

Foreign Aid Table (7.2.2)	Opponent VP:	1-4 VP	5-9 VP	10-14 VP	15-20 VP
VP to opponent		+1	+1	+1	-1
Infrastructure		+2	+2	+2	+2
UN/Chinese replacements		+2	+3	+4	+4
Increase unit quality		Either Add 1 Elite/Guards marker Or remove 1 Poor/Penal marker			
Tank support		+2	+2	+4	+2
Artillery support		+2	+2	+4	+2
Units destroyed -> replacement box			1	2	3
Flip reduced aircraft in available/damaged box			2	2	2

Foreign intervention (7.2.1)	When?	Roll	DRMs (cumulative)	Comment
Chinese intervention	UN VP 1+	d6 ≤ 0	-1 if UN VP 10 - 13 -2 if UN VP 14+ -1 UN units in NK -1 strike on Chinese airfields -1 7th Fleet in Yellow Sea -2 ROC intervened	Intervention may be delayed to a later foreign intervention phase
Soviet intervention	Chinese have intervened	d6 ≤ 0	-1 UN VP 15+ -1 Atomic release occurred	Cannot be delayed
ROC (Taiwan) intervention	Communist VP 10+	d6 ≤ 1		Place in Pusan or sea transport box
Atomic release	Communist VP 15+ and/or Soviet intervened	d6 ≤ 0	-1 Communist VP 15+ -1 Soviet intervened	China intervenes

Supply cost table (7.3.3)		Supply cost	Weather effects (7.1)	
Activations phase	UN flip spent not moved HQ in SK/NK	2/3	Clear	No effect
	Communist flip spent not moved HQ in SK/NK	3/2	Rain	-1 aircraft ratings
	Remove Shortage/No Ammo/Fuel marker	1/2	Winter	UN activation range 8 MP Reserve MA 4 -2 aircraft ratings
Monthly phase	UN flip spent HQ with LOC in SK/NK	1/2	Snow	Winter effects + UN activation range 8 MP Aircraft cannot fly UN supply cost x2
	Communist flip spent HQ with LOC in SK/NK	1/0		
	Repair Airfield/Improved airfield / upgrade	1/2/2		
	Place Prepared position/Trench marker	1/2		

Add/subtract VP by			
Claim objective markers	1/3/5 VP	An air victory in Mig Alley	+1 VP
Absorbing 1 loss in combat with VP	-1 VP	Asking for foreign aid opponent 1-14 VP	-1 VP
Losing a US Cadre in combat	-1 VP	Asking for foreign aid opponent 15+ VP	+1 VP
MacArthur: UN VP x2 if Communists have VP			
Auto victory 21 VP either side, Communist victory if controlling all invasion ports			

Air Combat Table (7.8)	Die	Hit number	DRMs	Hit (die ≤ aircraft rating)	
Air to air combat	D10	≤ Air combat rating		Defender reduced, place in damaged box	
Infrastructure strike	D6	≤ Strat mission value	-1 long range	-1 Infrastructure -2 Infrastructure if D6=1	D6=6: Attacker aircraft damaged (not reduced)
Airfield strike	D6	≤ Strat mission value	-1 reduced aircraft	1 Airfield damaged 1 aircraft available/damaged box permanently eliminated	D6=6: Attacker aircraft damaged (not reduced)
Interception	D6	≤ Air combat rating	-1 rain -2 winter	Defender reduced, place in damaged box	
Interdiction	D6	≤ Tac mission value		LOC does not exist Strat move unit may not move	D6=6: Attacker aircraft damaged (not reduced)
After Tac Mission	Roll to stay on station: D6 ≤ 4 (UN) / 2 (Communist), failing -> available box Failing SOS roll with a 6 -> damaged box				

Interdiction targets (8.1)	Effect on target
Strategic movement of HQ or units	No strat move this turn
Spent HQ/unit flipping to fresh	Cannot flip this phase
Calling for artillery support	No artillery this combat
Calling for tank support	No tanks this combat
Calling for naval bombardment support	No naval support this combat
Unit using replacements to absorb losses	No replacements as losses this combat

D10	Random Events		
	Table A	Table B	Table C
1	Objective A	Objective A	Objective D
2	A Tank SL -1	Objective A	Objective A
3	A Repl. -1	SNAFU D	Objective A
4	No D support	SNAFU D	SNAFU D
5	SNAFU D	SNAFU D	SNAFU D
6	SNAFU D	SNAFU D	SNAFU D
7	SNAFU D	SNAFU D	SNAFU A
8	SNAFU D	SNAFU A	SNAFU A
9	SNAFU A	SNAFU A	SNAFU A
10	SNAFU A	SNAFU A	SNAFU A
A = Attacker D = Defender Objective: place revealed objective of A/D colour in hex SNAFU: A/D draws from cup of SNAFU and places marker			

Absorb losses by	Note
VP	1 VP = 1 loss, Max 2 UN may not while under MacArthur
Replacements	1 Replacement = 1 loss Max 1 Must have LOC May be interdicted
Units	1 unit = 1 loss
Retreats 1-3 hexes	Not if disrupted/routed 1 loss per hex retreated 2 hexes -> disrupted 3 hexes -> routed Not into EZOC (UN exception -> bug out) Retreat into EZOC if disrupted: -1 SL art./tanks routed: -2 SL art./tanks Flip fresh units to spent
All Units	Combat spread must not be absorbed if all units in battle are eliminated

LOC	Range	EZOC
Direct trace	3 hexes + rail/road	Block
Trace to HQ	10 MP	+1 MP
UN to HQ in winter	8 MP	+1 MP
Trace to Cadre	6 MP	+1 MP

Terrain effects	Clear	Mix.	Rough	Hills	Mount	Rivers	Towns	Cities	Prep. pos.	Trench	Notes
Def DRM	0	+1	+2	+3	+3	+2	+1	+2	+1	+2	Road/railroad (not bridge) can negate terrain for tanks Fieldworks add on to other terrain
Art/Air/Nav	1	1	2	2	3	-	1	1	+3	+4	
Tanks	1	2	2	NA	NA	NA	3	3	NA	NA	

MP cost	SPT Defender	Art./ Tank/Air	Naval	SPT Attacker	Art.	Tank	Air	Naval
1	Meeting engagement	4	2	Table A	4	4	4	2
2	Hasty attack	3	2	Table B	3	2	3	2
3	Prepared attack	3	2	Table C	2	1	2	2
All	Deliberate attack	3	2	Table D	1	1	1	2

Support	Need LOC?	DRM Attacker	DRM Defender	Notes
Artillery	✓	(SL - SPT) / terrain cost		Not if Ammo Out, Disrupted or LOC interdicted US within 6 MP of divisional Cadre Cost x2 if Ammo Shortage -1/-2 SL if unit disrupted/routed
Tanks	✓	(SL - SPT) / terrain cost		Not if Fuel Out, Disrupted or LOC interdicted US within 6 MP of divisional Cadre Cost x2 if Fuel Shortage Road/railroad (not bridge) negates terrain for -1 SL, reduce support level after combat -1/-2 SL if unit disrupted/routed
Naval Bombardment	✓	(SL - SPT) / terrain cost (as artillery)		Support either Eastern or Western coastline Range 2 hexes from bombardment line US within 6 MP of divisional Cadre SL can only change through reinforcements/ withdrawals
Air Support		max GS / terrain cost (as artillery)		May be intercepted from Top Cover US within 6 MP of divisional Cadre Max total GS = SL - SPT -1 rain/long range/reduced, -2 winter Roll to stay on station after use D6 ≤ 2 (C) / 4 (UN) Fail -> available box, Fail on 6 -> damaged box
Adjacent units		+1/+2/+3/...	+2 / unit	x2 for attacker in deliberate attack Spent and/or not activated units may support Only active units may advance after combat
River		NA	+2	If all attacking units cross river
Prepared positions		NA	+1	+ other terrain Support cost 3 for 1, no tank support Remove marker if friendly unit leaves hex
Trenches		NA	+2	+ other terrain Support cost 4 for 1, no tank support Remove marker if friendly unit leaves hex
Terrain		Defender DRMs: Town +1, City +2, Mixed +1, Rough +2, Hills/Mountain +3		
SL = Support Level on support track SPT = Support Planning Time from combat chit (attacker) and support table (defender) terrain cost = # support points to gain +1 DRM (given on TEC)				

Marker Summary Table

Markers		Add	Remove	Effect
SNAFU (13.0)	Great Leader	By SNAFU	When unit is eliminated or new leader received	Each great leader allows one combat die re-roll
	Incompetent leader	By SNAFU	When unit is eliminated or new leader received	Allow opponent one re-roll for each incompetent leader
	Fuel shortage	By SNAFU	1 SP when activated 2nd shortage -> Fuel out	x1/2 drm (round down)
	Fuel out	By SNAFU	2 SP when activated	No tank support
	Ammo shortage	By SNAFU	1 SP when activated 2nd shortage -> Ammo out	x1/2 drm (round down)
	Ammo out	By SNAFU	2 SP when activated	No artillery support
Status markers (9.0)	OOO	When units cannot trace LOC in the communication phase	When a unit can trace LOC in the communication phase	Unit does not have an LOC Cannot strat move, refresh, receive art./tank/naval support or use replacements for combat losses
	Low Morale	When removing a routed or bug out marker	When victorious in a combat	No deliberate attack +1 to combat chit MP cost
	Guards/Elite unit	When rolling unmodified 6/10 in combat and no existing leader on unit	Through foreign aid bonus	+1/-1 to combat spread when winning/losing
	Poor/Penal unit	When rolling unmodified 1 in combat and no existing leader on unit	Through foreign aid bonus	-1/+1 to combat spread when winning/losing
	Disrupted	When retreating 2 hexes	Costs 1 activation from an HQ (unit cannot perform any other actions)	May not retreat in combat. May not use artillery or tank support in combat Draw 1 SNAFU chit
	Routed	When retreating 3 hexes	Costs 1 activation from an HQ (unit cannot perform any other actions) - place a Low morale marker on unit	May not attack or support combat, retreat when attacked nor receive any type of support in combat Has no ZOC Draw 2 SNAFU chits
	Bug Out	When US or UN minor units strat move or retreat through EZOC	Cost 1 activation from an HQ (does not activate the unit) - must place a Low morale marker	May not receive support, retreat, spend VP or replacements in combat. Permanently eliminated if communists wins combat. +1 VP to Communists when placed.
VP	Objective marker	By random event or in VP check phase	By claiming objectives or by opponent in VP check phase - Place back in cup when removed	+1/3/5 VP given to owner when claimed