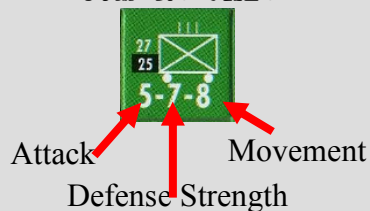


Combat Unit



Disrupted
Combat Unit



Artillery Unit (Range=3)



Disrupted HQ Unit



HQ Unit



Sequence of Action

1. **Events Phase:** Umpire Announces&Describes “Events”
2. **UN Turn:**
 - a. **Reinforcement Phase:** Place any reinforcements on their designated locations.
 - b. **Air Allocation Phase:** Air Commander allocates **all** air missions for the turn by placing air support markers on the appropriate line of the Air Mission box at bottom of the map.
 - c. **Reorganization Phase:** UN units breakdown or recombine. Units attempt to entrench/destroy depots(DR1-4).
 - d. **Movement Phase:** Move any, all, or none of your units capable of moving. Units may attempt bridge demolition (DR1-5).
 - e. **Air Strike Phase:** Air Commander places pre-allocated air-strikes on the map and resolves them.
 - f. **Barrage Phase:** UN side conducts “barrage” attacks using artillery and naval gunfire.
 - g. **Ground Combat Phase:** Conduct and resolve ground attacks. Units can either attack using “probe”, “assault”, or “mobile” combat (“mobile” only if 1/2 of attacking strength is from mech/motorized/armor). Certain US forces may attack a 2nd time using “Breakthrough” combat.
 - h. **Recovery Phase:** Attempt to restore to combat effectiveness any “in-supply” “disrupted” units (DR≥4-7). “in supply” HQ units may attempt to rebuild destroyed bridges (DR1-2).
 - i. **Admin Phase:** Remove Ops Complete markers.
 - k. **Interdiction Phase:** Air Commander places pre-allocated interdiction missions on the map.

Sequence of Action (Continued)

3. **Communist Turn:**
 - a. **Reinforcement Phase:** Place any reinforcements on their designated arrival locations.
 - b. **Reorganization Phase:** Units may attempt to entrench (DR1-3).
 - d. **Movement Phase:** Move any, all, or none of your units capable of moving. Units may attempt bridge demolition (DR1-5).
 - e. **UN Interdiction Removal Phase:** Remove from the map all UN Air units allocated to interdiction missions. Return them to the UN Air Commander.
 - f. **Barrage Phase:** Conduct “barrage” attacks using artillery.
 - g. **Ground Combat Phase:** Conduct and resolve ground attacks. Units can either attack using “probe”, “assault”, or “mobile” combat (“mobile” only if 1/2 of attacking strength is made up of Chinese Regular or Elite Inf).
 - h. **Recovery Phase:** Attempt to restore to combat effectiveness any in-supply “disrupted” units (DR≥4-7). “in supply” HQ units may attempt to rebuild destroyed bridges (DR1-2).
 - i. **Admin Phase:** Remove Ops Complete markers
 - k. **Turn Advances:** Umpire advances game turn marker to next day.

Reorganization

1. Only combat effective (i.e. non-disrupted) units may reorganize (combine/breakdown).
2. To recombine, all subordinate units must be present in the same hex. If any are missing or eliminated, recombining cannot occur.
3. To break a unit down into subordinate units, replace the combined unit with the appropriate number of subordinate units totaling one less than the combat strength of the combined unit. (i.e. 4-6-8 Inf Rgt breaks down into 3X 1-2-8 Bns...a total of 3...1 less that 4).
4. **Entrenching:** “in-supply” units that is not in an enemy Zone of Control (ZOC) may attempt to entrench.

Zones of Control & Stacking

1. Only “combat effective” (i.e non-disrupted) ground combat units exert Zones of Control (ZOCs). ZOCs are the six hexes immediately around a unit.
2. ZOCs affect movement, retreat and LOS. Entering an enemy unit’s ZOC costs nothing. Leaving an enemy unit’s ZOC costs 1 additional movement pt. Moving directly from one enemy ZOC to another enemy ZOC costs 2 additional movement pts (MP).
3. Chinese units (only) do NOT pay any costs to move out of ZOCs. Chinese units only pay 1 additional MP to move from one ZOC directly into another ZOC.
4. UN Stacking: There may be no more than 3 units per hex, and no more than 2 Rgt sized units per hex.
5. Communists Stacking: No more than 3 units per hex, and no more than 2 regular/elite infantry per hex.

Movement

1. Units expend movement points (MPs) moving from hex to hex. Refer to the terrain effects chart (TEC) for specific costs. A unit is never allowed to exceed its movement points.

2. All units may conduct "forced march". This doubles the unit's MPs. US and Korean units must be "in supply" at the beginning of the "forced march". Chinese units do not need to be "in supply" to conduct "forced march".

3. Units conducting "forced march" may not begin in, enter, or move through an enemy ZOC. HQ units conducting "forced march" provide no supply or recovery support.

4. Roads or rail-lines crossing a river are considered to have bridges.

5. Rail movement: UN may move up to a regt (3 Bns) per turn via train. Units must begin and end movement in a rail hex. Distance is unlimited. Chinese/NK cannot use.

6. Units may destroy bridges during the movement phase. Must be adjacent to bridge hexside. DR1-5 results in destroyed bridge. Only 1 attempt per bridge per turn.

7. Naval Evacuation: UN forces may evacuate up to one Rgt size (3Bns) unit per turn. Once evacuated units are not able to return. Naval evac occurs during mvmt phase.

8. Air Evacuation: Each MAC air unit is able to evacuate 1Bn size unit per turn. Likewise, 3 dedicated MAC units are able to evacuate 1 Rgt sized unit per turn. MAC units performing air evac cannot conduct aerial resupply (and vice-versa). Air evac occurs during mvmt phase.

Logistics

1. There are two supply states – "in supply" and "out of supply". To be "in-supply" a unit must trace a line of supply (LOS) through a HQ to a friendly supply source. Supply status is checked the moment a unit performs any action.

2. LOS goes from a unit to its HQ and then from the HQ back to a supply source.

3. A unit must be in the support radius of its HQ to have LOS to the HQ. A HQ must be within its radius to a road/supply source/railroad/other HQ(s) with LOS to a supply source for the HQ to be considered "in supply". If the HQ is "in supply" and the unit is within the support radius of the HQ, then the unit is also "in supply". The US may use aerial resupply (max 2 per turn) at any time to put a unit "in supply" w/o the need for a LOS to a HQ.

4. "Out of supply" combat units have their attack and defense strengths halved. "Out of supply" artillery may not barrage. Any "out of supply" unit is **prohibited** from recovering from "disrupted" to "combat effective". They must remain "disrupted".

5. Units must be "in supply" to entrench.

6. "Out of supply units cannot conduct "forced march".

Air Operations

1. **Interdiction/Air Strike:** UN may commit up to 5 TAC and 3 SAC per hex for interdiction and Air Strike. TAC and SAC may not be combined. Interdiction affects the target hex and each hex up to 2 away. Air units may attack enemy units **moving** through the Interdiction zone. 1 Atk per allocated air unit allowed. Air strikes are directed at specific enemy units/bridges. In both Interdiction and Air Strike, atks are resolved on barrage table, using modifiers.

2. **CAS:** Are conducted during the UN OR Communist combat phases. Each allocated CAS (up to 3 per hex) shifts the Combat Results Table (CRT) odds column in favor of the UN forces.

Combat

1. Attacks are voluntary. Phasing side determines where attacks occur. Units must have at least 1 atk factor to participate in an attack. Phasing side chooses which type of attack (probe/assault/mobile). Both sides then reveal units involved. All units in a hex defend together. Total atk strength is compared to total def strength (unit values may be halved if units out of supply.) State as a ratio of atk strength to def strength. Round down if attacker has more. Round up if defender has more.

2. UN allocates CAS (up to 3 when attacking and 1 when defending). Each CAS allocated moves column 1 in favor of UN forces.

3. Attacker may declare fire support from nearby, in-range arty. Shift odds column to the right equal to barrage factor of supporting arty. Defender then may do same, shifting odds column to the left # equal to arty barrage pts.

4. Determine all column shifts due to terrain, CAS, arty, etc. Locate final odds column. Attacker rolls dice and cross-indexes result with CRT. Apply results immediately.

5. Conduct retreats after combat, advances after combat, and "breakthrough" combat.

6. Units may only atk once per turn unless they receive "breakthrough" result. With this result, units that receive the result may attack again after advancing after combat. Executed same as normal atk. Previously un-used arty and CAS may be used.

Elim/Disrupted/Retreated Units/Advance After Combat

1. Owning side determines which units are to be disrupted/eliminated.

2. Units that must retreat are moved the required number of hexes by their owning CO. Combat effective units retreating through an enemy ZOC become disrupted. Disrupted units retreating through an enemy ZOC are permanently eliminated.

3. Advance after combat occurs immediately after the enemy units have retreated. Any all or none of the attacking units with at least a 1 atk strength may advance. First hex entered must be hex vacated by defending units. No ZOC penalties during Advance After Combat.

Combat Results Table (CRT) Explanations

AA: Attacker Attrition-All attackers disrupted, survivors retreat 1 hex, defenders may advance 1 hex.

AR: Attacker Retreat- All attacking units retreat 1 hex, Defenders may advance 1 hex.

AT: Attacker Routed- All attacking units are disrupted, surviving attackers retreat 2 hexes. Defenders may advance 1 hex.

AZ: Attacker Annihilated- All attacking units eliminated, defending units may advance 1 hex.

BB: Bloodbath- All attacking units disrupted, all defending units disrupted, no retreats. If one side is completely eliminated the other may advance 1 hex.

B/D: Defenders Option- Defender chooses between BB or DR result Apply chosen result immediately.

DD: Defender Attrition- All defenders disrupted, all surviving defenders retreat 1 hex, attacking units may advance 1 hex.

DR: Defender Retreat- All defending units retreat 1 hex, attacking units may advance 1 hex

DR+: Defender Retreat Enhanced- All defending units retreat 2 hexes, all attacking units may advance 2 hexes, attacking US troops may conduct "Breakthrough" combat.

DT+: Defender Routed- All defenders disrupted, survivors retreat 2 hexes, attacking units may advance 2 hexes, US units may conduct "Breakthrough" combat.

DZ: Defender Annihilated- All defending units eliminated, Attacking units may advance 1 hex.

DZ+: Defender Annihilated Enhanced- All defenders eliminated, attacking units may advance 3 hexes, US units may conduct "Breakthrough" combat.

NE: No Effect- Nothing happens

RA: Attacker Ambushed- 1 attacking unit is disrupted, no retreats and no advances

RF: Reconnaissance in Force- One defending unit is disrupted, no retreats, no advances.