**Korean:6.25.War**

**Order of Play:**

1. North Korea ( NKPA) and China
2. South Korea (ROK)
3. United States
4. United Nations ( UN)

**Turn Sequence:**

1. Collect Income
2. Purchase Units
3. Combat Movement
4. Combat
5. Non-Combat Movement
6. Place New Units

**Unit Force Pool:**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Unit | Cost | Move | Attack | Defense | Special |
| Infantry | 3 | 1 | 1 | 2 | +1 attack with tank or armor |
| Mechanized | 4 | 1 | 2 | 2 | Carry one Inf. or 5 tokens |
| Artillery | 4 | 1 | 2 | 2 | Fire adjacent at 2 |
| Armor | 5 | 1 | 3 | 2 | Fire adjacent at 1 |
| Fighter | 10 | 8 | 3 | 3 | Dogfight at 2 |
| Chopper | 5 | 4 | 1 | 1 | Carry one supply token or Infantry |
| Bomber | 15 | 12 | 4 | 2 | Carry Inf. or supply, Dogfight at 1 |
| Battleship | 24 | 2 | 4 | 4 | Shore Bombard at 2 |
| Carrier | 18 | 2 | 1 | 3 | Carry 2 Fighters or Choppers |
| Destroyer | 12 | 2 | 2 | 2 | Shore Bombard at 1 |
| Transport | 8 | 2 | 0 | 1 | Carry 1 armor plus other |
| Submarine | 8 | 2 | 2 | 2 | First strike unless destroyer present |
| Fuel/Ammo | **1** | **-** | **-** | **-** | Need these to move or attack |

Unit Special Attributes:

Armor

Tanks may move one game space per turn. The reason is that during the Korean War, tanks could not move rapidly in the mountainous terrain. Armor may not “Blitz” as in original A&A rules. A tank may now be used as an Artillery piece to snipe as enemy forces from one adjacent game space. If Armor uses this special ability, it may not attack as normal during the game turn. Armor used in this manner hit enemy units on a roll of 1. The hit unit may not fire back in defense and is removed from the board. If the defender has Armor or Artillery in the space under attack, he may use those units to fire at the attacking units. This is a one round attack.

Artillery:

Artillery can attack from adjacent game spaces for one round. They fire at 2 or less and hits are considered preemptive (defending units that are hit do not fire back).

Alternatively, Artillery can join other units in a normal attack (multiple rounds) but the attack value is reduced to 1. However, artillery used in this form of attack only hit other Artillery or Armor units, and these are selected as loses if hit by enemy Artillery.

**Bombers** may carry one infantry and ammo as transport but both must start in the same territory. If they fly over enemy AA guns, they may be fired upon and if hit both bomber and cargo are lost

**Mechanized Infantry** can allow the movement of infantry to gain one extra movement point or carry up to three supply tokens (either ammo or fuel).

**Choppers** can carry one fuel or ammo token. Enemy AA guns do get a shot if they fly over.

**Infantry** can get a +1 attack boost as long as they attack with a matching Armor or Artillery unit.

**Supply Tokens:** All units moving from one territory or attacking from a territory expend one token and this token must be in the territory the units are moving from or attacking from. All tokens require a Mechanized unit to facilitate this action with up to 5 tokens carried by a single Mechanized unit. If the Mechanized unit is destroyed in combat the supply tokens cannot be moved unless another similar unit is allocated or a Chopper picks them up.

**Supply Lines:** Any friendly units isolated as a result of combat without supply tokens and with not connected to any contiguous land territories are subject to lack of supply. Each unit defends at -1 starting on the second full turn of isolation. Each turn they are isolated reduces their effectiveness by one, so attacking tanks in two rounds of isolation attack at 1. Units can be reduced to zero on attack and one on defense. The supply source for North Korea/China is either Pyongyang or the areas on the map with North Korean Roundels. The Supply source for US or UN is Seoul or areas indicated with a roundel. Note: UN and or US forces arrive in Korea in these same areas indicated by a roundel.

**Breakout of Isolation:** Units that have just been cut off from supply, on their first turn of isolation may make a one time movement and attack at full strength, but if they fail to reestablish a supply line by defeating the blocking enemy forces will suffer the -1 combat effect that turn and latter turns.

**Choppers:** These units can transport one infantry, but have limited combat capabilities.

**Prisoners of War (POW’s):**

If the defenders units have their supply lines cut, and they are down to their last unit in battle, the attacker can attempt to take the last defeated enemy as a P.O.W. To take a defeated enemy unit as a P.O.W.; the attacker rolls 1 D6. On a roll of 1 to 3, the defeated unit is destroyed. On a roll of 4 to 6, the enemy unit is captured by the attacker.

Captured units are treated differently to reflect salvage operations. A captured Armor, Mech, or Artillery unit may be instead exchanged with a unit of your forces color and then used as a regular unit. Infantry only can be traded at any negotiated exchange rate or not at all depending entirely upon the players. Meanwhile, as a P.O.W. the captured enemy infantry are moved to any territory according to the NCM turn sequence.

The captured P.O.W. Infantry may be liberated by successful combat, which allows the Infantry to then regain its original combat values as long as all enemy units have been eliminated.

**Hidden Chinese Infantry:**

At the start of the game, the Red Chinese player may place 15 “free Infantry units” into any “3” North Korean City- Provinces north of the cities of Pyongyang, Youghung, and Chinnampo.These units are not placed on the board but written down on a piece of paper with the number of infantry and the area name on it and disclosed only when the area is attacked. These forces may not move until they are ‘discovered’. Alternatively, the Chinese player may attack with these infantry if they are adjacent to enemy forces and he must then disclose the location of all these forces.

**Note:** Red Chinese forces cannot enter the war or attack the allies until the allies capture Pyongyang, (the North Korean Capital) or any allied units (except air units) enter territory occupied by hidden Chinese infantry.

**Game Objectives:**

The game lasts 12 turns total. One side is comprised of the capitalist powers of the United Nations, the United States, and South Korea. The opposing side of the communist nations of Red China and North Korea.

The object of the game is to gain the most Korean territory by the end of the truce talk Phase as the end of the time line. The team that holds the most territory by the end of the truce table talks is the winner of the game.

Supply Track:

The forces of the United Nations must use the Supply Track to gain ALL reinforcements during the game. The South Korean player must also use it to get Tanks, Aircraft, and Navy Ships. South Korea does not use it to gain Infantry units. All of the South Korean Infantry are placed immediately onto their factory areas. The supply track is used by putting newly purchased units on the track and moving them one space to the left during the non- combat phase of the turn. Note: aircraft may move two spaces per turn on the supply track. Exception: Infantry transported by air can move two spaces if they are considered onboard the Bomber on the supply track. Note: their must be a Sea Transport or Air Transport present to move all land units on the supply track. In other words, a Transport or Plane must be on the same space as an Infantry, Armor, or artillery unit since no units can swim on their own to Korea. Follow the original A&A rules for transporting units.