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Bakersfield, CA
Made & Printed in the USA

PARATROOPER

GREAT AIRBORNE ASSAULTS: KOREA

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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 @ strategyandtacticsmagazine.com/site/e-rules

1.0 INTRODUCTION

Paratrooper is a game system simulating airborne operations. There are two players, commanding the airborne and defending forces. Each game in the system will include one or more scenarios, representing different airborne operations. Units represent airborne (parachute, glider) and ground forces plus air support. Combat resolution is quasi-tactical. Central to play of the game is the command system, with players expending command points (CP) to conduct special actions.

Important: The **Paratrooper** series uses a standard rule set. Scenarios do not use all standard rules. If a scenario rule differs from a standard rule, the scenario rule always takes precedence.

2.0 GAME COMPONENTS

The components to a complete game of **Paratrooper** include these rules, a 22 × 34-inch map sheet and 176 ⅝-inch die-cut counters (called units and unit counters). Players must provide themselves with a standard six-sided die to resolve combat and other events that occur during play.

2.1 Game Map

Each scenario has a map showing the terrain fought over during the original battle. Overlaid on the map is a hexagon grid. Players place their units within individual hexes. Each hex has a unique four-digit code for identification.

Errata: The note under the Sukchon-Sunchon Turn Record Track should read '**UN**' not '**US**'.

2.2 Game Charts

Air Drop Table (map): Randomizes the landing of airborne forces.

Combat Results Table (CRT): Determines the outcome of combat.

Command Points (CP) Chart: Designates the number of CP used to resolve certain game actions.

Demolition Table: Resolves engineering actions.

Terrain Effects Chart (TEC): Shows the effects of the various types of map terrain on movement and combat.

2.3 Game Displays

Command Point Track: Used to track the number of CP available to each player. It reflects the current level of command control and morale.

Reinforcements, Airstrikes or Fog of War and Eliminated Units Displays: Place units which are not on the map in these spaces.

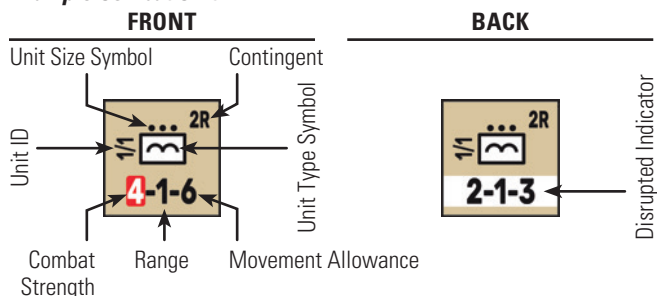
Turn Record Track: Shows the current game turn.

2.4 Game Units

Each scenario has a unique set of units, representing the actual combat forces that engaged in the original operation, plus various markers used for game administration.

Combat Units: These include ground maneuver forces and strikes that represent air and sometimes naval power.

Example Combat Unit



Unit information:

Contingent: Upper right, higher level formation.

Size: The unit's echelon.

Type: See below.

Unit Identification: The historical number or name of the unit.

Combat Strength: The unit combat strength when firing or defending.

Important: A highlighted combat strength means the unit can employ pursuit to conduct an advance after combat (14.0).

Range: The maximum number of hexes a unit can fire.

Movement Allowance: The number of points available for determining movement based on terrain costs.

Combat Unit Back Printing: The front of the counter is the unit's combat effective side and the back of the counter is its disrupted side.

Important: Disrupted units lose their ability to conduct pursuit.

Unit types:

Airborne units include any unit with one of the following graphics in the unit symbol. Not all units will appear in all games in this series. The following units are airborne (and light) units:

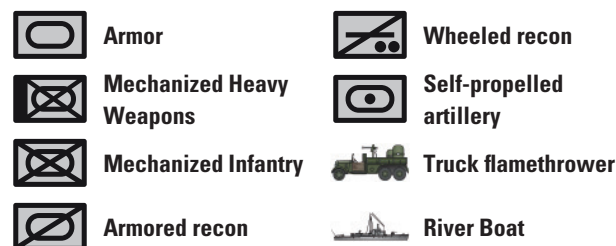
Parachute: Units with the gull wing overlaid on their unit symbol.

Glider: Units with the cross bar overlaid on the unit symbol.

Light (Non-mechanized)



Mechanized



Note: Scenarios may include additional unit types not shown here.

Unit sizes:

II: Battalion

I: Company

... Platoon

[...] Group

Strikes

Airstrikes: Represent the effects of various air attacks on the map.

Naval Gunfire: Represent the effects of fire support from offshore warships.

Strike Strength: The number in the lower left corner. It represents the combat strength of the strike. The reverse shows a generic symbol (not disruption).

2.5 Markers

On-Map Markers

Players should use these markers to indicate various conditions on the map:

Air Supply: Parachute landings of supplies.

Demolition (Demo): The Front indicates a destroyed installation. The reverse indicates destroyed bridge hexsides.

Drop Zone (DZ): Hexes that have been prepared by recon units for airborne landings.

Roadblock: Hexes with defensive preparations.

Admin Markers

Command Points (CP): Indicates each player's Command Point (CP) total.

Turn: Used to indicate the current game turn on the Turn Record Track.

2.6 Do or Die

Players will have to provide a six-sided die to randomize various game functions.

Die roll modifier (DRM): If an action in the game calls for a die roll modifier, add/subtract the indicated modifier to/from the die roll result.

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Example: The die roll is 4. If there is a +1 DRM the modified die roll would be 5; if there is -1 DRM the modified die roll would be 3.

2.7 Contingents

Each side includes one or more contingents (command groups), indicated by an alphanumeric in the upper right corner of each unit counter (2.4). All units on the same side are friendly to each other. They can stack together unless stated otherwise. The scenario rules list specific contingents.



Example: This unit is part of the Japanese 2nd Raider Regiment.

2.8 Abbreviations & Terms

AAA: Anti-aircraft Artillery

CP: Command Point

Deployment: Placing unit on the map by initial setup or as reinforcements.

DZ: Drop Zone

Enemy: All units controlled by the opposing player.

EZOC: Enemy Zone of Control

FOW: Fog of War

Friendly: All units controlled by the player.

Off-Map: The various displays where units move to when exiting the map hex grid.

On-Map: The part of the map with the hexagon grid representing the operational area.

May: The player can choose to take the action or not.

MP: Movement Points

Must: A player action is mandatory.

Occupy a Hex: Have a unit physically in a hex.

ZOC: Zone of Control

3.0 SCENARIOS

Each scenario will have its own setup instructions. Players determine the side they will control and then deploy their forces in the order given. After the setup is complete, initiate the first turn by following the Sequence of Play (4.0).

3.1 Victory

Each scenario will have its own victory conditions.

3.2 Rules Precedence

Scenario rules may supersede those in this rules book.

4.0 SEQUENCE OF PLAY

Each game turn consists of two player turns (one for each side), composed of phases (discrete segments of play). Players must take each game actions in the order of the sequence of play.

4.1 Phasing & Non-Phasing Players

The player currently taking his turn is the phasing player. The other player is the non-phasing player.

4.2 Sequence of Play

I. Airborne Player Turn: The airborne player conducts the phases below in the order given.

- a) Command Point Phase (5.0):** Reset command points marker to the current value (Turn Record Track).
- b) Reinforcement Phase (16.0):** Check for available reinforcements this game turn.
- c) Airborne Landing Phase (6.0):**

1) Place DZ markers on the map.

2) Conduct airborne landings.

d) Engineering Phase (18.0, 19.0, 20.0 & 22.0): Conduct any engineering activity designated by the scenario.

e) Movement Phase (10.0): The phasing player may move units as desired.

f) Airstrike & Naval Gunfire Phase (12.0): Deploy airstrikes and naval gunfire markers on the map, then execute attacks with them.

g) Ground Attack Phase (11.0): Declare and initiate ground combat with ground units.

h) Regroup Phase (15.0): Expend CP to restore disrupted units to combat effective status.

II. Defending Player Turn: The defending player conducts the below phases in the order given.

a) Command Point Phase (5.0): Reset command points to the current value (Turn Record Track).

b) Reinforcement Phase (16.0): Check for reinforcements available this turn.

c) Engineering Phase (18.0, 19.0, 20.0 & 22.0): Conduct any engineering activity designated by the scenario.

d) Movement Phase (10.0): The phasing player may move units as desired.

e) Airstrike & Naval Gunfire Phase (12.0): Deploy airstrikes and naval gunfire markers on the map, then execute attacks with them.

f) Ground Attack Phase (11.0): Declare and initiate ground combat with ground units.

h) Regroup Phase (15.0): Expend CP to restore disrupted units to combat effective status.

III. End of Turn: If this is the last turn of the scenario, the game comes to an end. Otherwise, move the turn marker forward one space and initiate the next turn.

5.0 COMMAND POINTS

Players gain Command Points (CP) and then expend them to conduct certain game actions.

5.1 Actions Requiring Command Points

Placing a DZ Marker: (6.1)

Conducting a Fast Move: (10.10)

Conducting Ranged Combat: (11.2.2)

Deploy Airstrikes and Naval Gunfire: (12.0)

Regrouping a Disrupted Unit: (15.2)

Conducting Engineering Operations: (18.0, 19.0, 20.0 & 22.0)

Scenario Specific Actions: See scenario and special rules.

Important: All other game actions do not cost CP. You can move and attack, without expending CP.

5.2 Command Point Phase

During each phasing player's Command Point Phase, the player resets the command point marker to the number indicated on the Turn Record Track. This will be the CPs available for that player until the next Command Point Phase.

5.3 Additional CP

Players may receive additional CPs during the Command Point Phase per scenario special rules.

5.4 Command Point Tracks

Players keep track of CPs by using the markers on the Command Point Tracks. As a player expends them, reduce the marker. A player can never expend CPs such that they go below zero. Further, a scenario event cannot reduce the number of CP to less than zero.

5.5 Turn-Discrete CP Expenditures

Players cannot save CP from turn to turn. Each side loses all CPs not expended during their turn at the start of the next friendly Command Phase.

6.0 DROP ZONES & AIRDROPS

The airborne player deploys parachute and glider units onto the map via airborne and air assault landings. Airborne units must be air dropped within a one hex radius of a drop zone marker. You must air drop all airborne units slated as reinforcements on the turn indicated by the scenario. If not dropped on the stated turn, they are permanently out of play.

Important: Do not count them as eliminated. They just never arrive during the scenario.

6.1 Drop Zone Deployment

Deploy DZ markers as the first step of the Airborne Landing Phase. Each scenario lists the maximum number of DZ markers available and any special requirements or restrictions regarding the deployment of DZ. The hex a DZ marker occupies is the airborne DZ.

- Do not move or remove DZ markers once placed on the map.
- DZ markers deployed on Turn 1 (any scenario) do not require the expenditure of CP.
- DZ markers deployed on all subsequent game turns require the expenditure of one CP.
- Place DZ markers in any hex (**Exception:** Those hexes prohibited to ground units) (TEC).
- Place only one DZ marker in each hex
- DZ markers continue to function for the remainder of the scenario, even if the defending player's forces have occupied the hex.
- DZ markers have no other effect on play. They do not:
 - a) Count for stacking.
 - b) Have any effect on or by combat.
 - c) Block enemy units.

6.2 Airborne Unit Landings

After deploying DZ for the current game turn, the airborne player deploys airborne units making air drops or glider landings onto the map.

Important: Reinforcements may arrive via air landings that do not require using the airborne landing procedure outlined below. Scenario instructions will identify these units and the procedure for landing them. Not all scenarios in this series use the glider and/or airborne landing rules (see scenario instructions).

- Deploy available airborne units on the map in the same hex as the DZ or any hex adjacent to a DZ.
- After deploying all airborne units, the airborne player checks each unit (one at a time) using the Air Drop Table.
- The airborne player is free to choose the order in which airborne units perform their landing checks.

6.2.1 Airborne Landing Procedure

Consult the Air Drop Table. For each unit:

- 1) Use the column corresponding to the terrain on which the unit is landing in.

- 2) Roll one die and apply the below DRM.

+1 AAA DRM: If the landing hex contains an enemy unit or is adjacent to an enemy AAA or heavy weapons unit. Only one modifier regardless of the number of AAA or heavy weapons.

+1 Night DRM: If it is a night turn.

Important: AAA and night DRMs are cumulative.

- 3) Cross index the modified die roll with the result and apply the result to the unit.

Important: If a road, railroad, trail or sunken trail is in the hex, then use the other terrain in the hex to determine the column.

Example: The airborne player attempts to air drop a unit in a hex containing an enemy unit and is adjacent to a hex containing an enemy AAA unit. The DRM is +1. If the air drop took place at night, it would be a +2 DRM.

6.2.2 Scatter

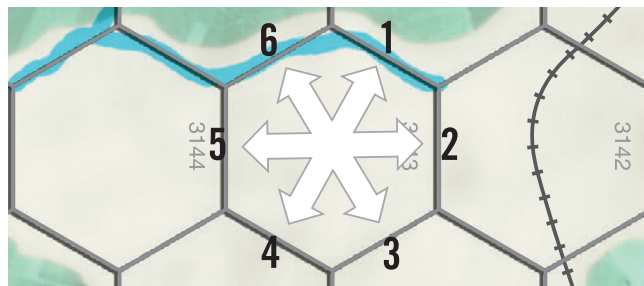
If a unit receives a scattered result (S) consult the Scatter Diagram (on each scenario map) and roll one die to determine the direction of scatter using the scatter diagram on the map.

- After determining direction of scatter, roll a second die to determine the number of hexes the unit scatters. The result is the number of hexes the unit scatters (do not count the planned landing hex).
- Deploy the unit in the hex determined above.
- Then disrupt the unit.
- If a unit scatters off-map, place it off-map on the map edge of the last hex. On the following turn, the unit must enter the map as a ground reinforcement via that map edge (16.0).
- Eliminate an airborne unit if it lands in a hex containing prohibited terrain (**Example:** A sea hex or an all-river hex).
- If a unit scatters (or intentionally dropped) into an enemy occupied hex and is not capable of air assault (6.2.3) eliminate the unit.

Important: Airborne units that are not air assault capable can be intentionally slated to land in an enemy occupied hex. However, if air assault capable units do not clear the hex, then eliminate any non-assault capable units that landed in the hex.

- At the end of the Airborne Landing Phase, the airborne player must check for hexes that are overstacked. Disrupt all units in an overstacked hex. (7.0).

Example: The Japanese 1/1 parachute unit's planned landing hex is the DZ hex. The first die roll is 4, so the unit scatters in direction of the 4. The second die roll is 2, the unit disrupts and scatters two hexes away from the DZ.



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6.2.3 Air Assault

Airborne infantry, airborne engineers and commandos can launch an air assault into hexes containing enemy ground units. Other airborne units, such as airborne heavy weapons and glider units are not air-assault capable.

- If one of the air-assault capable units lands (after resolving that unit's air landing procedure) in an enemy occupied hex, the airborne player must immediately execute an air assault prior to resolving any further air landings. Resolve an air assault combat normally (11.0) with the following exceptions:

Important: Disrupt units disrupted due to an air landing result prior to conducting the air assault.

- Ignore the terrain in the defender's hex for determining combat shifts.
- Each unit attacks immediately, even if more than one unit is slated to drop in a hex.
- A player cannot support an attack by fire from other units.
- Eliminate the attacking unit, if the attack fails to clear all defending units from the hex. Eliminate the unit after all air assaults are complete.

Important: An airborne unit can be slated to drop into a hex containing an enemy unit, but if it scatters out of that hex and into an empty one, there is no air assault.

6.2.4 Post Landing

Units otherwise function normally on the turn of landing.

7.0 STACKING

Stacking is placing more than one friendly unit in the same hex at the same time. Stacking applies only to on-map units, not to those in off-map displays.

Important: The order that units stack in a hex is important when resolving enemy airstrikes (12.0).

7.1 Traffic Control

Stacking limits are in effect at the end of the Airborne Landing, Movement and Ground Attack Phases. There is no limit to the number of units that can enter and pass through a given hex over the course of a phase. Players must meet the stacking limit at the end of that phase.

7.2 Stacking Limits

These are set by scenario rules.

7.3 Over-Stacking

If units are over-stacked at the end of any Airborne Landing, Movement, or Combat Phase, the violating player must apply a disruption result to all such units (15.0).

7.4 Over-stacked Hexes

If a hex is over-stacked, then only one unit (maximum) can fire out of it in any one Ground Attack Phase. The owning player can select which one. Units defend normally.

7.5 Stacking Order

Players can change the order of the units in a stack during their Movement Phase. Both players can change the order of stacking after combat results calling for retreat or pursuit.

7.6 Enemy Forces

Normally, friendly units cannot stack with enemy units.

Exceptions:

- Airstrikes attacking enemy units.
- Airborne units landing in an enemy occupied hex (6.2.3).

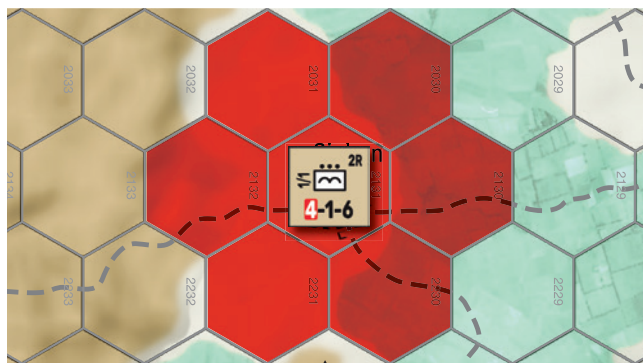
8.0 FOG OF WAR

Players are free to examine enemy stacks at any point during their turn and during combat. Players cannot examine enemy off-map displays. You can always examine your own forces. See 23.6 for Fog of War rules.

9.0 ZONES OF CONTROL

The six hexes immediately surrounding a ground combat unit's hex constitute that unit's zone of control (ZOC).

Designer's Note: ZOC represent the area controlled by a unit with its firepower and patrols as well as the tendency of opposing forces to stop and engage when in contact.



9.1 ZOC Permanency

All ground combat units always exert a ZOC, regardless of phase or if they are combat effective or disrupted. ZOC extend into and out of all types of terrain, across all types of hexsides, and into enemy occupied hexes.

9.2 ZOC & Movement

Units must halt their movement when entering any enemy ZOC (EZOC). There is no additional MP cost to enter an EZOC.

9.3 Disengagement

Units may only move out of EZOC if they:

- Retreat or pursuit after combat; **or**,
- If they disengage. To disengage, move the unit out of the EZOC and into a hex free of EZOCs. The unit can continue moving and even enter another EZOC, but only after moving through a hex clear of EZOCs. As soon as the unit enters another EZOC, it must halt and end its movement for the turn.

9.4 Infiltration

A unit can never move directly from one EZOC to another EZOC (See 18.0 Special Units). **Exceptions:** Rules 14.0 Pursuit, and 18.2 Recon and Commando Infiltration.

9.5 Airborne Landings

Airborne units can land in an EZOC. If the unit exerting the ZOC is an anti-aircraft or heavy weapons type, there is a die roll modifier on the Air Drop Table.

9.6 ZOC & Combat

ZOC do not force combat.

- Disrupt any unit that retreats into an EZOC (13.3).
- A unit can pursue into or through an EZOC with no penalty (14.4).

9.7 ZOC & Reinforcements

EZOC do not block the deployment of reinforcements (16.0). However, a reinforcement unit that enters an EZOC must cease movement.

9.8 Regroup

Units can Regroup in EZOC (15.2).

10.0 GROUND MOVEMENT

Each combat unit has a printed movement allowance (MA). The MA of a unit is the number of movement points (MPs) that unit may expend during a Movement Phase. The active player may move his ground combat units as desired. Player move units from hex to adjacent hex, paying MPs for each hex per the TEC.

10.1 Restrictions

Players move units individually. A unit can use any number of its MPs in a single move. Players cannot save unused MPs from one phase to another, nor may they transfer MPs from one unit to any other unit.

10.2 Terrain Effects

A unit expends MPs as it enters each hex based on the type of terrain in it and (sometimes) along the hexsides. The TEC provides the number of MPs required to enter or cross each hex type.

10.3 Mechanized & Light Unit Movement

Mechanized units may pay different movement costs than light units.

10.4 Minimum Movement

A unit with a movement allowance of one or more can always move one hex (total) in a Movement Phase, within other restrictions. A unit cannot move into prohibited terrain using this rule, nor can it move from one EZOC to another EZOC (**Exception: Recon and Commando units can move from one EZOC directly to another using infiltration (18.2).**)

10.5 Hexsides

It costs additional MPs for a unit to cross certain types of hexsides (streams, rivers, and gullies). This is cumulative with the cost for entering the hex on the other side of the hexside terrain feature.

10.6 Road Movement

A unit moving along connected road hexes pays one half (0.5) MP per hex. This is regardless of other terrain in the hex.

10.7 Railroad & Track Movement

A unit moving along connected railroad or track hexes pays one MP per hex. This is regardless of other terrain in the hex.

Important: Unless specifically described in the scenario instructions, there is no special railroad movement.

10.8 Bridges

A road, railroad or track that crosses a river hexside via a bridge symbol indicates a bridge crosses the river. Units move across bridges at the road or railroad/track rate. A demolished bridge negates this bonus (19.2).

Important: There must be a bridge symbol on a hexside for it to apply.

10.9 No Off-Map Movement

Units cannot move off-map unless a special rule or scenario otherwise specifies this. **Exception: See Scatter (6.2.2).**

10.10 Fast Movement

A player can initiate fast movement for units. The active player must immediately declare a unit is using fast movement the moment the unit completes its normal move (prior to moving another unit). Use the following procedure.

- Designate the unit that will use fast movement.
- Expend one CP.
- Roll one die. The result is the number of additional MP the unit may immediately utilize.
- The player can do this for any number of friendly units, by spending one CP per unit that uses fast movement.
- An individual unit can make only one fast movement in a single Movement Phase.

11.0 COMBAT

Players use combat to attack enemy units. There are two basic types of combat: airstrikes/naval gunfire and ground attack. Players can conduct ranged and/or adjacent ground combat. Resolve all combat on the Combat Results Table (CRT).

11.1 Attacking & Defending

The phasing player is the attacker. The non-phasing player is the defender.

- Attacking is voluntary. Units must defend if attacked.
- Once you have declared an attack, you cannot cancel it.
- The phasing player can conduct attacks in any order. There is no requirement to declare all attacks prior to conducting combat for each individual attack.
- A unit may not attack more than once per Ground Attack Phase.
- Normally, attacking unit can only attack a unit once per Ground Attack Phase. **Exception: See 13.3.**
- A unit's attack and defense strengths are unitary. Players cannot divide a given unit's strength among different combats, either for attack or defense

11.2 Ground Combat

Players conduct ground combat during the Ground Attack Phase. There are two general types of ground combat: adjacent and ranged.

11.2.1 Adjacent Ground Combat

Attacking ground units must be adjacent to defending ground units. A player may attack a single defending hex from up to six adjacent friendly occupied hexes.

- A player can only direct each attack against only one enemy occupied hex. If attackers are adjacent to more than one enemy occupied hex, each attacking unit can only attack one adjacent hex
- Units in the same hex may individually attack different enemy occupied hexes or can combine into a single attack against a single enemy hex.
- Players must attack units defending in the same hex as a single combined defense strength (unlike defense against airstrikes (12.5))

11.2.2 Ranged Combat

Ground units with a range factor of two or more can conduct ranged combat. They can fire up to the number of hexes from their own hex (exclusive) to a targeted hex (inclusive) less than or equal to their range factor.

- Only attacking units can use ranged fire.
- The attacking player expends one CP. This expenditure pays for any number of attacks by ranged units that phase.
- The number of ranged units that can be involved in a single combat is set by the scenario rules.

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Example: A scenario sets the ranged combat limit for two units. A player could commit up to two ranged units to a ground attack (at the cost of 1 CP).

- A unit cannot conduct a ranged attack if it is adjacent to an enemy unit. It can participate in an adjacent attack.
 - a) Ranged combat capable units may fire at enemy units that are not adjacent to friendly non-ranged units (i.e., conduct a barrage without any adjacent units participating in the attack); **or**,
 - b) Players may add ranged units to the total attack strength of any units conducting an adjacent attack.
- Ranged fires do not count for concentric attacks (11.4.2).
- Ranged attacks do not affect the units conducting them when resolving combat.
- Ranged fire can be through any type of terrain and units (there is no line of sight consideration).

Important: Disrupted units may lose their ranged fire ability.

Designer's Note: Spotting requirements are a part of CP expenditure.

Important: This rule does not affect airstrikes and naval gunfire attack. The attack in a separate phase.

11.3 Combat Procedure

For each combat (adjacent or ranged) follow the sequence below.

- 1) Attack Declaration:** The attacker declares the units that are attacking and the hex under attack.
- 2) Attack Strength Determination:** Total the combat strength of the involved attacking units.
- 3) Defense Strength Determination:** Total the defense strength of the involved defending units.
- 4) Combat Strength Differential Determination:** Subtract the defense strength from the attack strength. The resulting number is the final combat strength (positive or negative) differential.
- 5) Consult the CRT:** Use the final combat strength differential to determine the initial combat strength column.
- 6) Combat Shift Determination:** Determine all column shifts for terrain and other factors. Make any adjustments for these shifts to the combat strength columns.
- 7) Combat Resolution:** Roll one die and cross index the result beneath the final combat strength column. Implement the combat result immediately. Execute any retreats and pursuits.

11.4 Shifts

Certain game mechanics will shift the combat strength column used. These include concentric attacks (for ground combat), terrain, defending anti-tank units, and, for airstrikes, defending AAA units.

- Each column shift to the right shifts the attack one column in favor of the attacker.
- Each column shift to the left shifts the attack one column in favor of the defender.
- If both the attacker and defender have shifts, use the cumulative difference.
- If the final shift is to the left or right of the most extreme columns, use those columns.

Example: A combat strength of +5, shifted one to the left goes down to the +2 to +3 column.

11.4.1 Terrain

The TEC gives any shifts for each type of terrain.

In-Hex Terrain: Defending units benefit from the terrain in the hex they occupy. This applies in all types of attacks. (**Exception:** 6.2.3).

Hexside Terrain: Units defending against a ground attack benefit if all adjacent attacking units are across certain types of hexsides (**Example:** Rivers).

- Hexside shifts are in addition to any shift for in-hex terrain.
- If part of the adjacent attacking units attack across such terrain and others do not, then the hexside bonus does not apply. Ignore ranged artillery when determining if the hexside bonus applies.
- If there are different types of hexside bonuses, use the one most favorable for the attacker.

Example: If an attack against a defending unit is across a river and a bridge hexside, the defensive bonus would be (-1) for the bridge.

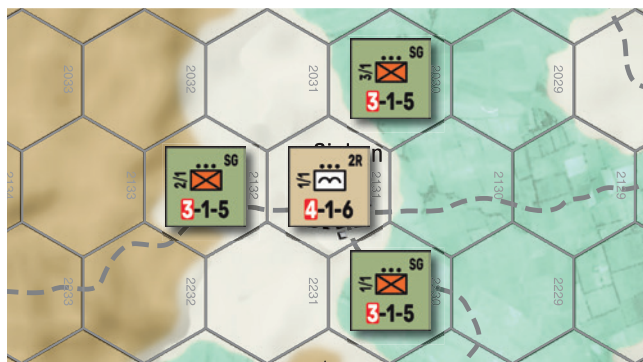
- Do not apply hexside shifts when:
 - a) An attack is composed entirely of ranged combat.
 - b) Against airstrikes and naval gunfire.
 - c) Demolished (i.e., bridges, fortifications).
 - d) Conducting air assault attacks.

11.4.2 Concentric Attacks

If adjacent attacking units, their ZOCs or prohibited terrain/map edges surround a defending hex, then shift combat one column to the right.

Important: Units not participating in the attack do not qualify as blocking their hex or ZOC.

The diagrams are examples of valid concentric attacks.



11.4.3 Anti-tank Units

If adjacent attacking units include at least one mechanized class unit and the defender has at least one non-disrupted anti-tank unit, then shift one column to the left. Only defending (never attacking) anti-tank units may qualify for this shift.

11.4.4 Night Attack

If the attack takes place during a night turn, shift one column left.

11.4.5 Engineers in the Attack

Attacking engineers can negate one defensive terrain shift. If there is at least one engineer unit in the attacking force, negate one in-hex terrain column shift.

Example: An attacking force has one engineer unit attacking and the defending force is in a town hex. Negate one of the two left shifts imposed by the town. Negate a maximum of one shift, no matter the number of engineer units participating in the attack.

11.4.6 Cumulative Shifts

A unit can take advantage of one shift for in-hex terrain, one for hexsides, plus any other shifts for other conditions.

11.5 Combat Results

Combat results are on the chart below the CRT. These results are variable depending on the type of attack (strike or ground combat). Results may require a player to select one unit for a disruption or elimination result (owning player's choice).

Disruption & Elimination: Eliminate disrupted units who suffer another disruption due to the current combat. Remove eliminated units from the map and place them in the Eliminated Units Display.

Retreats and Pursuits: See 13.0 and 14.0.

12.0 AIRSTRIKES & NAVAL GUNFIRE

Strikes represent the effects of airpower and naval gunfire on the battlefield. Scenarios will assign players airstrike and naval gunfire markers.

12.1 Airstrike Availability

Initially, place airstrike markers in the Reinforcements Display. When they become available (by scenario setup or reinforcement), move them to the Airstrikes Display. Deploy airstrikes on the map only when making an airstrike. Return airstrikes to the Reinforcements, Airstrikes or Eliminated Units Display after use. Each scenario will list the disposition of used airstrike markers.

12.2 Sorties

You conduct airstrikes during the friendly Airstrike & Naval Gunfire Phase.

- Expend one CP and deploy any number of available airstrikes from the Airstrike Display to the map.

Important: Expend one CP to commit any or all airstrikes, not one CP per airstrike.

- Scenario rules will provide the number of airstrikes a player can commit per hex.
- Deploy them in the same hex as enemy ground units.

Important: Airstrikes are not available during night game turns.

12.3 Coordination

The attacking player executes airstrikes one at a time. The active player chooses the order of execution.

Important: Conduct and complete the Airstrike & Naval Gunfire Phase prior to the Ground Attack Phase. You cannot combine air/naval and ground attacks into a single combat. You can use airstrikes/naval gunfire to attack a hex that will be subsequently attacked by friendly ground units to soften it up.

12.4 Range

Airstrikes can attack any on-map hex. Airstrikes cannot attack enemy off-map displays.

12.5 Airstrike Resolution

All airstrikes in a targeted hex combine to attack each defending unit individually. Attack the top unit in the stack first, and then proceed down the stack from top to bottom following the steps set forth below.

- 1) Total the strike strength of all airstrikes in the hex.
- 2) Subtract the combat strength of the defending unit from the total strike strength of the airstrikes.
- 3) The result is the initial column used on the CRT.
- 4) Determine any shifts for terrain (TEC). Add any additional shifts for AAA.
- 5) Use the total adjusted shifts to determine the final CRT column.
- 6) The attacker rolls one die and cross indexes the outcome with the results on the CRT.
- 7) Apply the result.

Example: Two airstrikes, each with a strength of 4 (total 8) attack a defending hex with two enemy ground units, one with a combat strength of 6 and the second with a strength of 4. Prior to any shifts, the first attack will be at +2 and the second at +4.

12.6 Flak/Anti-aircraft (AAA) Fire

If the defending hex contains or is adjacent to an undisrupted enemy AAA unit, shift the attack one column to the left. The maximum is one shift, regardless of the number of AAA units.

12.7 Air Attrition

Airstrikes eliminated during an attack, do not apply their strike strength against the next unit in the stack.

12.8 Disposition

A player can only use an airstrike once per game turn. Normally, players can reuse an airstrike any number of times in a scenario. Airstrikes eliminated by AAA fire may or may not be replaceable (see the scenario rules).

12.9 No Air to Air

Friendly airstrike markers cannot attack enemy airstrike markers, and vice versa.

12.10 NAVAL GUNFIRE

Treat naval gunfire markers as airstrikes with the following exceptions:

- The owning player pays one CP to commit any or all gunfire markers in an Airstrike and Naval Gunfire Phase. This is in addition to the cost of airstrikes.
- Anti-aircraft fire does not affect naval gunfire markers.
- Naval gunfire cannot combine with airstrikes in a single combat; Resolve naval gunfire and airstrikes targeting the same enemy hex separately (and in the order chosen by the attacker).
- Players may use naval gunfire markers during night game turns. Shift any such attack one column left for night turns (11.4.4).

13.0 RETREAT AFTER COMBAT

When a combat result mandates a retreat, a player must move affected units the indicated number of hexes. Retreats are in terms of hexes, not movement points.

13.1 Retreat Procedure

The owning player rolls one die for each retreating unit. The result is the number of hexes the unit must retreat. Conduct the die rolls/retreats one at a time in the order chosen by the owning player.

13.2 Retreat Restrictions

Players may retreat units in any direction.

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- They must end their retreat the number of hexes away from their start hex according to the die roll (no doubling back).
- Units may not retreat into hexes containing enemy ground units, prohibited terrain or off the map. eliminate units if there is no other alternative.
- Units may retreat into and through hexes containing friendly units. If their retreat ends in violation of stacking, the retreating unit must retreat additional hexes until it no longer is in violation. If forced to end a retreat in a hex over-stacked, then apply the over-stacking penalties (disrupt all units in the over-stacked hex, 7.3).
- Units must always retreat the number of hexes indicated, regardless of their MA.
- Eliminate zero movement factor units if forced to retreat.

13.3 Retreating into EZOC & Multiple Defense

Retreating units can retreat into and through EZOC. Disrupt units that retreats into an EZOC (9.0). Eliminate the unit if already disrupted (even if disrupted during the retreat). A unit may end its retreat adjacent to enemy units (after disruption for retreating into an EZOC). A player can attack retreated defending units again, if the (newly adjacent) enemy units have not engaged in a previous attack.

13.4 Crossing Rivers

Disrupt units that retreat across a river hexside. Do not disrupt units that retreat across a river using an intact bridge.

13.5 Negating Retreats

Certain hex types can negate a retreat result. See scenario rules.

14.0 PURSUIT

When a combat result clears all defending units from a hex (whether by elimination or retreat), the attacker may conduct a special form of movement called pursuit. Pursuits are in terms of hexes, not movement points.

14.1 Units Capable of Pursuit

Combat effective ground units with a red box around their combat strength that made an adjacent attack can pursue. The following units cannot pursue:

- Units conducting a ranged attack (11.2.2)
- Disrupted units
- Units with a MA of zero
- Airstrikes or naval gunfire markers
- Units without a red box around their combat strength

14.2 Pursuit Procedure

The player may immediately move surviving attacking ground units that were adjacent to the defender's hex either one or two hexes. Always count the hex that was the subject of the attack as the first hex. Any hex in which the pursuing units end their move is subject to stacking limits.

Mechanized Units: Can pursue up to two hexes.

Other Unit Types: Can pursue one hex.

14.3 Pursuit Path

The first hex must be the hex the enemy units formerly occupied. The second hex (if allowed) may be in any direction. If a pursuit is more than one hex, units may stop in any hex along the pursuit path.

14.4 Details

Pursuit is not normal movement and does not cost movement points. Defending units never pursue.

- Units may pursue only into hexes into which they could normally move.

- Pursuing units may move into and/or through EZOC without suffering any effects.
- Road movement does not increase pursuit distance.
- If there are any surviving defending units in a hex, then no pursuit may occur.

15.0 UNIT STATUS & REGROUPING

Units are in one of two following states:

Combat Effective (front side)

Disrupted (reverse side)

Normally, units enter play on their combat effective side, and become disrupted due to air landing, combat, retreating through an EZOC or across a river, and over-stacking. During the Regroup Phase (4.0), the player may return disrupted units to combat effective status by expending CP.

15.1 Effects of Disruption

Disrupted units have a reduced combat strength and reduced movement allowance on the reverse side of the counter.

- Disrupted AAA units and heavy weapons do not provide shifts for air defense against airstrikes and air assaults.
- Disrupted units cannot pursue.
- Disrupted engineers cannot conduct their special functions.
- Disrupted units cannot create roadblocks.
- Eliminate disrupted units that disrupt again.
- Disrupted units retain all other capabilities, including ZOC.

15.2 Regroup Procedure

During the Regroup Phase, expend one CP and flip one disrupted unit to its combat effective side. You can regroup any number of units by expending one CP for each unit.

Important: Units may regroup in EZOC.

15.3 One Step Units

Eliminate one step units when disrupted.

16.0 REINFORCEMENTS

Players can receive additional units over the course of a game. Placing reinforcements on the map is deployment. Usually, reinforcement is by a group of units called a contingent (per the contingent identification on the counter).

16.1 Reinforcement Timing

Scenarios will list the reinforcements by identification and turn.

- During the Reinforcement Phase, the active player determines if he is due any reinforcements that game turn.
- Place reinforcements in the appropriate Reinforcements Display.

Exception: Move airstrikes from the Reinforcement Display to the Airstrikes Display.

- During the appropriate phase of that player's turn, deploy reinforcements on the map.
- Deploy reinforcements on the indicated turn. Scenarios may allow a player to delay ground units to any turn after the one their scheduled arrival game turn.

Exception: A scenario may designate certain airborne units to deploy by air drops. These enter during the Air Landing Phase. You cannot delay airborne reinforcements (6.0).

Example: The airborne player receives two companies of airborne units. During the Air Landing Phase, he would deploy them on the map using the air landing rules.

16.2 Ground Reinforcements

Ground units enter the map during the Movement Phase from map edges listed in the scenario. Move them onto the map from the map edge, paying normal movement points. If more than one unit enters via the same hex, there is no additional delay.

16.2.1 Deployment

The first hex entered by a reinforcement cannot be an enemy occupied hex. The first hex entered may be into an EZOC, whereupon the reinforcement(s) must halt.

16.3 Air Landed Units

Scenarios may designate reinforcements that deploy by air landing.

- Players must place air landing units on an airfield. Enemy units cannot currently occupy the airfield.
- Units so designated do not use the procedures for air landing outlined in 6.0.

Designer's Note: These are units flown in on transport aircraft.

16.4 Variable Reinforcements

Scenarios may provide variable entry tables. If a called for ground unit reinforcement has already entered play, treat the outcome as no effect. Scenario rules explain variable air unit arrival.

Important: Random events may call for variable reinforcements.

17.0 DAY & NIGHT TURNS

Most turns are daytime. The Turn Record Track indicates night turns. If a turn is a night turn:

- Players normally receive fewer CP.
- Players cannot use airstrikes.
- All ground combats (both adjacent and ranged) and naval gunfire strikes receive a one column shift to the left.

18.0 SPECIAL UNITS

18.1 Engineer Units

Special Assault: If an undisrupted engineer unit is participating in an adjacent attack against enemy units that would receive terrain benefits (for hexes or hexsides), then the attack receives a one column shift to the right (cumulative with all other offensive and defensive shifts).

Example: The defender is behind a river. Instead of a (-2) shift, the attack would have a (-1) shift.

Demolition, Bridge Building: Engineer units can provide enhancements for these (19.0 & 22.0).

18.2 Recon & Commando Infiltration

Units with the recon or commando symbol (either mech or non-mech) have a limited ability to move through EZOC. If they are combat effective and begin their movement in an EZOC, they can move one hex directly into another EZOC, but must then cease their movement. This does not apply to retreats.

18.3 Airdropped Supplies

Markers represent airdropped supplies. The scenario rules may provide air supply markers. Air supply markers do not count for stacking. There is no CP cost to airdrop supplies; however, the number of air supply markers provided limit the total number of airdrop missions allowed.

- The airborne player can drop them in any hexes on the map, except for all sea or all-river hexes (DZ marker not required).
- Conduct the airborne landing procedure (6.2.1) normally.
- Disruption does not affect air supply markers.
- Scatter results causes them to scatter (but not disrupt).
- An eliminated air supply marker is permanently out of play.

18.3.1 Effect

The airborne player can expend 1 CP to regroup all friendly disrupted units in and adjacent to a hex with an air supply marker. Players then permanently remove the marker from the game. There is no requirement to use air supply markers on the turn of arrival.

19.0 DEMOLITION

A player can attempt to destroy certain terrain features via demolition. Conduct demolition in the Engineering Phase. Players can demolish the following hex and hexside features:

Refineries

Fortifications

Bridges

Other features specified by the scenario rules.

Important: The Tomahawk and Sukchon-Sunchon do not depict refineries and fortifications. Ignore all references to them.

19.1 Procedure

Demolition occurs during the friendly Engineering Phase.

- Any type of undisrupted ground unit can conduct demolition. Use the corresponding column on the Demolition Table.
- The player must have an undisrupted ground unit in or adjacent to the hex or hexside of the feature he wishes to demolish.
- Declare the unit attempting the demolition.
- Expend one CP. Make the expenditure for each demolition attempt.
- Consult the Demolition Table. Locate the appropriate column based on the type of unit attempting the demolition (engineer units have a better chance of success).
- Roll one die and apply the result.

"-": No Effect

Dx: Demolition Succeeds

- If the demolition attempt was against a hex feature, place a demolition marker in the hex.
- For a bridge hexside, place the reverse side of the demolition marker in an adjacent hex with the arrow pointing towards the demolished bridge.

Important: The number of markers provided is not a limitation on the number of demolitions that may occur. Players may make additional markers.

19.2 Effects of Demolition

In-Hex: Units defending in the hex do not receive the defensive benefit of the hex feature demolished.

Hexside: Bridges cease to exist. Use river crossing movement costs, and river defensive benefits.

Important: Demolished hexes or hexsides may reduce the number of VPs that the hex is worth.

19.3 Restrictions

The unit conducting the demolition cannot move in the following Movement Phase. It can perform other actions normally.

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- A player may attempt only one demolition per hex or hexside in a single Engineering Phase.
- Players cannot demolish a demolished hex or hexside again. A demolished hex feature does not affect the hexside, and vice versa.
- Players may not rebuild a demolished terrain feature unless a scenario specifically calls for it.

Important: Scenarios may allow for removal of demolition markers. In that case, the hex could be the target of another demolition attempt.

20.0 ROADBLOCKS

Roadblock markers represent units digging in and/or conducting enhanced patrols. Conduct the building roadblocks during the Engineering Phase.

20.1 Procedure

Roadblock construction occurs during the friendly Engineering Phase.

- The player must have an undisrupted ground unit in the hex in which the player wishes to create a roadblock. The hex may be adjacent to an enemy unit.
- A maximum of one roadblock marker can be in a hex.
- The unit building the roadblock cannot move in the following Movement Phase. It can perform other actions normally.
- Players may build a roadblock in any hex, excepting fortification hexes and all-sea or all-river hexes. Players may place a roadblock in a hex not containing a road, trail or railroad.
- Expend one CP and place a roadblock marker in the hex.

20.2 Effects

Defending units in a hex with a roadblock marker receive a one column shift to the left against all types of attacks (**Exception: 6.2.3 Air Assault**). This leftward shift is in addition to any other shifts that defensive terrain may grant.

Example: A roadblock built in a town hex would grant a total of three leftward shifts (two shifts for the town, plus one for the roadblock).

20.3 Duration

The roadblock remains in place if there is at least one friendly ground unit in the hex. This does not have to be the unit that constructed the roadblock. The instant that there are no friendly units in a roadblock hex, remove the roadblock marker.

Important: Players cannot capture/use roadblock markers built by the opposing side. Eliminate the roadblock if the units defending them vacate the hex for any reason.

21.0 VICTORY CONDITIONS

There are two ways to win a scenario: Sudden Death and End Game Victory.

21.1 Sudden Death

A scenario may have a sudden death condition. If a player attains that condition at any point in the scenario, the game ends and that player wins.

21.2 End Game Victory

After the final turn of the scenario, players total their victory points (VP). Scenario rules contain VP information, usually in terms of occupying hexes and/or eliminating enemy units. The side with fewer VPs subtracts its total from the side with more VPs. The higher side wins the level of victory listed. If neither player attains any victory level, the game ends in a stalemate.

22.0 OPTIONAL RULES

In addition to the optional rules below, scenarios may have scenario-specific optional rules.

22.1 Emergency Air Drops

The airborne player can drop airborne units (and air supply markers) in any hex on the map (**Exception: All-sea or all-river hexes**). If the hex is not on or adjacent to a friendly DZ marker there is an additional +1 DRM on the Air Drop Table.

22.2 Bridge Repair & Building

Engineers can remove bridge demolished markers. Scenarios may allow players to place bridge markers. The player must have an engineer unit in a hex adjacent to the hexside he wishes to bridge. Expend the indicated number of CP, then perform bridge repair or bridge marker emplacement.

Important: When using this optional rule, players may destroy rebuilt bridges, this is an exception to 19.3.

22.2.1 Bridge Repair Procedure

The engineer unit must be undisrupted and adjacent to a hexside with a bridge demolished marker.

- Declare the repair attempt and expend 2 CP.
- Roll one die and consult the Demolition Table, Engineer Unit Column.
- A result of Dx successfully repairs the bridge.
- If successful, remove the bridge demolished marker from the hexside. The bridge is fully functional.

22.2.2 Bridge Building

The engineer must be combat effective, and adjacent to a river or stream hexside. Players cannot bridge all-river hexes.

- Declare the bridging attempt and expend 3 CP.
- Roll one die and consult the Demolition Table, Engineer Unit Column.
- A result of Dx successfully builds the bridge.
- If successful, place a bridge marker pointing to the hexside bridged.
- The bridge marker functions as a printed bridge hexside.
- Players cannot place a bridge marker on a hexside containing a printed bridge or another bridge marker.
- Players may remove bridge markers by demolition (19.0). At this point the hexside reverts to its original status.
- The number of bridge markers listed in a scenario is the limit. Players cannot replace demolished bridge markers. Once demolished, remove them from the map.

Designer's Note: Due to counter restraints the counter set does not provide bridge markers. Players can create their own or use other markers to denote a built bridge.

23.0 PARATROOPER KOREA SPECIAL RULES

Important: Use the following contingents in both scenarios:

All units designated US 187th Airborne
All North Korean Units
All Markers

Important: On the Sukchon-Sunchon map, the Taedong River (all hexsides) are river hexsides. The five hexsides from 0810/0911, 1417/1418, 1418/1518, 1418/1519 and 1518/1519 are not crossable. On the Operation Tomahawk map all river hexsides are crossable.

Important: Do not use naval gunfire (12.10) in the Tomahawk or Sukchon-Sunchon scenarios. Ignore all references to naval gunfire.

Designer's Note: The Air Drop Table is better than that used in the previous games in this series, this is due to improved US airborne organization in the Korean War.

23.1 Additional Units



Units with the motorized indicator (two wheels under the unit box) are mechanized class for movement. They are non-mechanized for all other game purposes (anti-tank units (11.4.3) and pursuit (14.0)).

23.2 Abbreviations

UN Command

AS: Argyll & Sutherland

C: Cavalry (fighting as infantry)

M: Middlesex

NK: North Korea

PLA: People's Liberation Army

Rec: Recon

ROK: Republic of Korea

TF: Task forces from US 15th and 65th Infantry Regiments

Communist

SMG: Submachinegun

120: 120mm mortars

23.3 Order of Battle Notes (both scenarios)

- British 27th Brigade includes a US tank company.
- TF Growdon includes a British engineer unit.
- Task Force Boone includes US and ROK units.

23.4 Communist Withdrawal

In both scenarios, the Communist player can move mobile (23.6.6) units off the north map edge during any Defending Player (scenario defined) Movement Phase. Move the unit(s) to the north map edge and expend one additional MP to exit the map. Remove them from the game permanently.

Important: Withdrawal does not provide either side with VP.

23.5 High Ground (Optional)

This rule is in addition to other effects for peaks:

If a defending force is within two hexes of any peak occupied by enemy units, then shift one column for any fires against those defenders (cumulative with other shifts). This is regardless of whether the units on the peak participate in those fires or not.

Important: Do not use the high ground effect on rain or night turns.

Designer's Note: This represents the effects of having good observation positions for calling in fires.

23.6 Fog of War Counters

Fog of War (FOW) counters represent the uncertainties of the battlefield. Scenarios will assign the defending player the number of FOW counters. FOW counters are face down (concealed) or face up (revealed).

FRONT



BACK



23.6.1 Deployment

- During initial setup (3.0) the controlling player places all FOW counters face down, then picks (at random) the number indicated by the scenario.
- Place the remaining counters aside (concealed). They are out of play.
- The controlling player then, without examining the FOW counters, places them on the map (again, concealed). Place a maximum of one per hex.
- Do not place FOW counters adjacent to any other FOW counter, nor in or adjacent to hexes containing enemy units.
- After deploying all FOW counters, the controlling player can examine them (but do not reveal them to the other player).
- They cannot move until revealed.
- Remove eliminated FOW counters permanently from play.

23.6.2 Reinforcements

If a scenario calls for FOW reinforcements, the player picks the counters at random and places them per the deployment rules for that scenario.

23.6.3 Stacking

There can be a maximum of one FOW counter per hex (concealed or revealed). They do not count against other friendly unit stacking. Once revealed, the one FOW counter per hex applies, but they can move adjacent to other FOW counters.

23.6.4 Revealing FOW Counters

Once revealed, FOW counters remain revealed for the rest of the scenario. Reveal (flip) concealed FOW counters when:

Air Recon: At the start of the Airborne Player Movement Phase, the airborne player pays one 1 CP for each FOW counter he wishes to reveal. The player designates each FOW counter and immediately turns the counter over to reveal the unit.

Ground Recon: At the end of the Airborne Player Movement Phase, reveal all FOW counters adjacent to airborne player ground units.

Controlling Player: The controlling player may at any time in his own Movement Phase reveal any concealed FOW counters (at no CP cost).

23.6.5 Concealed Effects

Concealed FOW counters:

- Cannot move.
- Have full ZOCs.
- Do not use any special abilities.
- Airstrikes/naval gunfire and ranged fire cannot attack FOW units (other units in their hexes defend normally).

23.6.6 Revealed Effects

The below FOW counters count as combat units with one step.



Depots: Are static units. Eliminated depots count for VP.



Leaders: Are mobile units. A leader awards a one column favorable shift to all units stacked with a leader when attacking or defending. This is determined at the instant of combat and applies to the leader. Eliminated leaders count for VP.



Rear Guards: Are static units.



Tank Detachments: Are mobile armored units.

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The below FOW counters have special rules:



Deception: Remove the revealed counter from the map.



Prisoners of War: Once revealed, the counter remains in place.

The instant that a UN ground unit enters its hex, remove the PW counter from the map. It counts for VP. A revealed PW counter has no ZOC. Combat has no affect on revealed PW counters.

24.0 SUKCHON-SUNCHON: AIR ASSAULT ON NORTH KOREA, OCTOBER 1950

Historical Notes: On 19 October 1950, Eighth Army took Pyongyang, the North Korean capital, and began its drive to the Yalu River. General MacArthur ordered the US 187th Airborne Regimental Combat Team (RCT) to drop behind enemy lines to cut off the withdrawal of North Korean forces that had been shattered in the fighting further south, as well as capture Communist officials and free UN prisoners of war. The drop went much as planned, while the British Commonwealth 27th Brigade as well as a couple of US-ROK task forces drove north to their relief. Opposition came from the North Korean 239th Regiment, which was fighting a delaying action to cover the Communist retreat.

Players: The UN player is the airborne player. The Communist player is the defending player.

Game Turns: First turn is Afternoon 20 October 1950. Last turn is Afternoon 22 October 1950.

Game Scale: Ground units are companies and platoons. Each turn is about a third of a day's operations. Each hex is about half a mile.

24.1 Defending Player (Communists)

The defending player sets up first.

North Korean Army (NK): Light Tan.

Contingents

NK: 239th NKPA Regiment

105: Elements of the NKPA 10th Armored Division

Initial Deployment:

FOW: Roll one die and add six to the result. Randomly pick and deploy that number of counters anywhere on the map (23.6.1).

239th Regiment (all units marked NK): Anywhere on the map.

Command Points: Listed on the Turn Record Track (TRT).

Stacking: Two ground units of any size per hex.

Exception: FOW counters (23.6.3).

Fire Coordination: A maximum of one Communist ground unit can make a ranged attack per combat.

Reinforcements: Communist reinforcements arrive each game turn starting on the 20 October Night Game Turn. During the Defending Player's Reinforcement Phase use the below variable entry procedure.

- The Communist player rolls one die and then immediately deploys the resultant reinforcements (if any).

1: Roll one die. The result is the number of North Korean 105 units randomly picked.

2: Randomly pick two FOW counters.

3: Randomly pick one FOW counter.

4–6: No Effect

Important: If all units of a given result are currently on the map or eliminated, treat the result as a No Effect.

- Communist reinforcements must deploy on the turn the event occurs.
- 105 units enter on the north or east map edge.
- Deploy FOW counters per 23.6.2.

24.2 Airborne Player (UN Command)

The airborne player sets up second.

US Units: Olive Green

British Units: Dark Blue

ROK (Republic of Korea) Units: Light Blue

Contingents

187: US 187th Airborne RCT

TR: US Task Force Rodgers

27: British 27th Brigade (includes US armor unit)

R6: Elements of the ROK 6th Division

Initial Deployment:

Airstrikes: 5 (Turn 1)

Ground Units: All airborne and ground units enter as reinforcements.

DZ: The player map places the two DZs on any clear or rice paddy hexes (no CP cost).

Command Points: Listed on the TRT.

Stacking:

Ground Units: Two units of any size per hex.

Airstrikes: Three per hex.

Fire Coordination: Up to three US/British/ROK ground units can make a ranged attack per combat. The player may combine US, British and ROK units the same ground attack (adjacent and ranged).

Reinforcements:

20 October (Afternoon) Game Turn:

187th Airborne RCT (187): Must air drop twelve 187 units.

Important: The player may drop airborne units within two (instead of one) hexes of each DZ.

20 October (Night) Game Turn and any Game Turn Thereafter:

187th Airborne RCT (187): In one drop, all remaining units.

DZ: A player may deploy two more units as reinforcements starting on Turn 2, by expending one CP each. Place the DZ on any clear or rice paddy hexes.

Air Supply: May drop up to two air supply markers per turn.

Air Strike Sorties: The player receives a maximum of one airstrike on night and rain game turns.

Important: This is an exception to the restriction in 17.0.

Players may not accumulate airstrikes. Players must use them on the turn rolled. If a player rolls the event again, place them again for that turn. Do not replace airstrikes shot down by AAA.

Variable Reinforcements: Beginning on the 20 October (Night)

Reinforcement Phase, the airborne player rolls one die. Players must deploy reinforcements on the turn the event occurs.

1–3: British 27th Brigade (27) and three airstrikes:

- The first time the player rolls this event, the UN player selects ten units from the 27th Brigade and enters them into play this turn.
- The second time the player rolls the event, the UN player receives all remaining 27th Brigade units.
- All units arrive on the south map edge within two hexes of a single road hex.

- If any units cannot enter the map (all entry hexes blocked) they arrive on the next turn on any south map edge hex.

4–5: ROK 6th Division (R6) and four airstrikes:

- a) The 6th Division units enter on east map edge within two hexes of a single road hex.
 - If any units cannot enter the map (all entry hexes blocked) they arrive on the next turn on any east map edge hex.
- b) If the ROK units have already appeared, then US Task Force Rodgers (TR) and four airstrikes.
 - Task Force Rodgers arrives on the south map edge within two hexes of a single road hex.
 - If any units cannot enter the map (all entry hexes blocked) they arrive on the next turn on any south map edge hex.

6: Five airstrikes.

24.3 Special Rules

24.3.1 Additional UN CP

The UN player gains two additional CP each UN Command Point Phase if friendly ground units occupy Yongju and there are no Communist units adjacent to that hex. This represents opening a ground logistic route.

24.3.2 Engineering

The airborne player has one bridge marker. A British engineer unit must place the marker (22.2.2).

24.4 Victory Conditions

Sudden Death Victory: Starting with Turn 2, if one player's units occupy all objective hexes and the other player has no units on the map, then the game immediately ends and the player holding the objectives wins a decisive victory. FOW counters do not count as units.

End Game Victory: Each side counts its total victory points (VP) and then determines the level of victory:

- a) Both sides receive 5 VP for each objective hex occupied by friendly forces.
- b) The UN player receives the number of VP for enemy units in the Eliminated Units Box:
 - +2:** For each PW liberated.
 - +2:** For each leader eliminated.
 - +1:** For each NK combat unit.
 - +1:** For each depot eliminated.
 - +0:** Other FOW eliminated: 0
- c) The NK player receives the number of VP for enemy units in the Eliminated Units Box.
 - +2:** For each US, British or ROK ground unit.
 - +1:** For each US airstrike marker.

Level of Victory: Players subtract the lower total from the higher total and then determine the level of victory won by the side with the higher total.

- 41+:** Strategic Victory
- 26–40:** Operational Victory
- 11–25:** Tactical Victory
- 0–11:** Draw

Designer's Note: Historically, the US won a tactical victory; seizing objectives, destroying the better part of the 239th Regiment, but other North Korean units escaped.

25.0 OPERATION TOMAHAWK: RIDGWAY SPRINGS THE TRAP, MARCH 1951

Historical Notes: The winter of 1950–51 saw the Chinese People's Liberation Army (PLA) sweep down the Korean peninsula, pushing the UN forces in front of them and taking Seoul. A UN counteroffensive under General Matthew Ridgway, commander of Eighth Army, retook Seoul then prepared to drive to the 38th Parallel where the front could stabilize. Operation Courageous was the component of Ridgway's offensive on the western side of the peninsula. It included an airborne drop by the 187th Airborne RCT: Operation Tomahawk.

Players: The UN player is the airborne player. The Communists are the defending player.

Game Turns: First turn is 23 March 1951 (Morning). Last turn is 25 March 1951 (Afternoon).

Game Scale: Ground units are companies and platoons. Each turn is about a third of a day's operations. Each hex is about one half mile.

25.1 Defending Player (Communists)

The defending player sets up first.

North Korean People's Army (NK): Light Tan.

People's Liberation Army (PLA): Dark Brown.

Contingents:

NK: NKPA 36th Regiment, 19th Division

PLA: Elements of the Chinese 26th Army

Initial Deployment:

FOW: Roll one die and add six to the result. Randomly pick and deploy that number of counters anywhere on the map (23.6.1).

South of the Imjin River:

All NK Units: After deploying all NK units roll one die. The result is the number of NK units disrupted (owning player's choice).

PLA Units: Roll one die and add 12 to the result. Randomly pick that number of PLA units. After deploying all PLA units, roll one die. The result is the number of PLA units disrupted (owning player's choice).

Command Points: Listed on the Turn Record Track (TRT).

Stacking:

Ground units: Two units (any size) per hex. NKPA and PLA units cannot stack together. They can stack with FOW counters. **Exception:** FOW counters (23.6.3).

Fire Coordination: Up to one Communist ground unit can make a ranged attack per combat. NKPA and PLA units can not cooperate in attacks.

Reinforcements (Variable): The Communist PLA receives reinforcements each game turn starting with the 23 March (Afternoon) Defending Player's Reinforcement Phase.

- Players receive reinforcements each time the event occurs until there are none remaining.
- Randomly pick the listed number of PLA units.
- Players must deploy reinforcements on the turn the event occurs.
- Reinforcements enter on the north or east map edge.
- Deploy FOW counters per 23.6.2.
- Roll one die. Results show any units received this turn:
 - 1–2:** Roll one die and randomly pick that number of PLA units.
 - 3–4:** One FOW counter.
 - 5–6:** No Effect

GREAT AIRBORNE ASSAULTS: KOREA

25.2 Airborne Player (UN Command)

The airborne player sets up second.

US Units: Olive Green

ROK Units: Light Blue

Contingents

187: US 187th Airborne RCT

R: US Army Rangers

TB: Task Force Boone (includes ROK units)

TG: Task Force Growdon (includes British Armored Eng)

TH: Task Force Hawkins (includes ROK units)

Initial Deployment:

Airstrikes: 6 (Turn 1)

Airborne and Ground Units: All airborne and ground units enter as reinforcements.

DZ: The player may place two DZs on any clear or rice paddy hexes (no CP cost).

Important: The player may drop airborne units within two (instead of one) hexes of each DZ.

Command Points: Listed on the Turn Record Track (TRT).

Stacking:

Ground units: Two units (any size) per hex

Airstrikes: Three per hex.

Fire Coordination: Up to three UN ground units can make a ranged attack per combat. A player may combine US, British and ROK units in the same ground attack (adjacent and ranged).

Reinforcements:

23 March (Morning) Game Turn:

US 187th Airborne RCT (187) and US Rangers (R): Must air drop all 187 and R units.

23 March (Afternoon) Game Turn:

DZ: The player can deploy two more as reinforcements starting on Turn 2, by expending one CP each. Place DZs on any clear or rice paddy hexes.

Air Supply: May drop up to two air supply markers per turn.

Airstrike Sorties: A player receives a maximum of one airstrike on rain and night game turns. Use rolled for airstrikes only on the turn rolled; players cannot accumulate them. If a player rolls the event again, place them again for that turn. Do not replace if shot down by AAA.

Variable Reinforcements: Starting with the 23 March (Afternoon) Reinforcement Phase, the airborne player rolls one die.

- A player must deploy reinforcements on the turn the event occurs. If one of the below results has already occurred, only the airstrikes are available.
- TB, TG and TH reinforcements enter on the south map edge within three hexes of a single road hex (airborne player selects for each group).
- If any units cannot enter the map (all entry hexes blocked) they arrive on the next turn on any south map edge hex.
- Results show the units received in the current turn:
 - 1–3:** All TG units and five airstrikes
 - 4:** All TH units and four airstrikes
 - 5:** All TB units and three airstrikes
 - 6:** Rain occurs

Rain: If rain occurs, all the below are in effect for the current turn:

- a) Reduce the number of UN CP for the turn by two.

b) Add a +1 DRM to the Air Drop Table die roll.

c) Treat all trails as the other terrain in the hex. Rain does not affect bridges, roads and railroads.

Important: Rain applies only to the current airborne player turn. It has no effect during the Communist game turn. Flip the turn marker to its rain side for that turn.

25.3 Special Rules

Additional UN Command Points: The UN gains one additional CP each UN Command Point Phase for occupying the following hexes (one per hex):

Wijon-ni

Uiyeongbu

Important: Communist units cannot be adjacent to the hex.

Engineering: UN Command has one bridge marker that the TF Growdon engineer unit may place (22.2.2).

PLA Tactics: PLA units have the following special abilities:

- a) PLA units do not shift one column left when making night attacks. NKPA units and FOW counters still receive the shift.
- b) During night turns, PLA infantry units can infiltrate per rule 18.2.

25.4 Victory Conditions

Sudden Death: Starting with Turn 2, if one player's units occupy all objective hexes and the other player has no units on the map, then the game immediately ends and the player holding the objectives wins a decisive victory. FOW counters do not count as units.

End Game Victory: Each side counts its total victory points (VP) and then determines the level of victory.

- a) Both sides receive VP for objective hexes occupied by friendly forces:

Munsan-ni and Tokchon: 10 each

Other Objective Hexes: 5 each

- b) The UN player receives the number of VP for enemy units in the Eliminated Units Box:

+2: For each PW liberated

+2: For each leader eliminated

+1: For each Communist combat unit

+1: For each depot eliminated

+0: Other FOW eliminated: 0

- c) The Communist player receives the number of VP for enemy units in the Eliminated Units Box.

+2: For each US or ROK ground unit

+1: For each US airstrike marker

Level of Victory: Players subtract the lower total from the higher total and then determine the level of victory won by the side with the higher total.

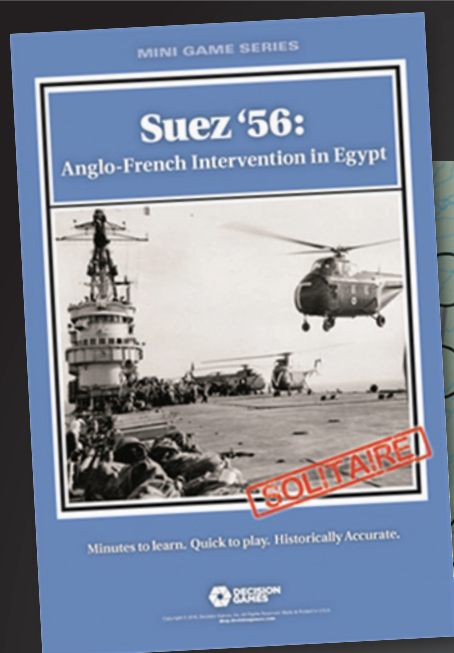
41+: Strategic Victory

26–40: Operational Victory

11–25: Tactical Victory

0–11: Draw

SOLITAIRE ★ MINIGAMES



COLD WAR BLITZ SYSTEM

SUEZ '56: ANGLO-FRENCH INTERVENTION



Take command of Operation Musketeer, the invasion of Egypt. The historical objective was to regain control of the Suez Canal and potentially remove Egypt's President Nasser. Your mission is to achieve those objectives while avoiding the political debacle that marred the actual event.

You command the allied units, and have a deck of cards to enhance your unit capabilities. A second deck of cards, drawn randomly one at a time, controls Egyptian activities. Combat is resolved with a quasi-tactical system with opposing units firing at one another. The game ends after the last turn, but you control when that is through the judicious play of your cards.

Map: 11x17 inch

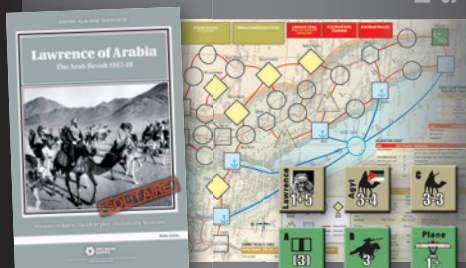
Components: 40 counters, 18 cards

You Control: British, French, & Israeli forces

Opposition: Egypt

LAWRENCE OF ARABIA: THE ARAB REVOLT 1917-18

**RAIDER
SYSTEM**



Arabia simmered for centuries under the heavy hand of Ottoman occupation. With the Turks distracted by World War I, the Arabs erupted in revolt. The British sent encouragement, weapons, and liaison officers. One of these was T. E. Lawrence. Combat in **Lawrence** is fast and furious as raiders sweep into towns or sometimes run into ambushes.

Map: 11x17 inch

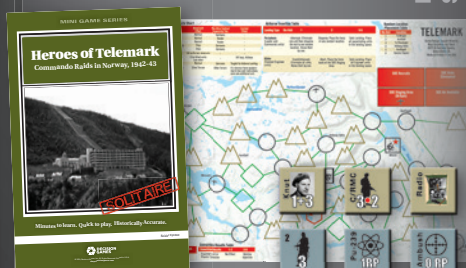
Components: 40 counters, 18 cards

You Control: Arab & British forces

Opposition: Ottoman Forces

HEROES OF TELEMARK: COMMANDO RAIDS IN NORWAY, 1942-43

**RAIDER
SYSTEM**



The Third Reich was racing to develop an atomic bomb and the critical heavy water was provided by the Norwegian county of Telemark. Britain's Special Operations Executive waged a campaign of sabotage to delay them as long as possible. Recruit SOE agents, British commando teams, and Norwegian resistance forces, along with weapons and equipment to accomplish your missions.

Map: 11x17 inch

Components: 40 counters, 18 cards

You Control: Allied commando teams

Opposition: Axis Forces

VIKINGS: SCOURGE OF THE NORTH

**RAIDER
SYSTEM**



In the last centuries of Dark Age Europe was beset by Scandinavian raiders. Their longships sailed the high seas, reaching lands as far as the Volga and North America. Units represent historical Viking leaders such as Leif Erikson and Harald Hardrada. Recruit elite huskarls and fanatic berserkers, and build more longships. Find gold, glory, and new lands to settle on a map running from Russia, Vinland and Scandinavia to the fabled lands of the Byzantine Empire.

Map: 11x17 inch

Components: 40 counters, 18 cards

You Control: Viking warriors



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