Abbreviations

Abn—Airborne
Arm—Armor
Arm Car—Armored Car
Arty—Artillery
BC—Border Constabulary
Bde—Brigade
Belg—Belgian
Bn—Battalion
Brkdwn—Breakdown
Cap—Capital
Cav—Cavalry
CCF—Chinese Communist Forces
CW—Commonwealth
Div—Division
Divarty—Divisional Artillery

Eth—Ethiopian
FEC—Far East Command
Grp—Group
Hus—Hussars
Ind—Independent
Inf—Infantry
LC—Landing Craft
LST—Landing Ship, Tank
M or Mar—Marine
MC—Motorcycle
Mx—Mixed
NG—Naval Garrison
NK—North Korea
NKPA—North Korean People's Army
Phil—Philippine
PPat—Princess Patricia's Canadian Light

Infantry
PR—Puerto Rico
RA—Royal Artillery
Rgt—Regiment
ROK—Republic Of (South) Korea
Sec—Security
Sep—Separate
TF—Task Force
Thai—Thailand
Tk—Tank
Turk—Turkish
UN—United Nations
US or USA—United States (of America)
USMC—United States Marine Corps
CVG—Aircraft Carrier Group
SAG—Surface Action Group

Rebuild Chart

Unit Type	Repls
Inf, MC, Marine, Cav Rgt	2 Pax
Inf Div step	2 Pax
Inf Bde	2 Pax
Sec Bde	2 Pax
FEC Inf Rgt (-)	1 Pax
Inf Bn	1 Pax
NG Bn	1 Pax
Tank Bn	1 Eq
Arty Bn	1 Eq
Arty Rgt	1 Pax, 1 Eq
Arm Car Bn (ROK)	2 Pax
Chinese Army HQ	2 Pax
All other HQs	2 Pax, 1 Eq

Amphibious Landing Table (roll two dice)

Terrain	Failure	Mixed	Success
Open/Village	2 or less	3-4	5 or more
Low Hills/Hills	3 or less	4-6	7 or more
Rough	3 or less	4-7	8 or more
City	3 or less	4-7	8 or more
Port *	1 or less	2-3	4 or more

Diceroll Modifers:

-2	Adjacent to Enemy attack-capable unit
-2	North of 38th Parallel
-2	1951 date
+1	All Marine Load
+1	50+ Friendly SAG support points in range
+1	At Least one CVG within 10 hexes with Active planes totalling 20 or more Barrage Strength and flight conditions

* Do not roll if landing at a port and load does not exceed port capacity

Results:

Failure LC and cargo destroyed.

Mixed LC destroyed but cargo lands normally

Success LC survive and cargo lands normally

Example: *Landing is in a Hills hex. The modified roll is a '6' on two dice, which yields a "Mixed" result. The LC all die, but the cargo is successfully landed.*

Notes:

A) Apply each applicable modifier to all landing attempts.

B) One CVG or SAG (or both) can affect numerous landings (given range limitations) and their use here as modifiers does not affect their normal game operations.

Terrain Effects Chart

Feature	Combat Line	Track	Truck	Leg	Armor	Mech	Other
		Movement			**Special Modifiers**		
Open	Open	1	1	1	[x2]	[x2]	x 1
Low Hills	Close	1	2	1	[x2]	x1	x1
Hills	Close	2	3	1	x1	x1	x 1
Rough	Close	3	5	2	[x1/2]	[x 1/2]	x 1
Mountain	V. Close	P	P	All	x1/3*	[x1/2]*	x 1
Village	Close	ot	ot	ot	x 1	x 1	x 1
Minor City	V. Close	ot	ot	ot	x1/2	[x1/2]	x 1
Road	ot	1/2	1/2	1/2	ot	ot	ot
Track	ot	1	1	1	ot	ot	ot
Railroad	ot	1	1	1	ot	ot	ot
Minor River	ot	+ 3	+ 5	+ 1	[x1/2]	[x1/2]	[x1/2]
Frozen River	ot	+2	+3	+0	[x1/2]	[x1/2]	x1
Frozen Lake	ot	P	P	All	x1/3*	[x1/2]*	[x1/2]
Impassible	ot	P	P	P	x1/3*	[x1/2]*	[x1/2]*

[x#] — Attack times multiple; Defend at x 1. * — Via Road, Railroad, or Track only.
P — Movement Prohibited ot — Dependent on other terrain in hex

Communist Supply Table

Dice Roll	June-Sept	No PPZ	October +	June-Sept	October +
	Normal Supply			**Interdiction Option**	
2-3	1	0	2	3	5
4-5	2	1	3	4	6
6-8	2.5	1.5	4	4	7
9-10	3	2	5	5	8
11-12	4	3	6	6	9
Rail Cap	2	1	3	2	3

"No PPZ" see 1.10.

"Interdiction Option" columns are for games using Supply Interdiction (4.1). Roll on the appropriate Interdiction Option column based on current month. UN planes and ships on Interdiction reduce the SP received. The total Barrage Strength of these units is divided by 25 (round normally) to determine the number of Tokens subtracted from the amount of Communist Supply each turn.

For "No PPZ" effect when using Interdiction Option, subtract an additional 4 tokens.

Communist Repl Table

Dice Roll	Replacements
2-5	None
6-8	1 Pax
9-10	2 Pax
11-12	2 Pax, 1 Eq

+1 to rolls in 1951

UN Repl Table

Dice Roll	ROK	UN
2-5	—	—
6-7	1 Pax	—
8-9	1 Pax	1 Pax
10-12	2 Pax	1 Pax, 1 Eq

+1 to rolls in 1951

UN Shipping & Rail

Month	Shipping	Rail
	Cargo Capacity	
June 50—Aug 50	2.5	1
Sept 50	5	2
Oct 50—June 51, no Chinese	2.5	2
Oct 50—June 51, Chinese	4	2

Weather Table (roll one die)

Month	No Flight	Flight
April-July	1-2	3-6
Aug	1-3	4-6
Sept – Dec	1-2	3-6
Jan-March	1	2-6

Remember: Rivers/Lakes freeze in Dec, Jan, and Feb