

DELUXE

D1. The Communist Deluxe set-up PAC has it noted that "Two Conscripts per turn as long as Pyonynag is Communist-controlled.' This is WRONG...go by what the PVA Conscripts Chart says on the map.

D2. On the UN Order of Battle card, the 1st Cav Div, 31/7 Reg, and 32/7 Reg units should be pictured as being on the UN Breakdown Chart at the start of the game.

D3. (clarification) In the US dead pile at start are the three battalions of the 8C/1C: 1/8C/1C, 2/8C/1, and 3/8C/1C.

D4. (clarification) Units returning through Pusan may _enter the map_ at one of the two hexes marked 'To Pusan'. The XOP is worded incorrectly.

D5. (clarification) In 12.1.6, a lone tank support unit would Defensive Fire with one Combat Factor AND a self-applied -1 DRM.

D6. (addition) Add as the last sentence of 6.1.2.2: "UN naval units are placed on any full sea hex; this is not considered 'movement from one coast to another' and they may be used on their entry turn."

D7. (addition) "9.3.4.6 Units may not recombine while 'At Sea'.

D8. (addition) "9.3.4.7 Units may not recombine if they cannot move." (i.e. they may not recombine if Flood weather happens and the units occupy a clear hex adj to a river hexside).

D9. (clarification) (Weather Chart) Roads in a clear hex adj to a river hexside during Flood weather cannot be used for movement.

D10. (addition) 9.3.4.8: A unit which does not move may recombine even if it doesn't have the required MP.

D11. (clarification) 4.2 Weather Effects: Flood weather prevents units in affected hexes from attacking; it does NOT prevent units in affected hexes from firing defensively.

D12. 24.0 Example of Play: The Communist player entered the hexes previously occupied by ROK divisions in hexes 1113 and 0914, and so earned 2 Attack Supply Points. The Communist player should end his player turn with 4 ASPs instead of 2. Note the successful attack versus the U.S. 2nd Division in 0714 does not result in additional Communist ASP as no Communist unit entered the hex afterward (due to it being an HWA attack).

CLASSIC

C1. The 9th NKPA Div should have been the 18th NKPA Div. Use the 9th in place of the 18th.

C2. UN Support factors are limited to a max of three per attack. The CRT is correct, the rules are wrong.

C3. (clarification) A Conscript requires attack supply in order to fire at odds greater than 1-2.

C4. Q: If Pyongyang is Communist controlled how many conscript units may be deployed out of the on-map Conscript Box?

A: Any/all, up to the on-map limit of 6 Conscripts.

ALTERNATE RULES (Optional)

A1. Human Wave Assaults

Below are the *untested* HWA rules changes (anything not altered remains the same):

1. HWAs are not required to be ASP-supplied. If an HWA is not ASP-supplied, all HWA-ing units halve their combat strength for BOTH Defensive Fire and Assault Fire purposes. This is cumulative with halving due to Isolation.
2. Units that make a HWA are NOT doubled when they perform their assault fire.
3. Units that make an HWA are not automatically eliminated after their assault. Each HWA-ing division makes a MC; those that fail are eliminated while those that succeed are Neutralized (there is no retreat in this case). If a unit is Neutralized during Defensive Fire, it is not required to make the post-HWA Morale Check.

The only Morale modifiers in this case are the defensive UN airpower available during the Communist player turn and an additional -2 if the HWA was not ASP-supplied. Do NOT add the terrain modifier in this case.

Note these rules are untested. VERY UNTESTED. Please keep that in mind.