

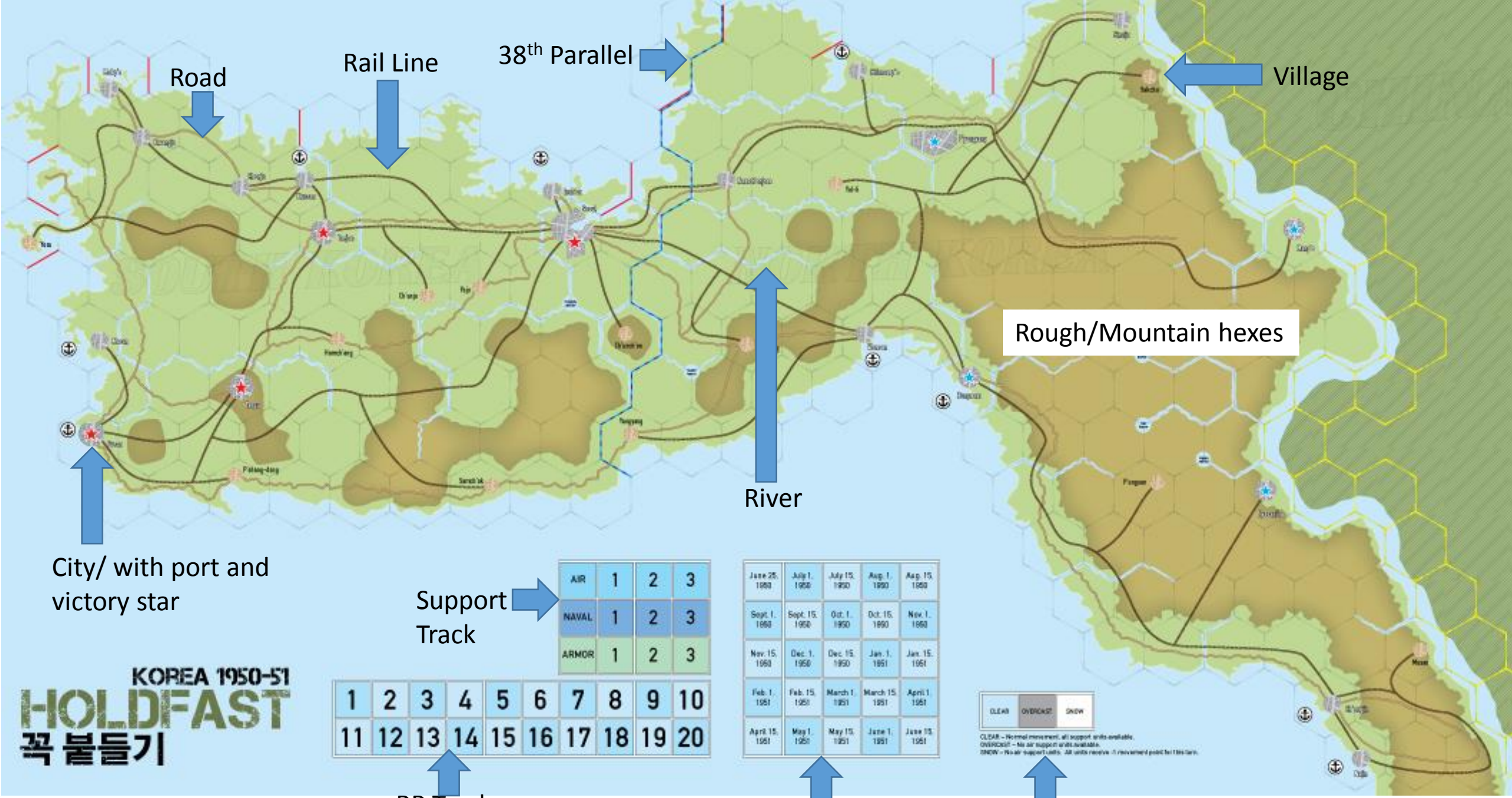
KOREA 1950-51

HOLDFAST

꼭 붙들기



Learn How to
Play in 3
Minutes!



Road

Rail Line

38th Parallel

Village

Rough/Mountain hexes

River

City/ with port and victory star

Support Track

AIR	1	2	3
NAVAL	1	2	3
ARMOR	1	2	3

June 25, 1950	July 1, 1950	July 15, 1950	Aug. 1, 1950	Aug. 15, 1950
Sept. 1, 1950	Sept. 15, 1950	Oct. 1, 1950	Oct. 15, 1950	Nov. 1, 1950
Nov. 15, 1950	Dec. 1, 1950	Dec. 15, 1950	Jan. 1, 1951	Jan. 15, 1951
Feb. 1, 1951	Feb. 15, 1951	March 1, 1951	March 15, 1951	April 1, 1951
April 15, 1951	May 1, 1951	May 15, 1951	June 1, 1951	June 15, 1951

CLEAR	OVERCAST	SNOW
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CLEAR - No road movement, all support units available.
 OVERCAST - No air support units available.
 SNOW - No air support units. All units receive -1 movement point for this turn.

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1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20

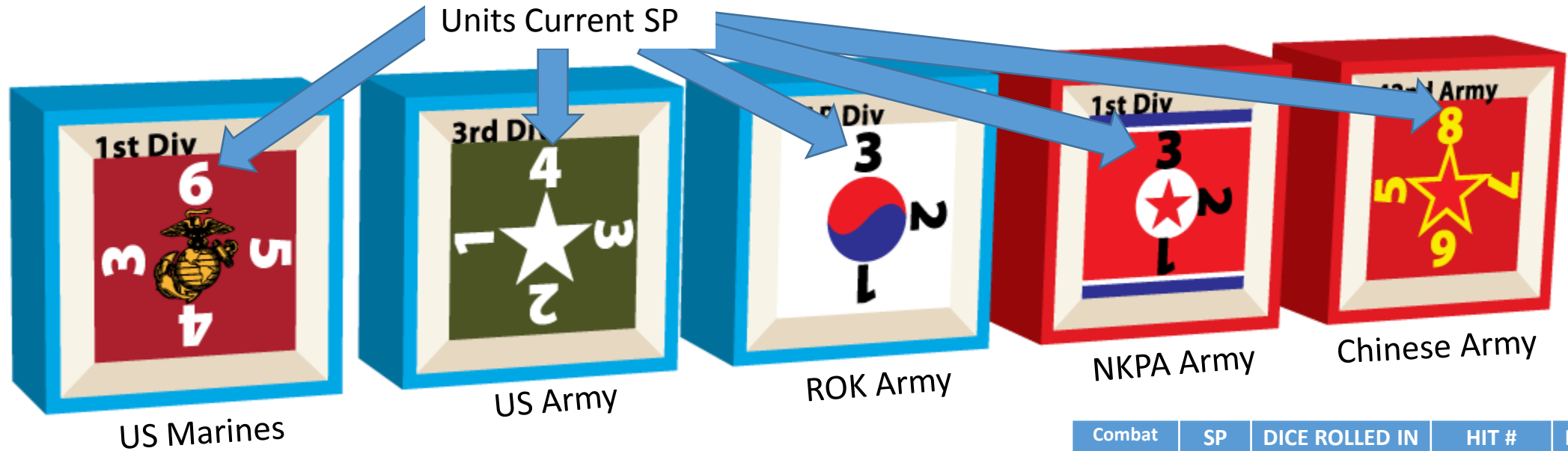
RP Track

Turn Track

Weather Track

Components: THE GAME MAP

Components: The Units



UN units are the blue blocks, Communist units are the red blocks. The chart to the right shows the units, their maximum SP, how many dice they roll when attacking and defending, the # or higher needed to be rolled to hit them in combat, and the number of movement points they receive each turn when activated to move.

Combat Chart: ARMY/ UNIT	SP	DICE ROLLED IN COMBAT	HIT #	MP
CPA Infantry	8	3	5	6
NKPA Infantry	3	3	5	6
US Marines	4	5	6	6
US Infantry	4	4	5	6
ROK Infantry	3	2	5	6

Sequence of Play:

Steps 1-4 are done once to start a turn.

1. Determine resource points for each player.
2. Check weather
3. UN Reinforcements Phase
4. Check for Chinese Intervention (communist player only)

Steps 5-8 are conducted by the Communist player first, followed by the UN player conducting steps 5-8.

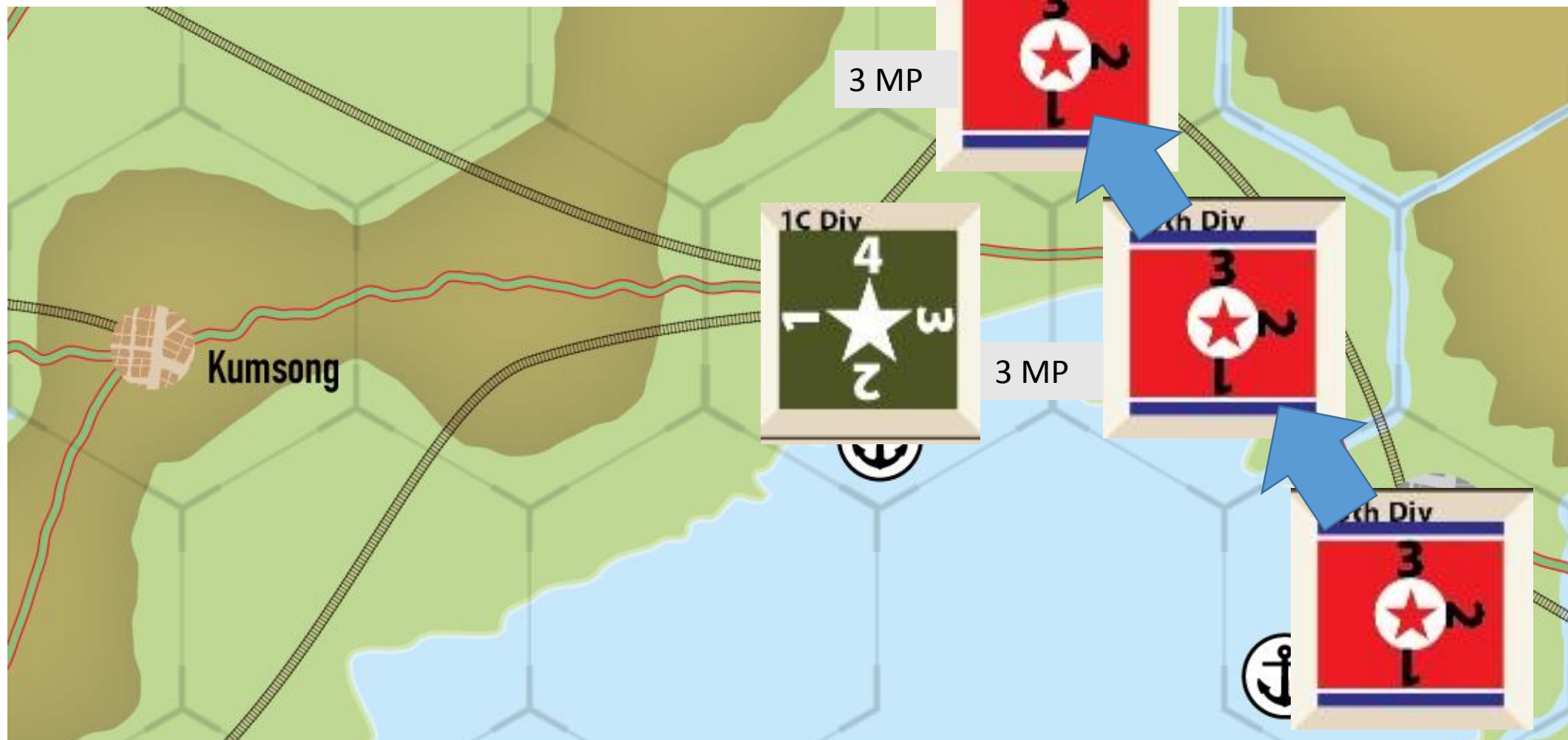
5. Replacement phase
6. Activation phase
7. Check supply
8. Check victory conditions

Resource Points and Replacement/Reinforcements

- At the start of each turn each player receives a set number of resource points (RP) according to the turn track.

The RP allows players to add replacements to units/replace eliminated units/ and activate units for movement and combat. The chart at right shows the cost to perform various actions.

RP Cost Chart	RP COST
Replace one SP	1 RP
Replace one Marine SP	3 RP
Replace one eliminated block at 1 strength point	2 RP
Activate a unit for movement	1 RP
Activate a unit for rail movement	1 RP
Activate units for combat	1 RP per hex attacked
Naval Transfer/Assault	2 RP per unit



The North Korean 13th Div is activated for 1 RP to move. He spends 3 MP to use the road to cross the river into the ZOC of the 1C Div. He then spends another 3 MP to move into the next ZOC of 1C Div. After spending 6 MP It is out of MP and can move no further.



In the same turn the Communist player moved up the Chinese 38th Army. For 1 RP he attacks the 1C Div. The Communist player rolls 3 dice for the 13th Div and 3 dice for the 38th army giving him 6 dice in the attack. The 1C Div rolls 4 dice in defense. The hit number for all forces is 5 which means a hit on an opponents unit For each 5 or 6 rolled. The 1C rolls and scores two hits, the Communist player rolls and only scores 1 hit. The 1C is rotated to 3 SP now based on the hit by the Communist player. The Communist player reduces both Of his units by 1 SP each to absorb the hits by the 1C.

Supply

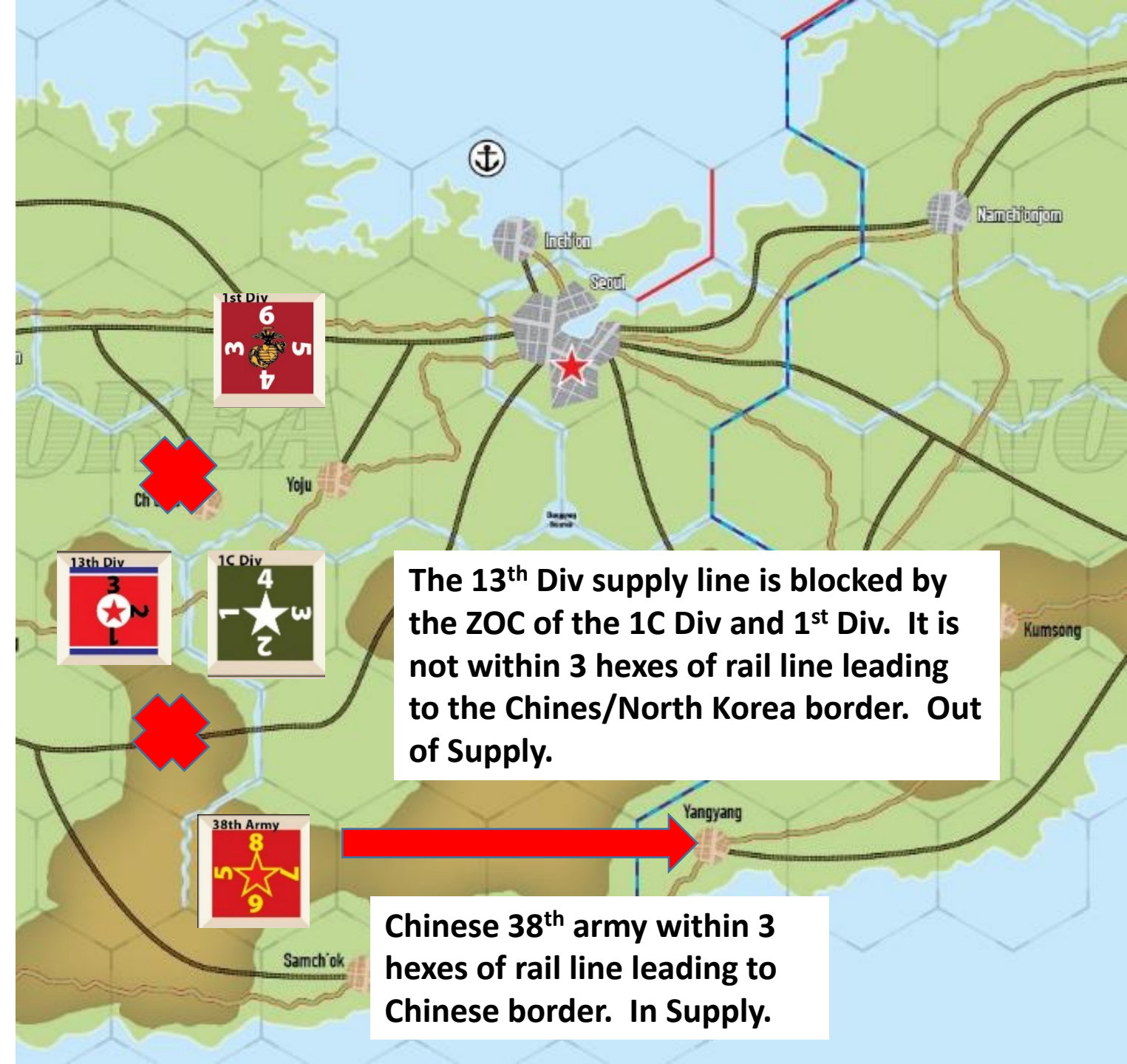
For a Communist unit to be in supply it must be within 3 hexes of a rail line that does not enter enemy ZOC and leads to the China/North Korea border, or the unit can trace a supply line of 3 hexes to the border.

For a UN unit to be in supply it must be within 3 hexes of a rail line that does not enter an enemy ZOC and leads to Pusan or a UN player controlled port (last occupied by a UN unit).

The supply line may not enter an enemy ZOC unless it is occupied by a friendly unit. Friendly units negate enemy ZOC for supply line purposes.

When activated a unit out of supply has -1 MP. At the end of a players turn a unit out of supply loses 1 step.

An example of the Communist player turn checking supply is shown to the right.



The 13th Div supply line is blocked by the ZOC of the 1C Div and 1st Div. It is not within 3 hexes of rail line leading to the Chines/North Korea border. Out of Supply.

Chinese 38th army within 3 hexes of rail line leading to Chinese border. In Supply.

Things to Remember:

- Units can be activated in order and perform their actions in any order.
- A unit can be activated once in a turn to move, and once to perform combat. A unit can also receive replacements steps in the same turn.
- A move activation cost 1 RP per unit.
- An attack activation cost 1 RP per hex attacked by as many units as the attacker can get adjacent.
- Each replacement step cost a number of RP

Victory

- Prior to Chinese Intervention if a side controls all of the victory stars on the board at the end of a turn they win.
- After Chinese Intervention a side wins if they control all of the victory stars on the board at the end of a turn
- OR
- At the conclusion of the last turn of the game, the side with the most units on the opponents side of the 38th Parallel wins the game.