

KOREA

The Mobile War: 1950-51

Copyright 1971 / SPI / Printed in U.S.A.

STANDARD RULES

Korea is not simply one game, but composed of three different types of games:

1. The **Standard Games**, depicting the situation at particularly crucial times, i.e., the **Invasion Game** of the original attack against the South Koreans; the **Intervention Game** of the Chinese intervention; and the **Stalemate Game** of the grinding back of the Communist line by the UN to the 38th parallel.

2. The **Campaign Game**, which combines the above three games and fills in the spaces, so that the entire campaign may be played out in sequence.

3. The variable **Situations**, in which various "what-if" historical effects are examined in their impact on the above games. The players are cautioned not to judge that, because a game is longer, or is modified by historical variations, this makes a better or more "realistic" game; each game stands separately on its own merits, and is self-complete. The same standard rules of play apply to all of the above games.

GAME EQUIPMENT

The Game Map: The 23" by 29" map-sheet portrays the Asian peninsula of Korea, in which the operations with which we are dealing took place. A hexagonal grid is superimposed upon the map to regularize the movement and position of the playing pieces. The game map also includes the varying combat results table.

The Playing Pieces: Examine the sheet of colored die-cut playing pieces (henceforth known as units) supplied with the game. They represent the opposing armies, in the campaign, that fought the Korean War. The Communist and United Nations Forces as shown as on the Initial Order of Battle Maps included, and as shown on the Reinforcement Charts, are selected from these units. It is highly recommended that the players sort their units by type and color immediately after removing them from the sheet, and to keep them segregated, as this greatly facilitates subsequent setting-up and playing of the game. The playing pieces are distinguished by type, strength, nationality, and mobility, as represented by the various numbers and symbols on the units' faces.



Unit Origin

Gold — Chinese People's Army; N — North Korean People's Army (Brown in color).

Green — UN, those which are not otherwise marked are United States units; other: S — South Korean; B — British; T — Turkish; P — Phillipino.

The unit designation exists only for historical flavor, although they are actual unit designations of the units in the original campaign. The only case where this designation affects play is that of the 187th Airborne regiment (see Paratroop Rule); the other designations do not affect play.

Game Charts and Tables: Various visual aids are provided for the player to simplify and illustrate certain game functions. The **Combat Results Tables** are presented on the game-map itself and will be explained under Combat Phase. The **Initial Order of Battle Maps** show the initial set-up of units at the start of each of the three basic situations; the **Reinforcement, Replacement and Turn Record Chart** indicates new units' arrival, the replacements available and which turn the Players are in. This chart is fully explained where presented. The **Terrain Effects Chart** details the effect of terrain on combat and movement, and is fully explained where presented.

GENERAL COURSE OF PLAY:

Korea is basically a two-player game. Each player moves his units, and executes attacks in turn, with the objectives being to destroy Enemy units and gain territory, while minimizing Friendly unit losses. Combat is resolved by comparing **Combat Strengths** of adjacent opposing units, and expressing the comparison as a simplified probability ratio (odds). After the defender has chosen which Combat Results Table will be used, a die is rolled, and the outcome indicated by cross-referencing the die-roll result, and the odds column, is applied to the unit being attacked. **Korea** is played in turns. Each **Game-Turn** is composed of two **Player Turns**. Each Player Turn is composed of three **Phases**. A typical Game-Turn would proceed as follows:

1. **First Player Turn** (each of the three basic games detail which player goes first.)

A. **First Movement Phase** — Player may move all of his units in any direction, up to their full Movement Allowance, with restrictions as outlined in the Movement and Zone of Control Rules, and the Terrain Effects Chart.

B. **Combat Phase** — Player may attack those Enemy units adjacent to his units, at his option.

C. **Second Movement Phase** — Player may move all of his units in the same manner, and with the same restrictions as in the First Movement Phase. This movement is in addition to that allowed in the First Movement Phase. No Combat Phase occurs after this Movement Phase.

2. Second Player Turn

Second Player executes Phases 1 through 3, using his units.

3. Players indicate the passage of one Game-Turn on the Reinforcement, Replacement and Turn Record Chart by placing a marker on the turn completed. Each Game-Turn represents one week real time.

GAME LENGTH

Each of the three basic games lasts a varying number of Game-Turns; at the end of the Second Player's Second Movement Phase of the last Game-Turn, the position of each Players' units is evaluated in terms of Victory conditions, (see Victory Conditions).

Movement

General Rule:

During the Movement Phases of a Player's Turn, the Player may move as many or as few of his units as he wishes. Each unit may be moved as many hexes as desired within the limits of its Movement Allowance, the Terrain Effects Chart, and the Zone of Control Rules.

Procedure:

Move each unit individually, tracing the path of its movement through the hexagonal grid.

Cases:

(A) Movement is calculated in terms of hexagons. Basically, each unit expends one Movement Point of its total Movement (point) Allowance for each hex entered. To enter some types of hexes more or, in some cases, less than one Movement Point is expended. See the movement section of the Terrain Effects Chart for a full list of these different "entry costs."

(B) Movement is never **required**; it is always voluntary.

(C) Units are moved individually, or in stacks of two, at the player's discretion, in any direction, or combination of directions. A unit may be moved as few or as many hexes as the player wishes, as long as the Movement Allowance of a unit is not exceeded. Unused Movement Points are not accumulated from turn to turn, nor may they be transferred to another unit.

(D) No Enemy movement is permitted during a Player's Movement Phase.

(E) No combat (Enemy of Friendly) may take place during a Movement Phase.

(F) Friendly units may pass through Friendly units at any time they wish, without penalty. Stopping on another Friendly unit costs one additional Movement Point above and beyond the normal entry-cost for that hex (see Stacking Rules).

(G) Units may never enter or pass through a hex containing Enemy units.

(H) Units may move over different types of terrain in the same Movement Phases, as long as they have enough Movement Points to expend as they enter each hex.

(I) Non-Korean United Nations units moving exclusively on roads may move at **twice** their normal Movement Allowance. Ordinarily a United Nations unit could move six hexes along a road in a single Movement Phase; using this rule, they may move twelve hexes along a road.

(J) **Rail Movement:** Certain units may travel by rail, i.e., move along rail-lines at a rate greater than their normal Movement Allowance. All units moving by rail must **begin** and **end** their Movement Phase on the rail-line and may **not leave** the rail-line at any point in the course of their rail movement.

UN units: All UN units, except supply units, may move by rail. UN units have a rail movement rate equal to **six** times their normal Movement Allowance (i.e. eighteen rail hexes).

Communist units: Only Communist supply units may move by rail; no other types of Communist units may use rail movement. Communist supply units have a rail movement rate equal to **six** times their normal Movement Allowance (i.e., six rail hexes). **Special Case:** When moving by rail during the first four Game-Turns of the Invasion Game, Communist supply units may move at a rail movement rate equal to **twelve** times their normal Movement Allowance, when travelling on rail lines north of the 38th Parallel.

(K) **Supply Unit Movement:** Supply units are treated somewhat differently regarding movement:

UN Supply units have a basic Movement Allowance of one point per Movement Phase when moving in clear terrain; when moving into a Rough terrain hex they have a Movement Allowance of one point per Player Turn. UN Supply units may only move into a Rough terrain hex during their second Movement Phase (and only if they have not moved at all during the first Movement Phase of that Player Turn).

Communist Supply units expend only one-half of a Movement Point when entering a clear terrain hex. They expend one full Movement Point when entering a Rough terrain hex (and may enter such hexes in either or both Movement Phases).

(L) To illustrate the effects of all these factors on movement, the following is a table of all the units, and the maximum number of hexes they may move in one Movement Phase within a given type of terrain:

MOVEMENT (in number of hexes per Movement Phase)					
Unit type	road	clear	rough	RR	basic
United Nations	12	3	1	18 ^a	3
South Korean	6	3	1	18 ^a	3
Communists	8	4	2	8	4
UN supply unit	2	1	½ ^c	2	1
Communist supply	4	2	1	12 ^b	1

Combat

General Rule:

Combat occurs between adjacent opposing units at the discretion of the Player whose Combat Phase it is; this Player is considered to be the Attacker, while the other Player is considered the Defender, regardless of the overall strategic position of the two players.

Procedure:

Total up the Combat Strengths of the attacking units involved in a specific attack, and compare it to the total combat strengths of the defending unit(s) in the hex under attack. State the comparison as a probability ratio: Attacker's Strength to Defender's Strength. Round off the ratio downward to the nearest "whole" number, to yield one of the simplified odds found on the **Combat Results Tables**; roll the die and read the result under the appropriate odds column for that die result. Apply the result of the combat **immediately** before going on to resolve any other combat.

Cases:

(A) During the Combat Phase of his Turn, a Player may only attack those units to which Friendly units are adjacent. Only those Friendly units directly adjacent to a given Enemy unit may participate in the attack upon that Enemy unit.

(B) Units adjacent to Enemy units are not compelled to attack, nor does the attacking Player have to utilize every adjacent unit if he does decide to attack. Attacking is completely voluntary.

(C) No unit may attack more than once per Combat Phase. No Enemy unit may be attacked more than once per Combat Phase.

(D) No more than one Enemy-occupied hex may be attacked by a given attacking unit (or group of attacking units); that is to say, different defending units on different hexes may be treated as the objects of attacks which might be made by one hex group of attacking units if the attacking units happen to be adjacent to two or more Enemy-occupied hexes.

(E) An Enemy-occupied hex may be attacked by as many attacking units as can be brought to bear.

(F) Defending units stacked in the same hex must be attacked as a single combined Combat Strength, i.e., you may not individually attack individual units which are stacked together.

(G) Combat odds are rounded off in favor of the Defender. For example: an attack of 26 Attack Points against 9 Defense Points would round off to a Two-to-one odds situation.

(H) If one unit in a stack is used in an attack, the other unit in the stack need not participate in the same attack nor in any attack at all during that Combat Phase.



Entrenchment

(I) A Player whose units spend one Movement Phase in a hex not adjacent to an Enemy unit, and stationary, may place an **Entrenched** counter on top of such units if they are in supply; this enables the Defender to use the

Position Defense Combat Results Table, (if in supply). It costs the unit under the Entrenched counter one Movement Phase to remove the counter and "unentrench" the unit; the unit may not move in this Phase. The Entrenched counter's automatically removed if the unit under it is destroyed in combat.

(J) COMBAT RESULTS TABLE (CRT)

There are three CRT's in Korea: **Meeting Engagement**, **Position Defense**, and **Pursuit** Tables. The choice of CRT's is always the Defender's prerogative, and he chooses the CRT after the Attacker has specifically announced an attack (and the odds); the Defender may choose any number of different Tables during a particular Combat Phase. The only restriction on the above is that the **Position Defense Table** may only be used in certain specific circumstances, as outlined below. All Tables express their results in the following fashion:

Dx — all defending units are destroyed; remove from map.

D1, D2, D3 — defending unit(s) lose one, two, or three regiments; units may be broken down to remove the exact losses; Chinese Armies lose **divisions** (10-4) instead of regiments, if there are no other units to lose regiments from.

E1, E2 — both Attacker and Defender lose one or two regiments from forces involved in combat; same provisions as D1, etc.

A1, A2, A3 — Attacking unit(s) lose one, two, or three regiments; same provisions apply as in D1, etc.

Ax — all attacking units are destroyed; remove from map.

Players are not in violation of the Stacking rule if they break down units to take losses and thereby exceed two units per hex.

Supply

General Rule:

Units derive supply from supply units (and additionally in the case of the UN, the city of Pusan). Units not considered in supply are penalized in movement and combat.

Procedure:

Units are determined to be in supply for movement purposes by their state of supply at the **beginning** of their Movement Phase. Units are determined to be in supply for combat purposes at the **instant** of the combat.

Cases:

(A) Units which are out of supply have their Movement Allowance and Combat Strength **halved**. Supply units are never considered to be out of supply (Exception: see Case D). In all

cases of halving, drop any fractions before multiplying, such as for defensive combat.

(B) Units may remain out of supply indefinitely, i.e., units are never lost solely due to being out of supply.

(C) Communist Supply:

All Communist units draw supply from supply units; Communist units are considered in supply if they are within two hexes, regardless of terrain, of a supply unit, i.e., there may be only one intervening hex between the supplied unit and the supply unit. This supply line is blocked if an Enemy Zone of Control intervenes. Communist supply units remain on the map after supplying movement and defensive combat; however, when used to supply **offensive** combat, the supply unit is **removed** at the end of the Combat Phase.

(D) United Nations Supply:

All United Nations units draw supply from either Pusan or supply units; UN units are considered in supply if they are within a **radius** (16) Movement Points of a supply unit. The supply line may be traced over any terrain and the Movement Points are computed just as if an actual unit was being moved, with one exception: a supply line may **not** be traced through an Enemy Zone of Control unless a Friendly unit is in that Zone. UN supply units may not be used as a source of supply if they themselves are not able to trace a line clear of Enemy Zones of Control, no matter how long or devious, to Pusan. If the supply units are eliminated through Enemy attack they are automatically returned to play on the next Game-Turn following the Game-Turn of elimination (their return does not affect the UN Replacement rate).

Position Defense Combat Results Table, if it succeeds. It costs the unit under the Entrenched counter one Movement Phase to remove the counter and "unentrench" the unit; the unit may not move in this Phase. The Entrenched counter is automatically removed if the unit under it is destroyed in combat.

COMBAT RESULTS TABLE (CRT)

There are three CRT's in Korea: **Meeting Engagement**, **Position Defense**, and **Pursuit Tables**. The choice of CRT's is always the Defender's prerogative, and he chooses the CRT after the Attacker has specifically announced an attack (and the odds); the Defender may choose any number of different Tables during a particular Combat Phase. The only restriction on the above is that the Position Defense Table may only be used in certain specific circumstances, as outlined below. All Tables express their results in the following fashion:

Dx — all defending units are destroyed; remove from map.

D1, D2, D3 — defending unit(s) lose one, two, or three regiments; units may be broken down to remove the exact losses; Chinese Armies lose **divisions** (10-4) instead of regiments, if there are no other units to lose regiments from.

E1, E2 — both Attacker and Defender lose one or two regiments from forces involved in combat; same provisions as D1, etc.

A1, A2, A3 — Attacking unit(s) lose one, two, or three regiments; same provisions apply as in D1, etc.

Ax — all attacking units are destroyed; remove from map.

Players are not in violation of the Stacking rule if they break down units to take losses and thereby exceed two units per hex.

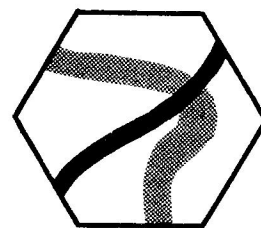
The **Position Defense Table** may only be chosen by the Defender when his units are in a Town hex, on a River hex (and attacked by units not on an adjacent River hex of the same river), or when under an Entrenchment counter and in supply. The Position Defense Table is the best for the Defender.

Meeting Engagement and **Pursuit Tables** are always available as options to the Defending Player; the real difference between the two is that the Meeting Engagement Table exacts higher losses, but prevents retreat, while the Pursuit Table permits smaller losses in some cases, but indicates retreat as stated in the instructions on the map. When using the Pursuit Table, **no matter what the outcome**, the Defender must **always** retreat his units at least one hex.

(K) Communist units attacking, or defending against, non-Korean UN units, suffer losses twice as much as those shown on the Combat Results Table; such as in an **E2** result, in which case the UN unit would lose two regiments, and the Communists would lose **four** regiments. This does not apply when losses, in part or whole, are being taken in **divisions** from Armies; in the **E2** case, if one Army (25-2) and two regiments were making the attack, one loss would be doubled (eliminating the two regiments) and the other would be an undoubled loss of one division extracted from the Army. This rule applies if all or any part of the attacking or defending units are non-Korean UN units.

(L) Certain rules are suspended or added for the first three Game-Turns of the Intervention Game: see Special Game Rules.

Bridges



Wherever a road or railroad crosses a river there exists a bridge. Ordinarily, the bridge is in existence, and this special rule is not used. However, when a unit defends on a bridge-hex, and is either eliminated, or retreated by the Pursuit Table, that hex is treated as a river hex in all aspects, until a Friendly unit moves across this hex; this restores the road and/or the railroad.

Replacement Parts List

Unit Counters

(cannot be purchased separately) \$2.00

Playing Board \$3.00

Rules Folder \$1.00

If you have any questions about the game rules we answer such questions in our newsletter **GAME DESIGN**. Address such questions as you have to **GAME DESIGN, Simulations, 34 E. 23rd St., N.Y. 10010**. **GAME DESIGN** is published six times yearly and is available at three dollars a year.

(D) United Nations Supply:

All United Nations units draw supply from either Pusan or supply units; UN units are considered in supply if they are within sixteen (16) Movement Points of a supply unit. This supply line may be traced over any terrain, and the Movement Points are computed just as if an actual unit was being moved, with one exception: a supply line may **not** be traced through an Enemy Zone of Control, unless a Friendly unit is in that Zone. UN supply units may not be used as a source of supply if they themselves are not able to trace a line clear of Enemy Zones of Control, no matter how long or devious, to Pusan. If the supply units are eliminated through Enemy attack, they are automatically returned to play on the sixth Game-Turn following the Game Turn of elimination (their return does not affect the UN Replacement rate).

(E) Units that are out of supply may use road movement; they may not form Entrenched positions, or benefit from an Entrenched counter; they may however use the Position Defense Table when it is available on the basis of terrain. They may not use rail movement. Unsupplied, non-Korean UN units may not use their special road movement rate. They only double (not quadruple) their rate on roads.







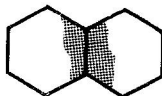

(F) The Amphibious Landing Craft unit may be used as a source of supply; simply move it to any partially-land hex (i.e. coast) and treat it as a normal supply unit, except that it may of course still act as a naval unit, and it need not trace a clear lane back to Pusan.

(G) Units may be supplied by air indefinitely. Up to two divisions (six regiments) of UN units may be supplied by air per Game-Turn.

The allocation of this supply takes place at the beginning of the Friendly Player Turn and the effect lasts until the end of the next Enemy Player Turn. The Communist Player is told specifically which units are in supply by air.

(H) Any number of units may be supplied from one supply unit, or Amphibious unit, for combat and movement purposes.

(I) Units may move out of supply if they wish, and it has no effect on their movement unless they were not in supply at the beginning of the Movement Phase. The effect of supply on combat is **instantaneous**: if a unit, and the supply unit that it is deriving supply from, are attacked in the same Combat Phase, and the supply unit is eliminated first, the unit is immediately considered to be out of supply in its subsequent defense unless it has an alternative source of supply.

	TERRAIN	DESCRIPTION	EFFECT ON MOVEMENT	EFFECT ON DEFENSIVE COMBAT
	Clear	any hex devoid of other terrain	one movement point to enter	NONE
	Rough Terrain	any hex in whole or part rough terrain	two movement points to enter; Zones of Control don't extend into hexes entirely Rough Terrain	Combat Strength is doubled
	Roads	any hex containing road symbol	one-half movement point to enter from another road hex, no matter what terrain it passes through	Depends on other terrain
	Railroad/road	any hex containing railroad symbol	same as road, plus special RR option, see Movement Phase, Case J	Depends on other terrain
	River	any hex which has two sides crossed by a river	one additional movement point to enter, above the ordinary terrain cost	may use Position Defense Combat Results Table, if all attacking units are on non-river hexes
	Sea	any hex wholly covered by sea	no land units may enter, only UN naval units, which pay one movement point per hex	No combat
	Inlet hex-side	any hex side completely covered by sea	Land units may not enter; naval units may	No combat except Naval Gun unit
	City	any hex wholly or partially town	Treat as a railroad hex	may use Position Defense Combat Results Table

a — only may use on railroads south of the 38th Parallel;

b — reduce to half of figure shown above, after Game Turn 4 of the Invasion Game;

c — units may move one hex on the Second Movement Phase, if not moved in the First Movement Phase.

(M) Except for UN supply units on the First Movement Phase in Rough terrain, all units

may move at least one hex, even if the ordinary cost of moving would preclude this.

(N) Any unit out of supply has its Movement Allowance cut in half, with any fractions being lost; in addition, out of supply units may use road movement rates, although Railroad movement rates may not be used. For movement purposes, whether or not a unit is in supply depends on the unit's state of supply at the **beginning** of the Movement Phase; moving into or out of supply will not affect

the unit's supply state for the remainder of that Movement Phase.

(O) Armor and Armored Infantry may **not** move into or through Rough terrain hexes except on Road hexes.

(P) Some of the Movement Rules are suspended for a number of Game Turns at the beginning of the Intervention Game see Special Game rules.

Stacking (more than one unit per hex) & Unit Breakdown

General Rule:

Units may stack two high, and may also move in stacks of two. They may only stack higher while forming larger units, breaking down into smaller units, or when forced to by retreat on the Combat Results Table (Pursuit).

Cases:

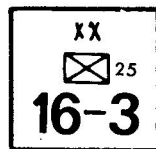
A) Stacking limitations apply at **all** times, except for specific instances.

B) It costs one additional Movement Point to end a unit's Movement Phase stacked with a unit that it did not move with during that Phase; it costs two Movement Points to end a Phase stacked with two such units, and so on.

C) All units stacked together may attack out of, or defend in, the hex they occupy.

D) Units break down in the following fashion:
United Nations — one 16-3 = three 5-3's
 one 20-3 = three 6-3's
 one 10-3 = three 3-3's

Communist Forces — one 10-4 = three 3-4's
 one 25-2 = three 10-4's (Chinese only)
 one 9-8 = three 3-8's



Units may be broken down or recombined at the beginning of the Movement Phase before any movement has taken place; they may be recombined at the end of a Movement Phase, after all movement has ceased. Units may never break down at the **end** of a Movement Phase as this would violate Stacking rules. Units must be stacked together to be recombined, and you pay movement penalties, in addition to terrain costs, as outlined in Case B. To break down or recombine unit(s), simply remove the unit(s) to be replaced, and place the unit(s) which replace it on the same hex.

Communist units (except 25-2's) may **never** be broken down voluntarily. Such units may only break down when taking losses in combat. "25-2" units may be broken down voluntarily.

Zones of Control

General Rule:

The six hexagons immediately surrounding a given unit (or stack of units) constitute that unit's Zone of Control. These are fluid semi-active Zones of Control, which have an inhibiting effect upon Enemy movement, (but do not entirely prohibit it) and have no effect upon combat. Hexes upon which a unit is exerting its Zone of Control are called **controlled** hexes.

Procedure:

All units' Zone of Control are identical; they inhibit the movement, and in some cases, the supply of Enemy units only.

Cases:

(A) All units must expend one additional Movement Point when **leaving** an Enemy Zone of Control; there is no additional cost to enter a Zone, nor does it make any difference if it happens to be a Zone of Control of more than

one Enemy unit. The cost of leaving is in addition to any other Terrain costs; thus it would cost four Movement Points to leave an Enemy Zone, and enter a Rough terrain/River hex.

(B) A unit's Zone of Control interrupts Enemy supply lines; however, for supply purposes only, Zones of Control do not extend into Enemy occupied hexes in respect to tracing a supply line, i.e., you may trace a supply line through an Enemy controlled hex if Friendly unit(s) occupy such a hex.

(C) Zones of Control do **not** extend into **completely** Rough terrain hexes; which are defined as any hex which is **totally** covered by Rough terrain. The Zones do extend in if any part of the hex is Clear Terrain (not necessarily the hex-side facing the hex occupied by the unit exerting the Zone of Control).

(D) Zones of Control do not in any way affect naval units.

Naval Units

General Rule:

There are three types of naval units available to the UN forces exclusively: Naval Gun units (NG), Military Sea Transport (MST) units, and Amphibious Landing Craft units (Amph). MST's and the Amph may be used to transport troops, NG's may be used to support combat, and the Amph may be used as a source of supply (see Supply rule, Case F).

Cases:

(A) Sea movement proceeds similar to land movement, with two Movement Phases, in each of which the full Movement Allowance may be used. The basic cost of moving one sea hex is one Movement Point. Naval units may move only through hex-sides which are completely sea. In addition, it costs MST's and the Amph additional Movement Points to load or unload troops. The following chart illustrates the Movement Allowances and costs:

	NG	MST	Amph
Basic allowance	120	80	60
To load troops	cannot	80	30
To unload troops	cannot	60	30

Naval units must be stacked with the unit to be embarked at the beginning of the Movement Phase in which it is to be loaded. Units which are unloaded may not move during the Player Turn they are unloaded. MST's and Amph units may each carry one division (three regiments), and only one division per Movement Phase may be loaded or unloaded from a port.

(B) MST's may only be used to carry units from one Friendly port to another; a Friendly port is one occupied by Friendly units or which was last occupied by Friendly units. Units may not be loaded or unloaded in Enemy Zones of Control.

(C) Amph units only may assault nonfriendly ports. To do so, move to the port to be assaulted in exactly the same manner as if it were an ordinary transport of troops. If the port is occupied, the units in the Amph units attack the unit in the port under normal combat rules, on the Position Defense Combat Results Table; if the Defender is completely eliminated, the Amph and troops may move into the port on the following Movement Phase; if the Defender is **not** eliminated, the Amph and attacking units must return to the embarking port as soon as possible, and the troops must be unloaded.

The port of Inchon may only be assaulted on the Game Turns 13, 14 and 17 of the Invasion Game.

(D) Naval units and Enemy land units do not affect one another, and they may pass through one another, or even be stacked with one another, with the following exception: when an Amph unit is acting as a supply unit, or an Amph or MST are in a port, and an Enemy unit passes through that hex, or stops in it, the naval unit must immediately put to sea in its next Movement Phase.

(E) UN supply units may never be embarked.

(F) Naval Gun units (NG) are moved in the same manner as other naval units; they may support UN attacks or defenses with a Combat Strength of "six" by being up to two hexes distant from the Defender in each case.

(G) When moving from one side of the peninsula to the other, in passing the land at the bottom of the map, all naval units pay eight Movement Points, as indicated by the arrows.

(J) Supply rules are modified somewhat in the first few turns of the Invasion and Intervention Games: see Special Game Rules.

REPLACEMENTS

On the map are three boxes in the sea that are used for storing units which have been eliminated in combat and which may be returned to play by using replacements as given on the Reinforcements, Replacements and Turn Record Chart. More detailed instructions are given on that chart. All North Korean, South Korean and non-Korean UN units eliminated in combat are placed in these Replacement Boxes, except units that are eliminated, and not able to trace a line, no matter how devious or long, free of Enemy Zones of Control to, for North Korean units, Pyongyang or Antung, and for UN units, to Pusan or an Amphibious naval unit on the coast, may not be taken as replacements. Chinese forces never receive replacements.

PARACHUTE TROOPS

The UN forces had one parachute unit (187th Airborne regiment-U.S.). This unit becomes available on the eleventh UN Player Turn of the Invasion Game. It may be paraded simply by picking it up and placing it anywhere on the map, except hexes that are completely Rough terrain. In the turn of paratroop, air supply capacity is reduced to one division. The unit is subject to the normal supply, combat and elimination requirements.

After returning to the UN front lines, i.e. being restored to ground supply, it may be dropped again after having spent two complete Game-Turns out of Enemy Zone of Control. It may be dropped any number of times within the above requirements. After this unit is lost in combat for the first time, it loses this airdrop capability, although it may be taken as an ordinary Replacement.

Designer's Notes

The political background of the Korean War is probably the sorriest aspect of the entire action. Up until 1904, Korea had been an independent nation (although battles against intruding Chinese and Japanese were frequent). Japan "took over" Korea in the name of "self-defense" (even today, history repeats itself). The subsequent occupation varied in brutality somewhere between the European occupation of South Africa and the English occupation of Ireland. There was no love lost between the Koreans and the Japanese.

In 1945 the Japanese were finally driven out, by the Russians in the north and by the Americans in the south. The Russians brought with them a large number of Korean patriots whom they had supported during the 40 year Korean struggle against Japanese domination. Many of these Koreans had fought for the Russians and Chinese against the Germans and the Japanese. And now they had their reward, or at least half of it. The North Koreans were, for the most part, communist in their politics. This didn't bother them. The "free" nations of the world had never lifted a finger to secure their independence, the Russians and Chinese Communists had. This fact did, however, bother the United States. The US government insisted in setting up a "friendly" state in "south" Korea (the 38th parallel had been used to divide the nation simply because it was a convenient symbol on maps). Unfortunately, there were few good Korean leaders in the south who had not collaborated with the Japanese (a serious offense in the eyes of most Koreans). The southern government was weak and corrupt and hardly "free." There was guerilla warfare being waged below the 38th parallel. The North Korean government was strong and free of corruption. Many experienced soldiers were available and the Russians provided arms in abundance. So it came to pass that the Northern Koreans would liberate their southern brothers from the "US imposed government." The last US units left Korea in early 1950. On June 25, 1950 the North Korea People's Army advanced into southern Korea.

The ROK (Republic of Korea - South Korea) army contained only 64,000 men organized into eight divisions. Because of poor weapons and training this force probably equalled no more than 14 regiments (the eight divisions were 1, 2, 3, 5, 6, 7 and "Capitol"). Many of these were far to the south fighting guerillas. The NKPA contained ten divisions (1, 2, 3, 4, 5, 6, 7 & 15 at full strength, 10 & 13 at about 70% strength). In addition there were three motorized units, the 105th Tank Brigade (in early July it was designated a division) and two recon regiments (12 & 17). There was one separate regiment (766) and five border constabulary brigades (1, 2, 3, 5, 7). A total of some 120,000 men, all well trained and armed. The ROK army fought hard, but they were completely outclassed. In the first month of fighting the ROK's lost over 70,000 men, the NKPA over 58,000. In early July American

units entered the fighting. They were from the understrength (and underarmed and trained) occupation forces in Japan. They lost 6,000 men the first month and established a perimeter around the major Port of Pusan. By early August there were some 40,000 UN (US & allied) troops and 80,000 ROK troops facing some 70,000 NKPA troops. The ROK units were often little more than armed mobs. The US units were still learning the ropes. But for the NKPA it was the end. the UN command was gathering its amphibious forces and more reinforcements for an attack into the NKPA rear. This attack at Inch'on finished the NKPA and the UN forces surged north.

Deep into North Korea the UN forces met another surprise, the CCF (Chinese Communist Forces). The CCF had just finished a civil war against a US supported faction. The Chinese did not want US forces on the other side of the Yalu river. They told the world that if US forces crossed the 38th parallel they would enter North Korea and drive them out. US commanders didn't believe the CCF would come. They didn't know about the CCF. The CCF was probably the finest "infantry" army the world had ever seen, and in rugged terrain like Korea an infantry force held the upper hand. Moving in small groups and using infiltration tactics at peak efficiency the CCF overran the motorized UN forces. Advancing FASTER than the German "panzers" of World War II, the CCF were not stopped until south of the 38th. But now the UN forces had the upper hand. In the wide expanses of Manchuria the UN forces would have been surrounded and destroyed, but in narrow Korea they were able to establish a line and conduct a "mobile" defense using their more massive artillery to hold the Chinese back. But the CCF could not be driven back far, for they knew how to dig, and dig. They constructed a trench system 20 miles deep in places (four times the depth of the largest German defences of World War I and over some of the roughest terrain in the world). When this happened, in July of 1951, the Korean "war" was over.

That for an entire year a "war" was fought in Korea was quite remarkable. Korea's width varies from 170 to 300 km. The average UN

division could easily hold 20 km, Korean and CCF divisions were 10 km. By October 1950, there were nine UN and 8 ROK divisions available as well as over three dozen CCF divisions. It was World War I all over again. Stalemate was pretty much inevitable. In addition the UN forces (mainly American) had a highly developed and abundantly supplied artillery arm, as well as complete air and naval superiority. The Communist forces had manpower, well trained if only adequately armed. The "war of attrition" waged from July 1951 to July 1953 proved to both sides that neither army was going anywhere. A ceasefire was eventually negotiated and to this day both sides remain dug in along the original ceasefire line. The war proved little, except to reveal the potential of the Chinese army and to reaffirm some of the lessons on World Wars One and Two, such as:

1. — Well dug in troops, defending in depth, cannot be dislodged except by a human bloodbath, with the attacker taking most of the punishment. In rough terrain such as Korea the defender has even more of an advantage.
2. — Control of the air, and adequate bomber forces, will not guarantee the ability to sever enemy railroad lines. Railroads are easier to repair than roads. A thirty-six division CCF army can be supplied by as little as **one** train of 50 cars a day.
3. — Superiority in artillery is more useful in the defense than the offense and that you soon reach a "point of diminishing returns" with artillery. During 1952 UN forces were expending over 100 artillery shells for each CCF casualty. CCF forces, firing only 5-10% as many shells caused one UN casualty for each 12 shells fired. This was in defensive situations, neither side attacking. CCF forces were suffering twice as many casualties. When the CCF was attacking it took only about 30 shells for each CCF casualty. The CCF were then losing slightly more men (2.5:1).

But those who lost the most were not the soldiers, but the Korean people. Over 80% of the war's casualties were civilians (compared to 5% for World War I, over 40% for World War II and over 90% for the Viet Nam War). Hundreds of thousands of Koreans died. It wasn't worth it.

KOREA was designed by James F. Dunnigan. Playtesting and rules debugging was supervised by Robert Champer. Rules were reorganized and written by John Young. Components designed and prepared by Redmond A. Simonsen and Marie Frederick.

Victory Conditions & Starting Units

VICTORY CONDITIONS

Victory Conditions refer to certain geographical objectives (sometimes influenced by political decisions) which must be attained; to measure the accomplishments of the competing Players, simply award progressively higher victories to greater disparity of Victory Condition achievements; if one Player achieves a strategic victory, and the other no victory at all (a defeat), his level is obviously higher than if both sides achieve a marginal victory, which would be termed a tie, or no one's victory.

INVASION GAME

UN:

Marginal—hold any Korean port throughout the entire Game; it must be the same port for the duration of the Game;

Tactical—no Enemy units may be south of the 38th parallel (see dotted line on map);

Strategic—UN units must occupy, or have been the last to occupy Pyongyang.

Communist:

Marginal—be the last to occupy Soul by the end of the Game;

Tactical—no Enemy units north of the dotted line indicated as the 37th parallel;

Strategic—hold Pusan, Seoul, and Pyongyang, or have been the last to occupy these cities.

INVASION

On the Map:

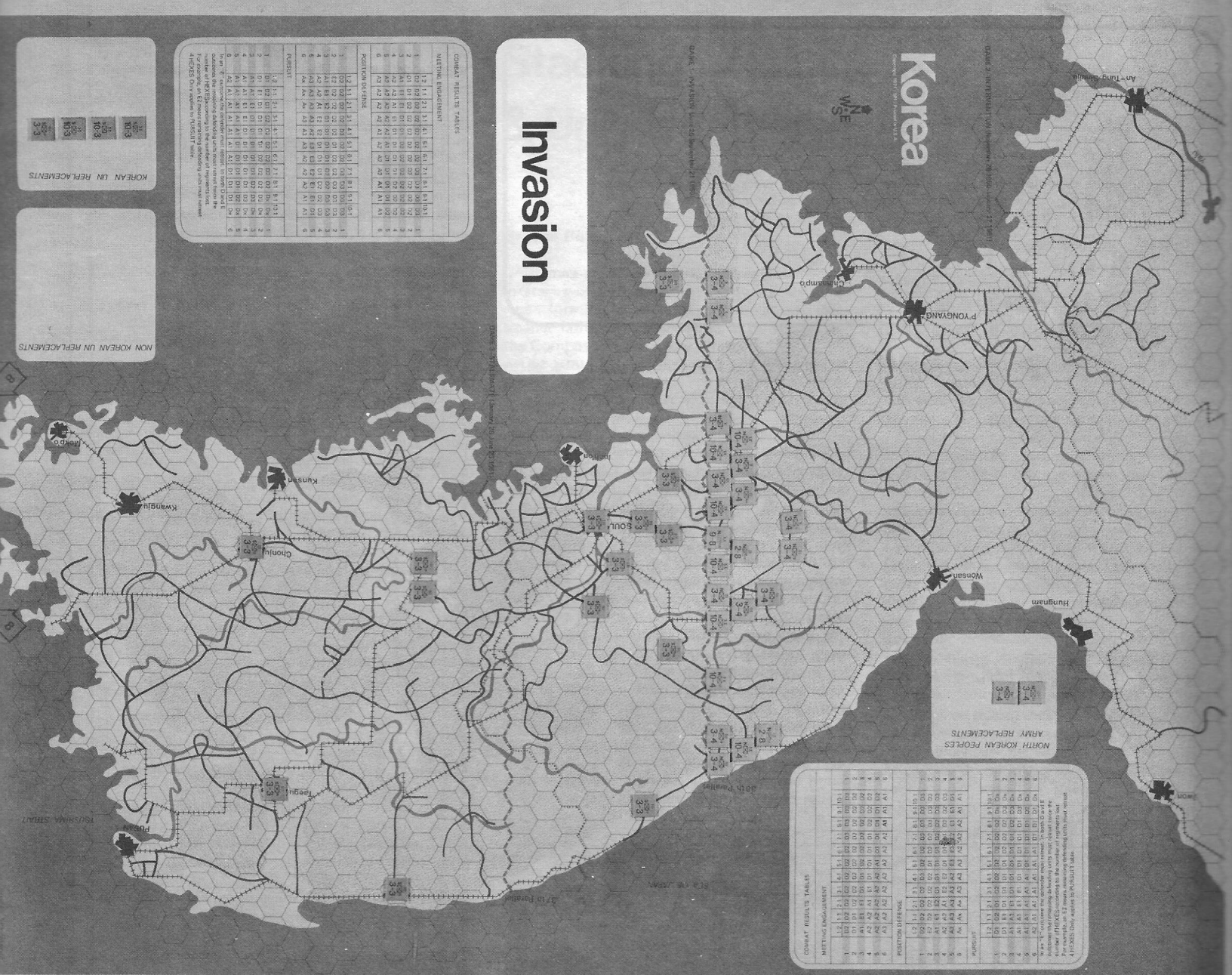
Communist: Two 2-8s, thirteen 3-4s, one 9-8, seven 10-4s.

UN: fourteen 3-3s.

In the Replacement Boxes;

Communist: two 3-4s.

UN: three 10-3s, one 3-3.



Time, Reinforcements & Replacements

DATE	COMMUNISTS		GAME TURN	UNITED NATIONS	
	Reinf	Repl		Repl	Reinf
Week of					
6/25	P1-1		1		
7/2	P1-1		2		one 5-3
7/9	P1-1		3	S1	one 5-3
7/16	P1-1	N1	4	S2	one 5-3, R1, supply unit
7/23	P1-1	N1	5	S3, UN1	one 5-3, R1
7/30	P1-1	N1	6	S3	three 5-3's, R1
8/6	P1-1		7	S3, UN1	one 6-3
8/13	P1-1	N1	8	S3	two 5-3's, R1, MST
8/20	P1-1		9	S3, UN1	MST
8/27	P1-1	N2	10	S3, UN1	two 5-3's, NG, Amph MST
9/3	P1-1		11	S3, UN1	three 5-3's*, two 6-3's
9/10	P1-1	N2	12	S3, UN1	NG, supply unit
9/17	P1-1	N2	13	S3, UN1	one 5-3, one 2-3
9/24	P1-1	N2	14	S3, UN1	
10/1	P1-1	N3	15	S3, UN1	
10/8	P1-1	N3	16	S3, UN1	
10/15	P1-1	N3	17	S3, UN1	
Invasion Game begins, Communists move first					
Invasion Game Ends					
10/22	P1-1	N3	18	S3, UN1	one 10-3
10/29	P1-1	N3	19	S3, UN1	one 10-3
11/5	P1-1	N3	20	S3, UN1	
11/12	P1-1	N3	21	S3, UN1	(remove 2 MST's)
11/19	P1-1	N3	22	S3, UN1	
FOR CAMPAIGN GAME ONLY!					
See special rules for this game's variations from the standard rules. *one of these 5-3's is the 187th Airborne regiment.					

SPECIAL GAME RULES

These rules are specific exceptions to the Standard Rules, and are meant to be applied only to the exact time periods mentioned. They recreate unexpected events in the original game. (3) The UN may not launch Assault invasions that demolish that throw one side off balance.

(2) Soul may be used as a base of supply and an appearance place for South Korean replacements only, until taken by the Communists; even if retaken after that, it does not receive these benefits.

Reinforcement Notes

Communist Chart Codes:

Reinforcements—"P1-1" signifies that the North Koreans receive one supply unit from Pyongyang, if it is not controlled by the UN.

Replacements—"N1," "N2," "N3" signify that one, two or three North Korean regiments may be taken from the replacement box on the map, and be placed in Pyongyang if it is not controlled by the UN.

United Nations (UN) Chart Codes: if Pusan is occupied by the Communists, no UN units may appear at all.

Replacements—"S1," "S2," "S3" signify that one, two or three South Korean regiments, regiments respectively may be taken from the Replacement Box on the map and placed in Pusan. "UN1" signifies that the UN may place one regiment of any type in Pusan only from **their** Replacement Box (non-Korean replacements). In both these cases, Replacements may only be taken if units are available in the respective Replacement Boxes.

Reinforcements—"R1" means that one 5-3 unit is placed directly in the Replacement Box of the non-Korean UN units. Other unit designations, such as "2-3," "6-3," "5-3" or supply unit, indicate that the appropriate number and type of unit should be placed in Pusan. "NG," "MST," and "Amph" translate respectively as Naval Gun unit, Military Sea Transport, and Amphibious Landing Craft unit, where these designations appear, those units are placed in Pusan.

Both Sides

Replacements may not be taken unless there is available in the respective Replacement Boxes units to be brought on; this is not transferable, i.e., if the Chart calls for UN replacements, and there are no UN replacements available, but there are **South Korean** replacements available, you may not bring on the Koreans with the UN replacement allowance. Replacements may never be saved or accrued in any fashion, if they cannot be taken in the indicated turn, they are lost forever.

Units designated as appearing on a turn, by UN replacement or reinforcement, may

Campaign Game

CAMPAIGN GAME (evaluate at end of Stalemate Turns)

UN:

Marginal—occupy, or be the last to occupy, Seoul, and have no Enemy units south of the 37th parallel;

Tactical—no Enemy units south of the 38th parallel;

Strategic—occupy, or be the last to occupy, Pyongyang, and have no Enemy units south of the 38th parallel.

Communist:

Marginal—occupy, or be the last to occupy, Seoul;

Tactical—no Enemy units north of the 38th parallel;

Strategic—no Enemy units left in Korea.

CAMPAIGN GAME

The Campaign Game in essence is simply the linking of the three Standard Games in the sequential order of Invasion, Intervention and Stalemate Games. The greater scope of this Game in no way makes it superior to the other Games, but merely longer, and with its own interesting points.

To play the Campaign Game, start an Invasion Game in the normal manner, and proceed through the normal end of the Invasion Game into the hiatus period labelled "FOR CAMPAIGN GAME ONLY" on the Reinforcement, Replacement and Turn Record Chart, and continuing through all the turns to the end of the Stalemate Game. The Special Game Rules are ignored, or are supplanted by the Campaign Game Special Rules, which are **Partisans**, **Chinese Intervention**, and **Chinese Shock Effect**. The Special Game Rules for the Invasion Game are used, up to Turn 17 of that Game.

PARTISANS

Whenever there are no Communist units south of the dotted line designated 38th parallel, two South Korean divisions (10-3) must be retained at, or placed within four boxes of, Chongju and/or Taeju. These units retain the ability to

DATE 1950/51	COMMUNISTS	GAME TURN	UNITED NATIONS
Week of	Reinf	Repl	Reinf
11/26	A1-1	N3	1 S3, UN1
12/3	A1-1, 25-2	N3	2 S3, UN1
12/10	A1-1, 25-2	N3	3 S3, UN1
12/17	A1-1, 25-2	N3	4 S3, UN1 NG
12/24	A1-1, 25-2	N3	5 S3, UN1
12/31	A1-1, 25-2	N3	6 S3, UN1
1/7	A1-1	N3	7 S3, UN1
1/14	A1-1, 25-2	N3	8 S3, UN1 Supply unit
1/21	A1-1	N3	9 S3, UN1

Intervention Game begins,
Communists move first

SPECIAL GAME RULES

For The Intervention Game ONLY!

- (1) Communist units are in supply at all times during the first three Game-Turns of this Game.
- (2) For the First Movement Phases of the first three Game-Turns of this Game, there is no movement penalty for leaving Enemy Zones of Control for either Player.
- (3) For the Combat Phases of the first three Game-Turns of this Game only, the following rules apply:
 - a) All Communist Combat Strengths are doubled when attacking.
 - b) Communists losses against non-Korean UN units are **not** doubled, although Armies still take losses in divisions.
 - c) No units are doubled in Rough Terrain.
- (4) For the Second Movement Phases of the first three turns only, Communist Chinese units may move through completely Rough Terrain hexes at a cost of only one Movement

Communist Chart Codes:

Reinforcements—"A1-1" signifies that a supply unit starts at Antung-Sinuiliu on this turn; "25-2" means that a unit of this type starts at Antung on the indicated turn.

Replacements—"N3" signifies that three North Korean replacements may be taken from their Replacement Box and placed in Pyongyang, after it has been taken from the UN forces.

United Nations (UN) Chart Codes: if Pusan is occupied by Communists, no UN units may appear at all.

Replacements—"S3" and "UN1" signify that three South Korean and one UN regiment of any type may be taken from their respective Replacement Boxes and placed in Pusan.

Reinforcements—the units indicated appear directly on Pusan; "NG" translates as Naval Gun unit.

Both sides

Replacements may not be taken unless there is available in the respective Replacement Boxes units to be brought on; this is not transferable, i.e., if the Chart calls for the UN replacements, and there are no UN replacements available, but there are South Korean replacements, you may not bring on the Koreans with the UN replacement allowance. Replacements may not be saved or accrued in any fashion; if they are not taken immediately, they are lost.

Both replacements and reinforcements may move and enter combat on their turn of appearance, if possible.

move north of the 38th parallel; if Naval Gun units assist in combat taking place north of the 38th parallel. The North Koreans continuing taking their one supply unit per turn at Pyongyang until this city is occupied by UN units, at which time the supply units begin arriving at Antung if the Chinese have intervened; none are received if they have not. Obviously, if only South Korean units invade the North, there is no Chinese Intervention, but the UN Player is advised that the Koreans will probably be thrown out, and any delay in non-Korean units entering may lose the entire campaign. Upon the preconditions being fulfilled for the Intervention, the Communists receive two Armies (25-2) per turn at Antung up to a total of twelve Armies. This in addition to any Reinforcements ordinarily dictated by the Reinforcements, Replacements and Turn Record Chart. At the same time supply units begin entering the Game one per Turn, although they may no longer be received at Pyongyang.

CHINESE SHOCK EFFECT

Intervention Special Game Rules#1-4 comprise the Shock Effect rule, and should be used for three Game Turns, beginning with the Game-Turn that the Communist Player declares the Shock Effect to begin. To use the Shock Effect, all Communist units must be in supply at the beginning of the First Movement Phase of the Communist Player Turn in which the Shock Effect is to be used. To implement this, the Communist Player simply announces that Shock Effect will begin with his Player Turn, and removes all Communist supply units on the map. He may receive new supply units during the three Game Turns of Shock Effect. Shock Effect is used only once in the Campaign Game, and must begin no later than the eighth Game-Turn following the initiation of Chinese Intervention.

OTHER GAMES

One of historians favorite pastimes is second-guessing the realities of a situation by assuming a different mix of facts, and trying to determine a different, better (or worse) outcome than the one recorded. One of the unique aspects of simulations is the extent to which this may be attempted in a realistic framework. Here are several examples of these "what-if's":

WHAT IF . . .

1. **South Korean units were up to full strength:** start them with eight 10-3s and six 3-3s; the units must cover the same hexes as in the original set up, and two of the 10-3s must be south of the 37th parallel; no units in South Korean Replacement Box.

STALEMATE GAME

UN:

Marginal—occupy, or be the last to occupy, Seoul;

Tactical—no Enemy units south of the 38th parallel;

Strategic—occupy, or be the last to occupy, P'yongyang.

Communist:

Marginal—no Enemy units north of the 38th parallel;

Tactical—occupy, or be the last to occupy, Seoul;

Strategic—no Enemy units north of the 37th parallel.

STALEMATE

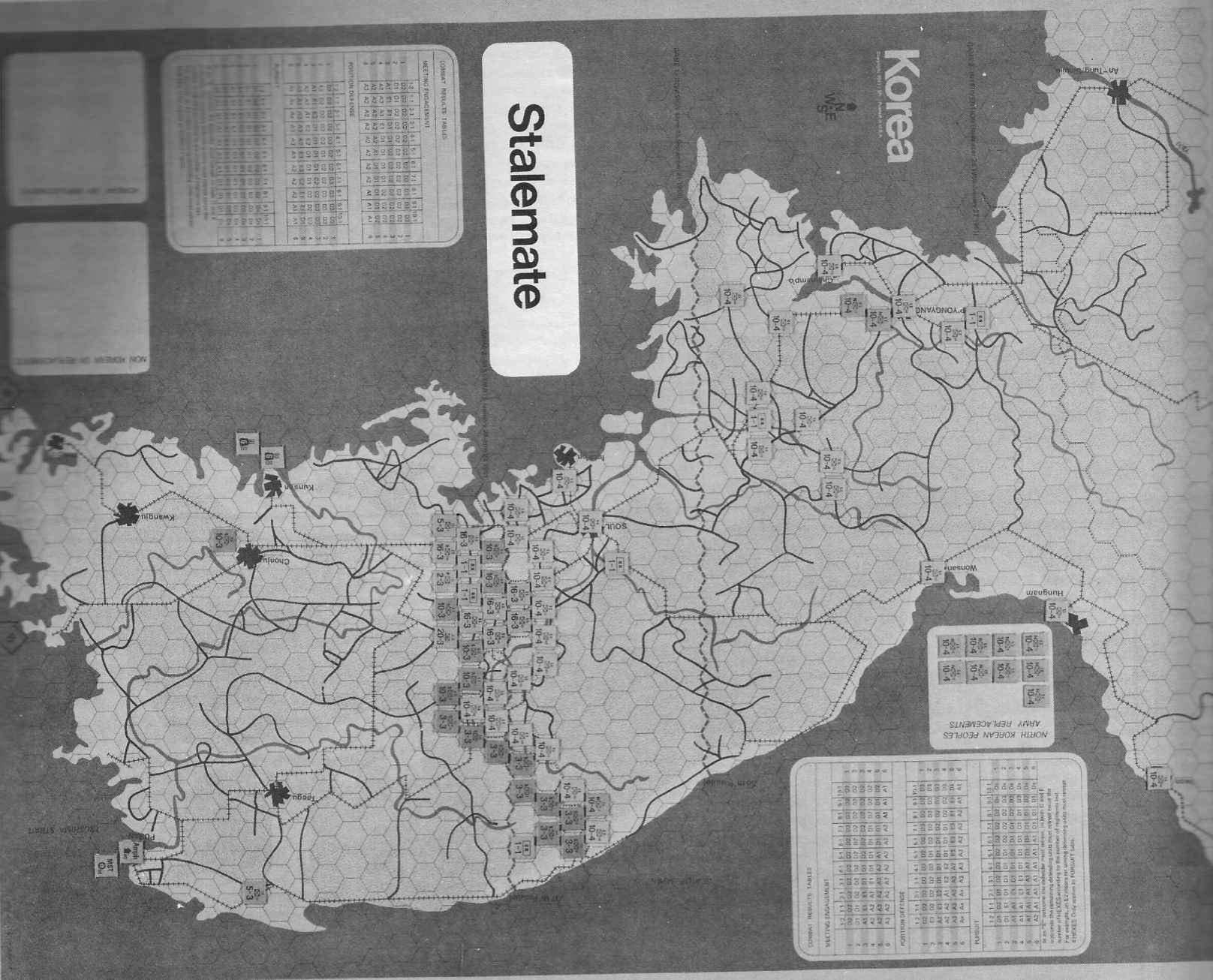
Communist: thirty-three 10-4s, three Supply units.

UN: seven 16-3s, one 20-3, two 5-3s, one 2-3, seven 10-3s, nine 3-3s, three Supply units, one MST unit, one Amph unit, two NG units.

In the Replacement Boxes:

Communist: nine 10-4s.

UN: none.



Communist Chart Codes:

Reinforcements—"A1-1" signifies that one supply unit is received at Antung-Sinuiju; "25-2" means that a unit of this type appears at Antung.

Replacements—"N3" signifies that three North Korean regiments may be taken from their Replacement Box, and placed in Pyongyang, if it is not in the possession of the UN.

United Nations (UN) Chart Codes: if Pusan is occupied by Communists, no UN units may appear at all.

Replacements—"S3" and "UN1" signify that three South Korean and one UN regiment of any type may be taken from their respective Replacement Boxes, and placed in Pusan.

Reinforcements—the units indicated appear directly on Pusan.

Both Sides

Replacements may not be taken unless there is available in the respective Replacement Boxes units to be brought on; this is not transferable, i.e., if the Chart calls for the UN replacements, and there are no UN replacements available, but there are South Korean units in their Replacement Box, you may not bring on the Koreans with the UN replacement allowance. Replacements may not be saved or accrued in any fashion; if they are not taken immediately, they are lost.

Both replacements and reinforcements may move and enter combat on their turn of appearance, if possible.

normally placed in the Replacement Box, are placed directly in Pusan.

3. **Guerillas in South Korea are better organized:** on Game-Turn two of the Invasion Game, Communist Player may place two 3-4s anywhere within four hexes of Chonju or Kwangju; they are subject to all rules once placed on the map.

4. **Chinese "volunteers" aid invasion of the south:** add six 10-4s to Invasion Game Communist initial force; Chinese may still intervene, and there can still be Shock Effect.

5. **Larger U.S. strategic reserve:** one additional 16-3 lands on both Turns 2 and 6 of the Intervention Game.

6. **Larger UN forces:** add one 5-3 on Turn 12 of the Invasion Game, and one 16-3 on Turn 4 of the Intervention Game, as reinforcements.

7. **Chinese intervene if any UN units are on map on Turn 8 of the Invasion Game:** (Do not use Shock Effect with this variant.)

8. **Chinese intervention takes place on third Game-Turn following the first landing of a non-Korean unit:** UN may delay bringing forces onto board. (Do not use Shock Effect rule in this variant.)

9. **South Korea mobilized more:** one additional 10-3 each as reinforcements on Game-Turns 11 and 16 of the Invasion Game, and Game-Turns 6 and 8 of the Intervention Game.

10. **U.S. occupation troops have remained:** place one 5-3 each, within one hex of both Seoul and Pusan; one 5-3 in non-Korean Replacement Box; do not take reinforcement 5-3s on Game-Turns 2 and 4 of the Invasion Game.

11. **More U.S. occupation troops:** in addition to changes in No. 10, place two more 5-3s anywhere on map south of the 38th parallel, add another 5-3 to the Replacement Box, and reduce reinforcement 5-3s in Game-Turns 6 and 8 of the Invasion Game by one 5-3 each.

12. **U.S. unprepared more than originally:** use reduced reinforcement rates either as outlined in 10 or 11 above, without the additional units at the start.

The Players are encouraged to develop reasonable mixes of the above alternatives, which will be suitably different, but still play-balanced. You are also encouraged to do research and develop your own variants, while remembering that if the U.S. got too cute in Korea, it might have lost Europe to the Russians.

DATE 1951	COMMUNISTS		GAME TURN	UNITED NATIONS	
	Reinf	Repl		Repl	Reinf
1/28	A1-1, 25-2	N3	1	S3, UN1	Supply unit
2/4	A1-1, 25-2	N3	2	S3, UN1	
2/11	A1-1	N3	3	S3, UN1	
2/18	A1-1, 25-2	N3	4	S3, UN1	one 5-3
2/25	A1-1, 25-2	N3	5	S3, UN1	
3/4	A1-1, 25-2	N3	6	S3, UN1	
3/11	A1-1, 25-2	N3	7	S3, UN1	
3/18	A1-1	N3	8	S3, UN1	
3/25	A1-1, 25-2	N3	9	S3, UN1	
4/1	A1-1	N3	10	S3, UN1	
4/8	A1-1, 25-2	N3	11	S3, UN1	
4/15	A1-1	N3	12	S3, UN1	one 5-3
4/22	A1-1	N3	13	S3, UN1	
4/29	A1-1	N3	14	S3, UN1	
5/6	A1-1	N3	15	S3, UN1	
5/13	A1-1	N3	16	S3, UN1	
5/20	A1-1	N3	17	S3, UN1	
5/27	A1-1	N3	18	S3, UN1	
6/3	A1-1	N3	19	S3, UN1	
6/10	A1-1	N3	20	S3, UN1	
6/17	A1-1	N3	21	S3, UN1	

Stalemate Game begins,
United Nations move first