KOREAN WAR BATTLES 1950
EXCLUSIVE RULES

1.0 INTRODUCTION
Korean War Battles is an operational-level simulation game of three battles in Korea in 1950: the holding action at the Pusan Perimeter (August – September), the invasion at Inchon and subsequent battle to retake Seoul (September), and the withdrawal from the area of the Changjin Reservoir (December).

The game is for two players, one representing the leadership of the armed forces of the Democratic People's Republic of Korea and/or the People's Republic of China (referred to as the Communist player) and one the United Nations (referred to as the UN player).

These Exclusive Rules are written as specific changes, exceptions, or additions to the Standard Rules, encountered in the same order in which the Standard Rules are presented. There are also rules exclusive to the particular scenarios provided.

2.0 GAME EQUIPMENT
The complete game consists of three maps, a set of 237 unit counters and markers, playing aids, and these rules. Players must supply their own six-sided die.

2.3 The Playing Pieces
The Communist player controls the North Korean and Chinese units, the UN player controls all other units.
- Light Yellow: Democratic People's Republic of Korea, or North Korea (NK)
- Orangey-Salmon: People's Republic of China (PRC)
- Khaki: Republic of Korea (ROK)
- Green: United States (US)
- Red: British Commonwealth (CW) (generally, these units are treated as US units)

2.3.1 Notes on Units.
- **Generic Regiments:** unnumbered Chinese, NK, and ROK regiments are breakdown units for use when divisions take losses or split up into components (see 5.3.2 and 7.6)
- The "depleted" side of a unit is indicated by ratings printed in italics and a white stripe across the counter.
- A unit with its MA printed in red is a mobile unit.

2.4 Game Scale
Unit scale for all three scenarios ranges from battalion/cadre to division (300 to 8,000 troops per counter). The map scale is 5 kilometers per map hexagon ('hex') in the Pusan Perimeter scenario, 4 per hex in the Changjin scenario, and 3 in the Seoul scenario. Time scale is 1–2 days per turn in the Pusan Perimeter scenario and 1 day per turn in the Seoul and Changjin scenarios.

3.0 SETTING UP THE GAME
Players decide on a scenario to play and who will play which side, then set up the units called for in that scenario on the appropriate map as directed by the scenario instructions.

4.0 SEQUENCE OF PLAY
4.1.1 First Player. The Communist Player is the first player in the Pusan and Changjin scenarios. The UN player is the first player in the Seoul scenario.

5.0 MOVEMENT
5.1.2 Infiltration Movement. Only **non-divisional** leg infantry units can conduct Infiltration. Mobile units may *not* conduct Infiltration.

5.1.3 Mobile Movement Phase: Supply Center Movement. Communist Supply Centers may move only in the Mobile Movement Phase. Except for this sole circumstance, these units are otherwise considered leg units.

5.1.4 Mobile Movement Phase: US/CW truck-mobile units. In the Mobile Movement Phase of a UN player-turn, the UN player may move any of his in-supply US/CW leg units along road or trail hexes, as long as the unit started the phase on a road or trail hex, and moves only along contiguous road and/or trail hexes. Except for this sole circumstance, these units are otherwise considered leg units. They may *not* attack in the Mobile Combat Phase.

5.2.3 Rugged Terrain. Korea is a very lumpy place. Mobile units may not move into Rough hexes. They may attack units in Rough hexes, but may not advance after combat into such hexes.

5.3 Stacking Restrictions
5.3.1 Stacking Limit. Only one division, regiment, or brigade-size unit may be present in each hex at the end of either Movement Phase. However, battalion or cadre-size units, HQ units, game markers and Supply Centers do not count against this limit and any number of these may be present in a hex.

5.3.2 Divisional Breakdowns. At the beginning of their respective Movement Phases, players may break down ROK, NK or PRC divisions. To break down a division-size unit, remove the division counter from the game and replace it with three randomly selected unnumbered regiments. If the division was depleted at the time, then the three regiments are placed depleted side up. Once broken down, divisions may not be reformed. At least two of the regiments must leave the hex during the Movement Phase to comply with the stacking limit.

6.0 ZONES OF CONTROL
6.1.1 No-ZOC Units. Battalion or cadre-sized units, HQ units, Supply Centers and units under an Improved Position marker (7.5) do not have any ZOCs.

6.1.2 ZOCs and Terrain. **Important**: ZOCs do not extend into or out of Rough or City hexes, or across water hexsides of any type (river, reservoir, or sea).

7.0 COMBAT

7.1 Which Units Attack
Zero Attack Strength Units. These units may not be part of an attack and so may not be depleted when the attacker implements combat results on his forces.

Intensive Attack. The Communist player may declare an intensive attack during any of his combat phases. An intensive attack is conducted like a normal attack; however, the Communist 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 support fire, if any.

An intensive attack may be conducted either by simply declaring one, or by "burning" a Supply Center:
- If the former, after an intensive attack is resolved, any Communist unit that attacked with doubled attack strength is depleted, regardless of the combat result. After an intensive attack is concluded, the combat strength of the Communist units that were doubled immediately reverts to normal.
- If the latter, The Supply Center must be stacked with at least one of the attacking units. After the die is rolled, the Supply Center is placed in the deadpile and the combat results are applied to the involved units. The attacking units are unaffected (other than by any combat result that was just rolled, of course).
- The Communist player may not quadruple the Attack Strength of his units by choosing both methods!

7.6 Combat Resolution and Depletions
NK, ROK and PRC divisions are represented by two counters, to show the unit at varying strength levels. A full-strength division that is depleted in combat will first be flipped to show its depleted side; the next time it takes a loss it will be replaced by a randomly selected, unnumbered full-strength infantry regiment of the appropriate nationality (and the depleted division is then placed in the deadpile). The next time the regiment will be flipped to show its depleted side, then finally it will be removed to the deadpile.

8.0 SUPPORT FIRE
8.1 Allotted Support Fire Markers
This Standard Rule is suspended. Support Fire markers are always drawn randomly from the pool of those available.

8.1.1 Support Fire and HQ units.
- Each time an HQ unit is eliminated, two things happen: the owning player removes one random Support Fire marker from the pool of those available, and the number of Support Fire markers available to him in that and all subsequent turns is reduced by one.
- For the Communist player to place more than one Support Fire marker, in attack, defense, or bombard-ment situations, at least one of the involved

units must be able to trace a Line of Communications to a friendly HQ. The Line of Communications must be no more than 3 hexes long, and may not pass through an enemy ZOC (however, friendly units do 'screen' enemy ZOCs for this purpose).
- For the UN player to place more than one Support Fire marker to any combat (whether attacking or defending) involving only ROK units, at least one involved ROK unit must be able to trace a LOC to an ROK corps HQ unit as above. One or two Support Fire markers may be allocated normally to any attack or defense that involves both ROK and US or CW units.

8.4 Bombardment Fire
The Communist player may not select an enemy unit for bombardment unless it is adjacent to at least one friendly unit (the Communists had no aircraft or radios to direct fire remotely).

8.4.1. Counter-battery fire. The Communist player may not conduct counter-battery fire.

9.0 SUPPLY
In order to function at full effectiveness and to receive replacements, ground units must trace a supply line. Supply lines are traced at the instant in the turn when it matters (e.g. in the Movement Phase to see if a unit can receive replacements, in the Combat Phase to determine whether its Attack Strength is halved, and in the Mobile Movement/Combat Phase to determine whether it can do special movement and/or attack at full strength). The two sides trace supply lines in different ways:

- The Communist player must trace a supply line no more than 3 hexes long to a Supply Center, which must in turn trace a supply line of any length through any terrain to one of the map-edge hexes marked with a Supply symbol. The line may not pass through an enemy ZOC (however, friendly units do 'screen' enemy ZOCs for purposes of drawing supply).
- The UN player must trace a supply line no more than 3 hexes long, none of which may be a Rough hex, to a line of connected road and/or trail hexes that terminates at a supply source named in the scenario instructions. The line may not pass through an enemy ZOC (however, friendly units do 'screen' enemy ZOCs for purposes of drawing supply).

9.1 Out of Supply
Any unit unable to trace a supply line is 'Out of Supply.' Units that are out of supply have their Attack Strength halved when attacking (round fractions up), and may not receive replace-ments. Mobile units (including US/CW leg units) that are out of supply lose their special movement abilities during the Mobile Movement Phase. Units are never eliminated for being out of supply, and their Defense Strength is unaffected while out of supply.

9.1.1 Communist Emergency Supply. If a situation arises where a Communist Supply Center is cut off from any map-edge supply source hexes, units in or adjacent to the supply counter's hex may draw supply, once, from the Center itself. Any number of units may draw from the Center, but it may be done only once — the Supply Center is expended by this action and is placed in the deadpile.

10.0 REINFORCEMENTS AND REPLACEMENTS

10.1 Reinforcements and Replacements
During the game, both sides receive reinforcements. See the instructions for the specific scenario. Reinforcements arrive at full strength (unless indicated otherwise) at the beginning of the Movement Phase of the player's turn. Reinforcements are not received if the indicated entry-hex is occupied by an enemy unit. Reinforcements may move and fight normally on the turn in which they arrive.

10.1.2 Replacements. Each player-turn, at the beginning of the Movement Phase, the player may undeplete (that is, raise to its next-highest strength level) *one* infantry cadre, regiment, or brigade from each nationality he controls (therefore the UN player may undeplete one unit from each of the US and ROK armies, while the Communist player may undeplete only one). The unit must be in supply. Eliminated units may not be replaced (some scenario-specific rules may alter this rule). Commonwealth units may *not* receive replacements.

10.1.3 Communist Emergency Replacements. In addition to the ability to undeplete one infantry regiment each player-turn, the Communist player may "burn" a Supply Center in the Movement Phase to generate additional replacements. This act permanently removes the Supply Center from the game (this is worth VPs to the UN player) but does allow the Communist player to undeplete either one division or three regiments. The unit or units to be undepleted must be stacked with or adjacent to the Supply Center, all of which must be in supply themselves.
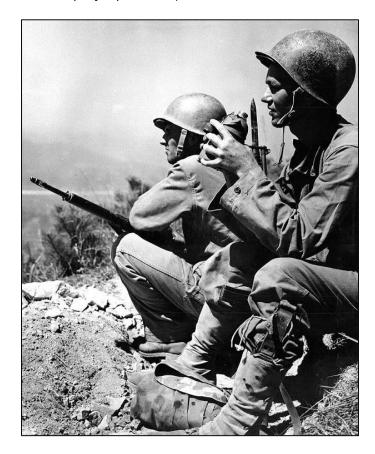
11.0 HOW TO WIN
See the instructions for the specific scenario to learn how the two players gather Victory Points (VPs). At the end of the scenario, deduct the total UN VPs from the total Communist VPs and apply the difference to this scale in order to assign a level of victory:

> 31	Decisive Communist Victory
21 – 30	Tactical Communist Victory
10 – 20	Pyrrhic Communist victory
0 – 10	Tactical UN Victory
< 0	Decisive UN Victory

12.0 SCENARIO DETAILS
There are three scenarios in this game, each one is played on a separate map and details a particular major battle during the first four months of the Korean War. The instructions for each scenario give details for any special rules that are particular to that battle, how to set up the units at the beginning, any reinforcements that enter play during the scenario, and finally how to win. *(All other rules preceding this section remain in force unless specifically replaced by a scenario-specific special rule.)*

12.1 PUSAN PERIMETER

12.1.1 Special Rules
- **Airfields**: If Yonil Airfield (hex 2221) and/or the northern hex of Pusan (hex 0316) is ever occupied by the Communist player at the end of any UN player Combat Phase, the UN player **permanently** loses one randomly selected Support Fire marker per hex so occupied. Also, **while occupied** by the enemy, the support-fire number is lowered by one per hex so occupied.
- **Reinforcements**: All UN player reinforcements arrive at hex 0216 (port of Pusan). Communist player reinforcements enter as directed by the Reinforcement Chart.
- **UN Player Troop Withdrawals**: The UN player must withdraw the 5th US Marine Regiment (marked 5/1M), three randomly selected Support Fire markers, and the 17th ROK Infantry Regiment (they are needed for Operation CHROMITE, the amphibious landing at Inchon which starts the Battle for Seoul scenario). Remove the units and markers at the beginning of the UN Movement Phase in Game Turn 16. Withdrawing the ground units is voluntary,

but if done late or not done at all, the Communist player gets Victory Points. If and only if the 5th Marine Regiment has been eliminated before Game Turn 12, the UN player may withdraw another US infantry regiment or brigade-sized unit (not a cadre) in its place. If and only if the 17th ROK Regiment has been eliminated, any ROK infantry regiment may be withdrawn in its place.

- **Supply Sources**: UN units must trace to the port of Pusan (hex 0216, marked with an anchor). Communist Supply Centers trace to one of the hexes marked with supply symbols (0301, 2501, 3701, 3706, 3710, 3721).

- **UN Supply Shortages:** The UN is initially subject to a supply shortage, and thus the UN player may not apply more than one Support Fire marker to any one combat, as attacker nor defender or when bombarding, until the supply shortage ends. To attempt to end the supply shortage, the UN player rolls the die at the end of each game-turn. If the result is less than the current game-turn number, the supply shortage is permanently ended. After that, the UN player is eligible to apply one or two available Support Fire markers to any combat, attack or defense, as he chooses (except as limited by 8.1.1).

- **Communist Supply Shortages**: The North Korean People's Army's logistical system, already damaged by UN air bombardment off-map, is hyperextended. Each time the Communist player attempts to move a Supply Center in the Mobile Movement Phase, he rolls a die. If he rolls a "6," the supply network has broken down locally and the Supply Center is placed in the nearest hex marked with a supply symbol instead. On any other roll, the Supply Center may move normally.

12.1.2 Setup

The UN player sets up first, followed by the Communist player. ROK division-sized units may set up as one unit, or be broken down into regiments (in which case at least one regiment must occupy the designated hex, and the other two regiments must be within 2 hexes). US infantry regiments set up at the strength level shown. Three ROK and four North Korean divisions must set up depleted (owning player's choice which ones: historically they were the ROK Capital, 3rd and 6th Divisions and North Korean 3rd, 6th, 12th and 15th Divisions).

Pusan Perimeter: Initial Deployment Chart
(UN player sets up first)

Communist	Hex	US Units	Hex
2 x **0-2-3** HQ XXX (1st, 2nd)	**2501** (1st) *Kumchon* **3610**(2nd) *Andong*	3 x **0-2-4** HQ XX (1C, 24th, 25th)	w/or next to any component III
3 x **10-9-3** Inf XX (6th, 12th, 15th)	**0303** (6th) **3615**(12th) **3002**(15th)	3 x **2-3-4** Inf III (5th/1C,7th/1, 8th/1C)	**2205** (5th) **1506** (7th) **1706** (8th)
4 x **10-10-3** Inf XX (2nd, 3rd, 4th, 5th) *see below	**2501** (2nd) **2104** (3rd) **1203** (4th) **3220** (5th)	3 x **2-3-4** Inf III (19th/24, 21st/24, 34th/24)	**1305** (19th) **1105** (21st) **0906** (34th)
3 x **11-10-3** Inf XX (1st, 8th, 13th) *	**3701** (1st) **3610** (8th) **3603**(13th)	3 x **2-3-4** Inf III (24th/25, 27th/25, 35th/25)	**0506** (24) **0205** (27) **0706** (35)
1 x **4-4-4** Inf III (766th)	**3418**	1 x **7-7-4** Inf III (5/1M) 1 x **3-2-6** Tank II (Mar)	**0509** *Changwon*
1 x **3-3-6** Tank Cadre (109th)	**3603**	1 x **5-6-4** Inf X (5th)	**0308** *Masan*
1 x **3-4-8** Mot III (83rd)	**0105**	1 x **2-3-4** Inf III (9th/2)	**1111** *Miryang*
3 x **0-2-3** Supply Center	any Supply-symbol hex, no more than 1 per hex	1 x **0-2-4** Inf Cadre (X)	**0216** *Pusan*
		ROK Units	**Hex**
(UN player sets up first)		1 x **0-2-3** XXX HQ (2nd)	**3110** *Uisong*
Communist * 4 x **XX** *set up **depleted*** (3rd, 6th, 12th, 15th)		3 x **7-9-3** Inf XX (Cap, 1st, 6th) **	**3416** (Cap) **2705** (1) **3305** (6)
		2 x **6-8-3** Inf XX (3rd, 8th) **	**3121** (3) **3510** (8)
ROK ** 3 x **XX** *set up **depleted*** (Historically – Capital, 3rd, 6th)		1 x **3-4-4** Inf III (17th)	**1505**
		3 x **0-2-3** Police X	*Pusan Masan Taegu* (1 each)

Pusan Perimeter: Reinforcement Chart

(all US units, unless otherwise noted, enter at **0216**)

Turn	Date	Communist	UN	Support Fire (Com / UN)
1	5th–6th August	1 x **10-10-3** Inf XX (10th) (enter **2501**) 1 x **Supply Center** (any Supply-symbol hex)	1 x **0-2-4** HQ XX (2nd) 1 x **2-3-4** Inf III (23rd/2) 1 x **3-2-6** Tank II (89th)	3/6
2	7th–8th		3 x **3-2-6** Tank II (6th,70th,73rd)	3/5
3	9th–10th			4/5
4	11th–12th			6/6
5	13th–14th			6/6
6	15th–16th	1 x **10-9-3** Inf XX (7th) (enter **0301**) 1 x **5-4-3** Inf XX (9th, depleted) (enter **1201**)	1 x **3-2-6** Tank II (72nd)	5/5
7	17th–18th			5/5
8	19th–20th		1 x **2-3-4** Inf III (38th/2)	4/5
9	21st –22nd		1 x **0-2-3** ROK HQ XXX (1st)	4/5
10	23rd–24th			3/5
11	25th–26th			4/5
12	27th–28th			5/6
13	29th–30th	1 x **3-3-6** Tank Cadre (16th) (enter at **2501**)	1 x **2-3-4** CW Inf X (27th)	5/6
14	31st–1st September	1 x **3-3-6** Tank Cadre (17th) (enter at **3710**)		6/6
15	2nd–3rd			6/6
16	4th–5th		withdraw **5th/1M** Inf III **3x Support Fire** markers (randomly selected)	4/5
17	6th–7th			4/4
18	8th–9th			3/4
19	10th–11th			3/4
20	12th–13th		withdraw **ROK 17th** Inf III	3/4
21	14th–15th			3/4

12.1.3 VICTORY

At the end of the Game Turn 21, play stops and victory is judged. Both players total their Victory Points according to the following schedules.

Communist

Pts	Condition
2	For each ROK infantry regiment/division or US battalion in the deadpile at the end of the game;
5	For each US/CW regiment/brigade or US/ROK HQ unit in the deadpile at the end of the game;
10	For occupying Taegu or Masan at any time during the game (10 points each);
25	For occupying any hex of Pusan at any time during the game;
3	For each turn the US 5th Marine Regiment is overdue for withdrawal;
2	For each turn the 17th ROK infantry regiment is overdue for withdrawal.

United Nations

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

Scenario Notes

From the beginning of August to mid-September 1950, UN forces were hemmed into a roughly rectangular area fifty miles wide and one hundred miles deep called the "Pusan Perimeter." The ultimate North Korean objective was to take the major southern port of Pusan, which would have fully completed their conquest of the Republic of Korea. The North Korean forces were nearly at the end of their logistical tether and badly battered from six weeks of unrelenting combat, while the UN forces were slowly repairing themselves and gaining in strength.

Historically, North Korean offensives pushed the front line nearly to Taegu. Pohang was lost in early September, while their efforts to break through to the city of Masan were blunted by an American reaction force hastily built around the 1st Provisional Marine Brigade (represented in the scenario by the 5th Marine Regiment, which was the Brigade's main unit). The amphibious landing on September 15 at Inchon, far to the rear, threatened North Korean supply lines, and thus they began a long withdrawal.

- **Supply Sources**: UN units trace to any hex of Inchon. Communist units trace to one of the hexes marked with supply symbols (0101, 0701, 1412, or 1701). UN units may trace a supply line across a Han River hexside only if a division HQ or the "2SE" engineer unit is in one of the two hexes that shares that hexside. The Communist player may trace supply lines across Han River hexsides freely.

12.2 BATTLE FOR SEOUL

12.21 Special Rules

- **The Han River**: This river is very wide and deep, and all the bridges across it were destroyed in the First Battle of Seoul in July. Communist infantry units can cross it by expending all their MF in the Movement Phase. Communist tank units cannot cross the Han. Communist units of all types may not attack across a Han River hexside at all. UN units of all types may move, attack, or trace supply across a Han River hexside as if it were a regular unbridged river hexside — but only if a division HQ unit, or the "2SE Engineer" unit, is in one of the two hexes sharing that hexside.
- **Reinforcements**: The UN player's reinforcements arrive at the port of Inchon (0109), with the exception of the 187th Airborne Infantry Regiment. This unit arrives at the start of the Movement Phase of a UN player-turn in which the UN player is currently occupying Kimpo Airfield (hex 0805). Communist-player reinforcement units *[except Scratch Units, see below]* enter at any of the Supply-source hexes.
- **Replacements**: ROK units may not take replacements in this scenario.
- **North Korean Scratch Units**: These represent various ad hoc detachments the North Koreans put together, or are projections of the advancing UN player's fears. The Communist player sets up all 12 Scratch Units at the beginning of the game, face up (**? – 4**), anywhere on the map, but no more than one to a hex and not adjacent to another scratch unit. He selects them randomly and may not peek at them. They are treated as cadre-size leg infantry units. When the hex containing a scratch unit is attacked, turn the unit face up — it remains that way until it is eliminated. If it is a Dummy, eliminate it immediately, otherwise it may participate in the battle and may be eliminated, just like any other unit with only one strength level.

12.22 Setup. The UN player sets up first, followed by the Communist player. The UN player is the first player in each game-turn.

Battle for Seoul: Initial Deployment Chart
(UN player sets up first)

North Koreans	Hex
3 x **Inf III** (random, no #)	*Seoul* (any urban hex)
1 x **3-3-4** Inf III (<u>31st</u>) 2 x **2-3-4** Inf III (107th, 226th)	31st in *Seoul* (any urban hex) 107th at *Kimpo Airfield* (**0805**) 226th at **Inchon** (**0208**)
3 x **1-1-6** Tank II (42nd)	one each in *Sosa* (**0708**) *Yongdungp'o* (any hex) *Anyang* (**1211**)
12 x **?-4** Units (chosen randomly)	*Anywhere* on map no more than one per hex no two adjacent
3 x **0-1-3** Supply Center	**1107** *Anyang* (**1211**) **1406**

UN Player	Hex
2 x **7-7-4** US Inf III (1st/1M,5th/1M)	**0109** **0209**

Battle for Seoul: Reinforcement Chart

(all US units, unless otherwise noted, enter at 0109;
 Communists enter at designated hex)

Turn	Date	Communist	UN	Support Fire (Com/UN)
1	16th September		1 x **0-2-4** HQ XX (1st M) 1 x **4-4-4** ROK Inf III (1st KM)	0/8
2	17th		1 x **3-2-6** Tank II (Mar) 1 x **0-2-4** Engineer (2nd SE)	1/8
3	18th		1 x **5-6-4** Inf III (32nd/7) 1 x **3-2-6** Tank II (73rd)	2/8
4	19th		1 x **5-6-4** Inf III (31st/7) 1 x **0-2-4** HQ XX (7th)	3/8
5	20th	1 x **Inf III** (random no#) (**1412**) 1 x **4-5-4** Inf III (25th) (**1701**)		4/8
6	21st		1 x **7-7-4** inf III (7th/1M) 1 x **3-4-4** ROK Inf III (17th)	3/7
7	22nd	1 x **Inf III** (random no#) (**1412**)		3/7
8	23rd	1 x **4-3-4** Inf III (78th) (**0701**)		4/7
9	24th			3/6
10	25th			2/6
11	26th			2/6
12	27th			2/6
13	28th		1 x **5-6-4** Inf III (17th /7)	2/6
14	29th			2/6

12.22 VICTORY

At the end of the Game Turn 14, play stops and victory is judged. Both players total their Victory Points according to the following schedules.

Communist

PTS	CONDITION
2	For each ROK infantry regiment or US battalion/cadre 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 hex occupied at the end of the game (5 points each);
20	For occupying any hex of Inchon with an in-supply regiment-sized unit at any time after Game Turn 5.

United Nations

PTS	CONDITION
1	For each Communist infantry regiment or Supply Center in the deadpile at the end of the game;
??	When the city of Seoul is "cleared," award the UN player VPs equal to **14** minus the **game-turn number**, multiplied by **3** (e.g., if Seoul is cleared at the end of **Game Turn 10**, then the UN player gets **12** points).

$$((14 - 10) \times 3) = 12$$

This award is made only **once**, and remains even if Seoul is not cleared on a later turn.

*(**Cleared** means that at the end of any game-turn there is **at least one** UN unit — and **no** Communist units, regiment-size or larger — occupying any capital city-hex or hexes north of the Han River)*

Scenario Notes

Operation CHROMITE, the amphibious operation at Inchon, 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 combat.

The landing and capture of Inchon took the North Korean defenders by surprise, but the cautious advance on Seoul, twenty miles away, somewhat lessened its strategic impact as the North Korean forces withdrew rapidly from the Pusan Perimeter area. General Almond, the commander of X Corps, was under pressure to complete the liberation of Seoul by September 25, the three-month anniversary of the beginning of the war, but fighting in the capital did not stop until September 29, on which day the South Korean government was ceremoniously returned to President Syngman Rhee by General Douglas MacArthur.

12.3 CHANGJIN RESERVOIR

- **Poor Chinese Coordination and Bad Weather**: Temperatures fell to -35 degrees during the battle, and while everyone felt the cold, the Chinese forces were not acclimatized or clothed for it — they also had no medical services and minimal supplies, artillery, or other equipment. Consequently, the Communist player may not combine units from more than one hex into a single attack unless all the attacking units are division-size *(full-strength or depleted)*. Also, he may not undeplete his infantry regiments (as in 10.1.2).
- **Surprise**: For the first two game-turns, all Chinese units are considered to be in supply regardless of their individual situation, and the UN player does not perform a Mobile Movement Phase or Mobile Combat Phase.
- **Unit Withdrawal**: the UN player scores Victory Points for moving his units off the south map-edge during either of the Movement Phases. He may not withdraw units while Surprise is in effect *(i.e. the first two game-turns)*. A unit must expend 1 additional MP to move into a notional hex off the edge of the map. Once withdrawn, units may not return to play. Units taken as optional reinforcements and later withdrawn do not count for Victory Points.
- **Optional Reinforcements**: At the beginning of Game Turn 7 *(3rd of December),* both sides have additional reinforcements that become available to them, though at the cost of awarding Victory Points to the other player for each unit taken. Optional reinforcements may be taken in the Reinforcement/Replacement Phase of this or any subsequent game-turn. The Communist player has a total of two **12-10-3** infantry divisions available (historically the 78th and 88th; both arrived too late to take part in the battle). The UN player has a total of five units available: two infantry regiments, entering at **5-6-4** strength (32nd/7 and 15th/3); two **3-2-6** tank battalions (64th and 73rd), and one **0-2-4** divisional HQ (3rd). (Historically these units belonged to the X Corps Reserve, or were used to cover the retreat of other units to the defensive perimeter being built off-map to the south.) Raise the UN player's per-turn allocation of Support Fire markers by one if the divisional HQ is taken as an optional reinforcement.
- **Air Supply**: At any time during the UN turn, the UN player may forego using a Support Fire marker and may instead place an Air Supply marker in any hex. All units in that hex are considered to be in supply until the beginning of the UN's next player-turn. There may only be two Air Supply markers on the map at any one time.
- **Supply Sources**: the UN player traces supply lines to hex 1902 or 1903. The Communist player traces supply lines to 0107 or 0612. Remember that the UN player cannot trace supply lines through Rough hexes, but the Communist player can.

12.31 Setup. The UN player sets up first, followed by the Communist player. Communist division-sized units may set up as one unit, or be broken down into three regiments each (in which case at least one regiment must occupy the designated or chosen hex, and the other two regiments must be adjacent to it).

Changjin Reservoir:
Initial Deployment Chart
(UN player sets up first, all US; all Communist units treated as Chinese, Communist player goes first every game-turn)

Communist	Hex	UN	Hex
2 x **0-2-3** HQ XXX (20th, 27th)	choice of **0407**, **0612**, or **1110**	1 x **0-2-4** HQ XX (1st M)	stack with any component III
4 x **12-10-3** Inf XX (58th, 59th, 60th, 79th, 80th, 89th)	*within* **two hexes** *of* 20th XXX HQ	3 x **7-7-4** Inf III (1st/1M, 5th/1M, 7th/1M)	1st/1M at *Hagaru-ri* (**0907**) 5th/1M (**0710**) 7th/1M (**0709**)
2 x **12-10-3** Inf XX (79th, 80th)	*within* **two hexes** *of* 27th XXX HQ	1 x **5-6-4** Inf III (31st/7)	**0706**
2 x **0-2-3** Supply Center	0107 0612	1 x **0-2-4** Inf Cadre (X)	*Oro-ri* (**1903**)

Changjin Reservoir: Reinforcement Chart

(all UN/US units enter at 1903 unless otherwise noted,
Communists enter at 0107)

Turn	Date	Communist	UN	Support Fires (Com/UN)
1	27th Nov		1 x **1-1-4** CW Inf II (41st) 1 x **3-2-6** Tank II (Mar)	4/3
2	28th			4/4
3	29th			4/5
4	30th			4/5
5	1st Dec			4/6
6	2nd			4/6
7	3rd	1 x **0-2-3** HQ XXX (26th) 2 x **12-10-3** Inf XX (76th, 77th) 1 x **0-2-3** Supply Center **Optional:** up to 2 x **12-10-3** Inf XX (78th,88th)	**Optional:** up to 2 x **5-6-4** Inf III (32nd/7, 15th/3) 2 x **3-2-6** Tank II (64th, 73rd) 1 x **0-2-4** HQ XX (3)*	4/6
8	4th			3/6
9	5th		1 x **5-6-4** Inf III (17th/7) (**1301**)	3/7
10	6th		1 x **2-3-4** Inf III (7th/3) 1 x **5-6-4** Inf III (65th/3)	3/7
11	7th			3/7
12	8th	2 x **12-10-3** Inf XX (81st, 94th)		3/7
13	9th			3/7
14	10th			**3/7**

* raise Support Fire marker allocation by 1
if HQ XX taken as reinforcement.

12.32 VICTORY
At the end of the Game Turn 14 *(10th December),* play stops and victory is judged. Both players total their Victory Points according to the following schedules.

Communist
PTS	CONDITION
2	For each US/CW battalion/cadre in the deadpile at the end of the game, or for each optional reinforcement unit taken by the UN player;
5	For each US/CW regiment or HQ unit in the deadpile at the end of the game;
3	For each UN unit that is unable to trace a supply line at the end of the game.

United Nations
PTS	CONDITION
1	For each UN battalion/cadre withdrawn during play;
2	For each UN regiment withdrawn during play (optional reinforcement units don't count);
3	For each optional reinforcement unit taken by the Communist player.

Scenario Notes

After the liberation of Seoul, the UN forces pursued the remnants of the North Korean army into the northern reaches of the country. By late November elements of the US 7th Infantry Division had even reached the Yalu River, on the border with Manchuria. Elements of the army of the People's Republic of China had been infiltrating northern Korea for weeks, however, engaging UN forces in a series of progressively larger and more severe battles. Just after Thanksgiving 1950, X Corps was advancing to the northwest in order to interfere with Communist supply lines. Then, on November 27, divisions of the Chinese 9th Field Army attacked the overextended 1st Marine Division and a task force from the 7th Infantry Division, which were deployed on either side of the Changjin *(aka Chosin)* Reservoir. The following two weeks would see one of the greatest fighting withdrawals in American military history, as they withdrew down a single road overlooked by rugged mountains, and during some of the worst winter weather of the Korean War.