

COMBAT RESULTS TABLE

	1:3	1:2	1:1.5	1:1	1.5:1	2:1	3:1	4:1	6:1	8:1	
1	Am	Am	Am	Am	Ar	Dm	De	De	De	De	1
2	Am	Am	Ar	Ar	Ar	Ar	Dm	De	De	De	2
3	Ar	Ar	Ar	Ar	Dr	Dr	Dr	Dm	De	De	3
4	Ar	Ar	Ar	Dr	Dr	Dr	Dr	Dr	Dm	De	4
5	Ae	Px	Px	Px	Px	Px	Dr	Dr	Dr	Dm	5
6	Ae	Ae	Ex	Px	Ex	Px	Px	Px	Dr	Dr	6
7	Ae	Ae	Ae	Ex	Ex	Ex	Ex	Ex	Ex	Ex	7
8	Ae	Ae	Ae	Ae	Am	Ex	Ex	Ex	Ex	Ex	8
9	Ae	Ae	Ae	Ae	Am	Am	Ex	Ex	Ex	Ex	9

Ae (attacker eliminated): all attacking units are eliminated
Am (attacker mauled): all attacking units suffer one step loss
Ar (attacker retreat): all attacking units retreat one hex
Dr (defender retreat): all defending units retreat one hex
Px (partial exchange): all defending units suffer one step loss, the attacker loses an equal number of steps
Ex (exchange): the side with the fewer steps is eliminated, the larger side loses an equal number of steps
Dm (defender mauled): all defending units suffer one step loss and retreat one hex
De (defender eliminated): all defending units are eliminated

TERRAIN EFFECTS CHART

Terrain	Movement	Combat	Victory
Clear	1 MP	-	-
Rough	2 MP	Shift 1 left	-
Mountain	3 MP	Shift 2 left	-
Water	Prohibited	-	-
Major City	-	+2 DM	2 VP
City	-	+1 DM	1 VP
Port	-	-	1 VP
River	+1 MP	½ AF	-
Border	-	-	-
Rail	-	-	-

INTERDICTION RESULTS TABLE

USSR	2	3	4	6	8	-	-	-
China	-	2	3	4	6	8	-	-
N. Korea	1	-	2	3	4	6	8	-
S. Korea	-	1	-	2	3	4	6	8

1	2	2	3	3	4	6	8	10
2	1	2	2	3	3	5	6	9
3	1	1	2	2	3	4	5	8
4	-	1	1	2	2	4	5	8
5	-	-	-	1	2	3	4	7
6	-	-	-	1	2	2	4	6

WEATHER RESULTS TABLE

	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	
1	C	C	C	C	C	C	C	C	C	C	C	C	1
2	O	O	C	C	C	C	C	C	C	O	O	O	2
3	S	O	O	C	O	O	C	C	O	O	O	S	3
4	S	S	O	O	O	O	O	C	O	R	S	S	4
5	B	S	S	O	R	R	O	O	R	R	S	B	5
6	B	B	S	R	R	R	R	O	R	S	B	B	6

WEATHER EFFECTS CHART

Result	Weather	Air Points	Movement	Combat	Additional Effects
C	Clear	-	-	-	
O	Overcast	-1 AP	-	-	No airborne landings
R	Rain	½ AP	½ MA	-	No airborne/amphibious landings
S	Snow	½ AP	-2 MP	-	No airborne/amphibious landings
B	Bitter	-1 AP	-2 MP	+1 DM	No airborne/amphibious landings

ASIAN CONFLICT TABLES

INVASION OF MAINLAND CHINA

Dice Roll	Event	Dice roll modifier	Victory points
1	Invasion repulsed	End	
2			
3	Beachhead established	+1	
4	Beachhead overrun	-1	
5			
6	Beachhead secured	+2	
7			
8	Communists recapture a city	-1	-1 UN
9	Nationalists capture a city	+1	1 UN
10			
11	Chinese counteroffense	-2	
12			
13	Capture Shanghai*	+5(-5)	5(-5) UN
14			
15	Counter-revolution	End	50 UN

* Dice roll modifiers and victory points go to the advantage of the capturing player

-2 for 100% or more Communist combat strength advantage
 -1 for 50% or more Communist combat strength advantage
 +1 for 50% or more UN combat strength advantage
 +2 for 100% or more UN combat strength advantage
 +1 per 5 US atomic bombs used this turn

INVASION OF FORMOSA

Dice roll	Event	Dice roll modifier	Victory points
-2	Nationalists overthrown	End	50 Communist
-1			
0	Capture Taipei*	-5(+5)	5(-5) Communist
1			
2	Nationalist recapture a city	+1	-1 Communist
3	Chinese capture a city	-1	1 Communist
4			
5	Nationalist counteroffense	+2	
6			
7	Beachhead secured	-2	
8			
9	Beachhead overrun	+1	
10	Beachhead established	-1	
11			
12	Invasion repulsed	End	

* Dice roll modifiers and victory points go to the advantage of the capturing player

-2 for 100% or more Communist combat strength advantage
 -1 for 50% or more Communist combat strength advantage
 +1 for 50% or more UN combat strength advantage
 +2 for 100% or more UN combat strength advantage
 +1 per 5 US atomic bombs used this turn

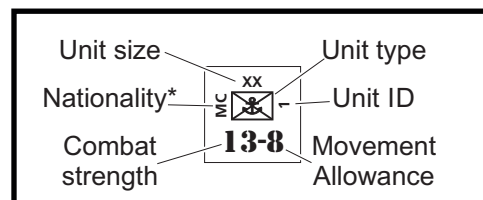
EUROPEAN CONFLICT TABLE

Dice Roll	Event	Dice roll modifier	Victory points
0	Communist victory	End	Communist victory
1			
2	Capture Paris	-5(+5)	10(-10) Communist
3			
4	Soviets capture a major city	-2	2 Communist
5	NATO push	+1	
6			
7	Soviets capture a city	-1	1 Communist
8			
9	NATO Offensive	+2	
10			
11	Soviet Offensive	-2	
12			
13	NATO captures a city	+1	1 UN
14			
15	Soviet push	-1	
16	NATO captures a major city	+2	2 UN
17			
18	Capture Berlin	+5(-5)	10(-10) UN
19			
20	UN victory	End	UN victory

* Dice roll modifiers and victory points go to the advantage of the capturing player

-1 per 10 Soviet atomic bombs used this turn
 -2 for 100% or more Soviet combat strength advantage
 -1 for 50% or more Soviet combat strength advantage
 +1 for 50% or more US combat strength advantage
 +2 for 100% or more US combat strength advantage
 +1 per 10 US atomic bombs used this turn

COUNTER FORMAT



* Army group ID for Chinese (PLA) units

UNIT TYPES

	Airborne
	Armour
	Infantry
	Marine
	Motorized Rifle

UNIT SIZES

III	Regiment
X	Brigade
X+	Reinforced Brigade
XX	Division

ABBREVIATIONS

BC: British Commonwealth
 Ca: Canada
 FE: Far East Command
 GE: Germany
 KPA: Korean People's Army
 MC: US Marine Corps
 NC: Nationalist China
 NG: US National Guard
 PLA: People's Liberation Army
 ROK: Republic of Korea
 Tk: Turkey
 UN: United Nations
 US: United States
 USSR: Union of Soviet Socialist Republics

ESCALATION LADDER

Level	Scope	Replacements	Air Points	Victory Point Costs
Incident	South Korea	1 KPA* 1 ROK*	1 US	2 per US division (FE) 1 VP per 7th Fleet bombardment 1 per air point used per turn
Police Action (2)	South Korea	1 KPA* 1 ROK* 1 UN 1 US	2 US	1 per US division (FE) 2 per US division (M) 1 per UN division/brigade 1 per PLA army mobilized 1 per US NG division mobilized
Limited War (3)	South Korea North Korea	1 KPA* 1 NC 3 PLA 1 ROK* 1 UN 2 US	4 US	1 per US division (M, US) 1 per US NG division 1 per USSR division mobilized 1 per NC division 1 per PLA army 1 per atomic bomb
Asian War (4)	South Korea North Korea Red China Formosa	1 KPA* 1 NC 6 PLA 1 ROK* 1 UN 2 US 1 USSR	8 US	1 per US division (G) 1 per USSR division 3 per radioactive waste
Global War (5)	South Korea North Korea Red China Formosa Soviet Union Europe	1 KPA* 1 NC 6 PLA 1 ROK* 1 UN 2 US 1 USSR	6 US	2 per radioactive waste

* an additional replacement point is received when KPA/ROK is in possession of their home capital

COLLATERAL DAMAGE TABLE

		Communists	UN
On Map	South Korea	-1/2	-1
	North Korea	-1	-1/2
	Red China	-1	-1/2
	Soviet Union	-1	-1/2
Strategic Display	Formosa	-1/2	-1
	China	-1	-1/2
	Europe	-2	-2
	Russia	-2	-1/2

CREDITS

MacArthur's War © 2009 Kerry Anderson
Design: Kerry Anderson Development: Kerry Anderson Graphics: Kerry Anderson Playtesters: Kerry Anderson, Guy Fawcett, Hjalmar Gerber, Robert Lindsay, Don Pirot