

Land Forces: Land forces on the map are either *Fresh* or *Spent*.

HQs: represent the command, control, and logistics resources of the forces on the ground in Korea. Can move but cannot fight. HQs activate Units (including Cadres).

Cadres: are Units (only US) with a limited ability to activate other Unit (identified by colours)

Units: Units may also have different morale state: *Disrupted*, *Routed*, *Bug Out*, or *Low Morale*. Units may also be affected by: low on/out of *fuel* or *ammo*, Poor/Elite Unit (UN), or Penal/Guards Unit (Communist), and/or have a *great* or *poor* Leader

Aircraft: Aircraft are either *full-strength* or *reduced*, depending on the counter side showing. Aircraft are also either *damaged* or *undamaged*, indicated by the box they occupy on their Air Display

7th Fleet: naval counter of UN Player that may station in one of the two Sea Station Boxes on the map, giving support to operations on related area

Eliminating a Unit: Move Unit from map to Replacement Box and remove all markers from the Unit

Zone of Control (ZOC): the six hexes immediately adjacent to a Unit where Unit can legally enter. Friendly Units negate enemy ZOCs in the hex they occupy for all game rules. *On the first turn of both the Invasion Scenario and the Campaign Game, South Korean Units have no ZOCs.*

Movement: From hex to hex, paying the terrain cost to enter each hex as you go. Each hex in an enemy ZOC costs +1 MP to enter.

Stacking: An unlimited number of Fresh Units but only one Spent Unit per hex. Stacking in Supply Sources is unlimited. Over stacked Units are eliminated when checked.

Supply Source: Supply Source Boxes are Supply Sources for the UN. Specific hexes in North Korea or China are Supply Source for the Communists

Lines of Communication (LOC): is a path of hexes from HQ or Unit to a Supply Source for its side. The trace may enter up to 3 hexes until reaching a road, railroad, town, or a city hex. From there, trace a LOC along continuous road, railroad, town, and/or city hexes to the Supply Source. Enemy HQs and Units, enemy ZOC, and enemy-controlled hexes block an LOC.

Control of Hexes: Hexes are always controlled by one Player. A player controls a hex if he was the last player to enter the hex

Infrastructure and Supply: Infrastructure is the overall industrial ability of a side to support its combat forces. It provides Supply (tracked as *Supply Points*) to the armies. Can rise with Foreign Intervention and be decreased by airstrikes

Random Events: may occur during combat, changing the conditions of a battle, when both players roll the same combat dice number

Weather: it is checked monthly and may effect aircraft and UN operations

Turn Structure: each turn performs the Weekly Phases and the Reset Phases. During the first turn of a new Month, perform the Monthly Phases prior the Weekly and the Reset Phases

Amphibious Invasion: UN Player may conduct one Amphibious Invasion per game, taking Units and one HQ from Sea Transport Box and moving them to the Invasion Box of his choice on the map. It triggers a *Surprise Attack*.

Interdiction: An Interdiction is an attempt by Aircraft to prevent enemy ground forces from taking actions requiring a LOC

Interception: An interception is an attempt by Aircraft to prevent action by enemy Aircraft, either Interdiction Mission or Ground Support Mission

Foreign Intervention: intervention of Chinese or Soviet forces for Communists, Republic of China (RoC) forces or Atomic Release for UN

Foreign Aid: aids from foreign countries depending on current level of VPs

Theater Commanders: there are 3 Theater Commanders in the game. When they are in command, some modifiers are applied to their side

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.

Activation Sequence (5.0)

Combine movement, combat, and enemy reaction in one phase.

A1: HQ Activation Segment (5.1)

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.

A2: Unit Activation Segment (5.2)

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

A3: Cadre Segment (5.3)

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.

A4: Initial Movement and Combat Declaration Segment (5.4)

You can move each of your active Units or Cadres (but not HQs) up to 5 MPs. When a moving Unit is adjacent to an enemy Unit, the moving Unit may declare combat hex. Defender selects the Defending Unit. When combat is declared, draw a Combat Chit and place it on the combat hex. 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.

A5: Reserve Movement Segment (5.5)

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). Use usual activation range for HQs (10 MPs, 8MPs in winter) and Cadres (6 MPs). Eligible for activation if: HQ and Units must have LOC and not starting in an enemy ZOC. HQs and Units using Reserve Movement are Spent. Flip counters before moving. Reserve Movement limits: Units may not declare combat or participate in Exploitation Movement but may support combat, HQs and Units may not pass frontline. At the end of Reserve Movement, if the HQ is not moved, it may be refreshed by spending Supply Points.

A6: Bonus Movement Segment (5.6)

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. This 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 active Units are Spent.

A7: Combat Segment (5.7)

Combat occurs in several steps for each Unit declaring combat. Complete the combat steps of *Combat Segment sequence* for each declaring Unit before beginning combat for the next Unit.

A8: Tank Support Loss Segment (5.8)

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

A9: Check Stacking Segment (5.9)

Check to see if any Units are over stacked and send over stacked 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 Segment (5.10)

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

Combat Segment Sequence (5.7)

Combine movement, combat, and enemy reaction in one phase.

C1: Examine the Combat Chit (5.7.3)

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 players 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.

C2: Determine Support DRMs (5.7.4)

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 (see *Combat Support Table*).

- 2A: Adjacent Units Support
- 2B: Tank Support
- 2C: Artillery Support
- 2D: Air Support
- 2E: Naval Bombardment Support

C3: Add Other DRMs (5.7.5)

The attacker receives a DRM equal to the number in the upper left corner of the Combat Chit. The defender receives a DRM for terrain, as listed on the Terrain Effect Chart. Each player adds their DRMs from Support, the Combat Chit, and/or terrain together to determine a total DRM to their combat die roll.

C4: Combat Die Rolls (5.7.6)

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.

C5: Apply Modifiers (5.7.7)

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

C6: Determine Winner and Combat Spread (5.7.8)

The player with the highest modified die result wins the combat. In case of tie, the defender wins. The Combat Spread is the difference between the two modified die results and determines how many losses the losing Units must take

Combat Spread has a Maximum (range 3-7):

- 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

The number of losses taken by the losing side can never be greater than Maximum Combat Spread..

C7: Take Losses (5.7.9)

The losing side Units take losses equal to the maximum between the Combat Spread and the Maximum Combat Spread. You can use any combination of these methods: Retreat a Unit 1-3 hexes, Pay a Replacement Point, Pay up to 2 VPs, Eliminate Units, or Eliminate all Units.

C8: Advance After Combat (5.7.10)

The attacker may move active Units that participated in the combat into the Combat Hex, ignoring stacking for the moment.

C9: Exploitation Movement (5.7.11)

All Units that advanced into the Combat Hex may now conduct Exploitation Movement. The number of MPs available is the (Adv) number on the Combat Chit.

C10: Clean Up (5.7.12)

Return the Combat Chit to its cup.

Interdiction Mission (8.1)

Aircraft from Interdiction Box attempting to block an LOC required for enemy Action (Interdiction Target 8.1 and *Interdiction Table*).

Procedure:

- 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)

Only one Interdiction with one Aircraft per enemy action Interdiction resolution (Resolution Procedure 8.1.2 and *Air Combat Table*)

Intercepting an Interdiction Mission (8.2)

Aircrafts in Top Cover Box attempting interception of your opponent Interdiction Mission. You may intercept with as many Aircraft as you have in your Top Cover Box, but each intercepting Aircraft may fire only once.

Interception of an Interdiction Mission resolution (Resolution Procedure 8.2.2 and *Air Combat Table*)

All Aircraft attempting Interception must roll the “on-station” check, even if they did not fire at the enemy Aircraft. The same Aircraft may attempt Interception only once for each enemy Mission

Intercepting a Ground Mission (8.3)

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. You may intercept with as many Aircraft as you have in your Top Cover Box, but each intercepting Aircraft may fire only once

Interception of a Ground Support Mission resolution (Resolution Procedure 8.3.2 and *Air Combat Table*)

All Aircraft attempting Interception must roll the “on-station” check, even if they did not fire at the enemy Aircraft. The same Aircraft may attempt Interception only once for each enemy Mission.

HQ Displacement (10.0)

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. 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. HQ can never be eliminated.

Special Units – Task Forces (11.1)

There are 3 Task Forces in the game. One arrives via Reinforcement schedule. The others may be created.

To create a Task Force:

- Activate an HQ
- Spend Replacement
- Place the Task Force in any hex adjacent to a US Unit, but not occupied by an enemy unit

Special rule for Task Force:

- Never provide or receive Combat Support
- Cannot retreat, cannot spend VPs or RP to satisfy losses
- If loses a combat, it is removed from play

Special Units – 187th Regimental Combat Team (11.1)

The 187th Regimental Combat Team (RCT) enters via Reinforcement Schedule and is treated as an UN Task Force with special abilities. Once per month, when activated by HQ may jump directly into a hex within 6 hexes of its current location if:

- Starting not in an EZOC
- Not landing in an EZOC
- UN must have Aircraft in Top Cover

Special features of the 187th RCT:

- Always considered to have an LOC
- Never receives any Combat Support
- Cannot retreat, cannot spend VPs or RP to satisfy losses
- If loses a combat, it is removed from play

The Cup of SNAFU (13.0)

The player drawing the marker from the cup of SNAFU, must place it:

- On a Unit of the same color as the marker
- On a Unit without the same type of SNAFU marker, if possible, before placing a second marker of that type on a Unit (upgrading Ammo Shortage to Ammo Out or Fuel Shortage to Fuel Out)

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

The SNAFU marker remains on a Unit until removed. Units can have more than one SNAFU marker if they are all of different type

Theater Commanders (14.0)

There are 3 Theater Commander. When each Theater Commander arrives, place in the Theater Commander Box on the appropriate Player Aid Card.

Peng Dehuai

- Arrives when Chinese Intervene
- In command for the remainder of the game

When in command:

- HQ may activate 6 Units (instead of 4)
- During Winter, may draw 3 Combat Chits and choose which to use for each combat

MacArthur

- Arrives per Reinforcement Schedule
- Relieved by Ridgeway when VP marker is on its blue side and Communist earn a VP

When in command:

- UN may bomb Airfield/Improved in China
- Each UN VPs doubled when Communist has VP
- UN Player may not use VP for combat losses

Ridgeway

- Arrives the month after MacArthur is relieved

When in command:

- 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

Surprise Attack (15.0)

This rule applies only to the Campaign game

When to use Surprise Attack:

- 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)

Surprise Attack effects for this turn:

- 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

Amphibious Invasion (4.2)

UN Player may conduct one Amphibious Invasion per game:

- Move Units (up to available Amphibious Points) and only one HQ from the Sea Transport Box 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
- If the D10 roll \leq Bombardment Level, the target is placed in the Replacements Box

HQ and Units may activate normally to move from Invasion Box (4.2.5)

- 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.

TEC AND COMBAT TABLES

TERRAIN EFFECT CHART

TEC	Clear	Mix.	Rough	Hills	Mount	Rivers	Towns	Cities	Road/ Railroad	Prep Pos	Trench	Notes
Mov Cost MP	1	2	2	2	3	+2	1	1	1/2	Terrain	Terrain	Road Rule (RR) for Attacking Tanks on road/ railroad (not crossing a river)
Def DRM	0	+1	+2	+3	+3	+2	+1	+2	Terrain	+1	+2	
Art/Air/Nav	1	1	2	2	3	-	1	1	Terrain	+3	+4	
Tanks	1	2	2	NA	NA	NA	3	3	1 (RR)	NA	NA	

COMBAT MOVEMENT COST AND SUPPORT PLANNING TABLE

MP cost	SPT Defender per Combat Type	Art/Air/Tank	Naval	SPT Attacker by Combat Chit	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

COMBAT SUPPORT TABLE

Support	Need LOC?	DRM Attacker	DRM Defender	Notes	
Artillery	✓	(SL-SPT) / terrain cost		Not if Ammo Out, Disrupted or LOC interdicted US Units must be within 6 MP of their division Cadre Cost x2 if Ammo Shortage -1/-2 SL if unit disrupted/routed	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)
Tanks	✓	(SL-SPT) / terrain cost		Not if Fuel Out, Disrupted or LOC interdicted US Units must be within 6 MP of their division Cadre Cost x2 if Fuel Shortage May use Road Rule (RR) -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 SL can only change through reinforcements/withdrawals	
Air Support		max GS / terrain cost (as artillery)		May be intercepted from Top Cover US Units must be within 6 MP of their division 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	
Adjacent Units		+1/+2/+3...	+2/unit	X2 for attacker in deliberate attack US Units must be within 6 MP of their division Cadre Spend and/or not activated units may support Only active units may advance after combat	
River		NA	+2	If all attacking units cross river	
Prepared Position		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: as for terrain effects chart			

COMBAT TABLES

RANDOM EVENT TABLE

Random Events D10	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	A = Attacker
4	No D Support	SNAFU D	SNAFU D	D = Defender
5	SNAFU D	SNAFU D	SNAFU D	Objective = place revealed objective of A/D colour in hex
6	SNAFU D	SNAFU D	SNAFU D	SNAFU A/D = draws from cup of SNAFU and places marker (if possible, otherwise return it to the cup of SNAFU)
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	

ABSORB LOSS TABLE

Absorb losses by	Notes
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
Eliminate Units	1 unit = 1 loss
Retreats 1-3 hexes	Not if disrupted/routed 1 loss for hex retreated, Flip Fresh Units to Spent 2 hexes -> disrupted, SNAFU D, 3 hexes -> routed, SNAFU D Not into EZOC (UN exception → Bug Out marker) Retreat into EZOC, if disrupted -1 SL art/tanks, if routed -2 SL art/tanks
Eliminate All Units	Combat Spread must not be absorbed if all units in battle are eliminated

AIR COMBAT TABLE

Air Combat Table	Die	Hit Number	DRMs	Hit (die ≤ aircraft rating)
Air to air combat	D10	≤ Air Combat rating	-1 Long Range	Defender reduced, place in damaged box
Infrastructure strike	D6	≤ Strat Mission value	-1 Reduced Aircraft	-1 Infrastructure -2 Infrastructure if D6=1 D6=6: Attacker aircraft damaged (not reduced)
Airfield strike	D6	≤ Strat Mission value	-1 Rain	1 Airfield damaged 1 aircraft available/damaged box permanently eliminated D6=6: Attacker aircraft damaged (not reduced)
Interception	D6	≤ Air Combat rating	-2 Winter	Defender reduced, place in damaged box
Interdiction	D6	≤ Tact Mission value		LOC does not exist Strat move unit may not move D6=6: Attacker aircraft damaged (not reduced)
After Tactical Mission				Roll to stay "on station": D6 ≤ 4 (UN) / 2 (Communists), failing -> available box Failing SOS roll with a 6 -> damaged box

INTERDICTION TABLE

Interdiction Targets (8.1)	Effect on Target	Interdiction Targets (8.1)	Effect on Target
Strategic movement of HQ or Units	No Strat Move this turn	Calling for Tank Support	No Tanks this Combat
Spent HQ/Unit flipping to Fresh	Cannot Flip this Phase	Calling for Naval Bombardment Support	No Naval Support this Combat
Calling for Artillery Support	No Artillery this Combat	Unit using replacements to absorb losses	No replacements as losses this combat

MARKERS, VP AND WEATHER TABLES

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 by HQ 2 nd Shortage -> Fuel Out	X ½ Tank Support DRM (round down)
	Fuel Out	By SNAFU	2 SP when activated by HQ	No Tank Support
	Ammo Shortage	By SNAFU	1 SP when activated by HQ 2 nd Shortage -> Ammo Out	X ½ Artillery Support DRM (round down)
	Ammo Out	By SNAFU	2 SP when activated by HQ	No Artillery Support
Status Markers (9.0)	OOB	When Unit cannot trace LOC during Communication Phase	When Unit can trace LOC during Communication Phase	Unit doesn't have an LOC Cannot Strat Move, refresh, receive 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 in maximum 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 in maximum combat spread when winning/losing
	Disrupted	When retreating 2 hexes Draw 1 SNAFU chit	Cost 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
	Routed	When retreating 3 hexes Draw 1 SNAFU chit	Cost 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 kind of support in combat Has no ZOC
VP	Bug Out	When US or UN minor units strategic move or retreat through EZOC	Cost 1 activation from an HQ (does not activate the unit). Place a Low Morale marker on Unit	May not receive support, retreat, spend VP or replacements in combat. Permanently eliminated if communists wins combat. +1 VP to Communists when placed
	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 VPs given to owner when claimed

VICTORY POINT TABLE

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 and opponent 1-14 VP	-1 VP
Losing a US Cadre in combat	-1 VP	Asking for Foreign Aid and opponent 15+ VP	+1 VP

WEATHER EFFECT TABLE

Weather Effects (7.1)	
Clear	No Effect
Rain	-1 Aircraft ratings
Winter	UN Activation Range 8MP, Reserve MP 4, -2 Aircraft ratings
Snow	UN Activation Range 8MP, Reserve MP 4, -2 Aircraft ratings Aircraft cannot fly, UN Supply cost x2

SUPPLY COST, LOC AND FOREIGN TABLES

SUPPLY COST TABLE

Supply Cost Table (7.3.3)		Supply Cost
Activation Phase and after Reserve Movement	UN flip Spent not moved HQ in SK/NK not in Winter	2/3
	UN flip Spent not moved HQ in SK/NK in Winter	4/6
	Communist flip Spent not moved HQ in SK/NK	2/1
	Remove Shortage/No Ammo/Fuel marker	1/2
Monthly Phase	UN flip Spent HQ with LOC in SK/NK	1/2
	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

FOREIGN INTERVENTION TABLE

Foreign Intervention (7.2.1)	Mandatory when?	Roll	DRMs (cumulative)	Comments
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 7 th Fleet in Yellow Sea -2 RoC intervened	Intervention may not 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

FOREIGN AID TABLE

Voluntary Foreign Aid Table (7.2.2) x 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
Roll for Intervention			Chinese/RoC	first Chinese/RoC, then Soviet/Atomic Release

LINE OF COMMUNICATION (LOC) TABLE

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