

- W1 - Fleet Redeployment Phase	- W2 - Amphibious Invasion Phase	- W3 - Sea Evacuation Phase	- W4 - Reinforcement Phase
<p>UN Player may place the 7th Fleet counter in the Yellow Sea Station or in the Sea of Japan Station</p> <p><i>Consider that the 7th Fleet:</i></p> <ul style="list-style-type: none"> can conduct Bombardment against hexes near the shoreline closest to Sea Station has carriers with naval air power to provide Combat Support for Units and conduct other Tactical Missions must be in the associated Sea Station Box to launch an Amphibious Invasion Placing the 7th Fleet in the Yellow Sea Station may increase the probability of Chinese Intervention 	<p>UN Player may conduct one Amphibious Invasion per game:</p> <ul style="list-style-type: none"> Move Units (up to available Amphibious Points) and only one HQ from the Sea Transport Box and moves them to the Invasion Box of his choice (in 7th Fleet Sea Station) Conducts a free Naval Bombardment against any Communist Units within 2 hexes of the adjacent Port hex. For each Unit, rolls a D10 <ul style="list-style-type: none"> If the D10 roll < Bombardment Level, the target is placed in the Replacements Box HQ and Units may activate normally to move from Invasion Box (4.2.5) 	<p>UN Player can evacuate up to 5 US or UN Minor Power Units or any number of HQs by sea per turn</p> <p>Eligible if:</p> <ul style="list-style-type: none"> Fresh Located in the Port hex or Supply Source Box <p>Evacuation procedure:</p> <ul style="list-style-type: none"> Move Units and HQs evacuated from a Supply Source Box to any other Supply Source Box Move Units and HQs evacuated from a Port hex (if with an enemy ZOC, place a Bug Out marked on Unit) to any friendly controlled Supply Source Box 	<p>Both Players receive Reinforcements in form of Units and other assets:</p> <ol style="list-style-type: none"> UN Reinforcement are placed in any friendly controlled Supply Source Box or in Sea Transport Box (no stacking limits) Communist Reinforcement are placed in any Communist Supply Source (no stacking limits) <p>Scheduled Reinforcements arrive according to the scenario being played. If additional Reinforcements are purchased, for each unit:</p> <ul style="list-style-type: none"> spend one Replacement Point (same nationality, except UN RP for any UN Unit), including Cadres move one Unit from Replacement Box to destination hex on map move another Unit from the Replacement Box to Destroyed Unit Box

KOREA ICE AND FIRE – Sequence of Play Cards (Sheet 1 of 7: Front) Template by **STUKA JOE**

- W5 - UN Communications Phase	- W6 - UN Refresh Phase	- W7 - Communist Strategic Movement Phase	- W8 - Communist Activation Phase
<p>Check whether UN HQs and Units have an LOC</p> <p>Place an OOC marker on each UN HQ or Unit without an LOC</p>	<p>All UN Units with an LOC become Fresh</p> <p>Flip the Unit counters to their Fresh sides</p>	<p>Eligible Communist HQs and Units may move up to 10 MP</p> <p>Eligible if:</p> <ul style="list-style-type: none"> Fresh Able to trace an LOC Three or more hexes away from the nearest enemy unit <p>Movement restrictions:</p> <ul style="list-style-type: none"> Never move further south Never move within two hexes of an enemy Unit <p>HQs and Units using Strategic Movement are not spent</p>	<p>Activate fresh HQs and Units for movement and combat, following <i>Activation Sequence</i> for each HQ</p> <p>PRC HQs can activate any Communist Units, but NK HQs can only activate NK Units</p> <p>An HQ activation range is 10 MP. The path may enter a hex containing an enemy ZOC at the normal cost of +1 MP</p> <p>An HQ may activate up to 4 Fresh Units (if Peng Dehuai is your Theater Commander, activate up to 6 Fresh Units)</p>

SoP - Weekly

KOREA

Fire and Ice



W4

SoP - Weekly

KOREA

Fire and Ice



W3

SoP - Weekly

KOREA

Fire and Ice



W2

SoP - Weekly

KOREA

Fire and Ice



W1

KOREA ICE AND FIRE – Sequence of Play Cards (Sheet 1 of 7: Back) Template by **STUKA JOE**

SoP - Weekly

KOREA

Fire and Ice



W8

SoP - Weekly

KOREA

Fire and Ice



W7

SoP - Weekly

KOREA

Fire and Ice



W6

SoP - Weekly

KOREA

Fire and Ice



W5

- W9 - Communist Communications Phase	- W10 - Communist Refresh Phase	- W11 - UN Strategic Move Phase	- W12 - UN Activation Phase
<p>Check whether Communist HQs and Units have an LOC</p> <p>Place an OOC marker on each Communist HQ or Unit without an LOC</p>	<p>All Communist Units with an LOC become Fresh</p> <p>Flip the Unit Counters to their Fresh sides</p>	<p>Eligible UN HQs and Units may move up to 10 MP</p> <p>Eligible if:</p> <ul style="list-style-type: none"> Fresh Able to trace an LOC Two or more hexes away from the nearest enemy unit <p>Movement restrictions:</p> <ul style="list-style-type: none"> Never move further north May move within two hexes of an enemy Unit and enter in enemy ZOC but marked with Bug Out marker <p>HQs and Units using Strategic Movement are not spent</p>	<p>Activate fresh HQs, Cadres and Units for movement and combat, following <i>Activation Sequence</i> for each HQ</p> <ul style="list-style-type: none"> RoK HQs can only activate RoK Units UN HQs can activate any UN Units If an HQ can activate a Cadre, all the Units belonging to that Cadre's Division are potentially activated <p>An HQ activation range is 10 MP. The path may enter a hex containing an enemy ZOC at the normal cost of +1 MP</p> <p>An HQ may activate up to 4 Fresh Units and/or Cadres (if Ridgeway is your Theater Commander, activate up to 8 Fresh Units and/or Cadres)</p>

KOREA ICE AND FIRE – Sequence of Play Cards (Sheet 2 of 7: Front) Template by **STUKA JOE**

- R1 - Eliminate Friendly Units Phase	- R2 - Victory Check Phase	- R3 - Time Phase	- M1 - Weather Phase								
<p>First the Communist Player, then the UN Player, may move friendly Units from the map to the Replacement Box</p> <p><i>This is an opportunity to reclaim Units which can no longer be activated due to distance or being surrounded by enemy ZOCs</i></p>	<p>First the Communist Player then the UN Player must perform one of following actions (otherwise he loses 1 VP):</p> <ol style="list-style-type: none">1. Claim (collect the VPs and place marker back in the pool) one friendly revealed Objective marker that has no enemy Units within 3 hexes2. Remove from map to the pool a not just placed enemy Objective marker that has a friendly Unit in the same hex3. Reveal all friendly Objective markers adjacent to at least one friendly unit4. Draw a random friendly Objective marker and place it face down on any hex that is:<ul style="list-style-type: none">Ahead of your frontline, andIn an enemy controlled port or city hex, orIn a town hex that is both occupied by an enemy Unit and within 3 hexes from a friendly Unit <p>Check to see whether a player has won the game by having 21 or more VPs</p>	<p>Advance the Week marker</p> <p>If the new Week is the first week of a new month, also advance the Month marker</p>	<p>One Player rolls a D10 to determine the weather. If you roll equal or less the rain percentage on turn track, it is a rainy month in non-winter turns or a snowy month in winter turns</p> <table><tr><td>Clear</td><td>No effect</td></tr><tr><td>Rain</td><td>All aircraft have all of their ratings reduced by 1 for the month for all Mission types</td></tr><tr><td>Winter</td><td>The activation range for UN units to an HQ is only 8 MP. Reserve Movement provide 4 MPs instead of 5 MPs. All Aircrafts have their Ability ratings reduced by 2</td></tr><tr><td>Snow</td><td>No aircraft can fly this month. All supply point expenditure cost are doubled for UN Player. All other Winter effects apply.</td></tr></table>	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 MP. Reserve Movement provide 4 MPs instead of 5 MPs. All Aircrafts have their Ability ratings reduced by 2	Snow	No aircraft can fly this month. All supply point expenditure cost are doubled for UN Player. All other Winter effects apply.
Clear	No effect										
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SoP - Weekly

KOREA

Fire and Ice



W12

SoP - Weekly

KOREA

Fire and Ice



W11

SoP - Weekly

KOREA

Fire and Ice

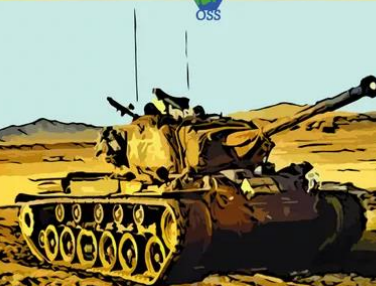


W10

SoP - Weekly

KOREA

Fire and Ice



W9

KOREA ICE AND FIRE – Sequence of Play Cards (Sheet 2 of 7: Back) Template by STUKA JOE

SoP - Monthly

KOREA

Fire and Ice



M1

SoP - Reset

KOREA

Fire and Ice



R3

SoP - Reset

KOREA

Fire and Ice



R2

SoP - Reset

KOREA

Fire and Ice



R1

<div>- M2 -</div> <div>Foreign Intervention / Foreign Aid Phase</div>	<div>- M3 -</div> <div>Infrastructure and Supply Phase</div>	<div>- M4 -</div> <div>Aircraft Recovery and Reinforcement Phase</div>	<div>- M5 -</div> <div>Aircraft Repair Phase</div>
<p>The Player without VPs (currently losing) must check for Foreign Intervention (7.2.1):</p> <ul style="list-style-type: none"> Communist Checks: First for Chinese Intervention, then for Soviet Intervention UN Checks: UN Player chooses whether to attempt to obtain RoC Intervention or Atomic Release <p>The Player without VPs (currently losing) may ask for foreign Aid (7.2.2)</p> <p><i>If VP marker is at 0, neither player rolls for Foreign Intervention or Foreign Aid</i></p>	<p>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.</p> <p>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.</p> <p>Place your Supply marker on top of your Infrastructure marker. This is the amount of Supply Points you will have for the entire month.</p> <p>During this phase Supply Points may be spent on actions as for 7.3.3</p>	<p>Both players return friendly Aircraft in Air Mission Boxes to their respective Available Aircraft Boxes</p> <p>Aircraft and Airfields 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, or in the appropriate Airfield Boxes.</p> <p>If the 7th Fleet is treated as a Reinforcement in a scenario, it arrives during this phase and can be placed in either Sea Zone Box.</p>	<p>First the UN Player, then the Communist Player, attempts to repair damaged Aircraft.</p> <p>Roll a D10 for each Aircraft in your Damaged Aircraft Box. Repaired if:</p> <ul style="list-style-type: none"> UN Player rolls 5 or less Communist Player rolls 3 or less <p>Repaired Aircraft move from your Damaged Aircraft Box to your Available Aircraft Box. The counters maintain their strength level (reduced or full).</p> <p>The two Soviet elite Aircrafts, marked with a star, may never be repaired. Remove them from play if damaged.</p>

KOREA ICE AND FIRE – Sequence of Play Cards (Sheet 3 of 7: Front) Template by **STUKA JOE**

<div>- M6 -</div> <div>Air Forces Commitment Phase</div>	<div>- M7 -</div> <div>Determine Air Support Phase</div>	<div>- M8 -</div> <div>Strategic Air Mission Phase</div>	<div>- M9 -</div> <div>Top Cover Phase</div>
<p>First the Communist Player, then the UN Player, assign Missions (Tactical or Strategic) to Available Aircraft (7.6.7)</p> <p>Only certain Aircraft may perform each Mission (as for Aircraft Capability Chart).</p> <p>Mission can be normal or long range (7.6.5)</p> <ol style="list-style-type: none"> Move Aircraft counter from Available Aircraft Box and place them on top of your available Airfield counters (up to 2; up to 4 for Communist Airfield after Soviet Intervention) or in the 7th Fleet Box (naval Aircraft only); only on Improved Airfield for Strategic Missions Move your Aircraft counters from your Airfields to their assigned Mission Boxes 	<p>Both players add up the Tactical Missions Abilities of their Aircraft in the Ground Support Box and its Long Range Box (-1)</p> <p>Place your Air Support counter on the appropriate space of the Support Level Track on your Player Aid Card</p>	<p>Resolve MiG Alley Missions first (7.8.1).</p> <p>Then the UN Player determines the order in which the other Strategic Missions are resolved</p> <p>Resolve all Missions in one Strategic Mission Box before moving on to the next box (from 7.8.2 to 7.8.8)</p> <p>Within a Strategic Mission Box, the UN Player decides which Player's Missions are resolved first.</p>	<p>Players determine who controls the skies over Korea, if anyone.</p> <ul style="list-style-type: none"> If only one player has Aircraft in Top Cover, those Aircraft may be used to intercept enemy Aircraft on Interdiction Missions If both players have Aircraft in Top Cover, conduct an Air-to-Air Combat (from 7.9.2 to 7.9.4) Aircrafts in the Top Cover Box after combat, are eligible to intercept Interdictions

SoP - Monthly

KOREA

Fire and Ice



M5

SoP - Monthly

KOREA

Fire and Ice



M4

SoP - Monthly

KOREA

Fire and Ice



M3

SoP - Monthly

KOREA

Fire and Ice



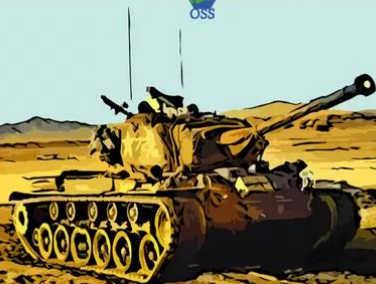
M2

KOREA ICE AND FIRE – Sequence of Play Cards (Sheet 3 of 7: Back) Template by STUKA JOE

SoP - Monthly

KOREA

Fire and Ice

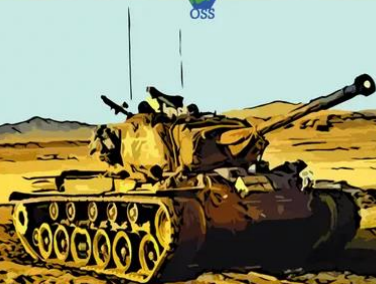


M9

SoP - Monthly

KOREA

Fire and Ice



M8

SoP - Monthly

KOREA

Fire and Ice



M7

SoP - Monthly

KOREA

Fire and Ice



M6

- A1 - HQ Activation	- A2 - Unit Activation	- A3 - Cadre	- A4 - Initial Movement and Combat Declaration								
<p>Select a Fresh HQ with an LOC and flip the counter to its Spent side.</p> <p><i>A Spent HQ may not be activated, move, or activate Units. If you have no Fresh HQ, your Activation Phase ends.</i></p>	<p>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.</p> <p>During winter turns, when a UN HQ activates Units, the HQ's Activation range is limited to 8 MPs.</p>	<p>If the UN Player activated a Cadre, he may activate all Units from the same division that are within 6 MPs of the Cadre.</p> <p><i>Remember the +1 MP cost for each hex with an enemy ZOC, and that friendly units in a hex negate the enemy ZOC.</i></p>	<p>You can move each of your active Units or Cadres (but not HQs) up to 5 MPs. You decide the order Unit move. When a moving Unit is adjacent to an enemy Unit, the moving Unit may declare combat hex. Defender selects the Defending Unit.</p> <p>Combat Declaration must be paid for using movement points</p> <table><tr><td>Meeting Engagement</td><td>1 MP</td></tr><tr><td>Hasty Attack</td><td>2 MP</td></tr><tr><td>Prepared Attack</td><td>3 MP</td></tr><tr><td>Deliberate Attack (only when attacking unit begin the segment adjacent to its target)</td><td>All MPs</td></tr></table> <p>When combat is declared, draw a Combat Chit and place it on the combat hex</p> <p>If a Meeting Engagement is declared, resolve the combat immediately. Once the Meeting Engagement (including any Exploitation Movement) is resolved, flip all Fresh Units supporting the Attacking Unit to their Spent sides.</p>	Meeting Engagement	1 MP	Hasty Attack	2 MP	Prepared Attack	3 MP	Deliberate Attack (only when attacking unit begin the segment adjacent to its target)	All MPs
Meeting Engagement	1 MP										
Hasty Attack	2 MP										
Prepared Attack	3 MP										
Deliberate Attack (only when attacking unit begin the segment adjacent to its target)	All MPs										

KOREA ICE AND FIRE – Sequence of Play Cards (Sheet 4 of 7: Front) Template by **STUKA JOE**

- A5 - Reserve Movement	- A6 - Bonus Movement	- A7 - Combat	- A8 - Tank Support Loss								
<p>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 (4MPs in Winter).</p> <p>Use usual activation range for HQs (10 MPs, 8MPs in winter) and Cadres (6 MPs).</p> <p>Eligible for activation if:</p> <ul style="list-style-type: none">HQ and Units must have LOCNot starting in an enemy ZOC <p>HQs and Units using Reserve Movement are Spent. Flip counters before moving.</p> <p>Reserve Movement limits:</p> <ul style="list-style-type: none">Units may not declare combat or participate in Exploitation Movement but may support combatHQs and Units may not pass frontline <p>At the end of Reserve Movement, if the HQ is not moved, it may be refreshed by spending Supply Points</p> <table><tr><td>UN in North Korea</td><td>3 SP (6 in winter)</td></tr><tr><td>UN in South Korea</td><td>2 SP (4 in winter)</td></tr><tr><td>Communist in North Korea</td><td>1 SP</td></tr><tr><td>Communists in South Korea</td><td>2 SP</td></tr></table>	UN in North Korea	3 SP (6 in winter)	UN in South Korea	2 SP (4 in winter)	Communist in North Korea	1 SP	Communists in South Korea	2 SP	<p>All 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.</p> <p>This Units may not enter an enemy ZOC at any time during this movement</p> <p>Remember that a friendly Unit in a hex negates an enemy ZOC in that hex</p> <p>Bonus Movement is available even if active Units are Spent.</p>	<p>Combat occurs in several steps for each Unit declaring combat. Complete the combat steps of <i>Combat Segment</i> sequence for each declaring Unit before beginning combat for the next Unit</p> <p>Combat is resolved by comparing die rolls, modified by the number of Units involved and the level of Combat Support of various kinds</p> <p>You cannot cancel an attack you have previously declared</p> <p>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</p>	<p>If your tanks used the Road Rule to provide Combat Support in the current Combat, subtract one level from your Tank Support</p>
UN in North Korea	3 SP (6 in winter)										
UN in South Korea	2 SP (4 in winter)										
Communist in North Korea	1 SP										
Communists in South Korea	2 SP										

Activation Sequence

KOREA

Fire and Ice



A4

Activation Sequence

KOREA

Fire and Ice



A3

Activation Sequence

KOREA

Fire and Ice



A2

Activation Sequence

KOREA

Fire and Ice



A1

KOREA ICE AND FIRE – Sequence of Play Cards (Sheet 4 of 7: Back) Template by STUKA JOE

Activation Sequence

KOREA

Fire and Ice



A8

Activation Sequence

KOREA

Fire and Ice



A7

Activation Sequence

KOREA

Fire and Ice



A6

Activation Sequence

KOREA

Fire and Ice



A5

- A9 -

Check Stacking

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

Remember that players may stack an unlimited number of Fresh Units in each hex but only one Spent Unit per hex

- A10 -

HQ Movement and Refresh

The activated HQ may now **move up to 10 MPs**.

If the HQ does not move and has an LOC, you may instead pay Supply Points to **refresh HQ**.

UN in North Korea	3 SP (6 in winter)
UN in South Korea	2 SP (4 in winter)
Communist in North Korea	1 SP
Communists in South Korea	2 SP

HQs can activate more than once per Activation Phase as long as they are refreshed at the end of Activation

- C1 -

Examine the Combat Chit

Combat Chit contains valuable information for combat resolution:

- **Upper Left:** type of die to roll and DRM
- **Upper Right (RE):** Random Event table to use if both player roll the same number on their dice
- **Lower Left (Spt):** Support Planning Rating, that represents the resources wasted by poor or hurried planning
- **Lower Right (Adv):** how many MPs the attacker gets for Exploitation Movement following any Advance After Combat

- C2 -

Determine Support DRMs

Both forces in a combat may receive **Combat Support** from various military assets in form of DRMs

Use of Combat Support is always voluntary, since Support Levels may be lost in combat.

For Tank, Artillery, Air and Bombardment Support, **Support Levels on your Player Aid Card** generate a number of Support Points of each type.

You spend the Support Points for DRMs, not the Support Levels on your Player Aid Card. The support Level you have can be used for any combat in which the Combat Support type is available

KOREA ICE AND FIRE – Sequence of Play Cards (Sheet 5 of 7: Front) Template by STUKA JOE

- C2.A -

Adjacent Unit Support

Any Friendly Units - Fresh or Spent - adjacent to the Combat Hex may support the Attacking or Defending Unit

- A US Unit must be within 6 MPs of its Cadre to receive Adjacent Unit Support
- LOC is not required
- All Units stacked with the Attacking Unit or Defending Unit must support the combat (except US Units further than 6 MP from Cadre), unless a morale marker prevents them
- If Meeting Engagement, supporting Fresh Unit become Spent (remain Fresh for others)

Attacker: +1 DRM for the first Unit, +2 DRM for the second, and so on. DRMs are cumulative. If Deliberate Attack, Combat Support is doubled

Defender: +2 for each supporting Unit

Morale markers on supporting Units are applied to combat

- C2.B -

Tank Support

To receive Tank Support:

- Attacker activated HQ must have an LOC
- Defending Unit must have an LOC
- A US Unit must be within 6 MPs of its Cadre

Tank Support is only available in certain terrain type (not in Hills, Mountains or with Prepared Position or Trenches)

Road Rule: the attacker (only) may receive Tank Support in all terrain types when a road or railroad connects the attacking Unit's hex with Combat Hex (not crossing river). If Road Rule is used, reduce Tank Support Level by 1 after combat (A8)

Tank Support DRM calculated using 5.7.4 - Step 2B Table

- C2.C -

Artillery Support

To receive Artillery Support:

- Attacker activated HQ must have an LOC
- Defending Unit must have an LOC
- A US Unit must be within 6 MPs of its Cadre

Artillery Support DRM calculated using 5.7.4 - Step 2C Table

- C2.D -

Air Support

To receive Air Support:

- An LOC is not required
- A US Unit must be within 6 MPs of its Cadre
- You must **select Aircraft from your Ground Support Mission Box**
- The enemy player may attempt to intercept them using Aircraft from his Top Cover Box
- After any interception attempt have been resolved, **total the Tactical Mission Abilities** to determine Air Support Points (considering modifier from weather and long range and up to maximum)

Air Support DRM calculated using 5.7.4 - Step 2D Tables

Air Units used for Ground Support must roll D6 to station after the combat. If a 6 is rolled, the Air Unit goes to the Damage Box (but is not reduced)

Combat Segment

KOREA

Fire and Ice



C2

Combat Segment

KOREA

Fire and Ice



C1

Activation Sequence

KOREA

Fire and Ice



A10

Activation Sequence

KOREA

Fire and Ice



A9

KOREA ICE AND FIRE – Sequence of Play Cards (Sheet 5 of 7: Back) Template by STUKA JOE

Combat Segment

KOREA

Fire and Ice



C2.D

Combat Segment

KOREA

Fire and Ice



C2.C

Combat Segment

KOREA

Fire and Ice



C2.B

Combat Segment

KOREA

Fire and Ice



C2.A

- C2.E -	- C3 -	- C4 -	- C5, C6 -
Naval Bombardment Support	Add Other DRMs	Combat Die Rolls	Apply Modifiers, Determine Winner and Combat Spread
<p>To receive Bombardment Support:</p> <ul style="list-style-type: none"> Only the UN Player A US Unit must be within 6 MPs of its Cadre The 7th Fleet must be in the appropriate Sea Station Box The combat must be within 2 hexes of any hex containing a Bombardment Line There must be an LOC to allow communication and coordination of the naval gunfire Bombardment Support Points = value of US Navy Bombardment Marker - 2 <p>Naval Bombardment Support Cost per +1 DRM in 5.7.4 - Step 2E Table</p>	<p>The attacker receives a DRM equal to the number in the upper left corner of the Combat Chit</p> <p>The defender receive a DRM for terrain, as listed on the Terrain Effect Chart</p> <p>Each player adds their DRMs from Support, the Combat Chit, and/or terrain together to determine a total DRM to their combat die roll</p>	<ul style="list-style-type: none"> Attacker rolls a D6 or a D10 as indicated on the Combat Chit Defender: if the Defending Unit is Fresh, may choose to roll a D10 or a D6, if it is Spent, only a D6 can be used. If a D10 is used by Defender, Defending Fresh Unit becomes Spent If both players rolled the same natural number, pause the combat and immediately execute a Random Event. Immediately apply the Random Event before resolving the combat If you roll a natural 1, place a Poor/Penal unit marker on one of your Units in combat If you roll a natural 10 (on a D10) or 6 (on a D6), place an Elite/Guards marker on one of your Unit in combat If all your Units in combat already have a quality marker, you must replace an existing quality marker with the one just drawn Leaders may allow players to re-roll their dice 	<p>Add your total DRM to dice roll to get your modified die result</p> <p>The player with the highest modified die result wins the combat. In case of tie, the defender wins</p> <p>The Combat Spread is the difference between the two modified die results and determines how many losses the losing Units must take</p> <p>Combat Spread has a Maximum (range 3-7):</p> <ul style="list-style-type: none"> Start as 5 -1 if any winning side Unit is Poor/Penal +1 if any winning side Unit is Elite/Guards +1 if any losing side Unit is Poor/Penal -1 if any losing side Unit is Elite/Guards <p>The number of losses taken by the losing side can never be greater than Maximum Combat Spread</p>

KOREA ICE AND FIRE – Sequence of Play Cards (Sheet 6 of 7: Front) Template by **STUKA JOE**

- C7 -	- C8 -	- C9 -	- C10 -
Take Losses	Advance After Combat	Exploitation Movement	Clean Up
<p>The losing side Units take losses equal to the maximum between the Combat Spread and the Maximum Combat Spread.</p> <p>You can use any combination of these methods</p> <p>A. Retreat a Unit 1-3 hexes: one loss for each hex retreated. Fresh Unit which retreats becomes Spent. UN Units (not Communist) can retreat into an enemy ZOC (and receive a Bug Out marker) (5.7.9 table for other effects)</p> <p>B. Pay a Replacement Point: 1 RP to satisfy 1 (and only 1) loss, same nationality of Attacking or Defending Unit (UN for any UN). Attacker active HQ or Defending Unit must have an LOC</p> <p>C. Pay up to 2 VPs: you may pay up to 2 VPs to satisfy losses. 1 losses for each VP</p> <p>D. Eliminate Units: one loss for eliminating (to Replacement Box) a single participating Unit</p> <p>E. Eliminate all Units participating in the combat: this satisfies all required losses (also if you have just one Unit)</p>	<p>The attacker may move active Units that participated in the combat into the Combat Hex, ignoring stacking for the moment</p> <p>Non-active Units may not Advance after Combat even if they provided Combat Support</p> <p>Defending Units may never move after combat, except to retreat</p>	<p>All Units that advanced into the Combat Hex may now conduct Exploitation Movement</p> <p>The number of MPs available is the (Adv) number on the Combat Chit. All normal movement rules apply. Once all Exploitation Movement is complete, stacking rules are again enforced.</p>	<p>Return the Combat Chit to its cup</p>

Combat Segment

KOREA

Fire and Ice



C5, C6

Combat Segment

KOREA

Fire and Ice



C4

Combat Segment

KOREA

Fire and Ice



C3

Combat Segment

KOREA

Fire and Ice



C2.E

KOREA ICE AND FIRE – Sequence of Play Cards (Sheet 6 of 7: Back) Template by STUKA JOE

Combat Segment

KOREA

Fire and Ice



C10

Combat Segment

KOREA

Fire and Ice



C9

Combat Segment

KOREA

Fire and Ice



C8

Combat Segment

KOREA

Fire and Ice



C7

<div>- H -</div> <div>HQ Displacement</div>	<div>- I3 -</div> <div>Intercepting a Ground Mission</div>	<div>- I2 -</div> <div>Intercepting an Interdiction Mission</div>	<div>- I1 -</div> <div>Interdiction Mission</div>
<p>If an enemy Unit enters the hex occupied by a friendly HQ, the owning Player moves the HQ at least 3 hexes away from the enemy Unit.</p> <p>A Fresh HQ which is Displaced becomes Spent</p> <p>HQs that cannot legally be displaced are placed off map and can be placed back on any friendly unit during the next reinforcement phase</p> <p><i>HQ can never be eliminated</i></p>	<p>If your opponent attempts to call for Air Support and you have Aircraft in Top Cover Box, you may attempt to intercept the enemy Aircraft on their Ground Support Mission</p> <p>You may intercept with as many Aircraft as you have in your Top Cover Box, but each intercepting Aircraft may fire only once</p> <p>Interception of a Ground Support Mission resolution (Resolution Procedure 8.3.2)</p> <p>All Aircraft attempting Interception must roll the “on-station” check, even if the did not fire at the enemy Aircraft</p> <p>The same Aircraft may attempt Interception only once for each enemy Mission</p>	<p>Aircraft in Top Cover Box attempting interception of your opponent Interdiction Mission</p> <p>You may intercept with as many Aircraft as you have in your Top Cover Box, but each intercepting Aircraft may fire only once</p> <p>Interception of an Interdiction Mission resolution (Resolution Procedure 8.2.2)</p> <p>All Aircraft attempting Interception must roll the “on-station” check, even if the did not fire at the enemy Aircraft</p> <p>The same Aircraft may attempt Interception only once for each enemy Mission</p>	<p>Aircraft from Interdiction Box attempting to block an LOC required for enemy Action (Interdiction Target 8.1)</p> <p>Procedure:</p> <ul style="list-style-type: none"> Interdicting player announces the Interdiction Mission and selects an Aircraft from his Interdiction Box If the other player has Top Cover available, he may announce an attempt to intercept the Interdiction Mission (I2) <p>Only one Interdiction with one Aircraft per enemy action</p> <p>Interdiction resolution (Resolution Procedure 8.1.2)</p>

KOREA ICE AND FIRE – Sequence of Play Cards (Sheet 7 of 7: Front) Template by **STUKA JOE**

<div>- T -</div> <div>Theater Commanders</div>	<div>- SA -</div> <div>Surprise Attack</div>	<div>- S2 -</div> <div>Special Unit 187th RCT</div>	<div>- S1 -</div> <div>Special Units Task Forces</div>
<p>Peng Dehuai</p> <ul style="list-style-type: none"> Arrives when Chinese Intervene In command for the remainder of the game <p>When in command:</p> <ul style="list-style-type: none"> HQ may activate 6 Units (instead of 4) During Winter, may draw 3 Combat Chits and choose which to use for each combat <p>MacArthur</p> <ul style="list-style-type: none"> Arrives per Reinforcement Schedule Relieved by Ridgeway when VP marker is on its blue side and Communist earn a VP <p>When in command:</p> <ul style="list-style-type: none"> UN may bomb Airfield/Improved in China Each UN VPs doubled when Communist has VP UN Player may not use VP for combat losses <p>Ridgeway</p> <ul style="list-style-type: none"> Arrives the month after MacArthur is relieved <p>When in command:</p> <ul style="list-style-type: none"> HQ may activate 8 Units (instead of 4) During Infrastructure and Supply Phase, may place an Elite Unit marker on one US Unit Draw 3 Combat Chits and choose which to use for each combat 	<p>This rule applies only to the Campaign game</p> <p>When to use Surprise Attack:</p> <ul style="list-style-type: none"> First turn of the game (SA=Communists) On the turn the UN Player launches an Amphibious Invasion (SA=UN) On the first turn of the Chinese Intervention (SA=Communists) <p>Surprise Attack effects for this turn:</p> <ul style="list-style-type: none"> Any enemy HQs and Units flipped to their Spent side Enemy Units do not have ZOC SA Player may draw 3 Combat Chits in all combats and choose one to place SA Player may add 1 MP to all Bonus and Exploitation Movement 	<p>The 187th Regimental Combat Team (RCT) enters via Reinforcement Schedule and is treated as an UN Task Force with special abilities.</p> <p>Once per month, when activated by HQ may jump directly into a hex within 6 hexes of its current location if:</p> <ul style="list-style-type: none"> Starting not in an EZOC Not landing in an EZOC UN must have Aircraft in Top Cover <p>Special features of the 187th RCT:</p> <ul style="list-style-type: none"> Always considered to have an LOC Never receives any Combat Support Cannot retreat, cannot spend VPs ore RP to satisfy losses If loses a combat, it is removed from play 	<p>There are 3 Task Forces in the game.</p> <p>One arrives via Reinforcement schedule. The others may be created.</p> <p>To create a Task Force:</p> <ul style="list-style-type: none"> Activate an HQ Spend Replacement Place the Task Force in any hex adjacent to a US Unit, but not occupied by an enemy unit <p>Special rule for Task Force:</p> <ul style="list-style-type: none"> Never provide or receive Combat Support Cannot retreat, cannot spend VPs ore RP to satisfy losses If loses a combat, it is removed from play

Interception

KOREA

Fire and Ice



I1

Interception

KOREA

Fire and Ice



I2

Interception

KOREA

Fire and Ice



I3

Interdiction

KOREA

Fire and Ice



H

KOREA ICE AND FIRE – Sequence of Play Cards (Sheet 7 of 7: Back) Template by STUKA JOE

Combat Segment

KOREA

Fire and Ice

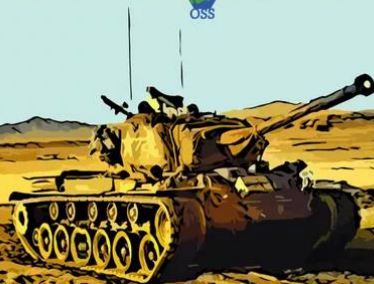


S1

Combat Segment

KOREA

Fire and Ice



S2

Combat Segment

KOREA

Fire and Ice



SA

Combat Segment

KOREA

Fire and Ice



T

MAKE-YOUR-OWN CARDS

SEQUENCE OF PLAY CARDS TEMPLATE

Instructions

- Fill out the information in the cards
 - Card Fronts
 - ❖ First Line: Insert here the name of the phase
 - ❖ Second Line: Insert here the name of the step within the phase (if applicable)
 - ❖ Text Box. Place here the text describing what happens in this phase. Use the bullets for individual steps in phase.
 - ❖ Pictures. Consider adding a picture to each card if space on the card allows. The picture serves as a mnemonic device; with repeated use of the cards, the image will help recall the information in the text box.
 - Card Backs
 - ❖ Name of Game: Insert here the name of the game
 - ❖ White Space: Insert image for backs of cards here
- Print Settings
 - Print on letter-sized **cardstock** at **actual size** (do not use “Fit to Page”)
 - Print on **both sides**, flip pages on **short side**
- Laminate card sheets (recommended)
- Cut cards out using dashed lines on fronts as a guide
- Cut corners (recommended) using a 5mm corner cutter)