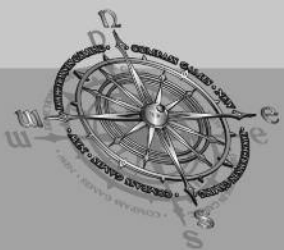


# YALU

Deluxe



**Rules of Play**

# Compass Games

*New Directions in Gaming*

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## 1.0 INTRODUCTION

***“General, there are a f—king lot of Chinese in those hills.”***

*Capt. Donald France, Intel officer, 7th Marine Regiment, USMC, Nov 27, 1950.*

In November of 1950, the United Nations counteroffensive against the North Koreans seemed to be in the final stages of a mop-up. Everywhere, the Inmingun (the North Korean Peoples Army) was in full retreat toward the Chinese border, closely pursued by the victorious Allies.

Chinese intervention in the war had been considered and dismissed as a bluff by the UN Command. Thus, the UN forces were badly overextended when the bluff materialized as a force of thirty divisions, skillfully infiltrated into the Korean mountains.

The UN was sent reeling back toward the 38th Parallel in confusion, desperately attempting to reestablish a stable front line. The Communists followed relentlessly, infiltrating deep into the UN positions and attacking without pause, accepting high casualties in order to sustain the momentum of the attack.

**Yalu** begins with the initial Chinese attack. It will be up to the Communist player to force the UN south of the 38th Parallel; it will be up to the UN player to prevent this from happening.

## 2.0 COMPONENTS

### 2.1 Map

The map shows the area of Korea over which the campaign was fought. A hexagonal grid has been superimposed to regulate the movement and position of the playing pieces. Each hex represents approximately 10 miles of actual terrain, measured from hexside to hexside.

There are several charts and tables printed on the map. Please note that the Weather Effects Chart is different for the two players.

### 2.2 Counters

Two sheets of die-cut counters are contained in the game. Counters represent divisions, brigades, regiments, battalions and support assets that participated in the campaign; as well as markers to remind players of game information. The counters present information in a specific format, as shown on the Unit Description Chart.

Abbreviations:

- Au: Australia
- Be: Belgium
- Ca: Canada
- Co: Columbian
- Et: Ethiopia
- Ne: Netherlands
- PEFTOK: Philippine Expeditionary Force to Korea
- Ph: Philippines
- PPCLI: Princess Patricia's Canadian Light Infantry
- RAR: Royal Australian Regiment
- RHB: Royal Hellenic Battalion
- RT: Royal Thailand
- Th: Thailand
- Tu: Turkey
- UK: United Kingdom
- RCT: Regimental Combat Team
- KMC: Korea Marine Corps

- Cap: Capital
- BB: Battleship
- CA: Cruiser
- DD: Destroyer
- TK: Tank
- ART: Artillery
- Hun: Hungnam
- Won: Wonsan

## 2.3 Player Aid Cards (PAC)

Each player has one identical PAC containing the Combat Results Table, Sequence of Play and the Terrain Effects Chart. In addition, the UN player has a Breakdown Chart and Order of Battle Chart, and the Communist player has an Order of Battle Chart only.

## 2.4 Rules

This booklet contains the game rules. These rules are organized as much as possible along the sequence of play, using a case system. Most game concepts and procedures are explained once, with generous cross-referencing where needed.

## 2.5 Glossary

The following definitions will be useful in reading these rules and playing the game:

**Allies:** Non-American and non-Republic of Korea UN Forces.

**Attack Supply Points (ASPs):** A measure of the Communist player's ability to maintain his offensive as he advances further from his supply sources. ASPs also represent, in an abstract manner, Communist artillery support.

**Communist:** All forces of the Communist player, including PVA (Chinese) and Inmingun (North Korean).

**Communist Staging Area:** The areas on the map enclosed in red outlines, numbered 1 through 4, where Communist units set up at the start of the game, or appear as reinforcements.

**Control:** Each city is under the Control of only one player at a time.

**Dice Roll Modifier (DRM):** Dice rolls on the Combat Results Table can be modified by terrain and/or support units.

**Garrison:** UN units with no movement ability, used to hold key cities.

**Guerrilla:** Guerrilla remnants of the North Korean Peoples Army (NKPA). At the start of the game, the NKPA has been effectively destroyed; but remnants remain, and will prove to be a nuisance to UN forces.

**Isolation:** A unit that cannot trace a line of supply is said to be Isolated.

**Movement Point (MP):** A unit's movement ability is expressed in Movement Points. Each unit, except for naval and air units, has its Movement Point allowance printed on the lower-right corner of its counter.

**North Korean Peoples Army (NKPA):** The Army of North Korea.

**Neutralized:** A condition of reduced effectiveness, caused by combat or other events.

**Peoples Volunteer Army (PVA):** The Communist Chinese Army.

**Regroup:** The procedure by which a Neutralized unit returns to normal status.

**Republic Of Korea (ROK):** The South Korean Army.

**ROK Marine 'Corps' (KMC):** This is actually a regimental-sized unit; it was a 'corps' in name only. Treat it, for stacking purposes, as a

regiment.

**Support:** Combat assets available to the UN player in the form of artillery, air, naval and tank units. The Communist player does not have support units, but can assign artillery to his attacks. This is represented abstractly, in the form of extra ASPs spent on an attack.

**United Nations (UN):** All forces of the United Nations player, including US, ROK and Allies.

**Zone of Control (ZOC):** The six hexes surrounding a unit, over which it exerts influence. Enemy ZOCs restrict friendly movement and supply.

## 2.6 Hex Control

Control of cities is important during several phases of the game. A player controls a city if his units (exception: Guerrillas) currently occupy it or were the last to pass through it. Guerrillas never control cities, even ones they are currently occupying.

City Control affects supply, reinforcements, replacements, and Communist ASP allotments.

## 2.7 Unit Control

The player owning a unit is always the one to move it (including retreats after combat). A player never moves enemy units.

## 2.8 Equipment

Each copy of YALU contains the following:

- One Deluxe map
- One Classic map
- Two sheets of 9/16th counters (456 counters total)
- Six double-sided Player Aid Cards
- One rulebook
- Two six-sided dice
- One box assembly

## 2.9 Contacting Compass Games

If any game components are missing or damaged you may contact us by email at [compassgames@yahoo.com](mailto:compassgames@yahoo.com) or by mail at Compass Games LLC., PO Box 271, Cromwell, CT 06416, USA. Please include a SASE (self addressed and stamped envelope) if you have questions.

## 2.10 Help HQ

General help or questions on game play may be posted in the game folder for YALU on [www.consimworld.com](http://www.consimworld.com), or may be emailed directly to us at [compassgames@yahoo.com](mailto:compassgames@yahoo.com). Finally, players can discuss play and get help on [www.boardgamegeek.com](http://www.boardgamegeek.com).

## 3.0 SEQUENCE OF PLAY

YALU is played in weekly game turns. Each game turn is divided into a Weather Phase and two player turns, with each player turn further divided into a number of phases and subphases. All actions take place within this Sequence of Play and may not be performed out of order.

**Design Note:** *Yalu treats the Communist and UN sides asymmetrically in many respects, including supply and isolation, stacking, movement and combat. These differences are noted in the applicable rules sections.*

### 3.1 Outline Sequence of Play

#### I. WEATHER PHASE (4.0)

#### II. COMMUNIST PLAYER-TURN

- a. **Communist Supply Phase (5.0)**
- b. **Communist Reinforcement and Replacement Phase (6.0)**
- c. **Communist Movement Phase (9.0)**
- d. **UN Bug-out Phase (9.4)**
- e. **Communist Combat Phase (10.0)**
  - (i) *Communist Attack Designation Subphase*
  - (ii) *UN Defensive Fire Subphase*
  - (iii) *Communist Assault Subphase*
- f. **Communist Morale Phase (15.0)**

#### III. UN PLAYER-TURN

- a. **UN Bombardment Phase (13.0)**
- b. **UN Reinforcement and Replacement Phase (6.0)**
- c. **UN Movement Phase (9.0)**
- d. **UN Combat Phase (10.0)**
  - (i) *UN Attack Designation Subphase*
  - (ii) *Communist Defensive Fire Subphase*
  - (iii) *UN Assault Subphase*
- e. **UN Morale Phase (15.0)**

### 3.2 Narrative Sequence of Play

#### I. WEATHER PHASE (4.0)

Either player rolls one die on the Weather Table. Adjust the 'Weather # Rolled' and 'Weather' markers accordingly.

The UN player moves a number of UN airpower support units into the 'Available' portion of his UN Airpower Box equal to the Defensive Airpower available number on the Weather Effect Chart as indicated by this turn's weather.

#### II. COMMUNIST PLAYER TURN

##### a. **Communist Supply Phase (5.0)**

The Communist player determines the supply status of each non-guerrilla Communist unit. Place or remove Isolated markers as required.

##### b. **Communist Reinforcement and Replacement Phase (6.0)**

The Communist player places regular and conditional reinforcements (if he is due any) on the map. If Pyongyang is Communist-controlled, 2 PVA Conscripts are drafted and may be fielded on the map or remain in the PVA Conscripts Box on the map until a later turn. If the Turn Record Track has a red 'G' for this turn, a Guerrilla unit is placed on the map.

Replacements are received for the PVA and NKPA.

The Communist player receives ASP and adjusts his ASP Track accordingly. On the November IV through December II turns he receives a fixed amount per his Attack Supply Table. Starting December III (and until the end of the game) he rolls one die on his Attack Supply Table to determine how many ASPs he receives.

##### c. **Communist Movement Phase (9.0)**

The Communist player declares which of his units will attempt to

Regroup in the Morale Phase, and marks these units. Then he moves all, some or none of his eligible, non-Regrouping units on the map. Remove all Rail Break, Damaged Bridge, and Interdiction markers from the map at the end of the phase.

##### d. **UN Bug-out Phase (9.4)**

Following the Communist Movement Phase, and prior to any attacks being declared in the Communist Combat Phase, the UN player has an opportunity to move certain of his units to avoid combat.

##### e. **Communist Combat Phase (10.0)**

###### (i) **Communist Attack Designation Subphase**

The Communist player declares Attacks against enemy-occupied hexes (10.5), and commits Attack Supply Points and Artillery Support (11.0) to these attacks.

###### (ii) **UN Defensive Fire Subphase**

The UN player conducts Defensive Fire with eligible units. (10.6)

###### (iii) **Communist Assault Subphase**

After all Defensive Fire is resolved, the Communist player resolves his attacks. (10.7)

##### f. **Communist Morale Phase (15.0)**

The Communist player resolves all Regroup attempts.

At the conclusion of the Communist Player-turn, the UN player removes any unused airpower support units from the 'Available' portion and places them back in the 'Unavailable' part of his Airpower Box.

#### III. UN PLAYER TURN

##### a. **UN Bombardment Phase (13.0)**

The UN player moves a number of UN airpower support units into the 'Available' portion of his UN Airpower Box equal to the Offensive Airpower available number on the Weather Effect Chart for this turn's weather.

The UN player now performs all desired Bombardments with his Air, Naval, and/or Artillery Support units.

##### b. **UN Reinforcement and Replacement Phase (6.0)**

The UN player places his reinforcements for the turn on the map, and returns previously-eliminated units from the Dead Pile.

##### c. **UN Movement Phase (9.0)**

The UN player declares which of his units will attempt to Regroup in the Morale Phase and places 'Regroup' markers on these units. Then he moves all, some or none of his non-Regrouping units on the map.

##### d. **UN Combat Phase (10.0)**

###### (i) **UN Attack Designation Subphase**

The UN player declares Attacks against enemy-occupied hexes (10.5), and commits eligible support units to these attacks (12.0).

**(ii) Communist Defensive Fire Subphase**

The Communist player conducts Defensive Fire with eligible units (10.6).

**(iii) UN Assault Subphase**

After all Defensive Fire is resolved, the UN player resolves his attacks (10.7).

**e. UN Morale Phase (15.0)**

The UN player resolves all Regroup attempts. The UN player determines the supply status of every UN unit except naval and airpower support units. Make Isolation Morale Checks as required (15.7).

**4.0 WEATHER PHASE**

**4.1 General Rules**

**4.1.1** Either player rolls one die and cross indexes the number rolled with the current month on the Weather Table. The result is the weather for the entire turn.

**4.1.2** Place the Weather # Rolled marker in the appropriate space on the Weather Table and place each player's Weather marker in the correct Weather Box on their respective Weather Effects Chart.

**4.2 Weather Effects**

The weather result determines:

- the number of UN airpower support units available during both the Communist player turn and the UN player turn, and
- the effectiveness of UN Supply Attack bombardments, and
- each player's movement and combat abilities as indicated on each player's Weather Effects Chart.

*Play Note: Weather does not affect both players equally!*

**4.3 First Turn Weather**

On the NOV IV turn, weather is not rolled for; it is automatically a die roll of 3: Subfreezing Overcast.

**5.0 SUPPLY and ISOLATION**

**5.1 General Rules**

**5.1.1** The Communist player checks the supply status of all his units during the Communist Supply Phase. The UN player checks the supply status of all his units during the UN Morale Phase.

*Design Note: Communist units check at the beginning of the Communist Player-turn because their supply status affects their movement and combat capabilities. UN units always move and fight with their full capabilities, regardless of their supply status – but must check that status at the end of each UN Player-turn to see if they become Neutralized or are eliminated.*

A unit is in supply if it can trace a supply line 6 hexes or less to one of the following:

- **A friendly map edge:** Friendly map edges are the north or west edge for the Communists and south or east edge for the UN.

- **A friendly port:** Only UN units may trace a supply line to a friendly port. Ports include Iwon, Chinampo, Hungnam, Wonsan, and Inchon. These are marked with a supply symbol as a reminder. Note that Iwon may not function as a supply port during SS, SO, or B weather.
- **A road or railroad** leading, free of enemy units or their ZOCs, to a friendly port (for UN units) or a friendly board edge. (*Exception:* Guerrillas have no ZOC, and do NOT block UN supply lines, even in the hexes they occupy. See 16.0).
- **A friendly unit** that is itself in supply.

**5.1.2** A supply line may not cross estuary or reservoir hexsides, enter full sea hexes, enemy-controlled cities, enemy ZOC or enemy-occupied hexes. (*Exception:* Guerrillas have no ZOC, and do NOT block UN supply lines, even in the hexes they occupy. See 16.0). Friendly units negate enemy ZOCs in their hex for the purpose of tracing supply - a supply line may enter an enemy ZOC if the hex is occupied by a friendly unit.

**5.1.3** Supplied units move and perform combat with their full capabilities. A unit not in supply is Isolated. The effects of Isolation differ for the two sides (5.2 and 5.3)

**5.2 Communist Supply**

**5.2.1** During the Communist Supply Phase, the Communist player determines the supply status of each non-Guerrilla Communist unit. Isolated Communist units have an Isolated marker placed on them. Isolated units retain this status until the Communist Supply Phase of the following turn. If a unit with an Isolated marker is now found to be supplied, remove the Isolated marker.

**5.2.2** Isolated Communist units halve their movement points and combat strength, retaining fractions. These factors are halved for the entire *Game Turn*, even if the units move back into supply during the Communist Movement Phase. The halving of combat factors applies both when firing and when being fired on. It is cumulative with Unsupplied attacks. Isolated markers can only be removed in the Communist Supply Phase.

**5.2.3** Isolated Communist units may not attempt to Regroup (9.2.1).

**5.3 UN Supply**

**5.3.1** During the UN Morale Phase, the UN player determines the supply status of every UN unit, except naval and airpower support units. Naval and airpower support units are always in supply. Isolated UN units have an Isolated marker placed on them. If a unit with an Isolated marker is now found to be supplied, remove the Isolated marker.

**5.3.2** Each Isolated UN unit makes an Isolation Morale Check (15.7). If the unit passes, nothing happens. If it fails, the unit becomes Neutralized; place a Neutralized marker on it (or eliminate it if it is already Neutralized).

**5.3.3** Isolation does not affect the movement points or combat strength of UN units.

**5.3.4** UN units cannot Regroup (9.3.1) if Isolated or north of the Weather Line on a turn in which the weather is Blizzard. For the

purpose of placing a Regroup marker, determine the supply status of the unit at the beginning of the UN Movement Phase.

**Play Note:** A UN unit that is unable to Regroup due to Isolation is still free to move; if it moves back into supply during the UN Movement Phase, it will not have to take an Isolation Morale Check in the Morale Phase.

## 6.0 REINFORCEMENTS and REPLACEMENTS

### 6.1 REINFORCEMENTS

Reinforcements are new units entering the game. A player's reinforcements are received during his Reinforcement and Replacement Phase. Reinforcements may be placed in an enemy ZOC (exception: Guerrillas may not be placed in UN ZOC).

#### 6.1.1 Communist Reinforcements

Communist reinforcements fall into four classes: regular, conditional, PVA Conscripts, and Guerrillas.

**6.1.1.1** Communist regular reinforcements are received according to the Communist Order of Battle Chart. During the first 3 turns of the game, regular reinforcements are placed in a Communist Staging Area. Beginning on turn 4, regular reinforcements are placed in any land hex along the north or west edge of the map.

**6.1.1.2** Communist Control of Hungnam, Wonsan and Pyongyang provide one-time Conditional Reinforcements and ASP during the Communist player's Reinforcement and Replacement Phase on the first turn after the city becomes Communist controlled, provided the Communist player still controls the city. NKPA units are placed in the city hex, while Guerrillas are placed per (6.1.1.4). Conditional Reinforcements and ASP can be received only once per city and are not lost if the UN player retakes the city.

**6.1.1.3** Two PVA Conscripts become available on each Communist Reinforcement and Replacement Phase that Pyongyang is Communist controlled. PVA Conscripts may be placed with any non-Isolated, non-Neutralized Communist combat unit or they may be held in the PVA Conscripts Box until needed. Only 6 PVA Conscripts may be on the map at any given time. There is no limit to the number of PVA Conscripts which may be in the PVA Conscripts Box, subject to the counterlimit.

**6.1.1.4** Guerrillas are received according to the Turn Record Track. Guerrillas are placed in any hex which does not contain a UN unit or its ZOC, or a Communist combat unit.

#### 6.1.2 UN Reinforcements

**6.1.2.1** UN reinforcements are received according to the UN Order of Battle Chart.

**6.1.2.2** ROK reinforcements are placed in Seoul. Non-ROK UN reinforcements are placed in Inchon. If reinforcements are due and their city is captured, they arrive one turn later at either 'To Pusan' hex (2718 or 2731); if both 'To Pusan' hexes are captured, the reinforcement is forfeit.

**6.1.2.3** Units that used Sea Transfer in the previous turn are placed in any friendly ports (9.3.5).

### 6.2 REPLACEMENTS

Replacements are eliminated units returning to the game. If a player is due replacements of a certain type and none are available in the Dead Pile, or they cannot be placed within stacking limits, the replacement is forfeit. Replacements may be placed in an enemy ZOC.

#### 6.2.1 Communist Replacements

**6.2.1.1** Starting with the December I turn, one eliminated PVA division may be replaced on the first turn of each month. The replaced division is placed in a hex with any other division of the same army. If no other division of the same army remains on the map, or if its placement would result in overstacking, the division may not be replaced.

**6.2.1.2** Starting with the December I turn, one eliminated NKPA division may be replaced on the first turn of each month. A replaced division may be placed in a Communist Staging Area hex, or in any Communist-controlled city.

If Pyongyang is Communist-controlled, one additional eliminated NKPA division may be replaced on the third turn of each month. This division must be placed in Pyongyang.

#### 6.2.2 UN Replacements

**6.2.2.1** One eliminated ROK regiment or battalion may be replaced every turn, starting January I. This increases to two regiments or battalions starting February I. The replaced units are placed in any U.N.-controlled port or Seoul.

**6.2.2.1.a** Starting April I, one additional eliminated ROK regiment or battalion may be replaced each turn. This unit must be placed in Seoul or it is forfeit.

**6.2.2.2** One eliminated U.S. infantry (not Marine) battalion may be replaced every turn, starting November IV. This increases to two battalions every turn, starting February I. It increases to three battalions every turn, starting April I. The replaced unit is placed in Seoul or any UN-controlled port.

**Play Note:** When a US or ROK division is destroyed in combat, return the division to the UN OOB card and place its component units in the Dead Pile. A destroyed division can only be replaced one battalion at a time.

**6.2.2.3** Once during the game, one eliminated USMC regiment of the U.S. 1st Marine Division may be replaced. This may be done eight or more turns after the regiment is eliminated. It is placed in Seoul or any UN-controlled port.

**6.2.2.4** Once during the game, an eliminated 27th British Brigade OR 29th Commonwealth Brigade may be replaced. This may be done eight or more turns after the brigade is eliminated. It is placed in Seoul or any UN-controlled port.

**Play Note:** There are USMC and UK Replacements Available and Replacements Used markers for placing on the Turn Record Track as a reminder. This way, there is no confusion as to when they are eligible to return or that they have been used already.

**6.2.2.5** US garrisons that Sea Transfer (9.3.5) off the map are permanently removed from play. Two turns after removal, one or two additional U.S. infantry (not Marine) battalions are replaced identically to 6.2.2.2. Each removed garrison unit will replace either one or two infantry battalions as noted on the garrisons by a circled '1' or '2'.

### 6.3 Delayed UN Reinforcements and Replacements

UN reinforcements and replacements may be delayed by one turn (only) at the UN player's discretion. Delayed units are placed in either 'To Pusan' hex (2817 or 2731) in the UN Reinforcement and Replacement Phase of the following turn.

**Exception:** The Seoul-only ROK replacement (6.2.2.1.a) may not be delayed.

**Play Note:** Each side's reinforcement/replacement information is summarized on its PAC for quick reference.

## 7.0 STACKING

There is a limit to the number of combat units that may occupy the same hex at any time. This limit is different for each player. Enemy units may never stack with each other at any time (exception: Guerrillas (16.0)).

### 7.1 Communist Stacking

**7.1.1** The Communist player may stack any three Communist divisions (regardless of nationality or army) OR all the divisions of one Chinese army in a hex. PVA Conscripts stack freely.

**7.1.2** Stacking limits apply to Communist units at all times.

### 7.2 UN Stacking

**7.2.1** The UN player may stack up to 2 divisions or their equivalent in a hex. Different UN nationalities may stack together. Note that the ROK Marine 'corps' is actually a regiment for stacking purposes.

**7.2.2** A stack containing only ROK units may contain up to three divisions or their equivalent (plus any support and/or garrison units, which don't count for stacking).

**7.2.3** For stacking purposes, three regiments or brigades equal one division and three battalions equal one regiment.

**7.2.4** Armor and artillery support units and garrison units stack freely.

**7.2.5** Any number of naval support units may stack in a single full-sea hex.

**7.2.6** Stacking limits apply to UN units at all times except during the UN Movement Phase. UN stacking limits apply at the end of the UN Movement Phase.

**7.2.7** Units may not retreat into a hex in violation of stacking limits.

**Play Note:** Unlike Communist units, UN units can move through a hex in violation of stacking limits, as long as stacking restrictions are met at the end of the movement phase.

### 7.3 Over-stacking Effect

If a hex is found to be in violation of stacking limits, all units in the hex are Neutralized immediately. Over-stacked, Neutralized units cannot Regroup.

## 8.0 ZONES OF CONTROL

### 8.1 Which Units Have a Zone of Control

**8.1.1** Most units have a Zone of Control (ZOC) consisting of the six hexes immediately surrounding the unit.

**8.1.2** The following units do not have a ZOC:

- Guerrillas
- Neutralized units
- UN support units
- US battalions
- ROK regiments and battalions
- Non-U.K., Canadian or Turk UN units

These units are marked with a white stripe as a reminder.

**8.1.3** If two or more units without a ZOC are stacked, they DO exert a ZOC. This DOES NOT apply to Guerrillas, Neutralized units, or UN support units; it applies ONLY to US battalions, ROK regiments and battalions, and non-U.K., Canadian or Turk UN units.

**Play Note:** Stacking a UN support unit with a US battalion won't give you a ZOC either – stacked units attempting to gain a ZOC must both adhere to 8.1.3, second sentence.

### 8.2 ZOC Restrictions

**8.2.1** Zones of Control do not extend across reservoirs or estuaries.

**8.2.2** Friendly ZOCs always extend into hexes occupied by enemy units for the purposes of movement.

**8.2.3** Friendly ZOCs never extend into hexes occupied by enemy units for the purposes of tracing supply lines.

**8.2.4** For retreat purposes, Communist ZOCs DO NOT extend into hexes occupied by US or U.K. units. Communist ZOC DO extend into hexes occupied solely by ROK and/or non-U.K. UN units.

**8.2.5** For retreat purposes, the ZOC of ROK and non-U.K. UN units DO NOT extend into hexes occupied by Communist units. The ZOC of US and U.K. units DO extend into hexes occupied by Communist units.

**8.2.6** If a hex has both enemy and friendly ZOC in it, then it is considered mutually controlled by both sides. Friendly ZOC are not negated by enemy ZOC.

**Play Note:** Bug-outs are considered to be 'movement', not 'retreat'.

**Clarification:** Only units that are NOT retreating may negate enemy ZOC in their hex during retreats. That is, retreating units DO NOT clear their own path!

## 8.3 ZOC Effects

### 8.3.1 Movement

**8.3.1.1** A unit not beginning its movement phase in an enemy ZOC must stop movement when it enters an enemy ZOC. If it is a Communist unit, it may attempt to Infiltrate (9.2.3).

**8.3.1.2** A unit beginning its movement phase in an enemy ZOC may leave that enemy ZOC and enter hexes without enemy ZOC normally. The unit may re-enter an enemy ZOC during the same movement phase. If it is a Communist unit, it may then attempt to Infiltrate (9.2.3).

**8.3.1.3** A unit beginning its movement phase in an enemy ZOC may move one hex directly into another enemy ZOC, but must then stop. The unit, if Communist, may not attempt to Infiltrate.

### 8.3.2 Supply

A supply line may not be traced through an enemy ZOC, unless the hex is occupied by a friendly unit.

### 8.3.3 Retreat

A unit forced to retreat into an enemy ZOC is eliminated.

### 8.3.4 Bug-outs

UN units may move through enemy ZOCs when Bugging Out, subject to the restrictions and penalties of (9.4)

### 8.3.5 Guerrillas

Guerrilla units have no ZOC, and UN units can move into/through hexes containing Guerrilla units (however, see 16.3). Guerrilla movement is unaffected by UN units or their ZOC; they may enter or exit their occupied hexes and ZOC without restriction.

## 9.0 MOVEMENT

### 9.1 General Rules

**9.1.1** During the owning player's Movement Phase, friendly units are moved individually or in stacks, expending Movement Points (MPs) to enter each hex (or, in some cases, to cross hexsides). The MP cost to enter a hex or cross a hexside depends on the terrain, and is listed on the Terrain Effects Chart. One unit or stack must finish its movement before another unit or stack begins movement.

**9.1.2** All, some or none of a player's eligible units may be moved in that player's Movement Phase. A unit may move in any direction or combination of directions up to the limit of its MPs. A unit does not have to expend its entire MP allowance every turn, but unused MP may not be accumulated from turn to turn or transferred to another unit. When a stack is moving, each unit's MP expenditure is figured separately. Units may separate from a stack and continue moving as desired.

**9.1.3** A unit may always move one hex if this constitutes its only movement in a turn; this is possible even if the unit does not possess the required number of MP (exception: Garrison units with 0 MP can never move). A unit may never enter a hex containing an enemy unit (exception: Guerrillas).

**9.1.4** Movement is affected by weather (4.2), supply status (5.2, 5.3), enemy ZOC (8.3.1) and stacking (7.0).

**Play Note:** Take another look at 8.3.1. Those three cases are the ones you'll need the most.

## 9.2 Communist Movement Options

The Communist player has the following movement options available to his units:

### 9.2.1 Regroup

At the beginning of the Communist Movement Phase, before any units are moved, the Communist player places a Regroup marker on any of his eligible Neutralized units that will attempt to Regroup (15.0) in the following Communist Morale Phase. An Isolated Communist unit may not attempt to Regroup.

### 9.2.2 Rail Movement

**9.2.2.1** A Communist unit beginning its movement phase on a railroad hex may move by rail instead of moving normally per 9.1.

**9.2.2.2** A Communist unit moving by rail moves up to 12 hexes along the railroad, subject to the Communist Weather Effect Chart and UN Railroad Interdiction.

**9.2.2.3** A Communist unit moving by rail may not entrain in a hex adjacent to an enemy unit, nor may it move by rail into a hex adjacent to an enemy unit. A unit moving by rail may not enter an Interdicted railroad hex.

**9.2.2.4** A maximum of 2 Communist divisions may move by rail per turn.

### 9.2.3 Infiltration

**9.2.3.1** After a Communist unit has entered a UN ZOC and stopped per 8.3.1.1 or 8.3.1.2, it may attempt to Infiltrate if it has MPs remaining. A unit that moved directly from one enemy ZOC to another per 8.3.1.3 may not attempt to Infiltrate.

**9.2.3.2** When attempting to Infiltrate, the moving player indicates the hex he wishes the unit to enter and pays the MP cost normally. The Communist player then refers to the Infiltration Table and rolls 1 die, applying any applicable modifiers. The modified die roll is then compared to the number listed under the hex type the unit is **leaving**:

- If the modified die roll is higher, the Infiltration attempt is unsuccessful and the unit ceases movement.
- If the modified number is equal to or less than the listed number, the Infiltration attempt is successful and the unit moves into the designated hex and may continue to move and/or attempt to Infiltrate again, depending on whether or not it is still in a UN ZOC. If the unit is not currently in a UN ZOC, it may continue moving normally. If the unit is currently in a UN ZOC, it must either stop moving or attempt to Infiltrate again.

**9.2.3.3** A unit may Infiltrate any number of times as long as it has the MPs to enter a new hex and passed the previous Infiltration die roll. Once a unit fails an Infiltration attempt, it ceases movement. There is no penalty for failing an Infiltration attempt, other than the cessation of movement. Units moving as a stack roll for Infiltration attempts individually.

### 9.3 UN Movement Options

The UN player has the following movement options available to his units:

#### 9.3.1 Regroup

At the beginning of each UN Movement Phase, before any units are moved, the UN player places a Regroup marker on any of his eligible Neutralized units that will attempt to Regroup (15.0) in the following Morale Phase. A UN unit may not attempt to Regroup if it is Isolated, or north of the Weather Line on turns when the weather is "Blizzard."

#### 9.3.2 Rail movement

**9.3.2.1** A UN unit may move by rail. It must begin its movement phase on or move to a railroad hex and pay 2 MP to entrain. It may then move up to 24 hexes along the railroad, subject to the UN Weather Effects Chart and the presence of Guerrilla units on the rail line (16.3).

**9.3.2.2** A UN unit may not entrain in a hex adjacent to an enemy unit, nor may it move by rail into a hex adjacent to an enemy unit. (Exception: a UN unit can entrain/rail move adjacent to a Guerrilla unit.)

**9.3.2.3** UN units may not use normal movement after moving by rail.

**9.3.2.4** A maximum of 2 UN divisions may move by rail per turn.

#### 9.3.3 Breakdown

**9.3.3.1** Only U.S. and ROK units may break down, per the UN Breakdown Chart.

**9.3.3.2** In the UN Movement Phase, before it moves, a U.S. or ROK division may be removed from the map and replaced with its component regiments. U.S. units pay 2 MP for this action; ROK units pay 4 MP. U.S. regiments may further break down into their component battalions at a cost of 2 MP.

**9.3.3.3** For a U.S. division to break down into battalions, it must first break down into regiments at a cost of 2 MPs, then the regiments must break down into battalions at an additional cost of 2 MPs. Thus the battalions, when they begin their movement, have already spent 4 MP.

**9.3.3.4** A unit which does not move may break down even if it does not have the required MP.

**9.3.3.5** If a Neutralized unit wishes to break down, then all of its subordinate units are Neutralized as well.

#### 9.3.4 Recombining

**9.3.4.1** This is simply the reverse of break down. All regiments of a division (or battalions when recombining a regiment) must be stacked together after their movement. All units involved pay the MP cost (2 MP for U.S., 4 MP for ROK) and are replaced with the appropriate higher level unit. U.S. divisions may be recombined from its battalions for 4 MP (2 MP to recombine into regiments and 2 MP to recombine into the division).

**9.3.4.2** The recombined unit may not move after being recombined.

**9.3.4.3** If any sub-unit involved is Neutralized, the recombined unit is Neutralized as well.

**9.3.4.4** If even one battalion or regiment of a division is destroyed, the division may not be recombined.

**9.3.4.5** All of a division's component units must be in the hex at the moment of Recombination.

**Play Note:** A destroyed battalion can be returned to the map as a replacement, at which time the division could be recombined, subject to the restrictions above.

#### 9.3.5 Sea Transfer

**9.3.5.1** A UN unit may move to a port, pay 2 MP to embark, and be transferred by sea. It is removed from the map and may be landed at a UN-controlled port during the next UN Reinforcement and Replacement Phase or it may enter, with an additional one turn delay, at either road marked "To Pusan" (2817 or 2731).

**Example:** A US unit moves to a port on the May II turn, pays 2 MP to embark, and is removed from the map. In the UN Reinforcement and Replacement Phase of the May III turn, it may be placed in any UN-controlled port; alternatively, in the UN Reinforcement and Replacement Phase of the May IV turn, it may be placed in either of the two roads marked "To Pusan."

**9.3.5.2** The US garrison units that begin in Hungnam, Wonsan, Inchon and Seoul may use Sea Transfer even though they have 0 MP. If they do use Sea Transfer, they are removed from the game *permanently* and converted into US replacement battalions per 6.2.2.5.

**Exception:** The Seoul garrison (only) may use Sea Transfer even though Seoul is not a port.

**9.3.5.3** A maximum of 1 regiment may transfer into or out of Iwon and Chinampo during the same UN player turn. This limit applies to each port separately. Other ports allow unlimited Sea Transfer in/out of them in a single turn.

**9.3.5.4** During Blizzard weather, units may not use Sea Transfer if either the embarkation or debarkation hex is north of the Weather Line. If a unit is already embarked (i.e. "at sea") when the weather becomes Blizzard, the unit may not disembark at a port north of the Weather Line. Note that Iwon may not function as a sea transfer port during SS, SO, or B weather.

#### 9.3.6 Amphibious Evacuation

**9.3.6.1** In order to attempt this risky operation a UN unit must begin its turn in a coastal hex. The unit is removed from the map and the UN player rolls a die:

- If the result is **greater than** the turn's Weather die roll, the evacuation is successful and the unit is landed at Inchon in the next UN Reinforcement and Replacement Phase or the unit may enter, with an additional one turn delay, on either road marked "To Pusan" (2718 or 2731).
- If the result is **equal to** the turn's Weather die roll, the evacuation is partially successful and the unit is landed at Inchon in the next UN Reinforcement and Replacement Phase, or the unit may enter, with an additional one turn delay, on either road marked "To Pusan" (2718 or 2731). In either case, the unit is Neutralized.

- If the result is **less than** the turn's Weather die roll, the unit is destroyed and placed in the UN player's Dead Pile.

**Play Note:** Units may never retreat by sea. Sea Transfer and Amphibious Evacuation are conducted during the UN Movement Phase only.

**9.3.6.2** During Blizzard weather, units may not use Amphibious Evacuation if the embarkation hex is north of the Weather Line.

### 9.3.7 Airdrop

**9.3.7.1** The U.S. 187th Airborne Regiment may be airdropped. It must begin a UN Movement Phase in a city hex. It is then placed ("airdropped") in any non-sea hex that is neither enemy occupied nor in an enemy ZOC. The UN player rolls a die:

- If the result is **greater than** the turn's Weather die roll, it lands in the hex successfully.
- If the result is **equal to** the turn's Weather die roll, it lands in the hex, but is Neutralized.
- If the result is **less than** the turn's Weather die roll, it is destroyed and placed in the UN player's Dead Pile.

**9.3.7.2** On the turn it is airdropped, the 187th Airborne may not use regular movement, but is automatically in supply.

### 9.3.8 Off-map Movement

UN units may exit the map from either "To Pusan" road (2718 or 2731) and enter on the other "To Pusan" road in the second UN Movement Phase following. A unit moving onto the map must pay 1 MP to enter the first hex; a unit moving off the map must have 1 MP remaining to do so.

## 9.4 UN BUG-OUT PHASE

**Design Note:** The UN player may elect to give ground rather than face Communist assaults, but withdrawal under fire has its penalties.

**9.4.1** The UN player may have any non-ROK, non-Neutralized UN unit in Communist ZOC Bug-out during the UN Bug-out Phase of the Communist player turn. Bug-outs may only be performed by units of regiment, brigade, or division size; battalion-sized units may never Bug-out. Bugging-out units follow all standard rules of movement except as noted below. Bugging-out units may only perform normal ground movement and road movement; Sea Transfer and Amphibious Evacuation may not be performed.

**Important:** Units may NOT Bug-out in the first Game turn (NOV IV) (19.2) or after General Ridgway takes command (18.3).

**9.4.2** Units Bug-out individually and must use their full movement point allowance moving toward a friendly supply source (they may stop when they reach one). They may avoid enemy ZOCs, but otherwise must take the path that will get them the greatest distance away from enemy units. If more than one eligible path exists, the UN player may decide which to take; however, all Bugging-out units starting in the same hex must take the same path.

**Play Note:** The second sentence above; because they must move the greatest distance possible, they will be required to use the road movement rate as much as possible.

**9.4.3** A Bugging-out unit may move through enemy ZOCs without stopping but every time it enters a hex in an enemy ZOC, any Communist units adjacent to that hex may fire at it. A Bugging-out unit may not be fired at in its starting hex.

**9.4.4** A Bugging-out unit may be fired at once in each hex it enters. A Communist unit may only fire once per UN Bug-out Phase.

**9.4.5** Communist units are not required to fire when given the chance, and may withhold fire for a more opportune target. The Communist player must declare his intention to fire at a Bugging-out UN unit the moment the unit enters a hex in a Communist ZOC – otherwise the opportunity is lost.

**Play Note:** Since UN units Bug-out individually, not in stacks, the UN player may decide to send a weak unit first to "draw fire."

**9.4.6** Communist units fire at a Bugging-out unit with twice their normal combat factor. Communist units firing in this phase do not expend ASP, may not use Communist Artillery and may still fire in the Communist Assault Subphase. Multiple units may combine their combat strengths when firing. Use the same terrain penalties on the TEC as in the Assault Subphase.

**9.4.7** If the Bugging-out unit is Neutralized by fire, it must end its movement in that hex (disregard the 2 hex retreat when becoming Neutralized in this case).

**9.4.8** Units which Bug-out are automatically Neutralized at the end of their retreat unless they were already Neutralized by Communist fire during the Bug-out.

**9.4.9** After all UN Bug-out moves and combats are finished, Communist units which are adjacent to a vacated hex where a Bug-out began may advance into the hex.

## 10.0 COMBAT

**10.0.1** Combat occurs in the Communist and UN Combat Phases, and in a simplified form in the UN Bug-out Phase (9.4).

**10.0.2** Although the odds-based CRT may look familiar, combat is resolved somewhat differently in Yalu than in most games at this scale. Rather than simply computing odds and resolving each combat with a single die roll, in Yalu the attacker first designates his attacks, then the defender conducts defensive fire, and finally the surviving attackers resolve their attack on the defenders.

**Play Note:** You might refer to the Combat Example of Play in the back of this rulebook when reading this section, as this will make it easier to visualize the Combat Phase sequence.

**10.0.3** The player taking his player turn is called the Phasing player and his opponent is called the non-Phasing player. Both players have an opportunity to fire in each Combat Phase: the non-phasing player fires in the Defensive Fire Subphase, and the phasing player fires in the Assault Subphase.

**Play Note:** When the Phasing player is designating attacking units, he is allocating specific **units** to attack a **hex** (not attack specific units

within that hex). The defender may then defensive fire with all units in the defending hex against attacking units. The remaining attackers may then attack whichever units they choose in the defending hex.

## 10.1 General Rules

The following rules apply to both the Defensive Fire and Assault Subphases:

**10.1.1** The firing player may divide combat as he sees fit within the rules presented here. Units fire and defend against fire, using their combat factors. Units are never required to fire.

**10.1.2** A unit may not split its combat factor to fire more than once in a subphase. A unit may fire only once per Combat Phase and be fired at only once per Combat Phase.

**10.1.3** Units stacked together do not have to be attacked together, nor do all units in a hex have to be attacked. The firing player can single out one unit in an enemy stack and fire on that unit only, or he may choose to attack the entire stack, or attack two units in a stack of three, and so on. When two or more units are defending in a single attack, their combat factors are totaled for defense.

**10.1.4** A fire may only target unit(s) in a single hex. A fire may not target units in multiple hexes. Two or more units may combine their combat factors to fire on one or more enemy units in a single hex. Assaulting units in different hexes may combine their fire, as long as all assaulting units are adjacent to the defending hex.

## 10.2 Fire Resolution Procedure

**10.2.1** The total combat factors of the firing unit(s) is divided by the combat factor of the target unit(s) and the quotient, dropping fractions, is expressed as an odds ratio.

*Example:* If 14 factors fire on 5, the odds are 2:1; 5 factors firing on 7 is 1:2, etc.

**10.2.2** The attacker rolls two dice, modifies the total for terrain and/or Communist Artillery or UN support units, and consults the Combat Results Table, cross-indexing the modified result with the odds column to find the result.

**10.2.3** UN Support units and Communist Artillery modify the fire dice rolls of their owning player. UN support units can support both UN defensive fire and UN attacks. Communist Artillery may only support Communist attacks. See (12.0) and (11.5).

**10.2.4** The Terrain Effects Chart lists die roll modifiers that apply to fires against units in certain hexes or across certain hexsides. Note there are two columns, one for use during the Defensive Fire Subphase and one for the Assault Subphase. Terrain effects are cumulative, except for the river/bridge modifiers.

## 10.3 Combat Results

**10.3.1** There are two possible results (other than no effect) against the attacked unit on the Combat Result Table. These are **D** and **NR**.

**10.3.2** A result of **D** indicates that the unit is Destroyed and placed in the owner's Dead Pile.

**10.3.3** A result of **NR** indicates that the unit is Neutralized and must Retreat two hexes. Units already Neutralized, unable to retreat 2 hexes, or that cannot retreat without over stacking a hex entered are eliminated instead.

**Exception:** Garrison units (0 MP) which receive an **NR** result are only Neutralized. They do not Retreat.

**10.3.4** Neutralization and its effects are described in 14.0.

**10.3.5** The owning player retreats his units. The retreating unit must end its retreat two hexes away from its starting point. If forced to enter an enemy ZOC, or if unable to retreat two hexes due to stacking restrictions or terrain, the unit is eliminated.

*Play Note:* See 8.2.4 and 8.2.5 for ZOC restrictions affecting retreats.

**10.3.6** A unit may not retreat into a hex where it would be Isolated unless no other retreat option is possible.

*Design Note:* One might ask 'Why does the CRT have a 'missing' odds column?' It was skipped because as the odds increasingly build-up or build-down, the relative amount of change in possible outcome as a function of odds shift becomes less and less. For instance — as a "real world" defender trying to hold a position, it would probably make very little obvious difference to you if you were trying to fight off a 6-1, 8-1, or even a 10-1. This effect was somewhat recognized in early wargame design when any odds above 6-1 were treated as "6-1". While that was, in my opinion, overly simplistic...it was not totally untrue.

## 10.4 Combat Phase Sequence

**10.4.1** Each Combat Phase proceeds in a strict sequence:

1. Attack Designation Subphase
2. Defensive Fire Subphase
3. Assault Subphase

Within each Subphase, ALL appropriate actions are performed across the entire map.

*For Example:* During the Attack Designation Subphase, the phasing player declares which of his units he wishes to attack with. During the Defensive Fire Subphase, the non-phasing player fires all of his eligible defending units at attacking enemy units. During the Assault Subphase, all surviving attacking units resolve their attacks.

**10.4.2** The Communist player has the option to conduct a special type of attack – a Human Wave Attack, or HWA – which is resolved somewhat differently (10.9).

## 10.5 Attack Designation Subphase

**10.5.1** The phasing player designates his attacks during his Attack Designation Subphase. The phasing player must indicate sufficiently (to the non-phasing player) which of his units will attack which defending hexes. The Communist player (if the phasing player) also places Communist Artillery support markers at this time (11.5).

**10.5.2** Each attacking unit may only target one defending hex and all units involved in that attack must use the same attack (supplied,

unsupplied or Human Wave Assault). Phasing units in multiple hexes may combine to attack a single hex. Multiple phasing units in a single hex may each attack different hexes (even using different types of attacks). Specific units to be attacked within the defending hex do not have to be designated at this time.

**10.5.3** You can only perform one type of attack against a single hex during one Combat Phase. There are three types of attacks: supplied, unsupplied or Human Wave Assault. Attacks are supplied if they are by the UN player or if the Communist player has paid the appropriate ASP cost (11.4.2). Attacks are unsupplied if the Communist player cannot (or does not want to) pay the appropriate ASP cost. Human Wave Assaults are covered below (10.9).

**10.5.4** For each supplied attack the Communist player declares, he must immediately pay 1, 2, or 3 ASP according to the target hex's position relative to the Weather Line and the 38th Parallel (see 11.4.2). The Communist player may choose to commit ONE Communist Artillery support marker to EACH of his supplied attacks (11.5). Place the appropriately-valued Communist Artillery marker in the attacked hex.

**10.5.5** For each unsupplied attack the Communist player declares, no ASP are spent. However, his units will perform their attacks at half-strength (11.4.3). Communist Artillery support may not be used with unsupplied attacks.

**10.5.6** The UN player may place available air support units on hexes defending against UN attacks. The UN player must also declare which hexes his eligible tank, artillery, and naval support units will attack in his Assault Subphase (12.0).

## 10.6 Defensive Fire Subphase

**10.6.1** Non-phasing units in target hexes designated to be attacked may now fire at adjacent phasing units designated to attack their hex. Use the TEC column labeled "Defensive Fire Subphase", using the hex occupied by the attacking units being Defensive-Fired upon.

**10.6.2** If it is the Communist Player-turn, the UN player may allocate support units in an attacked hex to modify the fire dice roll of Defensive-Firing UN units (see 12.0). UN air support units may be allocated at this time (see 12.3).

**10.6.3** Communist Artillery (11.5) is never allocated to Defensive Fire.

**10.6.4** There is no advance after combat with Defensive Fire.

## 10.7 Assault Subphase

**10.7.1** After Defensive Fire has been resolved, the attacker resolves the attacks which were designated in the Attack Designation Subphase. The attacking player decides the order in which attacks are resolved. Use the TEC column labeled "Assault Subphase", using the hex occupied by the defending units being Attack-Fired upon.

**10.7.2** Only units which were designated to attack in 10.5 and that were not eliminated or Neutralized by Defensive Fire may now attack.

## 10.8 Advance After Combat

**10.8.1** After the last attack against a defending hex has been resolved,

if the hex is now vacant, any units that attacked the hex may advance into it, subject to the Stacking limits (7.0).

**10.8.2** Advance after combat must be performed immediately after the last non-phasing unit has vacated the defending hex, before any other attacks are resolved.

**10.8.3** Advance after combat is not considered movement and costs no MP to perform. UN garrison units may not advance after combat.

## 10.9 Communist Human Wave Attacks

**10.9.1** As an alternative to the above procedures, the Communist player may choose to make a Human Wave Attack (HWA). HWA are designated like all other attacks during the Communist player's Attack Designation Subphase.

**10.9.2** Units making an HWA double their combat factors when they attack (but not when they receive Defensive Fire).

**10.9.3** An HWA must be ASP supplied (per 11.4) and may include Communist Artillery (11.5). Whether a unit is Isolated or not has no bearing on the use of an HWA. Isolated units may conduct HWA attacks as long as all other HWA requirements are met. In this case, the Isolated units making the HWA use their normal combat factors (halved for Isolation and doubled for the HWA).

**10.9.4** Units of the US 1st Marine Division and the two United Kingdom brigades (the 27 BC and the 29 Br) may always Defensive Fire against HWA. All other US units may Defensive Fire against HWA beginning on the turn that General Ridgway takes command until the end of the game. Other UN and all ROK units may never Defensive Fire against HWA.

**10.9.5** PVA Conscripts may not make HWA.

**10.9.6** ALL units that make an HWA attack are eliminated after the attack result is implemented (exception: units that are Neutralized by Defensive Fire when making an HWA attack are not eliminated after the attack).

## 11.0 COMMUNIST ATTACK SUPPLY POINTS (ASPs)

**11.1** Attack Supply Points (ASP) are a measure of the limited Communist ability to sustain an offensive in 1950-51. Only the Communist player uses ASP, and he tracks his current total on the ASP Track using the marker provided.

*Play Note: This rule has no relation to Supply and Isolation. Isolated Communist units may still expend ASP and make supplied attacks, including using Communist Artillery.*

### 11.2 Receiving ASP

**11.2.1** During his Reinforcement and Replacement Phase, the Communist player receives ASP according to his Attack Supply Table. Unused ASPs accumulate from turn to turn. Add any unused ASPs from the previous turn to the current turn's allotment to determine the total number currently available.

**11.2.2** ASP are also received when Pyongyang, Hungnam and Wonsan are first captured (see the Communist Order of Battle Card). These ASP are received during the Communist player's Reinforcement and Replacement Phase of the turn following capture. ASP may only be received once from the capture of each city.

**11.2.3** Whenever a US division is eliminated during a Communist attack, AND its hex is advanced after combat into, the Communist player receives 2 ASP. Whenever a US division is eliminated during a Bug-out the Communist player receives 2 ASP.

**11.2.4** Whenever a ROK division is eliminated during a Communist attack, AND its hex is advanced after combat into, the Communist player receives 1 ASP.

**Play Note:** Per 11.2.3 and 11.2.4, ASP are received if the unit is eliminated by a D Combat result, or from an NR combat result that it cannot retreat successfully from (see 10.3.3, second sentence) as long as its hex is advanced into after combat.

### 11.3 Losing ASP

ASP are lost due to successful Supply Attacks during the UN Bombardment Phase (13.6).

### 11.4 Supplying Attacks

**11.4.1** In order for Communist units to attack at full strength, the Communist player must allocate ASP to each combat. ASP are spent when Communist attacks are designated during the Communist Attack Designation Subphase. Communist fire in the UN Bug-out Phase and Defensive Fire during the UN Combat Phase does not consume ASP.

**Play Note:** ASP expenditures are per defending hex, not per unit attacking, nor per attack against the defending hex, nor anything else.

**11.4.2** The amount of ASP spent for each attack is based on the location of the defending UN hex:

- On or north of the Weather Line: 1 ASP
- Between the Weather Line and the 38th Parallel: 2 ASP
- On or south of the 38th Parallel: 3 ASP

There are reminders of the ASP costs printed on the map near the Weather Line and the 38th Parallel.

### 11.4.3 Unsupplied Attacks

If the Communist player chooses, he may withhold ASP from attack(s) on a defending hex. In this case, all of his units attack at half strength (retaining fractions) during both the UN Defensive Fire Subphase and the Communist Assault Subphase. This is cumulative with halving due to Isolation.

**For Example:** A Chinese 4-6 division attacking will do so with 4 combat factors if the attack is supplied and with 2 combat factors if the attack is not supplied (i.e. no ASP are expended).

### 11.5 Communist Artillery

**11.5.1** The Communist player may spend additional ASP when designating supplied attacks to receive favorable die roll modifiers when resolving his attacks. An attack must be supplied with ASP in order to

use Communist Artillery; it may not be used if the Communist player does not or cannot spend ASP.

**11.5.2** This may only be used when the Communist player attacks, not when firing in the UN Bug-out Phase or Defensive Firing during a UN attack.

**11.5.3** If 2 ASP are spent, the Communist player subtracts 1 from his dice roll during his Communist Assault Subphase. If 4 ASP are spent, the Communist player subtracts 2 from his dice roll during his Communist Assault Subphase.

**11.5.4** A maximum of one Communist Artillery marker may be placed in an attacked hex. It may only modify the fire dice roll of one attack against units in the hex.

**Play Note:** Even if you are planning three separate attacks against units in a defending hex, only one Communist Artillery support marker may be placed and it will affect only one attack.

**11.6** Communist artillery markers may be re-used as needed and are not limited by the counter mix.

## 12.0 UN SUPPORT UNITS

### 12.1 General Rules

**12.1.1** UN support units do not engage in combat directly as attacking or defending units, but are used to modify the fire dice rolls of UN combat units. Each support factor committed to a UN attack causes one to be subtracted from the fire dice roll (a roll of 8 becomes a 7, etc).

**Play Note:** UN support units never modify Communist fire dice rolls. They are only used to modify UN fire dice rolls.

**12.1.2** There are four types of support units: artillery, tank, naval and air. Artillery and tank support units must be stacked with the units they are supporting; naval support units must be within their printed range; and air support units may provide support anywhere on the map. As long as each type is used properly within the rules, different support types may be used together.

**12.1.3** Artillery and tank units may support any attack or Defensive Fire by units stacked with them. A support unit may affect one Defensive Fire in the Communist Combat Phase and one assault in the UN Combat Phase of each turn.

**12.1.4** A maximum of 3 support FACTORS (not units) may be applied to a UN fire dice roll.

**12.1.5** Artillery, naval and airpower support units may perform other types of attacks in the UN Bombardment Phase (see 13.0). Support units which fire during the UN Bombardment Phase may not support an attack in the UN Assault Subphase of the same turn. Place a 'Bombard' marker on Bombarding artillery or naval support units as a reminder and remove the marker at the end of the UN Combat Phase; air support units are moved to the Unavailable Box instead.

**Play Note:** The UN Bombardment Phase is the only time that UN support units may "attack" by themselves. In the combat phases,

support units only provide fire dice roll modifiers.

**12.1.6** Artillery and tank support units may not be fired on unless they are in a hex without combat units. In this case, they defend with a combat factor equal to their support factor (and may still use their support factor). Support units cannot become Neutralized and are Destroyed on both D and NR results against them.

**12.1.7** If ALL combat units stacked with a support unit are eliminated in combat, the support unit is also eliminated. If ALL combat units stacked with a support unit retreat, the support unit retreats with them, but is not Neutralized. If ANY combat units stacked with a support unit retreats, the support unit MAY join them if the UN player chooses. Support units may be eliminated by retreating into an enemy ZOC.

**Exception:** If a support unit is stacked with a garrison unit that receives an NR result, the support unit will/may retreat (according to the above), even though the garrison itself may not retreat.

**12.1.8** Air and naval support units cannot be attacked and are never affected by combat results. Artillery and tank support units cannot be replaced if eliminated.

**12.1.9** Artillery and tank support units move as UN non-division sized units when using a road (see the TEC).

**12.1.10** Support units do not have a ZOC.

## 12.2 Naval

**12.2.1** The UN player has four naval support units: a battleship, a cruiser, and two destroyer squadrons. In game terms, these are identical, except for their number of support factors. Naval support units may Bombard (13.0) or they may support combat units (12.1.1). Each naval unit may fire once in the UN Defensive Fire Subphase AND once in either the UN Bombardment Phase or the UN Assault Subphase of each turn. A naval unit MAY split its support factor to perform two or three separate missions in ONE PHASE, as long as each mission is within the overall range of the naval support unit.

**Example:** The battleship naval support unit (three support factors) may Bombard 1, 2, or 3 separate hexes in the Bombardment Phase, or provide fire dice roll modifiers in up to three separate attacks or Defensive Fires. However, it may not Bombard AND provide fire dice roll modifiers during the UN Attack Phase. No matter how its support factors are split up, all missions must be within three hexes of the battleship.

**12.2.2** The range IN HEXES of a naval support unit is equal to its support factor (even if its support factor is being split up). Range is counted from the naval unit's hex (exclusive) to the defending hex (inclusive).

**12.2.3** A naval support unit must always occupy a full sea hex. Naval support units move during the UN Bombardment Phase and may move an unlimited number of hexes. They may move both before and after Bombarding. Naval support units ignore enemy ZOCs.

**12.2.4** If a naval support unit moves from the Sea of Japan to the Yellow Sea (or vice versa), it may not fire during the UN player turn.

## 12.3 Airpower

**12.3.1** Each *PLAYER TURN* the UN player receives a number of air support units, depending on the current weather (see the UN Weather Effects Chart). Defensive air support units are used during the UN Defensive Fire Subphase of the Communist Combat Phase (10.6.2). Offensive air support units are used during the UN Bombardment Phase (13.0) or the UN Combat Phase (10.5.6).

**12.3.2** Available air support units are placed in the Available portion of the UN Airpower Box and are moved to the Unavailable portion after being used. They may only be used once per turn. At the end of each player turn, unused available airpower factors are moved to the Unavailable portion of the UN Airpower Box. Available air support units may not be saved between player turns.

**12.3.3** Air support units are not limited by range. They may be used anywhere on the map.

## 13.0 UN BOMBARDMENT PHASE

**13.1** During the UN Bombardment Phase, air, artillery and naval support units may perform Troop Attack missions against Communist units. Air and naval support units may attack Communist ASP, or Interdict roads and bridges.

**13.2** Naval or artillery support units used to perform missions during this phase may not be allocated to an attack during the following UN Combat Phase. Place a Bombard marker on the unit as a reminder; remove it at the end of the UN Combat Phase. Air support units used to perform a mission during this phase are placed in the Unavailable portion of the UN Air Support Box.

**13.3** Naval support units may move during this phase (12.2.3).

**13.4** There is no "pre-designation" of bombardments. Missions may be performed in any order, as many times as desired, even against the same hex.

**Play Note:** So, you could run a Troop Attack vs. a hex, and then immediately run another Troop Attack against the same hex. Units Neutralized in the first attack could get eliminated by a second Neutralization.

## 13.5 Troop Attack

**13.5.1** This mission targets any Communist-occupied hex and may be performed by air, artillery and naval support units. Naval support units must be within range of the bombarded hex (see 12.2.2). Artillery units must be adjacent to the Communist-occupied hex being attacked.

**13.5.2** Total the number of support factors bombarding the hex and consult the Bombardment Table, roll the die once for EACH UNIT in the hex. Each die roll may be modified by the defender's terrain as indicated on the Bombardment Table. Bombardment results are applied immediately.

## 13.6 ASP Attack

**13.6.1** This mission targets Communist ASP with air and naval support units. No specific hex is attacked; naval support units may participate

regardless of their location.

**13.6.2** Roll one die for each support factor. During Sunny (SU) weather a roll of 1 or 2 destroys 1 ASP. During any other weather a roll of 1 destroys 1 ASP. Adjust the Communist ASP Track accordingly. No matter how many ASP are destroyed, the ASP Track may never fall below 0.

### 13.7 Interdiction

**13.7.1** Interdiction may target a hex with a bridge, road, or railroad by air and naval support units within range. Naval support units are within range of a bridge if either hex the bridge lies between are within range.

**13.7.2** In cases where multiple targets exist within the same hex, the UN player must specify which one is under attack. Each support unit may only Bombard one target; multiple targets in a hex may be bombarded in one Bombardment Phase, but each support unit can only attack one target.

**13.7.3** When Interdicting a railroad or bridge, place a Rail Break or Damaged Bridge marker in the hex (or on the hexside) to indicate its condition. Remove them at the end of the next Communist Movement Phase. Units may not move (using railroad movement) into a hex containing a Rail Break marker. Units may not use a Damaged Bridge to reduce the MP cost of crossing a river hexside.

**13.7.4** When Interdicting a road, each support factor committed adds 1 MP to the cost of the road during the next Communist Movement Phase. Units not making use of the road movement rate are not affected. Indicate road Interdiction by placing the correct numbered Interdiction marker in the hex.

**13.7.5** Supply Lines may be traced normally over damaged bridges, severed railroads and along Interdicted roads.

## 14. NEUTRALIZATION

**14.1** Neutralization is a state of disorganization and reduced combat effectiveness. Units become Neutralized from being overstacked (7.0), combat (10.0), bombardment (13.0), Amphibious Evacuation (9.3.6) or Airdrop (9.3.7), or a UN unit failing an Isolation Morale Check (15.7).

**14.2** Place a Neutralized marker on units that become Neutralized. Neutralized units have no ZOC and may not attack. They may use Defensive Fire if attacked. They retain their normal movement allowance. Neutralized UN units may not Bug-out.

**14.3** If a Neutralized unit is Neutralized again for any reason, it is eliminated.

**14.4** To regain normal status, Neutralized units must Regroup (15.0).

## 15.0 REGROUPING AND MORALE CHECKS

**15.1** During the Communist Morale Phase, all Regrouping Communist units make a Regroup Morale Check.

**15.2** During the UN Morale Phase, all Regrouping UN units make a

Regroup Morale Check. Then, all UN units determine their supply status, and any unit found to be Isolated must make an Isolation Morale Check (15.7).

***Play Note:** It is possible, but not likely, that a Regrouping unit will become Isolated during the UN Movement Phase. In this rare event, the Regrouping unit will take two Morale Checks: one for the Regroup attempt, and then another one for being Isolated.*

**15.3** Morale checks are performed by each unit individually. Units in a stack are never affected by the morale status of other units in their hex.

### 15.4 Regrouping

**15.4.1** A Neutralized unit is designated as Regrouping at the beginning of the owner's movement phase by placing a Regroup marker on it.

UN units cannot Regroup if Isolated, or north of the Weather Line on a turn in which the weather is Blizzard.

Communist units cannot Regroup if Isolated.

Regrouping units may not move in their movement phase nor attack in their combat phase. During the owner's Morale Phase, each Regrouping unit will make a Regroup Morale Check.

**15.4.2** A successful Regroup Morale Check means that the unit is no longer Neutralized, and its Neutralized marker is removed. An unsuccessful Regroup Morale Check means that the unit remains Neutralized. In either case, remove the Regroup marker after the Morale Check.

### 15.5 Communist Morale Checks

**15.5.1** Regrouping Communist units perform their Regroup Morale Checks during the Communist Morale Phase.

**15.5.2** To perform a morale check, the Communist player determines the unit's type on the Communist Morale Chart, which then states the unit's morale number. From this morale number he SUBTRACTS the number of defensive UN airpower factors available that player turn and ADDS the MP cost of the unit's hex. Coastal hexes and hexes containing roads or railroads count as 0 MP for this purpose, regardless of other terrain in the hex. The total is the unit's modified morale number.

**15.5.3** The Communist player rolls two dice. If their sum is equal to or less than the modified morale number, the Morale Check is successful. If the roll is greater than the modified morale number the Morale Check is unsuccessful.

### 15.6 UN Morale Checks

**15.6.1** To perform a Morale Check, the UN player determines the unit's type and size on the UN Morale Chart, which then states the unit's morale number. To this morale number he ADDS the number of offensive UN air support factors that were available this player turn and SUBTRACTS the MP cost of the unit's hex. Coastal hexes and hexes containing roads or railroads count as 0 MP for this purpose, regardless of other terrain in the hex. The total is the unit's modified morale number.

**15.6.2** The UN player rolls two dice. If their sum is equal to or less than the modified morale number the morale check is successful. If the roll is greater than the modified morale number the morale check is unsuccessful.

### 15.7 Isolation Morale Checks (UN only)

After all Regroup attempts have been made, the UN player must make a morale check for each of his units that are Isolated. If a unit passes its Isolation Morale Check, nothing happens to it. If it fails, the unit becomes Neutralized; place a Neutralized marker on it. If the unit was already Neutralized, it is ELIMINATED instead.

**Play Note:** A UN unit that is both Isolated and Neutralized is very vulnerable; it cannot attempt to Regroup, and is liable to elimination from a failed Isolation Morale Check, not to mention nearby Communist units!

## 16.0 GUERRILLAS

**Design Note:** Throughout the war, remnants of the North Korean army operated in South Korea as guerrillas, harassing the UN lines of communication. The only function of Guerrilla units is to impede UN road and rail movement.

**Developer Note:** Due to changes in their movement and effect on UN units, Guerrillas were portrayed with separate counter layouts on each side of the counter. Make sure you are playing with the correct Guerrilla counter (see UDC)!

### 16.1 General Rules

Guerrillas have no ZOC and may not attack or be attacked. UN units may retreat through them freely and they do not block UN supply lines. They are unaffected by Isolation. Guerrillas may stack with other Guerrillas; however, Guerrillas that are EVER in a hex with Communist combat units (including Conscripts) are immediately eliminated.

**Design Note:** They are “absorbed” into the forces in the hex.

### 16.2 Guerrilla Movement

Guerrillas may move TWO HEXES per turn regardless of terrain or weather. Guerrilla movement is unaffected by UN units or their ZOC; they may enter or exit their occupied hexes and ZOC without restriction.

### 16.3 Guerrilla Effects

Every UN unit entering a road or railroad hex that has a Guerrilla unit(s) must temporarily stop and the Communist player rolls a die. On a ‘6’, the UN unit stops movement for the phase; on a 1-5, the UN unit may continue moving. One die is rolled for each moving UN unit for each Guerrilla unit in the hex.

### 16.4 Eliminating Guerrillas

A UN unit may attempt to eliminate a Guerrilla unit by ending the UN Movement Phase stacked with it. At the end of the UN Movement Phase, roll one die for each UN unit stacked with the Guerrilla unit. A roll of 5 or 6 destroys it. A Neutralized unit may attempt to eliminate a Guerrilla unit, but may not Regroup on the same turn. If there are multiple Guerrilla units in a hex, each UN unit may only attempt to eliminate one Guerrilla unit.

**Design Note:** The size of the UN unit(s) making the attempt has no effect on the roll. Bigger is not always better. Note also that while a US division gets only one roll, if it breaks down to its component regiments/battalion, each sub-unit can make its own anti-guerrilla roll.

## 17.0 PVA CONSCRIPTS

**Design Note:** The PVA Conscripts were locally available manpower that was simply “drafted” into the PVA ranks. The training varied considerably with the nature of the battle at that time. In a fluid situation, they were simply thrown into the cauldron with little or no training. However, when the front was static, the PVA did try to spend some time training and equipping them. If they survived beyond their first battle, they could eventually become as good as any of the PVA soldiers — but, few actually survived beyond one or two battles. They were for the most part, as consumable as ammunition.

**17.1** All Conscripts begin the game in the Conscript Box on the player’s Order of Battle card. Conscripts only ever occupy this box, the PVA Conscripts Box on the map, or a hex on the map. They are never in a player’s Dead Pile Box. The counter mix is the maximum number of PVA Conscript units allowed in the game.

**Play Note:** Getting Conscripts onto the map first involves DRAFTING, then FIELDING them. There is a LIMIT to the number of them that can be on the map. They follow all normal unit rules, except as amended in 17.5 and 17.6.

**17.2** During each Communist Reinforcement and Replacement Phase, the Communist player DRAFTS (moves from the Conscript Box on his Order of Battle Card to the PVA Conscripts Box on the map) 1 Conscript for each of Pyongyang, Hungnam, and Wonsan that he controls.

**17.3** After drafting, the Communist player may FIELD (move from the PVA Conscripts Box on the map to the hex grid) a number of Conscripts based on the month:

- December and January: 1
- February and March : 2
- April and May : 3

FIELDING Conscripts must be placed on the hex grid, stacked with any non-Isolated, non-Neutralized Communist combat unit. Conscripts NOT FIELDING remain in the PVA Conscripts Box on the map indefinitely.

**17.3** There is a LIMIT to the number of Conscripts that may be in play at the end of each Communist Reinforcement and Replacement Phase. The LIMIT starts with a base number, with more added based on city control:

- Base: 1
- Pyongyang: +4
- Hungnam: +1
- Wonsan: +1

Therefore, a maximum of 7 Conscripts may be on-map at one time, if the Communist player controls all three cities during his Reinforcement and replacement Phase.

**Design Note:** Conscripts have their deployment restricted due to the limited Communist ability to organize and equip these draftees. Even if men and equipment are available (i.e. in the PVA Conscripts Box), they still cannot be fielded due to organizational difficulties.

**17.4** If it happens that the UN player recaptures a city and reduces the limit to below the number of Conscripts on the map, the UN player may remove his choice of excess Conscripts from the map and they are placed in the Conscripts Box on the Communist Order of Battle card. This happens at the end of the Communist Reinforcement and Replacement Phase.

**17.5** PVA Conscripts stack freely. If a Conscript is not stacked with at least one Communist combat unit at ANY TIME other than the Communist Movement Phase, they are placed in the Conscripts Box on the Communist Order of Battle card.

**17.6** Conscript units may not participate in Human Wave Attacks. Each Conscript unit may Defensive Fire or assault ONCE, after which it is placed in the Conscripts Box on the Communist Order of Battle card.

## 18.0 GENERAL MATTHEW RIDGWAY

**18.1** Place the Ridgway counter on the December III space of the TRT (which has a blue "R" for Ridgway). Beginning on the December III turn, and continuing every turn, the UN player will roll one die during his UN Reinforcement and Replacement Phase. On a die roll of '6' General Walker has been killed and General Ridgway assumes command. On a 1-5, nothing happens, roll again next turn until a '6' is rolled.

**18.2** When General Ridgway takes over, the UN player rolls another die:

- On a '6': nothing happens; remove the Ridgway marker from the game.
- On a 1-5: Flip over the Ridgway marker to its rear face and leave it on the TRT for the rest of the game as a reminder. All Communist attacks against US and UK units (only) suffer a +1 drm. This does not apply to Communist defensive fire.

**Play Note:** If the Communist player attacks a mixed group of U.N. units ("mixed" meaning either US or UK units grouped with non-US or UK units), he receives the +1 drm.

**18.3** Regardless of the second die roll result, when General Ridgway takes command, all US units may now perform Defensive Fire during Human Wave Assaults (see 10.9.4) and Bug-outs may no longer be performed (9.4).

## 19.0 FIRST TURN SPECIAL RULES

### 19.1 UN Surprise and Panic

**19.1.1** To reflect the unexpectedness of the Chinese assault, UN units may be surprised during the Communist Combat Phase of the first five turns (Nov IV through Dec IV).

**19.1.2** At the end of the Communist Attack Designation Subphase, the

UN player rolls one die for each UN unit in a defending hex and consults the Surprise Table.

**19.1.3** If the die roll is equal to or less than the number indicated, the unit is surprised. If the die roll is higher than the number indicated, the unit is not surprised. During each turn after Nov IV, add +1 to the die roll (this is cumulative turn-by-turn).

**Example:** A UN unit checking for surprise on Dec III would add +3 to the die roll.

**19.1.4** Units attacked by Human Wave Attack are never surprised. Do not roll on the Surprise Table when making such an attack.

**19.1.5** Surprised units may not fire during the UN Defensive Fire Subphase. Communist Assault fire dice rolls against surprised units do not incur terrain DRM penalties.

**19.1.6** If a single attack includes both surprised and non-surprised defending units, terrain fire dice roll modifiers are applied. The surprised unit still cannot Defensive Fire though.

### 19.2 UN Bug-outs

There is no UN Bug-out Phase the first turn of the game.

### 19.3 Weather

The Weather Rolled marker is placed on the '3' space of the Weather Chart and each player's Weather marker is placed on the Subfreezing Overcast box in their portion of the Weather Table.

## 20.0 HOW TO WIN

**20.1** The Communist player wins the game if, at the end of the May IV game turn, he meets either of the following conditions:

- Communist units totaling at least 36 combat factors are south of the 38th Parallel (exclusive), and at least two Communist divisions occupy Seoul, or
- Communist units totaling at least 72 combat factors are south of the 38th Parallel (exclusive).

**20.2** All units used to satisfy these victory conditions must be in Supply (see 5.0). The nine hexes west of Seoul marked with red dots do not count as being south of the 38th Parallel for victory conditions.

**20.3** If the Communist player does not meet either of the above conditions, the UN player wins.

## 21.0 PREPARE FOR PLAY

**21.1** Each player places his combat and support units in the appropriate places of their Order of Battle and Unit Breakdown Charts. Some places have multiple units pictured; the player should place the same number of correct-identity units there.

**21.2** The players then transfer the counters from the At Start (Nov IV) section of their Order of Battle Charts to the map. The UN player first, the Communist player second. The location where the counters are

initially placed: a hex number, a city name or a Communist Staging Area number, are listed below the unit. Communist units assigned a Staging Area are placed anywhere within their Staging Area and if two Staging Areas are listed, all of the units must set up in only one of them.

**Play Note:** We suggest the UN player sort out most of his US battalions and ROK regiments during the Communist player's opening moves. You'll need the 1st Cav regiments and battalions immediately however. This saves some pre-game time.

**21.3** Other units and markers are placed as follows:

- The Date marker is placed on the Nov IV space of the TRT, "1950" side up.
- Place the Weather # Rolled marker in the '3' space on the Weather Table and place each player's Weather marker in the Subfreezing Overcast Weather Box on their respective Weather Effects Chart.
- Place the Ridgway marker on the Dec III space on the TRT (it has a blue 'R').
- Place one Guerrilla unit in each space of the TRT marked with a red 'G'.
- The Communist ASP markers are placed on the ASP Track, signifying 0 Communist ASP.
- All UN air support units are placed in the Unavailable portion of the UN Airpower Box.
- All Conscripts are placed in the Conscripts Box on the Communist Order of Battle Chart.
- All Communist Artillery support markers are placed in their Artillery Box on the Communist Order of Battle Chart.

**21.4** The rest of the markers are placed near the map, within easy reach of the players.

**21.5** The players are now ready to begin the game. Start with the Communist Reinforcement and Replacement Phase of Nov IV and don't forget rule 19.0 First Turn Special Rules!

**Play Note:** ALL units start play supplied, even that one otherwise Isolated North Korean unit.

## 22.0 OPTIONAL RULES

**Play Note:** Any of the following optional rules may be used (together or separately) if agreed to before play by both players.

### 22.1 Optional UN Set Up

The UN player may set up each non-garrison unit on or within one hex of its assigned position. Garrisons must always be set up in their indicated hexes.

**Play Note:** This can virtually eliminate Communist Infiltration movement in the first turns of the game, and should only be used by players of unequal skill.

### 22.2 Alternate US Deployment

US divisions may begin play already broken down into regiments if desired. They may not change their assigned location unless also using

rule 22.1.

### 22.3 Alternate USMC Deployment

The USMC 1st Marine Division may begin play already broken down into regiments if desired. The division or any of its regiments may begin play in or within one hex of its assigned location.

### 22.4 Chinese Air Force Sorties

Each turn, after the weather for the turn has been determined, the Communist player rolls a die. If he rolls a six, the Chinese Air Force sorties, with the result that the number of UN airpower factors received each player turn are reduced by half, rounded up (they are engaged in fighting the Chinese Air Force).

## 23.0 CREDITS

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## 24.0 EXAMPLE OF PLAY - NOVEMBER IV, COMMUNIST PLAYER-TURN

The following is an example of the entire Nov IV Communist player turn. The moves are not necessarily the best ones possible, but are done to illustrate game mechanics.

**Figure 1** below, shows the starting positions for most of the UN and Communist starting forces, before the Communist Movement Phase. The Weather is automatically a die roll of '3', which is Subfreezing Overcast and makes Iwon unusable for both UN supply and sea transport. The Communist player receives 12 ASPs during his Reinforcement and Replacement Phase and he places his Guerrilla unit in hex 1118, maybe slowing UN movement between his 'fronts'. All units on both sides are supplied. The UN player will have two air support units available during his UN player turn.



**Figure 2** shows the Communist Nov IV Movement Phase. Solid white arrows are normal movements and failed Infiltration attempts. Dashed white arrows indicate successful Infiltration attempts.

In the far north (not pictured), the NKPA 24th Div., starting in hex 1701 moves to 1502 (two mountain hexes; 6 MPs), blocking the US 7th Div. stack in hex 1302 from an easy move southeast towards Iwon.

Near the Chosin Reservoir, the 27th Army is divided into two stacks. The two divisions in hex 1007 move to 1109 (two rough hexes; 4 MPs). Of the second stack in 1308, only the 80th Div. moves, and does so to hex 1409 (two mountain hexes; 6 MPs).

In the center, the 40th Army in hex 0812 moves to hex 0813 and then attempts to Infiltrate into hex 0814. The attempt is made from a rough hex, so the base success chance is two or less, however, there is a +1 drm for crossing the river, so only a die roll of one will succeed. The die rolls are 1, 3, and 4. So, the 118th Div. crosses the river and enters hex 0814, where it stops (one rough and one mountain hex; 5 MPs); and the 119th and 120th Divisions remain in hex 0813.

The 39th Army then moves from 0413 to 0614 (two rough hexes; 4 MPs) and the 38th Army in 0912 moves to 0913 and stops (one mountain hex, 3 MPs). The 42nd Army in hex 1111 moves to 1211, then 1212 where it stops (two rough hexes, 4 MPs). The 66th Army moves from 0513 to 0515 and stops (two rough hexes; 4 MPs).

One division at a time, the 20th Army in hex 1011 is going to move to 1012 and then attempt Infiltration into 1013. The units will be leaving mountain hexes, so the base die roll to succeed is three or less and there are no modifiers. The 89th and 60th Divisions succeed on die rolls of 2 and 3 and move into hex 1013, where they stop (two mountain hexes; 6 MPs). The 58th and 59th Divisions fail however, on die rolls of 4 and 6, so they immediately stop moving in hex 1012.

The NKPA 5th Div. in 1012 cannot Infiltrate unless it first moves into a hex without a UN ZOC, but if it does, then it won't have the MPs to enter enough hexes to make Infiltration worthwhile, so it simply moves from 1012 to 1013 and stops. The NKPA 12th Division moves from 1115 to 1116, where it stops because of the ROK Zone of Control.

On the west side of the peninsula, the NKPA 17th Mech. Div. moves from 0120 to 0319 and stops (two clear hexes; 2 MPs). The NKPA 32nd Div. moves from 0218 directly to 0217 and stops. The NKPA 47th Div. moves from hex 0119 to 0217 and stops (one rough and one mountain hex; 5 MPs).

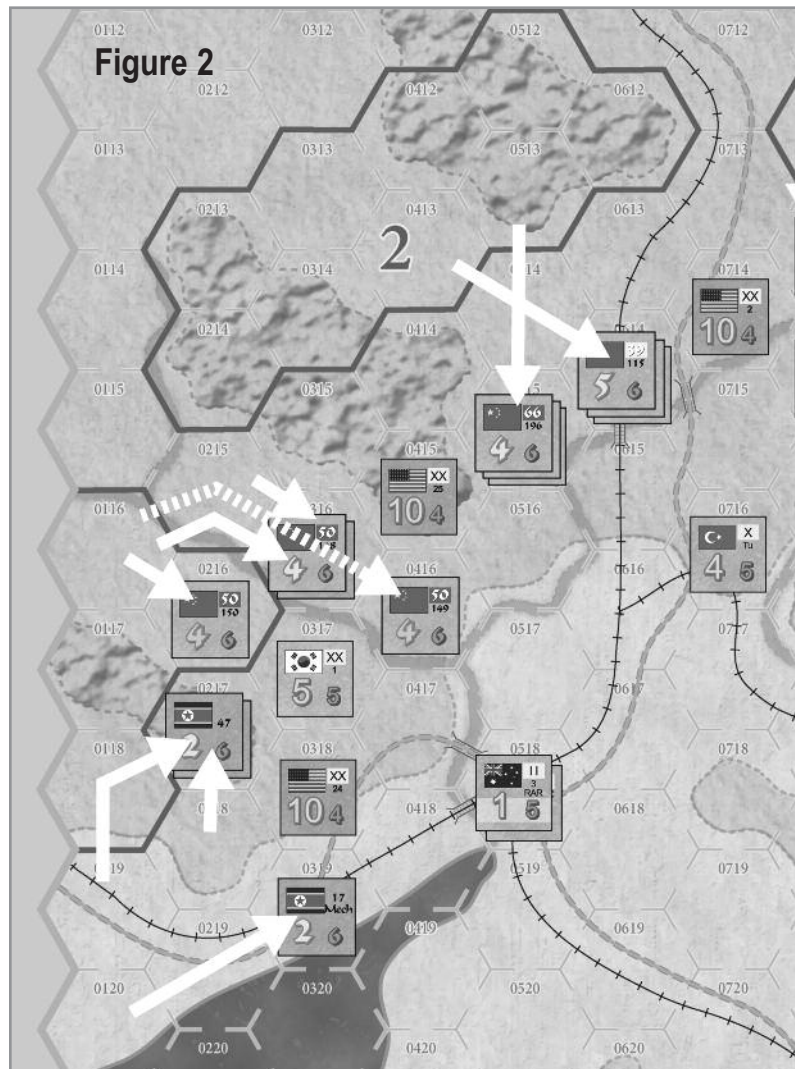
The NKPA 31st Div. moves from 0215 to 0316 and then attempts to Infiltrate into 0416. The terrain in 0316 is rough, so the base chance is 2 or less to succeed. The unit rolls a 4 and so stops in hex 0316.

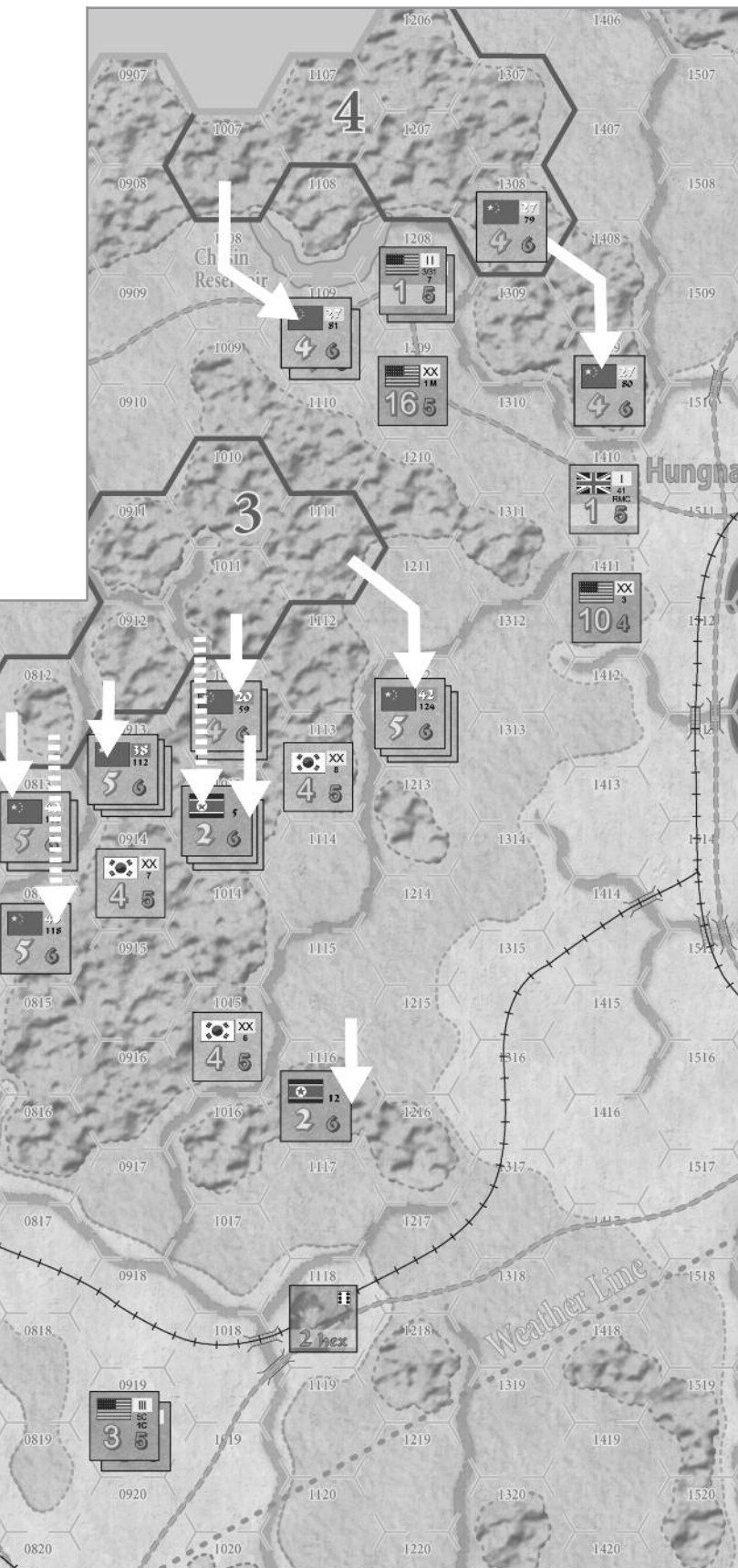
Now, the 148th Div. of the 50th Army in hex 0116 moves to 0215, then 0316, and also attempts to Infiltrate into 0416. The Infiltration attempt also requires a 2 or less to succeed and a 5 is rolled and so it stops in hex 0316. Then, the 149th Div. makes the same move and Infiltration attempt, but succeeds on a die roll of one and so moves into hex 0416. The 150th Div. in 0116 moves to 0216 and stops. The Communist player is finished moving.

There is no UN Bug-out Phase during Nov IV, so we move immediately to the Communist Combat Phase in **Figure 3**. All designated attacks have solid grey arrows and the Human Wave Assault has dashed grey arrows. Solid white arrows indicate retreat paths and Neutralized markers show the final hex of retreated units. Dashed white lines show an Advance After Combat.

Attacks are designated as follows:

- 1) The PVA 81st and 90th Divs. in hex 1109, and the PVA 79th Div. in 1308 attack hex 1208 with the US 3/31/7 and 1/32/7 battalions. One ASP is spent.
- 2) The PVA 80th Div. in 1409 attacks 1410 with the UK 41st RMC. One ASP is spent.
- 3) All units in hexes 1012 (PVA 59th and 58th Divs.), 1013 (NKPA 5th Div. and PVA 60th and 89th Divs.), and 1212 (PVA 124th, 125th, and 126th Divs.) attack hex 1113 with the ROK 8th Div. One ASP is spent.
- 4) The PVA 112th, 113th, and 114th Divs. in hex 0913 attack hex 0914 with the ROK 7th Div. One ASP is spent.





5) The six divisions of the 39th and 40th Armies in hexes 0614, 0813, and 0814 declare a Human Wave Assault attack on the US 2nd Div. in hex 0714. One ASP is spent for the attack and 4 additional ASP are spent on artillery, which will provide a -2 drm to the assault.

6) And finally, the 50th Army and the NKPA 31st, 32nd, and 47th Divs. in hexes 0216, 0217, 0316, and 0416 attack hex 0317 with the ROK 1st Div. One ASP is spent.

UN Surprise (19.1) is now checked for each attacked hex. The results are:

- 1) For hex 1208 with the US 3/31/7 and 1/32/7 battalions, the UN player rolls two 3's – Surprise for both units!
- 2) For hex 1410 with the UK 41st RMC, the UN player rolls a 5, so no Surprise.
- 3) For hex 1113 with the ROK 8th Div., the UN player rolls a 5 and there is no Surprise.
- 4) Hex 0914 with the ROK 7th Div. gets a 2 – Surprise!
- 5) Surprise is not checked for the US 2nd Div. in hex 0714 because of the Human Wave Assault (19.1.4).
- 6) Hex 0317 with the ROK 1st Div. rolls a 3 and is Surprised.

Because of the Surprise results and one Human Wave Assault, there will only be two defensive fires during the UN Defensive Fire Subphase. Yellow lines indicate retreat paths and Neutralized markers show the final hex of retreat of affected units. They are:

2) The 41st RMC (in hex 1410) has 1 combat factor against the PVA 80th Division's (hex 1409) 4 combat factors, making the defensive fire odds 1-4. There is a Defensive Fire Subphase drm of +1 for the mountains and -1 for the river, netting 0 drm. The UN player rolls a 4 on two dice! Just missed, so no effect.

3) The ROK 8th Division (hex 1113) has 33 combat factors of attacking units directed at it, so the UN player decides to defensive fire at the NKPA 5th Div. in hex 1013. Success here will reduce the attack to 31-4 factors, for odds of 7-1, which would then reduce to 6-1 odds on the CRT. So, defensive fire odds are 2-1 (4-2 combat factors), with a +1 drm due to the mountain terrain occupied by the NKPA 5th Div. The UN player rolls a 5 on two dice, which is modified to a 6. The NKPA 5th Div. receives an NR result. It becomes Neutralized and then must retreat two hexes. Neither hexes 1014 or 1114 may be entered due to UN ZOC, and hex 0913 is fully-stacked already, so hex 1012 must be chosen as the first hex, and the Communist player chooses hex 1011 as the second hex.

Note that, if the ROK 8th Div. had been a US or UK unit, the NKPA 5th Div. would be eliminated instead as it would not be able to retreat into hex 1012 due to UN ZOC due to rule 8.2.5, second sentence.

The Communist Assault Subphase is now ready to begin.

1) The PVA 81st and 90th Divs. in hex 1109, and the PVA 79th Div. in 1308 attack both the US 3/31/7 and 1/32/7 battalions in one assault.

There are 12 Communist combat factors to 2 UN combat factors, for odds of 6-1, with no Assault Subphase terrain drm due to Surprise. The Communist player rolls two dice and gets a 10! NR is the result - the UN player retreats them through hex 1209 with the 1st US Marine Div. to hex 1210 as that is it's only retreat path available to it. They are marked as Neutralized. The Communist units choose not to advance.

Note that rule 8.2.4, first sentence specifically negates Communist ZOC in hex 1209, allowing the US 3/31/7 and 1/32/7 battalions to retreat through it because of the US 1st Marine Div.

2) The PVA 80th Div. in 1409 attacks the UK 41st RMC. Odds are 4-1, with a +1 drm for the rough terrain in hex 1410. The Communist player rolls a 7, modified to an 8, which is an NR result. The 41st RMC is Neutralized and retreats two hexes to 1512. The PVA 80th Div. does not advance.

3) All units in hexes 1012 (PVA 59th and 58th Divs.), 1013 (PVA 60th and 89th Divs.), and 1212 (PVA 124th, 125th, and 126th Divs.) attack the ROK 8th Div. There are 31 Communist combat factors attacking 4 UN combat factors, for odds of 7-1, which then reduce to 6-1 on the CRT, with a +2 drm because of the mountain terrain in hex 1113. The Communist player rolls a 4, which becomes a 6, which is a D result. The UN player places the ROK 8th Div. in his dead pile and the Communist player advances the PVA 59th and 58th into hex 1113.

4) The PVA 112th, 113th, and 114th Divs. in hex 0913 attack the Surprised ROK 7th Div. The Communists have 15 combat factors and the ROK 7th Div. has 4, making the odds 3-1. There is no terrain drm due to the Surprise. The Communist player rolls a 7, for an NR result. The ROK 7th Div. is destroyed because it has no retreat route open to it that is without enemy ZOC; it is placed on the UN Breakdown Chart and its component regiments are placed in the UN player's dead pile. The three Communist divisions Advance After Combat into hex 0914.

5) The six divisions of the 39th and 40th Armies in hexes 0614, 0813, and 0814 have declared a Human Wave Assault attack on the US 2nd Div. in hex 0714. The Communist combat factors are 30, multiplied by

two to 60 for the HWA. The US 2nd Div. has 10 combat factors, for odds of 6-1. Rough terrain provides a +1 drm, and the Communist artillery provides a -2 drm, for a net -1 drm. The Communist player rolls two dice for a 11(!), which becomes a 10 with the -1 drm, for a result of NR. The US 2nd Div. has no retreat route available through Communist ZOC, so it is Destroyed. Place it on the UN Breakdown Chart, and take its 9 component battalions and place them in the UN dead pile. All six Communist divisions are Destroyed and placed in the Communist player's dead pile.

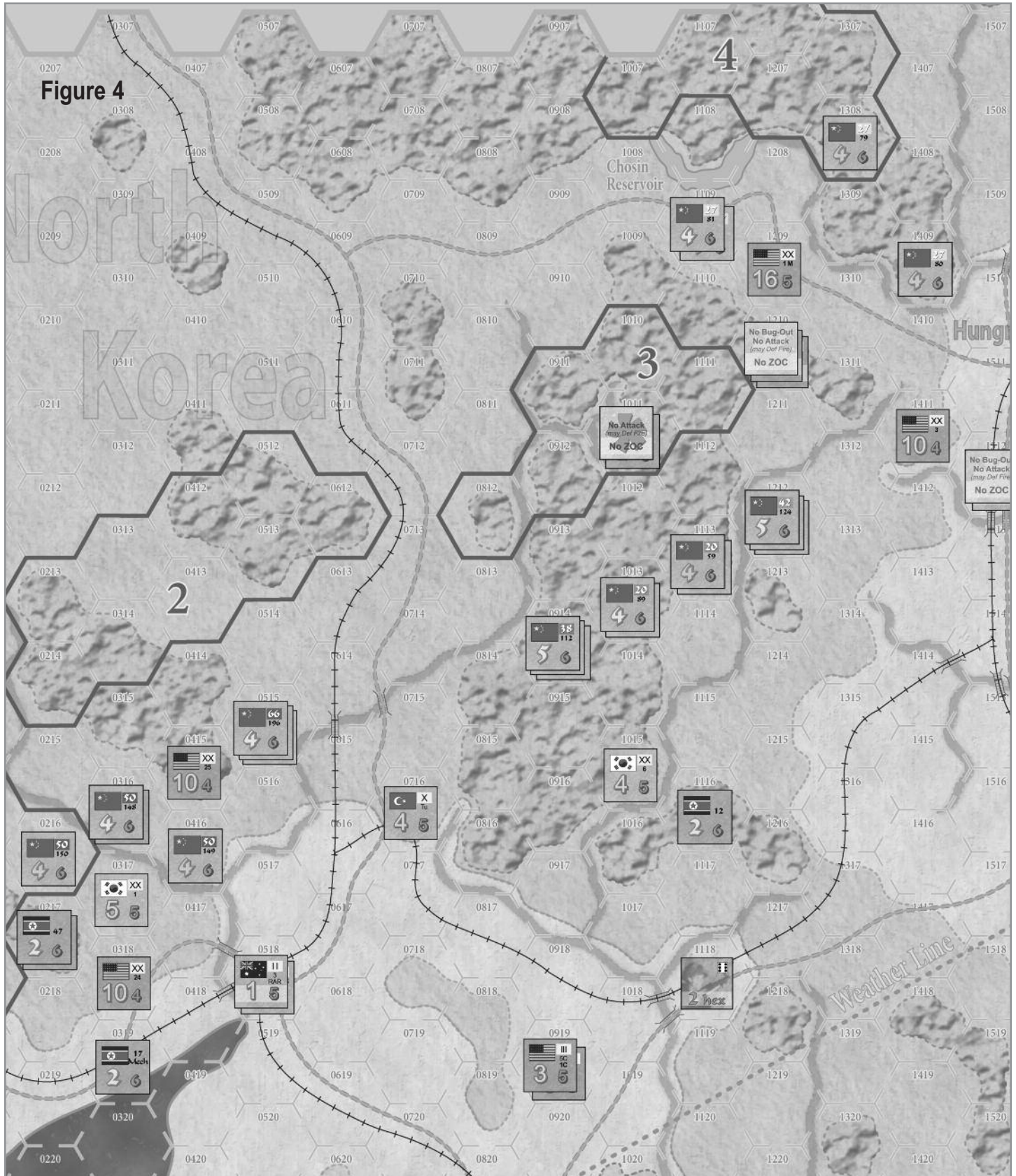
6) The 50th Army and the NKPA 31st, 32nd, and 47th Divs. in hexes 0216, 0217, 0316, and 0416 attack the ROK 1st Div. There are 18 Communist combat factors versus 5 UN combat factors, for 3-1 odds. There are no terrain drms due to Surprise. The Communist player rolls an 8, for no effect!



## YALU: The Chinese Counteroffensive in Korea - Deluxe Rules

There are no Regrouping Communist units, so the Communist Morale Phase is skipped. **Figure 4** shows the unit positions at the end of the first Communist player turn.

Six ASP were spent on attacks, and a further 4 on artillery, so the Communist player has 2 ASP remaining. It also demonstrates that Human Wave Attacks are extremely costly and why they were so seldom used.



## 25.0 DEVELOPER'S NOTEBOOK

**Yalu** was the first John Hill game I could actually play (I bought **Squad Leader** when I was 10, but I couldn't understand it). What a thrill-infiltration movement, bugging-out, bombardment, human wave attacks, guerrillas-**Yalu** has it all! I played the heck out of my old copy a long time ago and for some reason sold it as I thought I had 'played it out.' How wrong I was!

After publishing **Verdun: The Game of Attrition** DTP reprint under my own Cool Stuff Unlimited logo, John and I talked about redoing some of his other titles and of course **Yalu** was near the top of the list. However, it was always a 'down the road' and 'no rush-we have plenty of time' idea as we wanted to tweak the game here and there and make it a true second edition and not just a reprint with a graphic update like **Verdun** was. I had notes from the **Yalu** articles published in the late 70's where reviewers and/or John would mention things that could have been done differently or adjusted for a slightly better game. Some ideas John had shot down and some he agreed to. In all of this, there was a new **Yalu** waiting to be found.

At the end of August, 2005, John invited me down to 'The Alamo' (his home) in Santa Fe, NM for a weekend of game talk and gallery viewing. That Saturday, we spent the entire afternoon working on **Yalu**, going over my notes and integrating them with ideas John had. Out of that session came **Deluxe Yalu**.

There are approximately 22 changes between the first and second editions of **Yalu**. Only one change is major in and of itself, but we feel the sheer number of changes combine to make **Yalu** a new and even more exciting game. The game will play just as fast and more historically than before and there are more decisions for the players to make, all without harming what John calls the "Classic-ness" of the original game.

I admit it - the original **Yalu** 'skipped somewhat' on the Order of Battle for both sides. Not that units weren't included (although a few slipped through), but rather who were they? The Chinese troops were nearly the "faceless hordes" that Hollywood made them out to be. Their only ID was at army level and the ROK Order of Battle wasn't much better. The Classic edition sports clarifications by Shelby Stanton, bringing the Order of Battle up to snuff from a late 1970's perspective. However, additional and quite substantial Order of Battle research was provided by Rick McKown and this resulted in the new Deluxe Order of Battle. This is a Major Improvement to the Deluxe version over the Classic!

The biggest change to **Yalu** is in the way Communist supply points are handled. John said that in the original game, US airpower was too easily able to eliminate supply points in bad weather and that the Communist player received too many points to begin with. In adjusting the supply points received and tying the effectiveness of US airpower to the weather, John hit upon the idea of making the Communist player spend varying supply points for each attack based on the distance from his supply heads (off-map, in Manchuria), representing Chinese transportation problems. We already had the Weather Line and 38th Parallel in place and these made good 'breaks' for the supply costs.

One of the things I mentioned to John was "What about Communist artillery?" In reading **This Kind of War** (by T.R. Fehrenbach), it was apparent that the Chinese brought a lot of artillery and mortars with them. What they didn't bring was a lot of transportation assets. John has a special presentation kit wherein he discusses the transportation assets both sides had in Korea over the course of the entire war. It is readily apparent that the Chinese were woefully lacking in transportation assets to move supplies south of Manchuria in 1950-51. They improved this capability immensely by 1953, but that is well beyond **Yalu's** timeframe.

John decided the supply points should also represent Communist artillery. This neatly gave the Communist player more punch in his attacks, but at a cost. The artillery ASP cost basically shows the transportation assets required to move artillery ammunition versus small-arms ammunition. In other words, using Communist Artillery means you're borrowing against your future infantry

offensive potential.

In addressing the limited effectiveness of US airpower vs. supply points during bad weather, I asked John some questions about visibility and US airpower when used as ground support. From this, we came up with the new defensive and offensive airpower availability numbers. If you look closely, you can see that the reductions in defensive airpower are almost uniformly tied to clear, overcast and snow weather. Here, John took the opportunity to reduce the chance of Flood weather happening.

A couple of small goofs in the original edition centered on the U.S. 1st Cavalry Division and were corrected here in both the Classic and Deluxe versions. It was initially positioned south of Wonsan and didn't include the 8th Regiment, which had been destroyed before the game began. In this edition, the two regiments of the 1st begin near Pyongyang, with the third regiment available for rebuilding. A full set of break down counters are now included for the 1st Cavalry as well.

UN units may now *optionally* begin the game broken down into regiments if the UN player chooses and/or even alters their deployment hex slightly.

Surprise was also reworked a bit and incorporates broken down units, and it now lasts for FIVE turns! The chance of Surprise happening is reduced every turn, but sometime, somewhere.....

Replacements for both sides have been adjusted, but for different reasons. Originally, the game should have doubled the U.S. replacement rate starting March 1 and the Classic edition covers that. The Deluxe version actually increases the US replacement rate to three battalions per turn by the end of the game! The US replacement rate is one of the key 'balancers' in **Yalu**. In the original edition, quite often there just weren't many UN troops left on the map at the end of the game.

A new effect is had by replacing ROK divisions by regiments, one regiment per turn. In the old game, a new ROK division was replaced at the start of every month. The UN player must now rebuild the ROK divisions instead of just having them handed to him, ready to use. It may be "mechanical" to have to deal with all the battalions, but it is a decision the field commanders had to face - do you commit them piecemeal or wait to gather their strength before committing them?

The North Korean divisions were all made 2-6 now, thanks to Phil Kosnett's review. Phil made a solid case for their change from 4-6 status and John agreed. That change alone is the reason for the adjustment to the NKPA replacement rate versus the old game.

The new secondary ports of Iwon and Chinampo were added, with the limitation of how many troops could move in or out of them each turn, which was then limited by the weather as well.

Another change was the inclusion of a couple more UN support units and their arrival times. This gives the UN forces a little more punch late in the game. A tank battalion was stationed near Hungnam at the start of the campaign as so a tank support unit was added to the UN 'At Start' forces.

An odd point in the original game was that attacks had to be made against a single hex, but that defensive fires could be made against units that were attacking from multiple hexes as one combat. Now, all combat involves one target hex, whether the fire is from attacking units or defending units.

Neutralization removal is no longer automatic! The morale rules have been expanded to cover Regrouping. Morale played a huge part in the real campaign and this change brings that to the forefront. Anything that removes guaranteed effects in a game is a Good Thing. It also allows a more realistic portrayal of the determination and valor demonstrated by the Australians, Canadians and United Kingdom troops than before.

Human Wave Assaults have been adjusted a bit to go with the new supply and Communist Artillery rules. Also, some units are now allowed to defensive-fire

during an HWA! The Marines were much more cautious in their advance to the Yalu and the United Kingdom brigades exhibited good coordination and morale under fire that they are deserving of this bonus. The other US units gain this bonus the turn that General Matthew Ridgway assumes command of the UN forces in Korea. The determination he brought to the army stiffened the resolve of the army to not be kicked around any longer by a Communist enemy.

Communist units Neutralized by UN defensive fire during a HWA haven't really closed with the enemy, so are therefore not eliminated like other units that successfully attacked.

The new Chinese stacking restrictions can severely hamper Chinese movement. A failed early Infiltration attempt may completely mess up a carefully-prepared Communist attack. The Chinese armies were very "stiff" in their implementation of orders. They lacked the flexibility that more mobile armies had, most notably the U.S.

The ZOC of U.S. battalions, ROK regiments and some UN allies have been removed. Although you can read the reasons why John had them in the first place in his Designer's Notes, I talked him into this and he pretty much readily agreed. Considering the nature of the Korean countryside, there is no way in hell that an unsupported U.S. battalion or ROK regiment could cover 30 miles of frontage. It would get creamed in combat, but it could still halt the movement of up to a dozen divisions for a week! No way Jose!! If you want to block a particular avenue of approach, send a U.S. regiment (which will probably get chewed on anyway...). The way Yalu works, this basically works out to a free form of Infiltration for the Communist player.

The usage of the UN support units has been clarified and their Zones of Control were removed for one simple reason – lack of infantry. Zones of Control are a function of two items: firepower projection and the infantry ability to 'hold' terrain. The support units have plenty of firepower, but lack the intrinsic infantry to generate a Zone of Control.

Another noticeable effect is the reduction in 'power' of the Bombardment Table. Considering the size of the units involved and the terrain, the 'kill ratio' of the old table was too high. Bombardment in and of itself cannot generally kill units outright, especially units the size of divisions. Now, you must use bombardments to 'soften up' an enemy by Neutralizing him first, then assaulting him with ground troops for the kill. This shows the UN combined-arms approach to combat, something the Communist player simply cannot do.

Every time it gets to that point in Yalu, where these ports go under, I shiver. Visions of Popeye-like characters, cheerful swabbies, being cruelly pushed into the sea, or bayoneted at their posts, while their own ships stand just off shore, shake through my skull. Imagine the headlines! "SEND MORE CHINKS! SAYS WONSAN COMMANDER." "NAVY VOWS THEY SHALL NOT PASS!" "HUNDREDS DIE BY LAST BULLET RATHER THAN SURRENDER AT HUNGNAM!" "CONGRESS DEMANDS INVESTIGATION!" At the very least, Norman Mailer would have written a book on it. A design effect has certainly been achieved here, one that might be summed up as "Brrr!"

Additional help was provided (late-game, so to speak) in the form of Andrew Young taking charge of the playtesting. Group coordination has never been one of my strong points and A Very Special Thanks to Andy for taking on the job!

Much of the time spent on Yalu was in properly coordinating the components between the versions. I cannot ever remember a game package that includes both an original and an updated version of the same game; this may be a hobby first. Why did we include both versions of Yalu in this package anyway? It surely would have saved a LOT of time and effort if we had only released Deluxe Yalu and let Classic Yalu sleep. Yet, Classic Yalu is an excellent game in its own right as it is very well balanced and a fight to the finish. It allows gamers who may never have seen the original version to compare and contrast them; players can even swap units or rules as they prefer between the versions. The articles allow players to learn about its very beginning with hand-written blank Anzio counters through Phil Kosnett's review which was the basis for many of the new changes. In short, the Deluxe Yalu package is not just Deluxe Yalu, but it is 'The History of Yalu The Game' as well.

There are still rules variations and ideas that John and I have come up with for Yalu in the last three years, ideas which might see the light of day after Yalu's publication. Most of the ideas didn't have a chance to get playtested and some veer away from Yalu's "Classic-ness". One thing that surprised me throughout Deluxe Yalu's development process was that it is nearly indestructible – for nearly every change, an equal and opposing change was made somewhere else as a balance. Watching John judge the relative weight of various rules and their implications on game play has been a tremendously fun learning experience for me!

Overall, the changes to Yalu have produced a game that is more exciting to play than the original AND more accurate in its minor nits. When the caca hits the fan on NOV IV, the UN player had better run like hell for the 38th Parallel or he is handing the game to the Communist player right then and there. But to abandon the troops not on roads or partially surrounded by infiltrating Communist divisions? That makes for some tough choices...and that makes for a great game!

Enjoy!

Todd A. Davis  
October 6, 2009

Yalu that simply sticks. and though I'll often line up with the "Hillists" on these matters, there's one in among other things, in many debate stimulating games (for instance, have you made your peace with autobahn-wide village streets of Squad Leader yet?), factors of three and two, respectively, and both have movement factors of zero. They may not move under any circumstances, and thus are doomed, game after game to valiantly fight to the last man, disdaining evacuation by their own ships. What Mr. Hill was no doubt trying to show here was that once these cities had fallen to the Reds, the Navy garrisons, though in actuality evacuated out to sea, would not have been redeployed anywhere in time to take part in the portion of the war covered by the game. The simplest way to do that is, of course, to do just what was done, let them be destroyed.

of the 38th Parallel at the end of the last game turn, or by having two of his divisions occupy Seoul, while still maintaining 36 supplied factors elsewhere south of the 38th. The U.N. player must prevent this from happening to win.

**EVALUATION:** The full title of this game, as it appears on the box and rules is, **Yalu, The Chinese Counteroffensive in Korea: November, 1950 – May, 1951.** I mention this because it's a poor name for this game. Poor, because the title can easily lead those not very familiar with the chronology of the Korean Conflict to think the game covers nothing but the Chinese lunge down the peninsula, thus creating a simulation in which one side remains unalterably cast in the defensive role. Those were, in fact, my thoughts upon first hearing of the title's release, and accordingly I put off purchasing it. A Maoist has broken into the design-tri-ang, I mused, and is attempting to sell us some sort of propaganda piece. Only after hearing that John Hill was Yalu's designer, and doing some reading on the conflict, did I finally persuade myself to obtain Yalu.

That John Hill's name on the game should serve as an attraction needs no explanation to anyone familiar with our hobby. That reading up on the Korean War's history also served to stimulate my purchase does. That is, I found that the six-month time period covered by the game actually encompassed periods of offensive and defensive activity for both sides.

November 1950 did indeed close with the commitment of 180,000 or so Chinese to battle in the peninsula. The end of November also saw the end of the slogan "home by Christmas," which had been on everyone's lips since Inchon. U.N. forces retreated rapidly until January 25, 1951, when, having reached a line about 40 miles south of Seoul, they turned and launched their own counteroffensive. By February 28, this move had carried them back to positions just south of the Korean capital, by the end of March, the 38th Parallel was again being crossed going north, and on April 22 U.N. forces were at points about 25 miles north of that artificial boundary. On that date, however, the Communist forces again reversed their direction of march, and launched their spring offensive, which by 22 May had again placed them roughly 25 miles south of the 38th. Not to miss having the last word, the U.N. then launched its own spring offensive, and by the end of the month was again north of the magic line at almost all points.

Obviously then, Yalu's full title is a misnomer, one which perhaps has hurt sales, and has certainly reduced the game's initial appeal for many. This sort of titling is no longer uncommon in our hobby, since the great increase in the number of games available has pretty well taken up what might be called the 'glamour' names. I do think, though, that many publishers simply take for granted that this is now always the case, and don't even cast about for a 'hot' label to give their new products. I realize I'm taking up a lot of space discussing what is, admittedly, a very minor point, but just consider, wouldn't Yalu be a much better known game right now, if they'd only named it instead: *Retreat Hell!* Americans and Chinese in Conflict, 1950-51? (Remember that great movie, in which First Marine Division commander, Major General Oliver Smith, played, I believe, by Frank Lovejoy, said, "Retreat hell!! We're just attacking in another direction!"?)

Aside from that, though Yalu is a good, smooth-playing, fun, and often tense game. To begin with, just as all games that open with one side in a fixed set-up, many thoughtful hours can be spent simply searching for that always elusive perfect first turn attack. Should all of the 20th, 38th, 40th and 42nd Armies be used to obtain overwhelming odds against a surrounded 1st Marine Division? How to ensure the destruction of the 7th Infantry Division even further north? Drive down the center, and eventually try pinning one of the U.N. flanks against the sea? Go first for the eastern coastal cities or Pyongyang? Give priority to destroying U.S., U.N. ally, or ROK units? Emphasize numerous middle-odds attacks, in an attempt to maximize disrupted enemy units, or concentrate on a few high odds clashes each turn, seeking to totally destroy a few critical pieces? These are the major questions that each Communist commander must deal with, and as I stated earlier, there seems to be no certain answer, no combination that makes victory every time.

Likewise, on the southern side of the peninsula, things are at least equally unclear. Should you, as your historic counterparts chose to do, run rapidly towards your supply and marshaling centers, in the hopes of being able to work a sudden and dramatic turnaround there? Or should the withdrawal be a slow, and always contested one, accepting heavier losses in the hopes of stopping the proletarian hordes before Seoul and the 38th even comes into play? Should units be left behind to form stubborn perimeter defenses at the Hungnam and Wonsan ports, trusting tactical airpower, and the navy to provide last minute evacuations? Should Communist infiltration attempts be countered by trying to form a solid line, or by accepting the inevitability of local pincer attacks, and using support elements to assist in defeating them in detail?

And again, knowing the question does not in any way guarantee that they can be optimally answered. Good play in Yalu requires both commanders the ability to think rapidly on their feet. That very rare talent, enabling one to gauge just the proper moment to switch from one gambit to another, abandoning in mid-stride the technique or plan that is no longer bringing in the maximum return, and without hesitation launch headlong and unreservedly into some ferocious new scheme, is the mental commodity needed here. And from this we can hypothesize that perhaps the reason Korea did drag on for so long, and so unfruitfully, was that the original commanders lacked this talent. Yalu then, comes very close to being what is high art in our hobby, equally a simulation of what was, and a game of what could have been, all in one unencumbered package.

Hopefully, by now I've made the point that with Yalu's publication, Mr. Hill has earned yet another feather for his already well-plumed cap. And yet, as always, no game is perfect, and Yalu does contain flaws. The most serious of which, however, is caused not by design error, but rather by Yalu being true to the nature of the campaign it simulates.

I'm speaking, of course, of mobility, or rather the lack of it. Korea, due to climate and geography, was an infantryman's war, thus maneuver, though certainly still critical, is like the maneuver on a chess map. Players must constantly think ahead, creating, distributing and redistributing force pools to meet and parry future threats, which are at the same time undergoing equally slow and methodical preparation on the other side of the front lines. And while this is not bad in itself, if you are the type of wargamer who live for these exhilarating moments of armored breakthrough, the cathartic release of mobile columns ranging far and wide over vast, open stretches, quickly by-passing or mauling over less effective resistance, then Yalu is not for you. Such things just are not in the recipe here.

Beyond the question of individual player preference for a given type of warfare, there are three other design/production weaknesses in the game. The first, already mentioned, is that the map is made needlessly bland by the omission of historically significant names. It's certainly not essential for these names of areas, hills and rivers, etc., to be on a map, but it adds to the color, and hence the excitement of a game to have them there. And if all it takes to make a fine game better is some ink, I advocate using that ink.

Second, the game just about cries out for scenarios. That is, even to a reader totally unschooled in the war's course, just reading my brief historical synopsis of it above should point out the possibility of excellent opening and closing scenario mini-games. In terms of Yalu's victory conditions, the first and last six weeks of the game can be highly tense and critical, and there's no doubt at all that this same flavor could be preserved in smaller, quicker playing games within-the-game. Most wargames have their play life and quality enhanced by the inclusion of scenarios. That they have been excluded from this game is very regrettable.

The third, and final, point I'd like to discuss concerns a matter of design philosophy. As I'm certain most of you know, John Hill belongs to (indeed, perhaps captains) that school of game design thought that might be labeled the "design-effect" approach. That is, he's not so much concerned with the technical correctness of the methods his rules use to achieve their results, as

Units may exist indefinitely in isolated states, and marker counters are provided to place atop such units as memory aids.

Next, new Communist reinforcements and replacements are brought into play. All Communist units are then moved; they may double their movement factors by traveling on roads, and up to two divisions per turn may receive a rail travel bonus. Depending on the army organization of a particular division, the Communists may stack three or four units in a hex.

Units entering an enemy zone of control must stop, but units starting their turn already next to enemy units may move directly into another zone of control. Exclusive of this situation, Communist units also have the ability to attempt to "infiltrate" around U.N. units. Failure in the attempt (a die roll) results in no penalty other than cessation of movement for that turn. Units may always move at least one hex per turn.

Combat is completely voluntary between units in adjacent hexes. There are no overruns. Not all of the enemy units in a hex under attack need be attacked. The attacker has complete choice of targets. U.N. units have the option of retreating before combat ("bugging out"), but to do so incurs movement and combat penalties which last through that player's next turn. Further, the defending player is allowed a "defensive fire subphase," in which his units get a free shot at all or some of their attackers before the main assault itself is resolved. Communist units may double their attack strengths for any given battle by announcing they will use "human wave" assault techniques. At the end of such clashes, however, the wave-assaulting units are themselves removed from the map, no matter what result their attack achieved (very dramatic, seldom used). The combat results table is a double-die system, using the well-known "odds" method. Odds columns are labeled 1:6, 1:4, 1:2, 1:1, 1.5:1, 2:1, 3:1, 4:1, 5:1, 6:1, 8:1. Terrain affects combat by modifying die rolls downward or upward. There are three possible combat results: no effect, neutralization, and destruction. The first and last are self-explanatory; neutralization brings about temporary loss of zone of control and combat capability. Attacking units may occupy hexes vacated by defeated defending units.

Communist attacks at greater than 1:2 odds require that player to expend "attack supply" points, one per battle. These factors are received by a fixed schedule, and bonus factors may accrue as North Korean cities are taken from the U.N. To attack without such supply automatically reduces an attack to 1:2 odds. (A non-terrain-effected 1:2 battle gives the attacker a one in six chance of achieving neutralization or destruction.

The Reds also field two types of special units, guerrillas and conscripts. Guerrillas represent remnants of shattered North Korean units, overlooked in the earlier U.N. rush up the peninsula after Inchon. They have no combat capabilities as such, but may be used to harry U.N. road and rail movement. (And they are nicely represented in the game by counters displaying a front view of a single but determined looking North Korean soldier, leveling his machine gun at some unseen target.) Conscripts are 1-4 units, which come into play at the rate of two per turn after the recapture of P'yongyang by the North, and represent what can loosely be termed as "barrel-scrappings." Conscript units may not perform human wave assaults, are removed after any normal battle in which they take part, regardless of other results, and may only be deployed if stacked with regulars.

The flow and mechanics of the U.N. player turn run much the same course as those of the enemy, except U.N. isolated units are not affected until the end of their turn and separate "U.N. Bombardment Phase" occurs, during which that player may attempt to use his naval and tactical air pieces (and later on, some 8" self-propelled artillery and tanks), to interdict roads and rail lines, destroy Communist attack supply factors, or blast Communist units. (This latter can be deadly toward the game's end, when the U.N. player may have up to sixteen factors of such support units available, virtually guaranteeing him the ability to destroy several divisions each turn.)

The Communist player wins Yalu by having 72 supplied combat factors south

each hex represents ten miles of real terrain, each one measures 13/16 of an inch from side to side, and the entire map portrays an area 270 x 310 miles.

**COMPLEXITY:** To use SPI's one to nine complexity scale, I would rate Yalu at about five. "Moderate," they call it on the game box, and that term fits. In this respect, Yalu is comparable to such titles as SPI's Mod Quad I, or AH's Russian Campaign.

**SET UP TIME:** Ten to fifteen minutes.

**PLAYING TIME:** Four to six hours.

**GAME LENGTH:** A full playing of Yalu is 26 turns long, each turn representing one week of real time from the end of November 1950 to the end of May 1951. From my play experience, however, I'd like to note that the game's decision point can generally be reached by turns 17 or 18.

**RULES COMPREHENSION TIME:** It will take you about 90 minutes to fully read Yalu's rules, examine the charts and indices, and master them well enough to begin play of your first full game.

**RULES CLARITY AND COMPLETENESS:** The first edition of Kasserine Pass, a game by the same company and designer as Yalu, contained a line in its rules that stated they had been designed for rapid assimilation of those already familiar with the hobby, and any disagreements between the players about interpretations of particular rules should be argued out, or settled with a "friendly" roll of the die. Sadly, it seems that the philosophy of Yalu's producers has remained pretty much unchanged from that earlier position. There are no great "holes" in the rules, but they are covered with small perforations. Both illustrated examples of play are in error, and several fundamental questions about initial unit placement and replacement, U.N. sea-transfer capabilities, and support unit roles, among other things, are left to be resolved by that "friendly" roll of the die. To their credit, GDW did promptly answer all of the rules questions I sent them.

**PLAY BALANCE** Follow wargamers, it is with great pleasure, and despite the fact that I'm certain to be disagreed with by many, that I announce the advent of a balanced, historical simulation! And by that I mean no matter how many different approaches I've tried, and I've tried many, I cannot devise a strategic plan, or operational technique, that gives one side a lock on victory. Excellent.

**DESCRIPTION OF PLAY:** At the start of play, the U.N. player deploys, in assigned hexes, sixteen divisions, two brigades, seven regiments, a battalion and a cruiser. A total of 27, units with a total combat strength of 134 factors. These factors are parceled out in units ranging in strength from the potent First Marine Division, which has combat and movement factors of 13-5 (and which, sadly for the U.N. player, usually gets annihilated on turn one), down through U.S. Army and ROK infantry divisions of 10-4 and 4-5 size, to regiments and battalions with only 1-5 factorage. U.S. divisional pieces may be broken down and reconstructed into their component regiments and battalions; no other units on either side have this capability. Opposed to the U.N. force, the North Korean/Chinese player initially deploys 116 factors, in the form of seven 4-6 Korean divisions, and 22 Chinese divisions, also 4-6s and organized into seven armies.

Turn sequence is as follows: By roll of a die, the weather for the entire game turn is determined. The game weather ranges from "sunny," at which time U.N. units are highly mobile, American tactical airpower is at its greatest strength (six units), and Communist units are rendered merely immobile, to "blizzards," which stop nearly all operations on both sides. In between these extremes lie states of "subfreezing overcast," "subfreezing snow," "mild clear," "mild, overcast," "rain," "snow," and "flood," all of which carry various movement and combat penalties and advantages to the two different sides. Needless to say, weather is a great determinant of what goes on in any particular turn of Yalu. After rolling for the weather, the Communist player checks which of his units are in supply (using a six-hex-long supply line to fixed sources method), those not are halved in combat and movement capabilities for the remainder of the turn.

Both players should be flexible in their play as the vagaries of weather can undo even the best of plans and provide a new lease on life for the nearly defeated. In playing Yalu one should never give up hope before the final turn.

## Retreat Hell! A Review of Yalu

By Tyrone Bomba

(From Campaign #88, November-December 1980)

TITLE: Yalu

PRICE: \$11.98

DESIGNER: John Hill

**SUBJECT AND SCALE:** Yalu simulates the Chinese Communist entry into the Korean Conflict in late November 1950, and subsequent operations to late May 1951. Most of the ground units are divisions, but many brigades, regiments and battalions are also represented by their own counters. U.N. naval and tactical air support units are portrayed by counters representing a battleship, a cruiser, and two destroyer squadrons, while air units are assigned no specific number of aircraft. One hexagon equals ten miles.

**PUBLISHER:** Game Designer's Workshop (GDW), 203 North Street, Normal, Illinois, 61761

**COMPONENTS:** Each Yalu game contains an eight-page rules folder (8.5 x 11") with its material arranged in triple-column format, one mounted map (19 x 25") showing black, white, blue, brown and tan as its colors, two order of battle/appearance cards, one terrain effects/combat results/bombardment results card, and one unit breakdown/sequence of play card (all 8.5 x 11"). Also included is one 8.5 x 2.5" *errata* sheet (it should be longer) and 350 die-cut unit counters. Each counter is 5/8 x 5/8", and exactly one millimeter in thickness.

Out of the 350 counters only 52 represent full-strength U.N. units, with 98 more being used up by the Communist armies. The other pieces are substitute units, blanks, airpower factors, or interdiction, isolation, attack-supply, bridge destroyed, weather and game-turn markers.

The game box is of standard two-piece construction (13 x 10 x 2") and contains six cardboard unit storage trays. A brief historical background article is printed on the box bottom, while the cover displays a black and white period photo of U.N. troops marching over the rugged Korean terrain.

**PHYSICAL QUALITY:** Yalu's production is up to what passes as state-of-the-art in our hobby, my only complaint being with the unit counters. That is, GDW uses a die-cutting process which invariably leaves small, fluffy nubs on the corners of all punched-out units. These nubs are visually unappealing and can often interfere with stacking. Of course, patience and a nail clipper can make short work of them, but it would be nicer if they just weren't there to have to be dealt with in the first place.

Compliments to Paul Banner, Yalu's art director, for his simple, but very effective, use of color on the counters and map. The white-on-red of the Chinese People's Volunteer Army is particularly striking. At the same time, he has managed a very utilitarian arrangement of playing aids and indices on the map surface itself, without in any way disturbing the combat area. The map's color scheme lacks visual flair, but, again, can certainly be described as utilitarian. There is never any doubt about where rough terrain ends and mountains begin, or the possibility of coastal hexes, etc. I do wish, however, more of the historically significant terrain had been labeled. None of the two rivers, reservoirs or fortified areas, such as the Punch-Bowl, Forkchop Hill, and the Iron Triangle, which filled American newspapers for three frustrating years, are named. It is too much to expect in a game titled Yalu to have the Yalu River's name printed on the map?

**MAP AREA:** The Korean peninsula, from the Yalu River area in the north, to a point about 70 miles south of Seoul is shown. The peninsula is oriented on the map to run from the upper-left to the lower-right corners. As mentioned earlier,

The U.N. player has to disengage from the Chinese during the first third of the game or risk becoming isolated north of the weather line. He should attempt to stack his U.S. divisions and U.N. regiments and brigades as much as possible. A stack with 20 combat factors is almost impervious to direct attack. He should Bug-out any U.N. unit that is surrounded at 3-1 or better odds. It may be necessary to keep running with the neutralized units rather than to regroup them as soon as possible. The U.N. player should try to maintain a continuous line, but if there are not enough units for this, he should form solid lines on the coasts and thereby channelize the Chinese advance into rugged terrain.

The cruiser and the battleship are especially useful for anchoring the coastal flanks of the U.N. line. The battleship should go to the west coast probably off-shore of Inchon and the cruiser should join it there after the fall of Wonsan. One DD should remain at hex 1715 where it will block the road and rail supply and the other DD should join the rest of the fleet. Unless the naval units can support land battles in a turn they should bombard the Chinese attack supply points. If there is a 50 percent chance for destroying a communist division, then it should be bombarded providing that U.N. units are available to mop up neutralized units or there is more than one unit in the target hex. I think it is a waste to bombard roads or bridges as the effect on Chinese movement would be minimal. Air factors should support at least one high-odds attack each turn possible.

During the first third of the game until roughly the January III turn the Chinese player should secure the east coast to below Wonsan and should capture Pyongyang on the west coast. The main thrust should be down the east side of the peninsula as this offers the best chance for trapping U.N. units against the sea and making a rapid advance.

From January III until about April I the U.N. player should attempt to change the course of play from that of rapid maneuver (retreat) to a stiff defense utilizing rough terrain, mountains and rivers. The goal is to make the Chinese use up their scarce attack supply points and risk attrition from U.N. defensive fires in order to gain ground. Broken down ROK divisions can be very effective at causing the Chinese to burn up their attack supply. The U.S. divisions should be stacked together with at least one stack on each flank for making counter-attacks. One or two 6-1 or better supported attacks each turn will gradually whittle the Chinese hordes down to where they will not have enough surviving strength points to win.

The 187th Airborne Regiment should be kept in reserve in Seoul so that it can threaten a drop on the Chinese supply lines near the end of the game. The U.N. player should replace all the battalions of a U.S. division before replacing those of another division. The battalions should form brigades and remain at Inchon until the *complete division* can be reformed.

The Chinese player during the mid-game should try to break the center or the eastern flank of the U.N. line. The intent is to keep the U.N. player from forming a solid, defensive line. Attacking the west flank could be suicidal unless it is lightly garrisoned by the U.N. because of its proximity to the fleet.

Depending on the course of play it may become necessary for the U.N. player to fall back to his final defensive position around Seoul and Inchon and an arc along the Han River to the southeast. Seoul should be strongly defended so that it cannot be taken in a single turn and thereby give the U.S. forces ample time for well supported counter-attacks.

It is possible for the Chinese player to blow the game in the end-game. The weather in April and May can be disastrous for the Chinese hordes especially if sunny skies are prevalent. So stacking must be avoided or minimized to safeguard against bombardment. Although floods can hamper the Chinese advance, they can be helpful when attacking flooded U.N. units from dry ground. The Chinese player should not make any direct assaults on Seoul or Inchon because of the availability of strong naval support but rather he should attempt to flank the U.N. line to the east with the objective of cutting the road to Pusan. Attrition is very important during the final turns as the U.N. player seeks to reduce the Chinese to less than 70 strength points.

line preferably behind a river so that he can use his superior firepower to best advantage.

### THE CHINESE OPENING MOVE

The initial set-up for the U.N. forces, unlike the Chinese set-up, is fixed and it offers some good tactical opportunities for the Chinese to exploit. For those armies that have a discretionary set-up I recommend the 20th Army is put in hex 1308. The 40th Army should go to hex 1010. The 66th Army should go to hex 0214. The guerrilla sets up on 1615.

The Chinese player should attempt to infiltrate as many divisions as he can into hexes 1310, 0416, and 0614. One of the 20th Army divisions moves to hex 1608 where it cuts the supply line for the ROK 3rd, Capital, and U.S. 7th Divisions. Additionally the 24th Imnungun Division moves to hex 1502 where it blocks the U.S. 7th Division from road movement. The 1st Marine Division is surrounded by the 40th, 20th, 38th, and 42nd Armies. The 17th Imnungun Mechanized Infantry Division moves to hex 0319 and the 25th Imnungun Division moves to hex 1316 where it breaks the road and rail connection between Pyongyang and the east coast.

### CHINESE ATTACKS FOR THE FIRST TURN

The 1st Marine Division is attacked at 3-1. The 2nd ROK Division is attacked at 4-1. The 7th ROK Division is attacked at 7-1. The goal of these attacks is to surround or isolate as many of the large U.N. divisions as possible while killing off the smaller ROK and U.N. units.

Although there is a good chance that the 3-1 attack will fail to destroy the 1st Marine Division, this is not necessarily bad as the U.N. player may attempt to save it on his first turn. A concentration of U.N. forces west of Hungnam may be vulnerable to isolation if the road and railroad between Hungnam and Wonsan can be cut. In any event it is likely that another surrounded attack at least 3-1 or better can be made against the Marines on turn two.

### THE U.N. FIRST TURN

The U.N. move on the first turn depends a lot upon the success of the Chinese first turn infiltration. The 7th U.S. Infantry Division should break down to battalions and move to hex 1402 where it should attack the 24th Imnungun Division. All surrounded units or isolated units should fall back and try to get into supply. The ROK 3rd and Capital Divisions should move south and the units around Hungnam should try to move next to the 20th Army Division at hex 1608 so that the two ROK divisions can work their way out of isolation. If the 1st Marine Division is still alive, it should move toward Hungnam if possible; the 3rd U.S. Division should join with it in an attack upon the Chinese divisions blocking its retreat. The 1st Cavalry Division should move up the railroad to cover the flank of Hungnam and the Wonsan ROK Regiment will have to block the 5th Imnungun Division from the coast. Needless to say, the cruiser is adjacent to Hungnam where it can support the battle to save the Marines.

### STRATEGY

On turn two the Chinese player should attempt to infiltrate through the U.N. lines with goals of cutting off the U.N. forces around Hungnam and of threatening the road and railroad from Pyongyang to Seoul. Remember, even one unsupplied division can isolate many U.N. units. He should try to eliminate the 1st Marine division if it is still alive. He should continue to attack small U.N. regiments and brigades and ROK units at 3-1 or better attacks with the goal of eliminating those units that cannot be replaced. He should try to isolate the U.S. divisions rather than attack them directly. Neutralized U.N. units that are isolated should not be attacked unless there is a chance they might regain the U.N. lines.

Weather plays an especially crucial role during the first third of the game while the U.N. forces are north of the weather line. A blizzard turn early in the game could be a disaster for the U.N. player. Any weather that slows down the U.N. player is advantageous to the Chinese player.

spectacles, but any over-indulgence is the quickest way to bring defeat.

4. Always use infiltration tactics. A stack of U.N. troops is never too securely surrounded.

5. Don't attempt to hoard attack supply for some imagined great second blow. If your first offensive works correctly, you won't need any such blow, and if it didn't it won't do you any good.

6. Always give priority to killing the non-replaceable U.N. units first, then Americans, then South Koreans. Ideally, never attack at less than 3 to 1 odds.

### A U.N. Solution:

1. No huge withdrawals. Retreat your line the minimum distance necessary each turn to maintain a straight, compact front. Courage.

2. Use your support pieces for direct defensive-fire-subphase and assault-phase assistance, and bombardment of enemy units. All their other roles are basically luxuries which, except in some rarely occurring situations, produce negligible results.

3. The Navy will do you more good on the east, where the course of battle in general tends to follow the coast more so than it does on the irregular western seamaap.

4. Use 'bug-outs' as sparingly as a good Communist player uses Human Wave Assaults, and for the same reasons.

5. Stack your units; this allows for maximum concentration of firepower in defensive-fire subphases, while providing maximum protection for those weak, but irreplaceable, U.N. units. Try for a full stack, empty hex, full stack, empty hex arrangement. It is true that this allows for infiltration, but infiltration is inevitable anyway, and how would you rather have it happen, in a way that allows you maximum defensive-fire opportunities, or by having the Chicom's first blow through a weakly held, continuous front and then infiltrate your survivors?

6. When counterattacking (defensive fire subphase), always concentrate on destroying the minimum number of enemy units necessary to break your encirclement. A smaller, but steady stream of Chinese losses is always preferable to a tactical doctrine that constantly seeks, and inevitably fails at the worst moments, to overturn whole enemy armies. One dead Chinaman is here worth any three neutralized ones. Likewise, give priority to destroying Chinese units before Korean.

7. Don't get involved in any big anti-guerrilla campaigns. You can lose the game many ways, but I've never seen a U.N. player go down to defeat at the hands of the rear area partisans. It is usually sufficient to allow advancing replacements or reinforcements to take a passing shot as they move up toward the front.

For both sides, more than in other games, it is important to remain flexible and adapt quickly to the rapidly and unpredictably changing situations and demands. This is what makes Yalu fascinating. Good gaming!

## YALU An Opening Move and Strategy

By Henry C. Robinette

(From Campaign #94, November-December 1979)

Yalu is one of that rare breed of classic games that defies a formula solution and a set course of play. Like a Beethoven symphony it continues to reveal new insights on every new playing. Much has already been written about this game and, no doubt, much more will be written in the future.

Yalu is really two games in one: The Chinese game is a game of skillful maneuver, infiltration, and sudden attacks. The U.N. game must be methodical, deliberate, and must rely upon superior fire power and steady attrition to destroy the Chinese hordes. The U.N. player does best when he can form a solid, short

out, within a few playings, in the sense of what strategies, techniques, and tactics will best maximize a given side's chances for victory. This was not the case with **Yalu**, for through our matches produced victories, both close ones and huge ones, for both sides, the players remained, without exception, unable to formulate any hard and fast guidelines for winning.

To paraphrase scientific jargon, our experiments aimed at finding the definitive play approach for either side remained irreproducible. What worked well in one match failed the next, or only barely succeeded. To minds trained, as ours are, to the military belief that any problem can be broken down into its constituent parts, analyzed, and from this analysis have a proper solution applied to it, all in double quick time, this situation was very uncomfortable. For twelve dollars I'd thought I'd purchased a game, instead it seemed I'd found a crack in the philosophical egg of myself and my comrades.

As the hobby's literature caught up with **Yalu**, we were again surprised and disappointed. The reviewers praised the game's cleanliness, or bemoaned the lack of a few ports, the blandness of the map, the inevitable inaccuracies in the Order of Battle, movement rates, etc., but none struck at the issue we were so hung on, this uncrackability. (On our parts, we, too, had noticed those other matters and more, but all agreed that when one buys a game designed by John Hill, who gave us *Autobahn*-wide streets in **Squad Leader**, these little things must be expected.) True, the issue was broached in F&M #1, but little was presented in the way of solutions. Accordingly, we went into psychic-huddle and produced the following results:

THESES: There are two rules components in **Yalu**, which render the game immune to any formalistic solution. They are, first and foremost, the double-die combat system, and second, the weather changes. In **Yalu's** combat system 'sure thing' battles are possible, but they are much less so than in the normal one-die systems we've grown so used to. With eleven possible outcomes, as opposed to six, each time the die is rolled, absolute assurance is not the simple 'get 3 to 1 and surround'em' proposition it used to be; nor is there anything in **Yalu** like a truly hopeless counterattack.

At the same time, one's armies are campaigning through a land where the weather can be anything from an immobilizing blizzard to clear and calm, plus eight gradations in between, all within a few turns. Thus the ground is never too firm under any commander's feet in **Yalu**, since each turn can, through some combinations of the above, virtually take on the peculiar flavor and characteristics of a unique game-within-a-game. It's hard to produce basic guidelines when the assumptions of play you must use to formulate those guidelines are constantly in flux.

### A Chinese Solution:

1. Initially, your main thrust should be down the eastern half of the peninsula. Destroying the First Marine Division on Turn 1 is of highest priority, after which the drive should center on capturing Hungnam and Wonsan. After Wonsan falls, deflect the drive down the road and rail net toward Seoul. It is certain that if you force the eastern half of the peninsula, the western portion of the U.N. front will have to fall back commensurably, since it is much less favored with defensible terrain and lacks ports. The same is not true of the opposite strategy. Players who launch their main strength down the western coast will indeed find the going easy at first, but their advance will grow increasingly lopsided as the American 'hedgehogs' himself in the mountains of the center and east. Such plays often end in Communist defeats, delivered by U.N. counterattacks springing from the general area south or southwest of Wonsan forcing a corridor to the Yellow Sea.

2. Fill Chinese Army losses with Korean divisions. It may look very artful to have a portion of the front held solely by North Koreans, but it has no utility. Intermingling the armies will give you greater freedom in taking (and replacing) losses.

3. Human Wave Assaults are only to be used as last acts of desperation when all else has failed to produce some *vital* result. They are very dramatic

special rules that give them a 'cute trick' – if you know when to use it. Since the game begins with the Chinese rules in effect, it is the job of the UN player to switch the game quickly, but not obviously, over to his rules. Hopefully the UN player will work on the Chinese enthusiasm for 'just one more big push'. Try to turn this into a bloody blunder against your air supported lines. The psychological trick in **Yalu** is to change to rules without the other player knowing it. In that respect, **Yalu** is my most devious design to date. I wanted the players to think either Oriental or American. This is crucial. I have seen some superbly competent UN players switch sides and be totally eaten alive because they tried to use the Chinese Army as they did their UN Army. To be a good UN commander you must be organized in thought. Plan ahead and see to it that everyone arrives at a conventional battle line at the same time. Your army must operate like a well-heeled corporation, meshing the elements of air, land, and sea. To be a good Chinese commander, be wily. Always look for a hole in the UN line where you can infiltrate through. Think of your army as *oozing* through the UN line, and, most of all be patient. Remember that the UN player is experiencing nightmares of your troops infiltrating his lines. He will often overreact and panic and give up a viable position due to some harmless infiltration. Always think of how to unhinge your opponent's psyche, and don't forget to smile.

Finally, if this isn't mind bending enough, remember that no matter how good you are forcing the game to your design, it can be totally undone by the weather! **Yalu**, by virtue of being fought in the hideous climate of northern Korea, has a vicious weather table. The most suspenseful point of most turns is at the beginning, when the die is rolled for weather. The effect is that in good weather the UN air power makes Chinese attacks risky; Chinese movement is hindered in the open and the very presence of air power raises the morale of any isolated UN unit. On the other hand, should the die go the other way and a heavy snow or blizzard result, the UN is in big trouble. There is no air power and no movement. Needless to say, any isolated UN units would be in a very serious situation if a blizzard were to last many turns. Hence, not only does each player have to prepare for what the enemy may do, but he must be aware of what Mother Nature might do. This requires mental effort by both players since they must be ready to take advantage of weather favoring their tactics and be prepared for the opposite situation.

All of the above noted points contribute to the overall effect I wanted to create in the players' minds. I want them to experience the mental pressures of the actual war, at the command level that is simulated. In **Squad Leader** I strove to create the mental decision environment of the company commander and the Chinese player literally cringe at what the UN firepower could do to him should it be applied; and I wanted the UN player to feel real horror at all those enemy counters that keep sneaking through his lines. And like any Korean veteran, I wanted him to curse that rugged country and its vile weather. I wanted YALU to be a total emotional involvement. I intended this design to be a double-edged sword which both players would find cutting their way at times and being aimed at their throats at other times- or to quote one of my infamous design criteria, 'A design is successful if both sides feel pimpled....' All in all, not a bad criterion.

## Yalu: Strategy & Tactics

### By Tyrone Bomba

(From Fire & Movement #15, January-February 1979)

When **Yalu** first arrived among us, here at the 693<sup>rd</sup> Security Squadron, last spring, it caused little stir. Frankly, the game looked so typical, and the rules presented no obvious innovations that we didn't expect much play mileage from it. Those expectations changed, at an ever increasing pace, as we got through our initial games and our play experience increased. The most unusual aspect of the game for us proved to be its 'uncrackability'. That is, like most experienced gamers, we find that historic simulations can usually be figured

proud. In the middle of the night (Americans hate to be awakened in the middle of the night), with bugles blasting, flares firing, they would come screaming out off the blackness and pounce upon the sleepy-eyed and stunned defenders. If a panic didn't result (which it often did) the Chinese would slip back into the darkness. It would be very quiet and still for about thirty minutes and then they would come again with another maelstrom of noise and violence. Try to imagine the mental state of the American officer in charge of such a position – he has been promised by the brass, including Doug himself that this cannot happen. American air power guaranteed that the Chinese would never interfere in Korea. Yet, he looks at his badly shaken men, who had been led to expect they'd be home for Christmas. What to do? In the middle of the night, this seems like some gross nightmare. The American officer says to himself, 'OK, we'll play it safe, we'll fall back and consolidate our position and wait until things become stabilized – then I'll get some explanations and some artillery support.' The pull-back, along the valley road begins. Just what the Chinese have been waiting for. They launch their attack and overrun the rear areas and block the road. The deployment of the American troops is poor, they are in column formation on the road, and the Chinese hit the front of the column. The rear guard is suddenly overwhelmed. Caught on a snowbound road, attacked from all sides (by a guaranteed 'non-existent army') the unit begins to fall apart. Command control collapses and panic sets in. Soldiers attempt to flee, but to where? There are desperate attempts to restore order. There is chaos – men throw away their weapons and begin to surrender. It is over, an American unit has been totally eliminated. The following day air reconnaissance discovers only the remnants of what had been an American combat unit. They see abandoned weapons, burning vehicles and no sign of life. The enemy has disappeared back into the snow-covered mountains to prepare for the next attack, maybe ten miles farther south, ten miles deeper 'behind American lines!' In a very capsule form, the above experience demonstrates what the American troops had to go through. This did not happen to only isolated battalions or regiments, but whole divisions, like the 2<sup>nd</sup>, which was totally mauled in this manner. Obviously, the rebuilt ROK (Republic of Korea) formations were totally dismembered by such tactics. The UN forces, faced with such catastrophic defeats, simply decided the only option open to them was to turn before we judge this decision too harshly, remember that all these events were inflicted on the UN troops in the worst possible terrain, during the worst possible weather, and psychologically, at the worst possible time. In a strategic sense, the entire UN Army was 'ambushed'.

That was the historical situation; now the problem of trying to simulate it. I wanted to show the actual problems without having the 'hudge them'. In the earlier days of wargame design the way to capture the superiority of the Chinese tactics would simply have been by 'upping' their combat factors or giving them a doubling of combat factors for the 'surprise' element for the first few turns. That was fairly common under the circumstances, but I wanted to show that the Chinese division is usually rated equal to a ROK division (4). Later, the Chinese would get their 'heavy divisions' (5), but this still didn't compare to the average American division strength of 10 (13 for the Marines). No, the Chinese advantage was in 'situation' – this includes the weather and the fragile UN morale that panicked at the thought of isolation. I wanted to design a 'Chinese effect' into the game, but I also wanted to show that if the Chinese player tried to play the 'American Game' (slugging it out in open terrain in a firepower contest) he would wind up crushed. Given a good position, with even a little air power and tanks covered, the Chinese player should approach the UN line with great forboding. Hence, the entire thrust of Yalu's 'effect' was to create the mental environment where the players were to be made subtly aware that Yalu is two games, with two sets of rules. There is the 'Chinese Game' where everyone runs around in a pack and plays King of the Snowy Mountains, and then there is the 'UN Game' where both sides line up their troops, with flanks anchored, and simply swam punches in the open terrain under the sunny skies of Korea. The whole trick of winning Yalu is to force the other player to play your game. This will demand much discipline on your part. Both sides have

and supply. With respect to armor, artillery, and airpower the Chinese Army was still in the technological dark ages. In modern, western military theory a clash between these two forces would have been as much of a true battle as Wounded Knee. But when it did occur, it was actually closer to Little Big Horn. The 'why' of that fact has always fascinated me.

Another thing I love is seeing the great military generals suddenly 'catch their lunch'. All wargamers delight in seeing the total braggart, who claims himself the 'King of Hexagons', receive a thorough thrashing. And dear Douglas MacArthur did take a beating. Once again the intriguing question 'what happened?' begs answering. Our army that invaded North Korea was well equipped, well led, and veterans of victory – then suddenly, this same army was fleeing southward in total disorder. We had a turnaround situation that just had to be explored with a game.

The standard explanation was that the Chinese Army, because of our failure to bomb a few bridges, suddenly materialized with 'umpteen' million men and overwhelmed our gallant boys with at least ten-to-one odds. But by fighting tenaciously we inflicted such grievous casualties that the Chinese Army was totally ruined and if we had only 'unleashed' Chiang Kai-Shek, the entire monolith that was Red China would have been totally humbled. And if we had only been allowed to chase the Red airplanes across the Yalu River, not only would the 'Comies' have been taught a lesson, but their whole army would have been forced to surrender and general MacArthur would have been proclaimed the new Kubla Khan.

Incredible you say? The only thing incredible about it is that the vast majority of Americans today still believe this to be the true military situation at the time. Since we believed that, it should come as no surprise we were sold the 'crusade in Vietnam.

The facts of the situation are perhaps even more incredible. In reality, in terms of manpower, the total UN bodies in Korea at that time actually outnumbered (slightly) the Chinese. The vast majority of the attacking Chinese did not use the 'key bridges,' and their entire build-up was done secretly, right under the nose of intensive air reconnaissance. While many tenacious stands were indeed made by the American units, there were a disturbing number of divisional routs, not seen since the first battle of Bull Run. Americans, even in good positions, were suddenly surrendering. Entire regiments had their morale shattered, beyond repair, overnight. It was a military disaster of the first order and like most such disasters; it had its roots in faulty doctrine, faulty deployment and general blundering.

At this point, consider the nature of the adversary, the Peoples Volunteer Army. Despite the fact that they did have some of the modern trappings, such as mortars and machine-guns, this was a *fighting* infantry army. Compare this to the American Army where the infantry was not really expected to fight, but rather to pin down the enemy so that our air power and artillery could pulverize him. In the Peoples Volunteer Army, it was the infantry, often alone, that was expected to do the job and close with the enemy and destroy him. It came down to a simple difference in outlook.

Since China had only infantry, it concentrated on perfecting pure infantry tactical doctrine. Having just completed a combination guerrilla/conventional civil war, China had a deep psychological understanding of warfare. In this area, the oriental armies have always made us westerners look like amateurs. Their willy generals had a keen eye for just what events would cause an opponent's mind to come unhinged. Here was our Achilles' heel in Korea. Mentally, Americans do not like cold weather or walking, and they tend to panic when there are no cozy rear area kitchens. Perhaps this is an over simplification, but deprive the average American soldier of his truck and a hot meal and you are two-thirds of the way to beating him. In a nutshell, that was exactly what the Chinese Army did. Their main tactic was to infiltrate about one-third of their attacking force into a quiet position, overlooking the American road and rear areas. Since we were marching up the roads, all they had to do was creep along the hills and mountains overlooking the roads. Sitting Bull would have been

**Other U.N. Forces**

Though Conflict Games does not render and breakdowns for other U.N. forces, it might be appropriate to at least mention the Commonwealth brigades. The Canadian brigade was basically formed from the three battalions of the Princess Patricia's Canadian Light Infantry. The composition of the two British brigades is given below:

**British Forces in Korea**

27th Infantry Brigade	1st Bn., Middlesex Regiment
	1st Bn., Argyll and Sutherland Highlanders
29th Infantry Brigade	1st Bn., Royal Northumberland Fusiliers
	1st Bn., Gloucester Regiment
	1st Bn., Royal Ulster Rifles

The United Kingdom also sent one armored regiment, the 8th King's Royal Hussars, which would again account for the added strength total of the two brigades (8 instead of 5).

**Chinese Forces**

The exact number of divisions that the Chinese People's Volunteer Army (PVA) fielded during this time will be constantly debated, but Conflict Games presents a very good Order of Battle. So the purpose of this section will be to merely list (below) the divisions in each of the armies given in the game. The 20th, 26th, and 27th Armies were reinforced by the breaking up of the Chinese 30th Army, but this author was unable to locate the identity or even the certainty of the extra divisions appearing in the 12th or 15th Armies. I have listed the 139th and 140th divisions merely because they were later identified on the front.

**PVA Composition**

<b>Armies</b>	50
<b>Divisions</b>	148, 149, 150
	196, 197, 198
	115, 116, 117
	118, 119, 120
	112, 113, 114
	124, 125, 126
	163, 164, 165
	166, 167, 168
	31, 34, 35, 139
	29, 44, 45, 140
	58, 59, 60, 89
	79, 80, 81, 90
	76, 77, 78, 88
	179, 180, 181, 178

**Korean Forces**

Since Conflict Games has accurately identified the units of the Imnun Gun, it only remains to give the sub-unit designations of the Republic of Korea divisions. Here two points should be mentioned. First, the Korean Marine Division only existed as the "Korean Marine Corps" (not 1) and was a regiment containing 5 battalions. Since the formation was elite in comparison to the ROK Army, however, it still justifies its numerical combat factor. Secondly, one of the "Capital" regiments was the "Cavalry" regiment, organized as a "flying column" and should have a movement of six, not five. Only the regimental designations for the ROK divisions appearing through December 1950 are given, since this author was unable to locate reliable data on the 10th through 14th divisions. These are not the divisional compositions which existed at the beginning of the war, since all the divisions had in effect already been re-organized once and regiments re-raised and switched. The ROK Army Composition Chart below, as far as it goes, does reflect the regimental status of the ROK divisions during the Yalu time span.

**ROK Army Composition**

<b>Divisions</b>	Capitol
<b>Regiment</b>	1, 18, Cavalry
	none, only 5 bns. (Regiment)
	Manne "Division" (KMC)
	1, 11, 12, 15
	17, 31, 32
	22, 23, 26
	27, 35, 36
	2, 7, 19
	3, 5, 8
	10, 16, 21
	28, 29, 30

In conclusion, Conflict Games rendered an almost perfect Order of Battle and fortunately included some extra U.S. counters which are perfect for the needed re-touching mentioned in the first section of this article. It is hoped that this articles proves useful to OB buffs who can now accurately designate their Yalu forces down to the battalion level.

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**Designer's Notes**

**By John Hill**  
**A New Wrinkle on the Chinese Water Torture...**  
*(From Fire & Movement #15, January-February 1979)*

Every game designer probably has his favorite war that for some obscure reason or another seems to fascinate him. For the longest time, I was enraptured with the Korean War. I have always been fascinated by collisions between vastly dissimilar military systems and the game possibilities they present. My specialty has always been to capture the 'mode of operation' and mentality of the armies of different cultures, and Korea seemed like an ideal vehicle for such design exploration. In the one corner we had the post World War II American Army which had evolved into almost pure 'Panzergrnadler,' with the most liberal artillery and airpower imaginable, and with a logistical system that is still considered one of the seven wonders of the world. In the other corner, an army that was barely past World War I in terms of equipment

my fingers away in anticipation. All I really wanted was my game printed; I honestly didn't even care if I got any money (I come a lot more expensive today). Finally, the game came back from Avalon Hill with a polle, but cut, 'Thanks, but no thanks' typed note from Tom Shaw. If Tom had only known how cheap he could have had me then...

I decided maybe I could print it myself, I thought about that for a long time and then SPI came out with **Korea**, argaaaah! I was scooped! With their game out I felt the market would never support two Korea War games, so I resigned myself to the fact that **Yalu** would spend a quiet life with me and my wargame friends — unknown to the hobby.

And so it remained. It was during **Yalu's** 'gestation period' that I noticed a particular thing — the first part of the game was boring, it always ended the same with the UN finally holding a solid line along the 'Pusan Perimeter' and landing behind the NKPA lines with the Inchon gambit. With that punch from the rear the NKPA always had their 'clock cleaned' by the end of the game. But we played the second phase constantly — the attack of the CCF always seemed to excite the imagination of the locals. As a situation, it was quite good.

That all sounds logical, but you might ask, 'John, why didn't you publish **Yalu** when you owned **Conflict Games**? I wanted to, but honestly felt that the wargame market was too small to support two Korean War games. **Yalu** proved to be the 'unsung hero' of many of my design efforts—the double die CRT for **Kasserine Pass** was first used in **Yalu**. If you don't believe me try the **KP** combat system on **Yalu**; it works very neatly. Not as spiffy as the fire/counter-fire system, but not bad. It seemed that every new idea I had for a game system I used in **Yalu** first, hence **Yalu** went through a great deal of 'tinkering,' some good, some bad, but all proved ultimately constructive.

In short, **Yalu** was my punching bag. I used it to 'get in shape' in terms of game designing.

What is more, **Yalu** was in existence during the Vietnam War and my ideas concerning the actual events in the orient changed during this time. I began to sense that we were making the same 'Korean mistakes' again in Vietnam and thus **Yalu** benefited from this part of my education.

Perhaps I achieved something more with **Yalu** than I anticipated. Originally, with my traced map and **Anzio** counters, I had set out to design a game about North Korea and after watching ten more years of blundering about in Asia I formulated a question of some import — 'Just what the hell were we doing up in North Korea anyway that this debacle was inflicted upon us?' Perhaps, if I had presented the question earlier, more people might have asked 'Just what the hell are we doing in Vietnam anyway?'

One never knows.

## Order of Battle in Yalu

By Shelby Stanton

(From *The Grenadier* Vol. 1 #3, July 1978)

This article will address unit designation and accuracy in **Conflict Games**' new release, **Yalu**, which depicts the Chinese counter offensive in Korea from late November 1950 through May of 1951. It is thus broken down into four parts: U.S. forces, other U.N. forces, Chinese forces, and Korean forces.

## U.S. Forces

Basically, **Yalu** does a fine job of presenting a very accurate Order of Battle of the U.S. Army and Marines engaged in Korea at this time. However, some minor problems are noted. A separate Regimental Combat Team, the 5th from Okinawa was deleted. **Yalu** fans need not despair since **Conflict Games** included an extra U.S. infantry counter (the one with no numerical factors). The 5th RCT should have a factor of 3-5 and should be placed on hex 0318. The Eight Army also had available 6 airborne ranger companies during this time

frame (1st, 2nd, 3rd, 4th, 5th, and 8th) and during the parachute assault of Munsan-ni on 23 March 1951 the 187th Airborne Regimental Combat Team was reinforced by two ranger companies. It seems appropriate then that the U.S. 'Player should also receive at least one "composite" Ranger battalion (1-6) which can be utilized in an airborne capacity. The 1st Cavalry Division is also under-strength by one regiment, the 8th. It should be upgraded by altering its combat factor from 7 to 10, and completing the blank cavalry regimental counter by adding its movement factor (6) and designation (8).

For historical interest for those wishing to fill in sub-unit designation on their other **Yalu** counters, I have prepared the table below:

### The U.S. Army in Korea

Division	Regiments	Battalions
1 Marine	1, 5, 7	1 - III in each Regiment
1 Cavalry	5, 7, 8	1 - III in each Cav. Regiment
2 Infantry	9, 23, 38	1- III; note III/9 Negro battalion,
3 Infantry	7, 15, 65	1 - III; note III/15 Negro battalion,
7 Infantry	17, 31, 32	65th Puerto Rican regiment
24 Infantry	19, 21, 29*	1 - III
25 Infantry	24, 27, 35	1 - III; note 24th Negro regiment
5		Independent, from Okinawa
187 Abn.		Independent, from Japan

\* The 24th Division's organic 34th Regiment was withdrawn during this time and replaced by the 29th out of Okinawa.

Many may be interested to find that this was the last Army campaign in which units were segregated. The official view of Negro unit performances is stated in Appleman's *The U.S. Army in the Korean War*, in which the 24th Regiment's combat record is particularly hard hit (two battalions evaporating rather than fight). A vigorous dissent can be found by reading Davis, *The American Negro Reference Book*. In sum, a middle approach has been taken by Daifume in *The Degregation of the U.S. Armed Forces* where he asserts, "Negro units suffered from the same handicaps as in the past — a concentration of poorly educated personnel, low morale, and a tendency for commanders to blame their unit's failure on race. The available evidence suggests the 24th Infantry Regiment's performance was a mixture of success and failure." However, acute personnel shortages spurred the elimination of separate Negro units; on 1 August 1951 the 24th was disbanded and by the end of the year all Negro units stationed in Korea had been integrated. Another ethnic formation was the 65th Infantry Regiment which was raised from Puerto Rican National Guardsmen and rushed to flesh out the 3rd Division despite Army policy at the war's outbreak to restrict the employment of Puerto Rican units to the Caribbean. This outfit was hastily composed, reaching Korea in September of 1950 with all enlisted being Puerto Ricans and 64 of the 206 officers also Puerto Rican. It quickly became a hodge-podge unit containing, according to Appleman, "white Puerto Ricans, Virgin Island Negroes, white U.S., a tank company of U.S. Negroes, Americans of Japanese descent, and South Koreans."

The 3rd Infantry Division was severely under-strength and sent to Korea as an emergency measure, finally closing in country in mid-September. According to Ridgway, "its bones fleshed out to some extent by the inclusion of the 65th Infantry Regiment from Puerto Rico plus a battalion of from the 33rd Infantry Regiment then in Panama." It contained squads in combat normally composed of two American enlisted men and eight Koreans, since it was bolstered by large numbers of Korean KATUSA soldiers.

In closing this section on U.S. units it should be noted that the following tank battalions were serving in Korea during this campaign (with tank type): 6th (M46 Patton), 64th (unknown), 70th, 72nd, 73rd, and the 89th (the last four equally divided between M26 Pershings and M4A3 Shermans). Most were in direct support of the infantry divisions and can easily account for the extra combat factor that the divisions have when combined.

That is to say, here was one side with all the material in the world, at the beginning, but the other side was constantly getting stronger and gradually brought the attackers to a halt. It was just like 'Bulge' so I knew it had to be good.

Before I go any further let me outline some of the monumental problems that faced the 'home designer' back in those days. First, there was no available hex paper. Think of it, all you budding designers, there was no place where you could neatly send away for that coveted field of magic hexes. I made my first hex sheet, laboriously tracing the **Stalagrad** hex pattern. Then, at this stage of availability, consider the problem of 'blank counters.' That was a good one — I sent away for eight sets of **Anzio** counters, just enough to get blank counters for my game! Believe me, that was the hard way. Nevertheless, I pressed on and finally, after many hard hours with felt-tip markers, the game board was complete — and the present Conflict/GDW edition is almost exactly like the original, in terms of area covered. The original version depicted all of Korea and the game had two phases. One phase was the initial NKPA invasion of Korea and the second phase was the CCF intervention. All in all it was a rather conventional game design with all the classic connotations of movement and ZOC. A nice effort, but a 'zero' in terms of innovations, but what the hell, you can't expect a **Squad Leader** my first time out. As I said, the game needed something to make it unique.

This was when I purchased T.R. Fehrenbach's book **This Kind of War**. This work is not only the most insightful book on the Korean War, but stands as a giant in the area of interpretive military history. Fehrenbach presented the view of Korea, both on the strategic and tactical level, that this was America's first experience with true psychological warfare. After having fought 'crusades' for the past 100 years, we were quite unprepared for Korea. I guess it was here that I first began to feel that the mental core of war was the psychological environment of the battlefield. I sensed for the first time that what was happening was of secondary importance to what the soldiers **thought** was happening. So, I began to craft a game to attempt show this point. I began to add a rule here and a rule there to see if I could make the Communist Army more Oriental — it was then that I did my first 'real designing.' The first system I created was the infiltration rule for Yalu, which made the terrain type and weather the basis for the ability to infiltrate — I was proud of that.

I continued to add and take away and add some more until I finally felt it was ready. Even by today's standards it wasn't half bad. Now that it was complete, what was I to do with it? All my friends really liked it and considering that Avalon Hill was doing only one game a year at least it was something 'different.' Of course there was this new game company located in some basement of New York, but all their stuff had crude paper maps and horrible counters that looked like the results of a kindergarten scissors exercise. I thought maybe, just maybe Avalon Hill would be interested in my game. Maybe they would print it. Maybe, if I wrote them a real nice letter, they would give me a job at AH. Well, if I was going to shoot that high, I better make it really pretty. So, I swear, I scrounged up an old box and crudely drew some Korean War scenes to make it look more professional. I even mounted my tracing paper map on a hard mounted game board that I stole from somewhere. Title, it needed a snappy title—how about **Korean War**, eccch, that had no pizzazz. Even then my fledgling mercantile brain knew that for a game to sell it had to have a title that sounded like a taco parlor—it had to be 'macho.' So I glanced over a map of the Korean countryside for a good, Oriental, catchy title—**Seoul**, naa, **Chicom!**, sounds like a leftover from the House on Un-American Activities, but wait, **Yalu River**, hmmm, from now that has possibilities considering all the myths of the war concerning this river. If only we had bombed the Yalu bridges, if only our planes could have chased the enemy across the Yalu, it had relevance, it was a catchier title as simply **Yalu** — that sounded as nifty as Roto-rocter. And so, in totally fudged Chinese script, I scrawled in a bold red ink, "Yalu" across the box top. I then enclosed my letter to AH begging them to please print my game and please, if you have any job openings, even mail clerk....

Off it went. Days dragged into weeks, which turned into months and I had eaten

poor UN player a chance. Take that capacity away from them and playing the UN in **Yalu** would be as much fun as being one of the faithful Christians against the lions in the Coliseum. Really, I have serious reservations about being able to win with the UN. True, the Reds very seldom take Seoul, but it is quite easy to get the alternate victory conditions of 72 combat factors across the 38th Parallel. The poor UN player, if he has a bad series of weather die rolls will be out of the game real soon. I know that Frank Chadwick agrees with Phil in thinking that the UN can't be beat. All I can say is that I have not lost with my lovely **Red Munchies**. I would really sleep easier if I could see, in action, a solid UN defense against the Communist forces. Perhaps Phil and I could settle this in a Yalu grudge-match at some neutral convention — what do you say Phil?

At this point I should probably address the 'little rule questions' that Phil brings up. I am sorry, but I do not have the authority to do that. What if the designer doesn't have the authority, then who does? You have asked the 'key question.' You see, the wargaming designers may indeed by the high **priests**, but the 'ultimate power' lies with the publishers. The actual companies who reach into their wallets are the true authority. They are the individuals that gamble big bucks on our creations and since they are paying for the 'party', they call the shots.

As an example, many of the questions Phil asked have already been answered in individual letters to hundreds of gamers by the gallant crew of Conflict/GDW. In particular, I imagine poor John Hartsman has been saddled with the thankless job of answering all the 'nut mail.' Indeed, there is some truth to the statement that designers get the glory and the developers get the hassles! So, if Conflict/GDW publishes an official answer I will accept it as so. But to be truly official it would have to come from the publisher in an available edition of the game. I really question the practice of having official clarifications printed in single copies of any magazine, even a regular 'house organ' such as **Moves** or **the General**.

In an attempt to crystallize all my comments on **Yalu**, and in addressing the gaming public as a whole, let us consider what **you** really want from a game. Phil Kosnett has presented a number of 'fixes' that make, in his well reasoned opinion, a better simulation. But, he warns you that his changes will make for a **slower** and **less-fun** game. My stand is that if a change results in a game that won't be as fast, fun and quick to play, then don't do it! The reason we are in this hobby is 'fun.' That is the basic definition of a hobby. Even Phil Kosnett, who is a paid SPI Staff member, finds **Yalu** irresistible. I'm not sure, but I think Phil mentioned that he played **Yalu** about thirty times and still hadn't 'broke it' and that each game was new and different. That is saying something, after all, in today's glutted market. Your game has to be damn good to be played by anybody **thirty times!**

### As Yalu grew-up.....

Any game designer is happy to finally see his 'pet design' in print, but no designer was as happy as I was when my 'pet' finally made it into a game box — it only took twelve years. Yes, the original **Yalu** was designed twelve long years ago [*that's 1966 folks* — **TAD!**] and it was my **first design**. Needless to say, it did undergo many changes along the way and I saw many evolutionary phases inflicted upon it, but by and large it did pretty much stay the same. At this point let me take you back about twelve years....

It all started with my first game, the beautiful **Tactics II** (I was the first one on my block with it). I prided myself on being able to 'beat the snot' out of any kid or his brother in that game. I then marched through the 'classics' and my wargaming skill developed to the point where I could whip any kid in town. Then Avalon Hill delivered their greatest classic of all, **Battle of the Bulge** (which is still a mighty fine game). I played it over and over and really got 'into it.' Sure, even then I knew it was loaded with historical inaccuracies, such as no XXX Corps, but that didn't faze me in the least. It was a good game and that was all that really mattered.

At this time I got hooked on the Korean War. Having been so infatuated with **Battle of the Bulge** I immediately saw that the game situation was very similar.

numbers and mechanics, we see things a tad differently. Fine, that is what makes a John Hill game different from an SPI Staff game. And God help the gamers in this hobby if all designers designed games the same way! That would surely kill our hobby with a massive dose of neutral-tasting-boredom. Does that mean that VALU is 'perfect' in my eyes? That I have been provoked into coming out of my cave in a snarling rage, dedicated to protect the good name of my darling creation from the slightest slur? Naah... Even I'm not that much of an egotist, close, but not quite.

VALU does have some errors. The gripe about the placement of the cavalry is justified. In the version I sent Conflict/GDW, I had the cavalry around Poyongyang, like Phil recommended, but in the final version, it was moved to the Wonsan area. Darned if I know what happened, but I suspect that probably transposed. So, one point for the ever present 'gremilins'; I should let the cavalry rebuild that mauled regiment, much like I let some of the other 'guys' come back if they were mauled.

Another error, which I was surprised to see Phil **not** fail me for, was that as the war went on, the US replacement rate was greatly increased and speeded-up - particularly when it became painfully obvious that the boys would not be home by Christmas. Hence, around the March or so, the US 'abstracted' replacement rate should be raised to two battalions per turn, instead of one. I think I sent Conflict/GDW a memo on this, but in any case, I didn't follow up on it, so I must bear the responsibility.

I think Phil's point about the initial NKPA divisions is so valid that even I can't squirm out from that one. But, his correction is really too drastic, as we must remember that the NKPA had a great change of heart when they saw the hordes of their Chinese buddies coming to their rescue. But, perhaps they do need a little watering down. So, my recommendation is on all the initial NKPA four-rated divisions, make them three's, and on the twos, make them ones. That is a better 'fix', than the total 'juggle' Phil proposes, and I think it is more representative of what their condition really would have been. Do not consider this change 'official' yet.

Up to this point I've debated individual design treatments with Phil and probably only confused the issue. For that, I apologize, but I really don't feel a game should be 'reviewed' on little issues or particulars. A game designer intends for his creation to be judged as a 'whole', not as a series of 'parts'. As an example, a human being is not just a collection of parts (a head, two hands, a lung, an ass or whatever). We do not judge people by their individual 'quirks' or particulars. If we did, we would have judged Lincoln as a failure, because his fingers were too long. A game is the same; it is an historical art form and must be judged as such. Phil Kosnett does indeed render judgment on VALU as an historical art form; he calls it a lousy simulation of Korea. Really? As a considered 'whole' is it lousy, in the historical sense?

In his description of play, he constantly claims or implies that things are happening 'historically' - like the Chinese get behind the Eighth Army (as historically), or the Marines may be hit as they were historically... the Bug-out Phase is wonderfully flavorful... and so on. In his discussion of the game Phil suggests that one is constantly forced into 'historical' decisions. May I submit, that if a game has that much resemblance to historical incidents and problems, then it is by definition much more than a lousy or poor simulation. Wouldn't you agree?

Finally, we come to the question of play-balance. It is common knowledge that as a designer I pride myself on play-balance in my games. In **Squad Leader** I gave Don Greenwood total freedom to alter any scenario order-of-battle if it helped that scenario's play-balance. That is one 'alter' I will sacrifice just about anything to. And Phil is right, the game isn't that balanced. A **good** Chinese player will beat the snot out of the UN player all the time! Yes, I let the UN stop a Red Army with a single battalion for two reasons-one, it shows that the CCF armies often had poor reconnaissance and really didn't know exactly what they had 'bumped' into; and the second reason, the main reason, was to give the

love more than their trucks is their trains.

Perhaps I oversimplify; maybe that's my most consistent fault. Yet, if I did oversimplify VALU, there was good reason. The whole campaign was so mentally quick that I was not about to dirty the game with that which would not only retard playability, but game speed. I want VALU to be played and played again, not admired, favorably commented on, and then collect dust on the shelf.

It is asked, why did I 'screw' the Chinese in regard to over-stacking during movement. The reason was to show that the Chinese Army, while very well organized, was also very inflexible. They were meticulous in preparing an attack and developing an overall plan, but if things did not go exactly as planned, they were very hard-pressed to change. This was a real command problem and I felt the discrimination in the over-stacking penalties was the cleanest way to show this key nuance between the two armies. The Chinese were sensational organizers, but absolutely no one can control traffic like Americans. In Vietnam we would show this 'strength' again and again by deftly switching and channeling units all over the country with almost no MP's lost. The American Army, ever since World War Two, seems to pride itself in its ability to shuffle, switch and swap. But it can be seen as a great advantage, or a great weakness.

Phil's changing of the infiltration rules brought back fond memories. His version exactly coincides with my original version. His logic is 'right on'. I know, I used the same, exact logic. But, as I found out, it bogged the game down and produced more 'pickly', little arguments than it was worth. There is nothing wrong with his rules historically; I just threw it out, about five years ago, as extracting a little side note to my overall philosophy—if a rule or game mechanic, no matter how realistic, causes gamers to hassle and quibble and spend precious gaming minutes counting or figuring; throw it out and use something simpler! One might entitle this the 'Thoreau Method' of game development.

A few more little tidbits: Yes, I am generous in regard to gun ranges for the warships. I felt that their range of **influence**, in terms of combat, was much larger than their actual gun range. The nice thing about naval support is that it creates a sickening feeling in the mind of the enemy just knowing that it is 'somewhere close'. World War Two, Korea and Vietnam showed that naval bombardment is the most demoralizing punishment you can inflict on the enemy. For reasons that are still debated, combat troops tend to fear naval bombardment more than the equivalent dosage of air bombardment. So, due to this fairly documented, psychological effect, I was 'liberal' with the little VALU boats. I have never allowed an historical fact to get in the way of an historical 'effect'.

Phil made a good guess that the 'support units' merely represent the abstracted, increased effectiveness of the UN. My only error is that I should have included a few more of them, and maybe even appearing a little earlier. Since they are abstractions, the actual number is arrived at only by playtesting and fudging one way or the other.

My guerrillas are fairly well done, in that I think it is a suitable indignity that a division is really no better than a battalion in hunting them down. The Korean guerrillas in VALU are purely a 'hassle factor'. I like having the possibility that the UN player can make himself look ridiculous trying to kill a little handful of bandits with a ponderous, heavily supported division. That is my joke on us, as historically we didn't do that in Korea: that particular military posture would have to wait until Vietnam, when indeed, we would look as ridiculous as the rule implies. So, leave it as it is, any UN player that orders a whole division to go guerrilla chasing deserves to be frustrated. That represents the third major cornerstone of my design philosophy — punishment! Loosely translated, "if a wargamer does indeed do something 'that' dumb, then punish the poor bastard with as much cruelty as can be realistically mustered, then hit him again!" Once again, I never allow the sterility of bland, historical fact to get in the way of a good, hard lesson.

Generally, the rest of Phil's complaints are more in the order of judgment calls. We both are looking at the Korean War subjectively and in terms of game

Chang-jin in all its valor, glory and inch-by-inch agony. There are half a dozen great games, great simulations there, but nobody wants them. Even the World War II crowd ignores Korea.

Someday... Until that day, we have a lousy simulation in Korea and a wonderful game in Yalu. Pass the beer and pretzels, Frank.

## YALU: Designer's Notes

By John Hill

(From *Fire & Movement* #11, March-April 1978)

**'But Phil, you missed the point...'**

The one, real casualty of designing for psychological effect is 'fine detail.' When a designer advances beyond the nuts and bolts of game design and enters into the environment of 'command decision,' he tends to become callous to the need for individual, little parts. At this stage, one thing an 'effect designer' fears is the inclusion of some minor 'nit' that attempts to show some diminutive, historical point that will, in the final analysis, ruin all that he has strived for. Errors in game design unfortunately happen. I know, as I've made my share, but I am very much in disagreement with Mr. Kosnett when he refers to Yalu as an historical 'mess'. Those six, are fighting words!

First, let us look at the mapboard objections. Given the fact that each hex represents 16km, it would really be impossible to show each hill and valley. When you quantify down to that point, a 16km hex will simply be various shades of 'rough' and that is all you can realistically expect. Now I will admit the Korean coastline has been somewhat 'fudged', but that was done to make it absolutely clear which hex is which - and in the south to make the map 'fit' to the given board size. The 'finagling' that was done was done only in those places where it wouldn't make any difference. The one 'reality' that Yalu had to fulfill was fitting the game map on the new Conflict mounted map format. Yes, I did indeed leave the port of Iwon off the map - the reason is that Iwon was **not** used as a port during the phase of the war that Yalu covers. It had been used as a port earlier, but to give that capability during the period of the catastrophe would give the UN player too powerful an option. Almost all of the X Corps was pulled out of Hungnam because it was big enough to handle a corps-sized evacuation - with all the paraphernalia included. By also making Iwon a port you allow the UN units to escape much too easily. A compromise might be to put in the suggested secondary ports with certain restrictions on their use being added. My 'gut feeling' is to put them in, but allow **additionally** through them only, with maybe the capacity to evacuate one regiment/brigade per turn - but please remember this is only a **suggestion** and not to be taken as holy scripture.

Also, Phil would like to see the sea evacuation become automatically successful. As the designer I am forced to look beyond what he is trying to simulate, and see how the 'devious gamer' is going to distort things. What will happen is all the trapped UN units will rush like lemmings to the dangerous North Korean coast. Then, the entire army, in the midst of a blizzard, will take to the water. So big deal, they're all neutralized, but they have all been evacuated. The problem is that this option adds a command decision that wasn't viable. The limiting factor, which I abstracted out of the game, was the very real shipping shortage that existed. As an example, the Inchon landings used just about everything that would float. My final point is **not** that Phil's 'idea' is wrong, his option is based on fact, however, he failed to look past the 'facts' and didn't see the psychological reality - which at this time in the war was that the 'impossible' had taken place, and nothing seemed **certain** for the UN. The 'real UN player' (MacArthur or Truman) felt that nothing could be relied on. As designer, I was determined that every rule must contribute to this 'feeling' of uncertainty. Phil's rules would add an undesirable element of security, and that was **precisely** what I did **not** want.

I find it a bit stiff to deny the UN the use of the railroads north of the 38th Parallel. Our rail repair efforts were really superb and even in North Korea this was one of the first things we put in working order. The only things Americans

and fall their morale checks and just sit there waiting to die. And then there's the problem of the attack supply limit; how much should be used early and how much saved? (Personally, I like to use it early, while I have the initiative. Then again, I've never taken Seoul.) Should the guerrillas be deployed to block reinforcements moving up from Inchon or in the pass between P'yongyang and Wonsan, to separate the UN defense still further? Should he hit the strong US units or take out the ROKs stretching the US units' frontages?

The UN commander (not MacArthur for long; Harry II sack him fast enough) has his own headaches and options. Retreat is clear enough, but how far? Frequently Eighth Army can hold for a long time on the Chongchon (0418 and up) while funneling reserves to X Corps, falling back on Hungnam. Sometimes the Chinese will get a few divisions behind Eighth Army (as historically) and force a retreat under fire. A retreat to the Taedong, holding P'yongyang on the north bank is safer. But the city will likely fall, giving the Chinese player a big boost in the manpower pool (more guerrillas, more conscripts, divisions) and more supplies. Holding in the flatlands, between Chongchon and Taedong, deprives the Communists of their mountains and slows infiltration, but the front is longer.

In the east, X Corps has to hold Hungnam, at least until the divisions in the north straggle down or are evacuated by sea. The 1st Marine Division may be hit by six or seven divisions in its isolated position, as it was historically. Sometimes (as historically) it fights its way out singing racist marching songs. Sometimes it gets wiped-out on the first turn and the Communists roll through the weakened X Corps to the coast. Even while the perimeter is being hit, X Corps has to do something about blocking Chinese movement in the center by sending units to the upper Taedong and thereabouts. Tactically, there is the airpower (if the weather is clear enough) to dole out. Should it be used in the bombardment phase to soften up Chinese units, neutralizing them so they can be attacked without defensive fire? Or it might be better to hit supplies, or to smash a bridge or rail junction with heavy traffic. There are naval units to deploy - to which coast? To defend the perimeter at Hungnam or to cover the withdrawal at the Chongchon?

If the UN player is really lucky, all these decisions will be made for him. The Weather Table will produce a Blizzard. His air will be grounded, his naval units will sink-in-port, and his troops will be immobilized. Reassuring thought...

Either the UN army will be depleted badly, early, or the Chinese will batter themselves, making desperate attacks to breakthrough early before strong UN reinforcements arrive. By February, with weather clearing and the UN army near maximum strength, things will be stabilized. You can usually tell who will win the 26-turn game about then. With all that retreat room between the Yalu and Seoul, the UN can resist frontal assaults. Only if the UN army suffers hard, and early, will the Chinese get to the capital to stay.

I'm not going to make suggestions about which strategies to use. Not because I object to that sort of 'helpful hints' article, within reason - though I do think it's cheating to use someone else's hex-by-hex perfect plan, which tells you exactly what to do, like the instructions of a Japanese model kit. This game doesn't lend itself to that. It cannot be broken that easily. I've seen many strategies succeed and fail; ditto for tactics. Anything can happen in this game. The weather and the two-die CRT provide plenty of unpleasant surprises, and seldom do two games play exactly alike. If the game is unbalanced, it's the fault of the victory conditions. There were other ways or the Chinese to politically embarrass the USA besides taking Seoul. US casualties should be taken into account. Taking other cities earlier than they were historically might count for something - also possibly the speed and fury of the attack overwhelming the UN, making their army look weak. As the Chinese player, I feel satisfied if I beat-up the US army and take Wonsan and P'yongyang early.

I still long for a simulation of the Korean War. Probably a battalion/regimental game of a single campaign would be best, would serve to show doctrine and tactics and capabilities best. The defense of the Gloster Hill, the Pusan Perimeter battle, Iron Triangle, Teajon, even Pork Chop and Heartbreak and Old Baldy; the tactical battles, the soldier's battles. The march south from

2nd Division. This rule is realistic. It is devastating! Players will find that it is better to sit and fight, or to advance to the rear in an orderly, slow, fighting withdrawal, than to run rabbit down the roads. The UN army found out

A few more rules questions need to be resolved; the rules are good but still conflict, which means 'holey.' To wit:

Do friendly units negate enemy ZOCs?

In Blizzard weather, may Communist units regroup **and** move one hex?

May UN units bug-out in weather conditions that prevent UN movement?

May UN units advance after combat in Blizzard?

May Communist units advance after combat in Sunny weather?

May an unlimited number of units evacuate by sea each turn?

May neutralized units evacuate by sea? If so, if they're neutralized in the evacuation, are they eliminated? (I wouldn't recommend it; maybe two turns of neutralization instead?)

Can guerrillas stack together? If so, do UN units roll to eliminate them together, one at a time, or only one per turn?

(And some more purely **subjective** rules changes. I'm no doubt overstepping the bounds of the reviewer's role and doing development work here, and I apologize to John and John. But I have playtested them; they do work! I think the game is more realistic with them. Or more naturalistic. Whatever. No offense, guys!)

(Each 'regiment-equivalent' earns one die roll for guerrilla elimination. One to two excess battalions roll, with 1/6 instead of 1/3 chance of killing the guerrilla.) (A unit cannot roll for guerrilla elimination in an enemy ZOC; it has more pressing business.)

(Naval garrisons should have no ZOC and should be allowed to fire defensively only. **Ad hoc** units of armed cooks and Seabees seldom patrol 10 miles inland or launch attacks outside the perimeter.)

(I've already mentioned some criticisms of the map. I think there should be one more terrain type – trails. The road through 1209, the road to Changjin, the road the 1st Marine Division marches on – I would rate it and other roads in the far north inferior to the roads in the clear, around the capitals. Try playing with all the road hexes north of the 0117-1410 axis (except the coast road from Hungnam to Vladivostok through 2101 as trails. UN units pay one movement point, not ½ or ¼, to enter a trail hex.)

(As noted previously, the UN supply rules are sort of morale rules. UN units trace supply to the south or east map edge, which leads to the port of Pusan. I would also allow units to trace to the ports on the map, or at the very least Hungnam. Besides the quantities of supplies brought through these ports, there was a definite psychological feeling of security (good morale) when UN units had access to a port.)

(The US 1st Cavalry Division is a two-regiment 7-4. Historically, it was organized as a three-regiment 10-4 infantry division. I think John starts the unit depleted because of the mauling it received on the Chongchon in the first Chinese attack (Game-Turn -1), which is fine, but the unit should be able to rebuild with replacements. Also, Regimental Combat Teams formed from the 1st Cav are faster than those of other divisions. I don't see any reason for this. Also, it should begin the game in hex 0919, near Pyongyan, rather than 1919 near Wonsan.)

(The US 187th Airborne should be able to break down to battalions like everyone else, making three 1-6 units.)

(Currently a ZOC exerted by three divisions in a hex is the same as one exerted by a crummy little ROK battalion. By 1953 they would be well-equipped, well-trained, well-motivated, skilled fighting men. In 1950 they were crummy. Check any book on frontages, no battalion is going to hold ten miles and influence the area for miles beyond that. Let's say a hex needs a regiment-equivalent or more to exert a ZOC; even this is pretty generous. I tried letting Communist divisions

That'll do for now. Just try some of these suggested rule changes. **Yalu won't** be quite as fast, fun and quick to play, but it may be a little more indicative of what happened in the hills of Korea 27 years ago.

(John rates the North Korean Imnun Gun divisions, which had been fighting since June, battered on the Pusan Perimeter, chased all the way up to the Yalu, bombed and strafed and napped and straggled from, as equal to the fresh, 'hot' Chinese divisions just entering the war. I don't. For one thing, many of the Imnun Gun units were running around south of the front learning how to be guerrillas – learning quite well. Imnun Gun units were equal to the Chinese (same training, equipment, doctrine, often same experience – 20% of the Imnun Gun were veterans of the Chinese People's Liberation Army) when intact, but **not** by November. Of the seven Imnun Gun divisions starting the game, I would rate perhaps three as 2-6, not 4-6 units. The other four divisions should start in available-to-be-rebuilt box. The Communist player should choose which units to kill off.

**YALU: THE GAME AS GAME**

*Bless 'em all,*

*The Commies, the UN, and all;*

*Those slant-eyed Chink soldiers*

*Struck Haguru-ri*

*And now know the meaning of USMC!*

*But we're saying goodbye to them all,*

*We're Harry's police force on call,*

*So put back your pack on,*

*The next stop is Saigon,*

*Cheer up, me lads, bless 'em all!*

*Bless 'em all...*

—sanitized version of USMC marching song, Changjin Retreat.

This game was designed to be fast and simple, which is in part the reason for the historical simplifications which keep it from being a complete recreation of the war. Generally, the Chinese cannot move in the mountains as fast as they did historically. The UN troops can move between the coastal zones, through the central massifs, easier than was possible historically. Seldom, in the thirty-plus games I have played, did the Chinese achieve the sort of rapid penetration they did historically. It's too easy for the UN player to deploy battalions before armies and stop them for a week – no overrun rule; that ten mile frontage with ZOC. And there are plenty of little units to throw away – the assorted UN token units from Europe and the Third World, ROK garrison units, ROK divisions broken-down to regiments. I really **don't** think it's possible for the Communists to win the game – which means holding Seoul or a meaningful bridgehead south of the 38th Parallel on Game-Turn 26 – May, which is beautiful flying weather. Then again, maybe we've been doing something wrong.

But – if you ignore the victory conditions and don't care a lot about history – you'll love playing **Yalu**. The tactical flavor of combat, the options, the opening game, the gnawing problems for both sides, make for **a great game!**

The Communist player must decide early which strategy to use. He can avoid combat and send the bulk of his forces down the central massif, then send thrusts for Wonsan and Pyongyan, cutting-off the UN army in the north or forcing it to retreat early. Or he can hit Eighth Army hard, hoping to smash it with the initial shock and power of the assault and cripple the UN forever. Or he can take on X Corps in the east, pushing through the 'leathernecks' and the 3rd Division to Hungnam, cutting-off the 7th Division and ROK 3rd and Capital Divisions in the north – then knocking them off or forcing them into a risky winter amphibious evacuation. Whichever strategy, the Communist commander is then faced with a nasty operational problem – should he use wave assaults? The two-die CRT has few 'sure thing' columns on it and a wave assault might vaporize several Communist divisions to no effect. But sometimes it's worth trying. It is an amazing sight when several strong US divisions are surrounded

rough hex, while clear weather or a river crossing increase the chance of discovery, which simply prevents the unit from infiltrating at the beginning of its movement? It could slip through the front and use its remaining movement points to head south or complete an encirclement. With the current rule it would take two turns, with an Allied turn in between to escape. Again, I'm not saying the rule is wrong; I'm asking what John intended. (Suggested rule change: The success of infiltration depends upon not getting caught. That sounds logical, I think. This depends upon the number of patrols, or in game terms, the number of units exerting a ZOC into a hex, as well as the aggressiveness of the patrollers. Now, this is very unusual, but is very interesting when applied. A new infiltration table appears below.)

**Infiltration Table**

Terrain unit is moving from	Die Roll or less
Mountains.....	3
Rough.....	2
Clear.....	1

**Modifications to the die roll:**

- If weather is SS, SN, R, or F.....-1
- If crossing river.....+1
- Only ROK units (any number) exerting ZOC into objective hex.....-1
- One division or less exerting ZOC into objective hex.....+0
- Each additional division-equivalent exerting ZOC.....+1
- Each US Marine, Turkish, Filipino, or Ethiopian unit exerting ZOC into the objective hex.....+1

The combat system is, as in most John Hill games, quite simple. CRT results are neutralization (which immobilizes a unit, deprives it of its ZOC, makes it retreat two hexes, and prevents it from 'firing') and elimination. John likes to give his operational games a tactical flavor. For this reason the combat phase has three segments. First the attacker allocates his units. Then the defender 'fires' his units at the attackers. Then the surviving attackers attack. It's sort of artificial, 'naturalistic' in the extreme. The notion of a division-level defense being called defensive fire is a little disturbing. But the whole process is a great deal of fun! Say seven divisions are attacking a UN position. Three are attacking over a river, so they're more vulnerable to defensive fire. One stack of three divisions is blocking a possible retreat route; should it be hit? Or is there a better chance of knocking out the single division attacking out of the mountains? Or, since units stacked together can be attacked piecemeal, should the UN settle for shooting up one or two at higher odds? This quasi-tactical-decision-making adds a lot to the game. (Suggested rule change: None!)

**Ashes to ashes, dust to dust,**

*If the Reds don't getcha, the Air Force must!  
We're buggin' out—  
We're rollin' south!*

Sadly, there are no rules for the UN Air Force chewing up friendly units – though it happened constantly, as in WWII on a level too small to show up in the game. Air units have several uses. They can alter die results in combat, they can bombard units independently, they can shoot up supply stockpiles, they can bomb bridges or railroads, they can interdict Communist movement on roads. There are naval units (destroyer, cruiser, and battleship squadrons) which perform the same roles, though only on the coast. (Battleship range is three hexes, or thirty miles, which is about ten miles beyond the range of the 16-inchers of the Iowa class BB's which served in Korea.) The number of air units available depends on the weather, which makes sense: the same goes for naval units – which did not operate effectively during blizzards. In addition to the naval and air 'support' units, there are two land units – one 8-in. SP howitzer battalion, one M4A3E8 Sherman tank outfit – which also alters the die roll on combat. They arrive in April. Now, my first instinct was to wonder what they were doing there when there were plenty of non-divisional tank and artillery units available from the start historically. Then I thought they might abstractly represent greater effectiveness for the UN army in the spring, in addition to the

indignities the Weather Table inflicts upon the Communists under the clear blue skies. Maybe not. What's the story John?

What other nifty rules are there? Guerrillas. The remnants of the Imnun Gun, these irregulars have only one purpose, to slow road and rail movement. One guerrilla on a rail isn't too bad, but there are a maximum of twelve. They arrive gradually, and when the Communists liberate Wonsan and Pyongyang they get a few bonus guerrilla units, as well as extra supplies and divisions. Guerrillas can really move; four hexes a turn ignoring terrain and they're hard to kill – a roll of 5 or 6 from a unit stacked with them. Questions: Can they move in weather that immobilizes or slows Communist units? How far? And why does a 1-5 ROK battalion have as much a chance of killing one as the 1-3-5 US First Marine Division?

Communist supply is simple. Six hexes back to a friendly unit in supply, six hexes back to a road or rail leading to a friendly map edge, six hexes to the edge itself. Unsupplied units are halved. (Even for movement? But they were marching machines...) A finite number of attack supply points are available and come in as reinforcements. When these are used up (or bombed out) no Communist attack may be made at higher than 2-1 odds. Defensive fire is not affected, and it is still tough to dig the Chinese out of the mountains.

UN supply is subtle, almost brilliant in the way it works. Actually 'supply' and 'morale' are used interchangeably as concepts. Basically, any unit isolated (same as Chinese rules) at the end of the game – turn undergoes a morale check. The die is altered by the terrain and weather (airpower available). A unit is better off on the coast or on a road or rail, where **ad hoc** airfields can be built. John Hill is dead-on in never denying a UN unit its supplies; they were always taken care of by air or sea. **But** when a unit may not de-neutralized again in a Communist attack or next Morale Phase, and since two neutralizations kills a unit, it may die quite quickly. Or it may hold out for months until relieved (if it gets air support). An elegant supply rule, the precursor of the morale system in John's **Squad Leader** (AH).

**Old Joe Chink, sat up in the pass,**

*Pointing a machine gun at my ass,*

*I'm buggin' out –*

*I'm movin' on!*

There are two more rules which simulate those elements without which no simulation of the Korean War would be complete – Communist wave assault tactics and UN retrograde movement.

What other game could have a Bug-Out Phase?

Wave assault is simple, like just about every other rule in the game. The assaulting units don't undergo defensive fire and have their attack strength doubled, which is often devastating. But the attackers are automatically eliminated regardless of results, and they must attack the entire defending stack; they cannot choose to reduce it piecemeal. Wave assault is enormously expensive and should only be used for important attacks, something that will isolate a lot of units or liberate a city or tear a gap in the front.

The UN Bug-out Phase, besides being wonderfully flavorful, is an interesting little mechanic. It comes just before Communist Combat. A unit which chooses to bug out retreats its full movement allowance (once a retreat got started it was hard to stop it). It may retreat through Communist ZOCs (carried through by the force of its momentum) but these units may attack and double-strength as the UN unit passes. A unit is neutralized at the end of its bug-out. Furthermore, the unit adjacent to its original position, the unit that chased out the UN, may advance into the vacated hex – and still attack another unit adjacent. The bug-out rule is a double-edge sword. It lets the UN units retreat from strong attackers, but it will be a while before the UN unit is ready to fight.

Obviously, bugging out through ZOCs is suicide. It happened only once during the war, in late November 1950 (Game-Turn 4) when the US 2nd Division retreated down the 'Valley of Death' from about 0716 to 0919 (the map terrain should be much rougher here). By the end of the line, there was little left of the

start playing and learn each phase as you come to it. The rules are pretty complete for Conflict (which traditionally produces better games than rules). Developer John Harshman should be proud of this. All in all the game doesn't look bad, which is one more high mark for art director Rich Banner.

But that isn't the game, that's just the packaging. The rules themselves make the game, and the simulation. And when Frank Chadwick credits the game more than the simulation, he is not exaggerating.

*Lordy, Lordy, Listen to me,  
While I tell of the Battle of Kunur-ri!  
We're bugin' out—  
We're movin' on!*

'Bugout Boogie', a Korean folk ballad (as sung by U.S. troops)

Movement is pretty simple and standard. The Allies move faster on the roads and rails, while the Communists get an advantage in the hills and mountains. UN divisions get a smaller road bonus than brigades, regiments or battalions – as historically division-sized convoys were difficult to handle. **Suggested rule change:** Allied units should get rail movement bonus only south of the 38th Parallel, the South Korea/North Korea border. Communist units should receive a rail movement bonus only north of the 38th Parallel – or possibly not at all; little rolling stock was available and it usually went for hauling supplies first and only after dark when the UN air units were sleeping.)

Allied units may move between ports for a movement point expenditure, or may be evacuated off any beach. In the latter case a die is rolled; depending on the weather the unit may be neutralized (disrupted) or eliminated in the evacuation. Ports are Hungnam, Wonsan, Inchon, and (off-map) Pusan. **Suggested rule change:** add Iwon (hex 2104) which was historically and maybe Chinnampo (hex 0823), the port of Pyongyang. The evacuation rule is nice as a **game** mechanic, adding a reasonable element of risk, but in **simulation** terms it's a bit powerful. I would recommend that units never be eliminated by evacuation, but be neutralized automatically, except for Marines, who were better at this sort of thing. I'd only neutralize them, where John neutralizes or kills them.)

Also under the heading of Movement is the 187th Airborne's paratroop ability. It also depends on the weather, but the regiment is automatically supplied for one turn. The 187th is a powerful ace-in-the-hole, useful for rescuing a unit behind enemy lines or blocking a hole in the front quickly. **Suggested rule change:** add one to the weather roll in figuring drop destruction in a mountain hex.) Stacking is simple – two Allied division-equivalents, or three ROK division-equivalents (smaller divisions), or three Communist divisions or four divisions of the same Communist army. Navy port garrisons and cannon fodder Communist conscripts stack free. For some reason, Allied units may move through each other beyond stacking limits, but if a Communist unit moves onto a hex, stacked to its limit, it is neutralized. Now, this might represent a superior Allied ability to organize, to keep men moving in the right directions, but the Chinese were sensational organizers. Also, it takes four days or more for an Allied division to break down into regimental combat teams or three RCT's to build up. I won't argue with the time involved (everything was disorganized that winter), but I'd like to know what John intended by the overstacking rule. In the game, it tends to make careful unit placement a necessity for the Communist player, so he pays more attention to 'staff work.'

*When the mortars started falling round the CP tent,  
Everybody wondered where the high brass went.  
They were buggin' out—  
Just movin' on!*

The Zone of Control rule is also standard – units must stop movement, may move next turn, and may move one hex directly from ZOC to ZOC. Units are never forced to attack. Simple enough. It's the infiltration rule that enables Communist units to slip deep into the Allied rear, to cut supply, cut retreat routes, and cut throats. After its normal movement, if a Communist unit has movement points left it may try to move through ZOC's. A die is rolled, with a better chance of successful infiltration if the unit is moving **from** a mountain or

Origins '77, playing Yalu in a dorm lounge thick with gamers, games, and funny smelling cigarettes. We had a lot of fun, read a lot of rules wrong, and I was late to work at the Soviet Doctrine Seminar. I was excited about Yalu!

I'm not so excited anymore.

John Hill designs a wargame by developing a concept that will generate the 'feel' of the campaign and period he is trying to represent. Once this concept is formalized, the game map and even units can be bent to fit the concept. Unlike some designs which start with an exact order-of-battle and map terrain scale and then evolve a set of rules and concepts to 'simulate' [recreate] the situation, John Hill's games only attempt to simulate by recreating the 'feel' of the war.

John Hill, Designer's Notes, SDC's Jerusalem!, 1975.

**'We think of Yalu as more of a successful game than a simulation, actually...'**

Frank Chadwick, GDW, telephone call, 1977.

**'Wargames are Classic Comic Books...'**

Frank Davis, SPI, office bull session, 1976.

Okay, John designs for playability. There's nothing wrong with that in and of itself; I get tired, at times, of overchromed 'naturalistic' games that overwhelm us with doubletalk in the guise of more information. It is possible to design a game that is both **thematically** accurate, and that gives the feel of the situation. **Jerusalem!** did that. **Kasserine Pass** did that. It's possible. It isn't necessary. In Yalu, it's a mess...

The Yalu map is much like Korea itself – brown, drab, and warped. It measures 19 x 25 inches, cardstock-mounted. The mapsheet is okay; it's the map that's a joke. John moves mountains like a prophet. The rivers run tens of kilometers off course on a map with a scale of 16 km per hex! The Yalu River itself isn't even on the map; it's covered by a big white box that displays the game logo. Come on, guys, you could at least give us the **Yalu!** None of the rivers are named, incidentally, which is not crucial, though it would've been nice. John's notion of what constitutes clear terrain isn't mine; I would have had less, and made it clearer – as it is, there's little difference between the mountains and the valleys, where historically the terrain made a great deal of difference. The UN ruled in the flatlands; but seldom (within the time covered by this game) did the Chinese lose in the mountains.

One major port (the UN landed and evacuated divisions through it) is missing – Iwon in hex 2104. The road and rail system is a bit off, tough not enough to affect play drastically. The coastline is distorted. The map doesn't reach far enough south to allow the UN to set up the line it held historically in January. Aside from this, the map is okay. Kind of pretty, for blue and brown. There is no reason for this distortion, though! Even if you believe, as John does, that an accurate map isn't necessary, an inaccurate map of Korea is inexcusable; sources are readily available. Fortunately the counter mix is in much better shape. UN divisions and regiments appear where and when they should. The Chinese divisions are not identified by number, only by the number of their army. Division numbers would've been nice but are not crucial. The Imnun Gun units (North Korean Army) are also present and correctly identified. Counters are blue for the USA, turquoise for UN allies, gray for the ROK's (South Korean) and red for the Communists. (And what a relief it is to see Oriental unit counters in a shade besides yellow. Red may be thunderingly political, but at least it isn't racist.)

Only one little thing about the counter mix: there are six US air units, with decorative (non-functional) silhouettes: two F-84B 'Hog' Thunderjets, two F-86A Sabres, one F-9F Panther, and an AD-5 Skyraider. Why two Hogs and Sabres, he asked wistfully. Why not a Mustang and a Corsair or even a Superfortress? The physical package is rounded out by a well-organized eight-page rulebook, set-up/order of appearance cards, a unit breakdown chart and a common chart sheet. Each phase in the sequence of play rates its own paragraph so you can

The U.N. player rolls two dice for each isolated unit. If he rolls its morale number or less, the unit is unaffected. If he rolls greater than its morale number, the unit is neutralized. The morale number is determined as follows:

Find the unit's basic morale number on the Morale Chart. Add to this the number of U.N. airpower factors available that turn and subtract the MP cost to enter the hex the unit is in. Partial sea hexes and hexes containing roads or railroads count as zero MPs for this purpose.

### 31. COMMUNIST FIRST TURN SURPRISE

On the first Game-Turn, to reflect the unexpectedness of the Chinese assault, U.N. units may be surprised. At the end of the Communist Fire Commitment Subphase, roll one die for each unit being attacked and consult the Surprise Table. If the die-roll is less than or equal to the number indicated, the unit is surprised. It may not fire during the U.N. Defensive Fire Subphase and receives no additions to the combat die-roll due to terrain. The effect lasts only for the Communist Combat Phase of the first Game-Turn. Units attacked by wave assault are never surprised.

### 32. OPTIONAL COMMUNIST AIRPOWER

The following rule may be used if necessary for play balance. At the beginning of each Game-Turn the Communist player rolls a die. If he rolls a six, the Chinese Air Force sorties, with the result that the number of U.N. airpower factors available is reduced by one for the turn (it is engaged in shooting down the Chinese Air Force)

## ARTICLES

### YALU - Thumbnail Analysis

By Don Lowry

(From Campaign #84, March-April 1978)

Following are a number of articles written about Yalu. We have gathered all the articles we know of and reproduced them here, with permission, in the hope they help create a complete picture of the game.

This is an all new game from Conflict Games designed by that company's former owner, John Hill (designer of Ah's Squad Leader and SDC's Hue and Jerusalem, as well as all the old Conflict Games). It comes in the new Conflict 10"x13"x2" box, with mounted, 19"x25" map and two large sheets of 5/8" square, glossy unit counters (U.S. Army and Air Force black on blue, U.S. Marines and Navy white on blue, R.O.K. black on gray, U.N. Allies black on light blue, Chinese white on red, North Koreans black on red).

Yalu simulates the Korean War from the point (Nov. 1950) when Communist China intervened. Units are basically divisions with some independent brigades, regiments and battalions and numerous break-down regiments and battalions for the U.N. forces. It is a typical John Hill game – which means it starts with a solid basis of familiar map game mechanics, to which have been added a number of well-selected innovations to cover situations peculiar to this subject in order to enhance the "feel" for the period.

I was excited about Yalu. I'm interested in the Korean War. Besides its great political and historical implications (first big flare-up in the Cold War, first big post-War war) it's fascinating from a military viewpoint. A classic confrontation between firepower and technology and a primitive infantry army lacking air support, naval support, vehicles. (And they almost beat us!) A fascinating war, and until Yalu, simulated only once and not too successfully (by SPI's old Korea). I was excited about Yalu. I stayed up until 4 AM, Saturday night at

I have many fond memories of Origins '77: running tournaments; giving seminars; the people; the parties; the ptomaine. Auctioneer Richard Berg losing his voice, making SPI a nicer place to work for days. Getting free games – dozens of free games (being a reviewer has its fringe benefits). Of all the games, the one I wanted most, the only one I opened my wallet for, was Conflict's Yalu.

### We'll Wash Our Swords in the Yalu!

(From Fire & Movement #11, March-April 1978)

(The following 'review' is by SPI Designer Phil Kosnett. Phil's view as a designer and gamer come together in the following pages and allows us to see one designer reviewing another – this is unique and experimental. We are interested in hearing your views on the success of this experiment in design critique – Ed.)

### By Phil Kosnett

## YALU

Like most John Hill games, Yalu is a fast-moving, interesting game with lots of special capabilities for different units of each side. The rules are much more thorough and precise than previous John Hill games – due, no doubt, to the work of developer John Harshman. Combine this with excellent components and you have a game well worth the 12.00 price. It is also available from Lowry Enterprises.

Units have zones of control, but attacking is optional. Combat uses a fire and return fire system similar to Hill's Bar Lev (defenders fire first). The U.N. player has two tank artillery units which cannot attack alone, but can stack without cost with infantry. Also, the artillery unit and four ships can be used to bombard enemy units, using a separate CRT at various ranges (1-3 hexes). He also gets a number of airpower factors (up to six) depending on current weather conditions which may be used once for defensive fire and again for either bombardment or to support an attack. Air or artillery bombardment can be directed against troop concentrations, or supplies, or used to interdict bridges, railroads or roads.

The U.N. player is allowed: sea transfer between ports; amphibious evacuation; paratroops (with the one airborne regiment); off-map movement between two roads leading off the south edge of the map; withdrawal ("bug-out") of non-R.O.K. units before combat; and unlimited supplies (except that isolated units must check morale). The Communist player gets: guerrillas (used for interdiction); conscripts (cannon fodder units obtained by holding Poyongyang); human wave assaults (which don't have to suffer defensive fire and thus are guaranteed to survive to fire at the defenders, but are then all eliminated after firing, regardless of the outcome of the attack); the ability to infiltrate units through U.N. zones of control; and special North Korean divisions, extra guerrillas and supply points for holding each of Poyongyang, Hungnam, and/or Wonsan. Isolated Communist units (normally more mobile than their U.N. counterparts) have their movement and combat factors cut in half. Also, the Communist player receives and accumulates Attack Supply Points and must expend one of these for every attack he makes at odds better than 1:2. The Communist player wins the game if, at the end of the May IV turn (each turn represents one week) he either has 72 non-isolated combat factors south of the 38th Parallel, or he has at least 36 factors south of the 38th Parallel and at least two divisions in Seoul.

than two U.N. divisions (or their equivalent) may move by rail in a turn.

**E. Sea Transfer.** A U.N. unit may move to any port, pay two MPs, and be transferred by sea. It is removed from the map and may be landed at any U.N. controlled port during the next U.N. Reinforcement/Replacement Phase.

**F. Amphibious Evacuation.** In order to attempt this risky operation a U.N. unit must begin its turn in a partial sea hex. The unit is removed from the map and the U.N. player rolls a die. If the result is greater than the weather roll for that turn, the evacuation is successful and the unit is landed at Inchon in the next U.N. Reinforcement/Replacement Phase. If the result is equal to the weather roll, the evacuation is partially successful; the unit lands at Inchon, but is neutralized. If the result is less than the weather roll, the unit is destroyed. In both amphibious evacuation and sea transfer, the unit may enter with a one turn delay on either road marked 'To Pusan.'

**G. Paratroop.** The 187th Airborne Regiment may be paratrooped. It must begin its Movement Phase in any city; it is then removed and placed in any hex not in a Communist ZOC or containing a Communist unit. A die must be rolled to determine if the drop is successful; the procedure and results are identical to those for amphibious evacuation. The regiment may not move in the turn it is dropped and is automatically in supply for that turn.

**H. Off-map Movement.** Units may exit the map on either road marked To Pusan, and enter on the other road in the second U.N. Movement Phase following.

## 29. U.N. COMBAT PHASE

U.N. units may attack adjacent Communist units under the provisions of the combat rule. The Combat Phase is divided into three subphases.

**A. U.N. Fire Commitment Subphase.** The U.N. player announces his attacks, indicating which U.N. units will fire at which Communist units. Support units are not committed at this time. Neutralized units may not attack.

**B. Communist Defensive Fire Subphase.** The Communist player fires any or all of his units which are being attacked, and any units stacked with them. They may fire at any adjacent U.N. units, even at units which are not attacking. Units may combine their fire with that of any other units firing defensively. Results are applied immediately, before U.N. fire.

**C. U.N. Assault Subphase.** The U.N. player allocates his support missions and then fires his surviving units in accordance with their previous commitment. Attacks are resolved one at a time, in any order the U.N. player wishes, and results are applied immediately. If a hex is totally vacated by enemy units as a result of combat, any U.N. units which fired upon the hex may immediately advance into it.

## 30. U.N. MORALE PHASE

A U.N. unit which is isolated during this phase must have its morale checked.

**C. U.S. Replacements.** The U.S. may replace one battalion of infantry (not marines) every turn, starting with the November III turn. Beginning the March I, turn, two infantry battalions may be replaced. These battalion(s) may appear at any U.N. controlled port, or at Seoul.

**D. USMC Replacements.** Once in the game, one destroyed USMC regiment of the U.S. 1st Marine Division may be replaced. This may be done not less than two months (eight turns) after the regiment is eliminated. It appears at any U.N. controlled port, or at Seoul.

**E. British Replacements.** Once in the game, the 27th British or the 29th Commonwealth Brigade may be replaced in the same manner as the marine regiment above.

Any U.N. reinforcements may, instead of appearing at the places above, enter one turn after their scheduled appearance on either road marked 'To Pusan.'

## 28. U.N. MOVEMENT PHASE

The U.N. player moves his units in accordance with the movement rule. Stacking limits do not apply to U.N. units during this phase. In addition to normal movement, U.N. units may perform numerous special operations.

**A. Breakdown.** Only U.S. and ROK units may break down. At any time in the movement phase before it moves, a U.S. or ROK division may be removed from the map and replaced with its correspondingly identified regiments.

U.S. units must pay two MPs for this operation; ROK units must pay four. U.S. regiments may further breakdown into battalions of the same division at a cost of two MPs.

Note that for a U.S. division to break down into battalions, it must first break down into regiments at a cost of two MPs, and the regiments must then break down into battalions at a cost of two MPs; thus the battalions, when they begin their movement, have already spent four MPs. A unit which does not move may break down even if it does not have the required movement points. All possible unit breakdowns are shown on the Unit Breakdown Chart.

**B. Recombination.** This is simply the reverse of breakdown. All regiments of a division (or any three battalions of a division when recombining a regiment) must be stacked together after their movement. All units involved pay the MP cost (two for the U.S., four for the ROK) and are replaced with the appropriate higher level unit. The unit may not move after being recombined. Note that if even one battalion of a division is destroyed, the division may not be recombined.

**C. Regrouping.** A neutralized U.N. unit must pay its full movement factor to regroup, and may not do so if it is isolated, or if it is north of the weather line during a blizzard.

**D. Rail Movement.** Any U.N. unit may move by rail. It must move to, or begin its turn on, a rail hex and expend two MPs to entrain. It may then move up to 24 hexes along the railroad, subject to weather restrictions. It may not enter an enemy ZOC and may not leave the railroad to continue its normal movement in the same turn. No more

## U.N. PLAYER-TURN

### 26. U.N. BOMBARDMENT PHASE

U.N. airpower factors, naval units, and artillery may perform bombardment missions aimed at Communist units, supplies, and communications. A unit (or factor of airpower) performing a mission during this phase may not be used to support an attack during the following U.N. Combat Phase. There are three types of bombardment missions:

**A. Troop Attack.** This is an attempt to break up an enemy troop concentration. The mission may be performed by airpower and/or by artillery and naval units within range. Total the number of factors bombarding the hex and consult the Bombardment Table, rolling the die once for each unit in the hex attacked.

**B. Supply Attack.** This is an attempt to destroy Communist supply

dumps and convoys. Airpower factors and naval units may perform this mission. No specific hex is attacked; any naval unit may participate, regardless of position. Roll one die for each factor performing the mission; a roll of one or two destroys one Communist attack supply point, and the Attack Supply Track is adjusted accordingly.

No matter how many supply points are destroyed, the Attack Supply Track may never fall below zero.

**C. Interdiction.** This is an attempt to cut major avenues of advance or communication. The mission may be directed against any bridge, road, or railroad hex by any airpower factors or naval units within range. Naval units are within range of a bridge if they are within range of either hex it lies between. In cases where two possible targets exist in the same hex, the player must specify which one is under attack.

**1. Bridges or Railroads.** For each factor committed to the mission, roll one die. A roll of one or two indicates that the bridge or railroad has been damaged, and may not be used by either player during the following Game-Turn, although supply lines may still be traced over it.

Place a rail break or destroyed bridge marker in the hex (or on the hexside) to indicate its condition.

**2. Roads.** Each factor committed to the hex adds one MP to the movement point cost of the road during the next Communist Movement Phase. Units not making use of the road movement rate are not affected. Indicate road interdiction by placing one road interdiction marker in the hex for each factor committed.

### 27. U.N. REINFORCEMENT AND REPLACEMENT PHASE

**A. Reinforcements.** The U.N. player receives new units according to his Order of Battle/Appearance Chart. All U.N. reinforcements except ROK units appear at Inchon. ROK reinforcements appear at Seoul.

**B. ROK Replacements.** The ROK may rebuild any one destroyed division on the first turn of every month, starting with the January I turn. In addition, starting March III, they may rebuild one division on the third turn of each month. Rebuilt divisions appear in Seoul.

ZOCs but every time it enters a hex in an enemy ZOC (not counting the hex it starts in), all Communist units adjacent to that hex may attack it at twice their normal combat factors, using the same terrain modifiers as in the Assault Subphase.

If the unit is neutralized by one of these fires, it must end its movement in that hex. Units which bug-out are automatically neutralized at the end of their retreat.

Communist units firing in this phase do not expend attack supply, and may still fire in the Communist Assault Subphase.

Following the Bug-out Phase, Communist units which started adjacent to units which have bugged out may advance into the vacated hex. Such units may still fire in the Communist Assault Subphase.

Neutralized units and ROK units may not bug out. No units may bug out in the first Game-Turn (NOV III).

### 25. COMMUNIST COMBAT PHASE

In this phase, Communist units may attack adjacent U.N. units under the provisions of Rule 9, Combat, after first undergoing U.N. defensive fire. The Combat Phase is divided into three Subphases.

**A. Communist Fire Commitment Subphase.** The Communist player announces his attacks, including his human wave assaults, and indicates which of his units will fire at which opposing U.N. units. At this point, one attack supply point is expended for each attack (roll of the dice) the Communist player has allocated, and the Attack Supply Track is adjusted accordingly. Neutralized units may not attack.

**B. U.N. Defensive Fire Subphase.** The U.N. player allocates support missions and fires any or all of his units which are being attacked, and any units stacked with them. They may fire at any adjacent Communist units, even at units which are not attacking. Units may combine their fire with that of any other units firing defensively. Results are applied immediately, before Communist fire.

**C. Communist Assault Subphase.** The Communist player fires surviving units in accordance with their previous commitment. Attacks are resolved one at a time in any order the Communist player wishes. Results are applied immediately. If any hex is totally vacated by enemy units as a result of combat, any Communist units which fired on that hex may immediately advance into it.

**D. Wave Assaults.** As an alternative to the above procedure, the Communist player may choose to make a human wave assault. Communist units making a wave assault may not be attacked by defensive fire and are doubled in combat factor for the attack. However, all units in the defending stack must be attacked in a single combat, and all Communist units are eliminated at the conclusion of the assault, regardless of other outcome. Conscripts may not make wave assaults.

Replacement Phase that the relevant city is under Communist control.

**C. PVA Replacements.** The Communist player may rebuild (replace) one destroyed PVA division of his choice on the first turn of each month. The rebuilt division is taken from the pile of units already destroyed in combat, and may appear stacked with any other division of the same army. If no other division of the same army remains on the map, or if its placement would result in overstacking, the division may not be rebuilt. If no PVA division is capable of being rebuilt, the opportunity is lost.

**D. Imnungun Replacements.** One Imnungun division may be rebuilt on the first turn of every month. It may appear in any of the staging areas or in any Communist controlled city. If the

Communist player controls Pyongyang, one additional division may be rebuilt on the third turn of each month. If no divisions are able to be rebuilt, the opportunity is lost.

**E. ASPs.** During this phase, the Communist player also receives attack supply points and adjusts the Attack Supply Track accordingly.

## 23. COMMUNIST MOVEMENT PHASE

The Communist player performs numerous actions in this phase in addition to normal movement. He may regroup neutralized units, move by rail, and infiltrate.

**A. Regrouping.** Neutralized Communist units may regroup by paying a cost of three MPs before moving. If a unit, due to supply or weather condition, does not possess the requisite MPs, it may still regroup if it does not move that turn.

**B. Rail Movement.** Any Communist unit beginning its turn on a railroad hex may move by rail instead of moving normally. It may move up to twelve hexes along the railroad, subject to weather conditions and U.N. bombardment. A unit moving by rail may not enter an enemy ZOC. No more than two Communist divisions may move by rail in a turn.

**C. Infiltration.** After it has ended its normal movement by entering a U.N. ZOC, a Communist unit may attempt to infiltrate through the U.N. lines. The unit must have sufficient MPs remaining to enter the hex. It pays the movement point cost of the hex it is attempting to enter, and the Communist player rolls one die, consulting the Infiltration Table. If its infiltration attempt is successful, the unit may continue to attempt to infiltrate up to the limit of its movement allowance, or until it fails an attempt. If the unit's infiltration attempt is unsuccessful, its movement ceases. A unit that moved directly from one enemy ZOC to another as its normal movement for that turn may not infiltrate.

## 24. U.N. BUG-OUT PHASE

The U.N. player may elect to give ground rather than face Communist assaults, but withdrawal under fire has its penalties.

Any U.N. unit or stack of units in a Communist ZOC may bug out. It is immediately retreated its full movement allowance by the U.N. player along its supply line toward its source of supply. It may avoid enemy ZOCs, but otherwise must take the path that will get it the greatest distance away from enemy units. The unit may move through enemy

## 19. CONTROL

not stacked with at least one regular PVA or Imnungun division, they are eliminated. No more than six conscript units may be on the map at one time.

All conscripts may fire *once*, after which they are automatically eliminated and returned to the Conscript Box on the Communist OOB card. They may not participate in wave assaults.

Control of Cities is important during several phases of the game. A player controls a city if his units (except guerrillas) were the last to pass through or occupy it.

Control is indicated by a control marker of the appropriate side.

## 20. THE WEATHER PHASE

In this phase, the weather is determined for the following Game-turn. To determine weather conditions, roll one die and cross-index the number rolled with the month on the Weather Table.

Indicate the weather for each turn by placing the weather marker over the number rolled on the Weather Scale. Consequences of the weather condition are given on the Weather Effects Chart. On the first turn of the game, weather is not rolled for; it is automatically subfreezing overcast (the equivalent of a die roll of 3).

## COMMUNIST PLAYER TURN

### 21. COMMUNIST SUPPLY PHASE

The Communist player determines which of his units are isolated under the provisions of Rule 14 (Supply and Isolation), and places isolation markers on them. These units have their movement and combat factors cut in half, retaining fractions, for the entire Game-turn.

## 22. COMMUNIST REINFORCEMENT AND

### REPLACEMENT PHASE

**A. Reinforcements.** The Communist player receives new units according to his Order of Battle/Appearance Chart. These units fall into three classes: regulars, conscripts, and guerrillas.

Regulars appear during the first three turns of the game in the various staging areas and there after in any hex along the north or west edge of the map (from hex 0120 through hex 2101).

Conscripts appear stacked with any non-isolated, non-neutralized regular unit anywhere on the map, or may be held in the Conscript Box until needed. Two conscripts become available in each Communist Reinforcement/Replacement Phase that Pyongyang is Communist controlled.

Guerrillas may appear in any hex on the map which is not in an enemy zone of control or does not contain an enemy unit.

**B. Conditional Reinforcements.** These are tied to the liberation of cities, and may appear during any Communist Reinforcement

## 16. NEUTRALIZATION

Neutralization is a state of disorganization and reduced combat effectiveness. Neutralized units have no ZOC and may not attack, but they may defensive fire. Indicate neutralization by placing a Neutralization marker on the unit. Units may become neutralized for several reasons; for example, as a result of combat (Rule 10), bombardment (Rule 26), failing a morale check (Rule 30), or being overstacked (Rule 7). If a unit already neutralized is neutralized again, it is eliminated.

**Note:** A unit only retreats due to combat. If a unit becomes Neutralized from a non-combat reason, it does not retreat.

To regain normal status, neutralized units must regroup. This is done during the owning player's Movement Phase (see Rules 23A and 28C).

## 17. INMUNGUN GUERRILLAS

**Developer Note:** Due to changes in their movement and effect on UN units, Guerrillas were portrayed with separate counter layouts on each side of the counter. Make sure you are playing with the correct Guerrilla counter (see UDCI)

Throughout the war remnants of the North Korean army operated in South Korea as guerrillas, harassing the U.N. lines of communication.

Inmungun guerrillas have no ZOCs and may not attack. U.N. units may retreat or move through them and they do not block U.N. supply lines. Guerrillas move four hexes per turn regardless of terrain costs or weather conditions.

They are unaffected by isolation. They may not enter a U.N. ZOC or a hex containing a U.N. unit. A guerrilla beginning its turn in a U.N. unit's ZOC may leave it but not into the ZOC of another unit. A guerrilla unit beginning its turn stacked with an enemy unit may pass through its ZOC to depart.

Guerrillas may not stack with other guerrillas.

Guerrillas may harass U.N. road and rail movement. A guerrilla in a road hex raises the MP cost of the road to one. U.N. units moving over a guerrilla by rail must count the hex as five hexes of their rail movement allowance.

Any U.N. unit may attempt to eliminate a guerrilla by ending the U.N. Movement Phase stacked with it. Roll one die for each U.N. unit stacked with the guerrilla. A roll of 5 or 6 destroys it.

## 18. PVA CONSCRIPTS

PVA conscripts are locally recruited cannon fodder. All of them begin the game in the Conscripts Box on the Communist OOB card. They appear as reinforcements (Rule 22.A) on the map, or if 6 conscripts are already on the map, extra reinforcements are placed in the PVA Conscripts Box on the map. If P'yongyang is not Communist-controlled and there are conscripts in the PVA Conscripts box on the map, up to two may be placed from it onto the map per Rule 22.A.

If, at any time, except the Communist Movement Phase, conscripts are

Naval units possess ZOCs but may ignore the ZOCs of Communist units. Communist units may not fire at naval units.

**Play Note:** In this Classic version, the players will have to remember that naval units DO possess a ZOC, even though they have a "no-ZOC stripe".

## 13. U.N. AIR POWER

Air power is expressed in terms of airpower factors; one airplane counter equals one factor.

Each turn the U.N. Player is allowed a number of airpower factors, depending on current weather conditions (see the Weather Effects Chart).

These factors are placed in the U.N. Available Airpower Box on the map. Airpower factors may be used by the U.N. player either in support or for bombardment missions. Each factor may be used once in the U.N. Defensive Fire Subphase and once in either the U.N. Bombardment Phase or in the U.N. Assault Subphase of each turn. Airpower factors may not be accumulated from turn to turn.

## 14. SUPPLY AND ISOLATION

A unit is in supply if it can trace a path six hexes or less in length to anyone of the following:

- A.** A friendly map edge. Friendly map edges are the north or west edge for the Communists and the south or east edge for the U.N.
- B.** A road or railroad, free of enemy units or their ZOCs, leading to a friendly map edge.

- C.** A friendly unit itself in supply.

The supply line may not pass through full sea hexes, estuaries, reservoirs, enemy-controlled cities, or enemy units. In addition, it may not pass through an enemy ZOC unless the hex is occupied by a friendly unit.

A unit not in supply is isolated. The effects of isolation differ for the two sides. See Rule 21: Communist Supply Determination Phase and Rule 30: U.N. Morale Phase.

## 15. COMMUNIST ATTACK SUPPLY

Attack supply is a measure of the limited Communist ability to sustain an offensive. The Communist player receives attack supply points in his Order of Battle/Appearance. He must maintain a current total on the Attack Supply Point (ASF) Track printed on the map. Every Communist attack (roll of the dice) during the Communist Assault Subphase at odds greater than 1:2 consumes one attack supply point; if the Communist player has no attack supply points to spend he may not attack at better than 1:2 odds; he may voluntarily reduce the odds of an attack to conserve attack supply. Fire in the U.N. Bug-out Phase and the Communist Defensive Fire Subphase does not consume attack supply. Note that this rule has no relation to supply and isolation. An isolated unit may still attack and expends attack supply as it does.

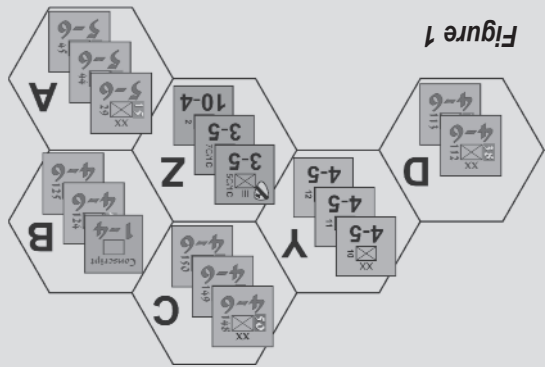
**Figure 1** shows a situation at the beginning of the Communist Fire Commitment Subphase. [Communist units are printed in *italics*.] The Communist player declares that all units in hexes **A** and **B** (except the Conscripts) will assault hex **Z** and that all units in hexes **C** and **D** will assault hex **Y**.

During the UN Defensive Fire Subphase, the UN player decides to have all 3 ROK divisions in hex **Y** fire at the 148th Division in hex **C** at 3:1 odds (12 to 4). The result is an NR and the 148th Division retreats 2 hexes.

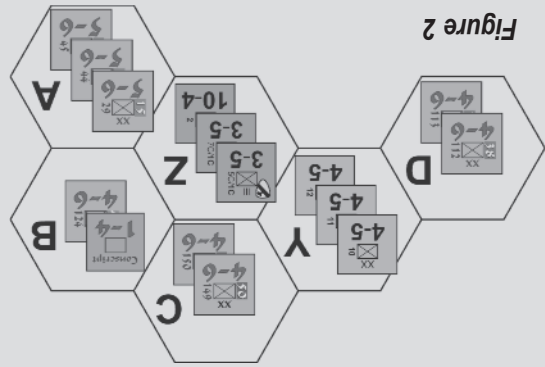
In hex **Z**, the UN player decides to have the two 1st Cavalry regiments fire at the 125th Division in hex **B** at 3:2 odds (6 to 4). The result is another NR and the 125th Division retreats 2 hexes. The 2nd Division then fires at the 29th Division in hex **A** at 2:1 odds (10 to 5) for no effect.

The beginning of the Communist Assault Subphase is shown in **Figure 2**. The Communist player decides to have the 112th, 113th, and 149th Divisions assault the ROK 10th Division at 3:1 odds (12 to 4) and the 150th Division assaults the ROK 11th Division at 1:1 (4 to 4). Both assaults result in no effect. The ROK 12th Division is not attacked. There is no advance after combat as the hex was not cleared of all ROK units.

Versus hex **Z**, the Communist player decides to have the 29th, 44th, 45th, and 124th Divisions assault the 5C/1C regiment at 6:1 (19 to 3) and manages to eliminate it. The other two US units in hex **Z** are not attacked. There is no advance after combat as the hex was not cleared of all US units.



**Figure 1**



**Figure 2**

Support units may not be fired upon unless they are not stacked with combat units, in which case, they defend with a combat factor equal to their support factors. If all the units stacked with a support unit are eliminated in combat, the support unit is also eliminated. If units stacked with a support unit are forced to retreat, the support unit may retreat with them, but is not forced to do so.

## 12. NAVAL UNITS

The U.N. player has three types of naval units: battleships (B), cruisers (C), and destroyer squadrons (D). They may be used to perform bombardment missions or they may be used as support units. Each naval unit may fire once in the U.N. Defensive Fire Subphase (as a support unit) and once in either the U.N. Bombardment Phase or the U.N. Assault

Subphase of each turn. A naval unit may not split its factor to perform two separate missions in one phase. The range (the maximum distance of a unit to be supported or of a hex to be bombarded) of a naval unit is equal to its support factor. The range of a destroyer squadron, for instance, is one hex; that is, the friendly unit it is supporting or the enemy unit it is bombarding must be adjacent to it.

A naval unit may occupy any full sea hex. Any number of naval units may stack together. At the beginning of the U.N. Bombardment Phase moves from one side of Korea to another, it may not fire in the same U.N. Player-turn.

Units with a movement factor of zero which sustain a result of NR are only neutralized.

If a hex is totally vacated by enemy units as a result of combat during the Assault Subphase, units which fired on them may move into the hex immediately. This is not considered movement, and costs no MPs to perform. Garrison units (with a movement factor of zero) may not advance after combat.

## 11. SUPPORT UNITS

U.N. support units, indicated on the Unit Description Chart, do not engage in combat, but are used to support the fire of combat units. Each factor of support committed to a U.N. attack causes one to be subtracted from the combat die roll (a roll of 8 becomes 7, etc). There is no limit to the number of support factors that may be committed to a single attack.

There are three types of support units: artillery units, tank battalions and naval units. Naval units are discussed in Rule 12. Airpower factors (Rule 13) may also be used for support. Artillery units and tank battalions may support any attack by units stacked with them. A support unit may support one attack in the U.N. Defensive Fire Subphase and one attack in the U.N. Assault Subphase of each turn.

Artillery units may also perform troop attack missions in the U.N. Bombardment Phase (Rule 26A). In this role, they may fire at Communist units adjacent to them. An artillery unit which fires during the U.N. Bombardment Phase may not support an attack in the U.N. Assault Subphase of the same turn.

Zones of control also affect supply lines; see Rule 14, Supply and Isolation. Zones of control do not extend across reservoirs and estuaries; they do extend into hexes occupied by enemy units for the purposes of movement and retreat, but not for supply.

## 9. COMBAT

All combat occurs in the Combat Phase. Units fire at adjacent enemy units and defend against fire using their combat factors. The procedure used is as follows:

The combat factor of the attacker (the firing unit or units) is divided by the combat factor of the defender (the target unit or units) and the quotient, dropping fractions, is expressed as an odds ratio, found on the Combat Results Table. Note that some odds columns are skipped; attacks at these odds are resolved at the next lower odds. Odds higher than 8:1 are treated as 8:1 and attacks at odds lower than 1:6 may not be made. Thus, if 14 factors attack 5, the odds are 2:1 (two to one); 5 attacking 14 is 1:3, etc. The attacker rolls two dice and consults the Combat Results Table, cross-indexing the number rolled with the correct odds column to determine the result.

The combat dice roll is modified by the terrain occupied by the target unit(s); this also depends upon which subphase the fire is occurring, either the Defensive Fire Subphase or the Assault Subphase (see the Terrain Effects Chart).

No unit is ever required to fire. The attacker may divide combat as he sees fit, the only restrictions being that all firing units in each attack must be adjacent to all the target units, and that no unit may fire or be fired upon more than once in a combat phase. A unit may not split its factor to take part in more than one attack.

Two or more units may combine their combat factors to fire upon one or more enemy units. One or more units may fire at a group of enemy units as a single attack, in which case the defender's combat factors are totaled for defense.

Several factors may modify the combat procedure, such as the presence of U.N. support units (Rule 11), Communist supply status (Rule 21), human wave assaults (Rule 25D), and defensive terrain (Terrain Effects Chart).

See *Figures 1 and 2* for a Combat example.

## 10. COMBAT RESULTS

There are two possible results (other than no effect) on the Combat Results Table (abbreviated CRT). These are D and NR.

A result of D indicates that the unit is destroyed and removed from play. A result of NR indicates that the unit attacked has been neutralized and must retreat two hexes. Neutralization and its effects are described in Rule 16. The owning player decides the course of retreat for his units. The unit must end its retreat two hexes away from its starting point. If forced to enter an enemy ZOC, or if unable to retreat a full two hexes, the unit is eliminated. (Exception: Communist units may retreat through U.N. ZOCs during the U.N. Player-turn). A unit may not retreat into a hex where it would be isolated unless no other retreat is possible.

All, some, or none of a player's units may be moved in a given turn. A unit may move in any direction or combination of directions, up to the limit of its movement factor. A unit does not have to expend its entire movement factor in every turn, but unused MFs may not be accumulated to use in the next turn. One unit or stack must finish its movement before another unit or stack may begin movement.

Movement may also be affected by enemy zones of control (Rule 8), stacking considerations (Rule 7), weather conditions (Rule 20), and supply status (Rule 21). A unit may never enter a hex containing an enemy unit (Exception: see Rule 16, Imnungun Guerrillas).

U.N. and Communist units are capable of various special forms of movement outside the provisions of this rule. These are explained in Rules 23 (Communist Movement Phase), 24 (U.N. Bug-out Phase), and 28 (U.N. Movement Phase).

## 7. STACKING

There is a limit to the number of units that may occupy the same hex. This limit is different for the two players.

**A. U.N. Stacking.** The U.N. player may stack up to two divisions of any type, or their equivalent in brigades, regiments, and battalions, in a hex. For stacking purposes, three regiments or brigades equal one division, and three battalions equal one regiment.

In addition to the above, an unlimited number of support units (armor and artillery) may stack in a hex. Garrison units (identified by their movement factor of zero) also do not count against stacking limits.

A stack consisting of ROK units only (plus support and garrison units, if any) may contain up to three divisions or their equivalent.

**B. Communist Stacking.** The Communist player may stack any three divisions or all of the divisions of any one army in a hex. Since some armies contain four divisions, it is possible to have a stack of four divisions, but in such cases, all four divisions must be of the same army.

In addition to the above limits, any number of PVA Concepts may be stacked in a hex.

**General Notes:** Stacking limits apply to Communist units at all times, and to the U.N. at all times except during the U.N. Movement Phase. Units in violation of stacking limits at any time are neutralized immediately. This affects all units in the hex.

## 8. ZONE OF CONTROL

All units except Imnungun guerrillas and neutralized units have a zone of control (abbreviated ZOC), consisting of the six hexes immediately surrounding a unit.

Zones of control exert an inhibiting effect on movement. A unit which enters an enemy ZOC must stop, and may move no farther in that turn (Exception: see Rules 23C, Infiltration, and Rule 24, U.N. Bug-out Phase). A unit beginning its turn in an enemy ZOC may leave it without penalty. Thus, a unit beginning its turn in an enemy ZOC may move one hex directly into another enemy ZOC, but would then be forced to stop.

## 2. DEFINITIONS

The following definitions will be useful in the reading of these rules and the play of the game:

- ROK:** Forces of the Republic of Korea  
**Allies:** Non-American, and non-Korean U.N. Forces  
**U.N.:** All forces of the United Nations player, including U.S., ROK, and Allies  
**PVA:** People's Volunteer Army, or The Chinese Army  
**Imnungun:** The North Korean Army  
**Communist:** All forces of the Communist player, including PVA and Imnungun  
 Abbreviations:

- Au: Australia
- Be: Belgium
- Ca: Canada
- Co: Columbian
- Et: Ethiopia
- Ne: Netherlands
- PEFTOK: Philippine Expeditionary Force to Korea
- Ph: Philippines
- PCCLI: Princess Patricia's Canadian Light Infantry
- RAR: Royal Australian Regiment
- RHB: Royal Hellenic Battalion
- RT: Royal Thailand
- Th: Thailand
- Tu: Turkey
- UK: United Kingdom
- RCT: Regimental Combat Team
- KMC: Korea Marine Corps
- Cap: Capital
- BB: Battleship
- CA: Cruiser
- DD: Destroyer
- TK: Tank
- ART: Artillery
- Hun: Hungnam
- Won: Wonsan

## 3. VICTORY CONDITIONS

The Communist player wins the game if, at the end of the MAY IV game-turn, he meets either of the following conditions:

- A.** Communist units totalling at least 36 factors are south of the 38th Parallel, and at least two Communist divisions occupy Seoul.

- B.** Communist units totalling at least 72 combat factors are south of the 38th Parallel. All units used to satisfy these victory conditions must be in supply. The nine hexes west of Seoul marked with red dots in them do not count as being south of the 38th Parallel for victory purposes.

If the Communist player does not meet either of the above conditions, the game is considered a U.N. victory.

## 6. MOVEMENT

Rules 20 through 30 each cover one of the specific phases in detail, and it will be helpful in learning the game to read the relevant rule through before playing each phase. The sequence of play is also presented in the charts set for quick reference.

- Rules 20 through 30 each cover one of the specific phases in detail, and it will be helpful in learning the game to read the relevant rule through before playing each phase. The sequence of play is also presented in the charts set for quick reference.
- III. U.N. Player-Turn**
1. U.N. Bombardment Phase (26)
  2. U.N. Reinforcement/Replacement Phase (27)
  3. U.N. Movement Phase (28)
  4. U.N. Combat Phase (29)
  5. U.N. Fire Commitment Subphase
  6. U.N. Assault Subphase
  7. U.N. Morale Phase (30)
- II. Communist Player-Turn**
1. Communist Supply Phase (21)
  2. Communist Reinforcement/Replacement Phase (22)
  3. Communist Movement Phase (23)
  4. U.N. Bug-out Phase (24)
  5. Communist Combat Phase (25)
  6. Communist Fire Commitment Subphase
  7. U.N. Defensive Fire Subphase
  8. Communist Assault Subphase

## 5. SEQUENCE OF PLAY

VALV is played in Game-turns, each representing one week. Each Game-turn is divided into two Player-turns and a Weather Phase; the Player-turns are further divided into a number of phases and subphases. All action takes place within this framework, and play follows a definite sequence, given below:

## 4. SETTING UP THE GAME

Separate the unit counters and place them in the appropriate boxes of the Order of Battle/Appearance Charts. Some boxes should have several identical counters placed in them; these have the number of counters necessary printed in the lower right-hand corner of the box.

After this is done, the players transfer the counters in the At Start section of the Order of Battle/Appearance Charts to the map map. Below each box on the chart is listed the location where the counter is initially placed: a hex number, a city, or staging area. The U.N. player sets up first, then the Communist player. The weather marker, turn marker, and attack supply markers should also be placed on their respective charts.

# YALU

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## INTRODUCTION

In November of 1950, the United Nations counter-offensive against the North Koreans seemed to be in the final stages of a mop-up. Everywhere, the Imnungun was in full retreat toward the Chinese border, closely pursued by the victorious Allies.

Chinese intervention in the war had been considered and dismissed as a bluff by the U.N. Command. Thus, the U.N. forces were badly overextended when the bluff materialized as a force of thirty divisions, skillfully infiltrated into the Korean mountains.

The U.N. was sent reeling back toward the 38th Parallel in confusion, desperately attempting to re-establish a stable front line. The Communists followed relentlessly, infiltrating deep into the U.N. positions and attacking without pause, accepting high casualties in order to sustain the momentum of the attack.

Yalu begins with the initial Chinese attack. It will be up to the Communist player to force the U.N. south of the 38th Parallel; it will be up to the U.N. player to prevent that.

## 1. GAME COMPONENTS

**IMPORTANT NOTE:** The following is a shortened-up version of YALU's original edition "1. Game Components" rule, just to illustrate what the original game contained. Please refer to rule "2.0 Components" in the Deluxe rulebook for a precise description of all game pieces included in the Compass Games edition of YALU.

Yalu contains the following components:

### A. Game Map

One 19 by 24" mounted, three color game map, showing the area of Korea over which the campaign was fought. A hexagonal grid has been superimposed to regularize movement and combat. Each hexagon (called a hex) has been individually numbered for ease of reference, and represents ten miles of actual terrain, measured from hex side to hex side.

### B. Counter Sheets

Two sheets of die-cut counters are contained in the game. Each individual counter represents a division, brigade, regiment, battalion or support unit that participated in the campaign. The counters present information in a specific format, as indicated in the Unit Description Chart (UDC).

### C. Rules and Charts

To assist players in learning the game, an eight page rules' booklet is provided, containing complete game rules. In addition, multiple charts are provided as separate sheets, or on the map itself, for quick reference.

### D. Dice

Two dice are supplied.