforcements enter from the north of the map adjacent to the Yalu River on the border with China, PRC to the north of the river, North Koreans to the south of the river, while UN Reinforcements may enter the map in any port hex they control. UN reinforcement units may temporarily stack in a port hex, and must be displaced if an enemy unit becomes adjacent.

Routed units that successfully recover are placed on the following turn unless this is the last turn of the game, in which case they stay in the Routed Box. Finally, the UN player may spend 1 VP to place a UN Depot counter on a friendly controlled city or village.

5.1 Recovery Table:

Routed units attempting to recover use this table to determine success or failure. Players roll 1d8, successfully recovering a unit when getting a result

greater than the applicable number below:

- **DPRK: 6**
- **PRC: 5**
- **UN: 4**
- **RoK: 6**
- ***Note that the DPRK Recovery Number is effectively a 7 if the UN player decides to use the 7th Fleet for Logistics operations the previous half-month turn.***
- ***A UN reinforcement may be held off-map to be used for an Amphibious Invasion during the Action Phase.***

6.0 Air/Naval Commitment Phase

Both sides have air units that are used to influence maneuvers and combat on the ground. Starting with the player who holds the initiative, players alternate placing air forces in the boxes labeled Patrol, Strategic Bombing, Escort, Ground Support, or Interdiction printed on the map. The initiative player then performs all strategic bombing runs, interdiction, and any enemy patrol intercept attempts, followed by the non initiative player doing the same. The other air missions are performed during the Action Phase. Note that air units performing missions during the Action Phase roll for On Call (6.6) status after.

6.1 Committing Patrols

Units in Patrol Boxes may be used to intercept other enemy units during their respective missions. The intercepting player interrupts the active player in the middle of one of their air missions and conducts Air-to-Air combat against the active unit and any assigned escorts.

6.2 Committing Strategic Bombers

Ground Support units placed into the Strategic Bombing box make an EC after any enemy patrol intercepts. If the check is successful, the bombing player receives 1 VP. Regardless of the result, the bombed player rolls for Flak with a +1 DRM.

6.3 Interdiction

Ground Support units assigned to interdiction missions are placed in the interdiction box on the map. Units assigned to interdiction may attempt to interrupt enemy undertaking Strategic Movement or when tracing supply for combat, though they may be intercepted by enemy patrol units before being able to do so.

6.3.1 Strategic Movement Interdiction

Whenever the phasing player is using Strategic Movement, the non-phasing player may interrupt the phasing player at any point during their movement subject to any interceptions by patrols of the phasing player. After any possible interceptions, the interdicting player makes an E C for the air unit modified by initiative. If successful, the phasing player must immediately end their activation, flipping the activated unit to Static. Exception: no Interdiction attempts may be made whenever a unit is temporarily overstacked during strategic movement. Air units still must check for both flak and on-call status after any Interdiction missions.

6.3.2 Combat Supply Interdiction

During combat, both players may attempt to use units assigned to Interdiction missions to cut their opponents

supply. If Interdicting units get past any enemy Patrols, they must then make an EC modified by initiative. If the EC is passed, their opponent may not satisfy LP in combat using Depots or VPs. Air units still must check for both flak and on-call status after any Interdiction missions.

6.4 Air-to-Air Combat

Whenever Fighters intercept enemy air units, Air-to-Air combat takes place. Players with Fighters each roll 1d8 modified by initiative. If the result is equal to or less than the air unit's ER, then the other air unit is damaged and flipped to its reduced side, or if already reduced placed into the Routed Box. Note that **G** units in Air-to-Air combat lower their ER by 1. Finally, if the ER of one unit is greater than the other, the unit with the higher ER receives a bonus -1DRM. This bonus does not apply if a **G** air unit is attacking an **F** air unit. Each Fighter may take 1 shot at each enemy air unit, while each **G** air unit may only fire once in total.

If air units pass their On-Call check, they are returned to their mission boxes, otherwise they are placed in the sortied box on the map, they may be used again on the next half month Air/Naval Commitment Phase.

6.5 Ground Support

A Ground Support mission is used to support units in combat. If the friendly air units make it past any potential enemy patrols to the combat hex the player wishes to support, the player may add the ER to the combat strength of the lead unit (see 8.0). After the combat, if the

Ground Support air unit survives Flak (see 6.5.1), the air unit must then make an EC (modified by Initiative) to see if it may remain in the mission box to which it was assigned at the beginning of the turn, or are placed in the spent air box.

6.5.1 Flak

Immediately after an air unit lends Ground Support to a combat or a Strategic Bombing , the player being attacked rolls 1d8, add 1 to the result if the targeted unit has a UQR of A. If the result is 8 or higher, the air unit is damaged. Units with a UQR of D do not roll for Flak unless in a friendly city which started the game in the player's control. Air attacks against units in Cities also receive a +1 DRM to Flak rolls. *For example, a D quality unit in a City would need a roll of 8 in order to damage an attacking air unit. If a player attacked an A quality unit inside a City, the player firing Flak would need to roll at least a 6 due to the A UQR and the City Hex granting a +2 DRM.*

6.6 On Call

After an air unit perform Air-to-Air combat or Ground Support (**after** rolling for any Flak), the player must check to see if the air unit remains On Call or if it is then placed in the spent box until the next weekly turn. This is done by making an EC modified by Initiative. If successful, the air unit may stay on the same mission or may switch the mission at the player's discretion.

7.0 Action Phase

The action phase is the heart of the game in which players alternate back and forth activating individual units to move and/or attack enemy units. Starting with

the player that holds the initiative, there are five potential actions a player can take per turn. Players alternate activating units for movement or attacks until both players pass or all units have gone static. Remember, units go static after finishing their activation.

- Move
- Strategic Movement
- Meeting Engagement during movement
- Prepared attack with all attacking units starting adjacent to enemy units.
- Pass

7.1 Move

Units may be activated to move using the movement costs listed for each side and the terrain being moved in. Each nationality may have different movement costs for the same terrain being entered. For example, a mountain hex costs 2MP for DPRK, RoK, and PRC units instead of 3MP for a UN unit. Units using regular movement may move adjacent to enemy units as normal. Upon completing movement the unit is flipped to its static side. Note that whenever a hex is overstacked due to reinforcements, those units must be activated to move first before other units may move.

7.2 Strategic Movement

Strategic Movement functions the same as regular movement except a unit doubles its Movement Allowance and may not move adjacent to an enemy unit at any point in their movement. A units utilizing strategic movement is flipped to its Static side as normal when finished moving. Enemy air units set aside for Interdiction

may attempt to interrupt a unit using Strategic Movement (see 6.3.1). A unit moving along continuous, unobstructed rail hexes while using Strategic Movement pays ⅓ MP for each rail hex entered. A unit may use both rail and non-rail movement.

Note that units using Strategic Movement may not move further than the furthest friendly unit in enemy territory (i.e. a UN or ROK unit may not move further north than the northernmost UN or ROK unit, and a Communist unit may not move further south than the southernmost Communist unit). A depot may use strategic movement to move 10 hexes but must end its move in a city or village hex.

7.3 Meeting Engagements

A Meeting Engagement is a combination of movement and combat. A unit may undertake multiple Meeting Engagements during movement, if it has the MP available to do so. When adjacent to an enemy unit, the activated unit must spend MP equal to the movement cost of the enemy hex plus a chosen number of MP (1-4) on a Meeting Engagement DRM. Note that tactically, roads are extremely helpful in terms of paying MP costs for Meeting Engagements.

- **1MP:** -2 DRM
- **2MP:** -1 DRM
- **3MP:** 0 DRM
- **4MP:** +1 DRM

For the combat procedure refer section 8.0.

For the attacker, each multiple of 2 points within the Combat Differential (2:1) results in 1 Loss Point inflicted on

the defender, always ignore any remainder.

7.4 Prepared Attack

If one or more Fresh units are adjacent to an enemy unit, they may conduct a Prepared Attack against the enemy unit. The attacking player must designate one of these attacking units as the lead unit and only this unit is activated. This is the only way for friendly ground units to cooperate during combat. Only the lead unit automatically becomes static after combat. A supporting unit does not become static unless it decides to Advance after Combat (see 8.4) with the Lead unit, then any units who do so become static when finished.

For the combat procedure refer section 8.0.

It's important to note, that merely cooperating during a Prepared Attack does not spend a unit, unless they decide use the Advance After Combat Movement Allowance rolled by the Lead Unit. Additionally, a prepared attack increases the DRM for each Flanking (8.2) hex to +2. Remember that only the Lead unit is spent during a Prepared Attack unless Supporting units decide to Advance After Combat with the Lead unit, all that do so are then spent when finished.

8.0 Combat

Combat is done the same way during a Meeting Engagement or Prepared Attack, but the modifiers involved and the way results are applied differ. Whenever combat is declared, the players perform any relevant air operations, and then each draws a random combat chit, randomly chooses a side of their chit, and

places it underneath their lead unit. For the defender the lead unit is always the single defending unit. For the attacker, in a Meeting Engagement the lead unit is the single activated, attacking unit, while in a Prepared Attack the lead unit is selected (see 7.4).

Both players then determine DRM, roll 1D8 each and subtract the defender's modified result from the attacker's modified result to determine the Combat Differential. The different DRM for Combat are summarized below and in the game charts. All modifiers are cumulative. Note that the Defender does not go static from the combat unless it chooses to do so in order to absorb losses.

8.1 Applicable Combat DRM

- ● **Meeting Engagement**

- ➢ **MP Spent Modifier:** -2 to +1 (see 7.3).

- ➢ **Air Support:** +ER

- ➢ **Fleet Support:** +2 if within 2 hexes of a committed coastline -UN ONLY (and only if Combat Support selected at the beginning of the turn)

- ➢ **Expended Depot:** +2 -UN ONLY

- ➢ **Armored or Mechanized unit Present:** +1 (during the first three months only)

- ➢ **Terrain:** See terrain chart

- ➢ **Fresh defenders adjacent to combat hex:** +1 per unit, excluding lead unit

- ➢ **UQR Difference:** +1 to +3 scaled difference in quality (see 8.1.1)

- ➤ **Flanking Attackers:** +2 each (max of +4), see 8.1.2

- ● **Prepared Attack**

- ➤ **Air Support:** +ER

- ➤ **Fleet Support:** +2 if within 2 hexes of a committed coastline -UN ONLY (and only if Combat Support selected at the beginning of the turn)

- ➤ **Depot Expenditure:** +3 DRM -UN ONLY

- ➤ **Armored or Mechanized Unit Present:** +1 (during the first three months only)

- ➤ **Terrain:** See terrain charts

- ➤ **Each Adjacent Fresh Attacking Unit:** +1 DRM each including the lead unit

- ➤ **UQR Difference:** +1 to +3 scaled difference in quality (see 8.1.1)

- ➤ **Flanking Attackers:** +3 DRM each (max of +6, see 8.1.2)

8.1.1 UQR

This DRM is scaled by class, meaning, for example, an A unit fighting against a D unit would get a +3 DRM [Starting at D, C (+1), B(+2), A(+3)]. A B unit against a C unit would only receive a +1 DRM. Only the side with the superior UQR receives this modifier.

8.1.2 Flanking Units

An enemy unit is considered Flanked if there is a friendly unit on the opposite side of the lead unit, or if there are at least 3 units (with or without the lead) in 3 non-adjacent hexes and next to the combat hex. The Flanking bonuses are cumulative with the bonuses for unit adjacency. The UN may only Flank with Fresh units, while the Communists may Flank with either Fresh or Static units.

8.1.3 Amphibious Invasions

UN/RoK reinforcements (only) held aside during the Joint Reinforcement Phase may be placed on an enemy controlled port hex and if enemy occupied, immediately conduct combat as if it were a prepared attack except that adjacent attacking units may not support the combat and the Combat Loss Ratio (8.2) used for combat is raised to 3:1. If the attacking unit is successful, the defending unit must retreat or be eliminated, otherwise the attacking unit is eliminated. Support from adjacent defending units and air units can be used during an Amphibious Invasion.

8.2 Loss Ratios (LP)

Units suffer LP in combat based on the Combat Differential and the applicable Loss Ratio.

8.2.1 Loss Ratio for Meeting Engagements

If the Combat Differential is in favor of the defender, use a 1:1 ratio. For every 1 point of the Combat Differential, 1 LP is suffered by the side with the lower modified result (e.g. if the attacker scores a modified 8 and the defender a modified 6, the Combat Differential is 2, and the defender suffers 2 LP).

If the Combat Differential is in favor of the attacker, use a 2:1 ratio; for every 2 points of the Combat Differential , 1 LP is inflicted on the defender, always ignoring any remainder (e.g. if the attacker

scored a modified 9 and the defender a modified 6, the Combat Differential is 3, and the defender suffers 1 LP).

Exception: For Armored/Mechanized units conducting Meeting Engagements against enemy infantry in clear terrain, use a 1:1 Combat Differential to determine LP instead of the 2:1 ratio. Once the initiative changes on turn 4, this rule ceases to be in effect so the 2:1 ratio will be applied.

8.2.2 Loss Ratio for Prepared Attack

LP are applied on a 1:1 ratio to the Combat Differential for both attackers and defenders.

8.2.3 Terrain Adjustment

If the defender is in a city hex then the loss ratio to applied against the defender would increase by 1 (i.e. in a Prepared Attack it becomes 2:1, but in a Meeting Engagement it becomes 3:1).

8.3 Satisfying Loss Points (LP)

All losses that are called for must be satisfied. LP may be satisfied in several ways cumulatively:

- A defending unit may flip to static to satisfy 1 LP.

- A unit may retreat 1 hex to satisfy 1 LP.

- A quality A or B unit may retreat 2-3 hexes to satisfy 2 LP.

- A supporting unit may go static to satisfy 1 LP each.

- A UN Depot within supply range may be eliminated to satisfy 1 LP.

- Spend 1 VP to satisfy 1 LP.

- The Lead unit can be eliminated to the Rout box to satisfy ALL losses.

A unit which cannot trace a valid supply route at the moment of combat may not satisfy losses through use of a Depot or spending VPs.

8.4 Retreating and Advance After Combat

A unit must attempt to retreat towards a source of supply and away from enemy units, if possible. If the defender's hex is vacated the attacker may advance after combat into the hex (with no MP cost). In a Meeting Engagement the attacker may continue movement with any MP that remains unspent. Note that if the defender's hex is not vacated, the attacker may attack again in a Meeting Engagement if it has sufficient MP remaining. In a Prepared Attack, if the combat hex is vacated by enemy units, roll 1d8 and halve the result (rounded down); this is the Advance After Combat Movement Allowance (AACMA) for any friendly units involved that choose to advance. If so a unit may immediately move into the combat hex (for no MP) and then the use the AACMA to move in any direction. Any supporting units that choose to advance become static when they spend their AACMA, while any supporting units that do not advance remain Fresh and in place.

9.0 Terrain

The movement costs and combat effects for terrain are listed with the rest of the charts, but specifics are explained here.

9.1 Clear

Clear hexes cost 1 MP to move into for all sides, it has no effect on combat.

9.2 Rough

Rough hexes cost 2 MP for UN units, and 1 MP for NK, RoK and PRC units. Rough terrain grants the defender a +1 DRM during combat.

9.3 Mountain

Mountain Terrain costs 3 MP for UN and RoK units, and 2 MP for NK and PRC units. Mountain terrain grants the defender a +2 DRM during combat.

9.4. City

A City costs 1 MP if moving into a City from clear terrain, 0.5 if moving along a road. A City grants the defender a +2 DRM during combat. A City adds +1 to any Flak roll. Finally, the defender in City hexes raise the ratio by which they suffer LP by 1 (see 8.2.3).

9.5 Port Hexes

Port hexes are sources of supply for UN units as well as a destination for UN Reinforcements. Ports may not be used by the UN if Communist units enter a port hex. The UN may attempt to recapture these hexes but if the Communist player decides to mine the port hex (see 9.5.1), they are rendered inoperable unless repaired. There are five Port hexes in 1950:

- **Inchon:** 2319
- **Kunsan:** 2524
- **Masan:** 3129
- **Pusan:** 3429
- **P'ohang Dong:** 3525

9.5.1 Mining Port Hexes

Mining a Port hex is a way to prevent the UN from using that port hex should they recapture it. Any Communist unit that starts in a Port hex may spend its entire movement to place a 'Port Mined' marker in the hex and then go static. A 'Port Mined' marker remains in the Port hex unless a UN unit that starts its turn in the mined Port hex spends all of its movement to go static and 1 VP is spent. The Port may then be used normally by the UN unless mined again by Communists.

9.6 Rivers

Crossing River hexsides while not moving along road or rail hexes add +1 MP to the movement cost of the hex being entered. If all attacking units (including lead and supporting units) are across a river hexside the defender receives a +2 DRM during combat

9.7 Roads

Units moving along a road ignore all other hex and hexside terrain, and pay 0.5 MP per hex.

9.8 Rails

Units using normal movement along a Rail line pay 1 MP per hex moved along the rail ignoring all other terrain. Units using Strategic Movement along a Rail line pay ⅓ MP per hex moved along the rail regardless of terrain or weather.

10. Victory

The VP marker starts on the 10 space of the record track. The UN player wins an Automatic Major Victory if the VP marker reaches 0, and the Communist player wins if it reaches 20. Changes in VPs are tracked as they happen using the following VP schedule:

- **Capturing City hex:** +/- 1 VP

- **VPs exchanged for LP:** +/- 1 VP

- **Clearing Mined Port Hex:** + 1 VP

- **Communists Breach Pusan Perimeter:** +2 VP

- **UN breaches NK border before end of turn 4/1:** -1 VP (+2 VP if they fail to cross the border by turn 4/1.)

- **A UN moves adjacent to Yalu River:** -2 VP

- **Each eliminated air unit:** +/-1 VP

In the event that neither player reaches an automatic victory, the player that is closest towards an automatic victory wins (e.g. an 8 is a UN victory, a 12 is a Communist victory). A tie *(i.e. 10) is considered a UN Victory.*

11.0 1950 Specific Rules

These rules are meant to simulate specific aspects of the Korean War and are essential in regards to getting a historical experience out of the game.

11.1 Surprise!

In order to simulate the element of surprise in the initial invasion of South Korea, all South Korean units start as static on the first half-month turn and do not project a ZOC. The DPRK player may activate all his units one after the other. On the second half-month turn, play returns to normal with alternating activations.

11.2 Chinese Intervention

The PRC enters the game the turn after first UN unit moves adjacent to the Yalu River. They may enter in or adjacent to unoccupied Town or City hexes in North Korea, or adjacent to the Yalu River.

11.2.1 Chinese Airpower

The PRC Ground support units are placed aside and only enter the game if the UN player uses Ground Support in China, or using the optional Foreign Intervention rules below.

11.3 Foreign Intervention (Optional)

If the VP Marker gets within 2 of auto victory for either side, the player that is behind in VPs rolls 1d8. If the result is an 8, that player immediately places their Foreign Intervention unit on a legal reinforcement hex. The Communists get a Soviet Infantry unit and PRC Ground Support units, while the UN gets an American Armored Brigade.

11.3.1 Nuclear Holocaust

In order to simulate the real-world effects of foreign intervention during the Korean war, at the moment a Soviet and UN or American unit are adjacent to one-another, carefully take the game outside and place on the ground. Douse the game with lighter fluid and drop a match on it from a safe distance. Everyone loses. *Note that the first person who uses this rule and sends me video proof at rweiss@consimsltd.com will receive a new copy of the game, after that we can't be responsible for players lighting our games on fire unless the game is really terrible or highly objectionable.*

12. Setup

All units without reinforcement indicators on upper left are setup at start with the exception of PRC units. All DPRK units may setup on or north of the border of the DMZ, RoK units start in major cities or ports.

13. Design Notes

This is the first game I've attempt to design post WW2 and it was admittedly a challenge, once I decided to use the combat differential resolution mechanic in concert with the random Combat Strength chits, the rest of the way basically opened up to me and I had a much better idea of what to do. Modern warfare differs from the eras I normally cover in that it is essentially more mobile and the game changing effect of airpower. Airpower adds another layer of complexity to the battlefield that usually is merely treated as a simple combat shift or similar. In combination with the variable strength units, the addition of airpower to a combat could drastically affect a situation in the same effect as it did historically when the UN airpower showed up.

The most important part of the design for me was to get the first 2 turns right, and then having that seamlessly work into a growing UN advantage. Most games just heavily script those outcomes, but I wanted an experience that would deviate from that railroading, all-while providing incentives to follow historical counterparts. I ended up really liking this system though and plan on using it for other modern conflicts. Using the random combat chits is a good way to prevent accountants from min maxing every single possible situation. This also allows for a ton of replayability with the bonus of it being a small affordable game, it's my hope that people who enjoy this era of warfare really enjoy 1950.

Need to give a special thanks to Adam Starkweather who not only drove me back from a con in PA, he also demoed for me his amazing OSS Korea game. It was the first Korea game I really allowed myself to get immersed in and it has plenty of fun amazing ideas that inspired this game. Those who enjoy this are highly recommended to check out OSS Korea from Compass Games as it is basically the game this one is inspired by.

Finally, many of the systems in this design, tentatively called the Procedural Combat System, are meant to reflect the asymmetric nature of modern warfare at an operational scale uncomplicated enough that the player is mainly focused on maneuver and the flow of logistics. Even if a player attempts to game the system attempting to get the best possible circumstances for every combat, the randomized combat chits can consistently lay carefully laid plans to waste, forcing realistic delays, upsets, and engagements. The next game using PCS will be '*1987: On to Kaliningrad!*' with several minor changes to things like ZOCs and supply to account for a reduced scale of day long turns and 2.5 mile hexes. After that I am toying around with some Arab -Israeli / Yugoslav wars era ideas, I hope you will stay tuned.

With love,

Ray Weiss

1950 KOREA: The Forgotten War

A Game by Ray Weiss

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Counter Art by Ray Weiss

Box Art by Ivan Caceres

Manual Layout by Trevor Henderson

Playtesting and Editing by Matt Ward, Nick Wade, and Ray Weiss

Vassal Mod by John Edwards

Combat DRM, Satisfying LP, and Victory Summary

Applicable Combat DRM (8.1)

Meeting Engagement
- **MP Spent Modifier:** -2 to +1 (see 7.3).
- **Air Support:** +ER
- **Fleet Support:** +2 if within 2 hexes of a committed coastline -UN ONLY (and only if Combat Support selected at the beginning of the turn)
- **Expended Depot:** +2 -UN ONLY
- **Armored or Mechanized unit Present:** +1 (during the first three months only)
- **Terrain:** See terrain chart
- **Fresh defenders adjacent to combat hex:** +1 per unit, excluding lead unit
- **UQR Difference:** +1 to +3 scaled difference in quality (see 8.1.1)
- **Flanking Attackers:** +2 each (max of +4), see 8.1.2

Prepared Attack
- **Air Support:** +ER
- **Fleet Support:** +2 if within 2 hexes of a committed coastline -UN ONLY (and only if Combat Support selected at the beginning of the turn)
- **Depot Expenditure:** +3 DRM -UN ONLY
- **Armored or Mechanized Unit Present:** +1 (during the first three months only)
- **Terrain:** See terrain charts
- **Each Adjacent Fresh Attacking Unit:** +1 DRM each including the lead unit
- **UQR Difference:** +1 to +3 scaled difference in quality (see 8.1.1)
- **Flanking Attackers:** +3 DRM each (max of +6, see 8.1.2)

Satisfying Loss Points (LP) (8.3)

All losses that are called for must be satisfied. LP may be satisfied in several ways cumulatively:
- A defending unit may flip to static to satisfy 1 LP.
- A unit may retreat 1 hex to satisfy 1 LP.
- A quality A or B unit may retreat 2-3 hexes to satisfy 2 LP.
- A supporting unit may go static to satisfy 1 LP each.
- A UN Depot within supply range may be eliminated to satisfy 1 LP.
- Spend 1 VP to satisfy 1 LP.
- The Lead unit can be eliminated to the Rout box to satisfy ALL losses.

Victory (10.0)

The VP marker starts on the 10 space of the record track. The UN player wins an Automatic Major Victory if the VP marker reaches 0, and the Communist player wins if it reaches 20. Changes in VPs are tracked as they happen using the following VP schedule:
- **Capturing City hex:** +/- 1 VP
- **VPs exchanged for LP:** +/- 1 VP
- **Clearing Mined Port Hex:** + 1 VP
- **Communists Breach Pusan Perimeter:** +2 VP
- **UN breaches NK border before end of turn 4/1:** -1 VP (+2 VP if they fail to cross the border by turn 4/1.)
- **A UN moves adjacent to Yalu River:** -2 VP
- **Each eliminated air unit:** +/-1 VP

In the event that neither player reaches an automatic victory, the player that is closest towards an automatic victory wins (e.g. an 8 is a UN victory, a 12 is a Communist victory). A tie *(i.e. 10) is considered a UN Victory.*