THE SECOND KOREAN WAR

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NOTE: *To remove the rules from this magazine, carefully and slowly peel them from the subscription card they are attached to by peeling from the top and then the bottom meeting in the middle. The card is not intended to be removed.*

These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for e-rules updates to this game at ***www.modernwarwarmagazine.com***

1.0 INTRODUCTION

The Dragon and the Hermit Kingdom is the hypothetical simulation of a second Korean War that could occur in the very near future. This game is a precursor to **The Dragon that Engulfed the Sun** (*Modern War* #42). It simulates the war that would have occurred on the Korean peninsula just prior to that game's setting. **The Dragon that Engulfed the Sun** assumes that a Chinese victory had already occurred in Korea. This game, however, simulates the entirety of that preceding conflict, beginning with a supposed North Korean invasion of South Korea. Whereas **The Dragon that Engulfed the Sun** presumes that South Korea had been overrun and that the US 7th Fleet has been hastily withdrawn from the theater after such a defeat, this game arrays all the forces that would have fought over Korea during such a war.

2.0 COMPONENTS

The components to a complete game of **The Dragon and the Hermit Kingdom** include these rules, one 22×34 inch map sheet and one counter sheet containing 176 ⅝ inch counters. Players will need to provide themselves with one standard six-sided die to resolve combat and strikes.

Important: Throughout the rules there are references **in grey** to scenarios and units that do not exist in this game. The rules are intended for use with the previous games using the same system rules and specific exclusive rules for each game set. The on-map charts are designed to not interfere when **The Dragon and Hermit Kingdom** map is joined with the previous **Dragon that Engulfed the Sun** map.

2.1 Map

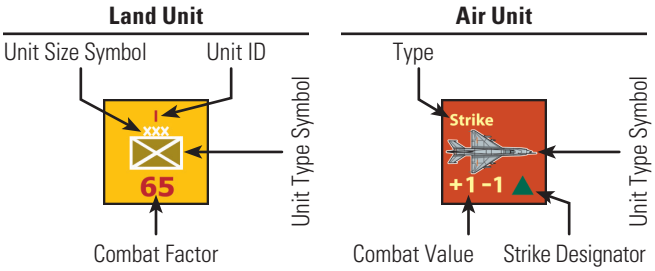
The map represents Manchuria and the Korean Peninsula and features the relevant terrain and infrastructure to simulate a hypothetical second Korean War. A hexagonal grid is printed over the map to regulate placement, movement, and range of game pieces. Each hex represents about 36 miles (58 kilometers) from side to opposite side. Hexes are printed with a unique four-digit number for finding and/or recording specific locations.

Example: The city of Inchon is hex 0919.

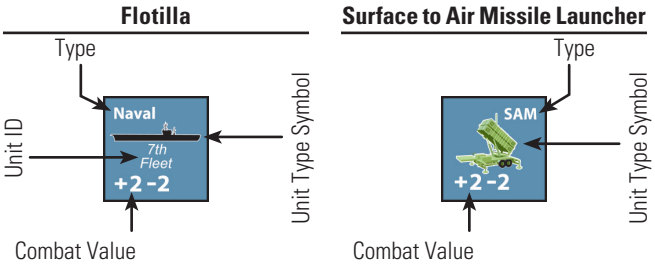
Important: Port symbols (⚓) represent both a port and a city.

2.2 Game Pieces

The counters (combat units) represent land units, air units, naval units, air defense formations, missiles, cyberwar capabilities, and other informational markers. Each counter is printed with information that specifies its capabilities during game play:



See 13.0 for the use of air unit combat values.

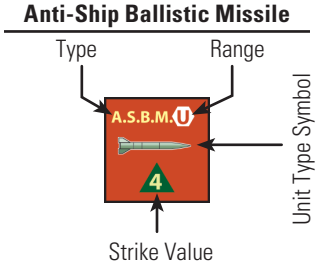


See 12.0 for the rules detailing the use of naval unit combat values.

Missile Units

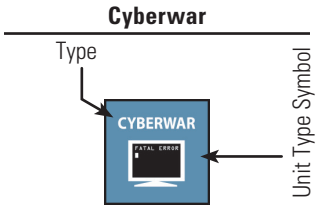
There are three types of missile units used in the game:

A.S.M.: Anti-Ship Missile
A.S.B.M.: Anti-Ship Ballistic Missile
S.S.M.: Surface to Surface Missile



In game turns the only functional difference (other than range) is that A.S.M. may be carried on ships (10.2), the other types may not be transported by ships.

> ***Note:*** *The A.S.B.M. counters represent a mixture of Anti-Ship Ballistic Missiles and short to medium range ballistic missiles. The term ASBM was used for convenience.*



2.3 Sides & Nationalities

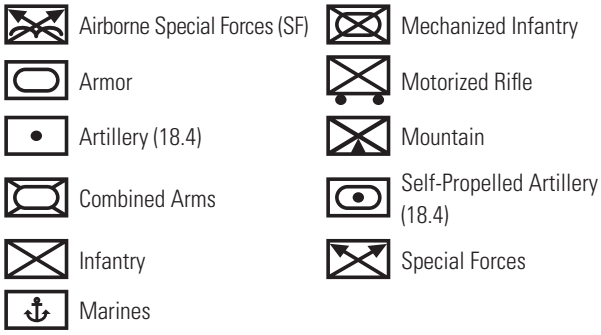
A unit's nationality, and therefore its side, is indicated by its color scheme:

Communist:
- **China (Korean Theater Army):** Maroon
- **North Korea:** Orange

Free World:
- **South Korea:** Light Blue
- **US:** Dark Blue

2.4 Unit Types

Units are distinguished by their specific type:



Important: Only units with the airborne symbol ( ) qualify for Airborne Assault (15.0).

2.5 Markers

Included with the game is a game turn marker and US Sub advantage marker. Due to the number of units included with the game, hit markers are printed along the left and right edges and center of the counter sheet.

Important: Players will have to cut the hit markers out of the tree.

2.6 Combat Factors & Values

Land units, naval units, air units, and missile units are collectively called combat units (or units) and are printed with various numbers to indicate their combat capability. A unit may never loan or borrow any combat factor or value.

Land Units: Are printed with a single combat factor that only applies when resolving land combat.

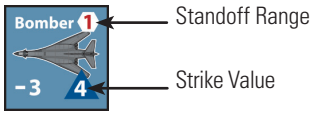
Naval units (Flotillas): The "**+**" and "**–**" numbers are applicable during sea combat and strikes.

- The "**+**" is used if attacking during sea combat.
- The "**–**" is used if the unit, or if the hex adjacent to it, is the target of a strike.

Air Units: The "**+**" and "**–**" numbers are applicable during land combat when air units are conducting air support (only if that air unit is printed with a ▲ symbol). The air units' "**+**" and "**–**" number are also applicable during air combat, and when conducting an air strike. The use of the "**+**" and "**–**" symbols in each type of mission is detailed in 13.0.

Important: Some air units are printed with a ⬡ in the upper right corner of the counter. This is the stand-off distance (range in hexes) that the bomber may conduct a strike mission.

Example: The bomber pictured below could launch a strike when one hex from the target (it does not need to move into the target hex).



Important: Air units that are printed with a ▲ symbol without a number are assumed to have the same strike value as their printed "**+**" number.

Exception: Helicopters may provide air support even though they do not have a ▲ symbol on their counter.

Missile Units: Missile units are printed with a strike number within a ▲ symbol. This number indicates each missile's strike value when attacking enemy targets (16.0).

Surface to Air Missiles (SAM) Units: SAM units are printed with "**+**" and "**–**" numbers. They are used to modify strike missions and air combat (13.1 & 13.3).

2.7 Unit Size

Land combat units are represented using the following unit size/organization.

XXX: Corps **XX:** Division **X:** Brigade

2.8 Movement Points

Units are not printed with a movement factor. The movement allowance (MA) of all land and naval units is five. A unit may never loan or borrow any movement allowance.

- Naval units (including amphibiously moving land units) have two opportunities to move (i.e., up to five hexes) during each game turn.
- A land unit that is eligible to move amphibiously cannot combine sea movement with land movement. When an amphibiously moving land unit lands in any coastal hex, its sea movement ends immediately, but it will be eligible to begin land movement in the next game turn.

Important: Airmobile movement is unlimited (15.0).

2.9 Unit Steps

Most land units in the game are two-sided units. The front side of a land unit represents that unit's full-strength side and the back side of a land unit represents that unit's reduced-strength side. A full-strength unit that becomes reduced due to combat must be flipped to its reduced-strength side. A reduced-strength unit that becomes reduced again is eliminated and removed from the map. It is placed in a "dead pile" off to the side, available to be replaced at the end of the game turn (10.0). All units of both sides begin the game as full-strength; no single unit has more than two steps.

Important: A unit may never be voluntarily depleted or voluntarily eliminated (i.e., to repurchase and then place it across the other end of the map).

3.0 SET-UP

After determining who will play which side, refer to the game's scenario instructions at the end of these rules to set up the game. Some game pieces are brought into play during later game turns; these are known as reinforcements (10.0).

Important: Throughout the rules, the terms friendly and/or captured are used. A hex is friendly to a side if the hex began the game occupied or controlled by any contingent (ally) belonging to that side. A captured hex is a hex that began the game controlled by the other side but has been subsequently occupied by any friendly unit. In most cases, once a hex is captured, it is friendly to the capturing side. Exceptions (if any) to the above are covered in specific rules.

Important: If any reinforcement cannot arrive on the map for any reason (such as the presence of any enemy unit or stacking restrictions), its entry is simply delayed until a game turn when it can legally enter the map.

4.0 HOW TO WIN

The scenario instructions describe the victory conditions for each side.

5.0 SEQUENCE OF PLAY

Each game turn is divided into two distinct player turns, one Communist player and one Free World player turn. One full game turn is therefore comprised of a Communist player turn and then a Free World player turn (always in that order, and always starting with the Communist player turn). At the end of every completed full game turn, move the game turn marker rightward one box on the Game Turn Record Track (GTRT) printed on the map. An entire scenario lasts a maximum of ten game turns.

5.1 Game Turn Sequence

The game turn sequence is set forth here as a series of unique phases, each of which must be performed in the order presented. All activities that are permitted during a phase may only occur during that specific phase, and any skipped or forgotten activity cannot occur during a different phase.

Administrative Segment

A) Place and resolve Special Forces (Commando) Missions (17.0).

B) Flip all surviving bombers, fighters, helicopters, and strike game pieces (of both sides) from their flown sides back over to their front sides.

C) Flip all surviving naval units from their fired sides back over to their front sides.

D) Free World player may remove Chinese satellites, if desired.

Important: Ignore "**D)**" when playing **The Dragon and the Hermit Kingdom** scenarios.

Communist Player Turn

A) Communist Strike Phase: The Communist player may pick up any of his currently available fighter, helicopter, strike, and/or missile units and place them on top of any Free World land and/or naval units in any hexes on the map.

- Missiles cannot be placed in hexes that exceed their printed range (16.0).
- A maximum of two air units and/or two missiles, regardless of their type, method of launch or alliance, may be placed into the same hex during the same Strike Phase.
- Once placed, a strike-capable air unit (printed with a ▲ symbol) and/or missile may then conduct a strike in that hex.
- A player is not required to launch all his intended striking air units and missiles at one time. He may launch his air units and/or missile units one at a time or in groups, resolving each strike (and observe the outcome of each strike) one at a time before deciding which of his other available air units and/or missiles to launch during this same phase.
- Each air unit may only strike once per game turn. After the air unit completes its strike, flip the unit to its flown side (if not eliminated) and return it to any friendly airbase or city (or off map, but only if from off the map).
- Missile units may only be used once, after which they are then expended.

Note: *A player is not required to launch all intended strike air and missile units at one time. He may launch his air and/or missile units one at a time or in groups, resolving each of their strikes one at a time before deciding which of his other available air and/or missile units to launch during the same phase. The limit of two air units and two missiles applies.*

B) Communist Movement & Reinforcement Phase: The Communist player may move naval units and/or non-interdicted Communist land units that are present on the map (including those moving amphibiously).

- Arriving reinforcements are placed. They may move their full movement during this phase.
- Communist air units that did not conduct a strike during the Strike Phase (flown side showing) may be moved from their current location on/off the map (if at an airbase or a friendly city) to another friendly airbase or city on the map. This transfer is subject to enemy air interception.

Note: *All cities are assumed to possess airbases, even if not printed with an airbase (✈) symbol.*

Important: In **The Dragon and the Hermit Kingdom**, airbases are printed on the map (Terrain Effects Chart). If a hex does not have a ✈ symbol, it cannot be used as an airbase.

- If a Communist naval or amphibiously moving land unit enters a sea hex that is within the range of an enemy missile unit, the Free World player may conduct a missile strike against those units (16.0).
- After all intended movement is complete, remove all interdicted markers, if any, from all Communist land units.

C) Communist Combat Phase: The Communist player may designate his land units to attack adjacent enemy land units (11.0). Conduct all combat in any order desired.

D) Communist Secondary Naval Movement: The Communist player may move his non-fired naval units again (even if they previously moved and/or participated in combat).

E) Communist Replacement Phase: The Communist player may replace eligible eliminated units with his available replacement points (10.0).

- Communist units that are replaced become reinforcements during the next Communist Movement & Reinforcement Phase.
- Place replaced units onto the GTRT in the next game turn's box. They will arrive as reinforcements that turn.

F) Communist Supply Phase: Determine if any Communist units are out of supply (7.0).

- Units that are out of supply may be supplied by expending helicopter units (7.2).
- Units marked with an out of supply marker at the beginning of this phase and that are still out of supply are reduced one step.
- Mark all out of supply units with an out of supply marker.

Free World Player Turn

A) Free World Strike Phase: The Free World player may place any available (non-flown) fighter, helicopter, strike, and/or missile units on any Communist land and/or naval units in any hexes anywhere on the map.

- Missiles cannot be placed in hexes that exceed their printed range (16.0).
- A maximum of two air units and/or two missiles, regardless of their type, method of launch or alliance, may be placed into the same hex during a Strike Phase.
- Once placed, a strike-capable air unit (printed with a ▲ symbol) and/or missile may conduct a strike in that hex.
- A player is not required to launch all of his intended striking air units and missiles at one time. He may launch his air units and/or missile units one at a time or in groups; resolving each strike (and observe the outcome of each strike) one at a time before deciding which of his other available air units and/or missiles to launch during this same phase.
- Each air unit may only strike once per turn. After completing the strike (if it is not eliminated) the unit is flipped to its flown side and returned to any friendly airbase or city (or off map, but only if from off the map).
- Missile units can only be used once. Missile units are expended after completing the strike.

B) Free World Movement & Reinforcement Phase: The Free World player may move any naval and/or non-interdicted Free World land units that are present on the map.

- Reinforcements available this game turn are placed. Reinforcements may move up to their full movement allowance.

Note: *If any Free World or US naval unit or amphibiously moving land unit enters a sea hex within the range of any enemy missile unit, the Communist player may temporarily halt the movement of the naval or amphibious land unit and conduct a strike (16.0).*

- On map Free World air units that did not conduct a strike during the Strike Phase may move from their current airbase or city to another friendly airbase or city on the map. This transfer is subject to enemy air interception.

Note: *All friendly Free World cities are assumed to possess airbases, even if not printed with an airbase (✈) symbol.*

Important: In **The Dragon and the Hermit Kingdom**, airbases are printed on the map (Terrain Effects Chart). If a hex does not have a ✈ symbol, it cannot be used as an airbase.

- Once all intended movement is complete, remove all interdicted markers from all Free World land units.

C) Free World Combat Phase: The Free World player may designate his land units to attack adjacent enemy land units (11.0). Conduct all combat in any order desired.

D) Free World Secondary Naval Movement: The Free World player may move his non-fired naval units again (even if they previously moved or participated in combat).

E) Free World Replacement Phase: The Free World player may replace eligible eliminated units using his available replacement points (10.0).

- Replaced Free World units become reinforcements during the next Free World Movement & Reinforcement Phase.
- Place replaced units onto the GTRT in the next game turn's box. They will arrive as reinforcements that turn.

F) Free World Supply Phase: Determine if any Free World units are out of supply (7.0).

- Units that are out of supply may be supplied by expending helicopter units (7.2).
- Units marked with an out of supply marker at the beginning of this phase and that are still out of supply are reduced one step.
- Mark all out of supply units with an out of supply marker.
- After completing all the above, move the GT marker one space forward. If this is the last game turn of the game, determine victory.

6.0 STACKING

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

- A maximum of four land units of any type may be stacked in a land hex at one time.
- Opposing land units may never be stacked in the same hex.

Exception: Friendly and enemy units may occupy the same coastal hex only if the opposing units are in different elements (sea *vis-à-vis* land).

- Stacking limits only apply at the end of a phase. Limits do not apply when moving units.

Important: Chinese and North Korean units may stack together however they may not combine to form one attack. They may defend as one force (18.0). All Free World nationalities may stack together and conduct combined attacks.

Note: *Terrain has no effect on stacking.*

6.1 Stacking Exception

Stacking limits never apply to the following types of units:

- Missile units.
- Battalion-sized land units.
- Air units (while in the air) (6.3).
- Naval units or amphibiously moving land units while at sea (6.4).
- Informational markers.

6.2 Stack Movement

Units may move together as stacks, ignoring stacking limits as they move.

- Units moving as a stack are not required to move together as a stack during the entirety of their movement.
- Some units may stop as other units continue moving.
- Units in a stack may split off and move in multiple directions (players must be careful to remember each unit's movement point expenditure).
- A stack cannot pick up another unit as that stack is moving. Units moving as a stack must begin their movement as a stack.

6.3 Stacking Air Units

Stacking limits do not apply to air units that are currently being flown to conduct an interception or a strike.

- A maximum of two friendly air units, regardless of their type or alliance, may be based in the same airbase hex together at the same time.
- Air units that are based off-map are not subject to stacking limits while they are off the map.
- Air units that are based in a hex have no effect on any friendly land units in that hex.

Note: *Air units that have been launched to intercept or conduct a strike are considered aloft for the duration of the game turn, and therefore are ignored when considering stacking.*

6.4 Stacking Naval Units

Stacking limits do not apply to naval units (or amphibiously moving land units) that are at sea. A maximum of two friendly naval units (and/or amphibiously moving land units), regardless of their type or alliance, may occupy the same coastal hex at the end of their Movement Phase.

Exception: If a friendly port is present in that same coastal hex, the stacking limit is doubled to a maximum of four friendly naval units and/or amphibiously moving land units.

6.5 Overstacking Penalty

If the stacking limit in any hex is exceeded at the end of any phase, the owning player must eliminate enough of his units from that hex (his choice) to comply with the stacking limit.

6.6 Inspecting Stacks (No Fog of War)

Representing the near impossibility to avoid detection in the modern battlespace environment, both players are always free to know exactly what comprises an enemy stack. Some scenarios may suspend this rule for units of a particular type or in a particular location (such as ground-based missile units).

7.0 SUPPLY

All land units on the map must be in supply to avoid penalties (except units that are currently moving amphibiously).

Important: Naval units (including amphibiously moving land units), air units, missile game pieces, as well as all units that are off-map are always in supply and are not subject to supply rules. Amphibiously moving land units become subject to supply requirements the moment they are landed in a hex.

During each player's friendly Supply Phase, the owning player must demonstrate a path of contiguous land hexes (regardless of terrain types) from his land units to a friendly city (3.0).

- The path of hexes may follow any route of any length of land hexes.
- The path may not:
  - **a)** Cross an all-water hexside (unless printed with a non-interdicted crossing arrow (a ⬌)).
  - **b)** Enter a hex that is occupied by an enemy unit; including a based (available or flown) enemy air unit.
  - **c)** Enter an enemy zone of control (EZOC).

Exception: A supply path may always enter a friendly unit's hex, even if that hex is within an EZOC.

7.1 Naval Supply

A friendly naval unit (flotillas only, not land units moving amphibiously) that is present in any friendly (3.0) coastal hex (port or city may or may not be present) will function as a supply source exactly as if it is a friendly city.

7.2 Air Supply Missions

If a land unit is out of supply, the owning player may declare an air supply mission during his Supply Phase. To do so he must:

- Eliminate a friendly non-flown helicopter unit. Remove the helicopter unit from the game. It may be replaced normally (10.0).
- Remove one out of supply marker from one friendly land unit; **or,**
- Not place an out of supply marker on one friendly land unit.
- A player may eliminate multiple helicopters to remove multiple out of supply markers (or prevent the placement of out of supply markers) in each hex, each friendly Supply Phase.

Important: Air supply missions cannot be intercepted or engaged in air combat, nor can they be thwarted by any SAM unit. They are not impeded by EZOC.

Optional Air Supply Support Attrition

If players wish they may use the following optional helicopter attrition rule when conducting air supply.

When conducting air supply, count the number of enemy occupied hexes that are adjacent to the unit being supplied. For this purpose, count any hex that is occupied by an enemy land combat unit, naval unit, and SAM. Roll one six-sided die. If the result is less than or equal to the number of enemy occupied hexes, the helicopter unit is eliminated as noted in the standard rule. No matter the result, the actual supply attempt succeeds.

7.3 Out of Supply

A land unit that is out of supply has:

- A movement allowance of two.
- All combat values/factors halved.

Important: If a unit is marked with an out of supply marker at the beginning of a friendly Supply Phase, and is found to still be out of supply, it is reduced (or eliminated if it is already reduced).

8.0 ZONES OF CONTROL

The six hexes immediately surrounding a hex containing one or more land units is known as the zone of control (ZOC) of the unit(s) in that hex. ZOC extend into all types of land terrain hexes and across all land hexsides. ZOC do not extend across an all-sea or all-lake hexside (unless a ↔ symbol is printed there).

- All land units of both sides project ZOC regardless of their supply status.
- ZOC are projected by units of different sides and/or nationalities into the same hex.
- Opposing units always simultaneously project ZOC into the same adjacent hexes (except as restricted above).
- The following units do not project ZOC and are not affected by EZOC.
- Naval units.
- Air units.
- Missile units.
- Surface to Air Missile Launchers (SAM)
- Special Forces units.
- Amphibiously moving land units.

8.1 Enemy Zone of Control Effects

When a land unit enters an EZOC, it must immediately stop its movement for the remainder of that Movement Phase.

- If a unit begins its movement in an EZOC, that unit may exit that ZOC without inhibition, but it must immediately stop if it subsequently enters an EZOC.
- A supply path may not enter an EZOC, unless that hex is occupied by a friendly land unit.

9.0 MOVEMENT

During a friendly Movement Phase, friendly non-interdicted units that are capable of movement may be moved individually or as stacks from their present hex to an adjacent hex or path of connected hexes up to the limit of their movement allowance.

Important: Land units, including missile and SAM units, cannot be placed, moved, or land on any island that does not contain a city, port, or airbase. Amphibious moving land units, naval units, and air units may move into and/or through these hexes.

- The allowable movement allowance (MA) is the number of movement points (MP) that a unit can expend. The MA of the various types of units are as follows:

Land units: (including missile units on land, and SAMs) five.
Naval units: (including land units while being moved amphibiously) five. Naval units have two Movement Phases, that allow an expenditure of 5 MA each phase (5.1).
Air units: (regardless of their types, including helicopter units) unlimited.

- A unit is not required to move.
- A unit is not required to expend its entire MA.
- MP may not be accumulated from turn to turn, loaned, or borrowed.
- If a unit does not or cannot expend its entire MA, the remaining MP are lost.
- As each unit is moved on the map, it must expend its available MA.
- The amount of MP a unit must expend for each hex is dependent on the type of terrain in each hex and the hexsides the unit crosses.
- The MP cost for each type of terrain is listed on the Terrain Effects Chart (TEC).

Important: Mountain units and SF units expend one less MP than other land units when entering mountain terrain and only expend three MP when entering peak terrain.

- If a hex contains multiple types of terrain, the terrain that imposes the highest movement cost is used to determine the number of MP required to enter that hex

Exception: 9.1.

- Units that exit the map are eliminated.

Exception: Airmobile and special forces units do not move when conducting an air assault or commando mission, but rather they are placed in the hex where they will be conducting that mission (15.0 & 17.0).

9.1 Road Movement

Important: Because of the limited infrastructure (compared to Japan in **Dragon Engulfed the Sun**) and mountainous terrain of the Korean Peninsula, **The Dragon and the Hermit Kingdom** does not feature road depictions. Players should ignore this section when playing the above game.

Hexes printed with a road symbol allow land movement at a reduced cost (TEC) rather than the other terrain feature(s) in the hex.

- The road movement cost only applies to a unit that is moving from a road hex to an adjacent road hex via a connected road symbol.
- If a land unit enters a road hex from a non-road (or disconnected road) hex, the terrain cost to enter that road hex is per the other type of terrain in that hex.
- If a road crosses a river or connects a crossing arrow, it is assumed to be bridged and therefore negates the normal movement point cost of the hexside.

9.2 Enemy Units

Hexes that are occupied by enemy land units cannot be entered during movement, although hexes that are only occupied by enemy air units (even if flown), missiles (on land), and/or SAMs may be entered normally. Eliminate all such enemy units when entering their hex.

Note: *Naval units do not affect land movement when using crossing arrows.*

9.3 Sea Movement

Naval and amphibious land units moving amphibiously may only move via sea hexes (not across lake hexsides). This is known as sea movement.

Note: *The scenario instructions indicate which land units are capable of amphibious movement.*

- Sea movement is conducted per 9.0. A unit moving via sea movement may not move through a hexside with a land depiction that completely separates a sea hex from another sea hex (via its direction of travel), nor may it enter an enemy coastal hex that is printed with a symbol (unless that arrow's hex is currently friendly to the moving side).

Note: *An enemy player may compel a moving naval unit to temporarily halt its movement to conduct a missile strike against that moving naval unit (16.0).*

- Units using sea movement may enter coastal hexes as if they are normal sea hexes.
- Amphibiously moving land units that will be landed in an unoccupied coastal hex must end their movement in that hex. Mark such units with an interdiction marker (to indicate that they have landed amphibiously on that coastal hex).

Important: Units that enter a coastal hex while moving amphibiously and which do not land cannot participate in land combat either offensively or defensively.

- An amphibiously moving land unit may not be landed in a hex that is occupied by an enemy land unit (9.2). Direct amphibious assaults against enemy-occupied coastal hexes are not permitted (owing to modern weaponry).

Exception: Missile, air, and SAM units do not prohibit an amphibious landing and are eliminated if their hex is occupied.

- At the instant that an amphibiously moving land unit is landed, it may not move amphibiously again; that land unit is treated as a normal land unit in all respects thereafter, including the retreat restriction that prohibits land units from retreating across an all-sea hexside.

9.4 Submarines

The presence of unknown submarines from both sides is represented in the game abstractly, not as actual game pieces. When sea movement is completed in a sea or coastal hex by the owning player, the opposing player may declare a single submarine attack.

- In the case of amphibious units in a coastal hex, the submarine attack is conducted prior to landing.
- No more than one submarine attack may be declared in any single hex (regardless of how many units ended their movement in that same hex).
- To conduct a submarine attack, the enemy player must roll two six-sided dice and consult the Submarine Attack Chart (at the end of the rules).

10.0 REINFORCEMENTS

Reinforcements are units that are scheduled by a scenario to enter the map during the friendly Movement Phase of later game turns (either by moving onto the map or placed as noted in the following rules).

- All movement and stacking rules apply to reinforcements that enter or are placed on the map.
- Reinforcements may be delayed (because of an inability to arrive where required or voluntarily) until a later game turn. Delayed reinforcements must arrive where originally specified by the scenario.
- Reinforcements enter the map supplied, even if they move into a hex that does not have a supply path to a supply source.

10.1 Replacements

During a friendly Replacement Phase, a player may be permitted to rebuild reduced and/or eliminated units. Replacement points:

- Are received in the amount given by the scenario being played.
- One replacement point can be used to rebuild one reduced game piece back to its full-strength side, or to resurrect one single-sided unit (such as a missile).
- An eliminated two-sided unit may be resurrected. Two replacement points are required to resurrect an eliminated unit directly to a full-strength unit.
- A two-sided unit may be resurrected in its reduced state by expending one replacement point.

Exception: A unit that is in an EZOC or marked out of supply cannot be rebuilt.

- Replacement points cannot be accumulated from turn to turn. Replacement points that are not used are forfeited permanently.

10.2 Replacement Arrivals

If an eliminated unit is resurrected, it must arrive in a hex not in an EZOC and in a hex, that contains:

Air Units: A friendly airbase.
Naval Units: A friendly port hex.
Land Units: A friendly city hex.

Important: In the case of air and naval units, the airbase/port must have been friendly controlled at the beginning of the scenario.

- If a resurrected anti-ship missile (A.S.M.) and/or naval unit (of the same nationality) are in the same hex, they can be combined at any time (the naval unit may be loaded with that missile). Only one missile may be carried by any one naval unit simultaneously.
- If a resurrected air unit that began the scenario stacked with a naval unit is resurrected in the same hex as a friendly naval unit (of the same nationality), it can be combined at any time (the naval unit may be loaded with that air unit). Only one air unit may be carried by any one naval unit simultaneously.
- When a replacement arrives on the map, it immediately functions normally.
- Units that are rebuilt from their one-step side to their two-step side can be rebuilt in any hex that is in supply. They operate normally the turn they are rebuilt.

11.0 COMBAT

During a friendly Combat Phase, the active player may, although he is not required to, announce an attack with any of his eligible land unit(s) that are adjacent to any enemy land unit(s) that are located on the map (if otherwise legal to do so).

- He may announce as many attacks as he desires, though he is not required to commit to all his intended attacks at the outset of his Combat Phase.
- Attacks may be declared one at time, in any order desired by the owning player.

- The attacking player must resolve each attack to completion before beginning another attack.
- A player may decline to conduct any attacks.
- The attacking player may cancel an attack after resolving air combat in the hex, but not after committing a cyberwar marker or after rolling the attack die.
- To conduct a land attack, the attacking player declares the unit(s) from his side that will be attacking, and the enemy-occupied hex that will be attacked.
- All the land units that will be attacking an enemy-occupied hex must be currently adjacent to that hex when the attack occurs
- An enemy-occupied hex can be attacked by a combination of attacking units from any hexes that are adjacent to that enemy-occupied hex.
- Allied units may participate in the same attack without restriction.

To resolve an attack, the attacking player must follow the below attack sequence in the order given:

1) Determine the Attack Odds:

- Add all the defending units' combat factors in the hex in which the attack has been declared. All defending units that are stacked in the defending hex must be attacked as one combined total (i.e., the attacker may not choose to only attack some of the defending units in a hex, but not others).
- Add all the combat factors of all eligible attacking units that will be attacking that hex (which may include stacks, if any). No unit is ever required to attack (even if in the same stack). The attacking player may choose to attack with some of his adjacent units and not others.
- A land unit's combat factor may not be loaned or borrowed, nor can it be assigned to any hex other than its own.
- Divide the attacker's total combat factors (that will be attacking the defender's hex) by the defender's total combat factors (round down any fractions). Multiply that value by 100. The net result is the combat odds, which is expressed as a percentage.

Example: If the total attacking combat factors equal 35, and the total defending combat factors equal 10, divide the attacker's factors by the defender's factors [35 is divided by 10], which equals 3.5. The fraction is rounded down [3.5 is rounded down to 3], which equals a total of "**3**". That total is then multiplied by 100 [3 is multiplied by 100], resulting in a result of 300 (300% on the Combat Table).

Important: The combat factor of a unit that is out of supply is halved (7.3) whether it is attacking or defending.

- Regardless of the actual combat odds (and shifts), no attack can ever be resolved at more than 600% (the 600–699% column) on the Combat Results Table. Conversely, an attack is always resolved at 100% (the <100–199% column) if the combat odds (and shifts) has been calculated to be less than that.

Example: The actual combat odds for a combat are 800% prior to any column shifts. The attacking player would start on the 600% column and then apply all shifts. Defender shifts (left shifts) first and then the attacker shifts, ignoring any shifts that would result in odds greater than 600% or less than the 100% column.

2) Declare Naval Support:

- If the defending hex is a coastal hex, the attacker and then the defender may choose to add the combat value of a single friendly naval unit that is in the same coastal hex.
- A naval unit's combat value will shift the land combat odds in favor of its compatriot land units. Shift the odds column the number of columns (rightward if the attacker, leftward if the defender) equal to that naval unit's printed combat value. This shift is cumulative with any other applicable combat shifts (12.1).

Note: *Naval units may support land units that are allied to them.*

3) Declare Air Support: The attacker and then the defender may also choose to launch and fly a maximum of two non-flown air units (if printed with a ▲ symbol) into the defending hex (13.1). If both sides launch air units into the hex, resolve air combat per 13.3 before proceeding to the next step.

Important: The attacking player may cancel a strike after resolving air combat in the hex, but not after committing a cyberwar marker or after rolling the attack die.

4) Terrain Combat Shift: Players determine what type of defensive terrain exists in the defending hex. Consult the Terrain Effects Chart and cross-reference the terrain symbol row with the combat column to determine the number of leftward shifts that must be applied to the combat odds. Use the single most defensible terrain if there are multiple types of terrain in that same hex.

Exception: If there is also a river symbol between any attacking unit (even if only one of the attacking units) and the defender's hex, one additional leftward column shift must be added to whatever terrain is in the defender's hex.

5) Cyberwar Shift: If a player declares the use of a cyberwar marker, that player imposes a one-column shift in favor of his side (whether as the attacker or the defender). If both players declare the use of a cyberwar marker, they cancel out and no shift is imposed to that land combat.

Note: *See 14.0 for the affect of cyberwar markers when used in all other types of combat.*

Important: Each player may only use one cyberwar marker during the same land combat.

6) Resolve Combat: Once the final combat odds column has been determined, the attacking player rolls one six-sided die and cross-references the result (as listed along the leftmost column of the Combat Table) with the shifted odds column. This letter code is the combat result. Each type of letter code is unique and is explained below:

Important: Air and naval units are not affected by land combat results. If a result calls for the reduction or elimination of more than one unit, and only one unit from that side participated in the combat, perform the reduction and/or elimination on that single unit.

AE: Attacker Eliminated: All attacking units are immediately eliminated. Advance after combat is not permitted.
AR: Attacker Retreated: All attacking units must immediately retreat to an adjacent hex (attacking player's choice). Advance after combat is not permitted.
MD: Military Disaster: The attacking player must reduce two of his units (defending player's choice). Advance after combat is not permitted.

AM: Ambush: The attacking player must reduce two of his units (attacking player's choice). Advance after combat is not permitted.
CA: Counterattack: The attacking player must reduce one of his units (defending player's choice). Advance after combat is not permitted.
Ex: Exchange: The attacking and defending player must each reduce one unit (owner's choice). Advance after combat is not permitted.
DR: Defender Retreated: All defending units must immediately retreat to an adjacent hex (defending player's choice). The attacking side may advance after combat with armor type unit(s) only (11.2).
DE: Defender Eliminated: All defending units are immediately eliminated. The attacking side may advance after combat (11.2).

Important: When unit(s) must be reduced, the choosing player may choose to eliminate one already-reduced unit instead. In cases in which two units must be reduced, the choosing player may choose to eliminate one full-strength unit instead.

7) After the Battle: After completion of the above combat steps, that land combat is concluded. Surviving attacking units are not eligible to conduct any further attacks during that same game turn. Surviving defending units are not eligible to be attacked again during that same game turn. Retreats must be implemented immediately (11.1) and advance after combat must then be implemented. The active player (attacker) may then declare and conduct another combat elsewhere on the map per 11.0.

> ***Note:*** *Players may place a combat marker atop any units (attacker and defender) that participated in combat as a mnemonic.*

11.1 Retreat

Retreat only occurs during the Combat Phase. It does not require the expenditure of movement points. Terrain movement costs are ignored. All other movement restrictions apply. If the attacking or defending player is required to retreat, that retreat must be to an adjacent hex (of the owning player's choice). All retreats are conducted immediately after each individual combat resolution.

- Retreats do not require the expenditure of MP.
- A unit that is unable to retreat for any reason must be immediately eliminated.
- Units may retreat as a stack into one hex or into different hexes. Each unit may retreat into a separate hex.

Units cannot retreat into a hex:

- Occupied by an enemy land unit.
- That will become over-stacked because of that retreat.
- Off the map's hex grid.
- In an EZOC, even if a friendly unit or friendly ZOC is also present in that hex.
- That consists of terrain prohibited to that unit (such as a sea hex).

Important: An amphibiously moving land unit, once it is landed in a coastal hex, is not eligible to retreat into any all-sea hex or across any all-water hexside.

11.2 Advance After Combat

DR and DE combat results allow attacking units to advance after combat into the defender's hex. Advance after combat is at the discretion of the attacking player and is not required. The attacking player may advance any or all of the attacking units; however he must comply with the below restrictions and procedures.

- Only units that participated in the attack are eligible to advance.
- A DE result allows any type of attacking land unit to advance.
- A DR result only allows armor type units to advance. Armor units include mechanized infantry, self-propelled artillery and armor (2.4).
- Advance after combat does not require the expenditure of MP.
- Units can only advance into the hex occupied by the defending units.
- Units advancing after combat ignore all EZOC.
- Advancing units must comply with stacking restrictions in the hex of advance.
- Advance after combat must be conducted immediately after each combat resolution and prior to initiating any further attacks.

12.0 NAVAL UNITS

Both sides are provided with naval units that represent flotillas. A scenario may specify that some naval units will begin the game on the map while others arrive during specific turns.

- Naval units are moved via sea hexes with a MA of five. Naval units may move in both the Movement and Reinforcement Segment and the Secondary Naval Movement Segment of each player turn. They may expend their entire MA in each allowable movement segment (5.1).
- Whenever a land combat is announced in a coastal hex where a naval unit is present, that naval unit may be used to support that land combat on behalf of their own land units there, even if that naval unit participated in any combat there during that same game turn.
- A naval unit may support any friendly land unit, regardless of its nationality.

Important: Naval units in a coastal hex do not affect the stacking limits of land units there, nor do naval units project any ZOC.

12.1 Naval Support

A naval unit's combat value will shift the land combat odds in favor of friendly land units that are participating in land combat in the same hex.

- The final calculated odds are shifted the number of columns (rightward if the attacker, leftward if the defender) equal to that naval unit's printed combat value. This shift is cumulative with any other applicable combat shifts.
- Naval units that conduct naval support are flipped over to their fired side to indicate that they are ineligible to move again during that same game turn.

12.2 Naval Combat

Whenever opposing naval units occupy the same hex, immediately resolve naval combat by rolling one six-sided die for each naval unit in that hex.

- Modify each naval unit's die roll by adding the "**+**" combat value that naval unit's die roll.
- Land units that are moving amphibiously and that are stacked with at least one naval unit do not roll to determine hits against enemy naval units. They may be eliminated by enemy fire.
- Land units that are moving amphibiously and that are not stacked with at least one naval unit, can fire. They roll normally however they subtract one from the die roll. All other naval combat rules apply.
- After all die rolls have been modified, the side with the single highest die roll has won the naval combat.
- The losing side must eliminate one naval or amphibiously moving land unit (owning player's choice).
- In the case of a tie, both sides lose one naval or amphibiously moving land unit (owning player's choice).
- All remaining naval units of the losing side must then be moved five hexes away from that naval combat hex (in any direction of the winning

player's choice). This movement is not subject to submarine attack. Those naval units may not conduct any further movement that phase.
- The winning side may continue moving if eligible to do so.

Example: The Free World player moves two naval units (both have a combat value of "**+2**") into a hex occupied by one Communist side naval unit with a combat value of "**+1**." The Free World player rolls two dice, adding two to each die roll. The Communist player rolls one die and adds one to the die roll. The Free World player rolls a "**1**" and a "**2**." The Communist player rolls a "**5**." The Communist player wins the naval combat (modified die roll of "**6**" versus modified dice rolls of "**3**" and "**4**".

13.0 AIR UNITS

Air units represent bombers, fighters, helicopters, and strike aircraft.

Important: Not all scenarios in this series include all types of air units.

- Air units exist on the map at friendly cities/ports and airbases, or off map.
- A Naval flotilla may be allowed (see scenario instructions) to act as a base for friendly air units. Only those air units designated as starting aboard a flotilla may be based there. If a flotilla is eliminated, the air unit based on the flotilla is transferred to any friendly airbase or city of the owning player's choice.
- Each air unit, regardless of its type, may only ever be launched and flown once per game turn. After an air unit has flown a mission, it is returned to a friendly base and flipped to its flown side.
- Air units do not have range limits at this game's scale. They may move to any hex on the map.
- A maximum of two friendly air units, regardless of their type, may ever be moved into the same target hex at the same time (irrespective of their intended missions in that hex).
- When conducting any kind of air mission, the owning player moves the air unit across the map, tracing each hex of the route of flight. He is not required to declare his intended target hex, nor the type of mission being flown.
- Moving air units may be intercepted while moving. Intercepted air units that survive the resulting air combat may continue to their target.
- If flying two air units from different locations, one air unit of the launching player's choice must first move into the other air unit's location and from there, both air units are moved to their intended target hex.

13.1 Air Missions

There are three types of air missions that can be conducted, depending on the type of air unit that is being flown.

Air Strike: A bomber or strike air unit (if printed with a ▲ symbol) may be moved to a hex that contains an enemy factory, city, naval unit(s), or land unit(s) of any type to conduct a strike. Fighters and helicopters cannot conduct air strikes.

Important: Some air units are noted with a stand-off distance. They do not need to enter the target hex and may conduct their strike at a distance in hexes equal to their stand-off distance (2.6). Do not count the hex the air unit is in but do count the target hex.

Important: Air units, SAM, and missile units of any type cannot be targeted by air strikes.

To conduct an air strike, roll one die for each attacking air unit. Modify each die roll as follows.
- If an enemy SAM unit is in or adjacent to the target hex, add the SAM unit's "**+**" combat value to each die roll. A maximum of one SAM unit may be added to any one die roll. This modifier is cumulative with a targeted naval unit's printed combat value.
- If the target is an enemy naval unit, add the defending naval unit's "**+**" combat value to the die roll. A maximum of one naval unit may be added to any one die roll. This modifier is cumulative with the SAM modifier.
- If the striking player applies a cyberwar marker, subtract one from the die roll.
- If the defending player applies a cyberwar marker, add one to the die roll.
- If the target occupies any kind of city or port hex, add one to the die roll.
- If the modified die roll result is equal to or less (<) than the air unit's printed combat value, the target is hit.

Important: A unmodified die roll of six is always a miss, regardless of the modifiers.

- If the hit target is a land unit (including any land unit that is moving amphibiously), it is reduced by one step (eliminate the unit if already reduced).
- If the hit target is a naval unit, it is eliminated (as well as any A.S.M or air unit, that is stacked with it).
- If the hit target is a factory or city, consult the scenario's victory conditions.

Important: Some games in the series do not award VP for cities or factories. Players should consult scenario rules prior conducting these attacks.

Important: An air strike does not prohibit a missile strike into the same hex.

Air Support: An air unit (if printed with a ▲ symbol) and a helicopter unit (triangle not required) may be launched and flown to a defending hex where land combat is pending in order to modify (shift) the land combat odds in favor of the friendly land unit(s) that are attacking or being attacked there. Air units not printed with a ▲ symbol cannot conduct air support.
- Helicopter units cannot be intercepted en route but only in the land combat hex itself. Bomber or strike air units that are flown as air support may be intercepted en route (13.2). Successful air interception only temporarily halts an air unit's movement (to resolve air combat). It does not force an air unit to abort its mission (unless it is shot down).
- The attacking player always declares air support first. After the attacking player has declared and flown his air units to the target hex, the defender may then declare and fly his air units to the target hex.
- Air units may be voluntarily aborted at any time prior to entering the target hex. They are returned to base and flipped to their flown side.
- An air unit becomes committed to air support (and any resulting air combat) when entering the target hex.
- If both players commit air support to a combat hex, air combat must be resolved before the land combat is resolved (13.3).
- Surviving air units (including helicopter units) may shift the land combat odds in favor of the owning side (whether as the attacker or the defender).
- Each air unit shifts the combat odds in favor of the owning player one column for each air unit that survived the air combat. Air support shifts are cumulative with all other shifts.
- Instead of providing shifts, helicopters can contribute their printed combat value to the land combat. Add their combat value to the total attack or defense factor of the land units participating in the combat.

Note: *Air units may be used as air support for allied land units without restriction.*

13.2 Air Interception

Non-flown fighter or strike air units (except helicopters) may intercept enemy air units (except helicopters) as they move to their designated target hex. Each intercepting aircraft must complete its interception attempt before a second aircraft attempts intercept in the same hex.

- If a moving enemy air unit enters a hex within six hexes of a non-flown friendly air unit, the intercepting player may call a temporary movement halt to those enemy air units.
- Air units that are based off-map may intercept. The owning player selects any map-edge hex of his choice (closest to his side's start position) as their starting point. That point is counted as one hex from the off-map air unit's base.
- The intercepting player rolls two six-sided dice and modifies the total of the two dice by subtracting the lowest "**–**" combat value of the air unit(s) being intercepted.
- If the modified total is equal to or greater than the distance (in hexes) from the intercepting enemy air unit's base to and into that moving enemy air unit's hex, a successful interception has occurred.
- Each non-flown, non-helicopter air unit is eligible to attempt one air interception per each enemy non-helicopter air unit that enters within its air interception range of six hexes, or until it successfully intercepts. Intercepting air units that conduct a successful interception conduct air combat in the interception hex and, if they survive, are returned to base and flipped to their flown side.
- Air units attempting but failing interception, remain at their base and may attempt interception again on different air unit(s) during the same phase as many times as another air unit comes within six hexes of the non-flown unit. Air units attempting interception are not marked flown until a successful interception is made.

Example: The Free World player is moving two air units and his traced flight path moves into a hex that is six hexes from a Communist air unit (count the hex the Free World air units have entered but do not count the hex occupied by the Communist air unit) that does not have its flown side up. The Communist player could halt the air movement at that point; however, to improve his chance of interception the Communist player allows the air units to continue moving. The Free World player moves his air units one hex (now five hexes from the intercepting air units). The Communist player again allows him to continue moving. As the Free World player moves into the next hex (now four hexes distant), the Communist player decides to conduct the interception. Remember at this point the Free World player has yet to declare his actual target hex, so the Communist player is guessing that this hex will probably be the closest hex he will be able to intercept. The Free World air units both have a "**–1**" combat value. The Communist player attempts the intercept with one air unit and rolls two dice, subtracting one from the total. The total modified roll is five. Since the modified total is greater than the distance to the intercept, the Communist player has successfully intercepted the moving air units.

13.3 Air Combat

Air combat ensues when opposing air units occupy the same hex as a result of air interception, air strike or air support. Resolve air combat as follows.

- If one side only has helicopter unit(s) present, that side automatically loses the air combat (no die rolls required). The side with only helicopters must eliminate one helicopter unit (enemy player's choice). If a second helicopter is present, it would be immune to an elimination and would remain to contribute air support to its own side.
- Both players roll one die for each friendly air unit conducting air combat (including helicopters). See exception (13.4).
- Both players add the "**+**" (add to) or "**–**" (subtract from) combat value of his non-helicopter air unit(s) to each unit's die roll.
- If a friendly SAM unit is in or adjacent to an air combat hex, subtract the SAM's combat value from each of the enemy's die rolls. A maximum of one SAM may affect each air combat.
- If a player commits a cyberwar marker to the air combat, add one to the owning player's die roll (14.0).
- After all die rolls have been modified, the side with the single highest die roll has won the air combat.
- The losing side must eliminate one air unit (enemy player's choice).
- The losing side must then abort his remaining air unit and return it to base, flipping it over to its flown side.
- The winning side air units may continue to move or to conduct their intended mission in that hex.
- Participation in air combat does not, in and of itself, impede an air unit's eligibility to conduct a mission in the intended mission hex.
- If both players roll the same modified dice rolls, all air units of both sides are eliminated (including helicopters).

Important: Missile units (any type) do not participate or affect air combat in any manner.

13.4 Aborts

Aborts represent everything from inclement weather to navigational errors.

- If a player rolls a one during his air combat die roll, regardless of any modifiers (and regardless of the enemy's air combat die roll), his own present non-helicopter air units there are immediately aborted and returned to base.
- Aborted air units are flipped to their flown side.

Exception: Helicopters are immune from being forcibly aborted.

Important: In the case above, cyberwar markers already committed (14.0, second bullet) are still expended.

13.5 Return to Base

After an air unit completes its mission (regardless of the result), it must be returned to a friendly base and flipped to its flown side.

14.0 CYBERWAR

Both sides are provided with cyberwar markers that are useable during any combat occurring during the game that is resolved with a die roll (unless specifically exempted by the scenario).

- A maximum of one cyberwar marker may be used by each side during a single combat.
- The decision to commit a cyber marker must be made prior to any die rolls for that combat.
- The player that instigated the combat always decides first if he will be applying his cyberwar marker to a combat die roll. After that player has declared his decision, the other player then would declare his intention of committing a cyberwar marker.
- Cyberwar markers modify the owning player's die roll by one to benefit the owning player.

Exception: When conducting ground combat, cyberwar markers provide a favorable column shift.

- If both players commit a cyberwar marker, the effects of both markers are canceled out.
- Cyberwar markers are expended when used (regardless of the outcome of the combat it is affecting). Cyberwar markers may be resurrected by expending one replacement point (10.0).

Exception: In **Dragon and Hermit Kingdom**, the Chinese CW marker may be used twice in each game turn, once in the Communist player turn and once in the Free World player turn. It is expended after being used the second time in a game turn or at the end of the game turn.

> ***Note:*** *Cyberwar markers may be used interchangeably among allies without restriction.*

15.0 AIR ASSAULT

Land units that are printed with an airborne "⌒" NATO symbol (2.4) are eligible to be moved during their Movement Phase any distance of hexes from their location to any enemy-unoccupied land hex irrespective of any EZOC.

> ***Note:*** *In this context, land units include only land combat units (i.e., those units with a single combat factor). It does not include missile, SAMs, or units moving amphibiously.*

- This movement is immune from air interception and/or missile strikes.
- Each airborne or airmobile unit moved (even if all units moved together) in this manner requires the elimination of one friendly available helicopter unit (regardless of the distance the air assaulting unit moved).

15.1 Air Assault Procedure

When a unit is placed into the target hex, the air assaulting player must roll one six-sided die and follow the below procedure:

- If there is an enemy SAM unit in or adjacent to the target hex, the assaulting player subtracts the SAM's printed "**–**" modifier from the die roll. A maximum of one SAM unit may modify an enemy air assault.
- If the modified net die roll is one, that air assaulting unit is immediately eliminated.
- If the modified die roll is two, that air assaulting unit loses one step and is placed in the target hex.
- If modified net die roll is three through six (inclusive), that air assaulting unit successfully occupies the target hex.
- The assaulting unit cannot conduct any further movement.
- The assaulting unit is in supply for the remainder of that game turn.
- The assaulting unit cannot conduct a land attack during the Combat Phase of the game turn in which it landed in the target hex. It can be attacked by enemy units.
- An eligible unit may conduct repeated air assaults throughout the game though no more than once per game turn, but each air assault requires one friendly helicopter to be voluntarily eliminated.

16.0 MISSILES

Missile units can perform strikes against enemy naval units, amphibiously moving land units, land units (on land), and against factories and cities. See 2.4 for missile types. All missile units operate in the same manner (exception 16.2).

- Missile units may be launched and flown to conduct a single air strike in the same manner as an air strike unit.
- Missile units cannot be used to conduct air support.
- Missile units are printed with a range number (within a ⬡ symbol in the upper right corner) that indicates the maximum distance of hexes that missile may be moved (from the location it launches from) to an intended target hex. Some missiles are printed with a "Ⓤ" instead of a range number to indicate that their range is unlimited.

Important: Air units launching a strike into a hex are not counted as missile units, no matter the stand-off range of the air unit.

16.1 Moving Missiles on Land

All missile units can move using land movement. A missile unit that is not launched to conduct a strike may be moved independently from its current hex exactly like a land unit (MA of 5). Missile units:

- Cannot participate in land combat.
- Do not project ZOCs.
- Are automatically eliminated if their hex is occupied by an enemy land unit.

16.2 Anti-Ship Missiles (A.S.M.)

A.S.M. units are the only types of missiles that may be stacked aboard naval units (same nationality only).

- Each naval unit may only be armed with one A.S.M. at a time.
- Naval units may be rearmed with an A.S.M. if they both occupy the same friendly port hex at the same time (during a friendly Reinforcement Phase).
- A.S.M. may be moved via land hexes like any land unit per 16.1.
- A.S.M. cannot be launched when not aboard a naval unit.

Important: ASM represent a mixture of anti-ship missiles and surface to surface missiles, thus they can be used against multiple target types.

16.3 Missile Strikes

Missiles may be launched toward target hexes during their owning player's Strike Phase exactly like an air strike unit (albeit within each missile's printed range limit).

- If a naval or amphibiously moving land unit enters a sea hex that is within the range of an enemy missile unit, the enemy player may temporarily halt the movement of that unit(s) to resolve a missile strike against it. After the strike, that naval unit may then continue its movement (assuming it survived) until it is halted again, or its movement is complete.
- An unlimited number of missiles may conduct strikes against a moving naval/amphibiously moving land unit; however, no more than two missiles can conduct a strike into a single hex during one game turn.
- Missiles cannot be intercepted in flight nor can they intercept other missiles or air units.
- Missile strikes have no effect on any air unit in that same hex or air unit that is striking that same hex.
- Each missile may strike a single enemy naval unit, amphibiously moving land unit, land unit, factory, or city in the target hex. The owning player must then announce the specific target in that hex prior to conducting the strike procedure.
- To conduct the strike, the owning player rolls one die.
- If there is an enemy SAM and/or naval unit in or adjacent to the target hex, the attacking player adds the SAM and/or naval unit's printed "**+**"

modifier to the die roll. A maximum of one SAM and/or one naval unit may modify a missile strike die roll.
- Cyberwar markers may be used to modify a missile strike's die roll, either beneficially or detrimentally (14.0).
- If the missile's modified die roll result is equal to or less than (≤) its printed strike value (or is equal to or less than its adjusted strike value if that missile is reliant on satellite units included in the scenario), it has hit its intended target.
- An unmodified die roll of six is always an automatic miss.

16.4 Target Effects

Missile strike hits will affect different types of targets differently, listed as follows:

Land Unit: Reduce the target unit by one step and eliminate if already reduced or one-sided. Amphibiously moving land units are land units for this purpose.

Factory or City: See the scenario's victory conditions if factory or city targets are relevant.

Important: Some games in the series do not award VP for cities or factories. Players should consult scenario rules prior to conducting these attacks.

Naval unit: Eliminate the target naval unit, including embarked A.S.M. Air units stacked atop an eliminated naval unit are transferred to any friendly airbase or city of the owning player's choice. Flip such air units to their flown sides.

Important: Air, SAM, and missile units of any type cannot be targeted or hit by missile strikes.

16.5 Expending Missiles

After any type of missile conducts a strike, regardless of the result, it is immediately expended (eliminated). Expended missiles may be rebuilt normally (10.1).

16.6 Eliminating Missiles

A missile is automatically eliminated if its hex is occupied by an enemy land unit. A.S.M. units are eliminated if they are embarked on a naval unit that is eliminated.

17.0 SPECIAL FORCES (COMMANDO) MISSIONS

The Communist player may use any or all his special forces (SF) type land units during the Administrative Segment of any game turn to conduct commando missions. He is not required to use his SF units in this way. He may, instead, employ his SF like regular land units. Free World SF cannot conduct these kinds of commando missions. They can be used to thwart Communist commando missions (17.3). To conduct a commando mission the Communist player:

- Designates the Communist SF unit(s) he wishes to conduct the mission.
- The SF unit must be placed in a city or airbase hex to be designated.
- Declares the type of commando mission each such unit will attempt.
- A Communist SF unit can attempt a maximum of one commando mission **EACH GAME**. If the SF unit survives, it functions per the normal rules regarding land units.

17.1 Major Insertion or Minor Insertion

After the Communist player announces his intention to conduct a commando mission, he must decide whether it will be a major insertion or a minor insertion.

- If he chooses a major insertion, the performing unit suffers an automatic "**+1**" modifier to the commando mission die roll.
- If he chooses a minor insertion, he must first reduce the SF unit attempting that commando mission (lose one step in all designated units). SF units attempting a commando mission using a minor insertion gain a "**–1**" modifier to the commando mission die roll.

17.2 Helicopter Insertion

Prior to rolling the die for a commando mission, the Communist player may eliminate a maximum of one Communist helicopter unit. The helicopter elimination awards a "**–1**" modifier to his commando mission die roll. An eliminated helicopter unit is eligible to be rebuilt.

17.3 Counter Operation

If the target hex of a commando mission is adjacent to a Free World SF unit, the Communist player receives a "**+1**" modifier to his commando mission die roll.

17.4 SAMs

If the target hex of a commando mission is in or adjacent to a SAM unit, the Communist player must add the "**+**" combat value of the SAM to his commando mission die roll.

Important: The modifiers listed in 17.1 through 17.4 are cumulative.

17.5 Commando Missions

Any of the following commando missions may be attempted by any Communist SF unit:

- More than one SF units may attempt the same commando mission in the same target hex.
- The Communist player rolls one die for each SF unit to determine the success of each commando mission (described with each mission explanation below) and its potential consequences.
- If the Communist player has committed two or more of his SF units to perform the same commando mission, each of them are committed to that mission and must roll separately, regardless of the outcome of the other's die roll. It is thus possible for one SF unit to successfully accomplish a mission while the other SF unit fails to accomplish that mission, thus the Communist player could both succeed and fail causing the effects of both as stated with each type of commando mission.
- Victory points are added to or subtracted from the Communist side's victory point total.
- Roll one die for each SF unit attempting the mission and modify the die roll using the modifiers listed in 17.1 through 17.4. Implement the results listed under each type of mission. If the modified die roll is:

  1–2: The mission is successful.

  3: The mission is a failure, but the SF unit is unaffected. It remains in the hex and is eligible to conduct normal land unit functions immediately.

  4: The mission is a failure and the SF unit is reduced (if already reduced it is eliminated). It may be rebuilt. It remains in the hex and is eligible to conduct normal land unit functions immediately.

  5: The mission is a failure and the SF unit is eliminated. It may be rebuilt.

  6: The mission is a failure and the SF unit is permanently eliminated (It may not be rebuilt).

Important: Use the above mission determination results for all commando missions except **Occupy Strategic Location**.

Raid Airbase: Place the SF unit in any unoccupied land hex adjacent to a Free World airbase or city.
- If the mission is successful, immediately eliminate one Free World (but not US) air unit (of the Communist player's choice). Add one victory point.
- If the mission is a failure, subtract one victory point.

Sabotage SAM Battery: Place the SF unit in any unoccupied land hex adjacent to a Free World SAM unit.
- If the mission is successful, immediately eliminate that Free World SAM unit. Add one victory point.
- If the mission is a failure, subtract one victory point and award one victory point to the Free World side.

Sabotage S.S.M. Battery: Place the SF unit in any unoccupied land hex adjacent to a Free World S.S.M unit.
- If the mission is successful, immediately eliminate that Free World S.S.M. unit. Add one victory point.
- If the mission is a failure, subtract one victory point and award one victory point to the Free World side.

Important: This mission is not used in **The Dragon and the Hermit Kingdom**.

Destroy Bridge: Place the SF unit in any unoccupied road hex that is adjacent to a river hexside.
- If the mission is successful, that river hexside is no longer considered a bridged hex (meaning that no road rate movement is permitted across that river hexside). Place an interdicted marker in that hex. This does not affect regular (non-road) movement across that same hexside. Add one victory point.
- If the mission is a failure, subtract one victory point.

Important: This mission is not used in **The Dragon and the Hermit Kingdom**.

Mine a Strait: Place the SF unit in any unoccupied land hex that is in or adjacent to a crossing arrow (it doesn't matter which type).
- If the mission is successful, no naval unit may be moved in or past that crossing arrow for the entirety of the game. Place an interdicted marker in that hex to indicate that the hex is interdicted to naval units. Add one victory point.
- If the mission is a failure, subtract two victory points.

Important: This mission is not used in **The Dragon and the Hermit Kingdom**.

Raid Enemy Barracks: Place the SF unit in any unoccupied land hex that is adjacent to an enemy land unit.
- If the mission is successful, that enemy unit is reduced (or eliminated if already reduced). Add one victory point.
- If the mission is a failure, subtract one victory point.

Designer's Note: *This raid simulates a SF force disrupting the command organization of a specific unit, thereby reducing its effectiveness.*

Occupy Strategic Position: Place the SF unit in any unoccupied land hex (merely to occupy that hex).
- Roll one die for each SF unit attempting the mission and modify the die roll using the modifiers listed in 17.1 through 17.4. If the modified die roll is:

  1–4: The mission is successful. The SF unit occupies the hex. Add one victory point.

  5: The mission is a failure. The SF unit is reduced one step. The reduced SF unit occupies the hex.

  6: The mission is a disaster. The SF unit is permanently eliminated (It may not be rebuilt).
- If the mission is a failure or a disaster, subtract one victory point.

18.0 SCENARIO (THE DRAGON AND THE HERMIT KINGDOM)

The sudden outbreak of the Second Korean War was a surprise to both sides, but the Chinese were quick to realize that this presented an opportunity to intervene early in the conflict and expel US forces from the Korean Peninsula altogether (as well as overthrow the troublesome South Korean regime). When compared to the Korean War of 1950–1953, there is almost nothing that can be regarded as similar beyond the same old familiar terrain and the nationalities involved.

18.1 Free World Set-up

a) Place the five US bomber air units off to the side of the map. These units are based off map (the island of Guam, which is not portrayed on the map). They may enter and depart the east side of the map as if it was a Free World airbase. They are immune from strikes while off-map.

b) Place all Free World cyberwar markers off-map; they are available at the start of the game.

c) Place the US submarine advantage marker off-map; it is available to be utilized by the Free World player during any game turn of his choice.

d) Place any three US "**+4 –4**" strike air units on any Free World airbases in South Korea.

e) Place any four South Korean "**+4 –4**" strike air units on any of the Free World airbases in South Korea (may include Cheju-do).

f) Place the following units in the listed boxes of the GTRT. Each strike air unit will arrive on the map in any uncaptured South Korean airbase (may include Cheju-do) at the beginning of its scheduled arrival turn.

Game Turn Two:
- One South Korean infantry division (combat factor of 10).
- One US "**+4 –4**" strike air unit.
- Two South Korea "**+4 –4**" strike air units.
- One South Korean "**+2 –2**" and two South Korean "**+1 –1**" Helicopter units.
- South Korean, Shield, Devotion, II and V corps.
- Two US 7th Fleet flotillas, two A.S.M, one "**+3 –3**" strike air unit and one "**+2 –2**" strike air unit (each flotilla should have one ASM and one air units).
- US 15th Marine Brigade
- US NSW Special Forces Brigade

During the Free World Movement Phase of game turn two, these US units must enter the map via any of the eastern map-edge sea hexes. US land units are moving as amphibious movement, but they are not required to remain stacked with the US naval units.

Game Turn Three:
- One South Korean infantry division (combat factor of 10).
- One US "**+4 –4**" strike air unit.
- Two South Korean "**+3 –3**" strike air units.

Game Turn Four:
- Two South Korean "**+3 –3**" strike air units.
- One South Korean infantry division (combat factor of 10).

Game Turn Five:
- One South Korean infantry division (combat factor of 10).
- Two South Korean "**+1 –1**" strike air units.

- Two US 5th Fleet flotillas, Two A.S.M (one on each flotilla). One US "**+3 –3**" strike air unit and one "**+2 –2**" strike air unit (one on each flotilla).
- US 11th Marine Brigade

During the Free World Movement Phase of game turn five, these US units must enter the map via any of the southern map-edge sea hexes. The US land unit is moving as amphibious movement, but it is not required to remain stacked with the US naval units.

Game Turn Six:
- One South Korean infantry division (combat factor of 10).
- Three South Korean "**+1 –1**" strike air units.

Game Turn Seven:
- One South Korean infantry division (combat factor of 10).
- Three South Korean "**+1 –1**" strike air units.

Game Turn Eight:
- One South Korean infantry division (combat factor of 10).

Each of the above South Korean land units will arrive on the map in any uncaptured South Korean city and/or port hex (may not include Cheju-do) of the Free World Player's choice.

g) Place the ROK Navy flotilla, with a South Korean A.S.M. atop it, in any Free World port hex.
h) Place all Free World SAM and THAAD (five total) units in any hexes within South Korea (may not include Cheju-do). No more than one unit can be placed in any one hex.
i) Place the six South Korean special forces units, the South Korean mountain unit, the US infantry unit, and the five South Korean mechanized units in any hexes within South Korea (may not include Cheju-do).
j) Place three South Korean "**+2 –2**" and two South Korean "**+1 –1**" helicopter units on any of the Free World airbases within South Korea (may not include Cheju-do).

18.2 Free World Special Rules

Replacements: The Free World player receives two replacement points each game turn. They may be used to replenish South Korean and/or US units.
Air Interception: To reflect the difference in technological capabilities of the Free World air forces to engage and destroy Communist air assets; the Free World player does not conduct interception die rolls when intercepting North Korean air units. Free World air units automatically intercept North Korean air units. Intercept range and stacking limitations still apply.
THAAD: One of the Free World SAM units is printed as THAAD (Terminal High Altitude Area Defense). It is a SAM unit in every regard (its combat value is higher than a standard SAM). It is functionally no different than a SAM with respect to any rules.
US/South Korean Unity: US and South Korean units may stack, attack, and operate together in every respect except that only US A.S.M. and strike air units may be placed atop US naval units. Only South Korean A.S.M. units may be placed atop South Korean naval units.
Striking Factories and Special Targets: If a strike successfully hits an enemy factory or a special target, the factory or special target is damaged for the remainder of this scenario (it cannot be struck again). Place a hit marker on that factory or special target hex to indicate that it has been damaged and cannot be subject to any further strikes.
US Submarine Superiority: During the Administrative Segment of each game turn, the Free World player is given an option to place the US submarine advantage marker into the current game turn box. If the Free World player opts to do so, it must remain in the box for the remainder of that game turn. He may remove it at the beginning of each Administrative Segment. The submarine advantage marker represents the employment of US submarines to specifically hunt and sink North Korean and Chinese submarines that are roaming the seas in the theater.
- If the marker is currently on the GTRT, all Communist submarine attacks (9.4) incur a "**–1**" die roll modification.
- If the marker is not currently on the GTRT, all Free World submarine attacks receive a "**+1**" die roll modification.

18.3 Communist Set-up

a) Place the two Chinese naval units, each with an A.S.M., in any two separate Chinese home port hexes.
b) Place the North Korean naval unit, with a North Korean A.S.M. in any North Korean port hex.
c) Place the Chinese bomber unit in any Chinese airbase hex.
d) Place the Communist cyberwar marker off-map. It is available when the game begins.
e) Place all other Chinese air units (10) on any Communist airbases in China. See 18.3g & K for helicopter placement.
f) Place two "**+3 –3**", four "**+2 –2**", four "**+1 –1**" North Korean strike air units, and five "**+1 –1**" North Korean fighter units on any Communist airbases in North Korea.
g) Place the following units in the listed boxes of the GTRT. Each air unit will arrive on the map in any uncaptured North Korean airbase at the beginning of its scheduled arrival turn.

Game Turn Two:
- One North Korean "**+1 –1**" strike air unit.
- One North Korean bomber air unit.
- Two Chinese helicopter units.

Game Turn Three:
- One North Korean "**+1 –1**" strike air unit.
- One North Korean bomber air unit.
- One Chinese helicopter unit.

Game Turn Four:
- Two North Korean "**+1 –1**" strike air units.
- One North Korean bomber air unit.

Game Turn Five:
- One North Korean "**+1 –1**" fighter air unit.

Game Turn Six:
- One North Korean "**+1 –1**" fighter air unit.

Game Turn Seven:
- One North Korean "**+1 –1**" fighter air unit.

h) Place all Chinese S.S.M. (3) and A.S.B.M. (7) units in any hexes within China with their launcher erector depiction facing up. The Communist player is entitled to know which type of missile is on the reverse side of each counter, but the Free World player is not entitled to know until such time that the missile conducts a strike.
i) Place the Chinese Flying Dragon, Sea Dragon, Thundergod, and the 78th SF units in any Chinese home ports that are also a special target hex. Only one unit can be placed in each hex.
j) Place all remaining Chinese land units (5) in any hexes within China.
k) Place two Chinese Helicopter units in any Chinese airbase hexes.
l) Place all North Korean land units (21) in any hexes within North Korea.

18.4 Communist Special Rules

Replacements: The Communist side receives three replacement points each game turn. They may be used to replenish North Korean and/or Chinese game pieces.

NK Artillery Units: Two North Korean units (Kangdong and 620th) are printed with an artillery NATO symbols ([•]) along with a strike value and a range number (1). These units are land units normally (combat factor of 5) but they may each conduct one strike during every Communist Strike Phase exactly like a missile in every regard against any normal target (16.0) except that they are never expended. They are flipped to their fired side after conducting each strike.

Exception: The artillery units are not subject to SAM or THAAD strike modifiers.

Due to their vulnerability and the fact that they would be a primary target for Free World strikes, at the start of game turn 5 they no longer can conduct the above strikes. They may defend using their strike value normally but they may not attack. These units cannot be rebuilt at any time.

Mainland China Prohibition: Free World land units may not enter any non-coastal Chinese mainland hex. This does not prevent a Free World land unit from occupying and capturing any Chinese coastal hex. It also does not apply to Free World air units that enter Chinese airspace to bomb targets.

Example: A Free World land unit could capture and occupy hex 0024, and move to 0023, 9924, or 9925, however it could not enter 9823.

North Korean Border Tunnels: The normal river penalty does not apply to North Korean land attack across the yellow border (hex 1016 to about 0918) for the duration of the game.

Chinese/North Korean Disunity: North Korean and Chinese land units may not attack the same enemy hex together. If a hex that is stacked with North Korean and Chinese units is attacked, those units defend as a single stack. Chinese and North Korean units must be transported by their own nationality when moving using amphibious or air assault movement. This restriction does not prevent Chinese and North Korean air units from flying and striking together.

18.5 Additional Air Mission

Air Raid: A fighter or strike air unit may be moved to an airbase, city, or naval unit's hex that contains any enemy air unit(s) of any type to instigate air combat in that hex, even if intercepted and it participated in air combat en route. Bombers and helicopters cannot conduct an air raid.

If any fighter or strike air unit is conducting an air raid, air combat must be resolved in the raided hex (13.3).

18.6 Amphibious Capable Units.

Marine and SF units are the only land units that can conduct amphibious movement.

18.7 Victory Conditions

The side that has more victory points (VP) at the end of the game is the winner. There are four methods that allow players to acquire VP.

- Capturing or bombing enemy factories.
- Eliminating enemy units.
- Capturing or bombing enemy special targets.
- Commando Missions, Communist side only (17.5).

Capturing Enemy Factories: If, at the end of the last game turn, a player's units (regardless of type) occupy an enemy factory, that player receives VP equal to the value of that factory. Factory VP values are printed in each factory symbol (▟) on the map.

Bombing Enemy Factories: If, at the end of the last game turn, a player has successfully bombed or bombarded an enemy factory at any time during the scenario (i.e., there is a friendly hit marker on the factory), that player receives VP equal to the value of that factory.

Capturing or Bombing Enemy Special Targets: The North Korean and Chinese hexes printed with a ★ symbol throughout the map are known as special targets, representing valuable military targets that, if captured or bombed, would achieve a significant political or military effect. The specific effect is not relevant; it is sufficient to merely capture or bomb a special target hex to assume that an enemy capability has been degraded. The criteria used for enemy special targets is the same as listed for enemy factories. For each enemy special target that has been successfully bombed during the game or is occupied by friendly units at the end of the game, roll two dice and total the result. That number of VP is awarded to the player.

Important: It is possible for a specific factory and/or special target to have been successfully bombed and captured. In this case award VP for capture only. Some hexes contain multiple special targets and possibly factories. Each symbol is counted separately.

Eliminating Enemy Units: A player receives VP for each enemy unit that is currently eliminated as of the end of the last game turn. Enemy units that were eliminated but replaced and returned to the map are not considered to be eliminated, and depleted units are irrelevant in terms of VP. The printed combat strength of an eliminated unit is also irrelevant, as is the cause of its elimination. The specific quantity of VP that are received for eliminated units vary, depending on the unit, listed as follows:

North Korean Land Unit: 1	**South Korean Land Unit:** 5
North Korean Naval Unit: 5	**South Korean Naval Unit:** 10
Chinese Land Unit: 5	**US Land Unit:** 10
Chinese Naval Unit: 10	**US Naval Unit:** 15

Any type of unit that is not listed above does not award any VP if it becomes eliminated.

SUBMARINE ATTACK TABLE

Die Roll	Attack Result
2–8	No Effect
9	One naval unit or amphibiously moving land unit in that hex (of the moving player's choice) must be immediately returned to the hex from where it began its current sea movement.
10	One naval unit or amphibiously moving land unit in that hex (of the attacking player's choice) must be immediately returned to the hex from which it began its current sea movement.
11	One naval unit or amphibiously moving land unit in that hex (of the moving player's choice) is immediately eliminated.
12	One naval unit or amphibiously moving land unit in that hex (of the attacking player's choice) is immediately eliminated.