

A. Reinforcements & Replacements Phase [6.0]

Phasing player checks the scenario to see if friendly units are due to arrive this turn, and, if so, where. Place any air strike or artillery markers (without corresponding art. Units) that arrive this turn in the Indirect Fire Markers Available this turn box. Place an artillery unit's marker on any artillery unit arriving this turn.

6.11 pay 1 additional MP to enter for each stack (cumulative) entering on the same hex.

B. Weather Phase [Chosin only]

[7.0] The UN player rolls one die and checks the Weather Table. The result indicates the maximum number of UN air units that can be used this turn. He can choose which are available and which are not. The UN player moves any unavailable air units into the Indirect Fire Markers Used This Turn box on the map.

C. Artillery Ammunition Phase [Chosin only]

[8.0] There are no ammo markers; use two blank counters. Starting Turn 2, the UN player rolls for artillery ammo for the artillery units that start in the Yudam-ni area or with the Task Force McLean/Faith. NO ammo restrictions on Turn 1.

[8.1] UN rolls one die for each force; check Aerial Resupply Table

[8.2] for each point, one art. Unit can or mortar in that force can fire this round.

[8.3] Ammo points can accumulate. MAX: number of art. and mortar units.

[8.4] Unit must trace a line of road hexes free of enemy to Hagaru airstrip.

D. Prep Fire Phase

The first player's units may fire at enemy units using indirect fire only. [9.0 & 5.0]

[5.1] Designate the Target.

[5.11] For POINT Fire, target one enemy unit; if in stack, pick one unit. For AREA Fire, choose one or all units in the stack.

[5.2] Determine Attacking Fire Value

[5.3] Check Fire Modifiers.

[5.4] Determine Result—the attacker rolls both die; left side of Fire Combat Table use white die, applying roll modifiers. There are only TWO RESULTS for the colored die: Continue Mission or Retreat One Hex.

E. Movement Phase

1. The first player undertakes the following activities:

Designates units in improved positions [10.1] *{not Chipyon-ni}* phasing player may place improved position marker on non-vehicle unit that is not in continuing close combat. He may also remove an IP marker. All IP markers are omnidirectional.

{phase "E" continued on next card}

E. Movement Phase (continued)

Moves his units [10.2]

[10.21] A. Terrain Effects Chart costs

C. player must complete a unit's or stack's movement before beginning another.

E. units in "friendly improved position" can't move.

F. units in a continuing close combat may move out of the close combat hex {not CCF in Chipyong-ni}

G. abandoned UN artillery can't move.

[10.22] unit may move x2MP if it does not start the turn in continuing close combat. {not in Chipyong-ni}

E. Movement Phase (continued)

[10.23] Chipyong-ni: RR hexes count as roads.

Chosin: ice hexes are treated as clear.

[10.24] vehicles can only enter rough hex via roads.

Artillery units can't voluntarily enter a hex adjacent to an enemy hex.

Reconstitutes partially eliminated units [10.3] *{not in Naktong}* The phasing player may remove one reduced unit & flip another reduced unit to its full strength if BOTH UNITS meet the following criteria: same hex; same type; lowest possible formation.

E. Movement Phase (continued)

Checks stacking limitations [10.4]
Clear: Limit 4, no more than 3 leg units; **Rough:** max 3 leg units (no vehicles allowed); **Rough/Road:** Max 3 units, limit 2 vehicles. **CHOSIN:** Dog 23 tank stacks for free in any clear or rough/road. **CHIPYONG-NI:** CCF player limit 2 units in any hex; UN player 1 leg & 1 vehicle in any clear or rough/road hex.

F. Defensive Fire Phase.

review 4.3 before combat to understand the difference between “fire combat” and “close combat” }

The SECOND player’s units may fire at the FIRST player’s units [11.0 & 5.0] {5.13: Targets of Direct Fire must be adjacent to the firing unit (*not Chipyeong-ni*). 5.14: Targets of Indirect Fire must meet the following two conditions: a. target must be adjacent to a friendly unit acting as a spotter and b. target must be within range of the firing unit.} {5.15: Targets of Artillery Fire maybe up to 3 hexes away from a friendly **spotter**} .

{phase continued on next card}

F. Defensive Fire Phase.

{EACH SCENARIO HAS SIGNIFICANT EXCEPTIONS FOUND UNDER RULE CASE 5.1. An abbreviated card for EACH battle follows.}

[5.17] Only the UN player may conduct airstrikes up to three hexes from a spotter.

[5.2] Determine Attacking Fire Value

The value is the fire strength printed on the counter. If armored vehicle, the value of leg, artillery, non-armored is reduced to 0.

Chipyeong-ni Exceptions

- A. The UN player may designate as the target of an infantry unit’s direct point fire any CCF unit either adjacent or two hexes away from the firing unit; from a non-artillery vehicle unit’s direct point fire any enemy unit up to four hexes away. (An artillery unit still fire directly only at an adjacent target)
- B. No spotter is required for indirect fire. During a Day Turn, artillery can fire anywhere on the map.
- C. There are no air strikes during a Night Turn. The perimeter includes the prepared positions, but not the line of obstacles.

Chosin Exceptions

- A. On Turn 1, an artillery unit can’t be a spotter for its own fire; also, on Turn 1, the artillery units attached to TF Faith can’t fire.
- B. If a CCF division is wholly within its assembly area, no unit of that division can be the target of an air strike. Once one unit of the division exits the assembly area, any unit of the division can be a target even if still in the assembly area

Naktong Exceptions

None exist for this scenario.

F. Defensive Fire Phase.

[5.3] Check Modifiers - roll the two dice; consulting the white die first. On a 0, 1, or 2 he rolls one colored die to determine whether the defender stands or retreats.

F. Defensive Fire Phase.

[5.4] Determine Result - the attacker rolls both die; left side of Fire Combat Table use white die, applying roll modifiers. There are only TWO RESULTS for the colored die: Continue Mission (meaning the target unit does NOT have to retreat) or Retreat One Hex (meaning target unit MUST retreat one hex).

[5.5] Conform Indirect Fire Markers

Before applying losses, the attacker removes any indirect fire markers from the target. Place air & mortar markers in the Indirect Fire Markers Used box. Place any artillery marker upside down on the owning artillery unit. (FIRED) Flip on any artillery that have fired.

F. Defensive Fire Phase.

[5.6] Apply step loses

[5.62] Eliminating Units

The defending player places any eliminated unit either into his Replacement box or his Permanently Eliminated box.

Naktong: UN: Replacement

NKPA: Replacement

Chosin: UN: permanently eliminated

CCF: Replacement

Chipyeong-ni: UN: permanently eliminated

CCF: permanently eliminated

F. Defensive Fire Phase.

[5.7] Retreating Units

The defending player retreats any unit forced to retreat by the colored die roll or which incurred a loss.

- A. into any hex that would keep it from being eliminated (UN units in **Chosin** must be within 5 hexes of a road); any hex containing a friendly unit that is away from the attacking unit and not adjacent to an enemy unit(**Chipyong-ni**: a unit continues to retreat over friendly units until vacant hex)
- B. Unit is eliminated if it can't meet the above guidelines (vehicles no rough terrain); exceeds stacking limit.

G. Offensive Fire Phase.

The FIRST player's units may fire at SECOND player's units. [12.0 & 5.0]

Use the same procedure as Defensive Fire Phase except reversing roles.

H. Close Combat Phase [13.0]

[13.1] During this phase, the phasing player moves his attacking units into hexes containing defending enemy units and engages them in close combat.

[13.11] the attacking unit must have at least one enemy unit adjacent to it, or be under a Close Combat marker.

[13.12] the attacking unit may only designate a number of attackers up to the stacking limit of the defending hex.

[13.13] units may attack from more than one hex.

[13.14] close combat is voluntary

[13.15] unit may attack into an adjacent hex that contains a cont. close combat.

H. Close Combat Phase [13.0]

[13.16] unit may attack out of an improved or prepared position

[13.17] unit may NOT attack into a hex that it could not enter during movement.

[13.2] **Designate the Target**

[13.21] all enemy units in a hex adjacent to the attacking unit, or all enemy units in a hex with cont. close combat.

[13.22] if hex is overstacked, the defending player must designate which units will defend; results apply to all units in the hex.

[13.23] **Chosin**; UN units can't attack hexes that are more than five hexes away.

H. Close Combat Phase [13.0]

[13.3] **Advance Attacking Units into Defender's Hex** (note: close combat is the ONLY time that units from opposing sides may occupy the same hex)

[13.4] **Subtract Defender's Strength from Attacker's**

[13.41] Leg & non-armored vehicle units can preform close combat against vehicle units.

[13.42] halve the value of vehicle units if no friendly infantry units in the same combat.

[13.43] **Chosin**: a train unit is treated as a non-vehicle unit for close combat.

H. Close Combat Phase [13.0]

[13.5] **Determine Result**

The attacker rolls one die & checks the intersection of the die roll with the combat differential on the Close Combat Table. Add one to the die roll if the defender is in an improved position, AND this is not a continuing close combat phase (i.e. add one only if the attackers moved in this turn). SEE THE TABLE FOR FURTHER NOTES.

[13.6] **Apply Results**

Unless otherwise indicated, apply close combat results following the rules for fire combat.

[13.7] **Remove Abandoned IP markers**

14.0 Turn Indication Phase

Once the First player completes his turn, the Second player performs all steps; once both players have completed a turn, perform the following actions:

[14.1] **Conform Indirect Fire Markers**

Both players flip over any artillery markers that are on their "fired" side. They move any mortar & air strike markers from the Used This Turn box to the Available box.

[14.2] **Mark VPs for Turn**

See rule book for schedule.

[14.3] **Advance Turn Marker**

If you need an explanation, you're in the wrong hobby!

15.0 Determine Victory

Both players tally their victory points and check the scenario for victory conditions.

