KOREA: FIRE AND ICE

INTRODUCTION

The Operational Scale Series (OSS) games focus on the-ater-wide battles in the radio era. *Korea: Fire and Ice* is the first game in the series, followed by *Vietnam: Rumor of War*. Plans are also in motion for *The Doomsday Project* (WWIII in 1985) and a game on the Arab-Israeli Wars.

The OSS system generally requires players to activate HQs, which in turn activate combat Units to fight, and hopefully defeat, their opponents. The system emphasizes the air war and having the Infrastructure to adequately support combat forces in pursuit of their goals. In Korea, Vietnam, and the Arab-Israeli War game, the OSS system also accommodates the peculiarities of fighting "proxy wars."

The OSS series' general mission is to fill a niche for monster games designed from the ground up to be highly playable and quick to play. This game, and those that follow, should easily be finished in a quarter of the time that is most often the case in games of this size.

Game scale will vary by theater and military intensity. The scale *Korea: Fire and Ice* is 1 hex = 7 miles.

Units in *Korea: Fire and Ice* are Task Forces, Divisions, Cadres, and Regiments. The time scale varies depending on the season. Most of the year, the time scale is one week per game turn for non-mud, non-winter turns. November and March are when mud was a major factor in the war, so the time scale changes to one month per turn in those months. In winter months, the time scale is two or four weeks per turn.

1.0 GAME COMPONENTS

1.1 Map

The map includes North Korea, South Korea, the seas sur-rounding the Korean Peninsula, and China. When moving on the map, "North" means a northwestern, north, or north-eastern direction. "South" means a southwestern, south, or southeastern direction.

1.1.1 *North Korea* is the area on the map north of the border (marked from hexes 0743 to 3743 inclusive) not includ-ing China. *South Korea* is the area on the map south of the border (marked from hexes 0643 to 3843 inclusive). *China* is the area in the northern part of the map with gray hexes.

1.1.2 There are four UN Supply Source Boxes on the map. These serve a second purpose as Invasion Boxes. A blue arrow points from each Supply Source Box to a Port hex (designated by an anchor symbol). The Port hex is the only hex to which Units in the Supply Source Box may move (though it is also possible for them to move to a different

Supply Source Box). The Communists do not have Supply Source Boxes.

1.1.3 There are two Sea Station Boxes. Once in the game, the 7th Fleet counter is always in one of these boxes, indicating the fleet's position relative to Korea. The 7th Fleet's position determines where an Amphibious Invasion and Naval Bombardment are possible.

1.1.4 There are brown dots (Sea of Japan) and green dots (Yellow Sea) along the Korean coastline. These assist in determining whether Naval Bombardment is possible.

1.1.5 The map also contains a Turn Record Track, a Current Weather Display, the Victory Point Track, and a Terrain Effects Chart.

1.2 Player Aid Cards

The Player Aid Cards have several boxes and tracks useful for managing the game.

1.2.1 The Replacements, Infrastructure and Supply Track is where you monitor your side's warfighting resources. Replacement markers are for specific nations. Infrastructure and Supply markers are for a side. The track shows the minimum and maximum values for Infrastructure and Replacement. Unless indicated on the track, values have a minimum of 0 and a maximum of 19.

1.2.2 The Support Level Track has markers for each type of Combat Support available, as well as the 7th Fleet's amphibious capacity. The markers' positions on the track determine how many points you have to buy Combat Support of each type, which modifies your combat die rolls. The track shows the maximum levels of Tank and Artillery Support. Unless indicated on the track, values have a minimum of 0 and a maximum of 19.

1.2.3 There are boxes for Replacements, Destroyed Units, and Units being transported by sea (UN) or invading from China (Communist). Finally, there is a box for identifying a Theater Commander, if you have one.

1.3 Air Displays

Each side also has an Air Display. The Air Display is where you manage and fight the air war over Korea.

1.3.1 The Aircraft Capability Chart lists the strength ("Ability") of each kind of Aircraft for each type of Mission. If an Aircraft is not listed next to a Capability, it cannot be assigned to that Mission.

1.3.2 There are boxes representing the regions in which you may have Airfields. You will put each of your Airfield (or Improved Airfield) counters in one of the Airfield Boxes. Airfield counters in each box determine how many Missions you can fly and their range.

1.3.3 There are Mission boxes for both Strategic and Tactical Missions. Each Mission has a box for normal-range Missions (with the Mission name in it) and long-range Missions of the same type.

1.3.4 There are boxes for Available and Damaged Aircraft. Damaged Aircraft will move to the Available Aircraft Box when repaired. When Missions are assigned, you will move Aircraft counters from the Available Aircraft Box to an Airfield counter, then to an appropriate Mission box.

1.4 Counters and Markers

The game comes with a variety of counters and markers for use in the game. Their use is explained in the appropriate rules sections below.

1.5 Dice

Each player has a six-sided die (**D6**) and a ten-sided die (**D10**). Sometimes the use of a specific die is indicated in the rules; sometimes the player has a choice. Whenever you roll the D10, a "0" result is ten (10), not a zero.

2.0 GAME SETUP

Details for setting up the game are found in the Scenario descriptions at the end of these rules.

3.0 GENERAL CONCEPTS

3.1 Sides

The Communists are a coalition of forces that consists of North Korea, China, and the Soviet Union. The UN is a coalition of forces that consists of the United States (US), South Korea (RoK), and UN Minor Powers (Commonwealth (CW), Turkey (Tk), and Republic of China (RoC)). Forces from other nations fought in the war but are not represented with counters due to game scale.

3.2 Forces

The game's counters represent the forces available to both sides in the war. Both players have Headquarters (HQs) and Units as land forces, along with Aircraft. The UN Player also has Cadres and a few special Units (such as Task Forces) among his land forces, plus the 7th Fleet.

3.2.1 HQs represent the command, control, and logistics resources of the forces on the ground in Korea. HQs can move, but they cannot fight. Instead, HQs activate Units to move and fight. Positioning HQs carefully is important because it determines which Units can be activated. HQs are not Units.

3.2.2 Units are the fighting forces on land. Units in *Korea: Fire and Ice* are unusual in not having combat strengths and movement allowances printed on their counters. Movement rates depend on the type of movement being used. Combat is resolved without reference to any Unit's strength, so how

Units and other forces work together is the most important factor in winning a battle.

3.2.3 Cadres <u>are Units</u> with a limited ability to activate other Units. In *Korea: Fire and Ice*, only US forces have Cadres.

3.2.4 Aircraft represent squadrons (or other groupings of planes) of the same type. Aircraft counters are used to track the air strength each player assigns to various Strategic and Tactical Missions over Korea. Aircraft can, among other Missions, fight in air-to-air combat, support ground units engaging the enemy, and attack the enemy's warfighting Infrastructure.

3.2.5 The 7th Fleet represents US naval power near Korea. The 7th Fleet can support land operations near the coast or launch an Amphibious Invasion. Naval Aircraft use the 7th Fleet's carriers as their Airfields. See 7.4.4 if the 7th Fleet does not start on the map and arrives as a Reinforcement.

3.3 Condition of Forces

Condition is the state of a given force in the game. It is indicated by the face-up side of a counter, by markers placed on the counter, and by a counter's position in boxes on the map, player aid card, or air display. Changes in the condition of your forces are caused by their activities, the results of combat, or the amount of resources available to your side on a given turn.

3.3.1: Land forces on the map are either *Fresh* or *Spent*. Fresh Units have a lot more options than Spent Units, as explained in the rules below. Fresh Units have a darker color and no stripe on the counter face. Spent Units have a lighter color and a stripe in the middle of the counter. Units may also have different morale states: *Disrupted*, *Routed*, *Bug Out*, or may have *Low Morale*. Morale states are generally adverse and caused by retreats after losing a combat. Land forces can also:

- be low on/out of fuel or ammo,
- be a Poor/Elite Unit (UN), or a Penal/Guards Unit (Communist), and/or
- have a great or poor leader.

3.3.2 When a Unit is eliminated (sent to the Replacements Box), remove all markers from it.

3.3.3 Aircraft are either full-strength or reduced, depending on the counter side showing. Full-strength Aircraft have a darker color and no stripe on the counter face. Reduced Aircraft have a lighter color and a stripe in the middle of the counter. Aircraft are also either damaged or undamaged, indicated by the box they occupy on their Air Display. These conditions are not dependent on each other—an Aircraft can be reduced and undamaged, or full-strength and damaged.

3.3.4 The 7th Fleet's only condition is its location, indicated by the Sea Station Box it occupies. The 7th Fleet cannot be attacked or damaged.

3.4 Movement

3.4.1 Movement is from hex to hex, paying the terrain cost to enter each hex as you go. The cost of each terrain type is listed on the Terrain Effects Chart. Each hex in an enemy Zone of Control (ZOC) costs +1 MP to enter. Generally, an HQ or Unit may not enter a hex if it does not have enough movement points remaining to pay the terrain cost.

3.4.2 An HQ or Unit may move one hex, and only one hex for its entire movement, if it does not have sufficient MPs to make the move. The HQ or Unit must be able to enter the hex normally. This one-hex exception is not allowed if the move would be from one enemy ZOC to another enemy ZOC. Note: this rule allowing one hex of movement with insufficient MPs does not apply to Exploitation Movement (5.7.11).

3.4.3 Movement from a Supply Source Box or Invasion Box to its adjacent Port hex costs 1 MP.

3.4.4 No HQs or Units may enter China using any form of movement or during a retreat, except for Communist Reinforcements placed in Supply Source hexes.

3.5 Stacking

3.5.1 Players may stack an unlimited number of Fresh Units in each hex but <u>only one Spent Unit per hex</u>. Stacking is enforced during the Check Stacking Segment of each friendly Activation sequence (5.0 for the sequence, 5.9 for the segment). If your Units are overstacked when checked, you must remove Units until the stacking limit is met. This means that you can stack Spent Units to gain an advantage in combat from supporting Units, but you risk losing them if they remain stacked at the end of the Activation. Put Units removed due to overstacking in the Replacements Box.

3.5.2 HQs and markers are not Units and do not count against the stacking limit. Cadres and special Units are Units and do count.

3.5.3 Stacking in Supply Sources is unlimited.

3.6 Lines of Communication (LOC)

3.6.1 A Line of Communication (LOC) represents communication links between each player's commanders, the HQs and Units in the field, and the supply lines between them. HQs and Units in *Korea: Fire and Ice* must have an LOC to perform many of the game's actions.

3.6.2 An HQ or Unit must have an LOC to a Supply Source for its side in order to perform many game actions, including:

- Strategic Movement,
- refreshing HQs and Units (flipping the counter from its Spent to its Fresh side),
- receiving Tank, Artillery, or Naval Bombardment Support in combat, and
- taking combat losses from your Replacements Box.

3.6.3 Supply Source Boxes are Supply Sources for the UN. Specific hexes in North Korea or China, identified on the map, are Supply Sources for the Communists.

3.6.4 An LOC is a path of hexes from the HQ or Unit to a Supply Source for its side. Trace the LOC hex by hex from the HQ or Unit to the Supply Source. The trace may enter up to three hexes until reaching a road, railroad, town, or city hex. From there, trace the LOC along contiguous road, railroad, town, and/or city hexes to the Supply Source. The length of the trace is unlimited, provided it is not blocked.

3.6.5 Enemy HQs and Units, enemy Zones of Control, and enemy-controlled hexes (3.9) block an LOC.

3.6.6 An LOC is blocked by terrain which the HQ or Unit could not normally enter.

3.6.7 An action which requires an LOC may be blocked by enemy Aircraft on Interdiction Missions (8.1).

3.7 Zones of Control

3.7.1 All Units have a Zone of Control (ZOC), unless limited by condition markers. The ZOC consists of the six hexes immediately adjacent to a Unit, but only for hexes the Unit can legally enter. Additional friendly Units that also have a ZOC in a hex give no additional benefit.

3.7.2 Friendly Units negate enemy ZOCs in the hex they occupy for <u>all</u> game rules.

3.7.3 Enemy ZOCs cost +1 MP for friendly HQs and Units to enter. In addition, friendly HQs and Units cannot retreat into enemy ZOCs, unless the retreating HQ or Unit is a US or UN Minor Powers Unit.

3.7.4 Special Rule: On the first turn of both the Invasion Scenario and the Campaign Game, South Korean Units have no ZOCs.

Note: The Terrain Effects Chart (on both the card and the map) contains an error. Enemy ZOCs <u>do not</u> negate roads for movement. Moving a friendly HQ or Unit into a hex via a road in an enemy ZOC costs 1.5 MPs— ½ MP for the road plus 1 MP for the enemy ZOC.

3.8 Infrastructure and Supply

Infrastructure is the overall industrial ability of a side to support its combat forces. It includes the state of industry in the area and the road network. Infrastructure can rise with Foreign Intervention and be decreased by airstrikes. Infrastructure provides Supply (tracked as Supply Points) to the armies.

Supply Points are spent on many things in the game—from activating HQs and repairing damaged Airfields to removing markers. For any Unit or HQ to be able to expend Supply Points (7.3), it must be able to trace an LOC (3.6).

3.9 Control of Hexes

Hexes are always controlled by one player. Players begin the game by controlling the hexes on their side of the border. As forces move, control changes as the enemy enters a hex. Once the game is under way, a player controls a hex if he was the last player to enter the hex. His forces do not have to remain in the hex to retain control—the last player to have an HQ or Unit in the hex has control. A ZOC is not sufficient to claim control of a hex; an HQ or Unit must actually enter a hex to claim control.

3.10 Random Events

Battle never goes entirely as planned. During combat, there is a chance that a Random Event will occur, changing the conditions of battle. A Random Event happens whenever both players roll the same unmodified number on their combat dice. The Random Event may be mild or significant, ranging from reporters on the scene to losing your Artillery Support for lack of ammo.

3.11 Weather

The weather can inhibit air operations during any season, and the Korean winter was especially harsh on UN forces. Weather is checked monthly, and the UN will find itself significantly restricted during winter turns.

3.12 Turn Structure

Korea: Fire and Ice is played in a series of turns, usually representing weeks. During winter months, turns will represent two or four weeks. Despite this, you still perform the Weekly Phases once, and only once, per turn. Each turn perform the Weekly Phases and the Reset Phases. During the first turn of a new month, perform the Monthly Phases prior to the Weekly and Reset Phases.

3.13 Sequence of Play

Weekly Phases (see 4.0)

Perform the Weekly Phases every turn.

W1: **Fleet Redeployment Phase (4.1)**
The UN Player may move the 7th Fleet.

W2: **Amphibious Invasion Phase (4.2)**
The UN Player may conduct an Amphibious Invasion, but only once per game.

W3: **Sea Evacuation Phase (4.3)**
The UN Player may evacuate troops by sea to Supply Source Boxes.

W4: **Reinforcement Phase (4.4)**
The UN Player goes first. Scheduled land Reinforcements arrive and are placed on the map, along with assets such as Replacements and Support Points. Evacuated Units/HQs become Reinforcements. Replacements may be purchased.

W5: **UN Communications Phase (4.5)**
The UN Player places an OOC marker on all UN Units without a Line of Communications.

W6: **UN Refresh Phase (4.6)**
The UN Player refreshes his combat Units (but not HQs) by flipping the counters from their Spent to their Fresh sides.

W7: **Communist Strategic Movement Phase (4.7)**
The Communist Player conducts Strategic Movement.

W8: **Communist Activation Phase (4.8)**
The Communist Player activates HQs and Units for movement and combat.

W9: **Communist Communications Phase (4.9)**
The Communist Player places an OOC marker on all Communist Units without a Line of Communications.

W10: **Communist Refresh Phase (4.10)**
The Communist Player refreshes his combat Units (but not HQs) by flipping the counters from the Spent to their Fresh sides.

W11: **UN Strategic Movement Phase (4.11)**
The UN Player conducts Strategic Movement.

W12: **UN Activation Phase (4.12)**
The UN Player activates HQs and Units for movement and combat.

Reset Phases (6.0)

Perform the Reset Phases every turn.

R1: **Eliminate Friendly Units Phase (6.1)**
Both players may voluntarily eliminate friendly Units.

R2: **Victory Check Phase (6.2)**
Place or reveal Victory Point (VP) markers, then check whether one player has 21 Victory Points.

R3: **Time Phase (6.3)**
Advance the Week marker and possibly the Month marker.

Monthly Phases (7.0)

Perform the Monthly Phases only on turns which begin a new month, at the beginning of the turn, before Weekly Phases. Do not perform them on the first turn of the campaign, which starts mid-month.

M1: **Weather Phase (7.1)**
One player rolls a die to determine the weather for this month.

M2: **Foreign Intervention/Foreign Aid Phase (7.2)**
Determine whether either side receives Foreign Intervention and/or Foreign Aid.

M3: **Infrastructure and Supply Phase (7.3).**
Both players determine their Infrastructure Levels, refresh their HQs, and spend Supply Points. The UN Player goes first.

M4: **Aircraft Recovery and Reinforcement Phase (7.4)**
Aircraft on Missions return to Available status and Reinforcement Aircraft are placed in the Available Aircraft Box.

M5: **Aircraft Repair Phase (7.5)**
Players attempt to repair their Aircraft.

M6: **Air Forces Commitment Phase (7.6)**
Players commit Aircraft to Missions for the next month.

M7: **Determine Air Support Phase (7.7)**
Players adjust their available Air Support.

M8: **Strategic Air Missions Phase (7.8)**
Players resolve Strategic Air Missions.

M9: **Top Cover Phase (7.9)**
Players resolve air battles to see who controls the skies.

3.14 Victory

There are two ways to win the game. The first is for your side to have 21 or more Victory Points (VPs) during the Victory Check Phase (6.2) of a turn. The second is for the Communist Player to control all four Port hexes (2151, 2264, 4371, and 4046) connected to UN Supply Source Boxes. As soon as the Communist Player controls all four Port hexes, the game ends immediately in a Communist victory.

The main source of Victory Points is Objective Markers. Objective Markers are color-coded for each side. Place them on the map as instructed in the setup or during the game. Markers can either be hidden (face down) or revealed (face up). When instructed to reveal an Objective Marker, flip it face up.

4.0 WEEKLY PHASES

Most turns will begin with the Weekly Phases, which are the engine of the game. Note that some turns actually cover two to four weeks—we still call them Weekly Phases. The rules below explain the procedures and options players need to perform each Weekly Phase and are presented in the order you will encounter them during the sequence of play.

4.1 Fleet Redeployment Phase

4.1.1 The UN Player commands the 7th Fleet, which is the only naval counter in the game. There are two Sea Station Boxes on the map: The Yellow Sea Station (west of Korea) and the Sea of Japan Station (east of Korea). During this phase, the UN Player may place the 7th Fleet counter in either Sea Station Box.

4.1.2 There are several rules to consider in positioning the 7th Fleet.

- The 7th Fleet can conduct Bombardment against hexes near the shoreline closest to its Sea Station. Bombardment is a form of Artillery Support (5.7.4.2.C) for combat Units.

- The 7th Fleet has carriers with naval air power (7.6.4) to provide Combat Support for Units and conduct other Tactical Missions.

- The 7th Fleet must be in the associated Sea Station Box to launch an Amphibious Invasion (4.2).

- Placing the 7th Fleet in the Yellow Sea may increase the probability of Chinese Intervention (7.2).

4.2 Amphibious Invasion Phase

4.2.1 The UN Player may conduct one Amphibious Invasion per game. During an Amphibious Invasion, the UN Player takes Units and <u>one HQ</u> from the Sea Transport Box (on the UN Player Aid) and moves them to the Invasion Box of his choice on the map. Amphibious Points are assigned during

scenario setup and are never replenished. Since there may only be one Amphibious Invasion per game, the Amphibious Points limit how many Units may participate in the invasion.

4.2.2 There are restrictions on when this ability may be used:

- Amphibious invasions are prohibited on winter turns.

- The 7th Fleet must be in the Sea Station Box associated with the target invasion site. The Yellow Sea Station Box is associated with the Inch'on and Kunsan Invasion Boxes. The Sea of Japan Station box is associated with the Pusan and Kangnung Invasion Boxes.

4.2.3 An Amphibious Invasion costs one Amphibious Point per Unit. One HQ may move from the Sea Transport Box to an Invasion Box for free, but no other HQs can join the invasion. Stacking in the Invasion Box is unlimited.

4.2.4 After placing Units and an HQ in the Invasion Box, the UN Player conducts a free Naval Bombardment against any Communist Units within two hexes of the adjacent Port hex. For each Unit, he rolls a **D10** and compares it to the Bombardment Level (there is no -2 DRM as in a normal Bombardment). If the **D10** roll is equal to or less than the Bombardment Level, the target Unit is placed in the Replacements Box.

4.2.5 HQs and Units may activate normally to move from the Invasion Box to the connected land hex.

- Moving to the connected Port hex costs 1 MP if the hex is free of enemy Units.

- If the connected Port hex is in an enemy ZOC, the move from the Invasion Box costs 2 MPs.

- If there is an enemy Unit in the connected Port hex, the invasion force will have to fight its way out. When a Unit declares a combat from the Invasion Box to the adjoining Port hex, all other Units in the Invasion Box are considered supporting Units.

- All Units in the Invasion Box have an LOC, and all combat options are available from the Invasion Box.

- The Invasion Box is a Supply Source as long as there is a friendly Unit inside it or the adjacent Port hex is friendly controlled.

4.3 Sea Evacuation Phase

4.3.1 The UN Player can evacuate US and UN Minor Power Units or HQs by sea. The Units and HQs to be evacuated must be Fresh and located in a Port hex or Supply Source Box. The limit of Sea Evacuation is a maximum of five Units per turn from all points of origin, along with an unlimited number of HQs.

4.3.2 To perform a Sea Evacuation, first move Units and HQs evacuated from a Supply Source Box to any other Supply Source Box. Second, move Units and HQs evacuated from a Port hex to any friendly-controlled Supply Source Box. An enemy ZOC cannot prevent a Sea Evacuation, but a Bug Out marker is placed on any Units evacuating by sea from a hex in an enemy ZOC.

4.3.3 Units and HQs evacuated by sea end the phase in a Supply Source Box and are treated as Reinforcements that have been placed in that box during the next Reinforcement Phase.

4.4 Reinforcement Phase

4.4.1 The UN Player conducts the Reinforcement Phase first, followed by the Communist Player. Your scheduled Reinforcements arrive by turn according to the scenario being played. You can also purchase additional Reinforcements (or "Replacements") from your Replacements Box.

4.4.2 UN Reinforcements are placed in any friendly-controlled Supply Source Box or in the Sea Transport Box. Communist Reinforcements are placed in any Communist Supply Source. Stacking limits are ignored when placing Reinforcements.

4.4.3 To purchase Replacements, you must spend one Replacement Point per Unit (including Cadres). The Replacement Points Spent must be for the same nation as the Unit. *Exception: UN Replacement Points may be used to pay for any UN Unit.* You must also move another Unit from the Replacements Box to the Destroyed Units Box. The Unit moved to the Destroyed Units Box must be of the same nationality of the Units or Cadres being placed as Reinforcements. The purchased Units come from the Replacements Box and are placed using the same rules as scheduled Reinforcements.

4.4.4 You may also receive additional Reinforcements as the result of Foreign Aid or Foreign Intervention (7.2). The scenario will have information on any such Reinforcements.

4.4.5 During this phase, you may also receive Replacement Points, Infrastructure Points, Support Points, or other assets, as indicated by the scenario. Mark these by moving the counter on the appropriate track on your Player Aid Card.

4.5 UN Communications Phase

Check whether UN HQ and Units have an LOC. Place an OOC marker on each UN HQ or Unit without an LOC.

4.6 UN Refresh Phase

All UN Units with an LOC become Fresh. Flip the Unit counters to their Fresh sides.

4.7 Communist Strategic Movement Phase

4.7.1 Eligible Communist HQs and Units may make a strategic move of up to 10 MPs. Strategic movement does not require Activation or spending Supply Points. To be eligible for Strategic Movement, a Communist HQ or Unit must:

- be Fresh,
- be able to trace an LOC, and
- be three or more hexes away from the nearest enemy Unit.

4.7.2 Before performing Strategic Movement, note the hex row of the Communist HQ or Unit furthest south on the map. You can move your HQs and Units in any order you choose, but Communist HQs and Units using Strategic Movement are restricted in two important ways:

- They may never move further south than the hex row of the Communist HQ or Unit which was furthest south at the beginning of the Communist Strategic Movement Phase. In other words, you cannot advance your front lines using Strategic Movement.
- They may never move within two hexes of an enemy Unit.

4.7.3 HQs and Units using Strategic Movement are not Spent.

4.8 Communist Activation Phase

4.8.1 During this phase, the Communist Player activates Fresh HQs and Units, following the Activation Sequence (5.0) below for each activated HQ. It is possible to activate an HQ more than once if it is refreshed at the end of the sequence.

4.8.2 PRC HQs (salmon background) can activate any Communist Units (regardless of nationality), but NK HQs (red) can only activate NK Units.

4.8.3 During each HQ's Activation, the HQ may activate up to four Fresh Units. Your HQs may activate up to six Fresh Units if Peng Dehuai is your Theater Commander (14.0).

4.8.4 An HQ's Activation range is 10 MPs. Trace a path of up to 10 MPs from the HQ to the selected Unit, using the movement costs on the Terrain Effects Chart. The path may enter a hex containing an enemy ZOC at the normal cost of +1 MP.

4.8.5 Activated Communist Units move and engage in combat during this phase. Once all Unit movement and combat is completed, your active HQ may move or pay Supply Points to refresh itself.

4.9 Communist Communications Phase

Check whether Communist HQs and Units have an LOC. Place an OOC marker on each Communist HQ or Unit without an LOC.

4.10 Communist Refresh Phase

All Communist Units with an LOC become Fresh. Flip the Unit counters to their Fresh sides.

4.11 UN Strategic Movement Phase

4.11.1 Eligible UN HQs and Units may make a strategic move of up to 10 MPs. Strategic Movement does not require Activation or spending Supply Points. To be eligible for Strategic Movement, an HQ or Unit must:

- be Fresh,
- have an LOC, and
- not be in a Communist Unit's ZOC.

UN HQs and Units are eligible for Strategic Movement if they start two hexes or more from a Communist Unit. They may move within two hexes of a Communist Unit and may enter an enemy ZOC, but Units will be penalized with a Bug Out marker if they enter an enemy ZOC.

4.11.2 Before performing Strategic Movement, note the hex row of the UN HQ, Cadre, or Unit furthest north on the map. You can move your HQs and Units in the order you choose. However, they may never move further north than the hex row of the UN HQ or Unit which was furthest north at the beginning of the UN Strategic Movement Phase. In other words, you cannot advance your front lines using Strategic Movement.

4.11.3 UN HQs and Units may use Strategic Movement when near or adjacent to Communist Units. A UN HQ or Unit may even enter enemy ZOCs during Strategic Movement but a Unit receives a Bug Out marker for doing so.

4.11.4 HQs and Units using Strategic Movement are <u>not Spent</u>.

4.12 UN Activation Phase

4.12.1 During this phase, the UN Player activates Fresh HQs and Units, following the Activation Sequence (5.0) below for each activated HQ. It is possible to activate an HQ more than once if it is refreshed at the end of the sequence. Cadres acting as HQs can only be activated once in this phase.

4.12.2 UN HQs (blue background) can activate any UN forces (regardless of nationality and including US Cadres). RoK HQs (tan) can only activate RoK Units. US forces (green) have no HQs, only Cadres. Cadres can be activated by HQs. If an HQ activates a Cadre, all of the Units belonging to that Cadre's Division are potentially activated.

4.12.3 During each HQ's Activation, the HQ may activate up to four Fresh Units. Your HQs may activate up to eight Fresh Units if Ridgeway is your Theater Commander (14.0).

4.12.4 If you choose, a UN HQ can activate a Fresh Cadre as one of its Units. If you do, the Cadre can activate more Units from its Division. Activating an HQ and multiple Cadres permits you to conduct very large operations!

4.12.5 An HQ's Activation Range is 10 MPs. Trace a path of up to 10 MPs from the HQ to the selected Unit, using the movement costs on the Terrain Effects Chart. The path may enter an enemy ZOC at the normal cost of +1 MP.

4.12.6 Activated UN Units will move and engage in combat during your Activation Phase. Once all Unit movement and combat is completed, your active HQ may move or pay Supply Points to refresh itself.

5.0 ACTIVATION SEQUENCE

Korea: Fire and Ice uses an innovative Activation system that combines movement, combat, and enemy reaction into one phase. It is important to understand the order, or Activation Sequence, in which different kinds of movement and combat occur. The Activation Sequence must be followed precisely for the game systems to function properly.

The Activation Sequence is divided into several segments:

- HQ Activation Segment (5.1)
- Unit Activation Segment (5.2)
- Cadre Segment (5.3)
- Initial Movement and Combat Declaration Segment (5.4)
- Reserve Movement Segment (5.5)
- Bonus Movement Segment (5.6)
- Combat Segment (5.7)
- Tank Support Loss Segment (5.8)
- Check Stacking Segment (5.9)
- HQ Movement and Refresh Segment (5.10)

5.1 HQ Activation Segment

Select a Fresh HQ with an LOC and flip the counter to its Spent side. A Spent HQ may not be activated, move, or activate Units. If you have no Fresh HQ, your Activation Phase ends.

If available, UN Task Forces (11.1) may also be created or placed during this segment by the UN Player.

5.2 Unit Activation Segment

5.2.1 Select up to four (or more, if you have a Theater Commander) Fresh Units or Cadres within the HQ's Activation range of 10 MPs and flip the counters to their Spent sides.

5.2.2 During winter turns, when a UN HQ activates Units, the HQ's Activation range is limited to 8 MPs.

5.3 Cadre Segment

If the UN Player activated a Cadre, he may activate all Units from the same division that are within 6 MPs of the Cadre (remember the +1 MP cost for each hex with an enemy ZOC, and that friendly units in a hex negate the enemy ZOC).

5.4 Initial Movement & Combat Declaration Segment

5.4.1 During this segment, you can move each of your active Units or Cadres (but not HQs) up to 5 MPs. You decide in what order your Units move. One Unit must complete its movement before another Unit begins its movement.

5.4.2 When a moving Unit is adjacent to an enemy Unit, the moving Unit may declare combat. The attacker declares the Combat Hex. The Combat Hex must be a hex the Attacking Unit could enter normally. If there is more than one enemy Unit in the Combat Hex, the defender selects which Unit will serve as the Defending Unit. Combat Declaration must be paid for using movement points. (Note for clarity: you pay the cost of the Combat Declaration, not the cost of entering the target hex.) There are four types of combat, and the cost of each type of Combat Declaration is listed below:

Combat Declaration Costs	
Meeting Engagement	1 MP
Hasty Attack	2 MPs
Prepared Attack	3 MPs
Deliberate Attack	All MPs

Since a Deliberate Attack requires a Unit to spend all of its MPs, the Unit must begin the segment adjacent to its target.

5.4.3 When combat is declared, draw a Combat Chit from the cup containing chits matching the type of combat and place it on the combat hex.

5.4.4 Important: If a Meeting Engagement is declared, pause the Initial Movement and Combat Declaration Segment and resolve the Meeting Engagement combat immediately. Once the Meeting Engagement (including any Exploitation Movement) is resolved, flip all Fresh Units supporting the Attacking Unit to their Spent sides. They may not activate or move again until Refreshed. Continue the Initial Movement and Combat Declaration Segment (if you have additional active Units to move).

5.5 Reserve Movement Segment

5.5.1 During this segment, the non-phasing player may activate one Fresh HQ and up to 4 Fresh Units (or more with a Theater Commander) for movement of up to 5 MPs. The Activation range for the HQ is 10 MPs, or 8 MPs for a UN HQ in winter. If the UN Player activates a Cadre, it may activate Units from the same division within 6 MPs of the Cadre.

5.5.2 There are restrictions on which HQs and Units may be activated for Reserve Movement.

- The HQ and Units must have an LOC.
- Neither the HQ nor the Units may be activated if they begin the segment in an enemy ZOC. Once activated, they may move through an enemy ZOC at the normal cost of +1 MP added to the terrain cost.

5.5.3 HQs and Units using Reserve Movement are Spent. Flip the counters to their Spent sides before moving.

5.5.4 Reserve Movement limits forces as follows:

- Units using Reserve Movement may not declare combat but may support a combat.
- Units using Reserve Movement may not participate in Exploitation Movement.
- UN HQs and Units may not move north of the hex row already occupied by the northernmost UN HQ or Unit.
- Communist HQs and Units may not move south of the hex row already occupied by the southernmost Communist HQ or Unit.
- During winter turns, UN Units activated for reserve movement only receive 4 MPs.

5.5.5 When the Reserve Movement of all activated forces is complete, if the HQ did not move and has an LOC, the non-phasing player may spend Supply Points to refresh the active HQ. The cost is:

Player	HQ is in:	Cost:
UN	North Korea	3 (6 in winter)
UN	South Korea	2 (4 in winter)
Communist	North Korea	1
Communist	South Korea	2

5.6 Bonus Movement Segment

All of the phasing player's active Units that are not in an enemy ZOC AND did not participate in a Meeting Engagement may move an extra 3 MPs. These Units may not enter an enemy ZOC at any time during this movement. Remember that a friendly Unit in a hex negates an enemy ZOC in that hex. Bonus Movement is available even if the active Units are Spent.

5.7 Combat Segment

5.7.1 Combat in *Korea: Fire and Ice* is a multi-step process and unusual because Units do not have attack or defense strengths. Combat is resolved by comparing die rolls, modified by the number of Units involved and the level of Combat Support of various kinds. Once combat has been declared, it must occur. You cannot cancel an attack you have previously declared. A target hex may be the Combat Hex in multiple combats per Activation Phase, but there can only be one Combat Chit at a time in any given hex.

5.7.2 The Combat Segment occurs in several steps for each Unit declaring combat. Complete the combat steps for each declaring Unit before beginning combat for the next Unit.

Step 1: Examine the Combat Chit (5.7.3)

Step 2: Determine Support DRMs (5.7.4)

    Step 2A: Adjacent Units Support

    Step 2B: Tank Support

    Step 2C: Artillery Support

    Step 2D: Air Support

    Step 2E: Naval Bombardment Support

Step 3: Add Other DRMs (5.7.5)

Step 4: Combat Die Rolls (5.7.6)

Step 5: Apply Modifiers (5.7.7)

Step 6: Determine Winner and Combat Spread (5.7.8)

Step 7: Take Losses (5.7.9)

Step 8: Advance after Combat (5.7.10)

Step 9: Exploitation Movement (5.7.11)

Step 10: Clean up (5.7.12)

5.7.3 Examine the Combat Chit   (Step 1)

The Combat Chit in the Combat Hex contains valuable information for combat resolution. It is read as follows:

- The upper left corner tells you the type of die to roll—**D6** or **D10**—and, in parentheses, any Die Roll Modifier (DRM) for the attacker. Example: **D6** (+1) means roll a six-sided die and add 1 to the attacker's roll.

- The upper right corner (**RE**) tells you what Random Event Table to use if both players roll the same unmodified (or "natural") number on their dice during combat resolution.

- The lower left corner (**Spt**) tells you the attacker's Support Planning Rating. This rating represents the resources wasted by poor or hurried planning.

- The lower right corner (**Adv**) tells you how many MPs the attacker gets for Exploitation Movement following any Advance after Combat.

5.7.4 Determine Support DRMs   (Step 2)

5.7.4.1 Both forces in a combat may receive Combat Support from various military assets, including adjacent Units, tanks, artillery, air, and offshore bombardment. Use of Combat Support is always voluntary, since Support Levels may be lost in combat. The attacker adds up his DRMs first.

For Tank, Artillery, Air, and Bombardment Support, it is important to understand that the Support Levels on your Player Aid Card generate a number of Support Points of each type, based on the rules below. You spend the Support Points for DRMs, not the Support Levels on your Player Aid Card. The Support Levels may change during combat for other reasons, but you do not spend them. The Support Level you have at a given time can be used for any combat in which the Combat Support type is available.

5.7.4.2 Some of the Combat Support a force receives is modified by several factors, such as the level of readiness for attack/defense and the terrain in which combat occurs. Combat Support comes in the form of DRMs to each player's die roll. The DRMs for each type of support are calculated differently. Add up all the DRMs you receive from all types of Combat Support and note the total for the Combat Die Roll (5.7.6).

A. Adjacent Unit Support   (Step 2A)

Any friendly Units—Fresh or Spent—adjacent to the Combat Hex may support the Attacking or Defending Unit. Each player determines which of his adjacent Units will provide Combat Support. A US Unit must be within 6 MPs of its Cadre to receive Adjacent Unit Support. Calling for Adjacent Unit Support does not require an LOC.

<u>All Units stacked with the Attacking Unit or Defending Unit must support the combat, unless a morale marker prevents them from doing so.</u> *Exception: US Units further than 6 MPs from their Cadres do not receive Adjacent Unit Support and therefore ignore this rule.*

Fresh Units providing Combat Support during a Meeting Engagement become Spent. Fresh Units providing Combat Support during other types of combat remain Fresh.

Attacker: The Attacking Unit gets a +1 DRM for the first supporting Unit, +2 for the second, +3 for the third, and so on. These DRMs are cumulative. The value of Combat Support is doubled if the combat is a Deliberate Attack. Example: Four supporting Units would be a DRM of 10 (1+2+3+4). In a Deliberate Attack with four supporting Units, the DRM would be 20.

Defender: The Defending Unit gets +2 for each supporting Unit.

Ammo, Fuel, and Leader markers on adjacent Units participating in the combat are applied to the combat, following the marker's normal rules. Morale markers on an adjacent Unit do not affect the combat directly, but can prevent the Unit from participating in a combat. You must decide if the benefit of using an adjacent Unit as support is worth the cost of the marker. For example, if a supporting Unit has a "No Ammo" marker on it, you must decide whether to use the Unit in a supporting role at the cost of losing your Artillery Support. **Important:** if you have both sides of the same Ammo or Fuel marker showing on different participating Units—for example, Low Ammo and No Ammo—you must apply the marker which gives you less support (No Ammo, in this case). Rerolls from Leaders for both sides are cumulative.

Markers on Units which are adjacent but not supporting (because you held them out of the combat) do not affect the combat. Markers in the Combat Hex and on the attacking Unit always apply to the combat. All supporting Units, along with the Attacking and Defending Units, are eligible to receive any markers drawn from the Cup of SNAFU (13.0) during the combat—the choice of which side of the marker and upon which Unit the marker is placed belongs to the player who drew the marker.

B. Tank Support (Step 2B)

For the attacker to receive Tank Support, the activated HQ must have an LOC. For the defender to receive Tank Support, the Defending Unit must have an LOC. A US Attacking or Defending Unit must be within 6 MPs of its Cadre to receive Tank Support.

Tank Support is only available in certain hexes, based on terrain type. Generally, you cannot receive Tank Support if the terrain of the Combat Hex is Hills or Mountains. You also cannot receive Tank Support if the Combat Hex has a Prepared Position or Trenches counter.

Road Rule: The attacker (only, not the defender) may receive Tank Support in the terrain types listed above if a road or railroad connects the attacking Unit's hex with the Combat Hex, BUT NOT if the road or railroad crosses a river between the hexes. The attacker may also reduce the cost of attacking in other terrain by using the road/railroad option. Each time the attacker uses the Road Rule, reduce his Tank Support Level (on his Player Aid Card) by 1 after the combat.

Use the table below to calculate the number of Tank Support Points available and purchase DRMs.

Tank Readiness Rating			Tank DRM Cost Table	
Attacker (Spt value from Combat Chit)	A=4 B=2 C=1 D=1		Terrain Type	Cost per +1 DRM
			Clear	1
Defender (based on type of attack)	Meet Eng=4 Hasty=3 Prepared=3 Deliberate=3		Mixed, Rough	2
			Towns, Cities	3
			Using Road Rule	1

Subtract your Tank Readiness Rating from your Tank Support Level (the Tank Support counter on your Player Aid Card). This is the number of Tank Support Points you receive. Use your Tank Support Points to purchase DRMs using the Tank DRM Cost Table. You cannot buy a partial DRM. *Example: if you have 3 Tank Support Points in Mixed Terrain, you can only buy a +1 DRM.*

C. Artillery Support (Step 2C)

For the attacker to receive Artillery Support, the activated HQ must have an LOC. For the defender to receive Artillery Support, the defending Unit must have an LOC. A US Unit must be within 6 MPs of its Cadre to receive Artillery Support.

Use the tables below to calculate the number of Artillery Support Points available and purchase DRMs.

Artillery Readiness Rating			Artillery DRM Cost Table	
Attacker (Spt value from Combat Chit)	A=4 B=3 C=2 D=1		Terrain Type	Cost per +1 DRM
			Clear, Mixed, Towns, Cities	1
Defender (based on type of attack)	Meet Eng=4 Hasty=3 Prepared=3 Deliberate=3		Rough, Hills	2
			Mountains	3
			Prepared Position	+3 to cost above for attacker only
			Trenches	+4 to cost above for attacker only

Subtract your Artillery Readiness Rating from your Artillery Support Level (the Artillery Support Counter on your Player Aid Card). This is the number of Artillery Support Points you receive. Use your Artillery Support Points to purchase DRMs using the Artillery DRM Cost Table. You cannot buy a partial DRM. *Example: if you have 5 Artillery Support Points in Rough Terrain, you can only buy either a +1 or +2 DRM.*

D. Air Support (Step 2D)

An LOC is not required for Air Support. A US Unit must be within 6 MPs of its Cadre to receive Air Support.

You have an Air Support Level on your Support Track. The Air Support Level is determined during the monthly Air Support Phase (7.7), or according the scenario instructions at the beginning of a game. Use the table below to determine your Air Readiness Rating.

Air Readiness Rating

Attacker (Spt value from Combat Chit)	A=4 B=3 C=2 D=1
Defender (based on type of attack)	Meet Eng=4 Hasty=3
	Prepared=3 Deliberate=3

Subtract your Air Readiness Rating from your Air Support Level. The result is the underlined maximum number of Air Support Points you are eligible to spend on DRMs. You may choose to spend fewer points than your maximum, since using Aircraft from your Ground Support Box puts them at risk.

To use Air Support, you must select Aircraft from your Ground Support Mission Box for this combat and total their Tactical Missions Abilities. This total determines the number of Air Support Points initially available to you, up to the maximum. It is possible that earlier Missions have left you without enough Aircraft to reach your maximum points. You may also select Aircraft with total Air Support Abilities over your maximum points, in case some of your Aircraft are damaged or destroyed when intercepted by enemy Aircraft.

Once you have selected your Aircraft to participate in this combat, the enemy player may attempt to intercept them (8.3) using Aircraft from his Top Cover Box. The enemy player may damage or destroy your Aircraft during Interception. If so, the loss of participating Aircraft reduces the number of Air Support Points available to you for this combat (but not the Air Support Level on your Support Track).

After any Interception attempts have been resolved, total the Tactical Mission Abilities of your Aircraft remaining in the combat. Subtract 1 from each Ground Support Aircraft's Tactical Mission Ability if the weather is rain. Subtract 2 if it is a winter turn. Subtract 1 from the Tactical Mission Ability for each Ground Support Aircraft at Long Range. The total, up to your maximum, is the final number of Air Support Points you have to purchase DRMs. Spend your Air Support Points to purchase DRMs using the Air DRM Cost Table below.

Air DRM Cost

Terrain Type	Cost per +1 Air DRM
Clear, Mixed,Towns, Cities	1
Rough, Hills	2
Mountains	3
Prepared Position	+3 to cost above for attacker only
Trenches	+4 to cost above for attacker only

You cannot buy a partial DRM. Example: if you have 6 Air Support Points in Mixed Terrain with Trenches, you can only buy a +1 DRM (1 for mixed terrain, plus 4 for trenches, so 5 points total).

E. Naval Bombardment Support (Step 2E)

Only the UN Player may use Naval Bombardment Support (sometimes shortened to "Bombardment"). A US Unit must be within 6 MPs of its Cadre to receive Naval Bombardment Support.

Use of Naval Bombardment requires four conditions:

- The 7th Fleet must be in the appropriate Sea Station Box. The coastlines eligible for Bombardment are marked on the map. The brown dotted line indicates the area eligible for Bombardment Support from the Sea of Japan box. The green dotted line indicates the area eligible for Bombardment Support from the Yellow Sea box.
- The combat must be within two hexes of any hex containing a Bombardment Line.
- There must be an LOC to allow communication and coordination of the naval gunfire. If the UN player is attacking, the activated HQ must have an LOC. If the UN player is defending, the Defending Unit must have an LOC.

Naval Bombardment Support has a constant Readiness Rating of -2. The number of Bombardment Support Points is always equal to the value of the US Navy Bombardment marker, minus 2. Use these points to purchase DRMs on the Bombardment DRM Cost Table. You cannot buy a partial DRM. Example: if you have 7 Bombardment Support Points in Mountain Terrain you can only buy either a +1 or +2 DRM.

Bombardment DRM Cost Table

Terrain Type	Cost per +1 Bombardment DRM
Clear, Mixed, Towns, Cities	1
Rough, Hills	2
Mountains	3
Prepared Position	+3 to cost above
Trenches	+4 to cost above

5.7.5 Add Other DRMs   (Step 3)

5.7.5.1 The attacker receives a DRM equal to the number in the upper left corner of the Combat Chit.

5.7.5.2 The defender receives a DRM for terrain, as listed on the Terrain Effects Chart. The river defensive bonus only applies if the attacking Unit and all supporting Units are attacking across a river.

5.7.5.3 Each player adds their DRMs from Support, the Combat Chit, and/or terrain together to determine a total DRM to their combat die roll.

5.7.6 Combat Die Rolls   (Step 4)

5.7.6.1 The attacker rolls a **D6** or **D10**, as indicated on the Combat Chit. The defender rolls a **D10** if the Defending Unit is Fresh or a **D6** if it is Spent. If the Defending Unit is Fresh and rolls a **D10**, it becomes Spent. The defender may choose instead to roll a **D6** and have the Defending Unit remain Fresh.

5.7.6.2 Check for Random Event: Note the natural, un-modified die results for both players. If both players rolled the same natural number, pause the combat and immediately execute a Random Event (12.0). Immediately apply the Random Event before resolving the combat further. Random Events can affect the combat in progress.

5.7.6.3 Check for Unit Quality: If you roll a natural 1, place a Poor/Penal Unit marker on one of your Units in the combat. If you roll a natural 10 (on a **D10**) or natural 6 (on a **D6**), place an Elite/Guards Unit marker on one of your Units in the combat. You can place a Poor/Penal Unit marker or an Elite/Guards Unit marker on any Unit participating in the combat as Attacking Unit, Defending Unit, or support-ing Unit, but no Unit may receive a second quality marker, unless all participating Units on your side already have one. If all Units from your side in the combat already have quality markers, you must replace an existing quality marker with the one just drawn. Sometimes weak Units surprise you; sometimes stalwarts fail.

5.7.6.4 Leaders gained through random events may allow players to re-roll their combat dice.

5.7.7 Apply Modifiers   (Step 5)

Add your total DRM to your die roll to get your modified die result.

5.7.8 Determine Winner and Combat Spread   (Step 6)

The player with the highest modified die result wins the combat. In case of a tie, the defender wins.

5.7.8.1 Units participating in the combat are the Attacking Unit (which declared the combat), the Defending Unit, and supporting Units of both sides.

5.7.8.2 The Combat Spread determines how many losses the losing Units must take. To determine the Combat Spread, subtract the lower modified die result from the higher result. The Combat Spread is the difference between the two modified die results. In case of a tie, the Combat Spread is considered to be 1, and the attacker loses the combat.

5.7.8.3 The Combat Spread has a Maximum. Normally, the Maximum Combat Spread is 5. The Maximum Combat Spread is adjusted if Units of high or low quality participate in the combat. The adjustments are cumulative, yielding a range of 3-7 for the Maximum Combat Spread. Use the fol-lowing rules to adjust the Maximum Combat Spread:

- If any participating Unit (or Units) on the winning side has a Poor/Penal marker on it, subtract 1 from the Maximum Combat Spread. Subtract only 1, even if multiple winning Units have a Poor/Penal marker.

- If any participating Unit (or Units) on the winning side has an Elite/Guards marker on it, add 1 to the Maximum Combat Spread. Add only 1, even if multiple winning Units have an Elite/Guards marker.

- If any participating Unit (or Units) on the losing side has a Poor/Penal marker on it, add 1 to the maximum Combat Spread. Add only 1, even if multiple losing Units have a Poor/Penal marker.

- If any participating Unit (or Units) on the losing side has an Elite/Guards marker on it, subtract 1 from the maximum Combat Spread. Subtract only 1, even if multiple losing Units have an Elite/Guards marker.

5.7.8.4 The number of losses taken by the losing side can never be greater than the Maximum Combat Spread. If the Combat Spread is higher than the Maximum, reduce losses to the Maximum. *Example: In a combat, the modified die rolls differ by 8. The UN Player wins and has an Elite Unit in the combat, which increases the Maximum Combat Spread from 5 to 6. The Communist Player takes 6 losses.*

5.7.8.4 Changes to the Maximum Combat Spread due to troop quality are enforced even if the marker was just placed during Step 4 (Combat Die Rolls Step) of the current combat.

5.7.9 Take Losses   (Step 7)

Units from the losing side must take losses using the follow-ing rules.

- If the Combat Spread is equal to or less than the Maximum Combat Spread, the losing Units take losses equal to the Combat Spread.

- If the Combat Spread is greater than the Maximum Combat Spread, the losing Units take losses equal to the Maximum Combat Spread.

If the losing side cannot take the required losses, all losing Units are eliminated (sent to the Replacements Box). Fortunately, there are several ways to take losses. The losing side may take its losses <u>using any combination of these methods</u>.

A. Retreat a Unit 1-3 hexes. Retreating a Unit satisfies a loss for each hex retreated. A Fresh Unit which retreats becomes Spent. Communist Units must retreat north, while UN Units must retreat south. Each hex retreated into must be further away from the Combat Hex. Also, remember that UN (but not Communist) Units can retreat into an enemy ZOC (and receive a Bug Out marker). If a Unit's path of retreat is limited because of enemy ZOCs, it can only pay for as much of the Combat Spread as it can legally retreat in hexes. However:

If any Unit…	Then…
retreats two hexes	place a Disrupted marker on it and opponent draws from the Cup of SNAFU for the retreating Unit, after the retreat is completed.
retreats three hexes	place a Routed marker on it and opponent draws from the Cup of SNAFU for the retreating Unit, after the retreat is completed.
If a retreating US or UN Minor Unit…	**Then…**
enters or passes through an enemy ZOC	place a Bug Out marker on it (instead of any Disrupted or Routed marker) and opponent draws two markers from Cup of SNAFU for the retreating Unit, after the retreat is completed.
Is 1) Disrupted or Routed and 2) enters or passes through an enemy ZOC after a combat when UN Tank Support was used	Reduce the Tank Support Level by 1 (if Disrupted) or 2 (if Routed). Note: reduce Tank Support by 1 for a Rout if only 1 Tank Support Level was used in the combat.
Is 1) Disrupted or Routed and 2) enters or passes through an enemy ZOC after a combat when UN Artillery Support was used	Reduce the Artillery Support Level by 1 (if Disrupted) or 2 (if Routed). Note: reduce Artillery Support by 1 for a Rout if only 1 Artillery Support Level was used in the combat.

If your opponent draws a SNAFU marker which cannot apply to your retreating Unit, ignore the marker and return it to the Cup of SNAFU.

B. Pay a Replacement Point. You can pay 1 Replacement Point from your Replacements, Infrastructure, and Supply Track to satisfy 1, and only 1, loss. You may not use more Replacements Points to satisfy losses. You must have an LOC from the active HQ (for the attacker) or Defending Unit (for the defender) to satisfy losses with a Replacement Point. The Replacement Point paid must be of the same nationality as the Attacking or Defending Unit. *Exception: The UN Player may pay a UN Replacement Point to satisfy a loss for any UN Unit.*

C: Pay up to 2 VPs. You may pay <u>up to 2 VPs</u> to satisfy losses. Each VP Spent satisfies 1 loss. These VPs are completely separate from any VPs earned or lost by Random Events generated during the combat.

D. Eliminate Units. Eliminating a single Unit participating in the combat to the Replacements Box satisfies one loss.

E. Eliminate all Units participating in the combat. You may always choose to eliminate all of your Units participating in the combat. This satisfies all required losses. If you only have one Unit in a combat, eliminating that Unit still satisfies all losses.

5.7.10 Advance after Combat   (Step 8)

If the attacker won the combat, and the defender has vacated the Combat Hex, the attacker may Advance after Combat.

5.7.10.1 The attacker may move *active* Units that participated in the combat (both the declaring Unit and any *active* supporting Units) into the Combat Hex, ignoring stacking for a moment.

5.7.10.2 Non-active Units may not Advance after Combat, even if they provided Combat Support.

5.7.10.3 Defending Units may never move after combat, except to retreat.

5.7.11 Exploitation Movement   (Step 9)

All Units that advanced into the Combat Hex after combat may now conduct Exploitation Movement. The number of MPs available for an exploitation move is the "Adv" number on the Combat Chit. All normal movement rules apply. Once all Exploitation Movement is complete, stacking rules are again enforced. (Note that a Unit must pay its full MPs to move into a hex via Exploitation Movement. The rule about always moving one hex (3.4.2) does not apply to Exploitation Movement.)

5.7.12 Clean Up   (Step 10)

Return the Combat Chit to its cup.

5.8 Tank Support Loss Segment

If your tanks used the Road Rule (5.7.4.2.B) to provide Combat Support in the current Combat, subtract one level from your Tank Support.

5.9 Check Stacking Segment

Check to see if any Units are overstacked and send overstacked Units to the Replacements Box.

5.10 HQ Movement and Refresh Segment

The activated HQ may now move up to 10 MPs. If the HQ does not move and has an LOC, the owning player may instead pay Supply Points to refresh the HQ. If you do this, you can activate the HQ again immediately or save its next Activation for later. To be clear, HQs can activate more than once per Activation Phase as long as they are refreshed at the end of their Activations. A refreshed HQ again has its full capacity to activate Units and move up to 10 MPs during a subsequent Activation. The cost to refresh the active HQ is:

Player	HQ is in:	Cost:
UN	North Korea	3 (6 in Winter)
UN	South Korea	2 (4 in Winter)
Communist	North Korea	1
Communist	South Korea	2

6.0 RESET PHASES

6.1 Eliminate Friendly Units Phase

First the Communist Player, then the UN Player, may move friendly Units from the map to the Replacements Box. This is an opportunity to reclaim Units which can no longer be activated due to distance or being surrounded by enemy ZOCs.

6.2 Victory Check Phase

Note: the Communist Player wins the game immediately by controlling all four Port hexes (2151, 2264, 4371, and 4046) connected to UN Supply Source Boxes. Otherwise, determine victory as described below.

During the Victory Check Phase, players can place, remove, or claim Objective markers, then check to see whether either player has won the game by having 21 or more Victory Points (VPs). A player claiming an Objective marker gains the VPs shown on the marker. During this phase, there may already be Objective markers on the map from previous turns or from Random Events.

6.2.1 Only one player at a time can have VPs, unless the VP marker is at 0, in which case no one has any. When the VP marker's red side is up, the Communists have VPs. When the side up is blue, the UN has VPs. If the winning side (the side with VPs, obviously) gains VPs, increase the winner's score. If the winning side loses VPs, decrease the winner's score. If the losing side gains VPs, decrease the winner's score; if the losing side loses VPs, increase the winner's score.

6.2.2 It is possible to accumulate more than 21 VPs.

6.2.3 Objective Marker Segment: First the Communist Player, then the UN Player, must perform <u>one</u> of the following actions. If a player cannot perform any of these actions, he loses 1 VP—even if the reason is that there are no markers left to draw.

- Claim one friendly revealed Objective marker (on the map) that has no enemy Units within three hexes. Collect the VPs and place the marker back in the pool to be drawn again.
- Remove an enemy Objective marker that has a friendly Unit in the same hex. Place the marker back in the pool.
- Draw a random friendly Objective marker and place it face-down on any hex that:
  - ◆ has an enemy Unit in it and is a Port or city hex, OR
  - ◆ is any enemy-controlled hex of Pyongyang or Seoul.
- Draw a random friendly Objective marker and place it on any town hex that is both occupied by an enemy Unit and within 3 hexes of a friendly Unit.
- Reveal all friendly Objective markers that are adjacent to at least one friendly Unit.

6.2.4 Victory Check Segment: Check whether either player has reached 21 or more VPs. If so, he wins the game.

6.3 Time Phase

Advance the Week marker. If the new week is the first week of a new month, also advance the Month marker.

7.0 MONTHLY PHASES

If the current week is the first week of a new month, execute the Monthly Phases. If not, begin the next set of weekly phases.

7.1 Weather Phase

One player rolls a **D10** to determine the weather. Check the Turn Track for the percentage chance of rainy or snowy weather. If you roll equal to or less than the rain percentage, it is a rainy month in non-winter turns, and a snowy month in winter turns. The weather affects the game as follows:

Clear	No effect.
Rain	All Aircraft have all of their ratings reduced by 1 for the month for all Mission types.
Winter	The Activation range for UN Units to an HQ is only 8 MPs. Reserve Movement provides 4 MPs instead of 5 MPs. All Aircraft have their Ability ratings reduced by 2 for the month for all Mission types.
Snow	No Aircraft can fly this month. All costs listed in 7.3.3 are doubled for the UN player. All other winter effects apply.

7.2 Foreign Intervention/Foreign Aid Phase

Each month of the game, check to see if there is Foreign Intervention in the war. Any Foreign Intervention will be on the side currently losing—in other words, winning carries with it the risk of your opponent's allies jumping into the war. If the VP marker is at 0, neither player rolls for Foreign Intervention.

7.2.1 Foreign Intervention Segment: The player without VPs checks for Foreign Intervention. Checking for Foreign Intervention is mandatory unless both Interventions have already occurred for the player making the check (Chinese and Russian for the Communist Player, RoC and Atomic Release for the UN Player).

7.2.1.1 Communist Checks: The Communist Player checks for Foreign Intervention if the UN Player has 1 or more VPs. At first, the Communist Player will be rolling for possible Chinese Intervention. To check for Chinese Intervention, roll a **D6** and apply the following modifiers (they are cumulative):

- **-1** if the UN has 10-13 VPs OR -2 if the UN has 14 or more VPs.
- **-1** if there are any UN Units in North Korea.
- **-1** if a Chinese Airfield has been attacked by an Airfield Strike.
- **-1** if the 7th Fleet is in the Yellow Sea Station box.
- **-2** if the RoC has intervened.

A modified roll of 0 or less triggers Chinese Intervention. Once the Chinese have intervened, the Communist Player may bring Chinese Intervention forces into the game immediately or delay their entrance until another Foreign Intervention/Foreign Aid Phase. Consult the scenario instructions for composition and placement of Chinese Intervention forces.

Important: There are Chinese Units and Aircraft which enter the game as Reinforcements—this occurs with or without Chinese Intervention—and they are fully in play whether or not Chinese Intervention has occurred.

After a Foreign Intervention roll triggers Chinese Intervention, if the Communist Player performs a Foreign Intervention Roll, he is checking for Soviet Intervention. Roll a **D6** with the following modifiers (they are cumulative):

- **-1** if the UN has 15 or more VPs.
- **-1** if Atomic Release has been granted.

A modified roll of 0 or less triggers Soviet Intervention. Once the Soviets have intervened, Soviet forces enter the game immediately; they cannot be delayed. Placement and composition of the Soviet forces are listed in the scenario instructions.

7.2.1.2 UN Checks: The UN Player checks for Foreign Intervention if the Communist Player has 1 or more VPs.

The UN Player chooses whether to attempt to obtain RoC Intervention or Atomic Release before rolling the die.

To call for RoC Intervention, roll a **D6**, with a -1 DRM if the Communists have 10 or more VPs. The RoC intervenes on a modified roll of 0 or less. If the RoC intervenes, immediately place the ROC forces (1, 2, and 3 Divisions) in the Pusan Port hex (if UN controlled) or in the Sea Transport Box.

To call for Atomic Release, roll a **D6** with the following cumulative modifiers:

- **-1** if the Communist VP total is 15 or more.
- **-1** if the Soviets have intervened.

The UN Player receives Atomic Release on a modified roll of 0 or less. Atomic Release allows the UN Player to conduct Atomic Strike Missions. **Important:** if the UN receives Atomic Release, the Chinese intervene immediately, if they have not done so already.

7.2.2 Foreign Aid Segment: The player without VPs may ask for Foreign Aid. Requesting Foreign Aid is voluntary. A player without VPs can request both Foreign Intervention and Foreign Aid. If the VP marker is at 0, neither player rolls for Foreign Aid.

The amount and composition of Foreign Aid a player can request is based on his opponent's VPs. All you have to do is ask—and maybe let your opponent have a VP.

To request Foreign Aid, the player without VPs identifies the table for the current number of enemy VPs and follows the instructions, step by step.

If the enemy VPs equal 1-4:
• The enemy player gains 1 VP.
• The requesting player:
◆ Adds 2 Infrastructure to his Replacements, Infrastructure and Supply Track.
◆ Adds 2 Chinese (if Communist) or UN (if UN) Replacements to his Replacements, Infrastructure and Supply Track.
◆ Adds 2 Tank and 2 Artillery Support to his Support Level Track.
◆ May choose either:
▪ Remove one Poor/Penal Unit marker from a Unit, or
▪ Add an Elite/Guards Unit marker to a Unit.

If the enemy VPs equal 5-9:

- The enemy player gains 1 VP.
- The requesting player:
  - ◆ Adds 2 Infrastructure to his Replacements, Infrastructure and Supply Track.
  - ◆ Adds 3 Chinese (if Communist or UN (if UN) Replacements to his Replacements, Infrastructure and Supply Track.
  - ◆ Adds 2 Tank and 2 Artillery support to his Support Level Track .
  - ◆ May take one US or Communist Unit from his Destroyed Units Box and place it in the appropriate Replacements Box.
  - ◆ May flip two reduced Aircraft in the Available or Damaged Aircraft Boxes to full-strength.
  - ◆ May choose either:
    - ▪ Remove one Poor/Penal Unit marker from a Unit, or
    - ▪ Add an Elite/Guards Unit marker to a Unit.

If the enemy VPs equal 10-14:

- The enemy player gains 1 VP.
- The requesting player:
  - ◆ Adds 2 Infrastructure to his Replacements, Infrastructure and Supply Track.
  - ◆ Adds 4 Chinese (if Communist) or UN (if UN) Replacements to his Replacements, Infrastructure and Supply Track.
  - ◆ Adds 4 Tank and 4 Artillery support to his Support Level Track.
  - ◆ May take two US or Communist Units from the Destroyed Units Box and place them in the appropriate Replacements Box.
  - ◆ May flip two reduced Aircraft in the Available or Damaged Aircraft Boxes to full-strength.
  - ◆ May choose either:
    - ▪ Remove one Poor/Penal Unit marker from a Unit, or
    - ▪ Add an Elite/Guards Unit marker to a Unit.

Then:

- If the Communist Player requested Foreign Aid, roll again for possible Chinese Intervention, if the Chinese have not yet intervened.
- If the UN Player requested Foreign Aid, roll for possible Republic of China Intervention, if the RoC has not yet intervened.

If the enemy VPs equal 15-20:

- The Player requesting aid:
  - ◆ Receives 1 VP (note: not the enemy player as in other Foreign Aid requests).
  - ◆ Adds 2 Infrastructure to his Replacements, Infrastructure and Supply Track.
  - ◆ Adds 4 Chinese (if Communist) or UN (if UN) Replacements to his Replacements, Infrastructure and Supply Track.
  - ◆ Adds 2 Tank and 2 Artillery support to his Support Level Track.
  - ◆ May take three US or Communist Units from the Destroyed Units Box and place them in the appropriate Replacements Box.
  - ◆ May flip two reduced Aircraft in the Available or Damaged Aircraft Boxes to full-strength.
  - ◆ May choose either:
    - ▪ Remove one Poor/Penal Unit marker from a Unit, or
    - ▪ Add an Elite/Guards Unit marker to a Unit.

Then:

- If the Communist Player requested Foreign Aid, roll for possible Chinese Intervention, if the Chinese have not yet intervened.
- If the Communist Player requested Foreign Aid, AND the Chinese have already intervened, roll for possible Soviet Intervention, if the Soviets have not yet intervened.
- If the UN Player requested Foreign Aid, roll for possible Republic of China Intervention, if the ROC has not yet intervened.
- If the UN Player requested Foreign Aid, roll for possible Atomic Release, if it has not yet been granted.

7.3 Infrastructure and Supply Phase

7.3.1 First the UN Player, then the Communist Player, sets their Supply Levels and spends Supply Points to refresh HQs, build defenses, and/or repair Airfields or Improved Airfields.

7.3.2 The Infrastructure value can never be higher than 19 for either side, and may never be less than 2 for the Communists or 0 for the UN.

7.3.3 Place your Supply marker on top of your Infrastructure marker on the Replacements, Supply and Infrastructure Track. This is the amount of Supply Points you will have for the entire month. During this phase, Supply Points may be Spent on the actions listed below.

Supply Point Expenditure Table	
Cost	**Action**
0	The Communist Player flips a Spent HQ with an LOC in North Korea to its Fresh side.
1	The Communist Player flips a Spent HQ with an LOC in South Korea to its Fresh side.
1	The UN Player flips a Spent HQ with an LOC in South Korea to its Fresh side.
2	The UN Player flips a Spent HQ with an LOC in North Korea to its Fresh side.
1	Either player repairs an Airfield marker—place it in its previous Airfield Box.
2	Either player repairs an Improved Airfield marker—place it in its previous Airfield Box.
2	Either player upgrades an Airfield marker in an Airfields Box to an Improved Airfield marker.
1	Either player places a Prepared Position marker in any hex containing a friendly Unit (remove the marker when there is no friendly Unit in the hex).
2	Either player places a Trenches marker in any hex containing a friendly Unit (remove the marker when there is no friendly Unit in the hex).

7.3.4 If Ridgway is the UN Theater Commander, the UN Player may place one Elite marker on a US Unit in this phase at no cost in Supply Points.

7.4 Aircraft Recovery and Reinforcement Phase

7.4.1 Both players return friendly Aircraft in Air Mission Boxes to their respective Available Aircraft Boxes.

7.4.2 Aircraft scheduled to enter the game as Reinforcements during this month are placed in their respective Available Aircraft Boxes or, if naval Aircraft, in the 7th Fleet Carriers box.

7.4.3 Airfields scheduled to enter the game as Reinforcements during this month are placed in the appropriate Airfield Boxes.

7.4.4 If the 7th Fleet is treated as a Reinforcement in a scenario, it arrives during this phase. The UN player places it in either Sea Zone Box.

7.5 Aircraft Repair Phase

7.5.1 First the UN Player, then the Communist Player, attempts to repair damaged Aircraft.

7.5.2 Roll a **D10** for each Aircraft in your Damaged Aircraft Box on the Air Display. If the UN Player rolls a 5 or less, the Aircraft is repaired. The Communist Player must roll a 3 or less to repair Aircraft.

7.5.3 Repaired Aircraft move from your Damaged Aircraft Box to your Available Aircraft Box. If at reduced strength, the counters are <u>not</u> flipped to their full-strength sides.

7.5.4 The game includes two Soviet elite Aircraft (324 IAD and 303 IAD), marked with a star on their counters. They may never be repaired. When these Aircraft are damaged, remove them from play.

7.6 Air Forces Commitment Phase

7.6.1 First the Communist Player, then the UN Player, assigns Missions to Available Aircraft. The Missions fall into two categories: Tactical and Strategic. <u>Note that only certain Aircraft may perform each Mission. These are listed in the Aircraft Capability Chart of each player's Air Display.</u>

7.6.2 Use your Air Display to assign your Aircraft to Missions. You may only assign Aircraft in the Available Box to Missions. In addition, each Aircraft must be assigned an Airfield from which to launch. Aircraft Assigned to Tactical Missions may launch from any friendly Airfield. Aircraft assigned to Strategic Missions must launch from a friendly Improved Airfield.

7.6.3 Each Airfield may launch two Aircraft in this phase. After a Soviet Intervention, Communist Airfields may launch four Aircraft in this phase.

7.6.4 Important: The 7th Fleet includes carriers. The UN Player does not need to place an Airfield in the 7th Fleet Carriers Box on the UN Air Display—the carriers are already there, so just put the naval Aircraft counters in the box. The number of naval Aircraft that can be launched from the carriers is unlimited. Treat the carriers as normal Airfields, so Aircraft launched from the 7th Fleet can perform Tactical Missions only, not Strategic Missions.

7.6.5 Missions can be normal or long range. The long-range Missions are:

UN	All Missions flown from Airfields in Japan by F-86, F-80, or F-84 Aircraft.
Communist	All Missions *except MiG Alley* flown from Airfields in China. If a *MiG Alley* Mission from a Chinese Airfield becomes a Top Cover Mission during its resolution, treat the Top cover Mission as long-range.

7.6.6 To assign your Aircraft, follow these steps:

A. Move the counters from the Available Aircraft Box and place them on top of your available Airfield counters or in the 7th Fleet Box (naval Aircraft only). The limit is two Aircraft counters per Airfield counter, unless the Soviets are in the war. Keep in mind that you must an assign an Aircraft to an Improved Airfield if you want to assign it a Strategic Mission.

B. Move your Aircraft counters from your Airfields to their assigned Mission Boxes. If the location of the Airfield means the Mission is long-range, place the counter in the Long Range Box next to the selected Mission Box instead.

7.6.7 You may assign Aircraft to the following Missions:

Tactical		
Ground Support	Air Support for Units in combat.	Aircraft with Tactical Missions Ability
Interdiction	Attempt to block enemy LOCs and thereby prevent enemy actions.	Aircraft with Tactical Missions Ability
Top Cover	Intercept enemy Interdiction Missions.	Aircraft with Air-to-Air Ability
Strategic		
MiG Alley	Air-to-air combat for control of the skies.	Aircraft with Air-to-Air Ability
Infrastructure Strike	Reduce the enemy's supply and degrade his warfighting capacity.	Aircraft with Strategic Missions Ability
Airfield Strike	Punch holes in runways and limit Aircraft launches.	Aircraft with Strategic Missions Ability
Atomic Strike	Obliterate Airfields or key hexes. UN only.	B-29 only

7.6.8 Tactical Missions are resolved in other phases, generally during Activation Phases or Strategic Movement. Strategic Missions are resolved during the Strategic Air Missions Phase (7.8).

7.7 Determine Air Support Phase

Both players add up the Tactical Missions Abilities of their Aircraft in the Ground Support Box and its Long Range Box (remember to subtract one from the Tactical Missions Ability of each Aircraft in the Long Range Box). Place your Air Support counter on the appropriate space of the Support Level Track on your Player Aid Card. (Yeah, it's a Ground Support Box but an Air Support marker—all a matter of perspective.)

7.8 Strategic Air Missions Phase

During this phase, resolve MiG Alley Missions first. After MiG Alley Missions are resolved, the UN Player determines the order in which other Strategic Missions are resolved. Resolve all Missions in one Strategic Mission Box before moving on to the next box. Within a Strategic Mission Box, the UN Player decides which player's Missions are resolved first.

7.8.1 Resolving MiG Alley Missions: Determine which players have Aircraft in MiG Alley (the MiG Alley Box and/or its Long Range Box).

- If neither player has Aircraft in MiG Alley, move on to the next type of Strategic Mission.
- If both players have Aircraft in MiG Alley, conduct an Air-to-Air Combat.
- If only one player has Aircraft in MiG Alley, those Aircraft may:
  - Move to the Top Cover Box (staying at long range if appropriate; Aircraft from MiG Alley launching from China become long-range), or
  - Make Free Attacks on enemy Aircraft in one other Strategic Mission Box.

7.8.2 Air-to-Air Combat: To resolve air-to-air combat:

A. Determine the Air-to-Air Ability of each Aircraft in the box. Remember to subtract 1 from the Ability of long-range Aircraft, 1 from all Aircraft in rainy weather, and 2 from all Aircraft during winter months.

B. The Aircraft with the highest Air-to-Air Ability fires first. If there are multiple Aircraft with the same Air-to-Air Ability, take turns firing from those Aircraft, with the UN taking the first shot.

C. Proceed through the other Aircraft in the box in order of Air-to-Air Ability, highest to lowest.

D. Each Aircraft fires only once.

When your Aircraft fires, select an enemy Aircraft to target and roll a **D10**. If the result is equal to or less than your Aircraft's Air-to-Air Ability, the enemy target is damaged. If the target counter is at full strength, flip it to its reduced side and place it in its Damaged Aircraft Box. If the target counter is already reduced, remove it from play.

7.8.3 If you remove all enemy Aircraft from their MiG Alley Box through Air-to-Air combat, you gain 1 VP for the great publicity around your victory. Your Aircraft may also conduct Free Attacks on enemy Aircraft.

7.8.4 If both sides still have Aircraft in the MiG Alley Box at the end of Air-to-Air Combat, move the Aircraft to their respective Available Aircraft Boxes.

7.8.5 Free Attacks on Enemy Aircraft: To resolve a Free Attack on an enemy Aircraft:

A. Select one Strategic Mission Box containing enemy Aircraft.

B. For each Aircraft you have in the MiG Alley Box, target one enemy Aircraft in the selected box.

C. Each of your Aircraft fires only once.

D. When determining your firing Aircraft's Air-to-Air Ability, remember to subtract 1 from the ability of long-range Aircraft, 1 from all Aircraft in rainy weather, and 2 from all Aircraft during winter months.

E. Roll a **D10**. If the result is equal to or less than your Aircraft's Air-to-Air Ability, the target is damaged. If the target Aircraft is at full strength, flip it to its reduced side and place it in its Damaged Aircraft Box. If the target Aircraft is already reduced, remove it from play.

Free Attacking Aircraft may not be fired upon. When all Free Attacking Aircraft have fired, return them to their Available Aircraft Box.

7.8.6 Infrastructure Strikes: For each Aircraft in the Infrastructure Strike Box or its Long Range Box, roll a **D6** and compare the result to your Aircraft's Strategic Missions Ability. Apply the following modifiers to your Aircraft's Ability:

- **-1** if the Aircraft is in the Long Range Box.
- **-1** If the weather is rainy.
- **-2** if it is a winter month.

If the roll is:

Equal to or less than the Aircraft's Strategic Missions Ability, but greater than 1	Reduce the enemy Infrastructure value by 1.
1	Reduce the enemy Infrastructure value by 2.
6	Place the attacking Aircraft in the Damaged Aircraft Box but do not flip it to its reduced side (nor remove it from play if already flipped).

Otherwise, the strike has no effect. When Infrastructure Strikes are complete, return the Aircraft in the Infrastructure Strikes Box to their Available Aircraft Boxes.

7.8.7 Airfield Strikes: For each Aircraft in the Airfield Strike Box, select an enemy Airfield or improved Airfield to attack. The 7th Fleet may not be attacked. Roll a **D6** and compare the result to your Aircraft's Strategic Missions Ability. Apply the following modifiers to your Aircraft's Ability:

- **-1** if the Aircraft is in the Long Range Box.
- **-1** If the weather is rainy.
- **-2** if it is a winter month.

If the roll is:

Equal to or less than the Aircraft's Strategic Missions Ability.	Damage the target Airfield or improved Airfield. Place the Airfield in the Damaged Airfield Box for its location.
6	Place the attacking Aircraft in the Damaged Aircraft Box but do not flip it to its reduced side (or remove it from play if already flipped).

Otherwise, the strike has no effect. When Airfield Strikes are complete, return the Aircraft in the Infrastructure Strikes Box to their Available Aircraft Boxes.

Note: The UN Player may strike Chinese Airfields only when MacArthur is his theater commander.

7.8.8 Atomic Strikes: Only the UN Player may perform an Atomic Strike. The UN Player must have received Atomic Release through the Foreign Intervention procedure before performing an Atomic Strike. Atomic strikes can target Communist Airfield Boxes or hexes in North Korea selected by the UN Player. The UN Player can perform no more than five Atomic Strikes per game.

Determine the target Airfield or hex. There is no die roll—an Atomic Strike is automatic.

If the target is…	The UN Player may…
An Airfield box	• Remove 2 Airfields or improved Airfields from the box. Place these back in the pool of counters, <u>not</u> in the Damaged Airfields box. • Remove 2 Aircraft from the Communist Available or Damaged Aircraft boxes. • Place an Atomic Strike marker in the box.
A hex	• Move any HQs/Cadres/Units in the hex to their Replacements Box • Place an Atomic Strike marker in the hex. • Any HQ entering the hex will be Displaced. • No Cadre/Unit may end its movement in the hex. • The hex no longer has any roads or railroads running through it.

When an Atomic Strike is complete, return the B-29 to the Available Aircraft Box.

7.9 Top Cover Phase

During this phase, players determine who controls the skies over Korea—if anyone.

7.9.1 Resolving Top Cover: Determine which players have Aircraft in Top Cover (the Top Cover Box and/or its Long Range Box). This includes Aircraft moved from MiG Alley to Top Cover during the Strategic Air Missions Phase.

• If neither player has Aircraft in Top Cover, the phase is complete.

• If both players have Aircraft in Top Cover, conduct an Air-to-Air Combat.

• If only one player has Aircraft in Top Cover, those Aircraft may be used to intercept enemy Aircraft on Interdiction Missions.

7.9.2 Air-to-Air Combat: (This is very similar to the Air-to-Air Combat to resolve MiG Alley Missions.)

A. Determine the Air-to-Air Ability of each Aircraft in the box. Remember to subtract 1 from the ability of long-range Aircraft, 1 from all Aircraft in rainy weather, and 2 from all Aircraft during winter months.

B. The Aircraft with the highest Air-to-Air Ability fires first. If there are multiple Aircraft with the same Air-to-Air Ability, take turns firing from those Aircraft, with the UN firing first.

C. Proceed through the other Aircraft in the box in order of Air-to-Air Ability, highest to lowest.

D. Each Aircraft fires only once.

E. Each Aircraft must roll to stay "on station" in the Top Cover Box. Roll a **D6**. UN Aircraft stay on station on a 4 or less. Communist Aircraft stay on station on a 2 or less. If the Aircraft fails the check, return it to the Available Aircraft box.

When your Aircraft fires, select an enemy Aircraft to target and roll a **D10**. If the result is equal to or less than your Aircraft's Air-to-Air Ability, the target is damaged. If the target Aircraft is at full strength, flip it to its reduced side and place it in its Damaged Aircraft Box. If the target Aircraft is already reduced, remove it from play.

7.9.3 One significant change from MiG Alley is that <u>no VP is awarded</u> for eliminating all enemy Aircraft in the Top Cover Box.

7.9.4 If either player still has Aircraft in the Top Cover Box at the end of Air-to-Air Combat, those Aircraft remain in the Top Cover Box and are eligible to intercept Interdictions. If both players have Aircraft remaining in the Top Cover Box, both players' Aircraft are eligible to intercept Interdictions.

8.0 INTERDICTIONS AND INTERCEPTIONS

An Interdiction is an attempt by Aircraft to prevent enemy ground forces from taking actions requiring an LOC. An Interception is an attempt by Aircraft to prevent actions by enemy Aircraft—either Interdiction Missions or Ground Support Missions.

8.1 Interdiction Missions

Interdiction Missions may happen during several different phases. An Interdiction is an Aircraft from its owner's Interdiction Box attempting to block an LOC required for an enemy action. When certain enemy actions listed below are taken, you may attempt an Interdiction with Aircraft in your Interdiction Box. You may only attempt one Interdiction, with one Aircraft, per enemy action. These actions are listed in the table below. Interdictions may be attempted as follows:

If the enemy…	A successful Interdiction means…
Attempts to move an HQ or Unit via Strategic Movement	The target HQ or Unit cannot use Strategic Movement this turn.
Attempts to flip a Spent HQ or Unit to its Fresh side	The target HQ or Unit cannot be flipped to its Fresh side this phase.
Calls for Artillery Support during a combat	No Artillery Support is available in this combat for the interdicted side.
Calls for Tank Support during a combat	No Tank Support is available in this combat for the interdicted side.
Calls for Naval Bombardment Support during a combat	No Naval Bombardment Support is available in this combat for the interdicted side.
Uses Replacements to pay for combat losses	Replacements may not be used by the interdicted side to pay for losses from the current combat.

Enemy Aircraft in Top Cover can intercept an Interdiction attempt (8.2).

8.1.1 Procedure: The Interdicting player announces the Interdiction Mission and selects an Aircraft from his Interdiction Box to perform it. If the other player has Top Cover available, he may then announce an attempt to intercept the Interdiction Mission.

8.1.2 Resolution: To resolve an Interdiction Mission:

- Determine whether your opponent wishes to intercept the Interdiction attempt. If so, resolve the Interception first (8.2).
- If your opponent does not attempt to intercept, or if his Interception fails, roll a **D6**.
- Subtract 1 from the Interdicting Aircraft's Tactical Missions Ability if it is in the Long Range Box.
- Subtract 1 from the Interdicting Aircraft's Tactical Missions Ability if the weather is rainy.
- Subtract 2 from the Interdicting Aircraft's Tactical Missions Ability in winter months.
- If the result is equal to or less than the Tactical Missions Ability of the Aircraft, the Interdiction is successful. Apply the result per the table in 8.1.
- If the result was 6, place the Interdicting Aircraft in the Damaged Aircraft Box (do not reduce it).
- If the Aircraft was not damaged, roll a **D6** to check whether it stays "on station." UN Aircraft stay on station on a 4 or less. Communist Aircraft stay on station on a 2 or less.
- If the Interdicting Aircraft stays on station, return it to the Interdiction Box. It may make another Interdiction attempt during another enemy action.
- If the Interdicting Aircraft fails to stay on station, place it in the Available Aircraft Box for use next month.

8.2 Intercepting an Interdiction Mission

8.2.1 Procedure: If your opponent attempts an Interdiction Mission and you have Aircraft in your Top Cover Box, you may attempt to intercept the Interdiction. Your opponent's Interdiction Mission will consist of only one Aircraft. You may intercept with as many Aircraft as you have in your Top Cover Box, but each intercepting Aircraft may fire only once.

8.2.2 Resolution: To resolve an Interception against an Interdiction Mission:

- The intercepting player selects one or more Aircraft from his Top Cover Mission Box for the Interception attempt.
- For each Aircraft making an Interception attempt:
  - The intercepting player rolls a **D6**.
  - Subtract 1 from the intercepting Aircraft's Air-to-Air Ability if it is in the Long Range Box.
  - Subtract 1 from the Intercepting Aircraft's Air-to-Air Ability if the weather is rain.
  - Subtract 2 from the Interdicting Aircraft's Tactical Missions Ability in winter months.

- If the result is equal to or less than the Air-to-Air Ability of the intercepting Aircraft, the enemy Interdiction Mission has failed. Flip the Interdicting Aircraft to its reduced side and place it in the Damaged Aircraft Box. If the target Aircraft is already reduced, remove it from play.

- If the result is greater than the Air-to-Air Ability of the intercepting Aircraft, the Interdicting Aircraft avoided Interception by this Aircraft.

- For every Aircraft attempting Interception:

  - Check to see whether the Aircraft can stay "on station" (regardless of the result of the Interception attempt). Roll a **D6**. UN Aircraft stay on station on a 4 or less. Communist Aircraft stay on station on a 2 or less.

  - If the Aircraft stays on station, return it to the Top Cover Box. It may make another Interception attempt against different enemy Aircraft on a later Tactical Mission.

  - If the intercepting Aircraft fails to stay on station, place it in the Available Aircraft Box for use next month.

8.2.3 Important: All Aircraft attempting Interception must roll the "on-station" check, even if they did not fire at the enemy Aircraft.

8.3 Intercepting a Ground Support Mission

8.3.1 Procedure: If your opponent attempts to call for Air Support and you have Aircraft in your Top Cover Box, you may attempt to intercept the enemy Aircraft on their Ground Support Mission. Your opponent's Ground Support Mission will consist of one or more Aircraft. You may intercept with as many Aircraft as you have in your Top Cover Box, but each intercepting Aircraft may fire only once, at a single target.

8.3.2 Resolution: To resolve an Interception against a Ground Support Mission:

- The intercepting player selects any number of Aircraft from his Top Cover Mission Box for the Interception attempt.

- For each Aircraft making an Interception attempt:

  - The intercepting player identifies a target enemy Aircraft providing Ground Support in the current combat.

  - The intercepting player rolls a **D6**.

  - Subtract 1 from the intercepting Aircraft's Air-to-Air Ability if it is in the Long Range Box.

  - Subtract 1 from the Intercepting Aircraft's Air-to-Air Ability if the weather is rain.

- Subtract 2 from the Interdicting Aircraft's Tactical Missions Ability in winter months.

- If the result is equal to or less than the Air-to-Air Ability of the intercepting Aircraft, flip the target Ground Support Aircraft to its reduced side and place it in the Damaged Aircraft Box. If the target Aircraft is already reduced, remove it from play.

- If the result is greater than the Air-to-Air Ability of the intercepting Aircraft, the Ground Support Aircraft avoided Interception by this Aircraft.

- For every Aircraft attempting Interception:

  - Check to see whether the intercepting Aircraft can stay "on station" (regardless of the result of the Interception attempt). Roll a **D6**. UN Aircraft stay on station on a 4 or less. Communist Aircraft stay on station on a 2 or less.

  - If the intercepting Aircraft stays on station, return it to the Top Cover Box. It may make another interception attempt against different enemy Aircraft on a later Tactical Mission.

  - If the intercepting Aircraft fails to stay on station, place it in the Available Aircraft Box for use next month.

8.3.3 Important: All Aircraft attempting Interception must roll the "on-station" check, even if they did not fire at any enemy Aircraft.

8.4 Interception Limit

The same Aircraft may attempt multiple Interceptions per combat, provided it remains on station after each Interception. However, the same Aircraft may attempt Interception only once for each enemy Mission.

Example: An F-86 assigned to Top Cover successfully intercepts an IL-10 on a Ground Support Mission. The F-86 returns to the Top Cover Box. It cannot intercept another enemy Aircraft during the same Ground Support Mission, but may intercept a subsequent enemy Interdiction Mission during the same combat or a different Ground Support Mission during a subsequent combat.

9.0 MORALE

There are several morale states which can adversely affect Units.

9.1 Disrupted Units

Units become Disrupted after retreating 2 spaces following combat. A Disrupted Unit:

- cannot retreat in combat,
- cannot use Artillery or Tank Support if it is the defending Unit in a Combat Hex,
- remains Disrupted even if flipped to its Fresh side, and
- removes the marker when an HQ activates it, but the Unit does nothing except remove the marker.

9.2 Routed Units

Units become Routed after retreating 3 spaces following combat. A Routed Unit:

- cannot retreat in combat,
- cannot attack or provide Combat Support,
- cannot receive any Combat Support of any kind when defending,
- has no ZOC,
- removes the marker when an HQ activates it, but the Unit does nothing except remove the marker, and
- gets a Low Morale marker when the Routed marker is removed.

9.3 Bug Out

UN Units bug out, and receive a Bug Out marker, after retreating through an enemy ZOC. A Unit with a Bug Out marker:

- gives 1 VP to the Communist Player when the Bug Out marker is placed,
- cannot retreat in combat,
- cannot attack or provide Combat Support,
- cannot receive any Combat Support of any kind when defending,
- has no ZOC,
- removes the marker when an HQ activates it, but the Unit does nothing except to remove the marker, and
- gets a Low Morale marker when the Bug Out marker is removed.

9.4 Low Morale

Units that are Routed or Bugged Out gain a Low Morale marker when their Routed or Bugged Out markers are removed. A Unit with a Low Morale marker:

- may not declare a Deliberate Attack until the marker is removed,
- adds 1 MP to the cost of each hex entered during Exploitation Movement, and
- removes the marker when it participates in a combat won by its side.

A Unit may have a Low Morale marker and a Disrupted/Routed/Bug Out marker at the same time if it retreats while having Low Morale.

10.0 HQ DISPLACEMENT

If an enemy Unit enters the hex occupied by a friendly HQ, Displace the HQ. The owning player moves the HQ at least three hexes away from the enemy Unit, but may move it as far away (unlimited MPs) as the owner wishes while following normal movement rules. UN HQs must be moved south for their entire Displacement move. Communist HQs must be moved north for their entire Displacement move. A Fresh HQ which is Displaced becomes Spent. HQs that cannot legally be displaced are placed off map and can be placed back on any friendly unit during the next reinforcement phase.

Important: HQs can never be eliminated.

11.0 SPECIAL UNITS

The UN has four special Units in *Korea: Fire and Ice*—three Task Forces and the 187th Regimental Combat Team. They are all considered Units for most purposes, including having a ZOC, but they have special features described in this section.

11.1 Task Forces

There are three UN Task Forces in the game. One (historically, Task Force Smith) arrives via the Reinforcement schedule. The other two may be created during play. The UN Player may create two Task Forces only. Task Forces are created during the UN Player's HQ Activation Segment (5.1). To create a Task Force:

- Activate an HQ as normal—creating the Task Force counts as one of the HQ's Unit Activations.
- Spend a Replacement.
- Place the Task Force in any hex adjacent to a US Unit, but not occupied by an enemy Unit.

Special Features of Task Forces:

- Task Forces never provide or receive any Combat Support. They still receive terrain modifiers.
- Task Forces cannot retreat, nor can they spend VPs or Replacement Points to satisfy losses in combat when they are the Attacking or Defending Unit.
- If a Task Force is the Attacking or Defending Unit in a combat, it is removed from play (and never returns) if it loses the combat.

11.2 187th Regimental Combat Team (RCT)

The 187 RCT enters via the Reinforcement Schedule and is treated as a UN Task Force with additional special abilities. The 187 RCT may perform Airdrops. Once per month, when activated by an HQ, the 187 RCT may "jump" directly into a hex within 6 hexes of its current location. To make an Airdrop, the following conditions must be satisfied:

- The 187 RCT must not be in an enemy ZOC.
- The 187 RCT cannot land in an enemy ZOC.
- The UN must have Aircraft in the Top Cover box.

Special Features of the 187 RCT:
- The 187 RCT is always considered to have an LOC.
- The 187 RCT never receives any Combat Support DRMs when it is the attacking or defending Unit. The Unit does receive terrain modifier DRMs.
- The 187 RCT cannot retreat, and VPs or Replacement Points cannot be Spent to satisfy its losses in combat.
- If the 187 RCT is the Attacking or Defending Unit in a combat, it is removed from play (and never returns) if it loses the combat.

12.0 RANDOM EVENTS

12.1 What are Random Events?

Random Events represent failures of intelligence operations and the chaos of battlefield conditions. A Random Event occurs when both players roll the same unmodified result on their combat dice. When that happens, consult the "RE" value in the upper right corner of the combat chit. The letter on the chit tells you which Random Events Table to use. Either player rolls a **D10** and looks up the result on the appropriate table.

12.2 Random Events Tables

Some results on the Random Events Tables direct you to draw from the Cup of SNAFU (13.0). The Random Event Tables identify which player places the SNAFU marker.

Random Event Table A	
D10	Result
1	News reporters are present – place a revealed Objective marker of the attacker's color on the Combat Hex
2	Anti-tank ambush – reduce the attacker's Tank Support Level on the Support Level Track by 1. Recalculate the attacker's Tank DRMs
3	Ambush – reduce the attacker's Replacements by 1
4	Radio failure – the defender may not add any Combat Support for this combat
5-8	Draw from the Cup of SNAFU (defender places marker)
9-10	Draw from the Cup of SNAFU (attacker places marker)

Random Event Table B	
1-2	News reporters are present – place a revealed Objective marker of the attacker's color on the Combat Hex
3-7	Draw from the Cup of SNAFU (defender places marker)
8-10	Draw from the Cup of SNAFU (attacker places marker)

Random Event Table C	
1	News reporters are present – place a revealed Objective marker of the defender's color on the combat chit hex
2-3	News reporters are present – place a revealed Objective marker of the attacker's color on the combat chit hex
4-5	Draw from the Cup of SNAFU (defender places marker)
6-10	Draw from the Cup of SNAFU (attacker places marker)

13.0 THE CUP OF SNAFU

13.1 When to Use SNAFU

The Cup of SNAFU is used in various game situations (such as retreats, Random Events, etc.). When you draw from the Cup of SNAFU, the player drawing the marker places it, unless directed otherwise by the Random Events Tables. SNAFU markers are placed immediately and can affect an ongoing combat, retreat, etc.

13.2 Placing SNAFU Markers

The Cup of SNAFU holds the markers (red for Communist and green for UN) for both sides—they all go into one cup. You must place a SNAFU marker:

- on a Unit of the same color as the marker, and
- on a Unit without the same type (Leader, Ammo, or Fuel) of SNAFU marker, if possible, before placing a second marker of that type on a Unit.

If there is no eligible Unit, return the marker to the cup.

SNAFU markers have two sides, one of which is more beneficial/less harmful than the other. When placing the marker, you must place it on a Unit of the appropriate color (and may have other restrictions on your choice, depending on the specific marker). The player placing the marker decides which side will be face up and in effect. Obviously, when placing markers of your color, you should select the preferable side, and you should burden enemy Units with the more harmful side.

13.3 Adding SNAFU Markers

A SNAFU marker remains on a Unit until removed. Units can have more than one SNAFU marker if they are all of different types (a Unit cannot have two Fuel markers, for example, but can be out of both ammo and fuel).

13.4 How SNAFU Markers Work

The markers placed in the Cup of SNAFU are:

Great Leader/Incompetent Leader	
Placement	On the Attacking or Defending Unit in the combat (not on supporting Units)
Great Leader side	A player with a Great Leader may reroll his combat die once for each Great Leader on his side in the combat.
Incompetent Leader Side	A player with an Incompetent Leader must offer his opponent the chance to reroll his combat die once for each Incompetent Leader on his side in the combat.
Removal	Leaders are removed if the Unit is eliminated and sent to the Replacements Box.

- If an additional Leader marker is placed on the same Unit, it replaces the existing Leader marker.
- If both sides have rerolls due to Leaders, the attacker decides whether to reroll first. Rerolls are optional. If the attacker has more than one reroll, he must reroll until satisfied with the result or out of rerolls. Then the defender follows the same procedure with his rerolls.

Ammo Shortage/Ammo Out	
Placement	Place the marker on any Unit of the appropriate side involved in the combat, as Attacking Unit, Defending Unit, or supporting Unit.
Ammo Shortage	If the Unit marked participates in a combat, that side gets half (rounded down) of its Artillery Support DRM.
Ammo Out	If the Unit marked participates in a combat, that side gets no Artillery Support in the combat.
Removal	Spend 1 (Ammo Shortage) or 2 (Ammo Out) Supply Points when the Unit is Activated by an HQ.

If an additional Ammo marker is placed on a Unit with an Ammo Shortage marker, replace it with an Ammo Out marker. Ignore Ammo markers placed on a Unit with an Ammo Out marker.

Fuel Shortage/Fuel Out	
Placement	Place the marker on any Unit of the appropriate side involved in the combat, as Attacking Unit, Defending Unit, or supporting Unit.
Fuel Shortage	If the Unit marked participates in a combat, that side gets half (rounded down) of its Tank Support DRM.
Fuel Out	If the Unit marked participates in a combat, that side gets no Tank Support in the combat.
Removal	Spend 1 (Fuel Shortage) or 2 (Fuel Out) Supply Points when the Unit is Activated by an HQ.

If an additional Fuel marker is placed on a Unit with a Fuel Shortage marker replace it with a Fuel Out marker. Ignore Fuel markers placed on a Unit with a Fuel Out marker.

14.0 THEATER COMMANDERS

There are 3 Theater Commanders in *Korea: Fire and Ice*— Peng Dehuai, MacArthur, and Ridgway. When each Theater Commander arrives in the game, place his counter in the Theater Commander Box on the appropriate Player Aid Card.

14.1 Peng Dehuai

Peng Dehuai arrives when the Chinese intervene (when a roll or event causes Chinese Intervention, not when Chinese forces actually enter the war). He remains in command of Communist forces for the remainder of the game. When Peng Dehuai is in command:

- The Communists may activate 6 Units (instead of 4) with each HQ (subject to all other rules).
- During winter months, the Communist Player may draw three Combat Chits from the applicable cup for every combat. Choose which Combat Chit to use for each combat. Immediately return the unused Combat Chits to the cup.

14.2 MacArthur

MacArthur arrives per the Reinforcement Schedule. While he is in command of UN forces, the following effects apply:

- The UN may bomb Airfields and Improved Airfields in China.
- Each VP earned by the UN counts double when the Communist Player has VPs.
- The UN Player may not use VPs to satisfy combat losses.

MacArthur is relieved of command instantly if:

- the VP marker has been on its blue side, and
- the Communists earn a VP while he is in command.

14.3 Ridgway

Ridgway assumes command at the beginning of the month after MacArthur is relieved. When Ridgway is in command, the following effects apply:

- The UN Player may activate 8 Units (instead of 4) with an HQ (subject to all other rules).
- Each month, during the Infrastructure and Supply Phase, the UN Player may place an Elite Unit marker on one US Unit.
- In every combat, the UN Player may draw three Combat Chits from the applicable cup and choose which one to use. Immediately return the unused Combat Chits to the cup.

15.0 SURPRISE ATTACK

This rule applies only to the Campaign game (the other scenarios represent it with special rules).

15.1 When to Use Surprise Attack

- On the first turn of the game (Communist Surprise Attack—begin with all UN HQs and Units Spent).
- On the turn the UN Player launches an Amphibious Invasion (UN Surprise Attack—Communist Units are Spent before UN forces land).
- On the first turn of the Chinese Intervention (Communist Surprise Attack—all UN Units are Spent at the start of the Communist Activation Phase).

15.2 Surprise Attack Effects

- Any enemy HQs and Units on their Fresh sides are flipped to their Spent sides.
- Enemy Units do not have ZOCs for the remainder of the turn in which Surprise Attack is implemented.
- For the remainder of the turn in which Surprise Attack is implemented, the player with surprise may draw three Combat Chits in all combats and choose one to place. The other Combat Chits are returned to the cup immediately.
- The player achieving surprise may add 1 MP to all Bonus and Exploitation Movement.

16.0 CREDITS

EXAMPLE OF PLAY

The game starts with the Communist Strategic Movement Phase, Week 4, June 1950. John begins by moving the III KPA HQ in hex 1341 along the road to hex 1941. NK 6 moves from 1343 to 1742. John was tempted to move that Unit further south, but he couldn't because rule 7.42 places a southern limit on Communist Strategic Movement. Next up, II KPA HQ moves from 2480 to 3442, giving John some capacity to activate Units on the east coast. I KPA HQ moves from 2141 to 2542, joining the NK 13th Division.

Now John feels ready to attack, so he ends the Communist Strategic Movement Phase and begins the Communist Activation Phase. He starts by activating I KPA HQ, which then activates the NK 2nd, 13th, and 1st Divisions. NK 13 moves south along the road to hex 2544 (1 MP to move two hexes along the road), then declares a Prepared Attack (3 MP) on the ROK 7th Division in hex 2644. John draws three Combat Chits because the Communists have surprise on the first turn of the Invasion scenario. John favors die roll modifiers over other factors, so he selects a chit which lets him roll a D10+1 (the other information on the chit tells him to use Random Event Table A, Support Readiness B, and 2 MP for any Exploitation Movement). The selected chit is placed atop the target Unit, and the others go back into the draw cup.

Since John declared a Prepared Attack (or any attack other than a Meeting Engagement), resolution of the combat waits until all of John's active Units have moved. Next John declares a Deliberate Attack by NK 1 on ROK 1. This is possible because NK 1 started the phase adjacent to ROK 1, so it can use all of its MPs for an attack. John draws three Combat Chits, all of which give him D10+2 for his attack roll. He selects one that also gives him Random Events Table A, Support Readiness D, and 1 MP for Exploitation Movement. The other two chits go back in the cup.

NK 2 also declares a Deliberate Attack on ROK 6. John again draws three Combat Chits, picks one (D10+2, RE: B, Spt: C, Adv: 2) and returns the others to the cup.

Kevin has no fresh Units because of Communist Surprise Attack, so he cannot use Reserve Movement. Kevin waits helplessly as John begins his attacks with NK 1 vs. ROK 1. There are no adjacent Units, so John calls on Tank Support. He Tank Support Level is 6, and the Support Readiness of D on the Combat Chit decreases it by 1, to 5. Artillery Support is 4 (Artillery Support Level) – 1 (Support Readiness of D) =3. John decides not to use Air Support, and the battle is not near the shore, so there's no Naval Bombardment. In clear terrain, all support DRM's cost 1 support point. The support DRM for the attacker is 8, plus 2 for the Combat Chit, for a total of 10. The defender has no support to use, and the clear terrain offers no defensive DRM, so no help for poor Kevin. John rolls a D10+1 per his Combat Chit, and Kevin must roll a D6 because ROK 1 is spent. John rolls a 7 and adds 10 for

a total of 17. Kevin rolls 2. The Combat Spread is 15, but it cannot be more than 5 immediately following the dice rolls, so it is 5. Kevin must take five losses. Kevin retreats ROK 1 south to hex 2044, then to 2145 and 2245, satisfying three losses. He moves the ROK Replacements marker from 4 to 3 to satisfy a fourth loss, and gives up a VP for the fifth loss. The VP marker flips to its red side face up and moves from 0 to 1.

RoK 1 retreated 3 hexes, so it gets a Routed marker, and John gets to draw from the Cup of SNAFU for RoK 1 only (the marker can't be placed on NK 1, only on the Routed Unit). He draws a Communist Ammo marker, which cannot be placed on RoK 1, and returns it to the cup.

NK 1 advances after combat to the battle hex (1944), then uses 1 MP of Exploitation Movement to enter hexes 2044 and 2144. John has 1 MP of Exploitation Movement left, but wants to move in hex 2244. He cannot. It would cost ½ MP for the road, plus an extra MP for entering RoK 1's ZOC, so he stops.

Next up is NK 13's attack on RoK 7. John decides to call on support from Tanks, Artillery, and Air. His Tank Support is 4 (6-2 for Support Readiness D), but this time the Town terrain makes the cost of a Tank DRM 3 Support Points—so John can only buy 1 Tank Support DRM. Artillery Support is 1 (4-3), but the DRM only costs 1, so John gets an Artillery Support DRM of 1. John sends his IL-10s from 1 AAR as a Ground Support Mission. The IL-10s Tactical Mission Ability is 4, and the Air Readiness Rating of D from the chit subtracts 3, so John has 1 Air Support Point. In the town, Air Support DRMs cost 1 (because Air Support is treated as Artillery), so John has a total combat DRM of 4 (3 for support, 1 for the DRM from the chit). Kevin gets a +1 DRM for the Town terrain. Both players roll a 1, for a result of 5 to 2, a Combat Spread of 3.

But, both players rolling a natural 1 causes some chaos. Both Units turn out to be ineffective. RoK 7 gets a Poor Unit marker, and NK 13 gets a Penal Unit marker.

Then because both players rolled the same number, a Random Event occurs! John consults the Combat Chit then rolls a D10 on Random Events Table A. He rolls a 2, which is an anti-tank ambush. John reduces his Tank Support Level by 1, from 6 to 5, and recalculates his DRMs. Now he only has 3 Tank Support Points (5-2), but that's still enough to buy his 1 DRM, so the Combat Spread doesn't change—it's still 3.

RoK 7 retreats 3 hexes due south, to 2647. That satisfies the losses, but now RoK 7 is Routed. After Kevin places the marker, John draws from the Cup of SNAFU. He gets a Communist Great Leader, which cannot be placed on RoK 7 and so is returned to the cup. NK 13 advances after combat into the combat hex (2644) then uses the Combat Chit's 2 MPs to Exploit Move along the road to hex 2447. Finally,

John rolls to see if the IL-10s stay on station. He needs a 2 or less, rolls a 1, and returns the Aircraft counter to the Ground Support Box.

Next, NK 2 attacks RoK 6 in hex 3043. John calls in Tank, Artillery, and Air Support. The terrain is Mixed, and the Support Readiness Rating is C. Tank Support is 5-1=4 and a DRM costs 2, so John can by 2 DRMs. Artillery Support is 4-2=2 and costs 1 for 1, so another 2 DRMs for J. For Air Support John sends the same IL-10s, so 4-2=2 and the cost is 2, so 2 DRMs. John has a +6 DRM from support and +2 from the chit for a total of +8. Kevin gets a +1 DRM for the terrain. John rolls a D10 for the chit and gets a 4. Kevin rolls a D6 for his Spent Unit and gets a 3, so the modified totals are 12 to 4, giving a spread of 8 which is reduced to 5.

RoK 6 follows the road, retreating to 3146, satisfying 3 losses. The Unit gets a Routed marker. The other two losses come from Replacements (dropping the RoK Replacements Level from 3 to 2) and VP (increasing the Communist VPs to 2). John draws from the Cup of SNAFU for the Routed marker and gets another Communist marker, this time a Fuel marker. Back into the cup it goes.

NK 2 advances after combat into the combat hex, the Exploit Moves to 3143. Since NK 2 entered the same hex as II Corps HQ, the HQ is Displaced. It must move at least three hexes south, and Kevin moves it to hex 3348. John does an on-station check for his IL-10s. He rolls a 3, so they fail the check and the counter goes to the Communist Available Air Box.

Now John has a choice. He can move the active HQ if he wants. If he doesn't move the HQ, he can pay a Supply Point to refresh it. John refreshes 1 KPA HQ, which drops his Supply Points from 12 to 11. This lets John activate 1 KPA HQ again during this Activation Phase.

Now it's the Reserve Movement Segment, but Kevin has no active HQs, so he can't activate any HQs or Units. Bummer.

Back to John, who carries out his implied threat and activates 1 KPA HQ again. The Units from its previous activation were Spent, so John has to activate different Units. He selects NK 3, NK 4, and NK 15. NK4 moves first, moving all the way down to 2447 by road then moving into 2548 and 2549. Remember, because of the Routed marker, RoK 7 has no ZOC, or NK 4 would not have enough MPs to make that move. NK 3 also moves down the road to 2447, and declares a Hasty Attack on the Capital Division. Surprise is still in effect, so John draws 3 Combat Chits and picks one with (D6+2, RE: B, Spt: B, and Adv: 3). NK 15 moves down the road to 2349 to support the Hasty Attack.

John wants Tank Support, but he doesn't want to pay the high price of Tank DRMs in the City terrain. He opts to use the Road Rule, making his Tank DRMs cost 1 Tank Support Point each. His Tank Support is 5-2=3, which is +3 DRM with the Road Rule. He also calls on Artillery Support at

4-3=1 for a +1 DRM. The two adjacent Units add a +3 DRM, and the chit adds +2, so the total DRM is 3+1+3+2=9. Kevin gets a +2 DRM for the City Terrain. John rolls a 3, and Kevin rolls a 1, modified to 11 to 3 for Combat Spread of 8, which becomes 5.

But first, Kevin rolled a 1, so it turns out the Capital Division is a Poor Unit and gets a marker, which makes the Maximum Spread 6. Kevin decides the Unit isn't worth it and eliminates it (to the Replacements Box) to satisfy the entire Spread. NK 3 advances after combat into the combat hex then uses the 3 MP to Exploit Move down the road to 2554. NK 15 (supporting Units can also advance and Exploit Move) moves to Inch'on. Then John loses 1 Tank Support Level, to 4, because he used the Road Rule.

This time 1 KPA HQ moves to hex 2449 so as to keep up with the advancing troops.

Kevin is still helpless with all his Units spent, wondering why Adam chose this scenario for the example of play.

John activates III KPA HQ and NK 6. NK 6 moves to 2244 and declares a Meeting Engagement with RoK 1. John draws 3 Combat Chits and selects (D6-1, RE: B, Spt: B, Adv: 4). Why? One chit was identical, and the other was a D6-2, and John hates negative DRMs. A Meeting Engagement is resolved immediately. John does the support calculations and has +2 for Tank Support, +1 for Artillery Support, so +3 total. Kevin gets nothing for Clear terrain. John rolls a 4 for a modified 7, and Kevin rolls a 2. The Spread is 5, and Kevin sends RoK 1 to the Replacements Box to satisfy all losses. NK 6 advances into the combat hex then stops (because Units in a Meeting Engagement cannot use Exploitation Movement). III KPA HQ moves to hex 2348, and the activation ends.

Kevin does nothing but take careful notes. If he had a fresh HQ or Unit, he could Reserve Move them, but no.

John activates II KPA HQ, NK 12, and NK 5. NK 5 to hex 3843 and declares a Prepared Attack on RoK 8. John draws three Combat Chits and picks (D10(0), RE: A, Spt: B, Adv: 2).

NK 12 moves along the road to hex 3245 and declares a Meeting Engagement. John again draws three chits and picks (D6(0), RE: A, Spt: A, Adv: 4). There are no Tank or Artillery Support DRMs available for John—the Readiness Rating for an Spt of A is greater than any of his Support Levels. He has one Unit (NK 2) adjacent to the combat hex, so he gets a +1 DRM. Kevin gets a +1 DRM for the Mixed terrain. John rolls 4, and Kevin rolls 5. The modified result is 5 to 6, so the defenders finally win a battle—with a Spread of 1. NK 12 satisfies the loss by retreating to hex 3345.

NK 5's Prepared Attack on RoK 8 is resolved next. John has a +1 DRM for Tank Support, a +1 DRM for Artillery Support, and Kevin gets a +1 DRM for the Mixed terrain. John rolls a 9 for a total of 11, and Kevin rolls a 3 for total of 4. The Spread is 5. RoK 8 retreats along the coast to hex 4046, earning a Routed marker. John draws a SNAFU marker, but it's another Communist marker, this time a Leader, so it goes back in the cup. Kevin gives up a South Korean Replacement Point (he's down to 1) and a VP (John's up to 3). NK 5 advances after combat then Exploit Moves to hex 3946.

The Communist Activation Phase ends.

During the Communist Communications Phase, no HQs or Units are OOC. During the Communist Refresh Phase, John flips all of his Units to their Fresh sides.

During the Communist Refresh Phase, John flips NK1, NK15, NK3, NK13, NK4, NK2, NK12, NK5, and NK6 to their Fresh sides.

Next is the UN Strategic Movement Phase. ROK I Corps HQ decides to abandon Seoul and moves to hex 3461. The HQ is not Spent by Strategic Movement, so it can activate during the UN Activation Phase. It does, and moves on to hex 4371 before becoming Spent.

And that ends the Weekly Phases for June, 1950. The game moves to the Reset Phases for June, 1950. Neither player chooses to eliminate Units during the Eliminate Friendly Unit Phase. The ROK Units are OOC, but Kevin decides to leave them in place as roadblocks rather than eliminate them.

During the Victory Check Phase's Objective Marker Segment, John chooses to reveal the Objective Marker in hex 2549, and it is worth 3 VP. Kevin has no Units near friendly Objective Markers, so he randomly draws a friendly Objective Marker and puts it in In'chon. Neither player has won, so the game goes to the Time Phase. John moves the Month Marker to July 1950 and the Week Marker to Week 1.

Kevin rolls a D10 for the weather. 50% chance of rain, so rain on a 5 or less, but Kev rolls a 6 for Clear weather.

There is no point to rolling for Foreign Intervention. Although John has VPs, they are not enough to create a modifier, so Intervention is not possible because Kevin can't roll a zero or less. Kev does request Foreign Aid, giving another VP to John, who comments that Kevin spends VPs like a drunken sailor. The UN Infrastructure Marker moves from 5 to 7 then the UN Replacements, Tank Support, and Artillery Support from 0 to 2. Kevin removes the Poor Unit Marker from ROK 7.

Next up is the Infrastructure and Supply Phase. Both players adjust their Markers after consulting the Reinforcement Tables in the Scenario instructions. The UN Supply Marker moves from 5 to 7, and the Communist Supply Marker from 11 to 12. Kevin needs help fast, so he spends Supply Points. First he spends two points each to flip ROK I Corps HQ and ROK II Corps HQ to Fresh. Kevin then spends two more Supply Points to put Prepared Positions in hexes 2647 and 3146. It costs no Supply Points for John to flip II KPA HQ to Fresh (it's still in North Korea), and he pays two Supply Points to flip NK I KPA and NK III KPA.

Now for the Aircraft Recovery and Reinforcement Phase. Both players turn their attention to their Air Displays. John moves 1 FAR from his Top Cover Box to the Available Aircraft Box. Kevin puts the 7th Fleet in the Sea of Japan Station Box, not wanting to provoke the Chinese early, then begins receiving Aircraft Reinforcements. 1 MAR, 8 F-B, 18 F-B, 27 F-E, and 35 F-I, plus 3, 19, 22 and 92 Bomb all go to the UN Available Aircraft Box. CVG 2, 3, 5, and 11 are placed in the 7th Fleet Carriers Box. Kevin also puts five Improved Airfields in the Japan Airfields Box. No one has any Aircraft to repair, so it's on to the Air Forces Commitment Phase.

John moves 1 AAR to the Airfield in the North Korea Box, followed by 1 FAR. He then sends 1 FAR to the Top Cover Box and 1 AAR to Ground Support.

Kevin distributes his nine Aircraft among his Airfields in the Japan Box—it does not matter which because they are all Improved. From there, 19 and 22 Bomb go to the Infrastructure Strike Box, 3 and 92 Bomb to the Airfield Strike Box. 8 F-B and 27 F-E fly Long Range Interdiction, and the rest normal Ground Support. Most of Kevin's Naval Aircraft—CVG 3, 5, and 11—are assigned to Top Cover. CVG 2 flies Ground Support. Kevin moves the UN Air Support Marker to 14 (4+4+3+3) during the Determine Air Support Phase, and John's goes to 4.

It's the Strategic Mission Phase. UN 22 Bomb leads with an Infrastructure Strike, rolls a 6, and goes straight to the Damaged Aircraft Box. 19 Bomb does better, rolling a 3 and reducing the Communist Infrastructure from 12 to 11 before returning to the Available Aircraft Box. 92 Bomb strikes at John's North Korean Airfield, rolling a 1 and sending it to the Damaged Airfields Box. 92 Bomb returns to the Available Aircraft Box. 3 Bomb, on the same run, still has to roll and gets a 6, sending it to the Damaged Aircraft Box.

Next is the Top Cover Phase. Kevin's planes attack 1 FAR. Kevin's planes have a Air-to-Air Capability of 3, while John's is a 2. Kevin fires first and hits with a 1. 1 FAR goes to the Damaged Aircraft Box. Kevin is out of targets, so he rolls to stay on station and gets two 5s and a 3. CVG 3 and 5 go to the Available Aircraft Box, while CVG 11 returns to Top Cover.

That ends the Monthly Phases for July 1950 and this example of play.

17.0 SCENARIO #1: INVASION

Note: This scenario is an excellent first scenario to learn the mechanics of the game.

Background: This scenario covers the initial North Korean attack up to the invasion at Inch'on. The Communist player has to attack quickly and decisively to get an automatic victory before the UN forces can be fully brought to bear.

Scenario Length: The scenario begins on Week 4 of June, 1950. Start the game with the Communist Movement Phase. The scenario ends after the Victory Check Phase of the Week 1, September 1950 turn.

Scenario Maps: This scenario uses Maps B and C.

Weather: The weather for the first turn is clear. Determine the weather normally beginning with the monthly Weather Phase for July, 1950.

Victory Conditions: The scenario ends if the Communist Player achieves an Automatic Victory (either by having 21 VPs or by capturing all 4 Amphibious Invasion Ports – hexes 2151, 2264, 4371, and 4046).

If the Communist Player does not win an Automatic Victory, victory is given to the player who has VPs at the end of the scenario. In addition to normal means of acquiring VPs, the Communist player gains 2 VPs for each city hex he controls in the Pusan Perimeter.

Special Rules: Apply the following special rules to this scenario:

- On the first turn of the game, the Communist Player has Surprise Attack (15.0).
- The Communist Player initially controls all hexes north of the North Korean/South Korean border. The UN Player initially controls all hexes south of the North Korean/South Korean border.
- The Communist Player may use any road hex that goes off the northern edge of Map B as a Supply Source.
- There is no Foreign Intervention in this scenario. Foreign Aid may be requested by a player when his opponent has VPs.
- When a VP is awarded to the Communist Player after Air-to-Air Combat in MiG Alley, roll a **D6**. If the result is 1-4, the 4F-I Aircraft enters play as a reinforcement. It is placed in the Available Aircraft Box during the following monthly Air Recovery and Reinforcement Phase.

Setup: The UN sets up first. All UN HQs and Units begin the game Spent because of the Surprise Attack. All Communist HQs and Units begin the game Fresh.

UN Setup

On Map	
HQ/Unit	Hex
RoK 1	1944
RoK 2	2860
RoK 3	3965
RoK 5	2372
RoK 6	3043
RoK 7	2644
RoK 8	3844
Capital	2449
I RoK HQ	2550
II RoK HQ	3145

On Player Aid Card	
RoK Replacements	4
US Replacements	0
UN Replacements	0
Infrastructure	5
Supply	5
Artillery Support	0
Tank Support	0
Air Support	0
Bombardment	0
Amphibious Points	0

On Air Display
No Aircraft, Airfields, or markers start on the UN Air Display.

Communist Setup

On Map

HQ/Unit	Hex
NK 1	1943
NK 2	3042
NK 3	2543
NK 4	2442
NK 5	3743
NK 6	1343
NK 12	3442
NK 13	2542
NK 15	2842
I KPA HQ	2141
II KPA HQ	2840
III KPA HQ	1341

On Player Aid Card

NK Replacements	8
Chinese Replacements	0
Infrastructure	12
Supply	12
Artillery Support	4
Tank Support	6
Air Support	4

On Air Display

North Korea Airfields Box	1 Airfield
Top Cover Box	1 FAR (NK Yak 9P)
Ground Support Box	1 AAR (NK Il-10)

Additional Map Setup

Place 1 randomly chosen, hidden Communist Objective marker on each of the following hexes: 2549, 2151, 2860, 3965, 3871, and 4371.

Reinforcements, Withdrawals, and Adjustments to Tracks

July 1950

Monthly		
UN	Available Aircraft Box	1 Mar, 8 F-B, 18 F-B, 27 F-E, 35 F-I, 3 Bomb, 19 Bomb, 22 Bomb, and 92 Bomb.
UN	7th Fleet Carriers Box	CVG 2, CVG 3, CVG 5, and CVG 11.
UN	Either Sea Station Box	7th Fleet Marker.
UN	Japan Airfields Box	5 Improved Airfields.

Week 1

UN	Any Supply Source Box	Task Force.
UN	Adjustment	Add 4 Bombardment Support.
Comm	Any Supply Source Space	NK 7, NK 41, NK 10, and NK 32.
Comm	Adjustments	Add 1 Artillery Support Level.
		Add 1 Tank Support Level.
		Add 3 NK Replacement Points.

Week 2

UN	Any Supply Source Box	US 19, US 21, US 34, 24 Inf Cadre, and I UN Corps HQ.
UN	Adjustments	Add 2 Artillery Support Levels.
		Add 2 Tank Support Levels.
		Add 4 Bombardment Support Levels.
		Add 2 US Replacement Points.

Week 3

UN	Any Supply Source Box	US 24, US 27, US 35, 25 Inf Cadre, US 5, US 7, US 8, and 1 Cav Cadre.
UN	South Korea Airfields Box	1 Airfield.
UN	Adjustments	Add 4 Artillery Support Levels.
		Add 4 Tank Support Levels.
		Add 2 SK Replacements Points.
		Add 4 US Replacement Points.
		Add 2 Infrastructure Levels.

Week 4

Comm	Any Supply Source Space	NK 8 and NK 9.
Comm	Adjustments	Add 2 Artillery Support Levels.
		Add 2 Tank Support Levels.
		Add 3 NK Replacement Points.

August 1950

Monthly		
UN	Available Aircraft Box	307 Bomb.
UN	South Korea Airfields Box	1 Improved Airfield.
UN	Theater Commander Box	MacArthur.
Comm	China Airfields Box	1 Improved Airfield.

Week 1		
UN	South Korea Airfields Box	1 Improved Airfield.
UN	Adjustments	Add 1 Artillery Support Levels.
		Add 1 Tank Support Level.
		Add 1 SK Replacement Point.
		Add 1 US Replacement Point.
		Add 2 Infrastructure Levels.
Week 2		
Comm	Any Supply Source Space	NK 18.
Comm	Adjustments	Add 1 Artillery Support Level.
		Add 1 Tank Support Level.
		Add 3 NK Replacement Points.
Week 4		
UN	Any Supply Source Box	US 9, US 23, US 38, 2 Inf Cadre, and CW 27 Bde.
UN	Adjustments	Add 2 UN Replacement Points.
Comm	Any Supply Source Space	NK 19 and NK 27.
Comm	Adjustments	Add 2 NK Replacement Points.
September 1950		
Week 1		
UN	Adjustments	Add 1 SK Replacement Point.
		Add 2 UN Replacement Points.
		Add 3 US Replacement Points.

18.0 SCENARIO #2: INCH'ON INVASION

Background: This scenario covers the period from the Inch'on invasion to the UN advance into North Korea. Like before, one side is trying to win before the balance shifts against them. This time, the UN is racing the clock.

Scenario Length: The scenario begins on Week 2 of September, 1950. Start the game with the UN Movement Phase. The scenario ends after the Victory Check Phase of the Week 1-4, November 1950 turn.

Scenario Maps: This scenario uses Maps A, B, and C.

Weather: The weather for the first turn is clear. Determine the weather normally beginning with the monthly Weather Phase for October, 1950.

Victory Conditions: The VP marker is placed on its Communist (red) side in the 14 box on the VP Track (the Communists have 14 VPs at start). The scenario ends if the UN

Player achieves an Automatic Victory by having 21 VPs during any Victory Check Phase. If the UN does not achieve this, the Communist player wins. In addition to normal means of acquiring VPs, the UN player also gains 4 VPs for capturing P'yongyang.

Special Rules: Apply the following special rules to this scenario:

- At the start of play, both players perform an Air Forces Commitment Phase, a Determine Air Support Phase, a Strategic Air Missions Phase, and a Top Cover Phase (see 7.6-7.9).
- Following the Air Phases above, the UN player performs an Amphibious Invasion (see 4.2).
- The UN has Surprise Attack for the first turn.
- There is no Foreign Intervention in this scenario. Foreign Aid may be requested by a player when his opponent has VPs.
- When a VP is awarded to the Communist Player after Air-to-Air Combat in MiG Alley, roll a D6. If the result is 1-4, the 4F-I Aircraft enters play as a reinforcement. It is placed in the Available Aircraft Box during the following monthly Air Recovery and Reinforcement Phase.

Setup: The Communist Player sets up first. All Communist HQs and Units begin the game Spent because of the Surprise Attack. All UN HQs and Units begin the game Fresh.

UN Setup

On Map	
HQ/Unit	Hex
RoK 3	4560 with Elite marker
RoK 6	3959
RoK 8	4159
RoK Capital	4359 with Elite marker
RoK I Corps HQ	4461
RoK II Corps HQ	4060
CW 27 Bde	3661
UN I Corps HQ	3965
US 5	3759
US 7	3760
US 8	3659 with Elite marker
I Cav Cadre	3860
US 19	3663
US 21	3665
US 34	3662
24 Inf Cadre	3764
US 24	3669
US 27	3672

US 35	3667
25 Inf Cadre	3770
US 9	4068
US 23	4263
US 38	3864
2 Inf Cadre	3965
7th Fleet	Either Sea Zone Box

On Player Aid Card	
RoK Replacements	2
US Replacements	8
UN Replacements	2
Infrastructure	14
Supply	14
Artillery Support	12
Tank Support	10
Air Support	TBD
Bombardment	8
Amphibious Points	8

In Sea Transport Box
4 Units of 1 Mar, 4 Units of 7 Inf, UN X Corps HQ

In Destroyed Units Box
RoK 2 and RoK 5

In Theater Commander Box
MacArthur

On Air Display		
Available Aircraft Box	1 Mar	8 F-I
	18 F-B	35 F-I
	3 Bomb	19 Bomb
	22 Bomb	92 Bomb
	307 Bomb	
7th Fleet Carriers Box	CVG 2	CVG 3
	CVG 5	CVG 11
South Korea Airfields Box	1 Airfield	
	1 Improved Airfield	
Japan Airfields Box	6 Improved Airfields	

Additional Map Setup
Place 1 randomly chosen, hidden UN Objective marker on each of the following hexes: 2860, 2449, 1334, and 2832.

Communist Setup

On Map	
HQ/Unit	Hex
NK 1	3758 with Guards marker
NK 2	3566
NK 3	3561
NK 4	3563
NK 5	4559
NK 6	3572
NK 7	3570
NK 8	3958 with Guards marker
NK 9	3568 with Guards marker
NK 12	4458 with Penal marker
NK 13	3559 with Penal marker
NK 15	4258
NK 18	2449
I KPA HQ	3161
II KPA HQ	3955
III KPA HQ	3269
NK 19	Place at any Communist Supply Source Space then move up to 20 MP.
NK 27	Place at any Communist Supply Source Space then move up to 20 MP.

On Player Aid Card	
NK Replacements	10
Chinese Replacements	0
Infrastructure	12
Supply	12
Artillery Support	10
Tank Support	8
Air Support	0

On Air Display	
Available Aircraft Box	151 GIAD (USSR)
North Korea Airfields Box	1 Airfield
Chinese Airfields Box	1 Improved Airfield

Additional Map Setup
Place 1 randomly chosen, hidden Communist Objective marker on each of the following hexes: 4060, 3871, and 4371.

Reinforcements, Withdrawals, and Adjustments to Tracks

September 1950		
Week 4		
Comm	Adjustments	Add 2 Chinese Replacement Points.

October 1950		
Monthly		
UN	Available Aircraft Box	51 F-I, 452 Bomb.
UN	South Korea Airfields Box	1 Improved Airfield.
Comm	China Airfields Box	1 Improved Airfield.
Comm	Available Aircraft Box	PRC 3, PRC 4.
Week 1-2		
UN	Any Supply Source Box	CW 29 Bde, Tk 1 Bde, RoK 11.
UN	Adjustments	Add 1 Artillery Support Level.
		Add 1 Tank Support Level.
		Add 3 UN Replacement Points.
		Add 2 US Replacement Points.
Comm	Any Supply Source Space	NK 10, NK 32, NK 41.
Comm	Adjustments	Add 2 Chinese Replacement Points.
Week 3-4		
UN	Any Supply Source Space	RoK 9
UN	Adjustments	Add 2 Chinese Replacement Points.

19.0 SCENARIO #3: CHINESE INTERVENTION

Note: This scenario is excellent for those who want as close to a campaign game experience without the time investment.

Background: This scenario covers the surprise attack by the Chinese that shocked the world. The tables have turned and the Chinese will now be trying to win before the UN can stabilize their lines and stalemate sets in.

Scenario Length: The scenario begins with the the Communist Strategic Movement Phase of the Week 1-4, November, 1950 turn. The scenario ends after the Victory Check Phase of the Week 4, July 1951 turn.

Scenario Maps: This scenario uses Maps A, B, and C.

Weather: The weather for the first turn is snowy. Determine the weather normally on the monthly Weather Check for December, 1950.

Victory Conditions: If either side has 21 VPs at the end of any Victory Check Phase, that side wins. If neither side has achieved this by the end of the game, the side with more victory points wins. If the VP marker is at 0, the Communist Player is the winner. Starts at 12 (UN) in the scenario.

Special Rules: Apply the following special rules to this scenario:

- There is no Foreign Intervention in this scenario. Foreign Aid may be requested by a player when his opponent has VPs.
- The Communist Player has Surprise Attack for the first turn of the game.

Setup: The UN Player sets up first. All UN HQs and Units begin the game Spent because of the Surprise Attack. All Communist HQs and Units begin the game Fresh.

UN Setup

On Map	
HQ/Unit	Hex
RoK 1	1126
RoK 2	2449
RoK 3	4112
RoK 6	1827
RoK 7	1824
RoK 8	2025
RoK 9	2860
RoK 11	3563
RoK Capital	4706
RoK I Corps HQ	4413
RoK II Corps HQ	2026
RoK III Corps HQ	2449
US 19	1027
US 21	0828
US 34	1028
24 Inf Cadre	1129
US 24	1423
US 27	1324
US 35	1225
25 Inf Cadre	1326
US 9	1623
US 23	1524
US 38	1724
2 Inf Cadre	1726

On Map	
HQ/Unit	Hex
US 1 Mar	2721
US 5 Mar	2418
US 7 Mar	2520
1 Mar Cadre	2617
US 17	3410
US 31	2918
US 32	3613
7 Inf Cadre	3415
US 5	1432
US 7	1731
US 8	1632
1Cav Cadre	1532
US 7	2522
US 15	2533
US 65	2427
3 Inf Cadre	2629
US 187 RCT	1334
CW 27 Bde	1229
CW 29 Bde	2549
Tk 1 Bde	1428
UN I Corps HQ	1229
UN IX Corps HQ	1428
UN X Corps HQ	3026
7th Fleet	Either Sea Zone Box

On Player Aid Card	
RoK Replacements	6
US Replacements	6
UN Replacements	4
Infrastructure	15
Supply	15
Artillery Support	8
Tank Support	10
Air Support	TBD
Bombardment	6
Amphibious Points	0

In Destroyed Units Box
RoK 5

In Theater Commander Box
MacArthur

On Air Display		
Available Aircraft Box	1 Mar	4 F-I
	8 F-I	18 F-B
	27 F-E	35 F-I
	51 F-I	3 Bomb
	19 Bomb	22 Bomb
	307 Bomb	92 Bomb
	452 Bomb	
7th Fleet Carriers Box	CVG 19	CVG 3
	CVG 5	CVG 11
	CVG 101	
South Korea Airfields Box	1 Airfield	
	1 Improved Airfield	
Japan Airfields Box	6 Improved Airfields	

Communist Setup

On Map—Setup	
HQ/Unit	Hex
NK 24	4703
NK 31	4602
NK 43	4803
NK 47	0123
I KPA HQ	2406
II KPA HQ	0123
III KPA HQ	1812
IV KPA HQ	4802

On Player Aid Card	
NK Replacements	1
PRC Replacements	18
Infrastructure	10
Supply	14
Artillery Support	8
Tank Support	6
Air Support	TBD

On Air Display	
Chinese Airfields Box	4 Airfields

In Destroyed Units Box
NK 1, NK 2, NK 3, NK 4, NK 5, NK 6, NK 7, NK 8, NK 9, NK 10, NK 12, NK 13, NK 15, NK 18, NK 19, NK 27, NK 32, and NK 41.

Additional Map Setup
Place 1 randomly chosen, hidden Communist Objective marker on each of the following hexes: 3026, 1334, 2632, and 2449.

Reinforcements, Withdrawals, and Adjustments to Tracks

December 1950

Monthly

UN	Withdraw	CVG 5.
UN	Adjustments	Subtract 2 Bombardment Levels.
Comm	Available Aircraft Box	50 IAD.

Week 1-2

UN	Adjustments	Add 2 US Replacement Points.
Comm	Adjustments	Add 3 Chinese Replacement Points.

January 1951

Monthly

Comm	Available Aircraft Box	PRC 5, PRC 9, PRC 10.
Comm	Chinese Airfields Box	2 Improved Airfields.

Week 1-2

UN	Adjustments	Add 1 UN Replacement Point.
		Add 1 US Replacement Point.
Comm	Adjustments	Add 3 Chinese Replacement Points.

February 1951

Monthly

UN	Withdraw	CVG 3.
UN	Adjustments	Subtract 2 Bombardment Levels.
Comm	Available Aircraft Box	PRC 8, PRC 11.

Week 1-4

UN	Adjustments	Add 2 RoK Replacement Points.
		Add 3 US Replacement Points.
Comm	Any Supply Source Space	NK 23, NK 37, NK 45, NK 46, PRC 187, PRC 188, and PRC 196
Comm	Adjustments	Add 4 Chinese Replacement Points.

March 1951

Monthly

UN	Withdraw	CVG 11
Comm	Available Aircraft Box	PRC 106 IAD

Week 1-4

UN	Adjustments	Add 1 UN Replacement Point.
		Add 3 US Replacement Points.
Comm	Any Supply Source Space	PRC 29, PRC 44, PRC 45, PRC 31, PRC 34, PRC 35, PRC 140, PRC 179, PRC 180, and PRC 181.
Comm	Adjustments	Add 4 Chinese Replacement Points.

After Chinese Intervention

Comm	Theater Commander Box	Peng Duhuai
Comm	Place at any Communist Supply Source Space then move up to 15 MP.	Wave 1: PRC 58, PRC 59, PRC 60, PRC 79, PRC 80, PRC 81, PRC 89, PRC 90, PRC 112, PRC 113, PRC 114, PRC 124, PRC 125, PRC 126, and 3 Army Grp HQ. All are placed on their Fresh sides and remain Fresh after moving.
Comm	Place at any Communist Supply Source Space then move up to 10 MP.	Wave 2: PRC 76, PRC 77, PRC 78, PRC 88, PRC 115, PRC 116, PRC 117, PRC 118, PRC 119, PRC 120, PRC 197, and 9 Army Grp HQ. All are placed on their Fresh sides and remain Fresh after moving.
Comm	Place at any Communist Supply Source Space then move up to 5 MP.	Wave 3: PRC 148, PRC 149, PRC 150, and 8 Army Grp HQ. All are placed on their Fresh sides and remain Fresh after moving.
Comm	Available Aircraft Box	PRC 6, PRC 19, PRC 20.
Comm	China Airfields Box	1 Improved Airfield.

20.0 SCENARIO #4: CAMPAIGN GAME

Background: This is the entire game. From the first initial attack by the North Koreans on the unprepared South Koreans, to the decisive counterstrike at Inch'on, to the surprise Chinese intervention, to the final trench lines. Each side will have their chance to win.

Scenario Length: The scenario begins on Week 4 of June, 1950. Start the game with the Communist Movement Phase. The scenario ends after the Victory Check Phase of the Week 4, September 1951 turn.

Scenario Maps: This scenario uses Maps A, B and C.

Weather: The weather for the first turn is clear. Determine the weather normally beginning with the monthly Weather Phase for July, 1950.

Victory Conditions: The scenario ends if either side achieves an Automatic Victory by having 21 VPs or, for the Communists, by capturing all 4 Amphibious Invasion Ports – hexes 2151, 2264, 4371, and 4046.

If the neither player wins an Automatic Victory, victory is given to the player who has VPs at the end of the scenario. If the VP marker is at 0, the Communist Player wins.

Special Rules: Apply the following special rules to this scenario:

- On the first turn of the game, the Communist Player has Surprise Attack (15.0).
- The Communist Player initially controls all hexes north of the North Korean/South Korean border. The UN Player initially controls all hexes south of the North Korean/South Korean border.
- When a VP is awarded to the Communist Player after Air-to-Air Combat in MiG Alley, roll a D6. If the result is 1-4, the 4F-I Aircraft enters play as a reinforcement. It is placed in the Available Aircraft Box during the following monthly Air Recovery and Reinforcement Phase.

Setup: The UN sets up first. All UN HQs and Units begin the game Spent because of the Surprise Attack. All Communist HQs and Units begin the game Fresh.

UN Setup

On Map	
HQ/Unit	Hex
RoK 1	1944
RoK 2	2860
RoK 3	3965
RoK 5	2372
RoK 6	3043
RoK 7	2644
RoK 8	3844
Capital	2449
I RoK HQ	2550
II RoK HQ	3145

On Player Aid Card	
RoK Replacements	4
US Replacements	0
UN Replacements	0
Infrastructure	5
Supply	5
Artillery Support	0
Tank Support	0
Air Support	0
Bombardment	0
Amphibious Points	0

On Air Display	
No Aircraft, Airfields, or markers start on the UN Air Display.	

Communist Setup

On Map	
HQ/Unit	Hex
NK 1	1943
NK 2	3042
NK 3	2543
NK 4	2442
NK 5	3743
NK 6	1343
NK 12	3442
NK 13	2542
NK 15	2842
I KPA HQ	2141
II KPA HQ	2840
III KPA HQ	1341

On Player Aid Card	
NK Replacements	8
PRC Replacements	0
Infrastructure	12
Supply	12
Artillery Support	4
Tank Support	6
Air Support	4

On Air Display	
North Korea Airfields Box	1 Airfield
Top Cover Box	1 FAR (NK Yak 9P)
Ground Support Box	1 AAR (NK Il-10)

Additional Map Setup
Place 1 randomly chosen, hidden Communist Objective marker on each of the following hexes: 2549, 2151, 2860, 3965, 3871, and 4371.

Reinforcements, Withdrawals, and Adjustments to Tracks

July 1950		
Monthly		
UN	Available Aircraft Box	1 Mar, 8 F-B, 18 F-B, 27 F-E, 35 F-I, 3 Bomb, 19 Bomb, 22 Bomb, and 92 Bomb.
UN	7th Fleet Carriers Box	CVG 2, CVG 3, CVG 5, and CVG 11.
UN	Either Sea Station Box	7th Fleet Marker.
UN	Japan Airfields Box	5 Improved Airfields.
Week 1		
UN	Any Supply Source Box	Task Force.
UN	Adjustment	Add 4 Bombardment Support.
Comm	Any Supply Source Space	NK 7, NK 41, NK 10, and NK 32.
Comm	Adjustments	Add 1 Artillery Support Level.
		Add 1 Tank Support Level.
		Add 3 NK Replacement Points.
Week 2		
UN	Any Supply Source Box	US 19, US 21, US 34, 24 Inf Cadre, and I UN Corps HQ.
UN	Adjustments	Add 2 Artillery Support Levels.
		Add 2 Tank Support Levels.
		Add 4 Bombardment Support Levels.
		Add 2 US Replacement Points.

Week 3		
UN	Any Supply Source Box	US 24, US 27, US 35, 25 Inf Cadre, US 5, US 7, US 8, and 1 Cav Cadre.
UN	South Korea Airfields Box	1 Airfield.
UN	Adjustments	Add 4 Artillery Support Levels.
		Add 4 Tank Support Levels.
		Add 2 SK Replacements Points.
		Add 4 US Replacement Points.
		Add 2 Infrastructure Levels.
Week 4		
Comm	Any Supply Source Space	NK 8 and NK 9.
Comm	Adjustments	Add 2 Artillery Support Levels.
		Add 2 Tank Support Levels.
		Add 3 NK Replacement Points.

August 1950		
Monthly		
UN	Available Aircraft Box	307 Bomb.
UN	South Korea Airfields Box	1 Improved Airfield.
UN	Theater Commander Box	MacArthur.
Comm	China Airfields Box	1 Improved Airfield.
Week 1		
UN	South Korea Airfields Box	1 Improved Airfield.
UN	Adjustments	Add 1 Artillery Support Levels.
		Add 1 Tank Support Level.
		Add 1 SK Replacement Point.
		Add 1 US Replacement Point.
		Add 2 Infrastructure Levels.
Week 2		
Comm	Any Supply Source Space	NK 18.
Comm	Adjustments	Add 1 Artillery Support Level.
		Add 1 Tank Support Level.
		Add 3 NK Replacement Points.

	Week 4	
UN	Any Supply Source Box	US 9, US 23, US 38, 2 Inf Cadre, and CW 27 Bde.
UN	Adjustments	Add 2 UN Replacement Points.
Comm	Any Supply Source Space	NK 19 and NK 27.
Comm	Adjustments	Add 2 NK Replacement Points.

	September 1950	
	Week 1	
UN	Adjustments	Add 1 SK Replacement Point.
		Add 2 UN Replacement Points.
		Add 3 US Replacement Points.
	Week 2	
UN	Any Supply Source Box	All Units of the 1st Marine Division, all Units of the 7th Marine Division, and X Corps HQ.
UN	Adjustments	Add 1 Artillery Support Levels.
		Add 1 Tank Support Levels.
		Add 8 Amphibious Support Levels.
		Add 2 Bombardment Support Levels.
	Week 3	
UN	Any Supply Source Box	187 RCT.
	Week 4	
Comm	Adjustments	Add 2 Chinese Replacement Points.

	October 1950	
	Monthly	
UN	Available Aircraft Box	51 F-I, 452.
UN	South Korea Airfields Box	1 Improved Airfield.
Comm	Available Aircraft Box	PRC Air 3, PRC Air 4.
Comm	Chinese Airfields Box	2 Improved Airfields.
	Weeks 1-2	
UN	Any Supply Source Box	CW 29 Bde, Tk 1 Bde, RoK 11, UN IX Corps HQ.
UN	Adjustments	Add 1 Artillery Support Level.
		Add 1 Tank Support Level.
		Add 3 UN Replacement Points.
		Add 2 UN Replacement Points.
Comm	Adjustments	Add 2 Chinese Replacement Points.

	Weeks 3-4	
UN	Any Supply Source Box	All Units of the 3rd US Infantry Division, RoK 9.
UN	Adjustments	Add 2 RoK Replacement Points.
		Add 1 UN Replacement Point.
Comm	Any Supply Source Space	NK 31, NK 43, NK 47, IV KPA HQ.

	November 1950	
	Monthly	
UN	7th Fleet Carriers Box	CVG 19.
	Weeks 1-4	
UN	Any Supply Source Box	III RoK HQ
UN	Adjustments	Add 2 RoK Replacement Points.
		Add 1 UN Replacement Point.
Comm	Any Supply Source Space	NK 24.

	December 1950	
	Monthly	
UN	Withdraw	CVG 5
UN	Adjustments	Subtract 2 Bombardment Levels.
	Weeks 1-2	
UN	Adjustments	Add 2 US Replacement Points.
Comm	Adjustments	Add 3 Chinese Replacement Points.

	January 1951	
	If the Chinese have not intervened previously, they intervene automatically during the Foreign Intervention/Foreign Aid Phase of this turn.	
	Monthly	
Comm	Available Aircraft Box	PRC 5, PRC 9, PRC 10
	Weeks 1-2	
UN	Adjustments	Add 1 UN Replacement Point.
		Add 1 US Replacement Point.
Comm	Adjustments	Add 3 Chinese Replacement Points.

	February 1951	
UN	Withdraw	CVG 3
UN	Adjustments	Add 2 Bombardment Levels.
Comm	Available Aircraft Box	PRC Air 8, PRC Air 11.
	Weeks 1-4	
UN	Adjustments	Add 1 UN Replacement Point.
		Add 3 US Replacement Points.

Comm	Any Supply Source Space	NK 23, NK 37, NK 45, NK 46, V KPA HQ, PRC 187, PRC 188, PRC 196, and 19 Army Group HQ.
Comm	Adjustments	Add 4 Chinese Replacement Points.

March 1951		
Monthly		
UN	7th Fleet Carriers Box	CVG 101
UN	Withdraw	CVG 11
Comm	Available Aircraft Box	106 PRC IAD
Weeks 1-4		
UN	Adjustments	Add 1 UN Replacement Point.
		Add 1 US Replacement Point.
Comm	Any Supply Source Space	PRC 29, PRC 44, PRC 45, PRC 31, PRC 34, PRC 35, PRC 140, PRC 179, PRC 180, and PRC 181.
Comm	Adjustments	Add 4 Chinese Replacements.

April 1951		
Monthly		
Comm	Available Aircraft Box	303 PRC IAD, 324 PRC IAD, PRC Air 18.
Week 1		
UN	Adjustments	Add 1 UN Replacement Point.
		Add 2 US Replacement Points.
Comm	Adjustments	Add 4 Chinese Replacement Points.

May 1951		
Monthly		
UN	Available Aircraft Box	136 F-B.
UN	7th Fleet Carriers Box	Replace CVG 19 with CVG 19x.
Comm	Available Aircraft Box	PRC 15.
Week 1		
UN	Adjustments	Add 1 UN Replacement Point.
		Add 2 US Replacement Points.
Comm	Adjustments	Add 4 Chinese Replacement Points.

June 1951		
Week 1		
UN	Adjustments	Add 1 UN Replacement Point.
		Add 2 US Replacement Points.
Comm	Adjustments	Add 4 Chinese Replacement Points.

July 1951		
Week 1		
UN	Adjustments	Add 1 UN Replacement Point.
		Add 2 US Replacement Points.
Comm	Adjustments	Add 4 Chinese Replacement Points.
After Chinese Intervention		
Comm	Theater Commander Box	Peng Duhuai
Comm	Place at any Communist Supply Source Space then move up to 15 MP.	Wave 1: PRC 58, PRC 59, PRC 60, PRC 79, PRC 80, PRC 81, PRC 89, PRC 90, PRC 112, PRC 113, PRC 114, PRC 124, PRC 125, PRC 126, and 3 Army Grp HQ. All are placed on their Fresh sides and remain Fresh after moving.
Comm	Place at any Communist Supply Source Space then move up to 10 MP.	Wave 2: PRC 76, PRC 77, PRC 78, PRC 88, PRC 115, PRC 116, PRC 117, PRC 118, PRC 119, PRC 120, PRC 197, and 9 Army Grp HQ. All are placed on their Fresh sides and remain Fresh after moving.
Comm	Place at any Communist Supply Source Space then move up to 5 MP.	Wave 3: PRC 148, PRC 149, PRC 150, and 8 Army Grp HQ. All are placed on their Fresh sides and remain Fresh after moving.
Comm	Available Aircraft Box	PRC 6, PRC 19, PRC 20.
Comm	China Airfields Box	1 Improved Airfield.
After Soviet Intervention		
Comm	Place at any Communist Supply Source Space	SU 17 Gds, SU 73, SU 265, SU 98 Abn.
Comm	China Airfields Box	65 IAD, 328 IAD, 17 GIAD, 297 IAD, 309 IAD, 162 BAD, 20 IAD, PRC Air 7, PRC Air 12, PRC Air 14, PRC Air 16, and PRC Air 17.
		Note: Chinese Airfields may now launch 4 Aircraft each.
After Republic of China Intervention		
UN	Any Supply Source Box	RoC 1, RoC 2, RoC 3.