KOREA
The Mobile War: 1950-51

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STANDARD RULES

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

1. The Standard Game, 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 Nation Forces as shown 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 - Philippino.

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 last 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 terrain, 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 expands 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:

<table>
<thead>
<tr>
<th>MOVEMENT (in number of hexes per Movement Phase)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit type</td>
</tr>
<tr>
<td>United Nations</td>
</tr>
<tr>
<td>South Korean</td>
</tr>
<tr>
<td>Communists</td>
</tr>
<tr>
<td>UN supply unit</td>
</tr>
<tr>
<td>Communist supply</td>
</tr>
</tbody>
</table>
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 Table: 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 decides 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 6 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 CRT 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 earlier. 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 use 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 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 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 only be 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 one (16) Movement Points of a supply unit. The supply line may be traced over any terrain and the Movement Points are computed as if an actual unit was being moved. An exception: a supply line may not be traced through an Enemy Zone of Control unless an Enemy Supply 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 supply from an Enemy Zone of Control; in any event, they are automatically returned to play on the next Game-Turn following the last Game-Turn of elimination (their return does not affect the UN Replacement rate).
Position Defense Combat Results Table (CRT)

- It costs the unit under the Entrench counter one Movement Phase to remove the counter from play. The unit is then destroyed in that Phase. The Entrench 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. The choice of CRT's always has a corresponding Attack and a corresponding Defense. The Defender must choose the CRT after the Attacker has chosen the CRT. Each CRT has a specific number of turns associated with it. The Defender may choose no number of different CRT's during a particular Combat Phase. The 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 a given 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; 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 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, or on a River hex (and attacked by units not on an adjacent River hex of the same river), or when under an Entrench 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 is usually higher losses, but less, resistance, 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.

(1) 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 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.

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

(1) 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 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) 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.
<table>
<thead>
<tr>
<th>TERRAIN</th>
<th>DESCRIPTION</th>
<th>EFFECT ON MOVEMENT</th>
<th>EFFECT ON DEFENSIVE COMBAT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear</td>
<td>any hex devoid of other terrain</td>
<td>one movement point to enter</td>
<td>NONE</td>
</tr>
<tr>
<td>Rough Terrain</td>
<td>any hex in whole or part rough terrain</td>
<td>two movement points to enter; Zones of Control don’t extend into hexes entirely Rough Terrain</td>
<td>Combat Strength is doubled</td>
</tr>
<tr>
<td>Roads</td>
<td>any hex containing road symbol</td>
<td>one-half movement point to enter from another road hex, no matter what terrain it passes through</td>
<td>Depends on other terrain</td>
</tr>
<tr>
<td>Railroad/road</td>
<td>any hex containing railroad symbol</td>
<td>same as road, plus special RR option, see Movement Phase, Case J</td>
<td>Depends on other terrain</td>
</tr>
<tr>
<td>River</td>
<td>any hex which has two sides crossed by a river</td>
<td>one additional movement point to enter, above the ordinary terrain cost</td>
<td>may use Position Defense Combat Results Table, if all attacking units are on non-river hexes</td>
</tr>
<tr>
<td>Sea</td>
<td>any hex wholly covered by sea</td>
<td>no land units may enter, only UN naval units, which pay one movement point per hex</td>
<td>No combat</td>
</tr>
<tr>
<td>Inlet hex-side</td>
<td>any hex side completely covered by sea</td>
<td>Land units may not enter; naval units may</td>
<td>No combat except Naval Gun unit</td>
</tr>
<tr>
<td>City</td>
<td>any hex wholly or partially town</td>
<td>Treat as a railroad hex</td>
<td>may use Position Defense Combat Results Table</td>
</tr>
</tbody>
</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 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.