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WHAT TO DO IF YOU HAVE A DEFECTIVE DISK

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INTRODUCTION

In June of 1950, United States military planners believed that the army of the Republic of Korea was the "best military force of its size in Asia." Washington was worried that the strength of any additional arms given to the South Koreans might tempt them into an invasion of North Korea. American intelligence agencies were in full agreement that a North Korean invasion of the south was unlikely. On 25 June 1950, North Korea invaded the south. Within a month they had overrun more than three quarters of South Korea. The fighting was to last for three years.

The Korean Conflict can be broken down into two phases. The first phase lasted less than a year and was characterized by strategic surprises and dramatic mobility. As troop strengths built up and political opposition to the war increased, the conflict degenerated into a static exercise in attrition. In its first three scenarios, *CONFLICT: KOREA* simulates the opening, mobile phase of the Korean War.

Even now, almost forty years after the Korean War, the Korean peninsula remains divided and heavily militarized. While there is no reason to expect a renewal of hostilities, events in this part of the world have surprised us before. The "Tomorrow's War" scenario takes a look at the possibility of a new war sometime in the near future.

CONFLICT: KOREA is a game for one or two players. Players will assume the roles of overall military commanders of Communist or United Nations forces during the mobile phase of the Korean conflict, or during the first four months of a hypothetical conflict occurring in the immediate future. Each game turn represents about eight days of action. The military units in the game represent formations ranging in size from battal-

ions to divisions. Air units are wings or groups of from 25 to 100 aircraft. Ground combat units may be examined to the level of individual infantry platoons, vehicles, or gun tubes.

1.0 STARTUP

Before playing the game, you should make a copy of your game disk. Use the copy for playing the game and store your original disk in a safe place. Refer to your *CONFLICT: KOREA* data card for installation instructions.

1.1 Documentation Check

After you select a scenario or saved game, the program will ask you to do a documentation check before it will allow you to continue the game. This check will take the form of a question about the first paragraph of some section of the rules.

> **Example:**
>
> Please type the first word of section 1.1.
>
> The correct response would be "After".

1.2 Talking to the Computer

1.21 Commodore Amiga

Select such options as the Strategic Report or Air Operations by using the mouse to move the cursor to the menu bar at the top of the screen, clicking the right mouse button over the desired section and pulling it down. Release the button when the desired option is highlighted.

Select command buttons or individual hexes by using the mouse to place the cursor over the desired item and clicking the left mouse button. Once an action has been selected, it will immediately be performed by the program (if a simple action), or you will be prompted to provide additional information or selections.

All active control buttons have the same appearance — they are light gray with blue text or red arrows. Select control buttons by

moving the cursor over the button with the mouse and pressing the left mouse button.

The keyboard is only used during the documentation check, assigning names to military forces, or specifying saved game file names.

1.211 Gadgets, Menus, and Multi-Tasking

CONFLICT: KOREA is fully compatible with multitasking systems. The depth arrangement, menu and screen bar gadgets operate in the standard Amiga fashion. The workbench behind the game screen is fully usable.

1.212 Shortcuts

Generally, pressing the right mouse button will exit back to the Main Map screen.

When the program displays a dialog box with only one possible selection (usually "Continue"), you do not need to move the mouse cursor over the selection button to continue the game. Simply click the left mouse button to exit.

1.22 IBM PC XT/AT

You may control the program with either a mouse or the keyboard.

1.221 Using the Mouse

If you have a mouse installed on your computer and you have run the mouse installation program included with your mouse before running *CONFLICT: KOREA,* then you can control most game functions using the mouse.

If you are not sure whether the mouse installation program has been run, try running *CONFLICT: KOREA* and see if the mouse works. The mouse installation is usually done for you when you turn your computer on. If the mouse does not respond, refer to the manual that came with your mouse for installation instructions.

Select options such as the Strategic Report or Air Operations by using the mouse to move the cursor to the menu bar at the top of the screen, clicking the left mouse button over the desired section and pulling it down. Release the button when the desired option is highlighted.

Select command buttons or individual hexes by using the mouse to place the cursor over the desired item and clicking the left mouse button. Once an action has been selected, it will immediately be performed by the program (if a simple action), or you will be prompted to provide additional information or selections.

All active control buttons have the same appearance — in EGA or VGA, they are light gray with yellow and blue text or red arrows. In CGA they are black boxes with white text and surrounded by a white frame. A control button is selected by moving the cursor over the button with the mouse and pressing the left mouse button.

You may, of course, still use the keyboard to issue orders, even if the mouse is in use.

1.222 Using the Keyboard

Most game functions may be controlled by use of the numeric keypad and <Enter> or <Escape> keys.

The Main Map screen features two control modes: Menu Mode and Scroll Mode. In Menu Mode, you may access reports, allocate aircraft, and alter various game functions. In Scroll Mode, you may move a cursor around the map and select force and terrain information or manipulate the contents of individual hexes on the map. The <5> or <Escape> key may be used to toggle between Menu and Scroll modes. When in Menu mode, menu items are selected by moving the highlight over the desired menu item by using the Menu keys (2,4,6,8) and pressing <Enter>. In Scroll mode, map hex selections are made by using the Scroll keys

(1,2,3,7,8,9) to move the map cursor and then pressing the <Enter> key. Either the numeric keypad or top row of numbers may be used to input numbers into the program. Don't press <NumLock> — this is set within the program.

All active control buttons will have the appearance noted in section 1.221. Control buttons may be selected by pressing the key corresponding to the highlighted number near the left side of the control button.

1.223 Shortcuts

The right mouse button or <Escape> key may be used to exit from any screen or function within the game. There is also an Exit Button or prompt for such functions.

When the program displays a dialog box with only one possible selection (usually "Continue"), you do not need to move the mouse cursor over the selection button to continue the game. Simply click the left mouse button to exit.

1.3 Basic Concepts

There are a few basic concepts you need to understand in order to know what's going on in the game.

Unless exceptions are specifically stated, the term United Nations refers to all US, USMC, Commonwealth, ROK, and miscellaneous United Nations allied forces. The term Communist refers to all North Korean (NKPA) and Chinese (CPLA) forces.

A UNIT is a military formation which cannot be broken down into smaller formations (in the game). Units are in turn composed of equipment (which is managed by the program).

A FORCE is a collection of one to six units. This is what you see scattered across the map when playing the game. You create forces (from existing units) as necessary during game play. Details of force management are given in section 3.42.

Most of the game is controlled from the game map screen. Please read section 1.4 carefully.

The combat and movement capabilities of your units are strongly dependent on their supply status. Supply rules are described in section 6.1.

In order to win the game, you will have to move forces across the map (see section 3.41 FORCE MOVEMENT) in order to take land from the enemy. It will also be necessary for you to order attacks on enemy forces (see sections 3.21 AIR OPERATIONS, 3.41 FORCE MOVEMENT, and 4.0 COMBAT RESOLUTIONS PHASE). When the game ends, your performance will be compared with historical results (see section 8.0 SCENARIOS AND VICTORY CONDITIONS) to determine who "won" the game.

1.4 The Game Map Screen

The map shows the entire Korean peninsula, as well as an abstracted Japan deployment area to the southeast of Korea. Military forces, when detected, will be displayed on the map using standard NATO military symbols (see Appendix A). In the 1950's scenarios, the 38th parallel will be indicated by a dotted line and MiG Alley hexes will be indicated by a small jet graphic. The map is overlaid with a hexagonal grid. Cells within the grid are called "hexes." A single cell is called a "hex." Each hex is 15 kilometers across. The main map screen shows an area fourteen hexes wide and eight high (about 4% of total map area). To the right of the map is a panel of control buttons (described below). Sandwiched between the upper and lower groups of buttons is a graphic indicator of current weather conditions. Scrolling (moving your view around the map) is accomplished by selecting any of the top six control buttons at the right of the screen. Holding down the mouse button or highlighted number key for a scroll control button will repeat the scroll in the selected direction. The other three control buttons perform the following functions:

UNITS button toggles the display of unit/force icons. This allows you to remove the unit/force icons from the map to allow unobstructed viewing of terrain. Pressing the key again returns the unit/force icons to the map.

POSSN button toggles the display of hex possession information. When the hex possession display feature is enabled, the program will show which side controls each unoccupied hex by placing a small graphic in the center of the hex. (Any occupied hex is controlled by the player owning the occupying unit.) Communist hexes are indicated by a "star" graphic. United Nations hexes are indicated by a "divided circle" graphic. Pressing the button again removes the possession graphics from the map.

OVRVW button displays the Strategic Overview Map. The unit and possession selections described above also affect this display. The map for the entire game will be displayed at a greatly reduced scale. To exit, select a location on the overview display. Either click on a map point with the mouse or (IBM only) press <Enter> to select an area. On the IBM, you may scroll the selector box within the overview using the standard game scroll controls. Once an area has been selected from the Overview screen, the Main Map screen will be redrawn, centered on the area selected.

You may also select any hex on the Main Map screen for additional information on units and terrain. This is accomplished by clicking on the hex with the mouse or (IBM only) pressing <Enter> to select the hex under the map cursor. You will be given as much information on the hex as is available to you. Full information is always available for friendly hexes. Information on enemy hexes varies from very complete to non-existent, depending on the intelligence level you choose when you start the game and the intelligence gathering rules.

Once a friendly hex has been selected, and you click or press <Enter> a second time on it, additional options will become available. You may opt to begin moving one of the forces in the hex, or you may examine the hex in greater detail. See section 3.4.

Below the map is an area where the program displays information, gives prompts, and asks for input at certain points in the game. Included in the information is a victory level count (see section 8.0), game turn, and player/game phase information.

1.5 Saving a Game

At any time during a player's orders phase you can save the game in progress. A FORMATTED DISK, HARD DISK, OR RAM DISK IS REQUIRED. On the Amiga, you can initialize a disk at any time by using the depth arrangement gadgets to go to the Workbench screen and selecting the Disk/Initialize menu option. Use the Workbench depth arrangement gadget to return to the program.

If you are playing the game from a hard drive on the Amiga, games will automatically be saved into the SavedGames drawer on your hard drive.

You need only follow the prompts in order to save the game. Saved games may be restarted from the saved point whenever the game is booted, or the Restart Game option is selected. In addition to the "game state," player selections such as Movement, centering, and Speed settings will be saved.

1.6 The Readme File

Your game disk may include a README file. If so, then there have been important changes or additions to these rules. Please examine any README file on your game disk before beginning play.

2.0 PLAYING THE GAME

Each game of *CONFLICT: KOREA* will continue until the victory or termination conditions for the selected scenario are met (see section 8.0). Historically, the mobile phase of the Korean war lasted about 45 turns.

Each game turn consists of the following major phases:

- First Orders Phase.
- Combat Resolutions Phase.
- Second Orders Phase.
- General Resolutions Phase.

In the First Orders Phase, each player is given the opportunity examine the situation, move all forces, and change operational orders for air units.

During the Combat Resolutions Phase, air superiority is determined, and the players are given the opportunity to manage airstrikes ordered earlier. Then ground forces fight for any contested terrain.

Next, in the Second Orders Phase, both players may move any forces which have not exhausted their full movement allowance earlier in the turn.

Finally, the program will perform reinforcement, replacement, and supply functions, and check for end of game conditions.

There are two players in a game of *CONFLICT: KOREA* and either (but not both) can be controlled by the computer. Thus, the options are:

Communist Solitaire: A human player controls Communist coalition forces against a United Nations computer player.

United Nations Solitaire: A human player controls United Nations forces against a Communist computer player.

Two Player: Human players control both sides.

2.1 Pre Game Selections

Before starting a game of *CONFLICT: KOREA*, you will be asked if you wish to load a previously saved game. If you wish to load a saved game, the program will display a selector box and prompts. Simply select a saved game file as indicated to begin play.

If you have not loaded a saved game, you will be presented with the following menu:

SCENARIO SELECTIONS
- Scenario: The Dragon Wakes, Operation Chromite, Cold Steel or Tomorrow's War
- CCF Intervention: Historical or Fixed
- Communist Capability: Pushover, Moderate, Challenging, Hairy, Hideous, or Random

GAME CONTROL OPTIONS
- Play Mode: Red Solitaire, U.N. Solitaire, Two Player
- Air Campaign: Player Control or Program Control
- Intelligence: Limited or Complete
- Begin the Game: Select this option to begin playing the game using the selections shown above.

2.11 Effects of Menu Selections
2.111 SCENARIO SELECTIONS

Scenario: This controls the game's historical starting point. "The Dragon Wakes" begins the game with the North Korean Invasion of South Korea in June of 1950. "Operation Chromite" begins the game in September of 1950 as the United Nations forces are preparing to launch the Inchon invasion. The "Cold Steel" scenario begins in November of 1950 as the Communist Chinese Forces launch their surprise counter-attack. "Tomorrow's War" is a hypothetical modern scenario that takes place in 1995.

CCF Intervention: This option controls the Chinese response to a United Nations invasion of North Korea. In the HISTORICAL setting, the Chinese may or may not intervene

as they did in 1950. This presents both sides (especially the United Nations player) with the actual dilemmas they faced historically. In the FIXED setting, the Chinese army will always intervene if non ROK units enter North Korea and will begin to cross into North Korea within two to four turns of the first non ROK United Nations force crossing the 38th parallel into North Korea. This setting has no effect if the Tomorrow's War scenario is selected.

Communist Capability: This controls many aspects of the quality of Communist forces. Readiness recovery rates, strength modifiers, and (when under computer control) the general quality of play are all modified by this selection. The "historical" level of Communist competence would be "Challenging."

2.112 GAME CONTROL OPTIONS:

Play Mode: This specifies which (if any) of the ground forces in the game should be computer controlled.

Air Campaign: This specifies whether you or the computer will control any air forces in the game. Computer controlled forces will tend to act somewhat "historically" (and conservatively).

Intelligence: This specifies how much information the two players have about each other's forces. Historically, neither side really had the slightest idea of where uncommitted enemy forces were or what they were doing. Consider that the U.N. was actually *on the offensive* when the Chinese counter-attack developed. The U.N. commanders did not even know that 300,000 Chinese troops had entered Korea! The "historical" setting for this selection would be "Limited" intelligence. The computer player always operates in a limited intelligence mode, so setting this selection to "Complete" intelligence will give a human player a major advantage against the computer.

2.2 The Turn Sequence

Each game turn proceeds in the following order:

- First Orders Phase (section 3.0)
- Combat Resolutions Phase (section 4.0)
- Second Orders Phase (section 5.0)
- General Resolutions Phase (section 6.0)

3.0 THE FIRST ORDERS PHASE

All forces may be moved and/or given assault orders. Orders for air forces may be viewed and changed. Players may examine the map and strategic situation in detail.

Each player will have an orders phase. The order of the players' phases will vary randomly from turn to turn. Supply stockpile levels will influence the determination of who moves first. Generally, the player with the higher stockpile level will move after the player with the lower stockpile level. (Details of the calculation are given in Appendix F.)

During the first orders phase, the player/phase indicator at the bottom left of the screen will show "Phase:IA" (first player) or "Phase:IB" (second player).

The U.N. player will not have a first orders phase on the first turn of the game in the following scenarios: The Dragon Wakes, Cold Steel, and Tomorrow's War. Orders for United Nations ground units and air forces in these scenarios will be what they were historically, or (in 1995) a reasonable projection of pre-war plans.

3.1 The Info Menu

The Info Menu gives you access to the following game functions:

- Strategic Report (section 3.11)
- Weather Report (section 3.12)
- Supply Net Map (section 3.13)
- Airfields/Ports (section 3.14)
- Scenario Info (section 3.15)
- Game Info (section 3.16)

3.11 Strategic Report

Selection of Strategic Report will present you with a display of the overall strategic situation. Territorial holdings and supply stockpiles for both players and recent news reports are displayed.

3.12 Weather Report

Current conditions and a condensed summary of their effects on air operations and force readiness in combat operations will be displayed.

The freeze line (if not thawed) modifies terrain and weather conditions within the "frozen" area. Generally, the freeze line runs horizontally across the map in the hexrow shown in the weather report. For coastal areas (any hexes adjacent to a deep ocean hex) the freeze line is actually five hexes north of the hexrow shown here. In all hexes north of the freeze line (inclusive), the temperature is always "Cold" and all rivers are frozen. A hex north of the freeze line is indicated by an asterisk next to the terrain description whenever the terrain in a hex is reported.

Weather forecasts are also available. A one week (next turn) forecast is 85% accurate. The two week (turn after next) forecast is 70% accurate, and the three week forecast is 55% accurate (slightly better than a guess).

3.13 Supply Net Map

This calls for a calculation and display of current United Nations and Communist supply nets. A theater level map (in the same scale as the strategic overview map) showing the current supplied and unsupplied areas will be displayed.

3.14 Airfields/Ports

This will give you a display of the current status of all airfield and port hexes on the map.

3.15 Scenario Info

This will give you a display of the scenario and game control options you selected when you began the game.

3.16 Game Info

This calls a small info box listing copyright and version number information. Use this option if you need to know which version of the game you are playing.

3.2 The Orders Menu

The Orders Menu gives you access to the following game functions:

- Air Operations (section 3.21)
- End Player Phase (section 3.22)

3.21 Air Operations

In 1950, the United Nations commanders' expectations of the effectiveness of their air forces were wildly optimistic. There was talk of a "great slaughter" if the Chinese were so foolish as to attempt to cross the Yalu river. Initially operating from Japanese bases, the United States Far East Air Force had very modest capabilities in the first months of the war. In time, United Nations air power became quite effective. As shown recently in the Gulf War, modern air power will be extremely effective from the first day of any new war in Korea.

In the 1950's scenarios, only the United Nations player can access the Air Operations menu item. Historically, the Communist air forces' only significant contribution to the war was in an air superiority role over Northern Korea. See rules section 4.1. In 1995, North Korea has a very respectable air force (although it is equipped primarily with obsolete aircraft), and both players will have access to the Air Operations menu item.

Selection of Air Operations gives you access to the Air Operations planning screen. At screen left is a list of air units (which varies

with time). One of these units is indicated with a "light" on its button. Details on the indicated unit are displayed in the Air Unit Description box to the right of the screen. The displayed unit may be changed by selecting any other unit on the list. Re-selecting a unit will change the unit's orders.

Selecting the "Projections" button will give you a display of the estimates of the effects of your mission selections.

The Air Unit Description shows drawings of the most numerous aircraft types in the selected unit. Below the drawings is a list of unit characteristics. These characteristics include: Air to Ground Strength, Air to Air Strength, Long Range and All Weather capabilities, Basing Requirements, Current Basing, and Current orders.

Air to Ground Strength is the ability of a unit to attack enemy forces on the ground or to interdict enemy supply/transport routes.

Air to Air Strength is the ability of a unit to resist enemy air force attempts to intercept and disrupt air to ground and interdiction attempts. If the unit has an Air Superiority mission, the Air to Air Strength is used to attack enemy air forces directly. Air superiority missions include air-to-air combat as well as strikes on airfields.

Air units can be based on carriers, in Japan, or in Korea. Basing is automatically performed by the program in order to maintain maximum efficiency for your air units. Air unit basing details are described in Appendix F.

The Air to Ground and Air to Air strengths may be modified by mission orders, basing, and weather. In the 1950's scenarios, long range air units (composed of Invaders and Superfortresses) will have their Air to Ground strength halved if given a Ground Attack mission, and their Air to Air strength will be halved if the unit is given an Air Superiority mission. Units without a long

range capability will have Air to Air and Air to Ground strengths decreased if operating from Japanese bases. If the weather is not "good," all units will suffer a drop in strengths. All weather capable units will suffer a lesser drop in strengths. Weather and basing effects on unit strengths are summarized below:

WEATHER AND BASING EFFECTS ON AIR UNIT STRENGTHS

UNIT TYPE (BASING)	WEATHER: FAIR (GOOD)	CLOUDY (POOR)	STORMS (LOUSY)
Long Range/All Weather units (Any base)	100%	100%	50%
Long Range units (Any base)	100%	50%	33%
Short Range/All Weather units (1995 North Korean MiG-23, MiG-29 units)	100%	100%	50%
Short Range units (Based in Japan)	50%	33%	25%
Short Range units (Based in Korea or on Carriers)	100%	50%	33%

Additionally, Marine Air Group 33 will have a different composition if based in Korea than it will if based on carriers. In Korea, the unit will be augmented by additional Tigercat and Corsair aircraft.

The figures shown in the Air Unit Description have already been modified for current conditions.

3.22 End Player Phase

You use this option to end your current orders phase and turn control over to the other player or to the following game phases.

3.3 The General Menu

The General Menu allows access to a number of functions:

End Game: gives you an opportunity to end the game with a count of current victory levels (see section 8.0). The General Resolutions Phase and certain menu selections are disabled, and the game is placed in a limited two player mode for ease of inspection of the computer player's situation in a solitaire game.

Quit Game: allows you to stop playing the game and return to DOS (IBM compatibles) or the Workbench (Amiga) in a controlled manner.

Save Game: allows you to save the game at the current point in game play. The game will continue after the save is completed.

Restart Game: allows you to restart a saved game or begin a new one without having to exit the program.

Movement Centering: forces the program to center the map on a force when it is selected for movement. Ordinarily, the map only centers on moving forces if they are near the edge of the displayed area.

Grid: (VGA or Amiga) gives you the option of turning the hexagonal grid map graphic on or off.

Other options may be available on your computer. See your Data Card.

3.4 Map Selections

While many game functions are accessed through menus, the heart of the game is force movement and force management. You get at these functions by directly selecting a hex on the map.

If you select an empty hex, you will be informed of the terrain type in the hex. Only tactically significant features of the terrain will be described in the information box at the bottom of the screen. (Ports, Communist supply points, and airfields have no direct effect on combat or movement.)

If you select a hex containing known enemy forces, you will get some information on those forces. In many cases this information will only be force type, in others, you will be given force names. The extent of information is dependent on how much information the program decides you have about any given hex. See section 6.3 for more details.

If you select a hex containing at least one friendly force, the program will offer you a panel of the following options:

- Force Movement (section 3.41)
- Report (section 3.42)
- Exit (section 3.43)

3.41 Force Movement

If you select one of the force movement options for one of the forces in the hex, you will be able to move that force. Options will vary with the location and status of the force. Generally, you will use tactical movement to move your forces across the map. Rail, amphibious, sea, and air movement are special cases with their own restrictions and capabilities. If the force is eligible for rail, sea, or air movement, you will be given those options in addition to tactical movement.

Once a unit has been selected for movement, simply pick any hex adjacent to the force and it will move into the hex (subject to the following rules).

3.411 Tactical Force Movement

Each force begins each turn with a fixed movement allowance which is dependent upon supply status and force nationality (see section 6.13). This is a quantification of the ability of the force to move across the map.

In some cases, forces may begin the turn with a zero movement allowance. Unmoved units with zero movement allowances may be ordered to bug out. This will give the force a movement allowance of 6 movement points for the turn. The units in the force will however suffer the ill effects of bugging out (see section 5.22).

Different types of terrain have different entry costs. In some cases, additional costs apply to enter a hex. All entry costs are cumulative. In order to enter a hex, a force must have sufficient remaining movement allowance to "pay" the entry cost for the hex the force wishes to enter. Forces may not enter a hex unless they have enough remaining movement allowance to pay all costs associated with the move. As forces are moved, their remaining movement allowance is displayed (along with the force's current lethality and survivability) in the force information box at the bottom of the screen.

Units may continue to be moved as long as they still have remaining movement allowance. You need not complete all of a force's movement in a single operation (Exception: See sections 3.41207, 3.41208, and 3.41209). As long as a force has some remaining movement allowance, you may return to it and continue its movement, even after exiting from movement and returning back to the map.

For each movement point expended during force movement, the readiness of the moving force declines by 1%.

If your force moves next to an enemy controlled hex during movement (except for airborne and seaborne movement), that hex will be spotted to level 1 (see section 6.3 for intelligence gathering rules).

During movement, you can center the displayed map area on the moving force by selecting the "Center Force" button at the bottom right of the screen. If you are using a mouse, the scroll buttons at screen right may be used to scroll the screen without moving the unit.

If you make a mistake and move a force to the wrong hex, you can usually take back the move by selecting the "Move back" button at the bottom right of the screen. "Move back" will not work if:

- Your force has not yet moved
- You attempted to enter an enemy controlled hex.
- Your force is moving by air or sea.
- The hex entered was adjacent to enemy controlled territory which is not spotted to at least level 1 (see section 6.3). The enemy controlled territory need not be occupied in order to block your move back. This rule is necessary to prevent the abuses of the intelligence gathering rules, and will not be in effect if you are playing with complete intelligence.

3.412 Special Cases of Force Movement

There are several special cases of movement:

Tactical movement:

- Road Movement (section 3.41201)
- Disengagement (section 3.41202)
- Assault Deployment (section 3.41203)
- Cross River Movement (section 3.41204)
- Congestion (section 3.41205)
- Enemy Controlled Hexes (section 3.41206)

Special movement:

- Seaborne Movement (section 3.41207)
- Rail Movement (section 3.41208)
- Airborne Movement (section 3.41209)
- Amphibious Movement (section 3.41210)

3.41201 ROAD MOVEMENT

Regardless of other terrain in a hex, if a force enters a hex along a road, movement costs will generally be lower than if the same kind of terrain were entered normally. In order to be considered to have entered along a road, a force must exit its old hex and enter the new one through hex sides with roads running through them.

Roads are ignored and movement costs are determined by other terrain in the hex on turns when massive numbers of refugees are on the move. See section 6.8.

In the 1950's scenarios, roads are ignored in all hexes during any storm turn.

3.41202 DISENGAGEMENT

In order to leave a hex adjacent to an enemy force, an additional cost of 4 movement points must be paid by the moving force. In the Tomorrow's War scenario, North Korean Commando units do not have to pay the disengagement cost if they are operating independently (not assigned to a force with another unit).

3.41203 ASSAULT DEPLOYMENT

When you try to move one of your forces into a hex containing enemy forces, one of three things will happen.

If the enemy forces are very weak and your force has at least 6 movement points remaining, there is a 50% chance that your force will overrun the enemy hex. The enemy forces will be destroyed and your force will advance into the hex. If you are moving during your Second Orders Phase and the hex is not overrun, your force's movement allowance will be set to zero (with no loss of readiness). Details of the overrun calculations are given in Appendix F.

If the enemy hex is not overrun and your force has less than 6 movement points left

in its movement allowance the move will not be allowed by the program.

Otherwise, the movement for your force will end in your force's current hex, one movement point will be subtracted from its movement allowance, and an assault order will be plotted. Your force will assault and attempt to take the hex from enemy forces during the Ground Combat Phase (section 4.2). The assault order may be cancelled at any time by selecting the force again for movement. Any unused movement points will still be available for use by the force. As long as the force has an assault order, any selection of the hex the force occupies will show an arrow from your force into the hex to be assaulted, as well as a short directional indicator in the force information box (Example: If the movement allowance of your force is given as 10SW, the program is telling you that your force has 10 movement points remaining for the turn, and it will assault the hex to its southwest.)

3.41204 CROSS RIVER MOVEMENT

A bridged river hex is any friendly river hex in which the river is crossed by a road or railroad. An unbridged river is any other non-frozen river hex.

Movement costs to enter bridged river hexes are lower than for unbridged river hexes.

Rivers are ignored north of the freeze line. A hex north of the freeze line is indicated by a snowflake graphic on the map and an asterisk (*) whenever the terrain is described at the bottom of the screen.

3.41205 CONGESTION

When different forces try to use the same transport routes through an area, traffic jams usually result. In game terms, this means that entering a hex which already contains a friendly force costs an extra 1 movement point above the normal cost of the terrain.

Additionally, except for purposes of moving through a hex during airborne, seaborne, or

rail movement, a maximum of two forces may occupy a hex at any given time. This is called force "stacking." In all cases, only two forces may remain in a hex after all movements have been completed.

3.41206 ENEMY CONTROLLED HEXES (MOVING INTO ENEMY TERRITORY)

Even under the best of conditions, forces will proceed with caution when entering enemy territory. In game terms, this is reflected by an extra 1 point cost above the normal cost of the terrain in the hex to enter an enemy controlled hex.

3.41207 SEABORNE MOVEMENT

Only the United Nations player may use seaborne movement. Seaborne movement can be used to move forces from any coastal hex (a coastal hex is any non-estuary hex adjacent to a deep ocean hex) to any other coastal hex. Once seaborne movement is selected, the force will be represented on the map by a ship icon. A force may only use seaborne movement if it has not moved previously during the turn. If a force can be moved by sea, the program will offer you the option of selecting sea movement. Forces can move an unlimited distance by sea, but only a limited number of forces may use seaborne movement on any given turn. In the 1950's scenarios, up to 4 sealift demand points may be spent on each turn according to the following schedule:

SEALIFT DEMAND TABLE

OPERATION	SEALIFT DEMAND
Begin movement from port hex	2 points
Begin movement from non port (land) hex	3 points
Begin movement from deep ocean hex	0 points
End movement at port hex	-1 point

In order to begin sea movement, at least 2 or 3 sealift demand points (see above) must still be available for the turn.

Notice that ending movement at a port hex returns one point of sealift demand to the available amount. The least expensive form

of seaborne movement is from one port to another. This would cost one (2-1=1) point. Four forces per turn could be moved in this fashion. In order to qualify as a port hex, the port in the hex must be free of mines (see section 6.7).

A mined port hex may not be entered by seaborne movement.

Except for the beginning and ending hexes, only deep ocean hexes may be entered by forces using seaborne movement. If you are using a mouse, any deep ocean hex on the map may be selected; deep sea hexes need not be adjacent for selection as in other cases of movement. You can move the force all the way across the map without entering the hexes in between. Additionally, if you select the "Choose Waypoint" option at the bottom of the screen during seaborne movement, you may pick one of three fixed points for rapid movement of the force. One of these points is in the Yellow Sea near Inchon. Another waypoint is in the Sea of Japan near Hamhumg/Hungnam. The third waypoint is in the Korea strait, near Pusan. Once you select a waypoint hex, the force will move directly to that waypoint. If you select a land hex, it must be adjacent to the force. This will be the ending hex of the seaborne move.

If a force begins seaborne movement from a non-port land hex, one which is not marked by an anchor symbol, the force will suffer losses. These losses are identical to Bug-Out losses as described in section 5.2.

If the ending hex of a seaborne move is occupied by enemy forces, the seaborne force will remain in the deep ocean hex adjacent to the enemy occupied hex until the Combat Phase, when a normal combat will occur. The consequences of combat are described in section 4.253.

Seaborne movement may not be used on Storm weather turns. Moving forces by sea will interfere with movement of supplies to front line forces. See section 6.1.

After sea movement, the force will have its movement allowance for the turn reduced to zero and no further movement will be allowed. Seaborne movement does not cost readiness points as does normal movement.

Although it is possible to move as many as four forces per turn by seaborne movement (in the 1950's scenarios), only two forces per turn may be given orders to assault from the sea.

Due to excessive demands on available sea transport in the Tomorrow's War scenario, only one independently operating (not assigned to a force with any other unit) USMC unit may use seaborne movement on any given turn in that scenario.

Under certain rare circumstances, it is possible for a force to begin a turn at sea. If this happens, the unit may use seaborne movement even on storm turns. This move will count towards the maximum sea move limits for the scenario.

3.41208 RAIL MOVEMENT

Each side has a limited ability to move forces by rail. Up to five forces per side may be moved by rail. Any force beginning its turn on a rail hex and connected to at least one other friendly rail hex may use rail movement to move an unlimited number of hexes along the rails. The program will offer you the option of rail movement if it is available for a force. Only friendly rail hexes may be entered. Forces using rail movement may not enter hexes adjacent to enemy forces. Normal stacking limits are suspended during rail movement, but will be enforced by the program in the final rail move hex.

Moving forces by rail will interfere with movement of supplies to front line forces. See section 6.1.

Communist forces moving by rail are subject to attack by United Nations air units performing interdiction missions. When the force is first entrained, there is a (UN interdiction level)% chance that the force will suffer a 20% to 90% equipment loss.

After rail movement, the force will have its movement allowance for the turn set to zero and no further movement will be allowed. Rail movement does not cost readiness points as does normal movement.

3.41209 AIRBORNE MOVEMENT

This is available in the 1950's scenarios only. None of the units committed to Korea in the Tomorrow's War scenario have an airborne movement capability.

In the 1950's scenarios, the United Nations has one unit which is capable of airborne movement. The 187th RCT may use airborne movement on any non storm turn on which it begins in an airfield hex. If you can move the unit by air, the program will offer you the option of air movement. Airborne movement is unlimited. Normal stacking limits are suspended during airborne movement, but will be enforced by the program in the final (drop) hex. Any land hex may be selected as the final hex of movement.

If the ending hex of the move is not a friendly airbase hex, the unit will suffer losses at the end of an airborne move according to the following schedule:

AIRBORNE MOVEMENT LOSS RATIOS

ACTION	LOSS RATIO
Drop on open or urban terrain	5%
Drop on rough terrain	10%
Drop on mountain terrain	25%
Drop on Cloudy weather turn	+5%
Drop in the MiG Alley area	+Communist Interception Level %

This loss ratio is the percentage of equipment which will be lost during the drop. The Communist Interception Level is calculated during the Combat Phase (see section 4.1). It is best to allocate a significant number of air units to air superiority missions on any turn in which you wish to drop the 187th in MiG Alley (see section 4.1).

If the hex selected for the end of movement is occupied by enemy forces, the 187th must fight and take the hex or die trying. This will occur immediately. Only if the enemy force occupying the hex is eliminated will the 187th survive to take the hex. This will only occur if the enemy force is VERY weak. If you drop the 187th into an enemy occupied hex, you will most likely lose the unit.

Moving the 187th by air will interfere with movement of supplies to front line forces. See section 6.1.

After airborne movement, the unit will have its movement allowance for the turn set to zero and no further movement will be allowed. Airborne movement does not cost readiness points as does normal movement.

3.41210 AMPHIBIOUS MOVEMENT

United States Marine infantry units have a limited organic capacity for amphibious movement. Under certain circumstances, a USMC unit may move across estuary and reservoir hexes:

- The unit must be an infantry regiment or RCT.
- The unit must have no other units attached to it.
- The unit must begin the turn adjacent to the reservoir or estuary hex.
- The unit must have its full movement allowance of 24 points available.

A qualifying unit may enter the estuary/reservoir hex at no cost. The unit must then be moved off the hex to any other hex that it could normally enter. The unit may not end its movement in an estuary/reservoir hex.

No other units may enter an estuary or reservoir hex under any circumstances.

3.413 MOVEMENT COSTS

TERRAIN	COST (Movement Points)
Open	2
Urban	2
Mountain	4 (CPLA units:3)
Rough	3 (CPLA units:2)
Estuary/Reservoir	• See section 3.41210
River(frozen)	No effect
River(bridged)	+1 See section 3.41204
River(unbridged/Non Storm)	+4 See section 3.41204
River(unbridged/Storm)	+6 See section 3.41204
Road(non rough terrain)	1
Road(rough terrain)	2 (Tomorrow's War:1)

SPECIAL	COST (Movement Points)
Rail	0 See section 3.41208
Deep Ocean	0 See section 3.41207
Disengagement	+4 See section 3.41202
Assault Deployment	1 See section 3.41203
Congestion	+1 See section 3.41205
Enemy Controlled Hexes	+1 See section 3.41206

3.42 Report

If you select the "Report" option you will see a detailed report on the hex currently highlighted by the map cursor.

The report gives information on the physical characteristics of the hex, and detailed organization of any military forces in the hex. The combat effects of the hex terrain are listed at the top of the screen. Forces are described in terms of the units assigned to the force. If a force contains more than one unit, the readiness shown for the force is the average readiness of units assigned to the force. Each unit in a force is in turn described in terms of the equipment assigned to the unit and its supply status during the last general resolutions phase. A force's total strengths are a function of the

sum of the strengths of all equipment assigned to the force. If a unit is indicated to be "entrenched," it will be eligible to receive the prepared defensive position advantage (section 4.23) if attacked. See Appendix F for details and examples.

Several options are available on this screen:
- +hex (section 3.421)
- -hex (section 3.421)
- Exit to map (section 3.421)
- Transfer Unit (section 3.422)
- Rename Force (section 3.423)

3.421 MISCELLANEOUS HEX REPORT SELECTIONS

The +hex option will examine the next friendly occupied hex. If you exit from the Full Hex Report after selecting a new hex, the map will re-center on the new hex. The next hex is selected by looking for the hex with the next highest x,y coordinates (compared with the coordinates of the current hex).

The -hex option is similar, but operates in the other x,y direction.

The Exit to map option will send you back to the main game map. You can also do this by hitting either the <Escape> key (IBM only) or the right mouse button.

3.422 FORCE TO FORCE UNIT TRANSFERS

Units may be freely transferred from one force to another in the same hex. If only one force is present in a hex, a new one will be created if you transfer a unit out of the existing force in the hex. There are no penalties for transferring units from force to force; however, when a unit is transferred, the receiving force will have its movement allowance limited to that of the transferred unit.

There are a few limitations on unit transfers:
- No more than six units are allowed in any force.
- No more than four units in any force are allowed to be infantry units.
- ROK units may not be transferred into US/USMC/CW/UN forces.
- US/USMC/CW/UN units may not be transferred into ROK forces.
- CPLA units may not be transferred into NKPA forces.
- NKPA units may not be transferred into CPLA forces.
- The US TF Smith unit is a temporary Ad Hoc unit and will disband permanently if it is ever transferred to another force containing a U.S. infantry unit. The equipment which makes up TF Smith will be transferred to an infantry unit in the receiving force.
- No unit may be transferred into the TF Smith force.
- In order to transfer into a force which has plotted an attack, the transferring unit must have at least 6 movement points remaining.

3.423 RENAMING FORCES

You may rename any force which contains more than one unit by selecting the "Rename" button for that force.

3.43 Exit

Selecting this button will exit from the force movement/report panel.

4.0 COMBAT RESOLUTIONS PHASE

4.1 Airstrikes, Interdiction, and Air Superiority

Air power has a powerful influence on the game. Since the air situation has changed dramatically over the last forty years, there are a couple of significant rules differences between the 1950's scenarios and the 1995 (Tomorrow's War) scenario.

In the Tomorrow's War scenario, the North Koreans have a small but capable air force, operating from hardened North Korean bases. This is not true in the 1950's scenarios.

In the original Korean War, air unit losses were generally temporary. New equipment and aircrews were shipped into the theater to replace losses, and personnel finishing tours were rotated out of theater so that unit strengths remained fairly constant. In the Tomorrow's War scenario, no significant replacements will be available. Losses in air unit strengths will be permanent.

Air superiority and interdiction work differently in the 1950's and Tomorrow's War scenarios. Read section 4.11 if you intend to play the historical Korean war scenarios. Read section 4.12 if you plan to play the hypothetical modern scenario.

4.11 Air Superiority and Interdiction: 1950's

This section describes air superiority, and interdiction rules for all scenarios other than Tomorrow's War. If you are playing the Tomorrow's War scenario, skip to section 4.12 below.

On the 25-June-1950 turn, the United Nations air force is automatically allocated to destroying the North Korean air force. For the remainder of the war, Communist air forces will operate from bases in China and the Soviet Union.

Communist air forces are represented abstractly as a Communist Interception Level (CIL). The CIL acts to decrease the effectiveness of all United Nations Interdiction missions and those Ground Attack missions in MiG Alley (see below). Additionally, the CIL influences losses to United Nations airborne operations in MiG Alley. United Nations air units assigned air superiority missions will engage the Communist air forces in an attempt to lower the Communist Interception Level. Each turn (beginning with 1-September-1950), the CIL is increased by 10 (from 1-September-1950 to 22-December-1950) or 15 (from 1-January-1951 to the end of the game) to a maximum of 200. Then the CIL will be decreased by (Total United Nations air units Air to Air strength/5). Thus, if the United Nations player allocates a total of 40 points worth of Air to Air strength to air superiority missions, the CIL will increase by two (10-40/5=2). The CIL is not affected by weather.

MiG Alley is the area of the map north of hexrow 26 (inclusive) and west of hex column 14 (inclusive). MiG Alley hexes are indicated on the map with a small jet graphic in the lower left corner of the hex. The CIL is ZERO for airstrikes outside of MiG Alley.

The Effective Air to Ground strength for each United Nations air unit is equal to (unit Air to Ground strength - CIL + unit Air to Air). If the unit's Air to Air strength is greater than the CIL then the Effective Air to Ground Strength is equal to the units actual Air to Ground Strength as displayed on the Air Operations Screen. This Effective Air to Ground strength is used in all air to ground and interdiction calculations.

After the CIL for the turn has been determined, the effects of U.N. air units interdiction missions are calculated. The United Nations Interdiction Level (UNIL) is equal to the sum of all United Nations air unit

Effective Air to Ground strengths assigned to Interdiction missions, divided by 10. The UNIL has two effects. The Communist supply stockpile will be lowered immediately by a random number from 0 to the UNIL. (So, for example, the Communist stockpile may drop as much as 20 points if the UNIL is 20.) Additionally, the UNIL affects resupply of individual Communist units later in the turn (section 6.11), especially in Southern Korea.

The most recent CIL and UNIL figures are displayed in the Strategic Report (section 3.11).

4.12 Air Superiority and Interdiction: 1995

This section describes air superiority and interdiction rules for the Tomorrow's War scenario. If you are playing one of the 1950's scenarios, skip this rules section.

United Nations and North Korean air force units assigned to air superiority missions will attempt to neutralize the enemy air force. For each side, an air superiority strength is calculated. This is the sum of all air to air strengths for units with air superiority missions plus twenty percent of the sum of all air to air strengths for air units with other missions. These total strengths are compared and a loss percentage is calculated for each side. All air units will suffer losses equal to this loss percentage. See Appendix F for details of the calculation.

After losses are inflicted on all air units, the effects of interdiction missions are calculated. Each player's Interdiction Level (IL) is equal to the sum of all friendly air unit Air to Ground strengths assigned to Interdiction missions, divided by 10. The IL has two effects. The enemy supply stockpile will be

lowered immediately by a random number from 0 to the IL. (So, for example, the Communist stockpile may drop as much as 20 points if the United Nations IL is 20.) Additionally, the IL affects resupply of individual enemy units later in the turn (section 6.11).

The most recent Communist and United Nations Interdiction Level figures are displayed in the Strategic Report (section 3.11).

4.13 Airstrikes

Finally, each player will execute any available airstrikes. Each air unit with a ground attack mission will launch one airstrike. To pick a strike hex, you simply select any enemy hex on the map. The strategic overview function can be used to zoom in on any section of the map. You may select an apparently empty hex if you like. If enemy forces are found there they will be spotted and attacked. (Exception: CPLA forces not previously spotted by other means will not be spotted by airstrikes until at least six turns after the first CPLA unit enters Korea.) Airstrikes destroy equipment and supplies in the target hex. Each piece of equipment in any unit in the hex will have to survive a loss check or be destroyed. The lethality of the airstrike (shown below the map) is equal to the air unit's Effective Air to Ground strength. In a rough, mountain, or urban hex, the strike lethality will be multiplied by 0.75. Additionally, airstrikes will be multiplied by 0.75 if the units in the hex are in prepared defensive positions (see section 4.23). These two multipliers are cumulative.

1950's only: Due to exceptionally efficient communications between USMC units and Marine or Naval air units, airstrike lethalities of Naval and Marine air units will be multiplied by 1.5 if the strike hex is adjacent to any force containing a USMC infantry unit.

The chance that any piece of equipment in a target force will be destroyed by the strike is:

strike lethality% * (15-equipment survivability)/10.

This means infantry will tend to be more survivable in airstrikes than artillery and tanks. (See Appendix B for equipment descriptions.) Additionally, force readiness will decrease by a percentage equal to half of the strike lethality. Force readiness will not be lowered below 50% by airstrikes.

After each strike, estimated strike results will be given. These reports may be exaggerated. An explosion graphic in the target hex will give another indication of target damage, with from one (light damage:less than 9% loss of strength) to three (heavy damage: more than 20% loss of strength) explosions in the target hex.

In the Tomorrow's War scenario, there is a chance that the striking air unit will suffer losses from enemy anti-aircraft fire. This chance is equal to (the total number of enemy units in the hex/10). If suffering losses, the air unit will lose one point each of air to ground and air to air strength.

4.2 Ground Combat

All assault orders issued during the players' First Orders Phases are executed in random order with one side moving all of its forces before the other side's forces are moved.

If an assault is plotted against a hex which has become vacant since the order was issued, the assaulting forces will occupy the hex in a normal (non-combat) move. If an assault is plotted against a hex which still contains an enemy force, then combat will occur. Defending forces will receive terrain and (possibly) prepared position strength modifiers. Within each hex, combat will take place and players will be notified of the results before combat moves on to the next hex.

4.21.Ground Combat Force Strength Modifiers

The lethalities and survivabilities of forces are based upon the sum of equipment lethalities and survivabilities for all equipment assigned to all units in the forces. To find the effective strengths for the units, individual unit strengths are multiplied by unit readiness % and then modified by the unit's experience level. "Seasoned" units will have their strengths increased by 25% and "Veteran" units will have their strengths increased by 50%. See Appendix F for details on unit strength calculations.

4.22 Competence and Command Control

Rather than cooperating fully, forces from different armies will launch separate assaults. Friendly heavy artillery units will support all attacks and defenses within two hexes, regardless of the nationality of the allied forces involved.

For command control purposes, the four following separate armies are defined:

- NKPA: North Korean People's Army (Communist)

- CPLA: Chinese People's Liberation Army (Communist)

- ROK: Republic of Korea (United Nations)

- Non-ROK (United Nations): The following four nationalities are treated as one army for command control purposes:

    US: United States

    USMC: United States Marine Corps

    CW: British Commonwealth

    UN: Miscellaneous

Communist forces will have their lethalities and survivabilities modified according to the following table:

COMMUNIST COMPETENCE STRENGTH MODIFIERS

Pushover	0.8
Moderate	0.9
Challenging	1.0
Hairy	1.1
Hideous	1.2

Communist commando units (Tomorrow's War) will have their lethalities increased (when attacking) according to the following schedule:

COMMUNIST COMMANDO ATTACK LETHALITIES

First Turn	4 * normal lethality
Second Turn	3 * normal lethality
Third Turn	2 * normal lethality

4.23 Prepared Defensive Positions

Units described as "entrenched" will benefit from a prepared defensive position advantage.

When a unit has the time and energy to prepare for the defense of a position, it can put up a much better fight than otherwise. A prepared defensive position is not just a matter of a few trenches. Elements of a successful defense include prepositioned supplies, useful local reserves, and thorough planning. All the trenches in the world won't keep the enemy out of your positions if your troops are out of ammo and your vehicles are out of fuel.

Any defending units which began the turn with a readiness of at least 75 and did not expend any of their movement points during the turn are considered to be in a prepared defensive position (entrenched) and will receive a defensive advantage. Units entering the game as reinforcements will not be entrenched on their turn of entry. Lethalities of units defending prepared positions will be multiplied by 1.65.

Survivabilities of units defending prepared positions will be multiplied by 2.5. It is possible for some units in a force to be entrenched while others are not.

4.24 Terrain Effects on Equipment Combat Strengths

The defending forces will receive modifiers to survivability from some types of terrain. Individual pieces of equipment are affected differently. Equipment is defined as hard or soft in Appendix B.

Terrain	Soft Modifier	Hard Modifier
Open	1.0	1.0
Mountain	2.0	0.5
Rough	2.0	1.0
Urban	3.0	2.0

The only terrain which affects force lethality is river terrain. Forces attacking from non-frozen river terrain have their lethality halved. Artillery and North Korean Commando units do not suffer the river drop in lethality. Terrain effects are cumulative with the prepared defensive position modifier.

4.25 Combat Resolution

All lethalities will be summed for all forces involved in combat for the hex. Any friendly *Heavy* artillery units (identified by the heavy artillery icon) within 2 hexes will also contribute their artillery lethalities to the combat. All other artillery units act as normal ground units.

In the 1950's scenarios, United Nations forces attacking or defending hexes adjacent to deep ocean hexes or attacking from a seaborne move will receive naval gunfire support:

NAVAL GUNFIRE SUPPORT

Prior to 1-August-1950	0
1-August-1950 to 22-August-1950	50
1-September-1950 to 22-November-1950	100
1-December-1950 to 22-May-1951	125

Naval gunfire support is halved on storm turns.

The lethality sums are compared to the sums of survivabilities for all forces involved in the combat to generate a "loss ratio" for each side. (For further details of the calculation see Appendix F.) This is the percentage of equipment which will be lost in the combat. The loss ratio is also subtracted from the readiness of each unit involved in the combat. Attacking units will suffer an additional 5 point readiness loss. During hot weather or storms, all units directly involved in the combat will suffer an additional 5 point readiness loss.

Friendly artillery firing from hexes not directly involved in the combat will suffer a 4 point loss of readiness (per combat) but will take no equipment losses.

4.251 EQUIPMENT LOSSES AND UNIT EXPERIENCE

The loss ratio is the percentage of equipment which will be lost by each force involved in the combat. Additionally, "green" units have a loss ratio % chance of suffering bug out losses if retreating (see section 5.22).

If a unit's survivability is reduced to less than 1 during combat, the unit will be removed from the map. Half of the equipment remaining in the unit after combat will be placed in the appropriate replacement pool. The unit will re-appear behind friendly lines after sufficient stockpiles of replacement equipment are built up to re-equip the unit. See section 6.21 for details on replacements.

If a "green" or "seasoned" unit survives a combat and does not retreat, there is a 50% chance that its experience level will increase to "seasoned" or "veteran."

4.252 RETREATS AFTER COMBAT

After combat, defending forces are checked to see if they will retreat. The chance for retreat is equal to 2 * the defender loss ratio incurred during combat. (Exception: Forces containing green units have a 20% higher chance of retreating after combat than

other forces.) Retreats will be into random available hexes.

United Nations forces can only retreat into friendly controlled hexes containing fewer than two forces. They may not retreat into enemy controlled hexes, even if they are empty. The mere presence of an enemy force adjacent to a hex will *not* prevent retreat into that hex. If possible, United Nations forces will generally retreat in a southerly direction.

Communist forces can retreat into any hex which does not contain United Nations forces or more than one Communist force. They will retreat into a friendly controlled hex if possible. If possible, Communist forces will generally retreat in a northerly direction.

Units with "green" experience levels may bug out rather than merely retreating. The chance for this is equal to the defender loss ratio. The effects of bugging out are described in section 5.22. It is possible for some units in a force to bug out while others retreat normally. If any unit in a force bugs out, the force will be described as having bugged out in the after combat report. This only means that at least one unit in the force has bugged out.

Units will not retreat into reservoir, unbridged, unfrozen river hexes, river/estuary hexes, or deep ocean hexes. If a force can't retreat for any reason, the force will remain in the hex, but will be subjected to a second round of equipment survival checks and readiness loss, using the combat defender loss ratio (usually nasty).

4.253 SEABORNE ASSAULTS (INVASIONS)

Combat is resolved normally. If the defending force is destroyed or retreated, the attacking forces will advance into the hex. If the defending force does not retreat, the attacking forces suffer losses as in a bug out (see section 5.2) and will be relocated to Japan.

5.0 SECOND ORDERS PHASE

In order to take advantage of successful combats (or salvage the situation after a disaster), you need to be able to move your forces after combat. It can be very helpful to leave a few forces unmoved during the first orders phase in order to facilitate this.

All forces which did not exhaust their movement allowances during previous phases may be moved during the Second Orders Phase. As in the First Orders Phase, each player will have his own orders phase. The order of the players' phases will vary randomly from turn to turn. Supply stockpile levels will influence the determination of who moves first. Generally, the player with the lower stockpile level will move after the player with the higher stockpile level. (This is the reverse of the case in the first orders phase.)

During the second orders phase, the player/phase indicator at the bottom left of the screen will show "Phase:IIA" (first player) or "Phase:IIB" (second player).

5.1 Movement Restrictions During the Second Orders Phase

Unit movement works as in the First Orders Phase with the following exceptions:

- No Assault Orders May be issued. If you attempt to move a force into an enemy occupied hex and that hex is not overrun, your force will end its movement immediately.
- No Airborne, Seaborne, or Rail movement is allowed.
- Green United Nations forces may be subject to "bugging out." See section 5.2 below.

5.2 Bugging Out

Both players' forces are subject to losses as troops panic and abandon their weapons under stressful situations.

5.21 Bugouts While Moving

United Nations units with "Green" experience levels are subject to "bugging out" if:

1) The unit is moved from one hex adjacent to enemy forces to another hex adjacent to enemy forces during the Second Orders Phase.

AND

2) The unit suffered a retreat result during the preceding Combat Phase, and the retreat was blocked.

The chance for this to occur is (100% - the unit's readiness level).

It is possible for one or more units in a force to bug out while others move normally.

5.22 Effects of Bugging Out

The effects of bugging out are as follows:

1) The unit's readiness is set to 50% (unless already lower).

2) 100% of the unit's equipment must check for survival. The chance for each piece of equipment to survive is (equipment survivability * 7%). This will result in the loss of much of the unit's heavy equipment.

6.0 THE GENERAL RESOLUTIONS PHASE

After the combat phase, the program will perform the following "bookkeeping" operations:

- Resupply Operations (section 6.1)
- Replacements and Reinforcements (section 6.2)
- Intelligence Gathering (section 6.3)
- Weather Determination and Effects (section 6.4)
- The 38th Parallel and CCF Intervention Check (section 6.5)
- Communist Guerrillas (section 6.6)
- Mine Warfare (section 6.7)
- Refugees (section 6.8)
- End Of Game Check (section 6.9)

6.1 Resupply Operations

As in all conflicts, the flow of supplies to the front was complex and critical during the Korean Conflict. Both the Communist and United Nations transport networks were overburdened by the demands of the war. This problem became even more acute as supply lines lengthened or whenever those transport networks were called upon to divert resources to moving troops and equipment. This was a particularly nasty problem for the United Nations.

During resupply operations the supply status of each hex on the map is calculated. A supplied hex is any hex which can trace a line of friendly land hexes of any length to any friendly supply source. The following hexes will act as supply sources if friendly to the indicated player:

SUPPLY POINT HEXES

Any port hex	United Nations
Any Japan hex	United Nations
0,22	Communist
2,20	Communist
7,29	Communist
9,17	Communist
14,10	Communist
29,5	Communist
33,6	Communist

In order to act as a supply source, a port must be free of mines (see section 6.7).

Units in supplied hexes will be checked and readiness may be increased if less than 100%. Regardless of supply status, each unit will have its readiness increased to at least 50%. When a unit is successfully resupplied, there is a chance that the friendly Supply Stockpile level will decline. This chance is:

(100-original unit readiness)%.

The exact rules for resupply differ for each player.

6.11 Communist Unit Resupply

A Communist unit may be resupplied if the unit is in a supplied hex. Generally speaking, the chance for this increases with increasing Communist stockpile level, and decreases as the unit is further south and with increasing United Nations Interdiction Level (UNIL). The exact algorithm is:

chance = Communist supply stockpile level -UNIL * (hex y coordinate) / 30%.

See section 4.1 for details on calculation of the United Nations Interdiction Level. Note that this means that later in the game, it is possible for the United Nations air force to effectively isolate the battlefield on fair weather turns.

If you examine the map, you will notice that all rail traffic from North Korea to South Korea has to pass through Seoul. The Communist supply effort was heavily dependent on the Korean rail net. If the United Nations controls Seoul (hex:14,40), the Communists will experience additional difficulties with supplying units in South Korea: Each unit south of hexrow 41 (inclusive) which would otherwise be supplied (as described in the previous paragraph) has a 50% chance of being unsupplied on any given turn.

Resupply of a unit restores the unit's readiness according to the following schedule:

COMMUNIST RESUPPLY SCHEDULE

COMMUNIST COMPETENCE	RE-READY RATE
Pushover	8%
Moderate	9%
Challenging	10%
Hairy	11%
Hideous	12%

One point is subtracted if the unit is south of hexrow 50. If an NKPA unit is on a road hex (on any non storm turn) or a rail hex, the re-ready rate is doubled. The re-ready rates for CPLA units not in urban hexes are always doubled. If the unit (CPLA or NKPA) is on an urban hex or supply point hex, the re-ready rate is multiplied by three. NKPA units which are not successfully resupplied will suffer a 5% decline in readiness. CPLA units which are not resupplied will suffer no readiness loss. Unsupplied NKPA units with a readiness of 50% will lose 10% of all equipment on each unsupplied turn.

Example: Assuming that Seoul is Communist controlled, Communist competence is "challenging," the United Nations Interdiction Level is 20, and the Communist stockpile level is 75: an NKPA unit in a supplied rail hex on hexrow 52 would have a 40% chance (75-20*52/30=40) of having 18% ((10-1)*2) of readiness restored.

6.12 United Nations Unit Resupply

A United Nations unit may be resupplied if the unit is in a supplied hex. The chance for this is (United Nations supply stockpile level * 100%). The re-ready rate for United Nations units is 10%. One point is subtracted if the unit is north of hexrow 30. The re-ready rate is doubled for units on roads (non storm turns) or rail hexes and tripled for units in urban hexes or port hexes. United Nations units which are not successfully resupplied will suffer a 5% decline in readiness.

The United Nations had a limited ability to supply units by air in Korea. If it is not a storm weather turn, United Nations units which would otherwise be unsupplied will not suffer the 5% readiness decline and will be considered supplied, although they may not receive replacements or increase their readiness. U.S. and U.S.M.C. units may be so supplied beginning with the 8-July-1950 turn. All United Nations allied units may be so supplied beginning with the 1-January-1951 turn. Unsupplied United Nations units with a readiness of 50% will lose 10% of all equipment on each unsupplied turn.

6.13 Supply Effects on Movement Allowances

The movement allowance of a force for the next turn is dependent on the force's average readiness after resupply. While supply status does not directly affect movement rates for forces, it has an indirect affect through force readiness. At the beginning of each turn, all forces will be given a movement allowance according to the following schedule:

NATIONAL MOVEMENT ALLOWANCE TABLE

	FORCE READINESS			
FORCE I.D.	0-50	51-74	75-100	SCENARIO
US/USMC/CW/UN	0	12	24	(1950's)
ROK/NKPA	0	9	18	(1950's)
CPLA	9	9	12	(1950's)
All units	0	12	24	(1995)

Example: In the 1950's, a US force with a readiness of 75 gets a 24 movement allowance.

6.14 Supply Stockpiles

Supply stockpiles represent the availability of supplies in Korea. Each player has a separate stockpile. In addition to drawing down as forces are resupplied (sections 6.11, 6.12), stockpiles are directly affected by your actions.

6.141 NEW SUPPLY SHIPMENTS: 1950's

The Communist stockpile is increased by 10 points on the first 4 turns, 11 points the next four turns, and so on.

At hairy or hideous levels of red competence, the Communist player will receive one extra supply stockpile point per turn.

Additionally, after a non-ROK United Nations allied force enters North Korea the Communist stockpile will receive an additional 10 points per turn. On the fourth turn after a U.N. invasion of the north, the Communists will receive an additional one time grant of 20 points.

The United Nations stockpile increases by 2 points on the first turn, 3 points the next, 4 the next, and so on until reaching a maximum increase of 15 points per turn on the 15-October-1950 turn.

6.142 NEW SUPPLY SHIPMENTS: 1995

The Communist supply stockpile increases by 10 points per turn. The United Nations supply stockpile increases by 15 points per turn.

6.143 Supply Effects of Using Special Movement Rules

Supplies are transported by railroad, ships, and transport aircraft. If you use these "transport assets" to move forces, they are not available to move supplies. Whenever you use rail movement, seaborne movement, airborne movement, or airborne resupply, your stockpile will be lowered (at the end of the turn).

- Each friendly force moved by rail will lower your stockpile by one point.
- Each friendly force moved by sea will lower your stockpile by one point.
- If you move the 187th RCT by air, your stockpile is lowered by one point.
- If any United Nations forces receive airborne supply, the United Nations stockpile is lowered by one point.
- On storm turns, the United Nations stockpile level is lowered by three points.

Since your stockpile level indirectly influences the strengths of every force you have, you should be careful about using special movement rules.

Stockpile levels play a large part in determining who moves first in each orders phase. The player with the higher stockpile level will tend to move last during the first orders phase and first during the second orders phase. See Appendix F for details.

6.2 Replacements and Reinforcements

Each turn, the program will replace equipment losses and bring new or reconstituted units onto the map.

6.21 Replacement Equipment

Each player will receive replacement equipment. If any friendly units on the map have losses (assigned equipment levels lower than authorized equipment levels) then those units will draw replacements from the replacement pool. If there are not enough replacements in the pool to replace all losses, then replacements will be distributed

such that units with heavier losses will receive a proportionally larger share of available replacement equipment. Only units which were supplied this turn can receive replacements. Each nationality in the game has a separate replacement pool which is updated as follows:

1950's NATIONAL LOSS REPLACEMENT RATES

Equipment	US	USMC	CW	UN	ROK	NKPA	CPLA
Light Tank	0	0	0	1	0	0	0
Medium Tank	10	2	2	1	0	5	0
Light Artillery	0	0	0	0	0	2	30
Medium Artillery	18	6	6	4	3	8	9
Heavy Artillery	1	0	0	0	0	1	1
Light SP Gun	0	0	0	0	0	4	0
Medium SP Gun	1	0	0	0	0	0	0
Heavy SP Gun	1	0	0	0	0	0	0
Rifle Platoon	27	9	12	6	27	18	255
Weapons Platoon	18	6	4	3	12	14	18

ROK, NKPA, and CPLA replacements begin on the 22-June-50 turn.

US replacements begin on the 8-July-1950 turn.

USMC replacements begin on the 1-August-1950 turn.

CW replacements begin on the 1-September-1950 turn.

UN replacements begin on the 22-October-1950 turn.

Additionally, some battalion level reinforcements arrive in the form of "one time only" extra replacements.

EXTRA REPLACEMENTS SCHEDULE

22-July-1950: The US will receive an additional 12 Medium Artillery, 18 Rifle Platoons, and 12 Weapons Platoons.

22-August-1950: The US will receive an additional 30 Medium Artillery, 45 Rifle Platoons, and 30 Weapons Platoons.

1-October-1950: The CW will receive an additional 6 Medium Artillery, 12 Rifle Platoons, and 2 Weapons Platoons.

8-January-1951: The CW will receive an additional 18 Medium Artillery.

22-February-1951: The CW will receive an additional 6 Medium Artillery, 12 Rifle Platoons, and 2 Weapons Platoons.

1995 NATIONAL LOSS REPLACEMENT RATES

EQUIPMENT	US	USMC	ROK	NKPA
Light Tank	0	0	0	30
Medium Tank	0	0	22	10
Heavy Tank	22	17	0	0
Light Artillery	0	0	0	18
Medium Artillery	0	6	24	18
Heavy Artillery	6	6	24	18
Gunship	12	2	2	0
Medium SP Gun	0	0	0	6
Heavy SP Gun	6	3	12	0
Medium MRL	0	0	6	36
Heavy MRL	3	0	0	0
Rifle Platoon	12	14	81	90
Weapons Platoon	6	7	27	57
Mech Platoon	12	0	12	45
Mech Wx Platoon	6	0	5	26

All replacements begin on the first turn of the Tomorrow's War scenario.

If after replacements are distributed to all forces which need them there are still sufficient replacements to reconstitute a previously destroyed unit, then the previously destroyed unit will be rebuilt using replacement equipment and placed on the reinforcement schedule for the next turn. At least 2/3 of the authorized level of the most numerous equipment needed by a unit must be available in the replacement pool for the unit to be rebuilt. Regardless of the experience of the unit when it was destroyed, it will be rebuilt as a "green" unit.

Up to 255 pieces of unused replacement equipment may accumulate in each category. Due to inefficiences in supply systems, small quantities of replacements may remain in the force pool even though some units are not at full strength.

6.22 Reinforcements

Each turn, forces may be scheduled to appear at some location on the map.

In some cases, forces are scheduled to appear in specific hexes. If a force's appearance hex is not available, the force will be held off map until the hex becomes available. In order to be available for reinforce-

ment appearances, a hex must be friendly controlled and occupied by fewer than two forces. Exception: CPLA forces may appear in enemy controlled hexes as long as those hexes are not occupied by enemy units.

If a force does not have a specific appearance hex, the program will attempt to place the force in one of a list of general appearance hexes:

• The program will attempt to place re-constituted US, USMC, CW, and UN units in Pusan (hex 26,59).

• The program will attempt to place new or re-constituted ROK units in any available South Korean urban hex.

• The program will attempt to place new or re-constituted NKPA units in any North Korean urban hex, or in any of the Communist supply point hexes.

• The program will attempt to place re-constituted CPLA units in hex 0,22.

In all of the above cases, if no entry hex is available, the forces will be held off map until the hex becomes available.

Air units will become available in the Air Operations Screen on the turn of their arrival.

6.3 Intelligence Gathering

6.31 Ground Patrols

Each hex on the map is checked for change of possession. Each force on the map will possess a patrol radius of one hex distance in every direction if:

The force is in a supplied hex or has a readiness of 75 or greater.

AND

The force has a lethality of 30 or greater.

Any hex within the patrol radius of one player's force and not within the patrol radius of the other player's forces will automatically become friendly to the patrolling

force. Exception: Urban hexes will not change ownership unless entered by enemy forces.

6.32 Intelligence Quality

If playing with the Complete Intelligence Game Control Option (see section 2.112) all hexes are always spotted to level 2. See explanation of spotting levels below.

Players always have complete information on friendly hexes.

When playing with Limited Intelligence, each enemy hex on the map is spotted to the following levels:

• Level 0: No information is available for the hex. If enemy forces are in the hex, you won't know about them.

• Level 1: force type information is available for the hex.

• Level 2: force type and name information is available for the hex. If you are playing with the complete intelligence option, you will be given complete information on the hex. Otherwise: If a force in the hex is at less than 1/2 strength it will be described as "understrength." There is a 1/3 chance that this information will be incorrect. If a force is involved in ground combat, the information will always be correct during the following second orders phase.

Enemy hexes adjacent to friendly forces will be spotted to level 2.

Hexes containing heavy artillery units which fired during the combat phase are spotted to level 1.

Hexes containing Communist forces which use more than 12 movement points during the orders phase may be spotted (to level 1) as follows:

WEATHER	SPOTTING CHANCE
fair	75%
cloudy	50%
storms	25%

6.33 Special Recon Rules for the 1995 Scenario

Reconnaissance has come a long way over the last forty years. In addition to the above, the following spotting chances apply in the Tomorrow's War scenario:

Each North Korean controlled hex has a 66% chance of being spotted to level 1. All North Korean controlled road hexes are spotted to level 1.

United Nations controlled hexes are spotted to level 1 according to the following schedule:

GAME TURN	ROAD HEXES	OTHER HEXES
First	100%	66%
Second	66%	33%
Third	33%	0%
Fourth+	0%	0%

Due to the presumed presence of a large network of North Korean spies in major South Korean cities, all United Nations controlled urban hexes will be spotted to level 1.

6.34 Accumulation of Intelligence Reports

If by chance a hex is twice spotted to level 1 (by different methods) the spotting level of the hex is raised to level 2.

6.4 Weather Determination and Effects

Weather conditions are updated each turn. Forecasts are also updated to project weather three turns in advance. Weather is dependent upon game month:

WEATHER DETERMINATION TABLE

MONTH	(TEMPERATURE) COLD/MILD/HOT			(VISIBILITY/ PRECIPITATION) FAIR/CLOUDY/STORMS		
January	90%	10%	00%	70%	15%	15%
February	80%	20%	00%	70%	15%	15%
March	50%	50%	00%	70%	15%	15%
April	20%	80%	00%	70%	15%	15%
May	05%	75%	20%	65%	20%	15%
June	-	100%	-	-	100%	- (FIRST TURN)
July	00%	25%	75%	50%	25%	25%
August	00%	20%	80%	55%	20%	25%
September	05%	40%	55%	60%	20%	20%
October	20%	70%	10%	70%	15%	15%
November	50%	50%	00%	70%	15%	15%
December	80%	20%	00%	70%	15%	15%

On "Cold" turns the freeze line advances 5 hexes to the south (but at least as far south as hexrow 21). On "Mild" turns the freeze line retreats 4 hexes north. On "Hot" turns the freeze line retreats 9 hexes to the north.

Weather has significant effects on air operations (see section 3.21), ground force movement, and combat. A summary of weather effects is available to players through the weather report menu selection (see section 3.12).

There is a weather graphic on the main map screen. It has two components. A thermometer shows the current temperature. A sky graphic shows the current visibility/precipitation level.

6.5 The 38th Parallel and CCF Intervention

This rule only applies to the 1950's scenarios.

The greatest surprise of the Korean War was the massive Chinese intervention in October of 1950. United Nations commanders were under great pressure to win the war quickly in order to avoid political problems at home. Historically, they chose to discount the threat of Chinese intervention in favor of a risky "Land Happy" strategy of overrunning North Korea. If the Chinese had not intervened, this strategy would probably

have brought a swift and politically satisfactory end to the war. Remember this before you criticize the United Nations deployments in the Cold Steel scenario.

If you selected a FIXED CCF Intervention schedule when you began the game, the Chinese will automatically begin sending CPLA forces into North Korea within two to four turns of the movement of the first non ROK United Nations allied force north of the 38th parallel. In order to trigger CCF intervention, the non ROK U.N. force must be north of the 38th parallel at the end of a turn.

If you selected a HISTORICAL CCF Intervention schedule when you began the game, there is a 66% chance that the Chinese will intervene as above. If the Chinese do not intervene, the United Nations player must overrun almost all of North Korea by 8-January-1950 in order to win the game. See section 6.9. Generally, the United Nations player will not know about Chinese intervention until CPLA forces show up adjacent to U.N. forces. The Communist player will know if the Chinese are bluffing or intervening at the end of the turn that the intervention selection is made. In any case, the Chinese government will make ominous announcements if U.N. forces invade North Korea.

No matter what intervention schedule was chosen at the beginning of the game, the Chinese will only intervene if non ROK U.N. forces enter North Korea. ROK forces may freely enter North Korea without triggering CPLA intervention.

6.6 Communist Guerrillas

This rule only applies to the 1950's scenarios.

The United Nations had serious problems with Guerrillas during the Korean war. To reflect some of these difficulties, any United Nations controlled hex has a 10% chance of becoming Communist controlled if there is no United Nations force within 7 hexes at the end of the turn (20% if also adjacent to a Communist controlled hex). If controlled by the United Nations player, the North Korean cities of P'yongYang and Hamhung/Hungnam will automatically revert to Communist control if no United Nations force occupies their hexes at the end of the turn.

United Nations forces were quite effective in controlling Communist guerrillas when they were committed to the task. Any Communist controlled hex adjacent to a United Nations controlled hex, within seven hexes of a United Nations unit, and *not* within seven hexes of a Communist unit has a 50% chance of becoming United Nations controlled.

Japan, port, and airfield hexes are never affected by guerrillas.

6.7 Mine Warfare

In August of 1950, the Soviet Union began supplying the North Koreans with effective naval mines. Apparently, only a shortage of parts kept the port of Inchon from being mined prior to the Operation Chromite invasion. Northern ports had already been mined.

In the 1950's scenarios, from 8-August-1950 to the end of the game, there will be a chance that the Communists will successfully mine each port hex under their control. Ports south of hexrow 36 (in territory originally controlled by South Korea) will only be mined after the 22-September-1950 turn. The chance for successfully mining a port is (turn+20)% on every turn. (31% on turn 11, 32% on turn 12, etc.). In the 1995 scenario, all Communist controlled ports will be mined automatically at the end of each turn. Mined ports are negated as ports for supply and movement purposes.

If the United Nations takes control of a mined port, it has a 50% chance of sweeping the mines and restoring the functions of the port on each turn. If a port is mined, its anchor map graphic is replaced by a mine graphic.

6.8 Refugees

One of the more annoying problems faced by the United Nations commanders was the flood of refugees which would choke all roads whenever the Communist forces advanced. On any turn in which the Communist player takes more than ten hexes from the United Nations Player, takes an urban hex, or causes more than four United Nations forces to vacate a hex after combat, refugees will fill the roads. On the following turn, all roads are ignored when calculating movement costs for United Nations forces during both Orders Phases.

6.9 End of Game Check

If the United Nations controls the entire map, or the Communists control all urban hexes in Korea, the game will end immediately.

6.91 Special End of Game Conditions: 1950's

In late 1950, newspapers in the United States were actually writing about "bringing the troops home by Christmas" after mopping up the last Communist resistance in North Korea. Had the Chinese not intervened on behalf of the North Koreans, this quite likely would have been the case. To reflect the political expectations of the American public: if the Chinese have not intervened and the game has not ended previously, then the game will end after the 8-January-1950 turn.

If the war has not ended previously, it will end after the 22-May-1951 turn.

6.92 Special End of Game Conditions: 1995

If the war has not ended previously, it will end after the 15-October-1995 turn.

7.0 SOLITAIRE AND TWO PLAYER PLAY

In two player mode, the game will pause, clear the map and display a dialog box before beginning the next player's phase. This gives a break for players to exchange places at the computer without either player seeing information about enemy forces that he shouldn't see.

When a saved game is resumed, it will continue with all play selections as they were made when the game was begun. Solitaire games will be restarted in solitaire mode and two player games will be restarted in two player mode.

8.0 SCENARIOS AND VICTORY CONDITIONS

Victory conditions are simple. Victory is determined by terrain held. Urban hexes are worth 100 points and all other hexes held are worth one point each. Raw points are converted into victory levels which are displayed in the text box below the main map screen.

Victory levels are calculated as follows: for each 200 point DIFFERENCE between current holdings and territory held on 25-June-1950 (1950's scenarios) or the first turn of the Tomorrow's War scenario, one level of victory is awarded. If the display in the main map text box shows "U-x", the United Nations is winning with a victory level of x. If the display shows "C-x", the Communist player is winning with a victory level of x. If the victory level is zero (fewer than 100 hexes have changed hands) the game will end in a draw.

If the game is allowed to continue until a normal end, victory is awarded to the player with the greatest victory level at the end of the game.

In the Tomorrow's War scenario, each player's supply stockpile level will be added to his hex count before victory levels are

counted. Additionally, the United Nations player will receive a handicap of one level at the beginning of the game.

In the 1950's scenarios: If the Chinese do not intervene, the United Nations player cannot win the game if the Communist controls any urban hex, or more than two Communist supply point hexes (see section 6.1). A stalemate is the best that the U.N. player can hope for under these circumstances.

Since you can end the game at any time, you may create your own shorter scenarios by playing until a given turn and selecting the End Game menu option. Included in the timeline (Appendix D) is a list of actual historical victory levels for each turn. You can compare your game's victory level with the level listed in the timeline to determine how you've done relative to actual historical performance.

8.1 The Dragon Wakes Scenario

This is the full 1950-1951 campaign scenario as described in the introduction to the game. The North Korean army is poised to attack south, and amphibious commando operations have already "liberated" a small area of the East coast of South Korea.

Objectives: The Communist goal is to conquer all of Korea. The United Nations player must prevent this. Initially, Communist strength will be overwhelming. If the North Korean onslaught can be halted, the United Nations player must then liberate South Korea and decide whether to invade the North.

If the South is liberated and the United Nations player decides not to invade the North, the U.N. player must request an end to hostilities (see section 3.3, End Game). This will result in a stalemate.

If the United Nations player decides to invade the North and unify Korea, he must be ready to face possible Chinese intervention.

Should the Chinese intervene, the Communist player once again has an opportunity to conquer all of Korea.

Game Length: See section 6.9. Probable game length is 45 turns.

8.2 The Operation Chromite Scenario

In September of 1950, the United Nations was prepared to launch the Inchon invasion (Operation Chromite) and break out of the Pusan perimeter. North Korean forces in the south were exhausted. The liberation of South Korea was at hand.

Objectives: The United Nations player has the task of pushing out of the enclave around Pusan to crush the North Korean army and occupy all of Korea. The North Korean needs to delay the United Nations for as long as possible. If the Chinese intervene, Communist forces must push south as far as possible.

Game length: See section 6.9. Probable game length is 34 turns.

8.3 The Cold Steel Scenario

In November of 1950, the United Nations forces were very close to overrunning all of Korea. Despite a growing body of evidence, the United Nations commanders could not bring themselves to believe that the Chinese would intervene. They laid their plans accordingly and paid the price in blood.

Objectives: The United Nations player must resist the Chinese offensive as firmly as possible. The Communist player must push south rapidly.

Game length: See section 6.9. Probable game length is 25 turns.

8.4 The Tomorrow's War Scenario

North Korea has an impressive offensive capability. If the Communists had reason to believe that the United Nations would not effectively support the South in the event of a new war, they might be tempted to attempt a re-unification of Korea.

There have been a few significant changes in the balance of power since the 1950's. The South Korean military is now a very powerful force, supported by a robust economy. Additionally, the United States has recently demonstrated a very impressive ability to effectively intervene in remote conventional conflicts. The fall of the Communist system in the Soviet Union and a likely lack of significant Chinese support have forced North Korea to rely entirely upon its own resources in any future war. Given all of these facts, it seems likely that the North Koreans would only attack if the U.S. were already heavily committed elsewhere. This scenario is based on that assumption.

The North Koreans have decided to strike quickly to destroy the South Korean military while the U.S. is too heavily involved elsewhere to intervene effectively in Korea. The U.S. will have wrapped up its other commitments within four months. Until then, only very modest U.S. reinforcements are available. If the South Korean and U.S. forces in South Korea are still intact, the Communist supply system has been disrupted and territorial losses have been limited after four months, the North Koreans will inevitably be defeated. Should the North Koreans do enough damage to the defenders of South Korea before effective U.S. intervention is possible, they will at least be able to end the current round of hostilities on their own terms.

Special rule: The United Nations stockpile will be lowered by 1 to 10 points due to

North Korean special forces attacks prior to the beginning of open hostilities. Thus the United Nations supply stockpile will vary from 91 to 100 at the beginning of any particular game.

Objectives: The North Koreans must push as far into South Korea as possible. If possible, they need to take possession of the major urban area near Seoul. The United Nations player needs to hang on to as much of the south as he can while interdicting North Korean supply lines as vigorously as possible to prepare for offensive action once major U.S. reinforcements become available.

Game length: See section 6.9. Probable game length is 16 turns.

9.0 PLAYERS NOTES

There are a few things that you can do to improve your chance of winning the game:

Logistics

Don't move a force unless you absolutely must. Find a good location for each force and leave it there until you have a good reason to move it. Moving a force will deprive it of its prepared defensive position advantage and will lower the readiness of all units in the force. You should also be careful to avoid excessive use of special movement modes (rail, air, and sea). If you find that your supply stockpile levels are too low, its probably because you have been too profligate with force movements. If you launch a seaborne assault behind enemy lines, be sure to take a port immediately. It is dangerous to count on clearing a mined port for supplies. Your assault will be useless if your forces are unsupplied.

Air Power

The most effective use of U.N. air power in all scenarios is in the interdiction mission. This is particularly true in July to October of 1950, and the ending turns of the Tomorrow's War scenario. Airstrikes can be very effective, but they should be used only

where needed. In the Tomorrow's War scenario, both sides should place the majority of their air units on air superiority missions until one air force has been neutralized. The North Korean air force can be very dangerous if neglected by the U.N. player.

The 38th Parallel

In the 1950 scenarios, the U.N. player's timing in crossing the 38th parallel is critical. A U.N. player should not cross the border with NON ROK forces until the following conditions are met:

- Seoul is controlled by the United Nations.

- Most or all of the North Korean army has been eliminated.

- The majority of the United Nations forces have a readiness of at least 75%.

If the U.N. jumps the gun and the Chinese intervene, the U.N. player is in for a rough game. This means that the North Korean player should consider withdrawing as much of his army as possible into North Korea once the United Nations gains the initiative. Such a withdrawal will place a portion of his army out of reach of most of the United Nations forces for a while. Unfortunately, this withdrawal will be difficult if U.N. air power has been used properly.

Strategic Withdrawals

If you find that the enemy seems to be unstoppable (lots of overruns), try using your forces in isolated, single unit strongpoints to slow him down. Concentrating your forces in the face of a juggernaut is a bad idea. Wear the enemy down first, then establish a defensive line.

Combat and Unit Management

Except for the special case of a strategic withdrawal, you should attempt to concentrate your units as much as possible rather than trying to maintain a continuous line of isolated units. This will allow you to

inflict maximum damage on the enemy while limiting your own losses. Avoid attacking unless you are fairly certain that you have a significant advantage. Bad attacks can lead to huge losses for the attacker. If the enemy blunders and takes massive losses in an ill advised attack, you should consider a counter attack on his weakened forces.

Grand Strategy (1950-51)

The Communist should run south at full speed, ignoring casualties and flank security. If you can break the United Nations defensive line around Pusan before reinforcements dig in, you will win the game. If it becomes apparent that the U.N. can't be broken, stop attacking immediately. Dig in with what you have in the south and try to form a reserve well north of the front. When the UN begins to attack, try to slow him down without losing too much of your army. Prepare to defend North Korea and pray for Chinese intervention.

The United Nations player should use the majority of his ROK army to screen the NKPA advance. Don't try to form a solid defensive line until the Commies begin to lose steam. With careful management of your forces, you should be able to hold on to Taejon using ROK forces while building a solid defensive line with U.S. units north of Pusan. Don't commit the U.S. army piecemeal or they'll be butchered (as they were historically). Once the front has stabilized, form divisional forces as soon as possible and launch a few massive "sure thing" attacks in order to give your units combat experience. When the U.S. 7th division becomes available, invade with maximum strength at Inch'on and march on Seoul in order to cut NKPA supply lines. Don't forget to leave a few small units behind to control guerrillas when you move north. Cross the 38th parallel carefully. If the CPLA intervenes, you need to be able to form a strong defensive line quickly.

Grand Strategy (Tomorrow's War)

While Communist forces will not have the same level of early superiority as in the 1950 scenario, you can still do a massive amount of damage in the first few turns. Concentrate on crushing the South Korean army and move south whenever possible.

As the United Nations commander, you need to hold on to as much territory as possible. Move your forces north quickly and form corps size forces. Don't attack unless you are certain of favorable results. Concentrate your defensive effort near Seoul and use your air forces to blunt the enemy offensive.

Both players need to be aware that artillery is extremely important in this scenario. Concentrate your artillery near the action but keep it out of the front lines.

In General

If you are having a hard time winning the game, try examining the computer player's moves carefully. Anything that works for the computer player should work for you also.

10.0 DESIGNER'S NOTES

As the game was being tested, playtesters frequently asked why certain design decisions had been made. Many of you will probably wonder about the same things. I'll tell you what I told them:

The orders of battle in the game are as complete and accurate as possible. In the 1950's scenarios, the OOB's are generally rock solid. The 1950-51 campaign is very well documented. Many units changed designations several times during the war. Others (such as the NKPA 105 Tank Division, broken down into its constituent regiments in the game) were merely administrative enti-

ties. Many U.S. Field Artillery Battalions were permanently paired with infantry regiments and show up in the game only as assets assigned to RCT's. Unit designations in the game were chosen with the intention of describing the armies involved as accurately as possible while avoiding hundreds of small "independent" units and apparently capricious name changes.

In "Tomorrow's War", the orders of battle are a bit speculative. The U.S. information is based partly on unit organization during Desert Storm. The North and South Korean OOB is based almost entirely on the latest IISS Military Balance annual (see below). This reference includes unit types and numbers and enough information to allow educated guesses on organization, but no information on unit designations. The Korean unit numerical designations in "Tomorrow's War" are entirely imaginary. A few detail freaks have noticed that the South Koreans don't have any units designated 4th division or 4th brigade. This is because the number 4 has the same connotation for South Koreans as the number 13 has for Americans. The South Koreans avoided the number 4 in unit designations in 1950-53. Imagine a U.S. 13th division, or a 13th floor on an older American building. Remember Apollo 13?

Many artillery units in the 1950's scenarios are incapable of supporting combat at a distance. In the case of U.N. units, this reflects the range of the guns in the unit. Some Communist artillery units have heavy guns, but the communications and doctrine necessary for tactical flexibility are absent. In order to support combat, the Communists must dedicate their artillery much more closely to individual units than the U.N. Naval gunfire is limited to coastal hexes for similar reasons. While a battleship's sixteen inch guns can fire over great distances, they tend to be used close to the coast.

Additionally, much of the naval gunfire support available during the Korean war was from much smaller guns. For most of the war, the United Nations maintained naval task forces off both coasts of Korea.

Coordination of forces from different armies has always been difficult. This seems to have been particularly true during the Korean war. At least for the first year of the war, the U.N. allied and R.O.K. forces fought separate battles. This even shows up in the way histories of the war are written. South Korean military operations are typically described in vague terms, with an emphasis on their impact on United Nations operations. One odd result of this is that, when reading these histories, it is easy to lose sight of the fact that most of the anti-Communist troops in Korea were Korean. The Communists had the same difficulties. Chinese and North Korean forces rarely coordinated operations closely. This is partly due to the fact that the two Communist armies were vastly different from each other. NKPA units were organized, equipped, and trained along Soviet lines. The Chinese forces were much "lighter," consisting of masses of infantry with relatively limited support units. Even today, allied forces tend to operate independently rather than in concert. Desert Storm is a good example. Even after months of close association, Islamic and non-Islamic forces generally did not operate together.

The unfolding of Desert Storm has raised questions about the effectiveness of third world military organizations in the modern world. In "Tomorrow's War", it is assumed that both of the Koreas have first class military organizations. Everyone I know who has direct experience with the Koreans believes this to be true. Even if the assumption were questionable, it would probably be necessary in order to keep the modern game scenario interesting. It is also assumed that the massive South Korean security

forces will keep North Korean commandos from doing major damage to southern airfields and port facilities. In game terms, North Korean small unit commando activity is limited to an attack on U.N. stockpile levels before the game begins.

Korean geography is complicated. The game map is of necessity somewhat simplified. Offshore islands have been ignored. In some cases, road and rail lines have been combined or shifted a hex one way or the other for technical reasons having to do with computer memory conservation. Urban hexes represent large areas of tactically significant, solid modern buildings rather than concentrations of population. If you look at a generic map of Korea, you will see quite a few cities that don't show up on the game map. The large increase in urbanization from the 1950's scenarios to "Tomorrow's War" is more representative of construction than population growth. I had expected to see greater changes in the road and rail nets over the last forty years than I actually found. Other than a few small road spurs, the nets do not appear to have expanded. The roads and rails across the border region have been broken, but could quickly be repaired if the North invaded the South. The quality of existing roads has improved considerably. This is why road movement in rough terrain is easier in "Tomorrow's War" than in the earlier scenarios.

Each turn in the game represents about one week. So weather represents an average over the period. In the case of air units, this means that even during a stormy turn there will be times and places where the weather isn't all that bad. Rather than flying into the teeth of a storm, a unit without "all weather" capability is actually sitting most of the week out on the ground, waiting for

windows of relatively good flying weather. The week long turn is the reason why there is no "rest" order for air units. Resting and other "down time" is just part of a normal weekly operations schedule for air units. This is also why air units always find their targets. If you order a group of 75 aircraft to concentrate on a given area for a week, some of the aircraft are bound to find any targets that might be in their assigned area. Again, the details of daily operations are smoothed out by the game's time scale.

In the 1950-51 campaign, the Communist air forces were very different from their United Nations counterparts. North Korea began the war with a motley collection of about 130 World War II vintage aircraft supplied by the Soviets. In game terms, this would be one or two weak air units. These aircraft were never used effectively, and were rapidly destroyed by United Nations air power. Replacements were very limited, and they were aggressively targeted by U.N. air forces. After the North Korean air force was neutralized, there was no Communist air force until Chinese fighters began to cross the Yalu on 1-November-1950. Except for a few small abortive and disastrous attempts to use their bombers, the Chinese limited their aerial intervention to interference with United Nations aircraft operating in Northwest Korea. This meant that the primary effect of the Chinese air effort was to disrupt U.N. interdiction of the supply lines running from China into North Korea. The nature of this campaign was such that while weather had some effect on the U.N. air missions ability to find targets, it had very little effect on the Chinese aircraft attempting to intercept U.N. aircraft at high altitude. Due to an aggressive U.N. air superiority campaign, the Communist intercep-

tion efforts never really paid off. In the game, you can see what might have happened if the U.N. had devoted less air power to air superiority missions. Due to the seemingly endless supply of MiGs available to the Chinese, a United Nations player will probably find the Communist air force to be a considerable thorn in his side. While the North Korean air force is initially much more powerful in the Tomorrow's War scenario, the lack of replacement equipment will probably cause it to be much less of a long term nuisance than in the 1950's.

Bibliography: While many references were useful in research for this game, a few stand out. The following are all excellent:

Nigel Thomas, and Abbot, Peter. The Korean War 1950-53. London: Osprey Publishing, 1986. (One of the Osprey Men-At-Arms series: The Korean war in a tiny nutshell.)

Blair, Clay. The Forgotten War: America in Korea 1950-1953. New York: Times Books, 1987. (A massive, complete and detailed history of the Korean war. This thing is probably heftier than your local telephone directory. Concentrates on ground operations through the first year of the war.)

Hallion, Richard P. The Naval Air War in Korea. Baltimore: The Nautical & Aviation Publishing Company of America, 1986.

International Institute for Strategic Studies, The Military Balance 1991-1992. London: Brassey's, 1990. (updated and published annually)

Jackson, Robert. Air War Over Korea. New York: Scribner, 1973.

Summers, Harry. Korean War Almanac. New York: Facts On File, 1990. (An encyclopedic collection of articles on individual aspects of the Korean war with a very complete bibliography. In my opinion, this is the best available Korean War reference. NCK)

11.0 APPENDICES

Appendix A-Map Symbols and Unit Icons

Several types of strategically important map features are represented by the following symbols:

PORT (CLEAR)	⚓	COMMUNIST SUPPLY POINT	◗
PORT (MINED)	✹	HEX ABOVE FROST LINE	❋
AIRFIELD	⅄	MIG ALLEY	✈
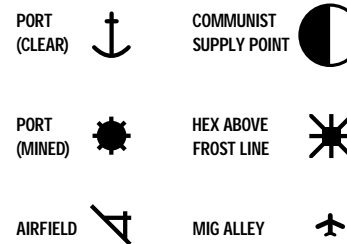
All forces in the game are represented by one of the following symbols:

UNIT TYPE	SYMBOL	NOTES
Tank, Armored	▭	
Cavalry	⧄	The Chinese actually deployed horse cavalry to Korea in 1950-51
Infantry	⊠	
Commando	⧖	North Korean special forces. Tomorrow's War.
Airborne	⌒	US 187th RCT, 1950-51
Armored Cavalry		US, Tomorrow's War
Artillery	▪	Big gun units with short ranges or limited communications.
Artillery(Heavy)	▪H	Big gun units with long ranges and good communications.

These symbols are based on NATO standard military symbols.

Appendix B-Equipment Descriptions

1950-51

Weapon Name	Lethality	Hard/Soft Survivability	Notes
Light Tank	2	3	h	(M-24)
Medium Tank	5	5	h	(Everything else)
Light Artillery	4	2	h	(towed:less than 100mm)
Medium Artillery	8	2	h	(towed:100mm-130mm)
Heavy Artillery	10	2	h	(towed:155mm+)
Light SP Gun	5	3	h	(less than 100mm)
Medium SP Gun	8	3	h	(100mm-130mm)
Heavy SP Gun	10	3	h	(155mm+)
Rifle Platoon	8	8	s	(Standard Infantry)
Weapons Platoon	15	5	s	(see below)

Tomorrow's War

Weapon Name	Lethality	Hard/Soft Survivability	Notes
Light Tank	2	3	h	(Chinese Type 63)
Medium Tank	5	6	h	(T-54/55,T-62, M-48)
Heavy Tank	6	7	h	(M-60A3,M-1)
Light Artillery	4	2	h	(towed:less than 100mm)
Medium Artillery	8	2	h	(towed:100mm-130mm)
Heavy Artillery	10	2	h	(towed:155mm+)
Gunship	12	6	h	(AH-1,AH-64)
Medium SP Gun	8	3	h	(100mm-130mm)
Heavy SP Gun	10	3	h	(155mm+:M-109 etc.)
Medium MRL	12	2	h	(130mm and smaller)
Heavy MRL	15	2	h	(larger than 130mm)
Rifle Platoon	8	8	s	(Standard Infantry)
Weapons Platoon	15	5	s	(see below)
Mech Platoon	11	14	h	(Rifle platoon +APC/MICV)
Mech Wx Platoon	18	8	h	(Weapons platoon +APC)

Weapons platoons represent all kinds of assets which may be attached to units:mortars, machine guns, anti-tank weapons, anti-aircraft vehicles, etc.

Appendix C-Orders of Battle

A complete listing of military and air units for all scenarios follows. Military unit lethalities, survivabilities and locations are given. Air unit air to air and air to ground strengths are given. The unit and force strengths listed are unmodified for terrain, weather, etc. Units without separate locations noted are attached to the force above. All units are listed in order of appearance.

THE DRAGON WAKES

COMMUNIST MILITARY UNITS

Unit	Location	Strength
NKPA 20/1 Inf Rgt+	(located in hex 11,37)	L:72 S:49
NKPA 20/1 Inf Rgt		
NKPA 203 Tank Rgt		
NKPA 22/1 Inf Rgt	(located in hex 11,36)	L:41 S:23
NKPA 24/1 Inf Rgt+	(located in hex 11,37)	L:69 S:34
NKPA 24/1 Inf Rgt		
NKPA 7/1 Arty Rgt		
NKPA 4/2 Inf Rgt	(located in hex 18,36)	L:41 S:23
NKPA 6/2 Inf Rgt	(located in hex 17,37)	L:41 S:23
NKPA 17/2 Inf Rgt+	(located in hex 17,37)	L:69 S:34
NKPA 17/2 Inf Rgt		
NKPA 2/2 Arty Rgt		
NKPA 7/3 Inf Rgt+	(located in hex 15,37)	L:61 S:43
NKPA 7/3 Inf Rgt		
NKPA 109 Tank Rgt		
NKPA 8/3 Inf Rgt	(located in hex 15,36)	L:41 S:23
NKPA 9/3 Inf Rgt+	(located in hex 15,37)	L:69 S:34
NKPA 9/3 Inf Rgt		
NKPA 3/3 Arty Rgt		
NKPA 5/4 Inf Rgt+	(located in hex 14,36)	L:72 S:49
NKPA 5/4 Inf Rgt		
NKPA 107 Tank Rgt		
NKPA 16/4 Inf Rgt	(located in hex 14,35)	L:41 S:23
NKPA 18/4 Inf Rgt+	(located in hex 14,36)	L:69 S:34
NKPA 18/4 Inf Rgt		
NKPA 6/4 Arty Rgt		
NKPA 10/5 Inf Rgt	(located in hex 22,36)	L:52 S:29
NKPA 11/5 Inf Rgt	(located in hex 22,36)	L:52 S:29
NKPA 12/5 Inf Rgt+	(located in hex 23,37)	L:86 S:42
NKPA 12/5 Inf Rgt		
NKPA 4/5 Arty Rgt		
NKPA 13/6 Inf Rgt	(located in hex 9,37)	L:52 S:29
NKPA 14/6 Inf Rgt	(located in hex 5,37)	L:52 S:29
NKPA 15/6 Inf Rgt+	(located in hex 5,37)	L:79 S:40
NKPA 15/6 Inf Rgt		
NKPA 5/6 Arty Rgt		
NKPA 1/7 Inf Rgt	(located in hex 20,36)	L:52 S:29
NKPA 2/7 Inf Rgt+	(located in hex 21,37)	L:82 S:37
NKPA 2/7 Inf Rgt		
NKPA 11 Arty Rgt		
NKPA 3/7 Inf Rgt+	(located in hex 21,37)	L:86 S:42
NKPA 3/7 Inf Rgt		
NKPA 1/7 Arty Rgt		
NKPA 603 MC Rgt	(located in hex 22,35)	L:41 S:23
NKPA 549 Marine Rgt	(located in hex 16,29)	L:41 S:23
NKPA 25/10 Inf Rgt+	(located in hex 7,29)	L:61 S:43
NKPA 25/10 Inf Rgt		
NKPA 206 Tank Rgt		
NKPA 27/10 Inf Rgt	(located in hex 5,31)	L:41 S:23
NKPA 29/10 Inf Rgt+	(located in hex 7,29)	L:69 S:34
NKPA 29/10 Inf Rgt		
NKPA 8/10 Arty Rgt		
NKPA 19/13 Inf Rgt	(located in hex 0,22)	L:41 S:23
NKPA 21/13 Inf Rgt	(located in hex 4,23)	L:41 S:23
NKPA 23/13 Inf Rgt+	(located in hex 6,25)	L:69 S:34
NKPA 23/13 Inf Rgt		
NKPA 9/13 Arty Rgt		
NKPA 45/15 Inf Rgt	(located in hex 25,19)	L:41 S:23
NKPA 48/15 Inf Rgt	(located in hex 25,19)	L:41 S:23
NKPA 50/15 Inf Rgt+	(located in hex 25,20)	L:69 S:34
NKPA 50/15 Inf Rgt		
NKPA 10/15 Arty Rgt		
NKPA 60/9 Inf Rgt	(located in hex 33,6)	L:41 S:23
NKPA 61/9 Inf Rgt	(located in hex 30,9)	L:41 S:23
NKPA 62/9 Inf Rgt	(located in hex 17,24)	L:41 S:23

UNITED NATIONS MILITARY UNITS

Unit	Location	Strength
ROK 11/1 Inf Rgt	(located in hex 13,39)	L:23 S:15
ROK 12/1 Inf Rgt	(located in hex 11,38)	L:26 S:17
ROK 13/1 Inf Rgt	(located in hex 13,38)	L:26 S:17
ROK 7/6 Inf Rgt	(located in hex 12,52)	L:23 S:15
ROK 2/6 Inf Rgt	(located in hex 19,38)	L:23 S:15
ROK 19/6 Inf Rgt	(located in hex 20,42)	L:23 S:15
ROK 3/7 Inf Rgt	(located in hex 15,38)	L:26 S:17
ROK 5/7 Inf Rgt	(located in hex 17,38)	L:26 S:17
ROK 8/7 Inf Rgt	(located in hex 15,39)	L:23 S:15
ROK 1/Cap Inf Rgt	(located in hex 14,40)	L:21 S:15
ROK 17/Cap Inf Rgt	(located in hex 5,38)	L:51 S:30
ROK 18/Cap Inf Rgt	(located in hex 14,40)	L:21 S:15
ROK Marine Rgt	(located in hex 26,59)	L:25 S:19
ROK 31/2 Inf Rgt	(located in hex 17,51)	L:12 S:9
ROK 32/3 Inf Rgt	(located in hex 17,50)	L:12 S:9
ROK 22/3 Inf Rgt	(located in hex 15,46)	L:12 S:9
ROK 27/5 Inf Rgt	(located in hex 14,53)	L:12 S:9
ROK 35/5 Inf Rgt	(located in hex 10,61)	L:12 S:9
ROK 23/3 Inf Rgt	(located in hex 20,37)	L:12 S:9
ROK 10/8 Inf Rgt	(located in hex 23,38)	L:12 S:9
ROK 21/8 Inf Rgt	(located in hex 25,41)	L:12 S:9
ROK 6/8 Inf Rgt	(located in hex 13,59)	L:12 S:9
ROK 9/11 Inf Rgt	(located in hex 18,62)	L:12 S:9

UNITED NATIONS AIR UNITS

Unit		
8th Ftr Bmbr Group	AA:36	AG:40
35th Ftr Intrcptr Group	AA:30	AG:30
3rd Bomb Wing (Light)	AA:9	AG:36
19th Bomb Group	AA:5	AG:30

OPERATION CHROMITE

COMMUNIST MILITARY UNITS

Unit	Location	Strength
NKPA 20/1 Inf Rgt+	(located in hex 23,53)	L:20 S:14
NKPA 20/1 Inf Rgt		
NKPA 203 Tank Rgt		
NKPA 22/1 Inf Rgt	(located in hex 22,53)	L:14 S:8
NKPA 24/1 Inf Rgt+	(located in hex 22,53)	L:23 S:11
NKPA 24/1 Inf Rgt		
NKPA 7/1 Arty Rgt		
NKPA 4/2 Inf Rgt+	(located in hex 22,56)	L:13 S:7
NKPA 4/2 Inf Rgt		
NKPA 6/2 Inf Rgt		
NKPA 17/2 Inf Rgt+	(located in hex 22,56)	L:10 S:5
NKPA 17/2 Inf Rgt		
NKPA 2/2 Arty Rgt		
NKPA 7/3 Inf Rgt+	(located in hex 22,54)	L:16 S:10
NKPA 7/3 Inf Rgt		
NKPA 109 Tank Rgt		
NKPA 8/3 Inf Rgt	(located in hex 22,54)	L:14 S:8
NKPA 9/3 Inf Rgt+	(located in hex 22,55)	L:23 S:11
NKPA 9/3 Inf Rgt		
NKPA 3/3 Arty Rgt		
NKPA 5/4 Inf Rgt+	(located in hex 22,57)	L:16 S:10
NKPA 5/4 Inf Rgt		
NKPA 107 Tank Rgt		
NKPA 16/4 Inf Rgt+	(located in hex 22,57)	L:37 S:19
NKPA 16/4 Inf Rgt		
NKPA 18/4 Inf Rgt		
NKPA 6/4 Arty Rgt		
NKPA 10/5 Inf Rgt+	(located in hex 28,52)	L:28 S:16
NKPA 10/5 Inf Rgt		
NKPA 11/5 Inf Rgt		
NKPA 12/5 Inf Rgt+	(located in hex 28,52)	L:23 S:11
NKPA 12/5 Inf Rgt		
NKPA 4/5 Arty Rgt		
NKPA 13/6 Inf Rgt+	(located in hex 22,60)	L:9 S:6
NKPA 13/6 Inf Rgt		
NKPA 17 Tank Rgt		
NKPA 14/6 Inf Rgt	(located in hex 21,60)	L:6 S:3
NKPA 15/6 Inf Rgt+	(located in hex 22,60)	L:10 S:5
NKPA 15/6 Inf Rgt		
NKPA 5/6 Arty Rgt		
NKPA 1/7 Inf Rgt+	(located in hex 22,59)	L:9 S:6
NKPA 1/7 Inf Rgt		
NKPA 16 Tank Rgt		
NKPA 2/7 Inf Rgt	(located in hex 21,59)	L:6 S:3
NKPA 3/7 Inf Rgt+	(located in hex 22,59)	L:18 S:7
NKPA 3/7 Inf Rgt		
NKPA 1/7 Arty Rgt		
NKPA 11 Arty Rgt		
NKPA 603 MC Rgt	(located in hex 18,62)	L:16 S:9
NKPA 549 Marine Rgt	(located in hex 10,61)	L:16 S:9
NKPA 25/10 Inf Rgt+	(located in hex 21,54)	L:18 S:13
NKPA 25/10 Inf Rgt		
NKPA 206 Tank Rgt		
NKPA 27/10 Inf Rgt+	(located in hex 21,54)	L:31 S:16
NKPA 27/10 Inf Rgt		
NKPA 29/10 Inf Rgt		
NKPA 8/10 Arty Rgt		
NKPA 19/13 Inf Rgt	(located in hex 24,52)	L:14 S:8
NKPA 21/13 Inf Rgt	(located in hex 24,52)	L:14 S:8
NKPA 23/13 Inf Rgt+	(located in hex 23,53)	L:17 S:9
NKPA 23/13 Inf Rgt		
NKPA 9/13 Arty Rgt		
NKPA 45/15 Inf Rgt	(located in hex 26,51)	L:14 S:8
NKPA 48/15 Inf Rgt	(located in hex 26,52)	L:14 S:8
NKPA 50/15 Inf Rgt+	(located in hex 26,52)	L:23 S:11
NKPA 50/15 Inf Rgt		
NKPA 10/15 Arty Rgt		
NKPA 60/9 Inf Rgt	(located in hex 22,58)	L:6 S:3
NKPA 61/9 Inf Rgt	(located in hex 22,58)	L:6 S:3
NKPA 62/9 Inf Rgt	(located in hex 21,59)	L:6 S:3
NKPA 70/11 Inf Rgt+	(located in hex 14,40)	L:130 S:70
NKPA 70/11 Inf Rgt		
NKPA 25/11 Inf Rgt		
NKPA 28/11 Inf Rgt		
NKPA 73/12 Inf Rgt	(located in hex 27,53)	L:11 S:6
NKPA 74/12 Inf Rgt	(located in hex 27,53)	L:11 S:6
NKPA 75/12 Inf Rgt	(located in hex 27,52)	L:11 S:6
NKPA 76/14 Inf Rgt	(located in hex 5,31)	L:26 S:14
NKPA 77/14 Inf Rgt	(located in hex 16,29)	L:26 S:14
NKPA 78/14 Inf Rgt	(located in hex 20,22)	L:26 S:14
NKPA 79/16 Inf Rgt	(located in hex 30,9)	L:26 S:14
NKPA 80/16 Inf Rgt	(located in hex 33,6)	L:26 S:14
NKPA 81/16 Inf Rgt	(located in hex 12,41)	L:23 S:12
NKPA 82/17 Inf Rgt	(located in hex 7,29)	L:43 S:23
NKPA 83/17 Inf Rgt	(located in hex 7,29)	L:43 S:23
NKPA 84/17 Inf Rgt	(located in hex 12,29)	L:43 S:23
NKPA 85/18 Inf Rgt	(located in hex 15,40)	L:43 S:23
NKPA 86/18 Inf Rgt	(located in hex 15,40)	L:43 S:23
NKPA 87/18 Inf Rgt	(located in hex 15,43)	L:32 S:17
NKPA 88/19 Inf Rgt	(located in hex 14,40)	L:43 S:23
NKPA 89/19 Inf Rgt	(located in hex 12,52)	L:18 S:9
NKPA 91/8 Inf Rgt	(located in hex 25,52)	L:11 S:6
NKPA 92/8 Inf Rgt	(located in hex 25,52)	L:11 S:6
NKPA 93/8 Inf Rgt	(located in hex 25,51)	L:11 S:6
NKPA 101/23 Inf Rgt	(located in hex 17,24)	L:26 S:14
NKPA 102/23 Inf Rgt	(located in hex 17,24)	L:26 S:14
NKPA 103/24 Inf Rgt	(located in hex 18,33)	L:26 S:14

UNITED NATIONS MILITARY UNITS

Unit	Location	Strength
ROK 11/1 Inf Rgt+	(located in hex 25,53)	L:51 S:33
ROK 11/1 Inf Rgt		
ROK 12/1 Inf Rgt		
ROK 13/1 Inf Rgt	(located in hex 25,53)	L:21 S:14
ROK 7/6 Inf Rgt+	(located in hex 26,54)	L:78 S:51
ROK 7/6 Inf Rgt		
ROK 2/6 Inf Rgt		
ROK 19/6 Inf Rgt	(located in hex 26,54)	L:32 S:21
ROK 3/7 Inf Rgt+	(located in hex 27,55)	L:78 S:51
ROK 3/7 Inf Rgt		
ROK 5/7 Inf Rgt		
ROK 8/7 Inf Rgt	(located in hex 27,55)	L:32 S:21
ROK 1/Cap Inf Rgt	(located in hex 27,54)	L:25 S:16
ROK 17/Cap Inf Rgt	(located in hex 33,60)	L:43 S:28

ROK 18/Cap Inf Rgt   (located in hex 27,54)   L:25 S:16
ROK Marine Rgt   (located in hex 33,59)   L:58 S:43
ROK 31/2 Inf Rgt   (located in hex 26,59)   L:14 S:10
ROK 22/3 Inf Rgt   (located in hex 28,53)   L:17 S:13
ROK 23/3 Inf Rgt   (located in hex 28,53)   L:17 S:13
ROK 10/8 Inf Rgt+   (located in hex 26,53)   L:31 S:23
  ROK 10/8 Inf Rgt
  ROK 21/8 Inf Rgt
ROK 6/8 Inf Rgt   (located in hex 26,53)   L:17 S:13
US 21/24 Inf RCT+   (located in hex 23,56)   L:127 S:64
  US 21/24 Inf RCT
  US 34/24 Inf RCT
US 27/25 Inf RCT   located in hex 23,60   L:72 S:34
US 19/24 Inf RCT   (located in hex 23,56)   L:58 S:29
US 11/24 FAB(H)   (located in hex 24,55)   L:20 S:3
US 35/25 Inf RCT   (located in hex 23,59)   L:58 S:29
US 8/1 Cav RCT   (located in hex 24,53)   L:36 S:17
US 90/25 FAB(H)   (located in hex 24,59)   L:20 S:3
US 24/25 Inf RCT+   (located in hex 23,60)   L:79 S:50
  US 24/25 Inf RCT
  US 89/25 Tank Bn
US 5/1 Cav RCT+   (located in hex 23,54)   L:87 S:63
  US 5/1 Cav RCT
  US 6/1 Cav Tank Bn
US 7/1 Cav RCT   (located in hex 24,53)   L:58 S:29
US 82/1 Cav FAB(H)   (located in hex 24,54)   L:20 S:3
US 5 Inf RCT+   (located in hex 23,55)   L:125 S:80
  US 5 Inf RCT
  US 70/24 Tank Bn
US 9/2 Inf RCT   (located in hex 23,58)   L:58 S:29
US 23/2 Inf RCT   (located in hex 23,58)   L:49 S:24
US 38/2 Inf RCT+   (located in hex 23,57)   L:87 S:63
  US 38/2 Inf RCT
  US 72/2 Tank Bn
US 12/2 FAB(H)   (located in hex 24,57)   L:16 S:3
US 9/3 FAB(H)   (located in hex 24,54)   L:16 S:3
CW 27 Inf Bde   (located in hex 26,55)   L:32 S:22
US 503 FAB(H)   (located in hex 24,57)   L:16 S:3
USMC 1 Mar Div-   (located in hex 33,59)   L:245 S:136
  USMC 5 Inf RCT
  USMC 1 Inf RCT
  USMC 1 Tank Bn
US 17/7 Inf RCT   (located in hex 26,59)   L:58 S:28
US 7 Inf Div-   (located in hex 33,60)   L:207 S:113
  US 31/7 Inf RCT
  US 32/7 Inf RCT
  US 73/7 Tank Bn
  US 31/7 FAB(H)

UNITED NATIONS AIR UNITS

3rd Bomb Wing (Light)   AA:9   AG:36
19th Bomb Group   AA:5   AG:30
Carrier Air Group 5   AA:18   AG:27
Carrier Air Grp Triumph   AA:6   AG:9
22nd Bomb Group   AA:5   AG:30
92nd Bomb Group   AA:5   AG:30
Carrier Air Group 11   AA:18   AG:27
35th Ftr Intrcptr Group   AA:15   AG:30
Marine Air Group 33   AA:6   AG:12
8th Ftr Bmbr Group   AA:19   AG:38
49th Ftr Bmbr Group   AA:30   AG:30
Carrier Air Group 2   AA:12   AG:33
Marine Air Group 12   AA:6   AG:12

COLD STEEL

COMMUNIST MILITARY UNITS

NKPA 5/4 Inf Rgt+   (located in hex 4,23)   L:43 S:28
  NKPA 5/4 Inf Rgt
  NKPA 107 Tank Rgt
NKPA 16/4 Inf Rgt   (located in hex 4,23)   L:32 S:17
NKPA 18/4 Inf Rgt+   (located in hex 3,24)   L:53 S:26
  NKPA 18/4 Inf Rgt
  NKPA 6/4 Arty Rgt
NKPA 13/6 Inf Rgt+   (located in hex 11,18)   L:45 S:31
  NKPA 13/6 Inf Rgt
  NKPA 203 Tank Rgt
NKPA 14/6 Inf Rgt   (located in hex 11,18)   L:32 S:17
NKPA 15/6 Inf Rgt+   (located in hex 11,17)   L:53 S:26
  NKPA 15/6 Inf Rgt
  NKPA 5/6 Arty Rgt
NKPA 1/7 Inf Rgt+   (located in hex 28,7)   L:43 S:28
  NKPA 1/7 Inf Rgt
  NKPA 206 Tank Rgt
NKPA 2/7 Inf Rgt   (located in hex 28,7)   L:32 S:17
NKPA 3/7 Inf Rgt+   (located in hex 27,7)   L:52 S:25
  NKPA 3/7 Inf Rgt
  NKPA 1/7 Arty Rgt
NKPA 88/19 Inf Rgt   (located in hex 22,11)   L:19 S:11
NKPA 89/19 Inf Rgt   (located in hex 22,11)   L:19 S:11
NKPA 94/27 Inf Rgt+   (located in hex 32,6)   L:27 S:18
  NKPA 94/27 Inf Rgt
  NKPA 16 Tank Rgt
NKPA 95/27 Inf Rgt   (located in hex 32,6)   L:19 S:11
NKPA 96/27 Inf Rgt   (located in hex 33,6)   L:19 S:11
CPLA Cav Rgt   (located in hex 6,22)   L:39 S:34
CPLA 112/38 Inf Div+   (located in hex 6,22)   L:210 S:142
  CPLA 112/38 Inf Div
  CPLA 31/38 Arty Rgt
CPLA 113/38 Inf Div   (located in hex 7,22)   L:163 S:131
CPLA 114/38 Inf Div+   (located in hex 7,22)   L:210 S:142
  CPLA 114/38 Inf Div
  CPLA 44/38 Arty Rgt

CPLA 115/39 Inf Div   (located in hex 8,21)   L:163 S:131
CPLA 116/39 Inf Div+   (located in hex 8,21)   L:210 S:142
  CPLA 116/39 Inf Div
  CPLA 25/39 Arty Rgt
CPLA 117/39 Inf Div   (located in hex 9,21)   L:163 S:131
CPLA 118/40 Inf Div+   (located in hex 9,20)   L:210 S:142
  CPLA 118/40 Inf Div
  CPLA 26/40 Arty Rgt
CPLA 119/40 Inf Div   (located in hex 9,20)   L:163 S:131
CPLA 120/40 Inf Div+   (located in hex 10,19)   L:210 S:142
  CPLA 120/40 Inf Div
  CPLA 27/40 Arty Rgt
CPLA 124/42 Inf Div+   (located in hex 10,21)   L:210 S:142
  CPLA 124/42 Inf Div
  CPLA 45/42 Arty Rgt
CPLA 125/42 Inf Div   (located in hex 10,21)   L:163 S:131
CPLA 126/42 Inf Div+   (located in hex 11,21)   L:210 S:142
  CPLA 126/42 Inf Div
  CPLA 47/42 Arty Rgt
CPLA 148/50 Inf Div   (located in hex 12,21)   L:163 S:131
CPLA 149/50 Inf Div+   (located in hex 12,21)   L:210 S:142
  CPLA 149/50 Inf Div
  CPLA 28/50 Arty Rgt
CPLA 150/50 Inf Div   (located in hex 13,21)   L:163 S:131
CPLA 196/66 Inf Div+   (located in hex 6,21)   L:175 S:118
  CPLA 196/66 Inf Div
  CPLA 29/66 Arty Rgt
CPLA 197/66 Inf Div   (located in hex 6,21)   L:136 S:109
CPLA 198/66 Inf Div+   (located in hex 7,21)   L:175 S:118
  CPLA 198/66 Inf Div
  CPLA 30/66 Arty Rgt
CPLA 58/20 Inf Div+   (located in hex 13,19)   L:175 S:118
  CPLA 58/20 Inf Div
  CPLA 48/20 Arty Rgt
CPLA 59/20 Inf Div   (located in hex 13,19)   L:136 S:109
CPLA 60/20 Inf Div+   (located in hex 14,18)   L:175 S:118
  CPLA 60/20 Inf Div
  CPLA 9/20 Arty Rgt
CPLA 89/20 Inf Div   (located in hex 14,18)   L:136 S:109
CPLA 76/26 Inf Div+   (located in hex 15,18)   L:175 S:118
  CPLA 76/26 Inf Div
  CPLA 11/26 Arty Rgt
CPLA 77/26 Inf Div   (located in hex 15,18)   L:136 S:109
CPLA 78/26 Inf Div+   (located in hex 16,17)   L:175 S:118
  CPLA 78/26 Inf Div
  CPLA 20/26 Arty Rgt
CPLA 88/26 Inf Div   (located in hex 16,17)   L:136 S:109
CPLA 79/27 Inf Div+   (located in hex 15,15)   L:175 S:118
  CPLA 79/27 Inf Div
  CPLA 21/27 Arty Rgt
CPLA 80/27 Inf Div   (located in hex 15,15)   L:136 S:109
CPLA 81/27 Inf Div   (located in hex 16,14)   L:136 S:109
CPLA 90/27 Inf Div   (located in hex 16,14)   L:136 S:109

UNITED NATIONS MILITARY UNITS

ROK 11/1 Inf Rgt   (located in hex 7,24)   L:39 S:25
ROK 12/1 Inf Rgt   (located in hex 7,24)   L:39 S:25
ROK 13/1 Inf Rgt   (located in hex 7,25)   L:39 S:25
ROK 2/6 Inf Rgt   (located in hex 11,24)   L:17 S:11
ROK 19/6 Inf Rgt   (located in hex 10,26)   L:17 S:11
ROK 3/7 Inf Rgt   (located in hex 10,23)   L:31 S:21
ROK 5/7 Inf Rgt   (located in hex 10,23)   L:31 S:21
ROK 8/7 Inf Rgt   (located in hex 10,24)   L:31 S:21
ROK 1/Cap Inf Rgt   (located in hex 30,9)   L:37 S:25
ROK 17/Cap Inf Rgt   (located in hex 30,8)   L:37 S:25
ROK 18/Cap Inf Rgt   (located in hex 30,9)   L:37 S:25
ROK Marine Rgt   (located in hex 17,24)   L:42 S:31
ROK 32/3 Inf Rgt   (located in hex 25,17)   L:23 S:15
ROK 22/3 Inf Rgt   (located in hex 24,20)   L:23 S:15
ROK 27/5 Inf Rgt   (located in hex 14,40)   L:15 S:10
ROK 35/5 Inf Rgt   (located in hex 14,40)   L:15 S:10
ROK 23/3 Inf Rgt   (located in hex 25,15)   L:23 S:15
ROK 10/8 Inf Rgt   (located in hex 11,24)   L:23 S:16
ROK 21/8 Inf Rgt   (located in hex 11,23)   L:19 S:13
ROK 6/8 Inf Rgt   (located in hex 11,23)   L:19 S:13
ROK 9/11 Inf Rgt   (located in hex 13,59)   L:14 S:10
ROK 13/11 Inf Rgt   (located in hex 17,51)   L:14 S:10
ROK 20/11 Inf Rgt   (located in hex 24,54)   L:14 S:10
US 21/24 Inf RCT+   (located in hex 6,24)   L:125 S:74
  US 21/24 Inf RCT
  US 70/24 Tank Bn
  US 11/24 FAB(H)
US 27/25 Inf RCT+   (located in hex 8,24)   L:108 S:70
  US 27/25 Inf RCT
  US 89/25 Tank Bn
US 90/25 FAB(H)   (located in hex 8,24)   L:17 S:3
US 19/24 Inf RCT   (located in hex 6,24)   L:75 S:37
US 35/25 Inf RCT   (located in hex 8,23)   L:75 S:37
US 8/1 Cav RCT   (located in hex 7,27)   L:105 S:53
US 24/25 Inf RCT   (located in hex 8,23)   L:74 S:36
US 5/1 Cav RCT+   (located in hex 7,27)   L:152 S:99
  US 5/1 Cav RCT
  US 6/1 Cav Tank Bn
US 7/1 Cav RCT   (located in hex 7,28)   L:105 S:53
US 5 Inf RCT   (located in hex 6,25)   L:104 S:50
USMC 5 Inf RCT+   (located in hex 14,19)   L:105 S:65
  USMC 5 Inf RCT
  USMC 1 Tank Bn
US 9/2 Inf RCT+   (located in hex 9,24)   L:152 S:79
  US 9/2 Inf RCT
  US 72/2 Tank Bn
  US 2 CMB
  US 82/1 Cav FAB(H)

US 23/2 Inf RCT	(located in hex 9,25)	L:75 S:36
US 38/2 Inf RCT	(located in hex 9,24)	L:75 S:36
US 12/2 FAB(H)	(located in hex 9,25)	L:17 S:3
CW 27 Inf Bde	(located in hex 6,26)	L:58 S:39
US 503 FAB(H)	(located in hex 10,24)	L:24 S:4
USMC 1 Inf RCT	(located in hex 16,20)	L:87 S:42
US 17/7 Inf RCT	(located in hex 20,13)	L:62 S:30
US TF McClean	(located in hex 16,18)	L:105 S:61
US 31/7 Inf RCT		
US 73/7 Tank Bn		
US 31/7 FAB(H)		
US 32/7 Inf RCT	(located in hex 19,13)	L:62 S:30
USMC 7 Inf RCT	(located in hex 14,19)	L:97 S:45
US 187 RCT	(located in hex 7,29)	L:76 S:39
Philippines 10 BCT	(located in hex 8,28)	L:38 S:32
US 65/3 Inf RCT	(located in hex 15,24)	L:69 S:33
Turkish Bde	(located in hex 8,25)	L:61 S:31
Thai Inf Bn	(located in hex 7,29)	L:13 S:8
US 15/3 Inf RCT+	(located in hex 15,30)	L:85 S:37
US 15/3 Inf RCT		
US 9/3 FAB(H)		
US 7/3 Inf RCT	(located in hex 14,21)	L:69 S:33
CW 29 Inf Bde	(located in hex 8,30)	L:74 S:43
US 17 FAB(H)	(located in hex 8,25)	L:16 S:3
Dutch Inf Bn	(located in hex 26,59)	L:12 S:7

UNITED NATIONS AIR UNITS

3rd Bomb Wing (Light)	AA:9	AG:36
19th Bomb Group	AA:5	AG:30
22nd Bomb Group	AA:5	AG:30
92nd Bomb Group	AA:5	AG:30
Carrier Air Group 11	AA:18	AG:27
35th Ftr Intrcptr Group	AA:15	AG:30
Marine Air Group 33	AA:6	AG:12
8th Ftr Bmbr Group	AA:19	AG:38
49th Ftr Bmbr Group	AA:30	AG:30
307th Bomb Group	AA:5	AG:30
Carrier Air Grp Theseus	AA:6	AG:12
Carrier Air Group 3	AA:18	AG:27
18th Ftr Bmbr Group	AA:15	AG:30
51st Ftr Intrcptr Group	AA:30	AG:30
Marine Air Group 12	AA:6	AG:12

TOMORROW'S WAR

COMMUNIST MILITARY UNITS

NKPA 1 Corps	(located in hex 15,36)	L:2233 S:1357
NKPA 1 Mot Inf Div		
NKPA 2 Mot Inf Div		
NKPA 3 Mot Inf Div		
NKPA 150 Tank Bde		
NKPA 151 Tank Bde		
NKPA 111 Cdo Bde		
NKPA 2 Corps	(located in hex 15,36)	L:2233 S:1357
NKPA 4 Mot Inf Div		
NKPA 5 Mot Inf Div		
NKPA 6 Mot Inf Div		
NKPA 152 Tank Bde		
NKPA 153 Tank Bde		
NKPA 112 Cdo Bde		
NKPA 3 Corps	(located in hex 12,38)	L:1953 S:1417
NKPA 7 Mot Inf Div		
NKPA 8 Mot Inf Div		
NKPA 9 Mot Inf Div		
NKPA 154 Tank Bde		
NKPA 155 Tank Bde		
NKPA 4 Corps	(located in hex 12,38)	L:1953 S:1417
NKPA 10 Mot Inf Div		
NKPA 11 Mot Inf Div		
NKPA 12 Mot Inf Div		
NKPA 156 Tank Bde		
NKPA 157 Tank Bde		
NKPA 5 Corps	(located in hex 13,38)	L:1991 S:1197
NKPA 13 Mot Inf Div		
NKPA 14 Mot Inf Div		
NKPA 20 Mot Inf Bde		
NKPA 21 Mot Inf Bde		
NKPA 158 Tank Bde		
NKPA 113 Cdo Bde		
NKPA 6 Corps	(located in hex 13,38)	L:1991 S:1197
NKPA 15 Mot Inf Div		
NKPA 16 Mot Inf Div		
NKPA 22 Mot Inf Bde		
NKPA 23 Mot Inf Bde		
NKPA 159 Tank Bde		
NKPA 114 Cdo Bde		
NKPA 7 Corps	(located in hex 14,36)	L:1323 S:732
NKPA 17 Inf Div		
NKPA 18 Inf Div		
NKPA 24 Mot Inf Bde		
NKPA 25 Mot Inf Bde		
NKPA 160 Tank Bde		
NKPA 8 Corps	(located in hex 14,36)	L:1294 S:725
NKPA 19 Inf Div		
NKPA 20 Inf Div		
NKPA 26 Mot Inf Bde		
NKPA 27 Mot Inf Bde		
NKPA 161 Tank Bde		

NKPA 21 Inf Div	(located in hex 17,35)	L:387 S:183
NKPA 22 Inf Div	(located in hex 18,35)	L:387 S:183
NKPA 23 Inf Div	(located in hex 19,35)	L:387 S:183
NKPA 24 Inf Div	(located in hex 20,35)	L:387 S:183
NKPA 25 Inf Div	(located in hex 21,35)	L:387 S:183
NKPA 101 Inf Bde	(located in hex 11,17)	L:78 S:42
NKPA 102 Inf Bde	(located in hex 10,22)	L:78 S:42
NKPA 103 Inf Bde	(located in hex 18,34)	L:94 S:51
NKPA 28 Mot Inf Bde	(located in hex 33,6)	L:141 S:96
NKPA 29 Mot Inf Bde	(located in hex 30,9)	L:141 S:96
NKPA 30 Mot Inf Bde	(located in hex 20,22)	L:141 S:96
NKPA 31 Mot Inf Bde	(located in hex 17,24)	L:141 S:96
NKPA 32 Mot Inf Bde	(located in hex 16,29)	L:141 S:96
NKPA 33 Mot Inf Bde	(located in hex 5,31)	L:141 S:96
NKPA 34 Mot Inf Bde	(located in hex 7,29)	L:141 S:96
NKPA 35 Mot Inf Bde	(located in hex 0,22)	L:141 S:96
NKPA 1 Mnvr Grp	(located in hex 11,38)	L:1061 S:529
NKPA 36 Mot Inf Bde		
NKPA 37 Mot Inf Bde		
NKPA 38 Mot Inf Bde		
NKPA 162 Tank Bde		
NKPA 116 Cdo Bde		
NKPA 2 Mnvr Grp	(located in hex 15,35)	L:1061 S:529
NKPA 39 Mot Inf Bde		
NKPA 40 Mot Inf Bde		
NKPA 41 Mot Inf Bde		
NKPA 163 Tank Bde		
NKPA 115 Cdo Bde		
NKPA 3 Mnvr Grp	(located in hex 20,34)	L:660 S:467
NKPA 42 Mot Inf Bde		
NKPA 43 Mot Inf Bde		
NKPA 44 Mot Inf Bde		
NKPA 164 Tank Bde		
NKPA 4 Mnvr Grp	(located in hex 10,34)	L:1138 S:545
NKPA 45 Mot Inf Bde		
NKPA 46 Mot Inf Bde		
NKPA 47 Mot Inf Bde		
NKPA 48 Mot Inf Bde		
NKPA 117 Cdo Bde		
NKPA 118 Cdo Bde		
NKPA 49 Mot Inf Bde	(located in hex 7,32)	L:130 S:85
NKPA 200 Arty Bde	(located in hex 12,37)	L:223 S:75
NKPA 201 Arty Bde	(located in hex 14,35)	L:223 S:75
NKPA 202 Arty Bde	(located in hex 11,38)	L:223 S:75
NKPA 203 Arty Bde	(located in hex 15,35)	L:223 S:75
NKPA 204 Arty Bde	(located in hex 18,34)	L:223 S:75
NKPA 205 Arty Bde	(located in hex 7,32)	L:186 S:63
NKPA 206 Arty Bde	(located in hex 7,29)	L:186 S:63
NKPA 207 Arty Bde	(located in hex 19,35)	L:223 S:75
NKPA 208 Arty Bde	(located in hex 12,37)	L:162 S:21
NKPA 209 Arty Bde	(located in hex 14,35)	L:162 S:21
NKPA 210 Arty Bde	(located in hex 12,36)	L:162 S:21
NKPA 211 Arty Bde	(located in hex 20,34)	L:162 S:21

UNITED NATIONS MILITARY UNITS

ROK 1 Mech Div	(located in hex 15,37)	L:468 S:456
ROK 1 Mech Bde		
ROK 2 Mech Bde		
ROK 3 Mech Bde		
ROK 2 Mech Div	(located in hex 13,39)	L:468 S:456
ROK 5 Mech Bde		
ROK 6 Mech Bde		
ROK 7 Mech Bde		
ROK 11 Inf Bde	(located in hex 22,34)	L:67 S:38
ROK 12 Inf Bde	(located in hex 24,59)	L:67 S:38
ROK 1 Arty Bde	(located in hex 21,37)	L:102 S:33
ROK 2 Arty Bde	(located in hex 17,37)	L:102 S:33
ROK 3 Arty Bde	(located in hex 14,40)	L:102 S:33
ROK 5 Arty Bde	(located in hex 18,37)	L:102 S:33
ROK 6 Arty Bde	(located in hex 15,39)	L:102 S:33
ROK 7 Arty Bde	(located in hex 13,40)	L:90 S:27
ROK 8 Arty Bde	(located in hex 14,39)	L:108 S:18
ROK 9 Arty Bde	(located in hex 20,37)	L:108 S:18
ROK 3 Inf Div	(located in hex 13,39)	L:305 S:222
ROK 5 Inf Div	(located in hex 14,37)	L:305 S:222
ROK 6 Inf Div	(located in hex 16,36)	L:305 S:222
ROK 7 Inf Div	(located in hex 17,36)	L:305 S:222
ROK 8 Inf Div	(located in hex 14,37)	L:305 S:222
ROK 9 Inf Div	(located in hex 24,54)	L:305 S:222
ROK 10 Inf Div	(located in hex 21,36)	L:305 S:222
ROK 11 Inf Div	(located in hex 14,38)	L:305 S:222
ROK 12 Inf Div	(located in hex 22,35)	L:305 S:222
ROK 13 Inf Div	(located in hex 14,40)	L:305 S:222
ROK 14 Inf Div	(located in hex 17,51)	L:305 S:222
ROK 15 Inf Div	(located in hex 25,40)	L:305 S:222
ROK 16 Inf Div	(located in hex 18,36)	L:264 S:151
ROK 17 Inf Div	(located in hex 26,59)	L:264 S:151
ROK 18 Inf Div	(located in hex 13,59)	L:264 S:151
ROK 19 Inf Div	(located in hex 19,36)	L:264 S:151
ROK 20 Inf Div	(located in hex 20,36)	L:264 S:151
ROK 21 Inf Div	(located in hex 14,42)	L:264 S:151
ROK 22 Inf Div	(located in hex 20,39)	L:264 S:151
US 2 Inf Div	(located in hex 15,38)	L:210 S:191
US 1/2 Inf Bde		
US 2/2 Inf Bde		
US 3/2 Inf Bde		
US 2 Div Arty	(located in hex 15,38)	L:171 S:49

COMMUNIST AIR UNITS

1st Bomber Division	AA:16	AG:48
1st Fighter Division	AA:15	AG:15
2nd Fighter Division	AA:15	AG:15
3rd Fighter Division	AA:15	AG:15
4th Fighter Division	AA:16	AG:32
5th Fighter Division	AA:16	AG:32
16th Fighter Regiment	AA:16	AG:8
17th Fighter Regiment	AA:16	AG:8
18th Fighter Regiment	AA:16	AG:8
19th Fighter Regiment	AA:16	AG:8
20th Fighter Regiment	AA:16	AG:8
21st Fighter Regiment	AA:30	AG:20
22nd Fighter Regiment	AA:30	AG:6

UNITED NATIONS AIR UNITS

ROK 1st TFW	AA:38	AG:29
ROK 2nd TFW	AA:19	AG:19
ROK 3rd TFW	AA:19	AG:19
ROK 4th TFW	AA:19	AG:19
ROK 5th TFW	AA:19	AG:19
ROK 6th TFW	AA:24	AG:24
ROK 7th TFW	AA:24	AG:24
ROK 8th TFW	AA:24	AG:24
USAF 314th Air Division	AA:58	AG:43
USAF 313th TFW	AA:72	AG:43
USAF 452nd TFW	AA:38	AG:29
US 1st Marine Air Wing	AA:67	AG:43

Appendix D – Korean War Timelines

1950-1951 SCENARIOS

25-June-1950: Red Stockpile 105, U.N. Stockpile 45
Historical Victory Level: 0
Dragon Wakes Scenario begins.
U.N. controlled hexes: urban:5; non urban:422
Communist controlled hexes: urban:2; non urban:524
ROK and NKPA replacements begin to arrive.

1-July-1950: Red Stockpile +10, U.N. Stockpile +3
Historical Victory Level: Communist -1

NKPA 70/11 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 25/11 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 28/11 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 73/12 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 74/12 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 75/12 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 76/14 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 77/14 Inf Rgt	(arrives in North Korea)	L:26 S:14
US TF Smith	(arrives in hex 26,58)	L:7 S:5
US 21/24 Inf RCT+	(arrives in hex 26,59)	L:51 S:23
US 21/24 Inf RCT		
US 34/24 Inf RCT		
35th Ftr Intrcptr Group	withdraws	
Carrier Air Group 5	becomes available	AA:18 AG:27
Carrier Air Grp Triumph	becomes available	AA:6 AG:9

8-July-1950: Red Stockpile +10, U.N. Stockpile +4
Historical Victory Level: Communist -2
U.S. replacements begin to arrive.

NKPA 78/14 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 79/16 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 80/16 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 81/16 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 82/17 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 83/17 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 84/17 Inf Rgt	(arrives in North Korea)	L:26 S:14
US 27/25 Inf RCT	(arrives in hex 26,59)	L:36 S:17
US 19/24 Inf RC	(arrives in hex 26,59)	L:29 S:14
US 11/24 FAB(H)	(arrives in hex 26,58)	L:13 S:2
22nd Bomb Group	becomes available	AA:5 AG:30
92nd Bomb Group	becomes available	AA:5 AG:30

15-July-1950: Red Stockpile +10, U.N. Stockpile +5
Historical Victory Level: Communist -3

NKPA 85/18 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 86/18 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 87/18 Inf Rgt	(arrives in North Korea)	L:26 S:14
US 35/25 Inf RCT	(arrives in hex 26,59)	L:39 S:19
US 8/1 Cav RCT	(arrives in Japan)	L:39 S:19
US 90/25 FAB(H)	(arrives in hex 26,59)	L:18 S:3
US 24/25 Inf RCT	(arrives in hex 26,58)	L:77 S:37
US 5/1 Cav RCT	(arrives in Japan)	L:39 S:19
US 7/1 Cav RCT	(arrives in Japan)	L:39 S:19
US 82/1 Cav FAB(H)	(arrives in Japan)	L:18 S:3
8th Ftr Bmbr Group	withdraws	

22-July-1950: Red Stockpile +11, U.N. Stockpile +6
Historical Victory Level: Communist -4

NKPA 88/19 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 89/19 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 90/19 Inf Rgt	(arrives in North Korea)	L:26 S:14

1-August-1950: Red Stockpile +11, U.N. Stockpile +7
Historical Victory Level: Communist -4
U.S.M.C. replacements begin to arrive.
United Nations Naval Gunfire Support: 50

NKPA 91/8 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 92/8 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 93/8 Inf Rgt	(arrives in North Korea)	L:26 S:14
US 5 Inf RCT	(arrives in hex 26,59)	L:77 S:37
USMC 5 Inf RCT+	(arrives in hex 26,59)	L:84 S:46
USMC 5 Inf RCT		
USMC 1 Tank Bn		
US 89/25 Tank Bn	(arrives in Japan)	L:11 S:11
Carrier Air Group 11	becomes available	AA:18 AG:27
35th Ftr Intrcptr Group	becomes available	AA:15 AG:30

8-August-1950: Red Stockpile +11, U.N. Stockpile +8
Historical Victory Level: Communist -5
Communists begin to mine harbors north of 38th parallel.

NKPA 94/27 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 95/27 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 96/27 Inf Rgt	(arrives in North Korea)	L:26 S:14
US 6/1 Cav Tank Bn	(arrives in hex 26,58)	L:34 S:34
US 70/24 Tank Bn	(arrives in hex 26,58)	L:34 S:34
US 9/2 Inf RCT+	(arrives in hex 26,59)	L:111 S:72
US 9/2 Inf RCT		
US 72/2 Tank Bn		
US 23/2 Inf RCT+	(arrives in hex 26,59)	L:111 S:72
US 23/2 Inf RCT		
US 73/7 Tank Bn		
Marine Air Group 33	becomes available	AA:6 AG:12

15-August-1950: Red Stockpile +11, U.N. Stockpile +9
Historical Victory Level: Communist -5

NKPA 97/22 Inf Rgt	(arrives in North Korea)	L:26 S:14
US 38/2 Inf RCT	(arrives in hex 26,59)	L:77 S:37
US 12/2 FAB(H)	(arrives in hex 26,59)	L:18 S:3
8th Ftr Bmbr Group	becomes available	AA:19 AG:38
49th Ftr Bmbr Group	becomes available	AA:30 AG:30

22-August-1950: Red Stockpile +12, U.N. Stockpile +10
Historical Victory Level: Communist -5

NKPA 16 Tank Rg	(arrives in North Korea)	L:20 S:20
NKPA 17 Tank Rgt	(arrives in North Korea)	L:20 S:20
NKPA 98/22 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 99/22 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 100/23 Inf Rgt	(arrives in North Korea)	L:26 S:14
US 9/3 FAB(H)	(arrives in hex 26,59)	L:18 S:3

1-September-1950: Red Stockpile +12, U.N. Stockpile +11
Historical Victory Level: Communist -5
Commonwealth replacements begin to arrive.
United Nations Naval Gunfire Support increases to 100

NKPA 101/23 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 102/23 Inf Rgt	(arrives in North Korea)	L:26 S:14
NKPA 103/24 Inf Rgt	(arrives in North Korea)	L:26 S:14
CW 27 Inf Bde	(arrives in hex 26,59)	L:43 S:29

8-September-1950: Red Stockpile +12, U.N. Stockpile +12
Historical Victory Level: Communist -6

US 503 FAB(H)	(arrives in hex 26,59)	L:18 S:3

15-September-1950: Red Stockpile +12, U.N. Stockpile +13
Historical Victory Level: Communist -6
Operation Chromite Scenario begins.
U.N. controlled hexes: urban: 2; non urban: 61
Communist controlled hexes: urban: 5; non urban: 885

ROK 13/11 Inf Rgt	(arrives in South Korea)	L:7 S:5
USMC 1 Inf RCT	(arrives in Japan)	L:96 S:47
US 7 Inf Div	(arrives in Japan)	L:250 S:117
US 17/7 Inf RCT		
US 31/7 Inf RCT		
US 32/7 Inf RCT		
US 31/7 FAB(H)		
Carrier Air Group 2	becomes available	AA:12 AG:33
Marine Air Group 12	becomes available	AA:6 AG:12

22-September-1950: Red Stockpile +13, U.N. Stockpile +14
Historical Victory Level: Communist -5
Communists begin mining harbors south of 38th parallel.

ROK 20/11 Inf Rgt	(arrives in South Korea)	L:7 S:5
USMC 7 Inf RCT	(arrives in Japan)	L:108 S:50
US 187 RCT	(arrives in Japan)	L:85 S:43
Philippines 10 BCT	(arrives in hex 26,59)	L:45 S:35
US 65/3 Inf RCT	(arrives in hex 26,59)	L:77 S:37

1-October-1950: Red Stockpile +13, U.N. Stockpile +15
Historical Victory Level: Communist -4

ROK 37/12 Inf Rgt	(arrives in South Korea)	L:7 S:5
US 2 CMB	(arrives in hex 26,59)	L:14 S:3
307th Bomb Group	becomes available	AA:5 AG:30

8-October-1950: Red Stockpile +13, U.N. Stockpile +15
Historical Victory Level: Communist -2

ROK 51/12 Inf Rgt	(arrives in South Korea)	L:7 S:5
Carrier Air Grp Triumph	withdraws	
Carrier Air Grp Theseus	becomes available	AA:6 AG:12

15-October-1950: Red Stockpile +13, U.N. Stockpile +15
Historical Victory Level: 0

ROK 52/12 Inf Rgt	(arrives in South Korea)	L:7 S:5
Carrier Air Group 3	becomes available	AA:18 AG:27
18th Ftr Bmbr Group	becomes available	AA:15 AG:30

22-October-1950: Red Stockpile +14, U.N. Stockpile +15
Historical Victory Level: United Nations -3
U.N. allied replacements begin to arrive.

ROK 38/15 Inf Rgt	(arrives in South Korea)	L:7 S:5
Turkish Bde	(arrives in hex 26,59)	L:68 S:34
Thai Inf Bn	(arrives in hex 26,59)	L:14 S:9
Carrier Air Group 5	withdraws	
Carrier Air Group 2	withdraws	

1-November-1950: Red Stockpile +14, U.N. Stockpile +15
Historical Victory Level: United Nations -3

ROK 39/15 Inf Rgt	(arrives in South Korea)	L:7 S:5
51st Ftr Intrcptr Group	becomes available	AA:30 AG:30

8-November-1950: Red Stockpile +14, U.N. Stockpile +15
Historical Victory Level: United Nations -4

ROK 50/15 Inf Rgt	(arrives in South Korea)	L:7 S:5
US 15/3 Inf RCT	(arrives in Japan)	L:77 S:37
US 7/3 Inf RCT	(arrives in Japan)	L:77 S:37
CW 29 Inf Bde	(arrives in hex 26,59)	L:83 S:48

15-November-1950: Red Stockpile +14, U.N. Stockpile +15
Historical Victory Level: United Nations -5

US 17 FAB(H)	(arrives in hex 26,59)	L:18 S:3

22-November-1950: Red Stockpile +15, U.N. Stockpile +15
Historical Victory Level: United Nations -5
Cold Steel Scenario begins.
U.N. controlled hexes: urban: 7; non urban: 732
Communist controlled hexes: urban: 0;non urban: 214

Dutch Inf Bn	(arrives in hex 26,59)	L:13 S:8

1-December-1950: Red Stockpile +15, U.N. Stockpile +15
Historical Victory Level: United Nations -4
United Nations Naval Gunfire Support increases to 125

US 999 FAB(H)	(arrives in hex 26,58)	L:18 S:3
US 92 FAB(H)	(arrives in hex 26,59)	L:18 S:5
US 96 FAB(H)	(arrives in hex 26,59)	L:18 S:3
French Inf Bn	(arrives in hex 26,58)	L:22 S:13

8-December-1950: Red Stockpile +15, U.N. Stockpile +15
Historical Victory Level: United Nations -3

Carrier Air Group 19	becomes available	AA:12 AG:24

15-December-1950: Red Stockpile +15, U.N. Stockpile +15
Historical Victory Level: United Nations -1

Greek Inf Bn	(arrives in hex 26,59)	L:14 S:10
27th Ftr Escort Group	becomes available	AA:30 AG:45
452nd Bomb Wing (Light)	becomes available	AA:9 AG:27

22-December-1950: Red Stockpile +16, U.N. Stockpile +15
Historical Victory Level: 0

Carrier Air Group 11	withdraws	
Carrier Air Group 3	withdraws	
Carrier Air Group 2	becomes available	AA:9 AG:27
4th Ftr Intrcptr Group	becomes available	AA:30 AG:5

1-January-1951: Red Stockpile +16, U.N. Stockpile +15
Historical Victory Level: 0

US 196 FAB(H)	(arrives in hex 26,59)	L:18 S:3
US 204 FAB(H)	(arrives in hex 26,59)	L:18 S:3

8-January-1951: Red Stockpile +16, U.N. Stockpile +15
Historical Victory Level: Communist -1
Game ends if Chinese do not intervene.

US 936 FAB(H)	(arrives in hex 26,59)	L:18 S:3

15-January-1951: Red Stockpile +16, U.N. Stockpile +15
Historical Victory Level: Communist -1

CW Tank Bn	(arrives in hex 26,59)	L:28 S:28
US 937 FAB(H)	(arrives in hex 26,59)	L:18 S:5
Carrier Air Group 3	becomes available	AA:18 AG:27
Carrier Air Group 11	becomes available	AA:18 AG:27

22-January-1951: Red Stockpile +17, U.N. Stockpile +15
Historical Victory Level: Communist -1

US 955 FAB(H)	(arrives in hex 26,59)	L:18 S:3

1-February-1951: Red Stockpile +17, U.N. Stockpile +15
Historical Victory Level: Communist -1

Belgian Inf Bn	(arrives in hex 26,59)	L:14 S:9
US 780 FAB(H)	(arrives in hex 26,59)	L:18 S:3

8-February-1951: Red Stockpile +17, U.N. Stockpile +15
Historical Victory Level: Communist -1
No reinforcements

15-February-1951: Red Stockpile +17, U.N. Stockpile +15
Historical Victory Level: Communist -1

US 176 FAB	(arrives in hex 26,59)	L:14 S:5

22-February-1951: Red Stockpile +18, U.N. Stockpile +15
Historical Victory Level: Communist -1
No reinforcements

1-March-1951: Red Stockpile +18, U.N. Stockpile +15
Historical Victory Level: Communist-1

US 213 FAB	(arrives in hex 26,59)	L:14 S:5

8-March-1951: Red Stockpile +18, U.N. Stockpile +15
Historical Victory Level: Communist -1
No reinforcements

15-March-1951: Red Stockpile +18, U.N. Stockpile +15
Historical Victory Level: 0

US 987 FAB	(arrives in hex 26,59)	L:14 S:5

22-March-1951: Red Stockpile +19, U.N. Stockpile +15
Historical Victory Level: Communist -1
No reinforcements

1-April-1951: Red Stockpile +19, U.N. Stockpile +15
Historical Victory Level: 0

US 300 FAB	(arrives in hex 26,59)	L:14 S:5
Carrier Air Group 101	becomes available	AA:12 AG:24

8-April-1951: Red Stockpile +19, U.N. Stockpile +15
Historical Victory Level: 0
No reinforcements

15-April-1951: Red Stockpile +19, U.N. Stockpile +15
Historical Victory Level: 0
No reinforcements

22-April-1951: Red Stockpile +20, U.N. Stockpile +15
Historical Victory Level: 0
No reinforcements

1-May-1951: Red Stockpile +20, U.N. Stockpile +15
Historical Victory Level: 0

CW 25 Inf Bde	(arrives in hex 26,59)	L:61 S:34
Carrier Air Grp Theseus	withdraws	

8-May-1951: Red Stockpile +20, U.N. Stockpile +15
Historical Victory Level: 0

Ethiopian Inf Bn	(arrives in hex 26,59)	L:14 S:9

15-May-1951: Red Stockpile +20, U.N. Stockpile +15
Historical Victory Level: 0

Carrier Air Grp Glory	becomes available	AA:6 AG:12

22-May-1951: Red Stockpile +21, U.N. Stockpile +15
Historical Victory Level: 0
Last possible game turn.
No reinforcements

CHINESE INTERVENTION SCHEDULE

The first turn of the following schedule is dependent upon player actions. See section 6.5.

CCF intervention turn +0: Red Stockpile additional +10

CPLA Cav Rg	(arrives in hex 0,21)	L:39 S:34
CPLA 112/38 Inf Div+	(arrives in hex 1,21)	L:210 S:142
CPLA 112/38 Inf Div		
CPLA 31/38 Arty Rgt		
CPLA 113/38 Inf Div	(arrives in hex 1,21)	L:163 S:131
CPLA 114/38 Inf Div+	(arrives in hex 2,20)	L:210 S:142
CPLA 114/38 Inf Div		
CPLA 44/38 Arty Rgt		
CPLA 115/39 Inf Div	(arrives in hex 2,20)	L:163 S:131
CPLA 116/39 Inf Div+	(arrives in hex 3,20)	L:210 S:142
CPLA 116/39 Inf Div		
CPLA 25/39 Arty Rgt		
CPLA 117/39 Inf Div	(arrives in hex 3,20)	L:163 S:131
CPLA 118/40 Inf Div+	(arrives in hex 4,19)	L:210 S:142
CPLA 118/40 Inf Div		
CPLA 26/40 Arty Rgt		
CPLA 119/40 Inf Div	(arrives in hex 4,19)	L:163 S:131
CPLA 120/40 Inf Div+	(arrives in hex 5,19)	L:210 S:142
CPLA 120/40 Inf Div		
CPLA 27/40 Arty Rgt		
CPLA 124/42 Inf Div+	(arrives in hex 5,19)	L:210 S:142
CPLA 124/42 Inf Div		
CPLA 45/42 Arty Rgt		
CPLA 125/42 Inf Div	(arrives in hex 6,18)	L:163 S:131
CPLA 126/42 Inf Div+	(arrives in hex 6,18)	L:210 S:142
CPLA 126/42 Inf Div		
CPLA 47/42 Arty Rgt		
CPLA 148/50 Inf Bde	(arrives in hex 7,18)	L:163 S:131
CPLA 149/50 Inf Div+	(arrives in hex 7,18)	L:210 S:142
CPLA 149/50 Inf Div		
CPLA 28/50 Arty Rgt		
CPLA 150/50 Inf Div	(arrives in hex 8,17)	L:163 S:131
CPLA 196/66 Inf Div+	(arrives in hex 8,17)	L:175 S:118
CPLA 196/66 Inf Div		
CPLA 29/66 Arty Rgt		
CPLA 197/66 Inf Div	(arrives in hex 9,16)	L:136 S:109
CPLA 198/66 Inf Div+	(arrives in hex 9,16)	L:175 S:118
CPLA 198/66 Inf Div		
CPLA 30/66 Arty Rgt		

CCF intervention turn +1: Red Stockpile additional +10
No reinforcements

CCF intervention turn +2: Red Stockpile additional +10
No reinforcements

CCF intervention turn +3: Red Stockpile additional +10
No reinforcements

CCF intervention turn +4: Red Stockpile additional +10

CPLA 58/20 Inf Div+	(arrives in hex 1,21)	L:175 S:118
CPLA 58/20 Inf Div		
CPLA 48/20 Arty Rgt		
CPLA 59/20 Inf Div	(arrives in hex 1,21)	L:136 S:109
CPLA 60/20 Inf Div+	(arrives in hex 2,20)	L:175 S:118
CPLA 60/20 Inf Div		
CPLA 9/20 Arty Rgt		
CPLA 89/20 Inf Div	(arrives in hex 2,20)	L:136 S:109

CCF intervention turn +5: Red Stockpile additional +10

CPLA 76/26 Inf Div+	(arrives in hex 8,17)	L:175 S:118
CPLA 76/26 Inf Div		
CPLA 11/26 Arty Rgt		
CPLA 77/26 Inf Div	(arrives in hex 8,17)	L:136 S:109
CPLA 78/26 Inf Div+	(arrives in hex 9,17)	L:175 S:118
CPLA 78/26 Inf Div		
CPLA 20/26 Arty Rgt		
CPLA 88/26 Inf Div	(arrives in hex 9,17)	L:136 S:109

CCF intervention turn +6: Red Stockpile additional +10

CPLA 79/27 Inf Div+	(arrives in hex 1,21)	L:175 S:118
CPLA 79/27 Inf Div		
CPLA 21/27 Arty Rgt		
CPLA 80/27 Inf Div	(arrives in hex 1,21)	L:136 S:109
CPLA 81/27 Inf Div	(arrives in hex 2,20)	L:136 S:109
CPLA 90/27 Inf Div	(arrives in hex 2,20)	L:136 S:109

CCF intervention turn +7: Red Stockpile additional +10
No reinforcements

CCF intervention turn +8: Red Stockpile additional +10
No reinforcements

CCF intervention turn +9: Red Stockpile additional +10
No reinforcements

CCF intervention turn +10: Red Stockpile additional +10
No reinforcements

CCF intervention turn +11: Red Stockpile additional +10
No reinforcements

CCF intervention turn +12: Red Stockpile additional +10
No reinforcements

CCF intervention turn +13: Red Stockpile additional +10
No reinforcements

CCF intervention turn +14: Red Stockpile additional +10
No reinforcements

CCF intervention turn +15: Red Stockpile additional +10
No reinforcements

CCF intervention turn +16: Red Stockpile additional +10

CPLA 34/12 Inf Div+	(arrives in hex 8,17)	L:175 S:118
CPLA 34/12 Inf Div		
CPLA 10/12 Arty Rgt		
CPLA 35/12 Inf Div	(arrives in hex 8,17)	L:136 S:109
CPLA 36/12 Inf Div	(arrives in hex 9,17)	L:136 S:109

CCF intervention turn +17: Red Stockpile additional +10

CPLA 29/15 Inf Div	(arrives in hex 3,20)	L:136 S:109
CPLA 44/15 Inf Div	(arrives in hex 3,20)	L:136 S:109
CPLA 45/15 Inf Div	(arrives in hex 4,19)	L:136 S:109

CCF intervention turn +18: Red Stockpile additional +10

CPLA 139/47 Inf Div	(arrives in hex 8,17)	L:163 S:131
CPLA 140/47 Inf Div	(arrives in hex 8,17)	L:163 S:131
CPLA 141/47 Inf Div	(arrives in hex 9,17)	L:163 S:131

CCF intervention turn +19: Red Stockpile additional +10
No reinforcements

CCF intervention turn +20: Red Stockpile additional +10

CPLA 178/60 Inf Div+	(arrives in hex 5,19)	L:175 S:118
CPLA 178/60 Inf Div		
CPLA 40/60 Arty Rgt		
CPLA 179/60 Inf Div	(arrives in hex 5,19)	L:136 S:109
CPLA 180/60 Inf Div	(arrives in hex 6,18)	L:136 S:109

CCF intervention turn +21: Red Stockpile additional +10

CPLA 187/63 Inf Div	(arrives in hex 5,19)	L:136 S:109
CPLA 188/63 Inf Div	(arrives in hex 5,19)	L:136 S:109
CPLA 189/63 Inf Div	(arrives in hex 6,18)	L:136 S:109

CCF intervention turn +22: Red Stockpile additional +10

CPLA 190/64 Inf Div	(arrives in hex 5,19)	L:136 S:109
CPLA 191/64 Inf Div	(arrives in hex 5,19)	L:136 S:109
CPLA 192/64 Inf Div	(arrives in hex 6,18)	L:136 S:109

CCF intervention turn +23: Red Stockpile additional +10

CPLA 193/65 Inf Div	(arrives in hex 5,19)	L:136 S:109
CPLA 194/65 Inf Div	(arrives in hex 5,19)	L:136 S:109
CPLA 195/65 Inf Div	(arrives in hex 6,18)	L:136 S:109

TOMORROW'S WAR SCENARIO

25-June-1995: Red Stockpile 200, U.N. Stockpile 100
Tomorrow's War Scenario begins.
"Historical" Victory Level: United Nations -1
Communist controlled hexes: urban:2; non urban:517
ROK and NKPA replacements begin to arrive.

1-July-1995: Red Stockpile +10, U.N. Stockpile +15
"Historical" Victory Level: United Nations -1

NKPA 26 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 27 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 28 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 29 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 30 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 31 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 32 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 300 Arty Bde	(arrives in North Korea)	L:57 S:14
ROK 23 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 24 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 25 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 26 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 27 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 28 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 29 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 30 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 31 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 32 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 33 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 34 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 35 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 36 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 37 Inf Div	(arrives in South Korea)	L:191 S:97
USMC 3 Mar Div	(arrives in hex 26,59)	L:132 S:101
USMC 4 Inf Rgt		
USMC 9 Inf Rgt		
USMC 12 Arty Rgt	(arrives in hex 26,59)	L:102 S:33
USN CAG Nimitz	becomes available	AA:45 AG:27

8-July-1995: Red Stockpile +10, U.N. Stockpile +15
"Historical" Victory Level: United Nations -1

NKPA 33 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 34 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 35 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 36 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 37 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 38 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 39 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 310 Arty Bde	(arrives in North Korea)	L:86 S:14
ROK 38 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 39 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 40 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 41 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 42 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 43 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 44 Inf Div	(arrives in South Korea)	L:191 S:97
ROK 45 Inf Div	(arrives in South Korea)	L:191 S:97
USMC 3 Inf Rgt	(arrives in hex 26,59)	L:53 S:35
USAF 1st TFW	becomes available	AA:48 AG:29
USAF 9200 Prov Bomb Wing	becomes available	AA:10 AG:48

15-July-1995: Red Stockpile +10, U.N. Stockpile +15
"Historical" Victory Level: 0

NKPA 40 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 41 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 42 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 43 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 44 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 45 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 46 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 301 Arty Bde	(arrives in North Korea)	L:57 S:14
US 1/25 Bde	(arrives in hex 26,59)	L:69 S:47
USN CAG Vinson	becomes available	AA:45 AG:27
USAF 4th TFW	becomes available	AA:48 AG:29
USAF 363rd TFW	becomes available	AA:10 AG:29
USAF 366th TFW	becomes available	AA:19 AG:38

22-July-1995: Red Stockpile +10, U.N. Stockpile +15
"Historical" Victory Level: 0

NKPA 47 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 48 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 49 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 50 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 51 Inf Div	(arrives in North Korea)	L:217 S:113
NKPA 311 Arty Bde	(arrives in North Korea)	L:86 S:14
US 2/25 Inf Bde	(arrives in hex 26,59)	L:69 S:47
US 25 Div Arty	(arrives in hex 26,59)	L:181 S:57
USAF 434th TFW	becomes available	AA:10 AG:29
USAF 388th TFW	becomes available	AA:38 AG:29

1-August-1995: Red Stockpile +10, U.N. Stockpile +15
"Historical" Victory Level: 0

US 1/24 Inf Bde   (arrives in hex 26,59)   L:124 S:125

8-August-1995: Red Stockpile +10, U.N. Stockpile +15
"Historical" Victory Level: 0

US 2/24 Arm Bde   (arrives in hex 26,59)   L:140 S:154
US 24 Div Arty   (arrives in hex 26,59)   L:218 S:80

15-August-1995: Red Stockpile +10, U.N. Stockpile +15
"Historical" Victory Level: 0

US 197 Inf Bde   (arrives in hex 26,59)   L:124 S:125
US 8 Army Arty   (arrives in hex 26,59)   L:168 S:40

22-August-1995: Red Stockpile +10, U.N. Stockpile +15
"Historical" Victory Level: 0
No reinforcements

1-September-1995: Red Stockpile +10, U.N. Stockpile +15
"Historical" Victory Level: 0
No scheduled reinforcements
Earliest turn for variable reinforcements (see below).

8-September-1995: Red Stockpile +10, U.N. Stockpile +15
"Historical" Victory Level: 0
No reinforcements

15-September-1995: Red Stockpile +10, U.N. Stockpile +15
"Historical" Victory Level: 0
No reinforcements

22-September-1995: Red Stockpile +10, U.N. Stockpile +15
"Historical" Victory Level: 0

1-October-1995: Red Stockpile +10, U.N. Stockpile +15
"Historical" Victory Level: 0

8-October-1995: Red Stockpile +10, U.N. Stockpile +15
"Historical" Victory Level: 0

15-October-1995: Red Stockpile +10, U.N. Stockpile +15
"Historical" Victory Level: 0
Last possible game turn.

**VARIABLE REINFORCEMENTS
IN THE TOMORROW'S WAR SCENARIO**

The following units represent the leading edge of massive United Nations reinforcements (after they have dealt with the crisis elsewhere in the world that lead North Korean leaders to feel they could successfully launch a war) and appear on a variable schedule. These reinforcements may begin arriving as early as the 1-September-1995 turn or may not appear at all before the game ends. Their entry turn is randomly determined.

Variable reinforcement turn +0
US 1 Cav Arty   (arrives in hex 26,59)   L:218 S:80

Variable reinforcement turn +1
US 1/1 Cav Bde   (arrives in hex 26,59)   L:140 S:154

Variable reinforcement turn +2
US 2/1 Cav Bde   (arrives in hex 26,59)   L:140 S:154

Variable reinforcement turn +3
US 3 Arm Cav Rgt   (arrives in hex 26,59)   L:252 S:218
US 212 Arty Bde   (arrives in hex 26,59)   L:144 S:43

Appendix E-Abbreviations Used in CONFLICT: KOREA

Abbreviation	Meaning
Abn	Airborne
Arm	Armored
Arty	Artillery
BCT	Battalion Combat Team
Bde	Brigade
Bmbr	Bomber
Bn	Battalion
Cav	Cavalry
Cdo	Commando
Ch'ngwn	Ch'angwon
CMB	Chemical Mortar Battalion
CPLA	Chinese People's Liberation Army
CW	British Commonwealth
Div	Division
FAB	Field Artillery Battalion
FEAF	Far Eastern Air Force
Ftr	Fighter
Grp	Group
(H)	Heavy
Hmhng	Hamhung
Hngnm	Hungnam
Inf	Infantry
Intrcptr	Interceptor
Mot	Motorized
MRL	Multiple Rocket Launcher
Msn	Masan
NKPA	North Korean People's Army
Prov	Provisional
RCT	Regimental Combat Team
Rgt	Regiment
ROK	Republic of Korea
RR	Railroad
SP	Self propelled
TFW	Tactical Fighter Wing
UN	United Nations
US	United States
USMC	United States Marine Corps
USN	United States Navy

Appendix F – Formulae

This section is provided for those who wish to know exactly how some of the more common calculations in the game are performed.

AIR UNIT BASING

Long range air units will always be based in Japan and naval air units will always be based on carriers.

1950-1951

The US Navy did not have enough carriers to base both of the available Marine Air Groups off the Korean coast. Marine Air Group 33 will be based in Korea if a Korean base is available, otherwise the unit will be based on carriers. If Marine Air Group 33 is based in Korea, then Marine Air Group 12 will be based on carriers, otherwise it will be based in Japan (where it isn't particularly useful).

Most Far East Air Force units are short range units, and have very limited capability over Korea when operating from bases in Japan. At first opportunity, the Air Force will begin shifting units to Korea. Unfortunately, there are two impediments to this. There are no decent secure airbases in Korea at the beginning of the war, and the jet aircraft that equip most of the Far East Air Force need GOOD runways to operate from.

Historically, the United Nations Air forces did a number of things to get around these problems. FEAF mechanics rigged extra large external fuel tanks for their Shooting Star fighters. (The designer of the Shooting Star is reputed to have been so appalled by this that he refused to watch the aircraft take off with these tanks on the wings.) The Korean airfields were improved as quickly as possible. And finally, two FEAF fighter groups actually transitioned from jets back to World War II vintage Mustangs because they could be operated from the primitive Korean airfields. (The U.N. commanders would have preferred Thunderbolts, but these had already been scrapped. As a ground attack aircraft, the fragile Mustang was not popular among USAF pilots.)

North Korean air units will always be based in Korea. Much of the North Korean air force operates out of bases near P'yongYang. The remainder is assumed to be operating out of hardened bases scattered throughout North Korea. Since the United Nations is unlikely to take much North Korean territory in this scenario, Communist air basing is abstracted. United Nations air units will be based as in the 1950's scenarios (although with greatly improved South Korean airfields).

KOREAN AIRFIELDS 1950-51

AIRFIELD NAME	BEST LEVEL	STARTING LEVEL		
		THE DRAGON WAKES	OPERATION CHROMITE	COLD STEEL
K-1 (Pusan hex 26,59)	1	0	1	1
K-2 (Taegu hex 24,54)	3	0	3	3
K-3 (Pohang hex 28,56)	1	0	1	1
K-8 (Kunsan hex 12,52)	1	0	0	0
K-9 (Pusan East hex 27,59)	1	0	1	1
K-10 (Chinhae hex 25,60)	1	0	0	1
K-13 (Suwon hex 14,42)	1	0	0	1
K-14 (Kimpo hex 13,40)	3	0	0	2
P'yongYang (hex 7,29)	3	0	0	2

In the Tomorrow's War scenario, the best level is three for all bases. All airbases in South Korea begin the game at level 3.

A level 0 airfield is of no immediate use.

A level 1 airfield is primitive and may base one propeller driven air unit.

A level 2 airfield is improved and may base one air unit of any type.

A level 3 airfield is improved and may base two air units of any type.

If taken by the Communist player, an airfield automatically drops to level 0. When an airfield is taken by the United Nations player, it will automatically become a level 1 airfield by the next turn. There is a 75% chance that a level 1 airfield will become a level 2 airfield on any given turn. There is a 50% chance that a level 2 airfield will become a level 3 airfield on any given turn.

MILITARY UNIT STRENGTHS

Unit Survivability:

Unit readiness ∗ sum of equipment survivabilities

Unit Lethality:

Unit readiness ∗ sum of equipment lethalities

Example: NKPA 50/15 Inf Rgt at 100% readiness in open terrain.

Equipment	##	Lethality	Survivability
Rifle Platoon	18	8	8
Weapons Platoon	14	15	5
Medium Artillery	6	8	2
Light Artillery	4	4	2

Survivability: $18*8+14*5+6*2+4*2 = 234$
Lethality: $18*8+14*15+6*8+4*4 = 418$

If readiness were 85% then these figures would be:

Survivability: 198 (fractions are dropped)
Lethality: 355

If the unit's experience level was "Seasoned", the strengths would be multiplied by 1.25 to give:

Survivability: 247
Lethality: 443

Terrain can modify the lethality or survivability of each piece of equipment assigned to a unit. In this case, if the unit were defending "rough" terrain then the survivabilities of the soft equipment would be multiplied by 2. This would give (at 85% readiness) an effective survivability of 475. If the unit meets the criteria for being in prepared defensive positions (see section 4.23) then its survivability would be 1187.

Whatever the condition of the unit, the program always displays the raw (not terrain modified) strengths of a unit.

For display purposes, all of these figures are divided by ten (remainders lost), but the program keeps track of unit strength using the original figures. At 85% readiness, in open terrain, this "seasoned" unit would be displayed in the game as having:

Survivability 24
Lethality 44

COMBAT LOSS RATIO CALCULATION

Combat loss ratio =
(30% ∗ sum of enemy lethalities) /
(2 ∗ sum of friendly survivabilities)

In addition to the above, all combat loss ratios will be multiplied by 2.0 on the first turn of the Tomorrow's War scenario. On following turns, combat loss ratios will be multiplied by 1.5. These modifiers for the 1995 scenario reflect the generally increased lethality of the modern battlefield, and the effects of four decades of planning unpleasant surprises for the other guy in the immediate vicinity of the demilitarized zone.

1995 AIR SUPERIORITY CALCULATIONS

A total air superiority strength is calculated for each player as follows:

Air superiority =
sum of air to air strengths for all friendly air units with air superiority missions + 20% of the sum of air to air strengths for all friendly air units with other missions.

A loss ratio is calculated for each player as follows:

Loss ratio =
10% ∗ (enemy air superiority strength) / friendly air superiority strength.

Loss ratios are limited to a maximum of 90%.

Each air unit will lose a portion of its air to air and air to ground strengths equal to that player's loss ratio. Fractional losses are rounded down. If both strengths of an air unit are reduced to zero, the unit will be removed from the game.

WHO MOVES FIRST?

For the first orders phase, the United Nations player will move first if a random number between 1 and 200 is greater than (100 + U.N. stockpile level - Communist stockpile level). Otherwise the Communist player moves first.

For the second orders phase, the Communist player will move first if a random number between 1 and 200 is greater than (100 + U.N. stockpile level - Communist stockpile level). Otherwise the U.N. player moves first.

During the ground combat phase, the first assaulting player is determined randomly.

OVERRUNS

When you attempt to enter an enemy hex, there is a 50% chance that your force will overrun the defending forces and take the hex immediately if the following conditions both apply:

(attacking lethality) > (10 ∗ defending survivability)

AND

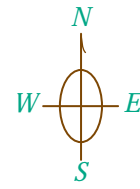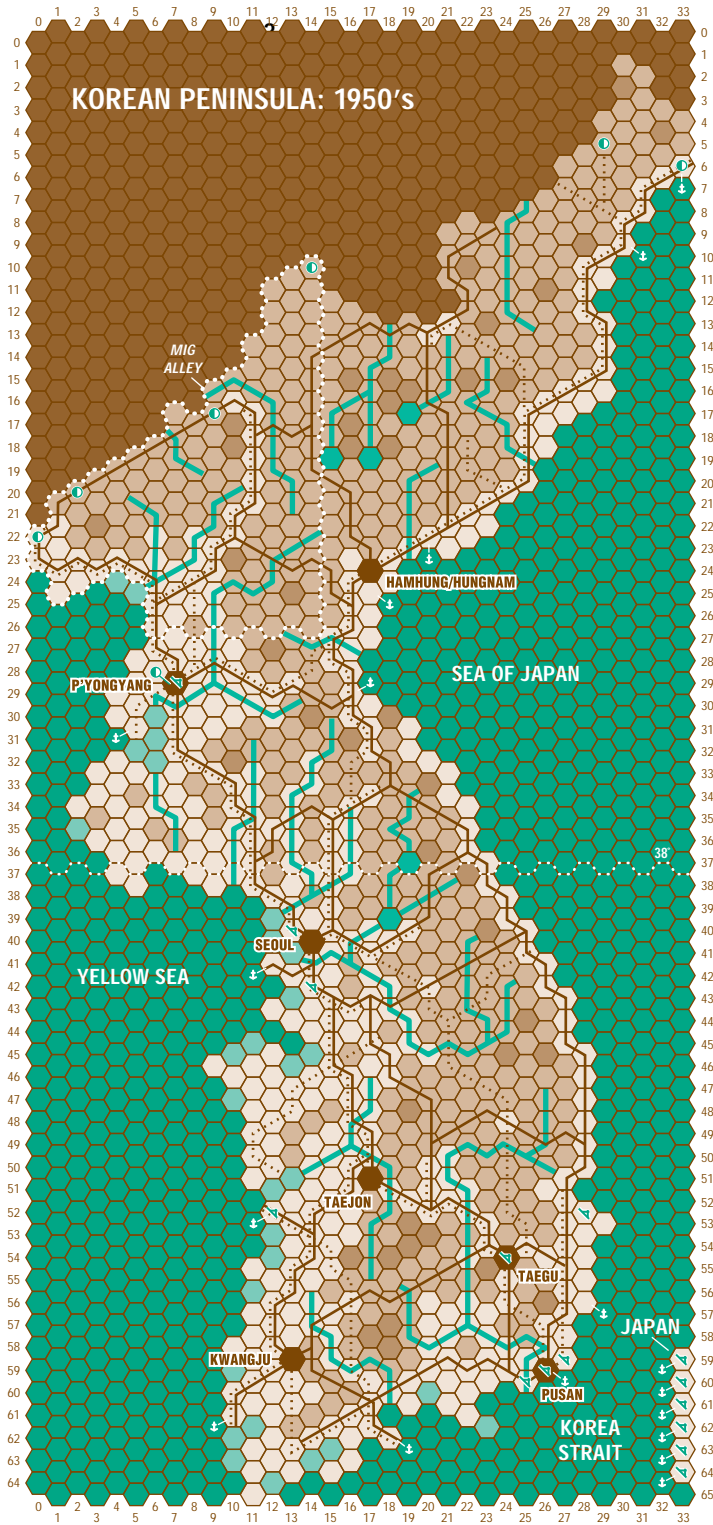(defending lethality) < (attacking survivability / 10)

In the 1950 scenarios: If the hex is "open" or "road" terrain, tank lethalities and survivabilities will be multiplied by 4 for purposes of overrun strength calculations in both attacking and defending units. This tank bonus is not available during normal combat.

A special case of overrun may occur if the moving force is the 187th airborne RCT dropping into an enemy hex. If this is the case, overrun will automatically occur if the lethality and survivability ratios meet the above conditions. The overrun calculation uses only the strengths of the defending force and the moving force. Other forces nearby have no effect on overruns.

**Appendix G-
Map of the
Korean
Peninsula
1950's
and 1995.**

KOREAN PENINSULA: 1950's

MIG ALLEY

HAMHUNG/HUNGNAM

SEA OF JAPAN

P'YONGYANG

38°

YELLOW SEA

SEOUL

TAEJON

TAEGU

JAPAN

KWANGJU

PUSAN

KOREA
STRAIT

KOREAN PENINSULA: 1995

HAMHUNG/HUNGNAM

SEA OF JAPAN

P'YONGYANG

YELLOW SEA

SEOUL
INCH'ON
PUCH'ON   SEOUL-SOUTH
ANYANG/SUWON

TAEJON

KUNSAN/IRI

TAEGU

JAPAN

KWANGJU

MASAN/CH'ANGWON   PUSAN

KOREA
STRAIT

N
W — E
S

- DEEP OCEAN
- OPEN
- ROUGH
- MOUNTAIN
- URBAN
- ESTUARY
- RESERVOIR
- RIVER
- ROAD
- RAILROAD
- AIRFIELD
- PORT
- COMMUNIST
  SUPPLY POINT
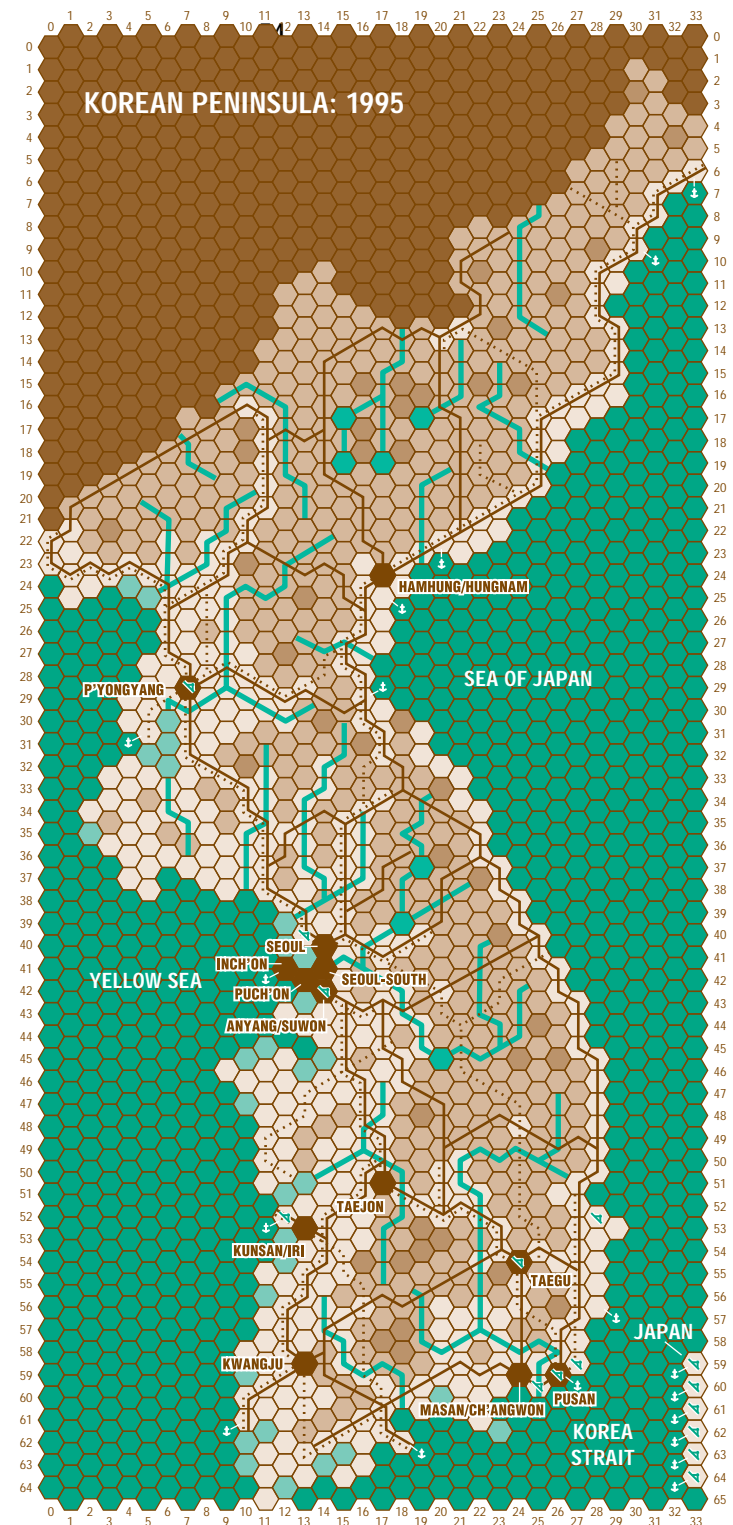
Appendix H-Breakdown of Air Units in Order of Appearance.

UNITED NATIONS AIR UNITS: 1950-51 CAMPAIGN

In some cases, these units represent average strengths as individual squadrons were rotated in and out of theater during the campaign.

8th Fighter Bomber Group (prior to July 1950)
    100 Shooting Star,Twin Mustang

35th Fighter Interceptor Group (prior to July 1950)
    75 Shooting Star

3rd Bomb Wing (Light)
    45 Invader

19th Bomb Group
    25 Superfortress

Carrier Air Group 5 (USS Valley Forge)
    30 Panther, 30 Corsair, 15 Skyraider

Carrier Air Group Triumph (HMS Triumph)
    15 Seafire, 15 Firefly

22nd Bomb Group
    25 Superfortress

92nd Bomb Group
    25 Superfortress

Carrier Air Group 11 (USS Philippine Sea)
    30 Panther, 30 Corsair, 15 Skyraider

35th Fighter Interceptor Group (post August 1950)
    75 Mustang
    Includes No. 77 Sqn Royal Australian Air Force

33rd Marine Air Group
    30 Corsair, sometimes 15 additional Tigercat,Corsair

8th Fighter Bomber Group (post August 1950)
    75 Mustang,Twin Mustang

49th Fighter Bomber Group
    75 Shooting Star

Carrier Air Group 2 (USS Boxer)
    60 Corsair, 15 Skyraider

307th Bomb Group
    25 Superfortress

Carrier Air Group Theseus (HMS Theseus)
    15 Sea Fury, 15 Firefly

Carrier Air Group 3 (USS Leyte)
    30 Panther, 30 Corsair, 15 Skyraider

18th Fighter Bomber Group
    75 Mustang
    Includes No. 2 Sqn South African Air Force

51st Fighter Interceptor Group
    75 Shooting Star

Carrier Air Group 19 (USS Princeton)
    15 Panther, 30 Corsair, 15 Skyraider

27th Fighter Escort Group
    75 Thunderjet

452 Bomb Wing (Light)
    45 Invader

Carrier Air Group 2 (post December 1950, USS Valley Forge)
    45 Corsair, 15 Skyraider

12th Marine Air Group
    30 Corsair

4th Fighter Interceptor Group
    50 Saber

Carrier Air Group 101 (USS Boxer)
    15 Panther, 30 Corsair, 15 Skyraider

Carrier Air Group Glory (HMS Glory)
    15 Sea Fury, 15 Firefly

COMMUNIST AIR UNITS: TOMORROW'S WAR

Units are organized along Soviet lines.

1st Bomber Division
    80 H-5 (Chinese version of Il-28)

1st Fighter Division
    75 J-5 (Chinese version of MiG-17)

2nd Fighter Division
    75 J-5 (Chinese version of MiG-17)

3rd Fighter Division
    60 J-5/Su-20/Su-25

4th Fighter Division
    80 J-6 (Chinese version of MiG-19)

5th Fighter Division
    80 J-6 (Chinese version of MiG-19)

16th Fighter Regiment
    40 J-7/MiG-21

17th Fighter Regiment
    40 J-7/MiG-21

18th Fighter Regiment
    40 J-7/MiG-21

19th Fighter Regiment
    40 J-7/MiG-21

20th Fighter Regiment
    40 J-7/MiG-21

21st Fighter Regiment
    30 MiG-23

22nd Fighter Regiment
    30 MiG-29

UNITED NATIONS AIR UNITS: TOMORROW'S WAR

Korean units are organized along U.S. lines.

ROK 1st TFW
    48 F-16

ROK 2nd TFW
    48 F-5

ROK 3rd TFW
    48 F-5

ROK 4th TFW
    48 F-5

ROK 5th TFW
    48 F-5

ROK 6th TFW
    40 F-4

ROK 7th TFW
    40 F-4

ROK 8th TFW
    40 F-4

USAF 314th Air Division
    72 F-16

USAF 313th TFW
    72 F-15

USAF 452nd TFW
    48 F-16

US 1st Marine Air Wing
    72 F-18, Harrier

USN CAG Nimitz
    58 F-14, F-18, A-6

USAF 1st TFW
    48 F-15

USAF 9200 Prov Bomb Wing
    48 B-52

USN CAG Vinson
    58 F-14, F-18, A-6

USAF 4th TFW
    48 F-15

USAF 363rd TFW
    48 A-10

USAF 366th TFW
    48 F-111

USAF 434th TFW
    48 A-10

USAF 388th TFW
    48 F-16

Appendix I – Typical Unit Organizations: 1950

In most cases, actual units will be at less than 100% authorized strength. In a few cases (ex:ROK 17/Cap) units will begin the game at slightly greater than authorized strength.

COMMUNIST UNITS

NKPA Infantry Regiment
    18 Rifle Platoon
    14 Weapons Platoon
    6 Medium Artillery
    4 Light Artillery

NKPA Tank Regiment
    40 Medium Tanks (T-34)

CPLA Infantry Division
    90 Rifle Platoon
    12 Weapons Platoon
    48 Light Artillery

CPLA Artillery Regiment
    12 Heavy Artillery
    24 Medium Artillery

UNITED NATIONS UNITS

ROK Infantry Regiment
    27 Rifle Platoon
    9 Weapons Platoon
    5 Medium Artillery

US Regimental Combat Team
    27 Rifle Platoon
    18 Weapons Platoon (includes some attached assets)
    6 Light Tank
    36 Medium Artillery (includes attached FAB)

US Field Artillery Battalion
    18 Artillery (various types)

US Tank Battalion
    88 Medium Tanks (theoretical max strength,
        generally much lower)

CW Infantry Brigade
    48 Rifle Platoon
    8 Weapons Platoon
    42 Medium Artillery

UN Infantry Battalion
    9 Rifle Platoon
    5 Weapons Platoon

Appendix J – Typical Unit Organizations: Tomorrow's War

COMMUNIST UNITS

NKPA Infantry Division
    90 Mech or Rifle Platoon
    57 Mech Weapons or Weapons Platoon
    90 Light or Medium Tank (in motorized divisions)
    72-96 Medium SP Gun or Medium Artillery
    36 Medium MRL

NKPA Motorized Infantry Brigade
    27 Mech Platoon
    18 Mech Weapons Platoon
    30 Medium Tank
    18 Medium Artillery
    18 Medium MRL

NKPA Tank Brigade
    90 Medium Tank
    9 Mech Platoon
    6 Mech Weapons Platoon
    18 Medium SP Gun
    18 Medium MRL

NKPA Commando Brigade
    27 Rifle Platoon
    18 Weapons Platoon
    18 Light Artillery

NKPA Artillery Brigade
    72 Heavy SP Gun
    96 Medium SP Gun

UNITED NATIONS UNITS

ROK Mechanized Brigade
    27 Mech Platoon
    9 Mech Weapons Platoon
    120 Medium Tank
    24 Medium Artillery

ROK Infantry Division
    81 Mech or Rifle Platoon
    27 Mech Weapons or Weapons Platoon
    40 Medium Tank (not in all units)
    48 Heavy Artillery
    48 Medium Artillery

ROK Artillery Brigade
    72 Heavy SP Gun
    8 Gunship (attached)

US Infantry Brigade
    36 Rifle Platoon
    18 Weapons Platoon

US Armored Brigade
    12 Mech Platoon
    6 Mech Weapons Platoon
    116 Heavy Tank

US Divisional Artillery
    48 Heavy Artillery
    48 Heavy SP Gun
    9 Heavy MRL
    50 Gunship

USMC Infantry Regiment
    27 Rifle Platoon
    14 Weapons Platoon
    17 Heavy Tank

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