KOREA 1950-51
HOLDFAST
꼭 붙들기

HoldFast Korea

The Korean War was fought from 1950 to 1953. It was fought by North Korean and Chinese Communist armies against the Republic of Korea (ROK) and UN (United Nations) forces. The war began in June 1950 with North Korea invading South Korea and nearly conquering all of South Korea before US led UN forces turned the tide. The UN forces then drove deep into North Korea nearly capturing all of North Korea before a Chinese surprise attack drove the UN forces back into South Korea. The lines finally stabilized into World War I trench style fighting in early 1951. It continued like this with the UN forces slowly pushing into North Korea until 1953 when a cease fire was agreed upon. Now Worthington Publishing gives you the opportunity to replay the war that has never ended… and perhaps change history.

1.   COMPONENTS

- » Game board
- » Red and Blue blocks
- » Label sheet
- » Rules
- » Dice

2.   GAME BOARD

The game board shows a map of North and South Korea. On the game board is a hex grid and terrain features that affect and regulate movement, supply, and combat.

The terrain combat effects are based on the location of the defending unit. **Terrain combat effects are cumulative.**

For example: A defender that is located in a city is attacked by units that are all attacking across a river hex would roll 1 extra die for the city, while every attacking unit would roll one less die for each attacking unit for the cross river attack.

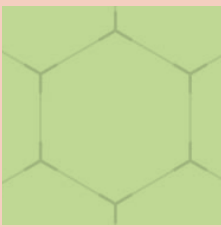**Terrain movement effects are not cumulative.** The terrain cost to enter a hex is the highest cost if more than one condition exists. River hex side costs are cumulative in that it is in addition to the cost of entering the hex.

For example: To enter an enemy zone of control in mountain terrain would cost 3 MP not 5 MP. If you had to cross a river not using a railroad it would cost 1 additional (4 MP total).

Hex Control

The Communist player controls all hexes and cities with blues stars north of the 38th Parallel to start the game. The UN player controls all hexes and cities with red stars south of the 38th Parallel to start the game.

Terrain and its affects are as follows:

TERRAIN TYPE	MOVEMENT COST IN MP	COMBAT EFFECT
Clear	1 MP	None
Mountain	2 MP	No armor support allowed
City	1 MP	+1 die to defending unit
Village	Same as terrain in hex	Same as terrain in hex
Port	Same as terrain in hex	Same as terrain in hex
River Hex Line	+1 MP to cross, plus cost of terrain unit is entering.	-1 die per attacking unit across river hex side

TERRAIN TYPE	MOVEMENT COST IN MP	COMBAT EFFECT
Rail line	Negates cost of terrain in hex or to cross river where crosses river.	Same as terrain in hex.
Red Hex Line	May not cross	May not attack across
Coast Hex	None	Any hex adjacent to open water allows Naval Support.
38th Parallel	None	None
Enemy ZOC	3 MP	Same as terrain in hex.

3.   BLOCKS AND LABEL SHEET

The Communist side uses the red blocks with labels. The Communist side represents the armies of North Korean People's Army (NKPA) and Chinese People's Army (CPA). The Chinese Army units are represented by two blocks each. The Chinese Army units start with the 8 SP max block. If it is reduced below 5 SP it is replaced on the board with the corresponding 4 SP block. It can be replaced by the 8 SP max block if replacement steps are added.

The UN side uses the blue blocks with labels. The UN side represents the armies of Republic of Korea (ROK) and the nations in the UN which were primarily US army divisions. There is also a special unit represented by 2 blocks with 2 labels for the US Marines on the UN side. The 1 Div Marine unit starts with

the 6 SP max block. If it is reduced below 3 SP it is replaced on the board with the 2/1 SP block. It can be replaced by the 6 SP max unit if replacement steps are added.

Players should place one label of the correct army on a colored block for that side. The label sheet has the UN labels and Communist labels indicated (Communist labels on red blocks- UN labels on blue blocks). The turn and weather labels should be placed on blue blocks.

Fog of War: During play the blocks are stood upright with the label side facing the controlling player. The only time the opposing player may see the label side of an enemy unit is when both sides reveal the type of unit for combat.

4. THE UNITS

Blocks with labels are the units. Each of the four sides of the label have a number from 1 to 8. This number is the strength points (SP) of the unit and determines how many hits in combat the unit can take before it is eliminated. The units current SP should be shown as the top SP on the upright unit.

COMBAT CHART: ARMY/ UNIT	MAX SP	DICE ROLLED IN COMBAT	TARGET HIT #	MP
50th Army CPA Infantry	8	3	5	6
1st Div NKPA Infantry	3	3	5	6
ARMOR SUPPORT Support Unit	-	2	-	-
1st Div US Marines	6	5	6	6
2nd Div UN Infantry	4	4	5	6
3rd Div ROK Infantry	3	2	5	6
AIR SUPPORT ARMOR SUPPORT NAVAL SUPPORT Support Unit	-	2	-	-

Each sides units have four values given on the unit chart that gives the following information; Max SP is the maximum number of strength points the unit may have; Dice Rolled in Combat is the number of dice the unit rolls when attacking or defending in combat; Target Hit # is the number or higher that needs to be rolled on a die when the unit is attacked to score **a hit on that unit;** MP is the number of movement points (MP hereafter) that the unit receives each turn when activated for movement.

Support: Support is kept track of on the Support Chart on the game board. The Communist armor support block is placed in box for armor support for the Communist player. For the UN player place the block for air, armor, and naval support in the appropriate support rows depending on the turn and weather.

Each support adds 2 dice to a combat. **A maximum of 1 support of each type per side may be added to a combat.** (Up to 3 different types in a turn).

As the support is used during the turn the block should be moved down on the chart. Once a player has used all support in a turn he receives no more until the next turn. Any unused support in a turn is lost and not carried over to the next turn.

Air Support: The UN player receives 2 air support on turn 2. After that he receives 2 air support per turn. The Communist player receives 2 air support on **turn 1 only.** Air support is available for **attack or defense** on clear weather turns only. Air support is not affected by terrain.

Armor Support: The Communist player receives 2 armor support. When Communist armor support is used in combat, the UN defender rolls his dice for combat, if a 6 is rolled it is a hit on an opposing unit **and** permanently reduces the Communist armor support by 1 for the remainder of the game.

The UN player receives 2 armor support on turn 4. After that he receives 2 armor support per turn.

Armor support may not be used in **attacks** in mountain terrain.

Naval Support: Beginning on turn 2 the UN player has 2 naval support per turn. Each may be added to any one attack or defense that is in a coastal hex. Naval support is not affected by terrain.

For example: The communist player is attacking a UN unit in a clear coastal hex. It is a clear weather turn. The communist player uses an armor support in the attack adding 2 dice to the communist unit dice total. The UN player uses one air support and one naval support in the defense roll adding a total of 4 dice to the UN units dice total. After the attack the communist player moves his armor support marker down 1 on the chart. The UN player moves his air support and naval support marker down 1 on the chart.

UNIT ZONE OF CONTROL: Each unit has a Zone of Control (ZOC) which extends into all 6 hexes around the hex the unit is located in. The ZOC does not extend across red hex lines. The ZOC affects movement cost and supply. It cost 3 MP to enter and for each hex moved through an enemy ZOC.

5. SEQUENCE OF PLAY

A full game turn is the sequence below:

Turn Opening:

1. Roll a die to determine Chinese Intervention
2. Determine Resource Points for each player
3. Roll a die to determine the weather for the turn
4. UN player places reinforcements

Communist Player:

5. Add replacement steps
6. Activate units for movement and combat
7. Check supply for all units
8. Check victory conditions

UN Player:

9. Add replacement steps
10. Activate units for movement and combat
11. Check supply for all units
12. Check victory conditions

6. RESOURCE POINTS (RP)

The Communist player receives 10 RP per turn until Chinese intervention. During the first turn of Chinese intervention and for the remainder of the game the Communist player receives 15 RP.

The UN player receives 6 RP on turn 1 and adds 2 additional RP per turn until they are receiving 16 RP per turn. They then receive 16 RP per turn for the remainder of the game.

Each player places a block on the RP Track on the number equal to his resource point total. Resource points are used by players to add replacement steps/units to their armies, and to activate units for movement and combat. As players spend resource points they move the block down the track to reflect their lower resource point total. Once a player has spent all of his resource points or wants to perform no other activations/ replacements then their turn is over.

No player may spend more resource points than they receive in a turn. Resource points may not be saved for future turns. RP Cost are given below:

RP USE	RESOURCE POINT 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 units for combat	1 RP per hex attacked
Naval Transfer/Assault	2 RP /3 if naval assault

7. WEATHER

Any turn without a range of weather is automatically clear. When a turn on the Turn Track lists weather types under the date, the communist player rolls a die to determine the weather. The month shows a number range for the possible type of weather; clear, overcast and snow. Based on the die number rolled place the Weather block on the weather type of the Weather Track. The type of weather effects are as follows:

CLEAR - Normal 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.

8. Reinforcements and Replacements

UN Reinforcements: The UN player should check the Turn Track to determine if they receive any reinforcements. If so these are removed from the turn track and placed in the Far East Command Reserve (FEC) box on the board. All UN reinforcements except the 1st Div Marines and UN 7th Div enter at 1 SP. The Marines and UN 7th Div enter at their maximum SP of 6 and 4 respectively.

When the UN player activates units, any in the FEC box may be placed in Pusan **and move** in the turn of placement for 1 RP. Alternatively they may conduct a UN Naval Transfer for 2 RP, or Amphibious assault for 3 RP, following the rules for those activations.

Adding Replacements: Players spend RP to add replacement steps to **in supply** units on board or in the FEC box that are not at full strength, or bring back previously eliminated units to the board. The players RP marker is adjusted on the track as they spend RP for replacements. More than 1 SP may be added to a unit in a turn up to its maximum. Each SP costs 1 or more RP depending on the unit type. A unit may never exceed their maximum SP.

Each non-marine replacement step costs 1 RP. Marine replacement steps cost 3 RP.

Alternatively the players may bring on a previously eliminated block at 1 SP for 2 RP spent. The US Marine 1 Div block may not be replaced in this manner. If eliminated it is permanently removed from the game.

NKPA Communist replacement units are placed in any in supply city or village in North Korea. CPA replacement units are placed in hexes along the northern map edge (yellow outlined hexes). ROK replacement units are placed in any in supply city or village in South Korea. UN replacement units are placed in the FEC box.

Replacement units and steps may be brought in at a location that has enemy units adjacent. Units may be activated for movement and combat the turn they are brought in or add replacement steps.
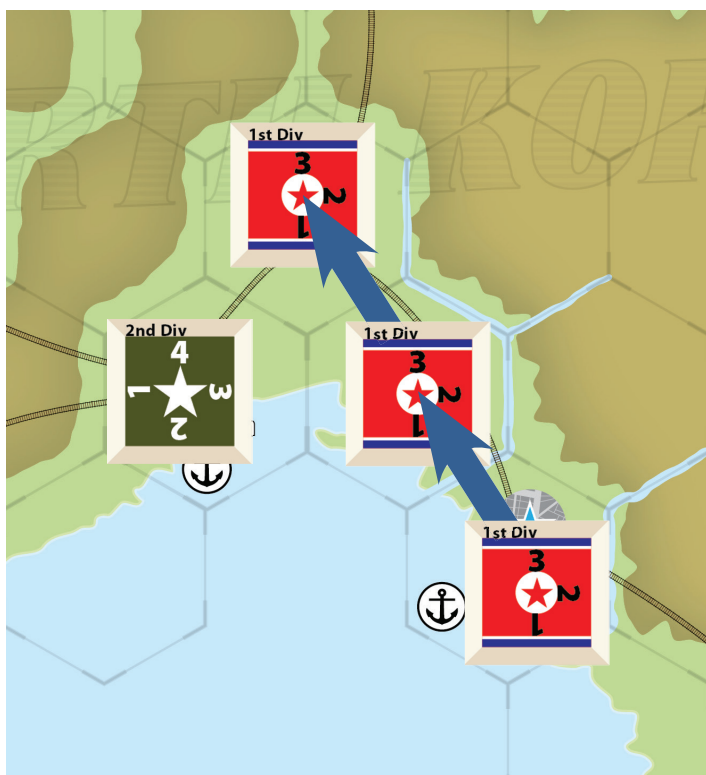
The North Korean 1st NKPA Div is activated for 1 RP to move. He spends 3 MP to use the railroad to cross the river into the ZOC of the 2nd Div. He then spends another 3 MP to move into the next ZOC of 2nd Div. After spending 6 MP It is out of MP and can move no further.

9.   Activating Units for Movement and Combat

Players spend RP to activate units for movement and combat.

A unit may be activated to move or attack in any order. Each activation cost is shown in the RP Use Chart. Once a unit has been activated for movement, it may not be activated again in the same turn to move. Once a unit has been activated to attack, it may not be activated again in the same turn to attack.

9.1   Movement

It cost 1 RP to activate a unit for movement, allowing it to move its full MP. When activated a unit checks its supply status, if it is out of supply it receives a -1 MP modifier. Weather and out of supply effects are cumulative for movement. **An in supply unit** activated for movement that does not begin, end, or move through an enemy ZOC may move twice its MP.

Movement is from hex to adjacent hex. Units may not skip hexes when moving. Units may not cross red hex lines when moving. MP may not be saved or transferred between units.

The cost of the terrain in each hex is deducted from the units MP until it does not have enough MP to move any further or the player does not want to move the unit further.

No hex may have more than 1 unit end or start a turn in a hex. **Units may move through hexes with friendly units** located in

them, but may not stop. **Units may not move through a hex that contains an enemy unit.**

UN NAVAL TRANSFER: For the expenditure of 2 RP a single UN unit may move from one UN controlled port to another UN controlled port. A naval transfer to Pusan only cost 1 RP. The FEC Box counts as a port for this rule. The unit may not move prior to the naval transfer but may after the transfer. A maximum of 1 unit per turn may use naval transfer.

UN NAVAL ASSAULT: For the expenditure of 3 RP a single UN unit may move from a UN controlled port to a non-UN controlled port. The FEC Box counts as a port for this rule. The unit is in supply for the entire turn of the assault. If the hex is occupied by an enemy unit a battle of continuous rounds is fought. Support may be used by both sides during each round of combat (only paying RP once for the entire attack). During the combat the attacking unit may retreat back to the port it came from but suffers 1 additional SP loss if this occurs. The unit may not move before or after the assault. A maximum of 1 unit per turn may do a naval assault.

For a naval assault combat the battle is continuous rounds (which is an exception to the single round of standard combat) of repeated combat die rolls until the defender or attacker is eliminated, or the attacker stops the combat and retreats back to the port it came from. If the defender is eliminated or the hex is unoccupied by enemy units then the attacker occupies the hex.

9.2   Combat

To attack a defending hex, a player spends 1 RP. Combat is a single round. Only units in an enemy ZOC are eligible to attack. Units are never required to attack. Units may only participate in one attack a turn. Units may not attack across red hex lines.

The attacker announces which adjacent units will be attacking, and if support will be added. Not all adjacent units to the defender have to attack. Each player reveals the attacking and defending units to their opponents by laying them down, with their labels facing up (care should be taken so the SP is not accidentally changed in this process). The attacker adds together all of the dice of the attacking units, and modifies that total by any terrain, or support. The defender then adds any terrain modifiers, or support to his defending units dice. The players roll their attack and defense dice. A hit is scored on an opposing unit for each number that is rolled that corresponds to an opposing units hit number.

Combat is simultaneous so both players roll for attack and defense at the same time. Hits are applied simultaneously; no hits are applied until both players have rolled. Any 6's rolled during combat by the Communist player when the Marine block is attacking or defending is automatically applied to the Marine block. Otherwise the owning player decides which blocks absorb the hits.

During combat, each time a unit receives a hit, it should be rotated to the next lower SP. When a unit is reduced below 1 SP it is removed from the board and placed in the replacement pile.

For example: A CPA infantry at its maximum SP of 8, attacks the US Marine unit at its maximum SP of 6. The US Marines are in clear terrain, the CPA infantry would roll 3 attacking dice, and the US Marines would roll 5 defending dice. The CPA would score hits on the US Marines for each 6 rolled. The US Marines would score hits on the CPA for each 5 or 6 rolled.

10. Supply

For a UN unit to be in supply it must be able to trace a supply chain up to 3 hexes between the unit and a rail line that runs to Pusan, or a UN controlled port.

Communist units are in supply if they can trace a supply chain up to 3 hexes to a rail line that runs to a hex adjacent to the north map edge (yellow highlighted hex lines), or the unit itself be within 3 hexes of the north map edge.

Supply chains may not be traced through enemy zones of control or across red hex lines. Friendly units negate enemy zone of control in hexes they **occupy,** but friendly zone of control does not negate enemy zone of control.

At the end of each of the player's turns the player checks all of their units supply. A unit that is out of supply is reduced by 1 SP. Units at 1 SP are eliminated if they are out of supply.

The 1st NKPA Div supply line is blocked by the ZOC of the 2nd Div and 1st Div MAR. It is not within 3 hexes of a rail line leading to the Chinese/North Korea border. The 1st NKPA DIV is out of supply.

Chinese 50th army within 3 hexes of rail line leading to Chinese border and is in supply.

11. Chinese Intervention

Starting on the turn after a UN unit crosses the 38th Parallel the Communist player rolls one die. If the die is in the range needed for Intervention then the Chinese army is available that turn to the Communist player. **The units are immediately placed by the Communist player in hexes along Chinese border with North Korea (the yellow hexes).** The Communist player immediately receives 15 RP per turn and for the remainder of the game.

Chinese Intervention Chart:

TURN AFTER A UN UNIT CROSSES THE 38TH PARALLEL	DIE RANGE NEEDED FOR CHINESE INTERVENTION
1	6
2	5 – 6
3	4 – 6
4	3 - 6
5 +	2 - 6

For example: The UN player crosses the 38th Parallel on 1 October turn. On the 15 October turn the Communist player rolls a 5 for Chinese Intervention. On the November 1 turn the Communist player rolls a 2. On the November 15 turn, the Communist player rolls a 4 thus causing Chinese Intervention. Chinese forces are placed in the yellow hexes along the Chinese/North Korean border.

The Chinese automatically intervene on the January 1 turn whether the UN player crosses the 38th Parallel or not.

The Communist player receives the nine Chinese units and they start the game at 8 SP. As the Chinese units take losses they are rotated until they are reduced below 5 SP at which time the block is replaced with the corresponding Chinese 4/3/2/1 SP block. If RP is added during replacement steps then the 8 SP block can replace the 4 SP max block. **The total number of Chinese armies on the board can never be more than nine.**

12. Victory

Automatic victory goes to the player controlling all of the cities with a star at the end of their turn. Control is determined by the last player with an in supply unit in the hex. It does not mean current occupation. **Remember, the Communist player controls all blues stars north of the 38th Parallel to start the game and the UN player controls all red stars south of the 38th Parallel to start the game.**

Otherwise, victory is determined after the last turn of the game and the winner is the player with the most in supply units on his opponent's side of the 38th Parallel.

13.   Setup

1. The UN player places five 1 SP ROK units and five 2 SP ROK units in the hexes with a blue dot south of the 38th Parallel.

2. The remaining UN forces are placed on the turn record track with the unit name showing the turn of entry for specific units.

3. The Communist player places ten NKPA blocks at 3 SP in the hexes with a red dot north of the 38th Parallel.

4. The Communist Armor Support block is placed in the 2 box in the armor support row showing the Communist player receives that support on turn 1. The communist player receives 2 air support only on turn 1, so there is no block.

5. On turn 1 the Communist player receives 10 RP, the UN player receives 6 RP.

6. The weather is clear on turn 1.

14.   Optional Air Interdiction Rule

The UN player may spend 1 RP to use 1 air support and eliminate 2 Communist RP on clear weather turns. He may use 2 air support for 2 RP and eliminate 4 Communist RP. The UN player must decide this during the RP phase of the game turn.

15.   Historical and Designer Notes

Following the popular reviews of our game HOLDFAST: RUSSIA 1941-1942 we decided we would do a follow up using the same rules system. Several campaigns lend themselves well to the topic, Battle of the Bulge, Market Garden, and Korea being several that immediately came to mind. Since we had done a World War II campaign, and the Korean War an underdone topic we decided to do Korea.

The Korean War was an infantry fight that started out as fluid as the East Front during WWII, and ended as static as the West Front trench warfare during WWI. The fluidness of the campaign came about more due to the collapse of defenders and holes being punched in lines than motorized movement.

When the North Koreans attacked in June of 1950 they started with over 200 Russian made T-34's and did not get many if any replacements as the war drug on. Their air support was limited to an initial attack with their blitz but disappeared after that. Due to this in the game we give the North Koreans and initial advantage of air support, and some armor support, but the air support disappears after turn 1, and the armor support is reduced as the communist forces take losses. Due to the rolling terrain in Korea much of the UN armor acted more as mobile artillery platforms, many times being dug in with the vehicles and guns being elevated for range.

One other factor that was highly decisive in this part of the war was the support from the Navy along the coast and the air support for UN forces everywhere else. It is highly doubtful if Pusan would have held without this support.

The ROK army was ill prepared for what hit them in June 1950. Unlike Russia and China helping the North Koreans, the US had not equipped the South Koreans with armor, artillery, or much support at all. The US did have military advisors in the south but that was pretty much the extent of the help we gave. Further the North Korean army had many soldiers who had combat experience during the Chinese Civil War after World War II. Once the war began the South Korean forces were quickly overran (thus all ROK forces starting at either 1 or 2 SP). The US with UN backing quickly decided to intervene and began feeding understrength and ill equipped units in piecemeal to try to help. That is why most of the UN forces enter as 1 SP. Most of the UN forces during this portion of the campaign were US army divisions supported by smaller international forces. Many of the UN allies units fought bravely and professionally, the equals of any nation in the war, however for game scale it was simpler to have the representations as we have them. Most the US units fed in early were chewed up and over ran as the North Koreans sped towards the port of Pusan. It was a very tight race with the UN speeding units into line as the North Koreans moved towards the port. The North Koreans had increasing losses that due to lengthening supply lines they were unable to replace.

From the beginning of US involvement in the campaign, the overall commander of UN forces General Douglas MacArthur had in mind a USMC landing at Inchon and began planning it even during the early fighting in the Pusan perimeter. As you can see by looking at the game board the North Korean player has a tenuous supply situation as he moves south with the rail lines primarily running through the Seoul bottleneck. A landing at Inchon virtually cuts all North Korean supply lines south of there.

Once the 1st Marines landed along with the 7th Division at Inchon, they quickly recaptured Seoul thus cutting all North Korean units near Pusan off from supply. This fact was kept from the North Korean units at the Pusan Perimeter for nearly two weeks but once discovered the North Korean army disintegrated. The South Korean army began getting into fighting shape as it pushed north to the 38th Parallel.

The war quickly took on a more serious political nature as the leader of South Korea, Syngman Rhee saw an opportunity to unite all of Korea with UN support. The US led UN forces, dealing with Russia in Europe was hesitant to push into North Korea fearing Chinese or Russian intervention and even the threat of nuclear war.

The Chinese had already decided that once UN forces crossed the 38th Parallel they would aid the North Koreans. The South Koreans pushed north regardless with MacArthur telling President Truman and the UN he did not believe the Chinese would intervene. Once across the border UN forces pushed rapidly north into a Chinese trap. The mountainous region in North Korea allowed the Chinese army to feed their units into gaps in the UN line. Despite this fact we wanted to add a random possibility that if the UN had been highly decisive and pushed north rapidly that perhaps they could have defeated the North Koreans so fiercely the Chinese would not have intervened.

Despite intelligence of Chinese intervention when they finally attacked on November 25 it came as a surprise. UN forces were

quickly driven south into South Korea with Seoul again being captured by Communist forces. General MacArthur made statements contrary to UN and President Truman's statements and was thus replaced by General Matthew Ridgeway.

The UN lines stabilized as their support units of air, armor, and naval forces were overwhelming. The terrain of Korea did not lend itself to armor with tanks many times being used as mobile artillery units as opposed to actual tank units. The UN had complete control of the air and dominated being able to interdict communist supply to the north. The ships of the navy could dominate the coast line where and when needed.

After the lines stabilized in the summer of 1951 the war settled into a stalemate similar to World War I trench fighting where battles were for yards and hills. The UN with their support units were winning the fight pushing slowly north into North Korea just north of the original starting line of the 38th Parallel. The peace negotiations drug on for 2 years as men died for hills and valleys with names of Pork Chop Hill and the Punch Bowl.

Finally in 1953 a cease fire was agreed to but never a true end to the war. Technically it continues to this day with minor flare ups and posturing by both sides.

16. Points to Remember

» Communist RP is 10 per turn until turn of Chinese Intervention, it then immediately goes to 15 per turn.
» UN RP is 6 per turn on turn 1 and goes up 2 RP per turn to a maximum of 16 RP per turn.
» Friendly units may move through friendly units, no more than 1 unit may end a move in a hex.
» Friendly units negate enemy ZOC for tracing supply.
» Terrain cost are 1, 2, or 3 plus cost of crossing a river not at a railroad.
» Units may not move or attack across a red hex line.
» Naval assault is a combo move and attack for 3 RP. Naval assault combat, unlike normal combat, can be a series of combat rounds fought until the attacker or defender is eliminated, or the attacker retreats back to the port they came from, and they suffer 1 additional SP loss if so.

**Amphibious Assault
and Naval Transfer Example:**

It is the September 1, 1950 game turn. The UN player has 16 RP and the Communist player has already moved this turn. The UN player placed the 1st Div Marine unit and the 7th Div UN unit in the FEC box during the reinforcement phase at the start of the turn. Currently there is a 2 SP NKPA unit in Inch'on port city. The UN player spends 3 RP to launch a naval assault using the 1st Div Marine unit. He places the unit on the board next to Inch'on on the game board. The UN player announces he will be using an air support, armor support, and a naval support. The Communist player can't use armor support as it can't be used defensively.

For the UN player he will roll 5 dice for the Marine unit, plus 6 dice for the three types of support he is adding (2 dice for each) for a total of 11 dice. The Communist player will be rolling 3 dice for the NKPA unit and 1 dice for the city in the hex for a total of 4 dice. Each player rolls their dice.

It is a good turn for the Communist player and he rolls a 6, 6, 5, and 1, scoring two hits. One for each of the 6's rolled against the Marine. The UN player has terrible luck and rolls a 5, 4, 4, 4, 3, 3, 2, 1, 1, 1, and 1, scoring one hit. One hit for the 5 rolled against the NKPA unit. The UN player reduces the Marine unit from 6 to 4 SP, and the Communist player reduces the NKPA unit from 2 to 1 SP.

The UN player keeps the attack going for a second round (only allowed in a naval assault) and is still rolling 11 dice (5 for the marine and 6 for the support units), the Communist player is still rolling 4 dice (3 for the NKPA unit and 1 for the city). Luck balances out and the UN player rolls a hit while the Communist player doesn't roll a 6 so misses. The NKPA unit is eliminated and placed in the Communist replacement pile and the Marine unit occupies Inch'on and can move no further this turn.

Inch'on is now a UN controlled port so for 2 RP he now does a Naval Transfer and moves the 7th Div from the FEC box to Inch'on with the city costing 1 movement point and he moves into Seoul which is vacant. He stops the 7th there even though it has 4 movement points left. The UN player has done one naval assault and one naval transfer this turn so is not allowed to do anymore this turn. He still has 11 RP left to move and attack with other units.