RULES OF PLAY

Credits

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EBB & FLOW:
THE 1951 COMMUNIST OFFENSIVE

Contents

1.0 Introduction

Ebb & Flow (E&F) covers the last period of the Korean War that was characterized by mobile operations.

1.1 In General. Ebb & Flow (E&F) covers the last period of the Korean War that was characterized by mobile operations. The game begins with the launching of what turned out to be the last of the Communist strategic-level offensives of the whole war, and ends with the final UN riposte against it. The game therefore requires both players to successfully attack and defend over the course of the game.

1.2 Scale. Each hex on the map equals 5 miles (8 km) from side to opposite side. Each game turn represents 3.5 days (hence the date-overlaps on the Turn Track). Individual playing pieces represent corps, divisions, brigades, regiments and battalions, each containing from about 2,000 to 15,000 men and/or 50 to 400 armored fighting vehicles respectively.

1.3 38th Parallel. The 38th Parallel is printed on the map. Keen geographers will note it is bent off its true course near the map's west edge. That represents the fact that the powers-that-be, with regard to the running of the UN and South Korean war

effort, had by this time pretty much written off the geographically marginal coastlands lying west of where you see the parallel's bend on the map. You might consider what we show on the map to be the "geostrategic 38th parallel." At any rate, whenever the 38th Parallel is cited in the rules below, it refers to the line as printed on the game map.

1.4 Nationalities & Sides. If a rule is said to apply to "all Communist units," it applies to all the units of that side, both Chinese and North Korean. If a rule is said to apply to "all UN units," it applies to all units of the US and ROK army groupings. If a rule only applies to one or a few nationalities within those two larger categories, its application will be specifically spelled out.

2.0 Components

2.1 In General. The components to a complete game of Ebb & Flow (E&F) include these rules, the mapsheet and a sheet of die-cut counters (also called "units" and "unit-counters"). Players must provide themselves with a six-sided die.

2.2 Map. The game map represents the militarily significant terrain found in central Korea in 1951 when portrayed at this scale. A hexagonal ("hex") grid has been printed over it to regulate unit placement and movement similar to the way squares are used on chessboards. A unit is always in only one hex at any one instant.

Each hex contains natural or manmade terrain features that may affect movement and combat. The map's terrain representations have been altered slightly from their exact real-world configurations in order to make them conform to the hexgrid, but the terrain relationships from hex to hex are accurate to the degree necessary to present players with the same space-time dilemmas faced by their real-world counterparts in command during this campaign.

Each hex on the map has a unique four-digit number printed in it. These are provided to help you find specific locations referred to in the rules (for example, the city of Inchon is in hex 1822), and to allow you to record unit positions if a game has to be interrupted and taken down before it can be completed.

2.3 Counters. There are 176 counters in the game, most of which represent combat formations; others are provided as memory aids and informational markers. Carefully punch out all the counters. Trimming off the dog-ears from them with a fingernail clipper will enhance their appearance and facilitate handling and stacking during play.

2.4 Sample Regular Combat Unit. Each combat unit-counter displays several pieces of information: nationality, organizational affiliation, specific type, combat and step strength, reinforcement or set-up status and historic identification.
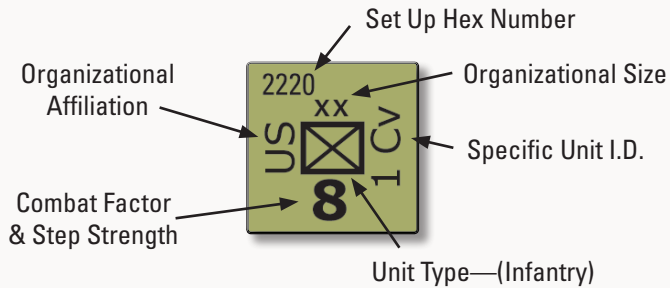
2.5 Sides & Colors. A unit's nationality, and therefore the side on which it fights, is indicated by its color scheme and an abbreviation to the left of their type-box. The units of the United Nations side consist of all units identified as US or ROK (Republic of Korea, a.k.a. South Korea). The units of the Communist player's side consist of all units identified as Chinese (C) or North Korean (NK).

United Nations Units
US – black on olive drab
ROK – black on light blue

Communist Units
Chinese – gold on red
North Korean – white on red

2.6 Unit Identifications & Abbreviations. Each ground combat unit is further identified by the number and/or abbreviated name of its real-world counterpart. Those abbreviations are listed below.

B – Belgium

C – China

Cap – Capital

CW – Commonwealth of Nations

Cv – Cavalry (only an honorific)

E – Ethiopia

F – France

G – Greece

M – Marines

NK – North Korea

NL – Netherlands

P – Philippines

Tk – Turkey

Th – Thailand

2.7 Unit Types are as follows.

 Airborne   Infantry   Marines

2.8 Unit Sizes. Units' organizational sizes are indicated by the symbols atop their unit-type boxes. The various unit-sizes are listed below from largest down to smallest. (See section 6.0 for details on the importance of this.)

XX – Division

X – Brigade

III – Regiment

II – Battalion

2.9 Combat Factor (CF). These numbers are measures of each unit's relative ability to attack and defend. (See section 10.0 for details.)

2.10 Movement Factor (MF). Unlike most wargames, in this game the MF of the units are not printed on their counters. (See section 9.0 for details.)

2.11 Step Strength. All units in the game contain 1 through 10 "strength steps" (also simply called "steps"). That's an arbitrary term used to express the ability of a unit to absorb a certain amount of combat losses before ceasing to be an effective formation. (A measure of its "robustness" in current US Army jargon.) Those units with combat factors on only one side of their counter are "one-step" units; those with combat factors on both sides of a single counter are "two-step" units. If a two-step unit suffers a step-loss, it is flipped so that its reduced side shows. (The side with the lower combat factor.) If a one-step unit, or a two-stepper that had already been reduced, takes a step-loss, it is removed from the map (eliminated) and placed in the "dead pile." No unit may ever give, loan or otherwise transfer a step to another.

2.12 Multi-Counter Units. When these units are reduced to step strengths below those represented on the flip-side of their strongest counter, remove that counter from the map and replace it with their weaker "substitute" counter. Other than that, the principle of step reduction here is the same as described above in 2.11. Note that no multi-step unit will ever have more than one of its counters in play on the map at the same time. Also note that substitute counters are marked with large dots in their upper-left corners for easier identification as such. (For more details on this aspect of play, see section 10.0.)

2.13 Other Counters. The uses of the following counters are explained at appropriate points throughout the rest of the rules.

Hex Control Markers
(see section 4.0)
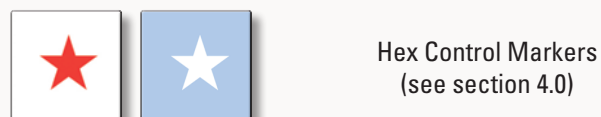
US Beachhead
Supply Marker (see 5.5)

Game Turn Marker
(see section 5.0)

3.0 Set Up & Hex Control

3.1 Beginning to Set Up. After having determined who will command which side, both players should cooperate in setting up for play using the sequence given below. Normal stacking rules are in effect for both sides during set up.

3.2 Both players should first sort all their own side's units, full-strength and substitutes, onto the Army Organization Charts.*

3.3 UN Set Up. The UN player should then place all the full-strength units of his side that have four-digit hex numbers into those exact hexes on the map. For example, the full-strength counter of the US 1st Cavalry Division starts the game in hex 2220.

3.4 Communist Set Up. The Communist player should consult rule 5.8 and establish the Chinese/North Korean operational boundary line on the map as described in that rule. Then he should place all his full-strength Chinese units in any hexes west of that line and his full-strength North Korean units in any hexes east of that line. Exception: in line with rule 5.8, the Communist player may set up to six North Korean units west of the boundary line.

Communist units of both nationalities may be set up in hexes generally north of the line of units and zones of control (ZOC; see section 8.0) which was established across the map when the UN player completed step 3.3. Within that stricture, Communist units may not set up in UN ZOC.

Design Note. The last sentence of rule 3.4 above effectively means the Communist player must use the move/fight sequence on Turn 1. That is done deliberately to reflect the hurried and premature start they gave to this offensive historically. Exception: when using the historic setup given below in 3.4.1, the Chinese 115 Division sets up in a zone of control. For that reason, that division may not move at all on Turn 1 (though it may attack normally).

3.4.1 Alternative Communist Set Up. In place of the set-up procedure given above for the Communist forces, players may decide to deploy those units in their exact historic locations as listed (on right). The Chinese/North Korean boundary marker is set up in the 35xx hex row.

Design Note. There are Communist units behind their front line because they were convinced the US response to their offensive would be an Inchon-style rear-area amphibious landing.

*To use, copy and print the Organizational Army Charts from magazine or download to print the pdf from Compass.com/Ebb & Flow website.

CHINESE DIVISIONS
29 – 2111
31 – 2212
35 – 2112
44 – 2011
45 – 1912
58 – 2713
59 – 2412
60 – 2612
76 – 2510
79 – 2412
80 – 2512
81 – 2511
113 – 2701
115 – 3213
116 – 3012
118 – 2913
120 – 2812
124 – 1001
179 – 2312
180 – 2311
181 – 2211
187 – 2013
188 – 2012
189 – 2014
190 – 1916
191 – 1916
192 – 1916
193 – 1914
194 – 1814
195 – 1715

NORTH KOREAN DIVISIONS
1 – 3811
4 – 0802
5 – 0506
6 – 3712
8 – 1915
12 – 3512
17 – 1716
24 – 0506
27 – 3811
31 – 3811 (continued next page)

37 – 3912

45 – 3911

46 – 3612

47 – 1815

3.5 Marker Placement. After all units of both sides have been sorted and placed as described above, put the "Game Turn" marker in the Game Turn 1 box on the Game Turn Record Track. Set the US Beachhead marker and all the hex-control (star) markers off to the side of the map within easy reach.

3.6 Hex Control is the term used to describe which side is in control of (owns) important hexes during play. In this game, hex control is important for determining victory. At the start of play, the UN side controls all the hexes on the map within and generally south of the front line, while the Communist side controls all the hexes generally north of that line.

The control status of a hex changes the instant a unit of the other side enters it. The control status of each hex may change any number of times during a game as units of the two sides enter and reenter various parts of the map. The mere projection of a zone of control into a hex is not enough to establish or change the control status of that hex. Don't confuse this idea of "hex control" with that of "zone of control," which is explained in 8.0.

It isn't necessary to try to keep track of the control status of every hex on the map, only that of the cities and towns. That status will usually be clear based upon the disposition of the two sides' ground units. For other situations, use the hex control markers provided in the counter-mix as memory aids.

4.0 How to Win

4.1 Communist Sudden Death Victory. Play stops immediately, and the Communist player is declared to have won the game as soon as any one of the following takes place:

1. Communist forces gain control of Inchon (1822) or any one hex of Seoul (2121/2220/2221). The supply state of the controlling force is irrelevant.

2. Communist forces gain control of the hex containing the deployed US/UN Beachhead marker. The supply-state of the controlling force is irrelevant. (Note that this marker also counts as having 'come under Communist control' if it is deployed as part of a failed amphibious invasion, as given in rule 5.5.)

3. One or more supplied Communist units move off the south map-edge from 1922 through 4622, inclusive. Only units in supply may move off the map, and it costs one movement point to do so. (Column movement may not be used to move off the map.)

4. Three or more US divisions are fully eliminated and all their steps are in the dead pile simultaneously. Further, if all three CW brigades are fully eliminated and in the dead pile simultaneously, this counts as one US division for purposes of this sudden-death victory condition.

5. Five or more ROK divisions are fully eliminated and all their steps are in the dead pile simultaneously.

4.2 UN Sudden Death Victory. Play stops immediately, and the UN player is declared to have won the game at that time, if any supplied force of his side gains control of Pyongyang (0810) or Wonsan (2701).

4.3 First Stage Offensive Victory Check. At the very end of Game Turn 3, if the Communist player does not control at least two supplied town hexes south of the 38th Parallel, play stops at that time and the UN player is declared to have won the game.

4.4 End of Game UN Victory. If neither player has won a sudden death victory by the end of Game Turn 11 (7–10 June), the UN player is declared to have won if his forces control all hexes south of the 38th Parallel (see 1.3) and eight or more supplied town hexes north of it.

4.5 End of Game Communist Victory. If neither player has won a sudden death victory by the end of Game Turn 11 (7–10 June), the Communist player is declared to have won the game if his forces control any supplied hex or hexes south of the 38th Parallel (see 1.3). And that's true no matter the situation north of the parallel. Further, the Communist player is also declared the winner at that time if the UN controls all the hexes south of the parallel but only controls six or fewer supplied town hexes north of it.

4.6 Drawn Games. If neither player has won a sudden death victory by the end of Game Turn 11 (7–10 June), the game is declared a draw if the UN player controls all hexes south of the 38th Parallel and any seven supplied town hexes north of it. (This was, in game terms, the historic outcome.)

4.7 Capitulation. At any time during play either player, having determined to his own satisfaction that his situation is irretrievably lost, may resign from the game and thereby cede victory to his opponent.

5.0 Sequence of Play

5.1 Every game turn is divided into two "player turns," one Communist and one UN. Each such completed sequence makes up one "game turn," of which there are a maximum of 11 in an entire match. At the very end of every completed game turn, move the Game Turn marker forward one box on the Game Turn Record Track, which is on the mapsheet. The Communist Player Turn is always the first player turn in every game turn. Once a player has finished a particular activity, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

5.2 Turn Sequence. The regular game-turn sequence is given below in outline. The rest of the rules are organized, as much as possible, to explain things in the order they are encountered as you go through each game turn's sequence. Note that during each turn both players may choose to take their side's movement phase or combat phase first, followed by the other one. Neither player may ever choose two movement or two combat phases. Also note (see 3.4) that on the first turn the Communist player must choose move/fight.

Turn Sequence Outline*

I. Communist Player Turn

   A. Chinese/North Korean Boundary Adjustment Phase

   B. Communist Movement or Combat Phase

   C. Communist Combat or Movement Phase

II. United Nations Player Turn

   A. United Nations Amphibious Invasion Phase**

   B. United Nations Movement or Combat Phase

   C. United Nations Combat or Movement Phase

   D. US & ROK Regular Replacement Phase

   E. Weather Determination Phase for Next Game Turn

*This outline does not apply for Turn 4 (see 5.3 for that).

**Only once per entire game at the UN player's discretion (see 5.5).

5.3 Turn 4 Strategic Interlude. Turn 4 is the "strategic interlude" turn. Historically, it was the period that came after the Communists had 'shot their initial bolt' and paused to regroup and reorganize for a final push. Similarly, the UN command, rather than try to take the initiative during this lull, was content to use the respite to consolidate and recoup, preferring to face down the next Communist effort—before finally going over to a counteroffensive. The sequence outline given above is therefore not used during Turn 4. Instead, both players should go through the following steps instead:

1. The two players should use the hex-control markers to delineate the current front line based on the current hex-control situation. Use whichever side of the counters presents the clearest control-picture, based on the specific configuration of the front at the end of Turn 3.

2. The UN player should restore all his reduced units on the map to their full-step combat strengths. He should also retrieve from the dead pile any units which were fully-eliminated whilst still in supply. (To aid in determining this, for both sides all during the game, any final-step unit that was eliminated while out of supply (OOS) should be placed completely off-map, back in a storage baggie or container. Such units are permanently out of play.)

3. While the UN player is completing step two, the Communist player should do the same with his forces, under the same no-OOS-units limitation.

4. The UN player should then redeploy his "regrouped" forces—along with the arriving Ethiopian Battalion and CW25 reinforcement units—anywhere on the map within or generally south of the front line marked off in step one above. Normal stacking rules apply.

5. When the UN player has completed step four, the Communist player should first reset the C/NK operational boundary, and then place all his regrouped units back onto the map in any hexes generally north of the UN front line. Just as in the initial set up at the start of play, all Chinese units must set up west of the boundary and all North Korean units must set up east of it.

6. With all that accomplished, move the Turn marker one box forward and start Turn 5 using the regular sequence outline given above in 5.2.

5.4 Ending Game Turns. Game turns other than Turn 4 are completed normally, that is, when Step II/E is concluded.

5.5 US Amphibious Invasion. Once during the game, but after Turn 4, at the UN player's discretion, he may launch an amphibious invasion. (He is never forced to make one.) Such invasions are always conducted by one or two US divisions (Marine or Army infantry—partial or full-strength is okay) and the Beachhead marker. The participating unit(s) must start Phase II/A either in Inchon and/or the Off Map Holding Box. They move from there to any coastal town or city hex on the map. If that locale is defended by one or more Communist units, a normal combat is resolved. However, if the invasion force does not succeed in getting ashore, it is permanently eliminated as if OOS. (See 4.1.2 & 5.3.2) If it is undefended, simply move the force ashore. Either way, such units may not move or attack further that turn. Once the marker is ashore, no additional units may come ashore via that hex; however, some additional units might trace supply to it. (See 7.5)

5.6 US & ROK Regular Replacements. During Phase II/D of every turn, the UN player may increase in strength by one step any one supplied US division and any one supplied ROK division, anywhere on the map. These steps may not be accumulated from turn to turn nor may they be given to any other nationality's units or to the US airborne regiment. These are referred to as "regular" replacements because they are received in addition to the regrouping that takes place during Game Turn 4.

5.7 Weather. There are two weather conditions in the game: clear and overcast. The weather for Turn 1 is always considered overcast. The weather check made at the end of Turn 3 will be applied for Turn 5. The effects of weather are as follows.

1. If a weather die roll (made openly by the Communist player) is a 1 or 2, the weather is overcast. If the result is 3 through 6, it's clear.

2. UN units may only use column movement on clear turns. Communist units may only use column movement on overcast turns. (See 9.6 for details.)

3. On clear turns, the MF of UN units is 10 and that of Communist units is 4. On overcast turns, the MF of UN units is 8, while that of Communist units is 6.

4. On clear turns, all UN attacks gain a one-column-right differential shift on the Combat Results Table (CRT). On overcast turns, all Communist attacks gain a one-column-right differential shift on the CRT. (See section 10.0 for details.)

5.8 Chinese/North Korean Boundary Adjustment. This boundary is initially and openly established during set up as given above in rule 3.4. Starting with Turn 2's Phase I/A, the Communist player may move that boundary either east or west or keep it in place, as he sees fit. Note that the hex-row into which the marker is placed belongs to the North Koreans. With two exceptions, though the units of both Communist army groupings

may move, defend, and receive supply normally on both sides of the boundary—they may only attack from and into hexes that lie on their own faction's side of it.

The first exception is that the Communist player may, at his discretion, employ up to six North Korean units on the Chinese side of the boundary line, exactly as if they were Chinese units for all purposes except stacking and combat. (see 6.2 and 10.15)

The second exception is that the Communist player may, on a gameturn-by-gameturn basis, declare the city hexes of Pyongyang (0802) and/or Wonsan (2701) to be in either of his army factions' sectors—no matter where that boundary line actually runs.

6.0 Stacking

6.1 In General. "Stacking" is the term used to describe the piling of more than one friendly unit in a hex at the same time. Stacking rules are in effect for units of both sides at all times during every game turn. Terrain has no effect on stacking.

6.2 Communist Stacking. The Communist player may stack three Chinese or North Korean divisions in each hex. The units of those two nationalities never stack, move, or attack together. (See also 5.8)

6.3 UN Stacking. The UN player may stack up to two divisions in each hex. Each brigade and regiment counts as one-third of a division. Battalions do not count for stacking; any number of them may be in any one hex.

All the UN units with "US" printed to the left of their type-box on their counters—no matter their specific nationalities—may stack together without incurring any kind of movement or combat penalty. US and ROK units may also do so, but if units from those two major groupings start that side's movement phase stacked together, those units all suffer a minus-one (–1) movement factor reduction that phase (even if moved off separately from that mixed stack). Further, if US and ROK units are involved in the same attack, that attack suffers a one-left differential CRT-shift on that account. Note though, that such inter-group US/ROK defenses do not suffer any corresponding penalty.

In other words, all Belgian, Commonwealth, Ethiopian, French, Greek, Netherlands, Philippine, Thai, Turkish and American units are all considered to be "US" units for all stacking purposes. The only important distinction in that regard are those between "US" and "ROK" units as designated to the left of their unity-type boxes on the counters.

6.4 Stack Movement. Units eligible to be stacked together may be moved either individually or in stacks. For units to be moved as a stack, however, they must have begun that movement phase already together in the same hex. Further, the move of a given unit or stack must be completed before that of another unit or stack is begun. Units beginning their movement phase stacked together need not remain together simply due to that fact. Moving stacks may 'drop off' units as they move, but they may not pick up units along the way. Units dropped off from a moving stack may not move any farther that phase. Within the strictures given above, a moving unit or stack may end its move in a hex containing other friendly units, thereby configuring a

new stack for the start of the next friendly movement phase.

6.5 Over-Stacking. Make certain to keep track of all stacks on both sides at all times in order to prevent the violation of any stacking rules before they actually occur. This means checking after each individual combat resolution, as well as at the end of every phase. Whenever any hexes are found to be overstacked or otherwise improperly stacked at those times, the offending player must immediately eliminate excess units (his choice) needed to bring overstacked hexes back into compliance with the rules.

6.6 Free Stacking Markers. None of the markers pictured (in 2.13 above) have any stacking value. They may be added to any stacks according to the details given for their particular use.

6.7 Fog of War. Neither player is allowed to look beneath the top unit of an opponent's stack until he declares an attack against it and the resolution of that attack has begun. Further, once an enemy stack has been examined, the attack against it may no longer be called off.

7.0 Supply

7.1 In General. Units require supply to operate at their full movement and offensive combat values. A ground unit is always in one of two general supply states: "supplied" or "unsupplied." (That last is also referred to as being "out of supply" or "OOS".)

7.2 When to Check Supply. Check the supply status of each of your units at the time you want to move it. The status determined at that time lasts all through that move. Also, you must check the supply status of all attacking units at the start of each individual battle.

7.3 UN Overland Supply Sources. UN supply generally comes from the south map-edge, hexes 1822 through 4622 inclusive. To be in supply, an Allied unit traces a path of contiguous hexes, hex by hex and of any length, from the hex it currently occupies to a supply-source hex that is not enemy-occupied. The hex-path supply-lines of the two UN army groupings (US and ROK) may cross each other any number of times. Supply paths may cross any kind of terrain but may not cross any all-sea hex or hexside. Further, no supply path may pass into a hex occupied by an enemy unit. No supply path be traced into a hex containing an EZOC unless there is also a friendly ground unit in that hex to nullify the EZOC's effect on that supply trace.

7.4 UN Coastal Supply. All UN units in coastal hexes are always in supply while in those hexes; no supply line tracing is necessary.

7.5 UN Beachhead Supply. If the Beachhead marker enters play via an amphibious invasion (see 5.5) up to five UN divisions may trace their supply lines to it. Any UN-nationality unit may use beachhead supply within that overall five-division limit. Note the marker has no step or combat strength of its own and projects no ZOC. (But it does not prevent the normal friendly-unit ZOC projection of any units stacked with it.) If caught alone in a hex by a moving Communist unit, the marker is automatically eliminated. (See 4.1 for the significance of that.) Further, in any combat situation, it must always be the last unit lost. (again, see 4.1)

7.6 Communist Supply Sources. Communist supply is traced under the same general strictures as those given for UN overland supply. The supply source hexes for Communist units are all the north map-edge hexes from 0301 to 2701 inclusive—which are not under UN occupation at the time of a supply trace. Chinese and North Korean supply paths may be traced to either side of their administrative sector boundary line, and their supply paths may cross and crisscross if necessary, without penalty.

7.7 Effects of Being OOS. All ground units have their attack and movement factors halved while OOS. (Round up all remainders.) There is no defensive penalty for being OOS. Units may remain OOS indefinitely and may be deliberately moved by their owning player into hexes in which they will, or may, become OOS.

Design Note. There's no specific rule for UN aerial supply because its effects are built into the relatively lenient penalty for being OOS. Likewise, the Communist OOS effects are similarly lenient because their logistical needs were so much less demanding than those of the other side.

8.0 Zones of Control (ZOC)

8.1 The six hexes immediately surrounding a hex containing one or more units (both static and mobile, and even if they have combat factors of "0") constitute the "zone of control" of the units in that hex. Other than all-sea hexsides, ZOC extend across all hexsides and into all types of terrain. All ground units of both sides project their ZOC at all times—no matter their supply state. There's no difference in effect between ZOC projected by units of different mobility classes or sides into the same hex. Opposing units may simultaneously project their ZOC into the same hexes.

8.2 None of the markers pictured in rule 2.13 project ZOC. Their presence in a stack or hex does not prevent the projection of ZOC by units they are stacked with.

8.3 Effect of Enemy Zones of Control (EZOC) on Movement. Whenever a unit first enters an EZOC during a move, it must stop its movement in that hex for the rest of that phase. Further, if a unit begins its movement phase already in an EZOC, it may only move out of that hex if the first hex it enters does not contain any EZOC.

8.4 Effect of EZOC on Combat. The presence of opposing units in each other's ZOC does not necessitate attacking for either side. Units of both sides may exist indefinitely in EZOC without having to attack. Further, EZOC do not work to stop victorious attacking units from advancing after combat. (See section 10.0 for more details.)

8.5 Column Movement & EZOC. Units may never use column movement to enter EZOC.

8.6 EZOC Negation. An EZOC in a hex is negated by the presence there of a friendly unit or stack for purposes of conducting retreats-after-combat and tracing supply lines.

9.0 Movement

9.1 In General. The movement factors of all mobile units are given in rule 5.7. That MF is the number of "Movement Points" (MP) available to each unit for use in moving across the map during its side's movement phase on every game turn. (The two terms, "MF" and "MP" are essentially interchangeable.)

9.2 Movement Strictures. MP may not be accumulated from turn to turn or phase to phase, nor may they be given, loaned or otherwise transferred from one unit to another. A player may move all, some, or none of his mobile units in each of his side's movement phases throughout the game at his own discretion and within the strictures given in these rules. Units that move are not required to expend all their MP before stopping. The movement of any single unit or stack must be completed before that of another is begun. A player may change the position of an already moved unit or stack only if his opponent agrees to allow it. No "skipping" of hexes is allowed. Units move from hex to adjacent hex, paying the various terrain movement costs, which depend on their specific type, taking into account any water barriers in the hex being entered and along its hexsides.

9.3 No Minimum Movement Capability. Units are not guaranteed an ability to move at least one hex during each of its side's movement phases. A unit may enter a hex only if it has in its remaining MF all (or more) of the required MP needed to pay all the entry costs for that hex.

9.4 Enemy Units. Your units may not enter hexes occupied by enemy units.

9.5 Terrain & Movement. The number of MP a unit must expend to enter a hex depends on that unit's side and the type of terrain in that hex and the presence of a river in the hexside across which it will enter the new hex. For example, the cost for units of both sides to enter a clear terrain hex via a hexside that has no river along it is one MP; the cost to enter hexes containing other terrain types are generally higher.

Also note that moving units of the two sides pay different costs to enter the same kind of terrain. (See the Terrain Effects Chart printed on the mapsheet.) For example, a Communist unit entering a mountain hex would pay only 3 MP to do so, whereas a UN unit would pay 4 MP to enter the same hex.

If a hex on the map appears to contain more than one kind of in-hex terrain, for movement and combat purposes it is considered to consist entirely of the single highest-cost terrain within it. For example, a hex containing both clear and rough terrain would be considered all rough.

9.6 Column Movement. On clear weather turns, overland-supplied UN units that begin their side's movement phase not in an EZOC, and do not enter any EZOC (no matter the presence there of other friendly units) during or at the end of that move, may move up to twice their normal MF. On overcast weather turns, supplied Communist units that begin their side's movement phase not in an EZOC, and do not enter any EZOC (no matter the presence there of other friendly units) during or at the end of that move, may move up to twice their normal MF. (Crossing

the Chinese/North Korean sector boundary incurs no penalty in this regard.)

9.7 Rivers. When crossing a river hexside an extra MP must be expended in addition to the MP necessary to enter the hex being crossed into. Thus, for example, a moving Communist unit would pay a total of four MP to cross a river hexside into a mountain hex. That's three MP for the mountain hex being crossed into and one "extra" MP (shown as +1 on the TEC) for crossing the river hexside itself.

9.8 Exiting & Entering the Map. There can never be any movement off the north map-edge; however, supplied units of both sides may move off the south map-edge using regular (not column) movement at the cost of one MP (paid while exiting a south map-edge hex). An exiting Communist unit wins the game for that side (see 4.1). Communist units may not retreat-after-combat off the map. An exiting UN unit may be put into that side's Off Map Holding Box. UN units starting a UN Movement Phase in that box may enter the map via any south map-edge hex not occupied by a Communist unit at that time. (EZOC are okay to enter in this case.) The unit pays the regular MP costs to do so from the first hex entered. No UN unit may both go off and reenter the map during the same game turn, nor may they retreat-after-combat off the map.

9.9 US Airborne Movement. Once during the game, the US 187th Airborne Regiment may be used to make an airdrop onto any clear terrain hex on the map that is not enemy occupied at the time. (EZOC are okay to enter in this case.) That unit must start the turn in the Off Map Holding Box. That is, the drop may only be initiated from that box. The airdrop must be the first UN move of the current phase. During the turn of its airdrop entry, the regiment may neither move nor attack, though it projects its ZOC normally. (Alternatively, this unit may simply be marched onto the board-edge, as described above in 9.8, at any time in any UN Movement Phase.)

10.0 Combat

10.1 In General. Combat between adjacent opposing units is always optional, decided on by the player presently executing one of his combat phases. Each unit has a combat factor printed on it, which represents its basic power to attack during its side's combat phases and its basic power to defend during the opposing side's combat phases. In each battle, the player whose combat phase is presently being executed is termed the "attacker," and the other player is the "defender," no matter the overall situation across the map.

10.2 A unit must be adjacent to (in the EZOC of) an enemy unit in order to be able to attack it. Such adjacency does not require an attack be made; it simply allows for it.

10.3 No single attack may have as its objective more than one enemy-occupied hex. In general, no single unit or stack may be attacked—or attack—more than once per combat phase. (See 10.20 for the exception.)

10.4 Multi-Hex Attacks. As many attack-eligible units as can be brought to bear from one or more hexes may combine their combat factors to participate in the same attack on the same defending hex in the same phase. Thus, one hex might be simultaneously attacked from up to all six surrounding hexes.

10.5 Unitary Combat Factors. A single unit's full combat strength must always be used whenever it is involved in combat. No single attacking unit may have its combat factor split in order to be applied in more than one attack. Additionally, no defending unit or stack may refuse combat.

10.6 Stacks Attacking. Units located in the same hex need not all take part in the same attack simply because they are stacked together. If stacked units are adjacent to more than one enemy-occupied hex, one or more of those units may attack into one hex while other units in the same stack attack into another hex—or they might be held back from attacking at all.

10.7 Attack Resolution. Attacks may be made in any order as long as the resolution of one attack is completed before that of the next is begun. The attacking player need not declare beforehand all the attacks he will make that phase.

10.8 General Combat Resolution Procedure. To resolve an attack, the attacking player should total the combat factors of all his units involved in that battle. Then he subtracts from that total the combat-factor strength of all the units in the defending force. That resulting number—either positive, zero, or negative—is the "combat differential." The attacking player then locates the column heading on the Combat Results Table (CRT), which is printed on the mapsheet, that corresponds to the combat differential just calculated (but also see 10.9 below). He then rolls a die and cross-indexes the die roll number beneath that column heading to find the "combat result." That result is applied immediately, before going on to start the resolution of another attack. When he has resolved all the attacks he wants to launch that phase, the attacking player announces the end of that combat phase.

10.9 Terrain & Rivers in Combat. When calculating the combat differential as described above, the number of column shifts listed in the far-right column of the Terrain Effects Chart (TEC) entitled "Combat Effects" can shift the preliminary calculated combat differential used to resolve that battle. For example, if a defending force is in a rough terrain hex, that battle's initially calculated combat differential would be shifted one column leftward ("1L") due to that terrain. All terrain shifts that apply in any given battle are cumulative in their effect. Only the terrain in the defended hex, and any rivers flowing along its hexsides, have any bearing on column shifts. The terrain(s) in the attacker's hex(es) has/have no such effects.

10.10 Leftward shifts strengthen the defense; rightward shifts strengthen an attack.

10.11 Towns & Cities in Combat. For combat purposes, all cities and capital cities are considered to exist in hexes that are otherwise clear terrain. As shown on the CRT, the defensive shift for cities is normally 2L; for Seoul, however, if it is being attacked only from the north, northeast and/or northwest, that shift is three columns due to the effect of "Line Golden" entrenchments dug there prior to the campaign's start.

10.12 Differential Limits. If the final determined combat differential is higher or lower than the highest or lowest column heading on the CRT, resolve that attack using the highest or lowest column (respectively).

10.13 Concentric Attack. If a defending unit or stack belonging to the Communist side is attacked by UN units from opposite sides of that defended hex, or by UN units coming from three hexes with one hex between each and the next, or by UN units coming from more than three hexes, that attack gains a two-column rightward column-shift. Conversely, if those positional conditions having been met, this shift is available for Communist attacks but the shift is only one column right.

10.14 UN Multi-National Attacks. If a UN attack is made by a combination of US and ROK units, that attack suffers a one-column-left (1L) shift on that account.

10.15 No Bi-National Communist Attacks. Chinese and North Korean units may never take part in the same attack.

10.16 Combat Results are given in terms of the number of steps lost by the involved forces in each battle. Results to the left of the slash apply to the attacker and those to the right of it apply to the defender. Every battle is fully resolved as a discrete event. There is never any carryover of extra unabsorbed step-losses from battle to battle or phase to phase.

10.17 Apportioning Losses. Both players are free to apportion their own side's step-losses among his involved (stacked together) units as he sees fit.

10.18 UN Defender Retreat. The UN player may decrease his step-losses by retreating with his defending force. ("Bugging out" in the soldier slang of those times.) Each hex retreated by the whole involved force (the stack) decreases his step-losses by one. No unit may retreat into an un-negated EZOC or off the map or into a hex where it would be overstacked. Units retreating from the same hex must be retreated together into the same hex. The direction of retreat must always be as straight south as possible.

If, in the course of a retreat, the retreating UN unit or stack enters a hex containing another friendly unit or stack, that unit or stack joins the retreat. That is, if stacking permits, it simply goes along with the retreating force. If stacking limits would be violated by doing that, the Communist player moves the extra units one hex out of the path of retreat. Either way, a path of empty hexes will be created behind the retreating UN force. (For the significance of that, see the final paragraph of rule 10.19 below.)

If a unit is retreated onto another friendly unit or stack that is subsequently attacked that same phase, the previously retreated unit or stack does not contribute its combat strength to the new battle's defense—but it does share in the result of the attack made into its new hex.

Communist units never retreat after combat and must always absorb all their combat results as step-losses. Also, both side's attacking forces never have a retreat option.

10.19 Advance After Combat. In general, when a defended hex is left empty of all enemy units by a combat result, one or more involved attacking units may be advanced into that hex. Within normal stacking limits, more than one involved attacking unit may advance. Exactly which involved unit(s) conduct(s) the advance-after-combat is up to the owning player.

For both players, such advances-after-combat may be made without regard to EZOC. Advances after combat do not involve the expenditure of any movement points by the advancing units; it is, in essence, free movement.

Advances-after-combat are always voluntary, but each advance must be performed immediately as the opportunity for it occurs, before any other battles are resolved. (Note there are never any defender advances after combat; victorious defenders simply remain in place.)

If a UN force retreated more than one hex, victorious Communist attackers may potentially advance-after-combat along the entire path of retreat, as decided by the Communist player on a hex-by-hex basis.

10.20 UN Momentum Attacks. Attacking UN units or stacks that contain one or more US divisions and/or one or more CW brigades that advance-after-combat may attack again immediately (owning player's choice)—but this is always executed by only one hex of attackers versus one hex of defenders. Further, the option to do this must be exercised immediately, prior to starting the resolution of any other battle. (This is the exception to the one-combat-per-phase limit given above in 10.3 and, even so, there can never be any serial momentum attacks. That is, even if a given momentum attack is successful in clearing another defended hex, and those victorious attacking units advance-after-combat again, they would not then be allowed to make yet another momentum attack that same phase.) In all other ways, momentum attacks are resolved as normal combat.

10.21 Communist Human Wave Attack Penalty. Because of their universal use of inefficient offensive tactics (i.e., human-wave assaults) all Communist losses when on the attack are increased by one. (Zeros become ones.)

10.22 UN Naval Gun Support. All UN units attacking or defending in coastal hexes receive a one-column differential-shift in their favor.
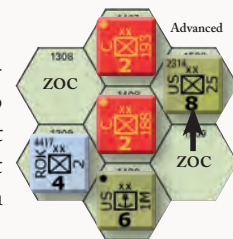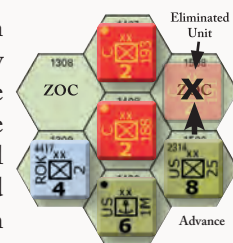
Movement/Combat Effects Table

Terrain Type	Communist Movement Cost	UN Movement Cost	Combat Effects
Clear Hex	1	1	No Effect
Town Hex	1	1	Shift Odds 1L
City Hex	1	1	Shift Odds 2L
Rough Hex	2	3	Shift Odds 1L
Mountain Hex	3	4	Shift Odds 2L
River Hexside	+1	+1	Shift Odds 1L*

*Only if all attackers are coming across river hexsides — otherwise no effect.

Combat Results Table

Attacker/Defender Step-Losses

Attack Differential ➔	≤ 0	+1	+2	+3	+4	+5	+10	+15	+20	≥ 25
1	1/1	1/1	1/1	1/2	1/2	0/2	0/3	0/3	0/4	0/5
2	1/0	1/1	1/1	1/1	1/2	1/2	0/2	0/3	0/3	0/4
3	2/0	1/0	1/1	1/1	1/1	1/2	1/2	0/2	0/3	0/3
4	3/0	2/0	1/0	1/1	1/1	1/1	1/2	1/2	0/2	0/3
5	3/0	3/0	2/0	1/0	1/1	1/1	1/1	1/2	1/2	0/2
6	3/0	3/0	3/0	2/0	2/0	1/1	1/1	1/1	1/2	1/2

(leftmost column label: 1d6 Die Roll)

Attack differentials less than zero are resolved using the 0 column.
Attack differentials greater than 25 are resolved using the 25 column.

Movement Factors Table

⬇ Side	Clear Weather	Overcast Weather
United Nations	10*	8
Communists	4	6**

* UN can use column movement only on **clear** turns.

** Communists can use column movement only on **overcast** turns.

Turn Sequence Outline*

I. COMMUNIST PLAYER TURN

    A. PLA/NKPA Boundary Adjustment Phase

    B. Communist Movement or Combat Phase

    C. Communist Combat or Movement Phase

II. UNITED NATIONS PLAYER TURN

    A. United Nations Amphibious Invasion Phase**

    B. United Nations Movement or Combat Phase

    C. United Nations Combat or Movement Phase

    D. US & ROK Regular Replacement Phase

    E. Weather Determination Phase for Next Game Turn

* This outline does not apply to Turn 4. (see 5.3)

** Only once per game — at UN player's discretion.

EBB & FLOW The Final Communist Offensive in Korea, 22 April–10 June 1951

Chinese

TURN

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North Korea

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US

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