

Korea

# Invasion

Legend

Symbol	Description
[Square]	Province
[Star]	Capital
[Circle]	City
[Triangle]	Fort
[Diamond]	Fort

Scale: 1:100,000

Legend

Symbol	Description
[Square]	Province
[Star]	Capital
[Circle]	City
[Triangle]	Fort
[Diamond]	Fort

Legend

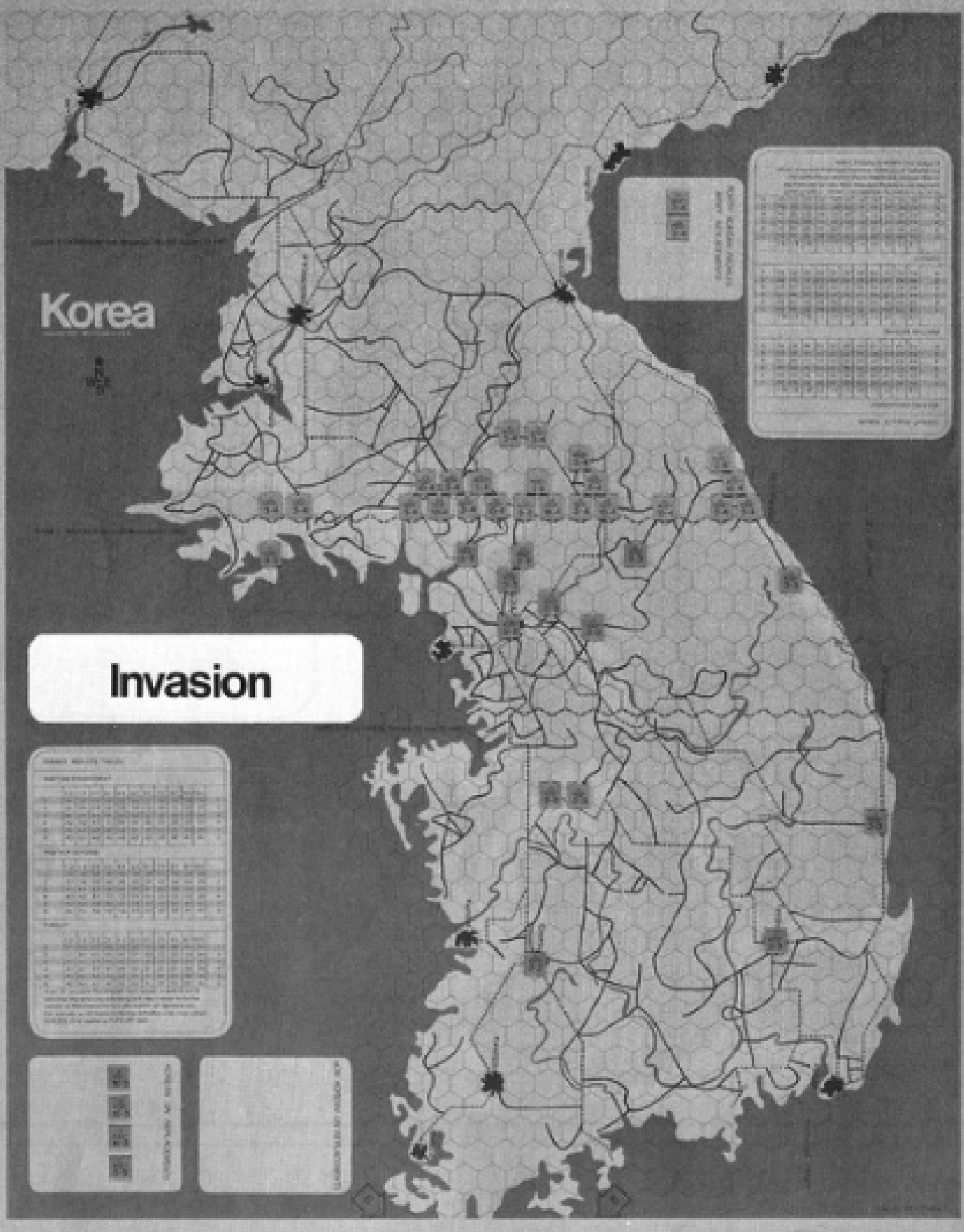
Symbol	Description
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[Diamond]	Fort



# 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 Seoul 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	
	Week of	Reinf	Repl		Repl	Reinf
Invasion Game Begins, Communists move first	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	
FOR CAMPAIGN GAME ONLY	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	

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 campaign that threw one side off balance for a short while.

### For The Invasion Game ONLY!

(1) On Game-Turn One **only**, the North Koreans are considered in supply in all situations for all three Phases.

(2) Seoul 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.

(3) The UN may not launch Assault invasions north of the 38th parallel.

(4) North Korean units trace their supply lines to Pyongyang. South Koreans to Seoul. Supply lines are traced along rail-lines free of Enemy units or Zones of Control. Units must be on, or within two hexes of, the rail-line being used for supply purposes.

## 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 either replacement or reinforcement, may move and enter combat on their Game-Turn of appearance.

See special rules for this game's variations from the standard rules.

# Korea

## Intervention

UNITS

Unit	Cost	Strength	Health	Speed	Range	Special
Infantry	100	100	100	100	100	None
Artillery	150	150	150	100	100	Artillery
Armor	200	200	200	100	100	Armor
Naval	300	300	300	100	100	Naval
Air	400	400	400	100	100	Air

UNITS

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Infantry	100	100	100	100	100	None
Artillery	150	150	150	100	100	Artillery
Armor	200	200	200	100	100	Armor
Naval	300	300	300	100	100	Naval
Air	400	400	400	100	100	Air

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Artillery	150	150	150	100	100	Artillery
Armor	200	200	200	100	100	Armor
Naval	300	300	300	100	100	Naval
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Artillery	150	150	150	100	100	Artillery
Armor	200	200	200	100	100	Armor
Naval	300	300	300	100	100	Naval
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Infantry	100	100	100	100	100	None
Artillery	150	150	150	100	100	Artillery
Armor	200	200	200	100	100	Armor
Naval	300	300	300	100	100	Naval
Air	400	400	400	100	100	Air

## INTERVENTION GAME

### UN:

**Marginal**—hold Seoul, or be the last to occupy it;

**Tactical**—no Enemy units south of dotted line designated 38th parallel;

**Strategic**—hold Pyongyang, or have been the last to occupy it;

### Communist:

**Marginal**—occupy, or be the last to occupy, Pyongyang;

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

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

## INTERVENTION

### On the Map:

**Communist:** nine 25-2's, four 10-4's, two 3-4's.

**UN:** six 3-3's, sixteen 5-3's, five 10-3's, one 2-3, three 0-3's, two 10-3's, two supply units, one MST, one Amph, two NG units.

Do not place the supply unit shown southeast of Pyongyang on the map; this is an erroneous, additional unit.

### In the Replacement Boxes:

**Communist:** ten 10-4's, one 3-4.

**UN:** three 10-3's, one 5-3.

DATE 1950/51	COMMUNISTS		GAME TURN	UNITED NATIONS	
	Relief	Repl		Repl	Relief
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

(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

Point; it still costs two Movement Points to enter partially Rough Terrain hexes. All other movement costs remain the same.

(5) Certain UN units are off the north edge of the board; they return on the last railroad hex northeast of Iwon, henceforth called the RR, or the last road hex northwest of Iwon, henceforth called the road. In the beginning of the Second Movement Phase of the first UN Player Turn, there automatically appears a 10-3 unit on the RR, and a 5-3 unit on the road; in addition, a die roll should be made; if the result is a "1," "2," or "3," a 10-3 unit appears on the road in the beginning of the Second Movement Phase stacked with the 5-3 indicated above; if the die roll is a "4," "5," or "6," the same unit appears on the First Movement Phase of the **second** UN Player Turn, on the road, or if this hex is occupied by the Enemy, the first unoccupied hex to the east of the road.

#### Communist Chart Codes:

**Reinforcements**—"A1-1" signifies that a supply unit starts at Antung-Sinuiju 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 regiments 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.



## 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, Pyongyang.

**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.

Seulwaha Game begins,  
United Nations move first

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	

**Communist Chart Code:**

**Reinforcements**—"A1-1" signifies that one supply unit is received at Antung-Sinajju; "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 scored 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.

# 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 hexes of, Chonju and/or Taegu. These units regain the ability to move away from their position on the UN Player-Turn after the Communists cross the 38th parallel; if the Communists were all to be driven north of the 38th parallel, these two divisions would have to be replaced again. These two divisions need not stay immobile in position, as long as any two divisions are in the requisite position.

## CHINESE INTERVENTION

The Chinese intervene as soon as the UN units move north of the 38th parallel, or Naval Gun units assist in combat taking place north of the 38th parallel. The North Koreans continue 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 boxes 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.

2. **U.S. forces in Japan up to full strength:** those units designated as R1 on the Reinforcement, Replacement and Turn Record Chart, normally placed in the Replacement Box, are placed directly in Pusan.

3. **Guerrillas 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.