

korean battles

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Bakersfield, CA.

Made & printed in the USA.
[FMStdRules_V6F]



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These rules use the following color system: **Red** for critical points such as errata and exceptions, **Blue** for examples of play. Check for E-rules updates to this game @ www.strategyyandtacticmagazine.com.

FOLIO STANDARD RULES

1.0 INTRODUCTION

Each folio game represents an actual or hypothetical battle, as included at the end of the Standard Rules section (known as the Exclusive Rules). The map included with the game represents that actual battle's terrain, and the pieces represent the actual units which participated in the battle. The Standard Rules are rules that generally fit all of the folio games, and the Exclusive Rules are specific to each battle represented.

2.0 GAME EQUIPMENT

This game should include the following components. This rule book with Standard and Exclusive Rules, a map, and 280 die-cut counters.

2.1 The Game Map

The 22x34" mapsheets portrays the battle area. A hexagonal grid is superimposed over

the terrain features to regulate the movement and positioning of the game pieces throughout the game.

2.2 Charts & Tables

Various visual aids are provided for the players to aid, simplify and illustrate certain game functions. They are the Combat Results Table, the Terrain Key, and the Turn Record/Reinforcement Track. Some Exclusive Rules will occasionally mention additional charts.

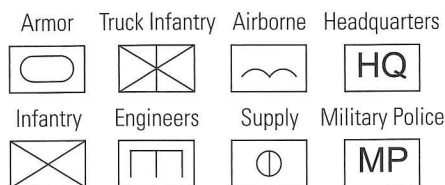
2.3 The Playing Pieces

The cardboard pieces represent the actual military units that took part in the battle. The numbers and symbols on the pieces represent the strength, movement capability, and type of unit represented by each piece. Those pieces will hereafter be referred to as "units."

2.3.1 How to Read Units

Most units contain identifiers or names, and sizes. The identifier or name of a unit generally has no bearing on play, except as part of some set-up and reinforcement rules. An identifier that lists two numbers separated by a slash represents the battalion # and then the regiment # from which that battalion derives (though that parent regiment may or may not be included in the game). For example, a unit printed with 4/47 is referring to the 4th Battalion of the 47th Regiment. A single # identifier typically refers to a single formation of its type (for example, 9 could refer to the 9th Division). Unit sizes are identified by a roman numeral:

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I = Company
II = Battalion
III = Regiment
X = Brigade

2.3.2 Definition of Terms

Attack Strength is the relative strength of a unit with regard to attacking other units, expressed in terms of attack strength points.

Defense Strength is the relative strength of a unit with regard to defending against the attacks of enemy units, and is expressed in terms of defense strength points.

Combat Modifier is the strength of support fire markers (representing everything from corps artillery, naval support, aerial bombardment, organic mortars, etc.) used to attack enemy units, and is expressed in terms of a "+" value that may be added to the strength of a friendly unit during combat or as a bombardment value.

Movement is the maximum number of clear terrain hexes through which that unit may be moved during a single movement phase; each such hex requires one movement point of the movement allowance. More than one movement point will be required for other types of (non-clear) hexes, though road and trail hexes will negate terrain costs.

Leg unit is a unit that is not a "mobile" unit, which generally represents any type of unit that lacks conveyance or transport.

Mobile unit is a unit that is not a "leg" unit, which generally represents any type of unit that moves by a means other than human feet. A "mobile" unit can be anything from tanks to wagons. Only "mobile" units are permitted to move during the Mobile Movement Phase (see 4.1)

2.4 Game Scale

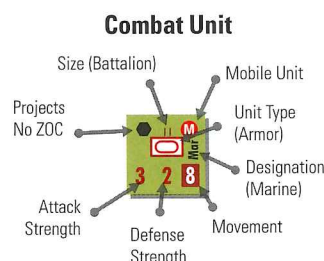
Each hexagon on the mapsheet represents from several hundred to several thousand yards from side to side. Each game turn is equivalent to

one or many days of real time.

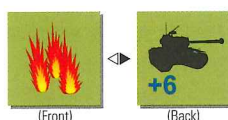
3.0 SETTING UP THE GAME

The cardboard playing pieces should be punched out of the counter sheet; the differently colored units represent forces of opposing sides. Players should determine which side each will play. Then the players consult their respective "Initial Deployment Charts" found in the Exclusive Rules. Those charts list the strength of each unit in play on the map during the first game turn. Unit values are listed as follows.

For example, a 5-6-8 is a unit whereby "5" is the unit's attack strength, "6" is the unit's defense strength, and "8" is the unit's movement allowance.



Support Fire Marker



Support fire markers simply list a single modifier (such as the "+3" above).

Units may be assigned specific set-up hexes, or the players may be instructed to choose the set-up hexes for their units, in which case one player or the other will be instructed to deploy his units first. Units specified as reinforcements are to be placed in a space on the Turn Record Track / Reinforcement Track. The Exclusive Rules for each battle will specify the quantity of reinforcement units that arrive and on which game turn. Other information printed on the Turn Record Track / Reinforcement Track appears as follows.

★ 1 3/6	2 3/5	3 4/5
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The support fire # is the allotment of support fire markers (not points) per game turn. Gener-

ally, the support fire allotment represents such things as naval gunfire from ships far offshore, or bombers flying in from distant bases or aircraft carriers, as well as artillery units of all types and sizes (which are not represented as units in the game). The support fire allotment number equals the total number of support fire markers a player will receive at the beginning of that current game turn.

The Exclusive Rules indicate which player is the first (starting) player. The victory conditions indicate how the game can be won. Play proceeds according to the sequence of play for the number of game turns specified by the Exclusive Rules.

4.0 SEQUENCE OF PLAY

This game is played in successive game turns, each of which is composed of alternate player turns. During each game turn the players maneuver their units and resolve combat according to the sequence outline and within the limitations provided by the rules. At the conclusion of the last game turn the victory conditions are consulted and a winner is determined.

4.1 Sequence Outline

Each game turn is divided into a "First Player Turn" followed by a "Second Player Turn" (one player takes the First Player Turn while the other player afterward plays the Second Player Turn). The turn track on the map indicates which player is the "first" player. Each of the player turns must be played through according to the following sequence.

Movement Phase. The current player may move all, some or none of his units as he desires within the limits and restrictions of the rules of movement, zones of control, terrain effects and any exclusive rules. The current player may bring reinforcements onto the map as allowed by his reinforcement schedule and the reinforcement rules. The other player may not move any of his units at this time.

Any mobile units that move during this phase will not be eligible to move during the upcoming mobile movement phase.

Combat Phase. After all movement is completed, the current player uses his units to attack the other player's units. The current player may execute his attacks in any order he desires, but each attack must follow this sub-sequence.

- A) The current player states the quantity and the strength of his attacking units, and what enemy unit is being attacked by them.
- B) The current player assigns available support fire markers (if he wishes) to add to the combat strength of his attack (as described in 8.3).
- C) The opposing player assigns available support fire markers (if he wishes) to add to the combat strength of his defense (as described in 8.3).
- D) Calculate the combat differential: the total attacking strength value minus the total defending strength value. Adjust that differential according to the type of terrain occupied by the defending unit. Then consult the column on the Combat Results Table that corresponds to that final combat differential. Roll a six-sided die and cross-reference that result within the chosen combat differential column on the CRT, and apply the results immediately.

Mobile Movement Phase. After combat, mobile units (only) are permitted to move during this phase if such units did not already move during the preceding regular movement phase. Mobile movement is identical to regular movement, except that only mobile units (not leg units) may move during this phase.

Mobile Combat Phase. After the mobile movement phase, mobile units (only) are permitted to attack this phase if such units did not already attack during the preceding combat phase. Mobile combat is identical to regular combat, except that only mobile units (not leg units) may attack during this phase.

After all movement and combat by the first player have been completed, the second player begins his movement and combat, using the procedure described above. After the second player has completed his movement and combat, the game turn ends. Remove all Support Fire markers (whether used or not) from the map, but keep them handy to be available for support fire allocation during the next game turn. Then advance the Turn marker one space along the Turn Record Track/Reinforcement Track, signaling the start of a new game turn.

5.0 MOVEMENT

During the movement phase, the current player may move as many or as few of his units as he wants. The units may be moved in any direction or combination of directions (into non-prohibited terrain) up to the limits of each unit's printed movement allowance. Units are always moved one at a time, tracing a path of contiguous hexes through the hex grid. As each unit enters a hex, it pays one or more movement points (MP) from its movement allowance (MA).

During the mobile movement phase, the current player may move as many or as few of his mobile units as he desires, but only those that hadn't already moved during the preceding movement phase of the same player turn.

The mobile units may be moved in any direction or combination of directions (if into non-prohibited terrain) up to the limits of each mobile unit's printed movement number (in hexes). Mobile units are always moved one at a time, tracing a path of contiguous hexes through the hex grid. As each mobile unit enters a hex, that unit pays one (or sometimes more) movement points from its printed movement allowance.

5.1 Movement Restrictions

Movement may never take place out of sequence. A player's units may only ever be moved during his own movement phase (or mobile movement phase, if a mobile unit). During the combat phase, a unit that has either attacked or defended may possibly advance or retreat, but that is not considered a move, and does not require the expenditure of any movement points. Neither player may ever conduct movement during the opposing player's movement phase and/or mobile movement phase.

A unit may never enter any hex containing an enemy unit, nor enter any prohibited terrain hex (such as an all water hex). No unit may ever leave the map.

A unit may never expend more movement points than its total printed movement allowance during any one turn. A unit may expend all, some or none of its movement points during any single turn, though any unused movement points may not be accumulated from phase to phase or from turn to turn, nor ever transferred to another unit.

When any unit's movement has been completed, it may not be moved again during that same turn, except as a retreat or an advance after combat.

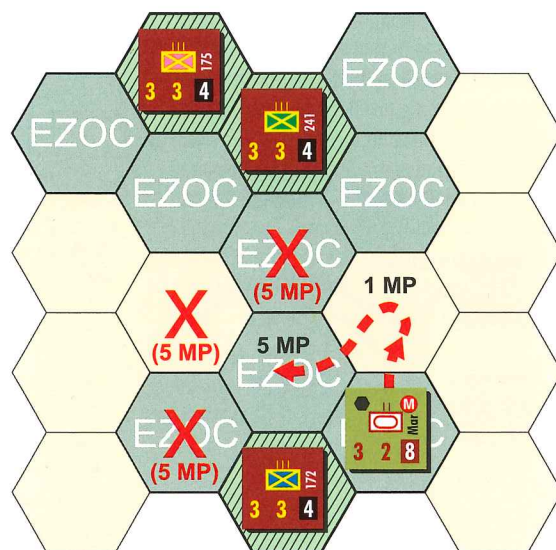
5.1.1 ZOC Movement Effects

Any leg unit that begins its movement in a hex not in an enemy zone of control (EZOC; see 6.0) and enters a hex adjacent to an enemy unit must stop its movement immediately, regardless of how many MP it has remaining.

A mobile unit must expend half of its printed MA (plus the normal cost of terrain) when it both exits and enters an EZOC during the same Movement Phase. However, when a mobile unit exits an EZOC and enters a non-EZOC hex (or exits a non-EZOC hex and enters an EZOC hex), only the normal cost of terrain applies.

Any leg unit that begins its movement in an EZOC may move into an adjacent hex that is not in an EZOC per the normal terrain cost, and may continue movement normally. However, that leg unit must halt its movement if it enters another EZOC.

A mobile unit does not expend half its MA to leave an EZOC, but would be required to expend half of its MA if it then entered another EZOC during that same movement (as well as the normal cost of terrain in each entered hex).



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5.1.2 Infiltration

Any leg unit that begins its move already adjacent to any enemy unit (in an EZOC) may move into one adjacent EZOC hex if it expends all of its MA (disregard the normal movement cost in that adjacent hex).

Any mobile unit that begins its move already adjacent to any enemy unit (in an EZOC) may move into one adjacent EZOC hex if it expends half of its printed MA (rounded down) plus the normal terrain movement cost of the hex it enters. It may continue moving if it has MPs remaining.

In either case, it's therefore possible to move any unit from one EZOC to an adjacent EZOC. Mobile units may be able to infiltrate from one EZOC to another, move out of EZOC, move several more hexes, and enter another EZOC.

EXCEPTION: Units may generally not move from EZOC to EZOC across a minefield hexside or to enter a fortification hex; however, this restriction doesn't apply to commandos. Commandos don't pay any additional movement costs to enter or exit EZOC.

None of the above applies to retreat or advance after combat, which isn't considered "normal" movement.

5.2 Effects of Terrain

Any unit must expend one movement point to enter a clear terrain hex. To enter other types of hexes, a unit must expend more than one movement point; see the Terrain Key printed on the map for the movement cost for each type of terrain entered (for example, 2 MP = 2 movement points required to enter that hex). Additionally, some hexsides are printed with other types of hexside terrain features (such as a river), which also require movement points to cross in addition to the movement points required to enter the hex itself. That cost is in addition to the terrain cost for entering the hex. All movement point costs are cumulative.

No unit may enter a hex if that unit does not possess sufficient movement points remaining to pay for the cost to enter, as well as the cost of any crossed hexside terrain feature, if any.

5.2.1 Road Movement

Any unit that moves from one road hex directly into an adjacent road hex through a road hexside expends only ½ movement point, regardless of other terrain in the hex.

5.2.2 Trail Movement

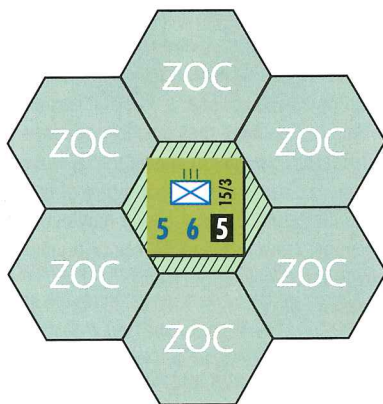
Any unit that moves from one trail hex directly into an adjacent trail hex through a trail hexside expends only one movement point, regardless of other terrain in the hex.

5.3 Stacking Restriction

No unit may ever end its movement stacked with any other unit (although a unit may move through hexes occupied by any other friendly units at no extra MP cost). Stacking is prohibited.

6.0 ZONES OF CONTROL

The six hexagons surrounding each hex constitute the zone of control (ZOC) of any unit in that hex. Hexes into which a unit exerts a zone of control are called zone of control hexes. All units exert a zone of control at all times, regardless of the phase or the player turn, during the entirety of every game turn.



Zones of control extend into all types of terrain and across all types of terrain hexsides. However, some fortifications (for example, the West Wall) will negate enemy zones of control into the fortification's hex.

The presence of zones of control is never affected by other units, enemy or friendly. If enemy and friendly zones of control extend into a hex, they have no effect upon each other; both co-exist, and the hex is mutually affected by both ZOC. If a unit is in an enemy ZOC, the enemy unit is also in that unit's ZOC.

6.1 Effects on Movement

Zones of control inhibit the movement of enemy units, as explained under 5.1.1.

6.2 Effects on Retreat & Advance After Combat

Units retreating after combat are prohibited from retreating into hexes in an enemy ZOC (see 7.2). Units advancing after combat ignore enemy ZOC (see 7.9).

7.0 COMBAT

Combat is only ever possible among opposing units that are presently adjacent, but is not mandatory. Any support fire markers being used as bombardment are exceptions (being adjacent is not a requisite), though bombardment is not considered to be combat.

The current player (of the current player turn) is the "attacker;" the other player is the "defender." Combat only ever occurs during the current player's combat phase, per the steps outlined under 4.1.

The current player is not required to declare all of his intended attacks at the outset of the combat phase; he may decide each attack as he reviews the map, though all attacks must be resolved to completion one at a time. Separate combats can be resolved in any order the attacker wishes, provided each combat is resolved before the next combat is declared.

7.1 Which Units Attack

Among all of the opposing units adjacent to each other, the attacking player may decide which of his units will be participating in an attack on which defending units, as well as which of his units will not be participating in any attack. A defending unit can be attacked by as many (or as few) attacking units as the attacking player desires, as long as all the attacking units are adjacent, and provided each of the attacking units is not attacking across prohibited or restricted terrain (such as a sea hexside).

The type of terrain the attacking unit(s) are in has no effect on their eligibility to attack, except in the case of a prohibited hexside between the attacker and the target hex.

Eligible attacking units from two (or more) hexes (if they are each adjacent to the defender's hex) can add their printed attack values together to attack as a combined value. Support fire may be added per 8.0.

The current player may conduct as many attacks (only during his own combat phase) as there are existing enemy units on the map to be attacked (by the current player's adjacent eligible units, if any).

7.2 Combat Parameters

No particular unit may attack more than once during the same combat phase, and no enemy unit may ever be attacked more than once during the same combat phase (though an enemy unit may be subjected to bombardment by support fire and then a normal attack during a combat phase).

7.3 Combat Differential

The combat differential is the net quantity of attack strength points (including any support fire) compared to the net quantity of defense strength points (including any support fire). The differential is the sum of the total defense value subtracted from the sum of the total attack value.

After calculating the combat differential (see 4.1), consult the Combat Results Table and cross-reference the column indicating the terrain type in that combat hex (the defending unit's hex) with the die roll. In other words, the intersection of the die roll line and column yields a combat result. Implement the indicated combat result immediately (before resolving any additional attacks).

NOTE: Support fire, if available, may be added by a player during his own combat phase. The defending player may also add his own support fire markers, if available, to combat during the other player's combat phase. In any case, support fire markers used during a player's own combat phase are not available to be used during the enemy combat phase, nor vice versa, during the same game turn.

NOTE: All attack and defense strengths are always unitary. That is, a unit's strength may not be divided among different combats, whether as the attacker or the defender. Likewise, a unit may not have its attack and defense strengths combined for any reason.

7.4 Effects of Terrain

Defending units, only, benefit from the terrain in the hex they occupy and/or that hex's perimeter hexside terrain feature. The terrain within the hexes occupied by attacking units has no effect upon combat.

Defending units do not benefit from river or ditch hexsides unless all of the attacking units are attacking that defending unit across a non-bridged river or ditch hexside into that hex.

The effect of terrain on combat has been integrated into the Combat Results Table. Refer to the terrain in which the defending unit is present, and cross-reference that terrain type with the combat differential per 7.3. The combat die roll result must correspond to that column.

Terrain benefits for combat are never cumulative; a defending unit always benefits only from the most defensively advantageous terrain type in its hex. For example, a unit in rough terrain surrounded by a river hexside would benefit only from the rough type of terrain.

7.5 Fortifications

If a particular game includes fortifications (whether printed or as game pieces), the printed defense strength of any unit in a fortification hex is doubled while that unit is in that hex. Moreover, the combat modifier (the "+" value) of any attacker's support fire or bombardment marker applied to a fortification hex is halved (round down). This rule does not apply to support fire markers applied by the defending player.

7.6 Combat Resolution

The combat results, as printed on the Combat Results Table, are explained as follows.

- De** = The defending unit is entirely eliminated.
- D3** = The defending unit must retreat three hexes.*
- D2** = The defending unit must retreat two hexes.*
- Ex** = One attacking unit and the defending unit must be flipped to their depleted side (or eliminated if already depleted). Among multiple attacking

units, the attacker chooses which unit becomes depleted.

- A1** = The attacking unit(s) must retreat one hex.*
- A2** = The attacking unit(s) must retreat two hexes.*
- A3** = The attacking unit(s) must retreat three hexes.*
- (A)** = One attacking unit must be depleted (or be eliminated if already depleted, of the attacker's choice among multiple units).
- Ae** = All attacking units are eliminated.

*The retreating player may choose to ignore his retreat requirement by choosing to deplete his own unit instead (see 7.8).

Note: A dot combat result is no effect.

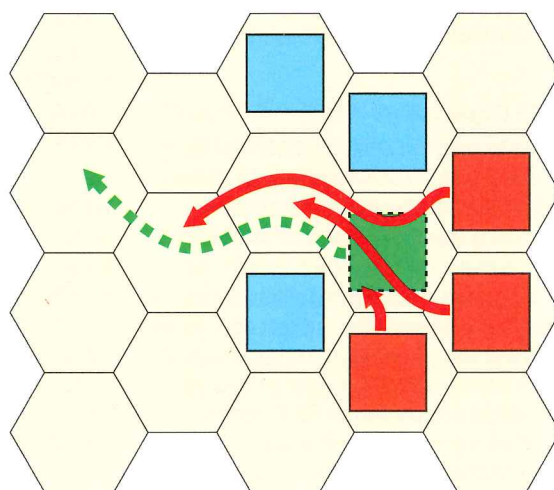
If the combat result is a retreat, the retreating player retreats his own unit in accordance with the retreat rules (see 7.7).

7.7 How to Retreat

When a combat result requires a unit to be retreated, the owning player must immediately attempt to move that unit the indicated number of hexes away from their combat position. This movement is not normal and therefore requires no movement points to be expended.

A retreating unit must retreat a path of hexes that is farther away from the enemy unit(s) that caused the combat result (or, farther away from the defending unit that caused an attacker retreat).

If possible, a retreating unit must retreat along a path of vacant hexes (that is, not occupied



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by other friendly units), though a unit may retreat through friendly occupied hexes if no other retreat route of vacant hexes is possible. Under no circumstances may a unit retreat into or through any hex presently occupied by an enemy unit or in an EZOC.

A unit may not retreat into or through any prohibited terrain (such as an all-sea hex). Seaborne units that are required to retreat to a sea hex must be depleted (or eliminated if already depleted or a one-sided unit).

While retreating, a unit may not enter any hex in an EZOC. Friendly units and friendly units with a zone of control into a particular hex do not negate any EZOC into that same hex for the purposes of retreat.

Any unit that must retreat must terminate its retreat movement the number of hexes away required by the combat result retreat number (from its original combat hex). If it cannot, it is depleted in the last hex it can legally retreat to or is eliminated if already depleted or is a one-sided unit. In that case, the retreat path is considered to be the last hex that eliminated unit could legally retreat into; see 7.9.

If any unit is unable to retreat per those restrictions, it is eliminated instead.

7.7.1 Bombardment Retreat

A unit that must retreat because of a bombardment must retreat farther away from the closest enemy unit, or toward a friendly unit of the owning player's choice if there are no enemy units on the map. If such a retreat will cause a unit to inevitably retreat closer to an enemy unit, it may retreat toward either one, but must then be depleted. If any unit is unable to retreat after bombardment, it is eliminated.

7.7.2 Displacement

If a retreating unit's only available final hex in a retreat path is occupied by another friendly unit (not involved in that same attack), the retreating player may choose to "displace" (move) that other friendly unit from its hex (in order to allow the retreating unit to occupy its hex) to one adjacent hex as if that other friendly unit was also retreating as a result of combat. Such displacements may never be made into a prohibited hex, nor into an EZOC, nor into a hex in which the retreating unit would be stacked with another unit. After the displaced unit has

moved, the retreating unit may retreat into that other friendly unit's formerly occupied hex.

Additionally, a displaced unit is also permitted to displace another friendly unit using that same procedure, and that other displaced unit may displace yet another friendly unit, and so forth (a given unit may be displaced more than once). Note, however, any unit displaced is assumed to have suffered a retreat (as if a normal combat result), and is thus ineligible to conduct any attack during that turn.

Displacement is voluntary; a retreating unit unable to retreat because of the presence of other friendly units may be depleted or eliminated instead of displacing, as described in 7.8, rather than displace another friendly unit.

A retreating unit may not displace another friendly unit if any eligible vacant hex is available. Similarly, a retreating unit doesn't displace another friendly unit when merely moving through that other unit's hex during the course of a retreat.

7.8 Stiff Resistance

Instead of obeying a retreat combat result, a player may declare "stiff resistance" instead, whereby that unit is not required to retreat at all; however, that unit must then be immediately depleted. A player may opt to declare a depleted or one-sided unit to offer "stiff resistance" to avoid the retreat combat result. (The depleted or one-sided unit must be eliminated in that case, but the retreat result is thereby nullified.) That prevents any advance after combat into that combat hex; see below.

7.9 Advance After Combat

Attacking units are only permitted to advance after combat following a retreat combat result on an attacked (defending) enemy unit. No defending unit may ever advance after combat, even after an "A1," "A2" or "A3" combat result.

Whenever an enemy unit is forced to retreat or is eliminated as a result of combat, it will leave a path of vacant hexes behind it called the path of retreat (this includes units that were eliminated when unable to complete the entire retreat; see 7.7). Any or all units that participated in the combat that caused the retreat are then eligible to advance along that path of retreat. The decision to advance after combat must come immediately after the re-

treat is completed, but no unit is ever forced to advance after combat. Advance after combat is special insofar as all of the advancing units that caused the retreat may ignore enemy zones of control along the entire path of retreat.

Any unit(s) advancing after combat may end their movement in any of the hex(es) along that path of retreat, but they may not stray from the path of retreat while moving. If multiple units advance after combat, no more than one may end its movement in any one hex of the path of retreat.

After an advance after combat, an advancing unit isn't eligible to attack or perform any other activity during that player turn (unless specified otherwise by a particular Exclusive Rule). An advanced unit is subject to attack by any eligible enemy units as of the immediately following enemy combat phase.

8.0 SUPPORT FIRE

Support fire represents indirect fire assets not represented in the game by actual game pieces. As such, support fire exists as markers players are allotted from a chit pool, which may only appear on the map during the resolution of combat. In other words, support fire markers do not exist on the map as units; they simply represent the incoming fire from such supporting assets.

Each side is provided with its own pool (chit pool) of support fire markers, which are allotted by the support fire allotment number printed on each space of the Game Turn Track / Reinforcement Track. The support fire # is the allotment of support fire markers (regardless of their value) per game turn. The support fire allotment number equals the total number of support fire markers a player will receive at the beginning of that game turn. If two numbers are listed, the first number is the support fire allotment for the first player, whereas the second number is the support fire allotment for the second player. The Exclusive Rules indicate which player is the first (starting) player.

For example, "8/9" printed in the first game turn space of the *Crusader* game map indicates the British player (who is the first player) is allotted 8 support fire markers, and the German player (who is the second player) is allotted 9 support fire markers (see 3.0 and 10.1).

8.1 Allotted Support Fire Markers

If the allotment of support fire markers indicated on the Game Turn Track/Reinforcement Track is less than the total quantity of markers in the pool for that player's side, that player must select from the lowest-valued markers before selecting higher-valued markers. That is to say, selected support fire markers must be selected in order from lowest to highest.

8.2 Support Fire Limitless Range

Support fire markers have no range limits; they may be added to any combats occurring anywhere on the map unless stated otherwise by the Exclusive Rules.

8.3 Support Fire Application

All support fire markers function the same, though some markers have different printed "+" values (the combat modifier). The value represents combat strength players may apply to combats that occur during the course of the turn. Naturally, the higher valued support fire markers are more powerful than the lower valued markers. A support fire marker may only be used once during each game turn.

When any combat is announced, the attacking player may declare his intention to apply support fire to that combat, as may the defending player. However, the attacking player must always apply the first support fire marker, if he chooses to do so. Then the defending player may decide to also apply a single support fire marker of his own. Thereafter, the attacker may apply his second support fire marker to that combat, if he chooses (whether or not the defender applied a support fire marker of his own). Finally, the defender may apply the last support fire marker, if he chooses (even if no support fire markers had been applied by either player until then). In other words, the attacker and the defender alternate applying their own support fire markers, if they choose, to each announced combat.

If the attacking player declines to play a second support fire marker, the defending player may apply his second support fire marker nonetheless, although the attacking player may not then play any additional support fire markers after-the-fact.

If the defending player declines to play his first support fire marker, he is nonetheless eligible to apply his second support fire marker, though

the defending player may not then retroactively play his first support fire marker. Once a player declines to apply his first or second support fire marker, his opportunity is forever lost during that announced combat.

Applying support fire is always voluntary, though once declared, a player may not change his mind, nor may the announced combat be cancelled.

As implied, a player may add up to a maximum of two support fire markers to an attack or defense from among the markers he has been allotted that game turn to any particular combat. Once used, they are then returned to the player's chit pool.

Whether as the attacker or the defender, the applying player simply places his support fire marker(s) in the combat hex (the target hex of the declared attack), and then adds the support fire markers "+" number to his total attack value (for example, if two 4-4-10 units are attacking a 2-3-8 unit, the total attack value is "8;" if the attacking player then adds two "+2" support fire markers, the final attack value becomes "12." If the defending player adds a "+6" support fire marker to that same combat, the final defensive value would then become "9," that is, a defending 2-3-8 unit +6 = "9".

8.4 Bombardment Support Fire

Prior to resolving any announced combats, Support Fire markers may be used alone to attack enemy units (that is, not in concert with any actual ground attack), in a process known as a "bombardment." To conduct a bombardment, the current player may select any enemy unit(s) anywhere on the map as the target of each bombardment (only during his own combat phase and prior to the resolution of the first regular ground attack). He then conducts each bombardment exactly as if a normal attack using the Support Fire marker's "+" value ("combat modifier") to calculate the differential (minus the targeted unit's defense strength). In such a case, a bombardment is resolved like normal combat, except "Ex" results only affect the target never the bombarding marker. Further, an A1, A2 or A3 result is always ignored.

Each Support Fire marker may only target one enemy occupied hex. Further, a maximum of two markers may be used to bombard the same hex during the same player turn, though both the markers may be of any value from among

the markers drawn from the chit pool. Once a marker is used, it's returned to the chit pool where it's eligible for reuse as described in 8.1.

8.4.1 Counter-Battery Fire

A player may also add (a maximum of two) support fire markers (per the same alternating procedure as 8.3) to the defense of any friendly unit that is the target of a bombardment. The value of the defending player's own support fire marker(s) thus simply reduces the bombarding player's total bombardment value by an equivalent amount.

For example, if the bombarding and the defending player's support fire markers are each "+6," then the bombardment value is thus "0."

8.4.2 Friendly Fire

After resolving a bombardment, if the Combat Results Table indicates any type of "(A)" result, the bombarding player must apply that result to a single friendly unit that is closest to that originally targeted enemy unit. If there are multiple friendly units equidistant to that enemy unit, the bombarding player may choose which of his own friendly units is affected by the "(A)" result.

8.5 Terrain Effects

Support fire may be used anywhere on the map, regardless of intervening terrain or units (enemy or friendly). Support fire is not subject to line of sight restrictions, except when stipulated differently by the Exclusive Rules.

In all cases, the defending units benefit fully from the terrain in the hex they occupy when attacked by any support fire, per the adjustment integrated into the Combat Results Table.

8.6 Support Fire Restrictions

Combat results have no effect on the allotment of support fire markers during the current or any future game turn, except when stipulated differently by the Exclusive Rules.

A player may not divide or split the "+" value of any support fire marker among different targets. Each support fire marker must be applied to one particular target hex only.

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Support fire markers may never be accumulated from game turn to game turn. If they are not used during the game turn that they are allotted, they are returned to the chit pool.

No individual hex may be subjected to more than one bombardment (see 8.4) per game turn.

9.0 SUPPLY

There are no supply rules (unless otherwise noted in a specific game's Exclusive Rules). All units are always considered in supply. Isolated or surrounded units suffer no penalties.

EXCLUSIVE RULES

Note: *The following rules apply to all three scenarios (i.e., Pusan Perimeter, Inchon and the Battle for Seoul, and Chosin Reservoir) unless indicated otherwise (in which case, that rule only applies to the scenario or scenarios listed with that rule's title).*

10.0 LINES OF SUPPLY

Units in the *Korean Battles* series must have an uninterrupted line of supply to a supply source to avoid penalties. An uninterrupted line of supply is defined as a length of contiguous hexes from (but not including) each unit to a valid supply source hex (including the hex).

Note: *Map-printed supply symbols are not considered supply sources for North Korean units; only supply depot units are considered supply sources for North Korean units (although a North Korean supply depot unit must—itsself—have an uninterrupted line of supply to a map-printed supply symbol hex to be considered a supply source).*

Each unit's line of supply must not be occupied by any enemy land unit, nor be within the zone of control of any enemy land unit (unless that ZOC hex is occupied by a unit that is friendly to the line of supply) to be considered an uninterrupted line of supply.

The supply sources for each side for each scenario are listed as follows.

Pusan Perimeter

United Nations	0215 or 0308
North Korea	Supply Depot unit*

Inchon and the Battle for Seoul

United Nations	0109 (Inchon)
North Korea	Supply Depot unit*

The Chosin Few

United Nations	1902, 1206, 1903 (note: 0907 is also a UN supply source until occupied by a Chinese unit)
Chinese	0107 or 0612

*See 10.3.

In the *Pusan* and *Inchon* scenarios, North Korean supply depot units are the supply sources, *not* the hexes that are printed with a supply symbol (which only serve to function as a line of supply from the North Korean supply depots). Furthermore, the North Korean supply depot units can be attacked (and bombarded) like any other normal unit. If depleted, they will continue to function as a supply source, but do not provide supply if eliminated (in other words, to sever a North Korean line of supply, depleting and then eliminating a supply depot unit itself is one viable strategy).

North Korean supply depot units may move, but in doing so they must have an uninterrupted line of supply to any friendly map supply symbol to be considered a supply source. However, no other combat unit may use a map-printed supply symbol as a supply source.

10.2 Terrain Restrictions (any map)

A UN line of supply may not enter any mountain hex nor may cross any river hexside, although this restriction does not apply to North Korean or Chinese units.

A UN engineer unit that appears in the *Inchon* and *Battle for Seoul* scenario will permit a line of supply to cross a river hexside (see 12.0).

10.2 Air Supply

During any scenario, the UN player is provided with a maximum of two "Air Supply" counters. The UN player may use each of these two counters only once per game during any turn(s) of a scenario, but he must reduce his support fire allotment by one (-1) for the next turn to do so.

An Air Supply counter allows the UN player to place it atop any UN unit (at any time during the game turn) to provide supply to that unit (only) for the entirety of that turn. No other unit may

use that Air Supply counter as a supply source. However, at the end of that same game turn, that Air Supply counter is removed from the map and placed on the turn track in the next turn's box, indicating that the United Nations support fire allotment will be reduced by one (-1) during that entire game turn.

An Air Supply counter, once applied, may not be used again during that same scenario.

10.3 Supply Depot Units

Supply depot units are considered to be normal units, but with no attack factor (and they cannot participate as part of any attack), but do possess a defense strength value normally.

If a supply depot unit is eliminated by any means (attack or bombardment), the North Korean player's allotment of Support Fire markers is permanently reduced each game turn thereafter by one (-1) chit. Place an eliminated supply depot chit on the turn track to signify that the North Korean player's Support Fire allotment is reduced as of the next turn (the turn following the game turn when it was eliminated).

Supply depots move normally, and are considered normal units in every other respect. They cannot be captured or consumed by enemy units.

10.4 Out of Supply

If a unit does not have a line of supply to a valid supply source, its printed attack strength is immediately halved (round any fractions up), although its defense strength is not affected. In addition, a mobile unit that does not have a line of supply may not move or attack during the Mobile Movement Phase, although its normal movement is not affected.

11.0 BREAKDOWN UNITS

When setting up any of the scenarios, both players may opt to replace any friendly division-sized unit (a unit that is printed with "XX") listed in the set-up with three unnamed regiments (a unit that is printed with "III") of the same nationality.

The type of regiment used for each division is listed as follows.

Chinese

10-10-3 (XX) three 3-3-4 (III)

North Korean

11-10-3 (XX) three 3-4-4 (III)

10-10-3 (XX) three 3-3-4 (III)

10-9-3 (XX) three 3-2-4 (III)

South Korean

7-9-3 (XX) three 3-4-4 (III)

6-8-3 (XX) three 2-3-4 (III)

5-8-3 (XX) three 2-2-4 (III)

United States

None

When doing so, the division-sized unit is removed from the game (it may not be brought back into play later) and the three replacing regiments are then placed on the map, one regiment in the division's set-up hex, and the two other regiments in any two hexes that are adjacent to the division's set-up hex (if otherwise a legal set-up hex). If this is not possible because of terrain or other inhibiting units, only as many regiments as can be legally set up in and/or adjacent to the parent division's set-up hex may be placed on the map (although this does not prevent a division from being broken down if it cannot field all three of its regiments).

Those three regiments may thereafter operate independently (they are never required to coordinate nor otherwise move or attack together), but may not recombine or stack together.

A division may only be broken down during set-up (and this may include off-map units that have yet to enter the map), and only if there are at least three unnamed regiments to be placed on the map in its place (of the same nationality and of the same ratings). Reinforcements that are broken down during the initial set-up must then enter the map broken down (a player may not recombine an off-map unit that has been broken down once the game has begun).

12.0 ENGINEERS

Most of the bridges in all three of the scenarios are considered to have been destroyed before the start of the first turn. On the **Inchon** and **Battle for Seoul** map, a UN engineer unit may be employed by the UN player to permit any present UN units (including the UN engineer unit itself) to cross any river hexside (that is not within any North Korean unit's EZOC) as if it was a bridged hexside. To do so, a UN engineer unit must currently be within four

MPs of one (only) specific river hexside during the UN player's own Movement Phase or his own Mobile Movement Phase. That specified river hexside depiction is then considered to be a bridged hexside for the entirety of that same game turn (for movement and supply line purposes). Because the bridge counter may be placed at any time, the UN player may wish to move one of his Engineers first so as to place the bridge counter in the most advantageous location before moving any other units.

Note: *The reservoir hexes in the Chosin Reservoir scenario are to be considered frozen (and crossable), and do not need an engineer.*

A bridged hexside may remain as a bridged hexside until the end of each game turn at which time it is picked up. The UN player can then designate a different specific river hexside (within four MPs of either engineer unit as a bridged hexside as of the next game turn during his movement phase.

A bridged hexside permits any unit (including North Korean) to attack across that hexside per the "Bridge" terrain type, if the UN player had designated or utilized that hexside as "bridged" during that same game turn.

13.0 ZERO STRENGTH UNITS

Units that are printed with a zero attack strength or defense strength number are eligible to attack (except supply depots) or defend normally, but do not ever add a value to the differential equation when calculating combat. In any case, support fire may be applied normally, and is simply added to a base value of "0" in such a case.

14.0 HUMAN WAVE (PUSAN PERIMETER)

The North Korean player may declare a human wave attack during any of his combat phases. A human wave attack is conducted like a normal attack; however, the North Korean player may choose to double the attack strength of one, some, or all of his involved units. He must decide which unit(s) will be doubled before declaring any support fire, if any.

After a human wave attack is resolved, any North Korean unit that attacked with doubled attack strength is depleted (or eliminated, if already depleted), regardless of the combat result (at which time it is no longer doubled,

that is unless it conducts another human wave attack during a following turn).

15.0 REBUILDING A DEPLETED UNIT

(Pusan Perimeter, Inchon & Battle for Seoul)

Each player is eligible to rebuild one depleted unit per game turn, but only if that unit has a line of supply to a valid supply source. A player may only ever rebuild an eligible depleted unit at the end of his own player turn. Moreover, neither side may rebuild a depleted unit that is adjacent to any enemy unit, even if that enemy unit is also depleted.

Note: *Rebuilds are not accumulated from turn to turn. Any unused rebuilds are lost.*

Regiments may not ever be rebuilt up to a division. However, depleted HQs and supply depots may be rebuilt like any other unit.

No units may be rebuilt when playing *The Chosin Few* scenario.

A unit that has been eliminated may never be built up.

16.0 NORTH KOREAN HIDDEN UNITS

When the North Korean player is setting up his units in either of the two scenarios (*Inchon*, *Battle for Seoul*, and *Pusan Perimeter*), he is permitted (but not required to) to set up any of his non-mobile and non-division units hidden, placing them face down with the flag depiction facing up (such that the UN player will not know the strength and type of those hidden units during the course of play).

Note: *Whether playing the Inchon and the Battle for Seoul scenario or the Pusan Perimeter scenario, the North Korean player automatically receives five "Dummy" units which he may deploy face down (the flag depiction facing up) whether he is setting up any other units as hidden or not. A Dummy unit must always be set-up face down (with the flag depiction facing up).*

When setting up hidden units, all normal restrictions apply (such as stacking prohibitions), but the North Korean player



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may never set-up any hidden units adjacent to any other hidden units (representing the UN's uncertainty of North Korean positions, not deft North Korean deployments). Once set-up, the North Korean player is entitled to know the front-side value of any of his hidden units, but the UN player may not know this until he has actually announced an attack against any hidden unit at which time that hidden unit is then revealed, and it is eliminated immediately instead.

Note: Dummy units may be moved like normal units (with an assumed movement of "4"), and also project a ZOC until eliminated. This means that a Dummy unit may affect a UN unit's movement like any normal unit.

Division units may not be set-up as hidden unless broken down into non-division regiments. In this case, any of that division's regiments may be set-up hidden, and the division itself is removed from the game per 11.0 normally (this is one good reason to utilize rule 11.0).

17.0 HQS & SUPPLY DEPOTS

Regardless of the scenario, if an HQ unit or a supply depot is eliminated (but not merely depleted), the owning player must reduce his allotment of Support Fire by one (-1) per each game turn thereafter.



18.0 CRITICAL OBJECTIVE (PUSAN PERIMETER)

If the Yonil Airfield (hex 2221) or the northern hex of Pusan (hex 0316) is occupied by any North Korean non-Dummy unit at the end of any UN Combat Phase, the UN player must reduce his allotment of Support Fire by one (-1) per each game turn thereafter (until that particular hex is recaptured, if ever).

19.0 BOMBARDMENT RANGE LIMIT FROM HQS

On all maps, bombardment per 8.4 is assumed to have a limited range. The range of any bombardment is equal to any bombarding Support Fire marker's "+" value.

For example, if a bombarding Support Fire marker is printed with a "+7", its maximum range limit is therefore seven direct hexes, regardless of terrain.

Bombardment range is counted from any friendly HQ unit that is present on the map's hexfield (regardless of its status or disposition) to the target hex (counted from the unit's hex, but not including its hex, into the intended target hex). If there are no HQ units currently in play, then no bombardment can be conducted.

Note that this limit also applies to any enemy counter-battery bombardment, as well.

20.0 STACKING/ZOC EXCEPTION

A maximum of one battalion, brigade, regiment, or division is allowed in a hex, plus one other battalion, company, or cadre-sized units, HQ unit or supply depot (in other words, up to two units if the one of them is a battalion, company, or cadre). Such stacking does not permit stacks to move together as a stack, but they may attack and defend together. If combat occurs involving a stack, the owning player always decides which unit of that stack is depleted (though an AE or DE result against that stack would eliminate every unit in that hex, normally).

Battalion or cadre-sized units, as well as HQ units and supply depot do not, by themselves, ever project any ZOC (except in their own hex for purposes of determining valid lines of supply). These units are printed with a black hexagon symbol to indicate that they have no ZOC beyond the hex that they presently occupy.

21.0 THE CHINESE 78TH & 88TH DIVISION (THE CHOSIN FEW)

Historically, the 78th and 88th divisions arrived too late to participate in the battle. However, the Chinese player may choose to accelerate the entry of 26 HQ and its units. 26 HQ, 76th ID, and 77th ID arrive on Turn 9 at 0107 and the 78th and 88th IDs arrive on turn 11 at 0107). However, upon their arrival (turn 9), the Chinese player must eliminate two random Chinese Support Fire markers (to be drawn blindly) from his support fire pool (representing the extra resources that the additional armies would need to conduct operations).

The Chinese player must decide if he will add the regiments of the 78th and 88th Divisions to his reinforcement schedule before the game begins, and must announce this to the UN

player. The Chinese player cannot decide to add any of them at a later time, after the scenario already began. If the Chinese player chooses to add these regiments, they must arrive together (the Chinese player may not bring in some while withholding others, etc.). (Note that Divisions may be optionally substituted by borrowing 1 or 2 NK 10-10-3's from the Pusan scenario.)

22.0 VICTORY LEVELS

Both players may gauge their level of victory or defeat by tallying the victory points that they achieved at the end of each scenario, listed as follows.

Points	Result
31+	Decisive Victory
21-30	Tactical Victory
10-20	Pyrrhic Victory
0-10	Tactical Defeat
Less than 0	Decisive Defeat

Victory levels have no effect on any game, *per se*, but can be used for the purposes of tournament rankings, etc.

23.0 SUPPORT FIRE REDUCTION

The North Korean's allotment of Support Fire markers is immediately reduced by one (-1) per each North Korean supply depot unit that is eliminated during the scenario (see 17.0). However, the occupation of a map-printed supply source symbol has no effect on the allotment of any Support Fire.

23.1 Support Fire Random Draw

Instead of the normal procedure of selecting Support Fire markers (per rule 8.1), each player must draw his eligible allotment of Support Fire markers randomly from his own Support Fire chit pool.

23.2 Support Fire Coordination

A player may allocate his Support Fire markers per 8.3 normally, regardless of the type of unit or nationality of friendly units involved in combat (whether attacking or defending).

24.0 THE FEW, THE PROUD, THE MARINES

The three USMC infantry regiments included in *The Chosin Few* scenario (1/1M, 5/1M, 7/1M)



are unique among units insofar as they are assumed to be composed of four steps. Each of these USMC units begins set up on the map as an 8-7-5 infantry unit. If suffering a hit during game play, an 8-7-5 is flipped to its reverse (6-6-5) side per the normal rules. However, if a 6-6-5 suffers a hit, it is immediately removed from the map and replaced (in the same hex) by a 4-5-5 infantry unit (of the same identification). If that 4-5-5 infantry unit suffers another hit, it is flipped to its reverse (2-4-4) side per the normal rules (constituting its fourth step). If a 2-4-4 infantry unit is then eliminated, that USMC unit is to be considered eliminated entirely and permanently.

A depleted USMC unit cannot ever be rebuilt per 15.0.

25.0 NAKTONG BULGE (OPTIONAL)

For players that own the **Naktong Bulge: Breaking the Perimeter** folio game, this optional rule provides a link to the Pusan Perimeter scenario that will allow players to play both games sequentially. The folio game begins in August (historically known as the First Battle of the Naktong Bulge) whereas the Pusan Perimeter scenario is to be assumed as beginning in September (historically known as the Second Battle of the Naktong Bulge). Players may play the folio game first, followed by the scenario second, per this rule, explained as follows.

The crossover of the two games is in the allotment of Support Fire markers. If playing the **Naktong Bulge** folio game, the North Korean player may roll one six-sided die; that die roll is the quantity of North Korean Support Fire markers that he may add to the **Naktong Bulge** game. As such, a set of additional North Korean Support Fire markers for the **Naktong Bulge** folio game has been added to this game's counter-mix for this purpose. All of the additional Support Fire markers are to be included with the North Koreans' existing allotment for every game turn (as indicated on the turn track).

As an example, the North Korean player normally receives eight Support Fire markers during the first game turn of the **Naktong Bulge**; if he had rolled a die roll of "2," then his allotment of Support Fire for the first turn would thus be 10, instead. It would be nine for the fifth turn, eight for the tenth turn, and so on.

However, after finishing the **Naktong Bulge** folio game, the North Korean player must deduct a number of his own victory points equal to the aforementioned Support Fire die roll from the *Pusan Perimeter* scenario (in other words, he must deduct an amount of North Korean victory points from the *Pusan Perimeter* scenario that is equal to the quantity of extra Support Fire markers he'd received when playing **Naktong Bulge**).

But, if the North Korean player has won the **Naktong Bulge** folio game, he may add a number of victory points to the *Pusan Perimeter* scenario that is equal to the quantity of road junction hexes (1807, 2210, 2304, 2308, 2311, 2808, 2908, 3603, 3702, 3703) on the **Naktong Bulge** map that were currently occupied by any North Korean units at the end of that game.

If only playing the **Naktong Bulge** folio game, the North Korean player may add additional Support Fire markers included with this game equal to one six-sided die, but without any penalty in this case.

26.0 REINFORCEMENTS

All units arriving as reinforcements arrive at the designated hex paying the least cost to arrive in that initial hex (i.e. in most cases, units are arriving via a road and would pay 1/2 MP). If there are two or more units arriving at a particular hex, the first unit pays the cost, the second unit pays double the cost, and so on as though the units were in a series of similar hexes just off the map. Should the entry hex be occupied by an enemy unit or have an enemy unit with an EZOC adjacent to it, the reinforcements may arrive in an adjacent hex on the same edge of the map (e.g. if the entry hex is 1903 on the Chosin map, units may enter on 1902 or 1904). If a unit is still unable to enter the map, it is held over to the next turn and the entry area is expanded to within three hexes in either direction (in the example above, the entry area would extend from 1906 around to 1601).

27.0 PUSAN PERIMETER

Date: September, 1950

Scenario Length: Game Turns 1 to 21

Map: Pusan Perimeter (scale is ~3 miles per hex)

Support Fire: Per the Turn Track

First Player: The North Korean player moves first

Background: From the beginning of August to mid-September 1950, the UN forces were hemmed into a roughly rectangular area 50 miles wide and 100 miles deep called the "Pusan Perimeter." The ultimate North Korean objective was to take the major port of Pusan, thus completing its conquest of the Republic of Korea. The North Korean forces are nearly at the end of their logistical tether and are badly battered from six weeks of unrelenting combat, while the UN forces are slowly repairing themselves and gaining in strength.

UNITED NATIONS SET-UP (First)

Unit Type	Hexes
0-2-4 HQ (1C)	Next to a UN unit
0-2-4 HQ (24)	Next to a UN unit
0-2-4 HQ (25)	Next to a UN unit
2-3-4 (5/1C)	Hex 2205
2-3-4 (7/1C)	Hex 1506
2-3-4 (8/1C)	Hex 1706
2-3-4 (19/24)	Hex 1305
2-3-4 (21/24)	Hex 1105
2-3-4 (34/24)	Hex 0906
2-3-4 (24/25)	Hex 0506
2-3-4 (27/25)	Hex 0205
2-3-4 (35/25)	Hex 0706
8-7-5 (5/1M)	Hex 0509
5-6-4 (5)	Hex 0308
2-3-4 (9/2)	Hex 1111
0-2-4 (Cadre)	Hex 0216
0-2-3 HQ (2) ROK	Hex 3110
7-9-3 (Cap) ROK	Hex 3416 (depl.)
7-9-3 (1) ROK	Hex 2705
7-9-3 (6) ROK	Hex 3305 (depl.)
6-8-3 (3) ROK	Hex 3121 (depl.)
5-8-3 (8) ROK	Hex 3510
3-4-3 (17) ROK	Hex 1505
0-2-2 MP (Pu) ROK	Hex 0215
0-2-2 MP (Ma) ROK	Hex 0308
0-2-2 MP (Ta) ROK	Hex 1908

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United Nations Reinforcements

Unit Type	Turn (in hex)
0-2-4 HQ (2)	1 (0216)
2-3-4 (23/2)	1 (0216)
3-2-8 (89)	1 (0216)
3-2-8 (6)	2 (0216)
3-2-8 (70)	2 (0216)
3-2-8 (73)	2 (0216)
3-2-8 (72)	6 (0216)
5-6-4 (38/2)	8 (0216) (depl.)
0-2-3 HQ (1) ROK	9 (0216)
2-3-4 (27) CW	13 (0216)

United Nations Withdrawals

Unit Type	Withdrawal Turn
Support Fire	16*
8-7-5 (5/1M)	16**
Support Fire	18*
Support Fire	20*
3-4-3 (17) ROK	20**

*The UN Support Fire allotment is reduced by one (-1) for this turn and throughout the remaining turns of the game.

**The UN player may delay this unit's withdrawal, but he will suffer a VP penalty for each subsequent turn that it is not withdrawn (see the Victory Conditions below). Historically, this unit was withdrawn to participate in Operation CHROMITE. If this unit had already been eliminated beforehand, the UN Support Fire allotment is then reduced by another one (-1).

NORTH KOREAN SET-UP (Last)

Unit Type	Hexes
0-1-3 Supply	3706 or 3710
0-1-3 Supply	3701 or 2501
0-1-3 Supply	3721 or 0301
0-2-3 HQ (1)	Hex 2501
0-2-3 HQ (2)	Hex 3710
10-9-3 (6)	Hex 0303 (depl.)
10-9-3 (12)	Hex 3615 (depl.)
10-9-3 (15)	Hex 3002 (depl.)

10-10-3 (2)	Hex 2502
10-10-3 (3)	Hex 2104 (depl.)
10-10-3 (4)	Hex 1203
10-10-3 (5)	Hex 3220
11-10-3 (1)	Hex 3701
11-10-3 (8)	Hex 3610
11-10-3 (13)	Hex 3603
4-4-4 (766)	Hex 3418
3-3-6 (109)	Hex 3603
3-4-6 (83)	Hex 0105

Note: When substituting regimental breakdown units, those units may be deployed within one hex of their designated division hex but may not be placed adjacent to UN forces. Up to five dummy units may be deployed as the North Korean player prefers. They may stack with other units during deployment or be placed adjacent to the NK set up hexes.

North Korean Reinforcements

Unit Type	Turn (in hex)
0-1-3 Supply	1 Any supply hex
10-10-3 (10)	1 (2501)
10-9-3 (7)	6 (0301)
10-9-3 (9)	6 (1201) (depl.)
3-3-6 (16)	13 (2501)
3-3-6 (17)	14 (3710)

Victory Conditions: At the end of game turn 21, play stops and victory is judged. Both players total their own acquired victory points (VP) according to the following conditions, if they are applicable; whichever player has the higher total is considered to be the winner.

North Korean Victory Points

VP	CONDITION
2	For each ROK infantry regiment or division or US battalion in the deadpile at the end of the game.
5	For each US/CW regiment or brigade or US/ROK HQ unit in the deadpile at the end of the game.
10	If Taegu and/or Masan was captured, but not recaptured, during the game (10 VP each).

25	If Pusan was ever captured during the game (even if recaptured later).
3	For each game turn that the US 5 th Marine Regiment is overdue for withdrawal.
2	For each game turn that the 17 th ROK infantry regiment is overdue for withdrawal.

United Nations Victory Points

VP CONDITION

1	For each Communist infantry regiment or division in the deadpile at the end of the game.
2	For each Communist mobile unit, HQ unit, or Supply Center in the deadpile at the end of the game.

Historical Outcome: Historically, North Korean offensives from the north pushed the front line nearly to Taegu, and Pohang was lost in early September. However, their efforts to break through to the city of Masan were blunted by an American reaction force built around the 1st Provisional Marine Brigade (represented in the scenario by the 5th Marine Regiment, which was the Brigade's main unit). The surprise amphibious landing on 15 September, at Inchon, far to the North Koreans' rear, threatened their supply lines, forcing their long withdrawal and ultimate defeat before the Chinese entered the war.

28.0 INCHON & THE BATTLE FOR SEOUL

Date: September, 1950

Scenario Length: Game Turns 1 to 14

Map: Inchon and the Battle for Seoul (scale is ~2 miles per hex)

Support Fire: Per the Turn Track

First Player: The UN player moves first

Background: MacArthur's daring Operation CHROMITE was an amphibious landing at Inchon that had, as its immediate objective, the recapture of Seoul, the capital of the Republic of Korea. Two United States divisions, with a contingent of ROK forces, fought their way inland and into the city over two weeks of intense combat.

UNITED NATIONS SET-UP (First)

Unit Type	Hexes
8-7-5 (1/1M)	0209
8-7-5 (5/1M)	0109
4-4-4 (1KM) ROK	0108 (depl.)

United Nations Reinforcements

Unit Type	Turn (in hex)
0-2-6 HQ (1M)	2 (0109)
2-2-4 ROK	2 (0108)
3-2-8 (Mar)	2 (0109)
0-2-4 Engineer	2 (0109)
0-2-4 Engineer	3 (0109)
5-6-5 (32/7)	3 (0109)
2-3-4 (7/3)	3 (0109)
5-6-5 (31/7)	4 (0109)
0-2-6 HQ (7)	4 (0109)
8-7-5 (7/1M)	6 (0109)
3-4-3 (17) ROK	6 (0109)
5-6-5 (17/7)	13 (0109)
5-5-5 (187)	? (0805)*

*This unit arrives in hex 0805 (Kimpo airfield) only after it has been captured (and vacated) by any UN unit (if not recaptured by any North Korean unit before then).

NORTH KOREAN SET-UP (Last)

Unit Type	Hexes
0-1-3 Supply	1107
0-1-3 Supply	1211
0-1-3 Supply	1406
1-1-6 (42/1)	0708
1-1-6 (42/2)	1211
1-1-6 (42/3)	1106 or 1207
3-3-4 (31)	Any Seoul hex
2-2-4 (107)	0805
3-3-4 (226)	0208
3-2-4 (Seoul)	Any Seoul hex
1-1-4 (877)	0906
1-1-4 (36/11)	Any Seoul hex
0-1-4 (10 RR)	Any Seoul hex
1-2-5 (18 AT)	Any Seoul hex
4-4-4 (18/1)	Any Seoul hex

4-4-4 (18/22)	Any Seoul hex
2-2-5 (19 AA)	Any Seoul hex
4-3-4 (18/70)	1412

Note: Up to five dummy units may be deployed as the North Korean player prefers. They may stack with other units during deployment or be placed adjacent to the North Korean set up hexes (but not adjacent to UN forces).

North Korean Reinforcements

Unit Type	Turn (in hex)
4-5-4 (25)	5 (1701)
3-3-4 (9/87)	5 (1412)
3-4-4 (9/85)	7 (1412)
5-5-4 (78)	8 (0701)

Victory Conditions: At the end of game turn 14, play stops and victory is judged. Both players total their own acquired victory points (VP) according to the following conditions, if they are applicable; whichever player has the higher total is considered to be the winner.

North Korean Victory Points

VP CONDITION

- 2 For each ROK infantry regiment or division or US battalion in the deadpile at the end of the game.
- 5 For each US regiment or HQ unit in the deadpile at the end of the game.
- 5 Per city that was recaptured and controlled until the end of the game (5 VP each).
- 20 If any hex of Incheon was ever captured as of game turn 5 or later (even if recaptured later) by a supplied North Korean unit of regiment size or larger.

United Nations Victory Points

VP CONDITION

- 10 If any hex of Seoul is currently occupied by any UN unit of regiment size or larger, and if there are no North Korean units present in any Seoul hex.

Historical Outcome: The landing and capture of Incheon took the North Korean defenders by surprise, but the cautious advance on Seoul, 20

miles away, somewhat lessened its strategic impact as the North Korean forces withdrew rapidly from the Pusan Perimeter area. Gen. Almond, the commander of X Corps, was under pressure to complete the liberation of Seoul by 25 September, the three-month anniversary of the beginning of the war, but street fighting in the capital did not cease until 29 September. On that day, the South Korean government was ceremoniously returned to power under President Syngman Rhee by Gen. Douglas MacArthur himself. However, some of the worst battles of the Korean War were to occur over the next two years.

29.0 THE CHOSIN FEW

Date: November-December, 1950

Scenario Length: Game Turns 1 to 14

Map: Chosin Reservoir (scale is ~2.5 miles per hex)

Support Fire: Per the Turn Track

First Player: The Chinese player moves first

Background: After the liberation of Seoul, United Nations forces pursued the remnants of the North Korean army into the northern reaches of the country (the remainder of the North Korean army having been cut off in the south). By the end of November 1950, elements of the US 7th Infantry Division had reached the Yalu River on the Manchurian border, with other units just to the south, such as the US 1st Marine Division which was widely dispersed around a large reservoir known by its Japanese translation as Chosin.

UNITED NATIONS SET-UP (First)

Unit Type	Hexes
0-2-6 HQ (1M)	Hex 0907
8-7-5 (1/1M)	Hex 0907
8-7-5 (5/1M)	Hex 0710
8-7-5 (7/1M)	Hex 0709
5-6-5 (31/7)	Hex 0706*
0-2-4 (Army Cadre)	Hex 1206 (may not move on Turn 1)

*This unit was Regimental Combat Team 31 of the 7th Infantry Division. Because the commander had not expected the Chinese attack and did not establish a proper perimeter defense beforehand, it is printed with the "No ZOC" symbol on its front side to simulate the

korean battles

infiltration of the Chinese units that surrounded 31/7. The no ZOC effect lasts only for Turn 1. On Turn 2 and later it exerts a ZOC.

United Nations Reinforcements

Unit Type	Turn (in hex)
1-1-4 (41) CW	1 (1903 or 1909)
3-2-8 (Mar)	1 (1903 or 1909)
5-6-5 (32/7)	7 (1903)*
5-6-5 (15/3)	7 (1903)*
5-6-5 (17/7)	9 (1301)
2-3-4 (7/3)	10 (1903 or 1909)
5-6-5 (65/3)	10 (1903 or 1909)
0-1-4 (Army Cadre)	5 (0907)

0-2-4 (Army Cadre); if 31/7 is eliminated, this unit will appear as a reinforcement in the following turn in 0907 (If UN controlled, otherwise it is lost), or if the above 0-1-4 is already in play, the 0-1-4 will be flipped to its 0-2-4 side.

0-2-4 (Marine Cadre); if any Marine regiment is entirely eliminated, or if six steps of any Marine units have been eliminated, this unit will appear in the hex the 1M HQ is in as of the following turn.

*These units are optional reinforcements (the UN player is not required to enter this unit onto the map); if brought onto the map, the Chinese player receives 4 VP each upon its entry (and they are each eligible for the UN 2 VP for withdrawal).

CHINESE SET-UP (Last)

Unit Type	Hexes
0-2-3 HQ (20)	0611 or 0912
0-2-3 HQ (27)	0407

Note: Use regimental substitute counters. Division counters are optional—if used, reduce fire support marker draw by one for each division level counter in play. If division option is taken for 58 ID, it must also be taken for 60 ID.

58 ID	2 Regiments w/1 of 1111 (if division counter used, then starts at 1112)
59 ID	3 Regiments w/1 of 0912 (if Division counter used, then starts at 0912)
60 ID	2 Regiments w/1 of 1111 (if Division counter used, then enters at 0912 or 1112 on Turn 5)
79 ID	3 Regiments w/1 of 0408 (if Division counter used, then starts at 0408)
80 ID	3 Regiments w/2 of 0506 (if Division counter used, then w/1 of 0506)
81 ID	1 Regiment w/2 of 0506 (if Division counter used, then enters on 27 HQ on Turn 3)
89 ID	3 Regiments w/1 of 0611 (if Division counter used, then starts at 0611)

Chinese Reinforcements

Unit Type	Turn (in hex)
81 ID	3 (2 Regiments enter on 27 HQ)
58/60 ID	4 (1 Regiment from each division deploy w/1 of 1111)
94 ID	6-8 (1 Regiment per turn enters on 27HQ)
0-2-3 HQ (26)	12 (0107)
10-10-3 (76)	12 (0107, 3 Regiments or Division)
10-10-3 (77)	12 (0107, 3 Regiments or Division)

Victory Conditions: At the end of game turn 14, play stops and victory is judged. Both players total their own acquired victory points (VP) according to the following conditions, if they are applicable; whichever player has the higher total is considered to be the winner.

Chinese Victory Points

VP	CONDITION
2	For each US/CW battalion in the dead pile at the end of the game.
2	For each United Nations unit on the map.
4	For each US regiment or HQ unit in the dead pile at the end of the game.
4	If the 32/7 or 15/3 unit entered the map as a reinforcement.

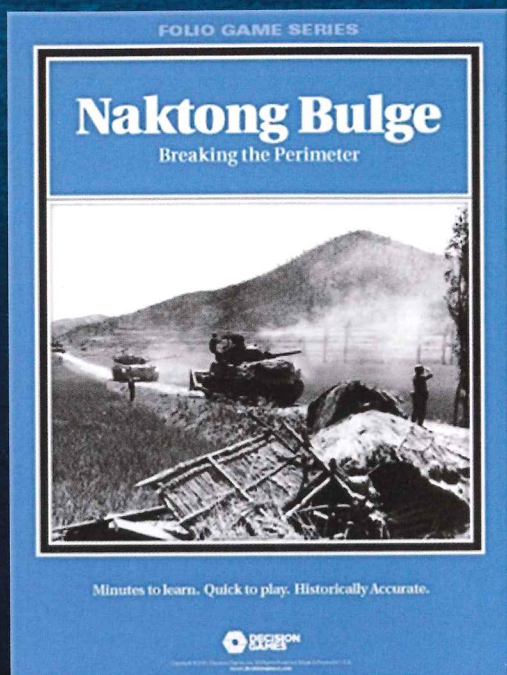
United Nations Victory Points

VP	CONDITION
1	For each UN/CW battalion that enters hex 1903 (but only if it is removed from play) as of turn 3 or later.
2	For each UN regiment that enters hex 1903 (but only if it is removed from play) as of turn 3 or later. This includes reinforcements that enter and then subsequently exit the map.

Historical Outcome: For weeks, Communist Chinese units had been infiltrating into northern Korea and engaging UN forces in a series of progressively larger and more severe battles. On 27 November 1950, US X Corps was advancing northwest to interfere with the Communist supply lines when the Chinese 9th Field Army (three full corps) suddenly attacked and overran a task force of the US 7th Infantry Division*. The Chinese army enveloped the overextended US 1st Marine Division, which was deployed on either side of the Chosin (Changjin) Reservoir. But, surviving units of the US 1st Marine Division managed to conduct one of the most skillful fighting withdrawals in military history, and all during some of the coldest weather of the Korean War.



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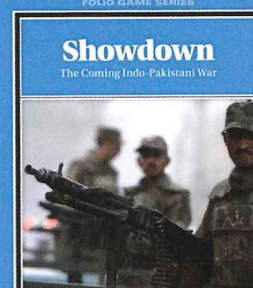
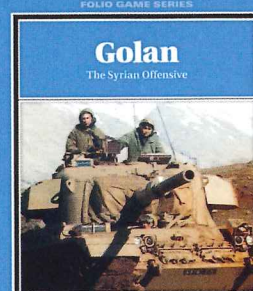


By August 1950 the North Korean Army had overrun most of the Korean peninsula, and was advancing rapidly toward Pusan, the last open port in South Korea. The US Army hastily formed a perimeter along the arcing Nakdong River to stop — or at least delay — the final North Korean breakthrough.



FOLIO GAME Nakdong Bulge Breaking the Perimeter

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korean battles

INTEGRATED COMBAT RESULTS TABLE

(Pusan Perimeter & Inchon and the Battle for Seoul maps)

TERRAIN TYPE	COMBAT DIFFERENTIAL (attacking strength minus defending strength)											
Mountain	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10				
City, Han River	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10			
Marsh, Town, Minor River, Hill	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10		
Bridge (map or engineer)	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10	
Clear	-5	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10
DIE ROLL												
1	(A)	A3	A2	•	Ex	Ex	D2	D2	D2	D3	De	De
2	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3	De
3	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3
4	(A)	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2
5	Ae	(A)	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2
6	Ae	Ae	(A)	(A)	(A)	(A)	(A)	A1	•	Ex	Ex	Ex

INTEGRATED COMBAT RESULTS TABLE

(Chosin Reservoir map)

TERRAIN TYPE	COMBAT DIFFERENTIAL (attacking strength minus defending strength)											
Frozen Mountain	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10					
Frozen Reservoir Hexside	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10				
Frozen Marsh, Town	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10			
Clear, Trail, Frozen River	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10		
Road	-4	-3	-2	-1	0	+1	+2, +3	+4, +5	+6, +7	+8, +9	+10	
DIE ROLL												
1	(A)	A3	A2	•	Ex	Ex	D2	D2	D2	D3	De	De
2	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3	De
3	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2	D3
4	(A)	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2	D2
5	Ae	(A)	(A)	(A)	(A)	A3	A2	•	Ex	Ex	Ex	D2
6	Ae	Ae	(A)	(A)	(A)	(A)	(A)	A1	•	Ex	Ex	Ex

De = The defending unit is eliminated.

D3 = The defending unit must retreat three hexes (or deplete one unit of the defending player's choice, instead; see 7.8).

D2 = The defending unit must retreat two hexes (or deplete one unit of the defending player's choice, instead; see 7.8).

Ex = One attacking unit and one defending unit must be flipped to their depleted side (or eliminated if already depleted).

A1 = The attacking unit(s) must retreat one hex (or deplete one unit of the attacking player's choice, instead; see 7.8)

A2 = The attacking unit(s) must retreat two hexes (or deplete one unit of the attacking player's choice, instead; see 7.8)

A3 = The attacking unit(s) must retreat three hexes (or deplete one unit of the attacking player's choice, instead; see 7.8)

(A) = One attacking unit must be depleted (or eliminated if already depleted).

Ae = All attacking units are eliminated.

• = No effect.

[illegible]

Counter Art: Eric Harvey

6 10 9 3	12 10 9 3	15 10 9 3	7 10 9 3	9 10 9 3	2 10 10 3	3 10 10 3	4 10 10 3	5 10 10 3	10 10 10 3
1 11 10 3	13 11 10 3	8 11 10 3	1 0 2 3	2 0 2 3	109 3 3 6	16 3 3 6	17 3 3 6	83 3 4 6	76 4 4 4
British									
	41 1 1 4	27 2 3 4	144 4 4 4	1 0 2 3	2 0 2 3	3 6 8 3	8 5 8 3	17 3 4 3	Fu 0 2 2
Ctp 7 9 3	1 7 9 3	6 7 9 3	1 2 3 4	1 2 3 4	1 2 3 4	1 3 4 4	1 3 4 4	1 3 4 4	Ma 0 2 2
1 3 4 4	1 3 4 4	1 3 4 4	1 3 4 4	1 3 4 4	1 3 4 4	1 2 2 4	1 2 2 4	1 2 2 4	Ta 0 2 2
1C 0 2 4	1M 0 2 6	2 0 2 4		7 0 2 6	24 0 2 4	25 0 2 4	51C 2 3 4	71C 2 3 4	81C 2 3 4
1/1M 8 7 5	5/1M 8 7 5	7/1M 8 7 5	9/2 2 3 4	23/2 2 4 3	38/2 5 6 4	7/3 2 3 4	15/3 5 6 5	65/3 5 6 5	187 5 5 5
1/17 5 6 5	3/17 5 6 5	32/7 5 6 5	19/24 2 3 4	21/24 2 3 4	34/24 2 3 4	24/25 2 3 4	27/25 2 3 4	35/25 2 3 4	5 5 6 4
144 3 2 8	6 3 2 8	70 3 2 8	72 3 2 8	73 3 2 8	89 3 2 8				
	1/1M 4 5 5	5/1M 4 5 5	7/1M 4 5 5						

This is a supplement to Modern War

KOREA BATTLES

BACK

XX 10 4 4 3	XX 5 4 4 3	XX 4 4 4 3	XX 3 4 4 3	XX 2 4 4 3	XX 9 4 3 3	XX 7 4 3 3	XX 15 4 3 3	XX 12 4 3 3	XX 6 4 3 3
XX 7/6 2 2 4	XX 83 1 3 6	XX 17 1 1 6	XX 16 1 1 6	XX 109 1 1 6	XXX HQ 2 0 1 3	XXX HQ 1 0 1 3	XX 8 5 5 3	XX 13 5 5 3	XX 1 5 5 3

+5	+5	+4	+5	+5	+4	+4	+4	+4	+4
+3	+3	+4	+3	+3	+3	+4	+2	+2	+9

X MP Po 0 1 1	III 17 1 2 3	XX 8 2 3 3	XX 3 3 3 3	XXX HQ 2 0 1 3	XXX HQ 1 0 1 3	III 1M 2 2 4	XX 27 1 2 4	XX 41 0 1 4	+9
X MP Ma 0 1 1	III 4 1 3 4	III 4 1 3 4	III 4 1 3 4	III 4 1 2 4	III 4 1 2 4	III 4 1 2 4	XX 6 3 4 3	XX 1 3 4 3	XX Cap 3 4 3
X MP To 0 1 1	III 4 0 1 4	III 4 0 1 4	III 4 0 1 4	III 4 1 3 4	III 4 1 3 4	III 4 1 3 4	III 4 1 3 4	III 4 1 3 4	III 4 1 3 4

+2	+4	+3	+4	+6	+5	+6	+5	+7	+8
+1	+2	+3	+3	+3	+6	+6	+8	See 10.2	See 10.2
III 8/1 1 2 4	III 7/1 1 2 4	III 5/1 1 2 4	XXX HQ 25 0 1 4	XXX HQ 24 0 1 4	XXX HQ 7 0 1 6	+4	XXX HQ 2 0 1 4	XXX HQ 1M 0 1 6	XXX HQ 1C 0 1 4

III 187 3 3 5	III 45/3 2 3 5	III 15/3 2 3 4	III 7/3 1 2 4	III 38/2 2 3 4	III 23/2 1 2 4	III 9/2 1 2 4	III 7/1M 6 6 5	III 5/1M 6 6 5	III 1/1M 6 6 5
III 5 2 3 4	III 35/25 1 2 4	III 27/25 1 2 4	III 24/25 1 2 4	III 34/24 1 2 4	III 21/24 1 2 4	III 19/24 1 2 4	III 32/7 2 3 5	III 31/7 2 3 5	III 17/7 2 3 5

III 4 0 1 4	III 4 0 1 4	III 4 0 1 4	III 4 0 1 4	III 89 2 1 8	III 73 2 1 8	III 72 2 1 8	III 70 2 1 8	III 6 2 1 8	III 110 2 2 8
XXX 79 12 10 4	XXX 78 8 6 8	FIRED	FIRED	III 4 0 1 4	III 7/1M 2 4 4	III 5/1M 2 4 4	III 1/1M 2 4 4	+6	



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+5	+5	+5	+4	+4	+1	+1	+1	+1	+5
----	----	----	----	----	----	----	----	----	----

+3	+3	+3	+4	+4	+1	+1	+1	+1	+5
XX 94 5 5 3	XX 89 5 5 3	XX 79 5 5 3	XX 77 5 5 3	XX 76 5 5 3	XX 60 5 5 3	XX 59 5 5 3	XX 58 5 5 3	XX 81 5 5 3	XX 80 5 5 3



Korean War
Inchon & the
Battle For Seoul

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- Clear: 1 MP
- Rice Paddy: 2 MP
- Hill: 2 MP
- Town: 1 MP
- City: 1 MP
- Road: 1/2 MP
- Han River (except where bridges are): +1 MP
- Supply Hex: 0TH
- Critical: 0TH (See 18.0)

Other Terrain in Hex

TERRAIN KEY

Turn	Track	1	2	3	4	5	6	7	8	9	10	11	12	13	14
		★	6/1	8/2	8/3	8/4	7/3	7/4	7/5	6/3	6/2	6/2	6/2	6/2	6/2



Korean War
Chosin Reservoir

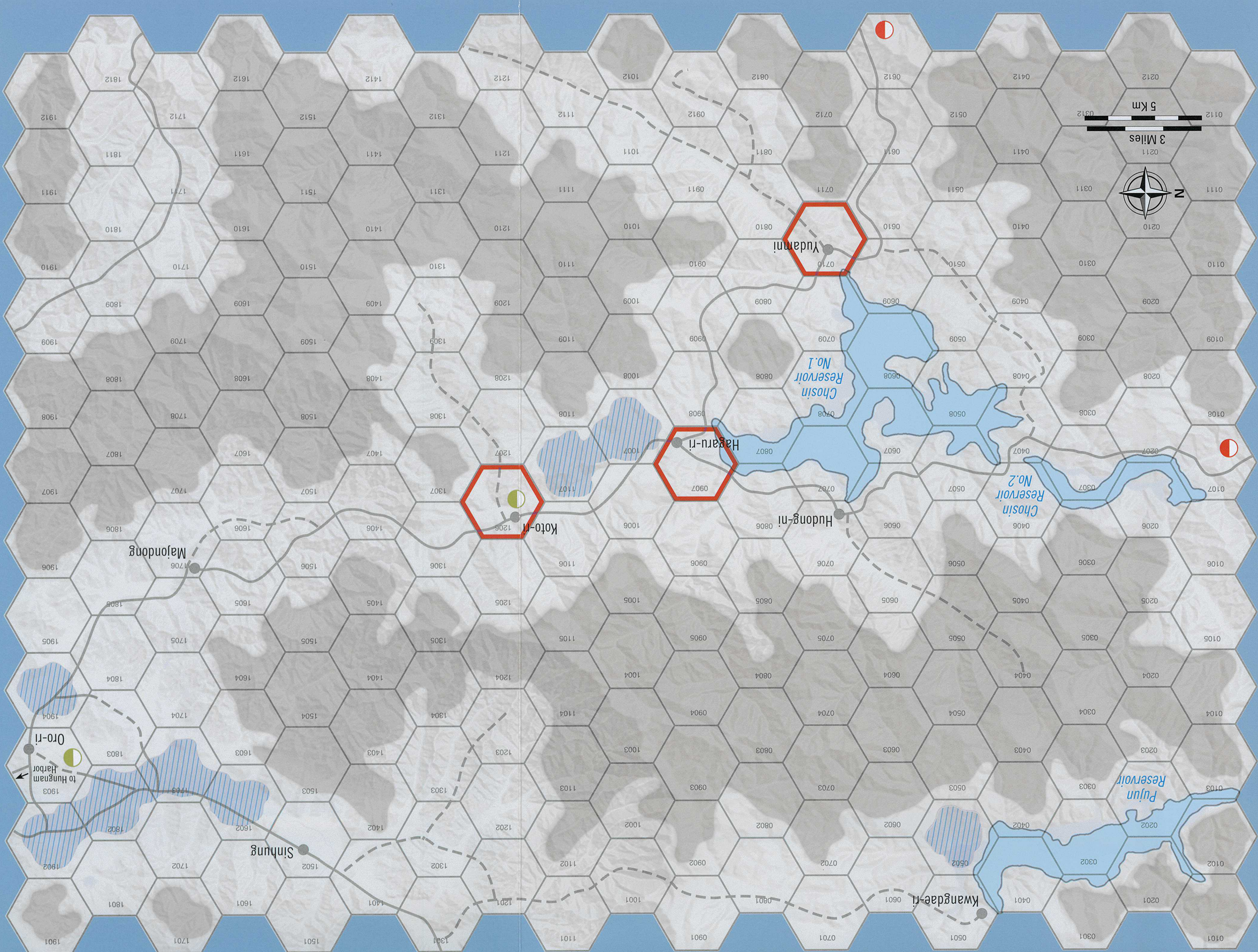
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- Clear: 1 MP
- Rice Paddy: 2 MP
- Frozen Rice Paddy: 2 MP
- Frozen Mtn.: 3 MP, No ZOC, No UNL, No Supply
- Town: 1 MP
- Road: 1/2 MP
- Trail: 1 MP
- Frozen Reservoir: All MP
- Supply Hex: 0TH
- Strongpoint: 0TH

Other Terrain in Hex

TERRAIN KEY

Turn	Track	1	2	3	4	5	6	7	8	9	10	11	12	13	14
		★	4/5	4/4	4/5	4/6	4/6	4/6	3/6	3/7	3/7	3/7	3/7	3/7	3/7



Korean War
Inchon & the
Battle For Seoul

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- Clear: 1 MP
- Rice Paddy: 2 MP
- Hill: 2 MP
- Town: 1 MP
- City: 1 MP
- Road: 1/2 MP
- Han River (except where bridges are): +1 MP
- Supply Hex: 0TH
- Critical: 0TH (See 18.0)

Other Terrain in Hex

TERRAIN KEY

Turn	Track	1	2	3	4	5	6	7	8	9	10	11	12	13	14
		★	6/1	8/2	8/3	8/4	7/3	7/4	7/5	6/3	6/2	6/2	6/2	6/2	6/2



- Clear: 1 MP
- Rice Paddy: 2 MP
- Frozen Rice Paddy: 2 MP
- Frozen Mtn.: 3 MP, No ZOC, No UNL, No Supply
- Town: 1 MP
- City: 1 MP
- Road: 1/2 MP
- Trail: 1 MP
- River: 1 MP
- Critical: 0TH (See 18.0)
- Supply Hex: 0TH

Other Terrain in Hex

TERRAIN KEY

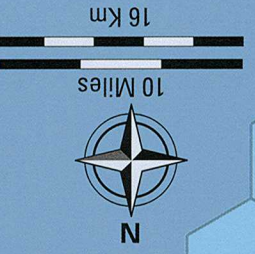
Bridge Han River Hsideside: +1 MP

Turn	Track	1	2	3	4	5	6	7	8	9	10	11	12	13	14
		★	4/5	4/4	4/5	4/6	4/6	4/6	3/6	3/7	3/7	3/7	3/7	3/7	3/7



Korean War
Pusan Perimeter

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Turn	Track	1	2	3	4	5	6	7	8	9	10	11	12	13	14
		★	4/5	4/4	4/5	4/6	4/6	4/6	3/6	3/7	3/7	3/7	3/7	3/7	3/7

