

THE KOREAN WAR



INTRODUCTION

The Korean War Grand Campaign is the longest scenario, lasting 150 turns, each representing one week between 26 June 1950 and 15 May 1953. One player represents the North Korean and Chinese Communist armies, with Soviet backup, and the other plays the United Nations, comprising South Koreans, UNO, Commonwealth and American forces.

- The **Communists** have very numerous land forces at the start of the game, and the Chinese reinforcements are impressive, but they are lacking strength in the air (except when the Migs arrive).
- The **United Nations** player must first hold desperately against the initial invasion, waiting for American reinforcements to alter the course of events. Their aerial superiority and economic might are important and can compensate for the lower numbers.

Be careful however about the way the conflict can escalate, as the situation could easily get out of control, especially if you concede to those wanting to use nuclear weapons...

The game's event cards allow full replayability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fronts.

DURATION

Duration: 60h+

Favored Side: none

Most Difficult Side to Play: **United Nations**

The Grand Campaign lasts 150 turns, from 26th June 1950 till 15 May 1953, each representing a week

The **Communists** plays first.



FORCES

The **Communists** forces include North Korean troops (both regular army and other forces), the Chinese People's Liberation Army and some Soviet (air squadrons) units.

The **United Nations** forces include South Korean troops (regular army and other forces), Commonwealth (Anzac, Canada, Britain), Nationalist Chinese (KMT), United Nations contingents, and US forces (Army, Navy, Marines and Air Force) units.

MAPBOARD

The map represents the entire Korean peninsula, as well as the regions in Manchuria next to the border. Other key areas such as Japan, Okinawa, North and South Manchuria and Soviet Far East are represented by off-map boxes.

There are objectives on the map that yield Victory Points, and locations that will increase the Chinese Intervention index.

The map regions color may change due to weather (turning brown under mud, white under snow conditions – See Weather in the special rules section). High mountains regions do not allow presence of armor units.

AIR STACKING: in this scenario it is limited to 5 points of stacking in all regions except off-map boxes, where it is unlimited. Most air units have a 1 point stacking value.



IMMEDIATE VICTORY

The **Communists** player wins if he captures all major cities in South Korea or reaches 60 VP.

The **United Nations** player wins if captures all major cities in North Korea without having the Chinese Intervention in full (level 10+ and all Chinese Intervention cards played) or reaches 60 VP.

Otherwise, the player with the most Victory Points at the end of the scenario wins the game.

BONUS VP

Many structures give VP (usually +1, +2 for big cities) when captured, and may cause loss of VP if lost. All of those are shown by the VP stars on map and in the region navigator. Right click on any owned region and examine the “Regions” tab and the “Structures” tab to see locations that award VP

Elimination of any HQ units gives the other side +1 VP each. Many events and cards add or remove VPs.

On three occasions in 1950 and early 1951 (Fall, Winter and Spring), each side will receive extra victory points for control of a certain number of cities in North and South Korea (1 or 2 VPs every 3 cities according to the period and location).

In addition, regularly blockading NK gains +1 VP each economic phase to the UN.



VICTORY

REINFORCEMENTS

The calendar below lists the units that both sides will respectively receive in 1950 and 1951. No more regular reinforcements from outside will arrive after May 1951. However, units previously destroyed (except for a few of them) can be rebuilt during an economic phase.

COMMUNISTS

| | |
|-----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [Turn 2] | 02/07/1950 - 08/07/1950 NK: 7th Division |
| [Turn 6] | 31/07/1950 - 06/08/1950 NK: 8th Division, 9th Division, 83rd Motorized Rgt/105th Division |
| [Turn 9] | 21/08/1950 - 27/08/1950 NK: 18th Division |
| [Turn 10] | 28/08/1950 - 03/09/1950 NK: 19th Division, 27th Division, 16th Tank Bn, 17th TankBn |
| [Turn 11] | 04/09/1950 - 10/09/1950 NK: 42nd Tank Bn |
| [Turn 12] | 11/09/1950 - 17/09/1950 NK: 43rd Division |
| [Turn 13] | 18/09/1950 - 24/09/1950 NK: 17th Division, 3rd Corps HQ, 3rd Corps Artillery, 31st Division(Res.) |
| [Turn 16] | 09/10/1950 - 15/10/1950 NK: 32nd Division |
| [Turn 17] | 16/10/1950 - 22/10/1950 - Volunteers Army (VA – Chinese – Stage 1) 112th Div./38th Corps (VA.), 113th Div./38th Corps (VA.), 114th Div./39th Corps (VA.), 115th Div./39th Corps (VA.), 116th Div./39th Corps (VA.), 117th Div./39th Corps (VA.), 118th Div./40th Corps (VA.), 119th Div./40th Corps (VA.), 120th Div./40th Corps (VA.), 124th Div./ 42nd Corps (VA.), 125th Div./ 42nd Corps (VA.), 126th Div./ 42nd Corps (VA.), Vol.Army Group HQ, |
| [Turn 18] | 23/10/1950 - 29/10/1950 NK: 24th Division(Res.), 4rth Corps HQ, 4th Corps Artillery, 38th Division(Res.), 41st Division(Res.) Volunteers Army (VA – Chinese – Stage 1): 25th Artillery (VA.), 27th Artillery (VA.), 28th Artillery (VA.), Volunteers Tank Bn, Army Logistics(VA.), Cavalry Division (PLA), |

REINFORCEMENTS

COMMUNISTS

- [Turn 19] 30/10/1950 - 05/11/1950
NK: 47th Division(Res.),
USSR: 64th/I Aviation Corps

Chinese 9th Army (Chinese – Stage 1):
79th Div./27th Corps (9A.), 80th Div./27th Corps (9A.), 81st Div./27th Corps (9A.),
90th Div./27th Corps (9A.), 45th Artillery (VA.), 47th Artillery (VA.),
48th Artillery (VA.), IX AG HQ (9A.)
- [Turn 20] 06/11/1950 - 12/11/1950 - 20 Chinese 9th Army (Chinese – Stage 2):
58th Div./20th Corps (9A.), 59th Div./20th Corps (9A.), 60th Div./20th Corps (9A.),
76th Div./26th Corps (9A.), 77th Div./26th Corps (9A.), 78th Div./26th Corps (9A.),
88th Div./26th Corps (9A.), 99th Div./20th Corps (9A.), 63rd AA Artillery Bde (9A.),
IX AG Artillery (9A.), 26th AT Artillery (9A.), Army Logistics (9A.)
- [Turn 21] 13/11/1950 - 19/11/1950
Chinese 3rd Army (Chinese – Stage 1):
148th Div./50th Corps (3A.), 149th Div./50th Corps (3A.), 150th Div./50th Corps (3A.),
196th Div./66th Corps (3A.), 197th Div./66th Corps (3A.), 198th Div./66th Corps (3A.),
44th Artillery (3A.)
- [Turn 24] 03/12/1950 - 09/12/1950
USSR : 64th/II Aviation Corps
- [Turn 26] 17/12/1950 - 23/12/1950
NK: 5th Corps HQ, 5th Corps Artillery
- [Turn 28] 31/12/1950 - 06/01/1951
CH: 7th Aviation Division
- [Turn 29] 07/01/1951 - 13/01/1951
USSR: 64th/III Aviation Corps
CH: 10th Aviation Division, 11th Aviation Division, 14th Aviation Division,
15th Aviation Division, 4th Aviation Division
- [Turn 32] 28/01/1951 - 03/02/1951
CH: 2nd Aviation, Division, 3rd Aviation Division, 9th Aviation Division
- [Turn 33] 04/02/1951 - 10/02/1951
NK: 36th Division(Res.), 37th Division(Res.), 45th Division(Res.), 46th Division(Res.)
- [Turn 34] 11/02/1951 - 17/02/1951 - Chinese Spring Offensive (Chinese – Stage 1):
190th Div./64th Corps (3A.), 191st Div./64th Corps (3A.), 192nd Div./64th Corps (3A.),
- [Turn 36] 25/02/1951 - 03/03/1951 - Chinese Spring Offensive (Chinese – Stage 2):
187th Div./63rd Corps (3A.), 188th Div./63rd Corps (3A.), 189th Div./63rd Corps (3A.),
64th AA Artillery Bde

REINFORCEMENTS

COMMUNISTS

- [Turn 37] 04/03/1951 - 10/03/1951
NK: 5th Aviation Division
CH: 8th Aviation Division, 5th Aviation Division

Chinese Spring Offensive (Chinese – Stage 3):
193rd Div./65th Corps (3A.), 194th Div./65th Corps (3A.), 195th Div./65th Corps (3A.),
- [Turn 38] 11/03/1951 - 17/03/1951
NK: 1st Aviation Division (upgraded to Migs)

Chinese Spring Offensive (Chinese – Stage 4):
179th Div./60th Corps (3A.), 180th Div./60th Corps (3A.), 181st Div./60th Corps (3A.),
31st AT Artillery (3A.),
- [Turn 39] 18/03/1951 - 24/03/1951 - Chinese Spring Offensive (Chinese – Stage 5):
III AG HQ (3A.), 31st Div./12th Corps (3A.), 34th Div./12th Corps (3A.),
35th Div./12th Corps (3A.), 44th Div./15th Corps (3A.), 45th Div./15th Corps (3A.),
29th Div./15th Corps (3A.), 3rd Army Logistics (3A.), III AG Artillery (3A.)
- [Turn 40] 25/03/1951 - 31/03/1951
CH: 6th Aviation Division

Chinese Spring Offensive (Chinese – Stage 6):
19th Artillery (19A.), 20th Artillery (19A.), Army Logistics (19A.),
XIX AG Artillery (19A.), 61st AA Artillery Bde (19A.), 9th Artillery (19A.),
11th Artillery (19A.), 21st Artillery (19A.)
- [Turn 41] 01/04/1951 - 07/04/1951 - Chinese Spring Offensive (Chinese – Stage 7):
XX AG HQ (20A.), 5th Artillery (20A.), 29th AT Artillery (20A.), 32nd Artillery (20A.),
62nd AA Artillery Bde (20A.), XX AG Artillery (20A.), 199th Div./67th Corps (20A.),
200th Div./67th Corps (20A.), 201st Div./67th Corps (20A.),
202nd Div./68th Corps (20A.), 203rd Div./68th Corps (20A.),
204th Div./68th Corps (20A.), Army Logistics (20A.)

UNITED NATIONS

- [Turn 1] 25/06/1950 - 01/07/1950
USA: TF Smith
USN: Patrollers ships (1 per naval station). May be delayed to turn 2 (random).
- [Turn 2] 02/07/1950 - 08/07/1950
USAF: 2nd Sqd/22nd BG, 19th Sqd/22nd BG, 33rd Sqd/22nd BG,
28th Sqd/19th BG, 30th Sqd/19th BG, 93rd Sqd/19th BG,
USA: 34th Rgt/24th Div., 21st Rgt/24th Div., Field Arty/24th Div.
- [Turn 3] 09/07/1950 - 16/07/1950
USA: 27th Rgt/25th Div., 8th Army HQ, 19th Rgt/24th Div
CMW: 77th Sqd (RAAF)
USN: TF70 (4 units: CV, BB, CA, DD)

REINFORCEMENTS

UNITED NATIONS

- [Turn 4] 17/07/1950 - 23/07/1950
USAF: 13th Sqd/3rd BG, 731st Sqd/3rd BG
325th Sqd/92nd BG, 326th Sqd/92nd BG, 327th Sqd/92nd BG,
USA: 24th Rgt/25th Div., 35th Rgt/25th Div., FieldArty/25th Div., 25th Div. Logistics
Removed: TF Smith (in exchange of 2 replacements)
- [Turn 5] 24/07/1950 - 30/07/1950
USAF: 343rd Sqd/98th BG, 344th Sqd/98th BG, 345th Sqd/98th BG,
USA: 5th Rgt/1st Cav.Div., 8th Rgt/1st Cav.Div., 7th Rgt/1st Cav.Div., 29th Rgt, FieldArty/1st Cav.Div.
- [Turn 6] 31/07/1950 - 06/08/1950
USAF: 370th Sqd/307th BG, 371st Sqd/307th BG, 372nd Sqd/307th BG,
USA: 5th RCT/24th Div., 89th Tk Bn/25th Div., 9th Rgt/2nd Div., 23rd Rgt/2nd Div.,
FieldArty/2nd Div., 6th Tk Bn/ 24th Div., 70th Tk Bn/1st Cav.Div., 73rd Tk Bn/7th Div.,
24th Div. Logistics
USMC: 5th Rgt/1st Div., 1st Tk Bn/1st Div., 11th Art.Rgt/1st Div.78
- [Turn 8] 14/08/1950 - 20/08/1950
USAF: 35th Sqd/8th FBG, 36th Sqd/8th FBG, 80th Sqd/8th FBG,
USA: 72nd Tk Bn/2nd Div., 38th Rgt/2nd Div.
CMW: Royal Navy TF (1 unit)
- [Turn 9] 21/08/1950 - 27/08/1950
SK: II Corps Artillery
USA: 1st Cav.Div. Logistics, 2nd Div. Logistics.
CMW: 27th Infantry Bde(Canada)
- [Turn 10] 28/08/1950 - 03/09/1950
USMC: 1st Rgt/1st Div., 1st Div. Logistics
USA: 17th Rgt/7th Div., 31st Rgt/7th Div., 32nd Rgt/7th Div. , FieldArty/7th Div.,
X Corps Artillery, X Corps HQ, 92nd FieldArt Bn., 7th Div. Logistics.
- [Turn 11] 04/09/1950 - 10/09/1950
USA: 17th Heavy Art. Bn.
USN: TF77 (4 units: CV, BB, CA, DD)
- [Turn 12] 11/09/1950 - 17/09/1950
USA: I Corps Artillery, I Corps HQ, 187th Para Rgt with 1st Troop Carrier Group
USMC: 7th Rgt/1st Div.
- [Turn 13] 18/09/1950 - 24/09/1950
USAF: 16th Sqd/51st FIG, 25th Sqd/51st FIG, 39th Sqd/51st FIG,
UNO: Filipino Bn.
- [Turn 14] 25/09/1950 - 01/10/1950
USAF: 68th Sqd/51st FIG, 80th Sqd/51st FIG,
USA: IX Corps HQ, 65th Rgt/3rd Div., IX Corps Artillery,
USAF: 68th Sqd/51st FIG, 80th Sqd/ 51st FIG

REINFORCEMENTS

UNITED NATIONS

| | |
|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [Turn 15] | 02/10/1950 - 08/10/1950 SK: 11th Division, III Corps HQ, III Corps Artillery, III Corps Logistics Removed: 77th Sqd(RAAF) |
| [Turn 17] | 16/10/1950 - 22/10/1950 UNO: Turkish Bde, Contingent Logistics |
| [Turn 18] | 23/10/1950 - 29/10/1950 SK: 9th Division |
| [Turn 19] | 30/10/1950 - 05/11/1950 CMW: 29th Infantry Bde, 8th KRH Rgt, RFA Artillery, Commonwealth HQ, Division Logistics, 1st Air Wing USAF: 731st Sqd/3rd BG <i>Removed: 731st Sqd/452nd BG</i> |
| [Turn 20] | 06/11/1950 - 12/11/1950 USA: 15th Rgt/3rd Div |
| [Turn 21] | 13/11/1950 - 19/11/1950 USA: 7th Rgt/3rd Div, FieldArty/3rd Div., CMW: 2nd Sqd(SAAF) |
| [Turn 22] | 20/11/1950 - 26/11/1950 UNO: Thai Bn, French Bn. USA: 64th Tk Bn/3rd Div, 3rd Div. Logistics |
| [Turn 23] | 27/11/1950 - 02/12/1950 USAF: 522nd Sqd/27th FEG, 523rd Sqd/27th FEG, 524th Sqd/27th FEG, UNO: Dutch Bn. |
| [Turn 24] | 03/12/1950 - 09/12/1950 UNO: Greek Bn. |
| [Turn 25] | 10/12/1950 - 16/12/1950 USAF: 334th Sqd/4th FIG, 335th Sqd/4th FIG, 336th Sqd/4th FIG, |
| [Turn 30] | 14/01/1951 - 20/01/1951 USA: 999th FieldArt Bn. |
| [Turn 32] | 28/01/1951 - 03/02/1951 UNO: Belgian Bn. |
| [Turn 33] | 04/02/1951 - 10/02/1951 USA: 196th FieldArt Bn., 937th FieldArt Bn. |
| [Turn 34] | 11/02/1951 - 17/02/1951 <i>Removed: 370th Sqd/307th BG, 371st Sqd/307th BG, 372nd Sqd/307th BG (B29's)</i> |
| [Turn 35] | 18/02/1951 - 24/02/1951 USA: 176th FieldArt Bn. |

REINFORCEMENTS

UNITED NATIONS

| | |
|------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| [Turn 36] | 25/02/1951 - 03/03/1951 USA: 213th FieldArt Bn. |
| [Turn 41] | 01/04/1951 - 07/04/1951 <i>Removed: 343rd Sqd/98th BG, 344th Sqd/98th BG, 345th Sqd/98th BG (B29's)</i> |
| [Turn 45] | 29/04/1951 - 05/05/1951 USAF: 111th Sqd/136th FBG, 154th Sqd/136th FBG, 182nd Sqd/136th FBG, UNO: Ethiopian Bn. |
| [Turn 46] | 06/05/1951 - 12/05/1951 <i>Removed: 40th Sqd/35th FIW</i> |
| [Turn 53] | 24/06/1951 - 30/06/1951 USAF: 90th Sqd/3rd BG <i>Removed: 731st Sqd/3rd BG</i> |
| [Turn 54] | 01/07/1951 - 07/07/1951 USAF: 158th Sqd/116th FBG, 159th Sqd/116th FBG, 196th Sqd/116th FBG, |
| [Turn 57] | 22/07/1951 - 28/07/1951 CMW: 77th Sqd(RAAF). |
| [Turn 98] | 06/05/1952 - 12/05/1952 <i>Note: those reinforcements may arrive earlier if USAF Readiness Option is played.</i> USAF: 34th Sqd/17th BG, 37th Sqd/17th BG, 95th Sqd/17th BG, 728th Sqd/452nd BG, 729th Sqd/452nd BG, 730th Sqd/452nd BG |
| [Turn 101] | 27/05/1952 - 02/06/1952 USAF: 39th Sqd/35th FIW |
| [Turn 107] | 08/07/1952 - 14/07/1952 USAF: 69th Sqd/58th FBG, 310th Sqd/ 58th FBG, 311th Sqd/58th FBG, 428th Sqd/474th FBG, 429th Sqd/474th FBG, 430th Sqd/ 474th FBG |

AUTOMATIC REPLACEMENTS

COMMUNISTS

[Turn 0] June, 1950. Initial allocation: 5
[Turns 1-9] 25th June, 1950 – 14th August, 1950: 5
[Turns 10-14] 21st August, 1950. – 25th September, 1950: 3
[Turns 15-20] 2nd October, 1950 – 6th November, 1950: 2
[Turns 21-22] 13th November, 1950 – 20th November, 1950: 3
[Turns 23-30] 27th November, 1950 – 14th January, 1951: 4
[Turns 31-36] 21st January, 1951 – 25th February, 1951: 3
[Turns 37-150] 4th March 1951 - End: 2

UNITED NATIONS

[Turn 0] June, 1950. Initial allocation: 3
[Turns 1-6] 25th June, 1950 – 6th August 1950: 1
[Turns 7-16] 7th August, 1950 – 9th October, 1950: 5
[Turns 17-27] 16th October, 1950 – 24th December, 1950: 3
[Turns 28-150] 31st December, 1950 - End: 2

In addition, the US Navy and Air Force will get automatic repair of an air unit each economic phase (on carriers units for the USN, in Okinawa for B29's and in Japan for other air units) starting turn 5 for USN and Turn 13 for the others.

Cards and events may also alter temporarily or permanently those figures.

It is advised to buy many replacements during the Economic phases as those received automatically will not be sufficient to cover the losses.

OPTIONS

The game offers to both sides an array of different starting options, each at a cost in victory points. The other side will not be aware of your choice, thereby creating new situations at each start of the game.

- The **Communists** may just keep their 15 VP at start and stay with the historical setup, or they can request more support from China, prepare a fortified defensive line on the border, or get more armor and planes initially.
- The **United Nations** can also choose to stay with the Historical setup (and keep 15 VP), or they can spend on better preparation for South Korea, border defenses, or a higher readiness of the USAF. The first 2 options, detected by the other side, will give the Communists some VP and cards advantages back.

On the turn when you play options (Turn 0), nothing else but a few reinforcements and adjustments are taken into consideration. Real complete first full turn is Turn1.



SPECIAL RULES

WEATHER

This is a decisive factor in this campaign. At start, the weather is fair and has no specific impact on the game. During Fall and Spring, rain will fall more commonly, and the weather may turn to Mud. In Winter, snow will fall frequently (first on the mountains and highlands, then everywhere).

MUD

When the weather turns to rain, mud happens and the map regions' colors turn brownish (see map capture below).



Terrains under mud usually have a higher movement cost and most pursuits and breakthrough are cancelled or severely limited.

SNOW

When the weather turns to snow, map regions' colors turn white (see map capture below).



Terrains with snow have a higher movement cost than in fair weather (but lower than during mud). Attackers are penalized, both on land and in the air, and defenders too in some terrains like mountains.

Each time the weather changes in a given region or group of regions, players are warned both by a weather forecast telegram and by the map region color change (if relevant).

SPECIAL RULES

CARDS

One card drawn basically each turn in this game, and players may keep up to 12 of them in hands. However, an extra card is drawn every fourth turn (during the economic phase) and one more card may be drawn also in those phases, when the Chinese intervention level progresses.

SUPPLY SOURCES, RELAYS, DISTANCE & PENALTY

Supply affects both sides. Supply sources are identified by the supply icon.



- **Communists** sources are the major cities and industrial centers of North Korea, the border towns, and the Manchurian and Soviet off-map boxes.
- **United Nations** sources are the major cities and industrial centers of South Korea, and the Japan and Okinawa off-map boxes.

Distance for supply is 3 regions from a source or a relay.

A supply relay is a major city or town showing a supply icon, a depot or a logistical unit.



When units get out of supply, the following penalties apply on the turns they are out of supply (or consecutive turns for 2+ values below):

[Turn 1] Morale value: -1, Movement Modifier: -1.

Morale checks tests multiplier: 5 (if roll below multiplier times morale, -1 hit)

[Turn 2] Morale value: -1, Attack Modifier: -1, Movement Modifier: -1

Morale checks tests multiplier: 4 (if roll below multiplier times morale, -1 hit)

[Turn 3] Morale value: -1, Attack Modifier: -1, Movement Modifier: -1 infantry / -2 motorized

Morale checks tests multiplier: 4 (if roll below multiplier times morale, -1 hit)

[Turn 4] Morale value: -2, Attack Modifier: -2 infantry / -3 motorized,

Defense Modifier: -1, Movement Modifier: -2 infantry / -3 motorized

Morale checks tests multiplier: 3 (if roll below multiplier times morale, -1 hit)

[Turn 5] Morale value: -3, Attack Modifier: -3, Defense Modifier: -2, Movement Modifier: -3

Morale checks tests multiplier: 1 (if roll below multiplier times morale, -1 hit)

All artillery units are eliminated.

[Turn 6+] Morale value: -3, Attack Modifier: -3, Defense Modifier: -3, Movement Modifier: -4

Morale checks tests multiplier: 0 (means each unsupplied unit suffers an automatic hit)

All artillery and HQ units are eliminated.

SPECIAL RULES

BREAKTHROUGHS AND PURSUITS

In this game, breakthrough and pursuit is possible. It is usually limited to clear or low hills terrains, and when armored or mechanized units are present.

FOG OF WAR

Both sides benefit from a partial fog of war, i.e. the player cannot see what an enemy stack contains (only a flag is displayed on those that are nearby to friendly units) until they enter in battle with those.

ECONOMIC PHASE

Every fourth turn (starting turn 1), both sides will receive an Economic phase where they collect income and spend it on purchases of new units and extra replacements or cards.

Replacements and cards have a flat cost of \$2 and \$3 respectively. Units cost will vary depending on their types and their side. Basically, Communist infantry is cheaper than UN's, but other 'technical' units (air, armor, artillery, logistics) cost less to the UN than to their Communists opponents.

Sources of income are the Industry (see next point) or regions.

REGIONS

The latter provide 1 or 2 points of income, and are identified on the map by special icons, such as:



Non industrial craftsmen and workshop: \$2 or \$1 - Dense agriculture areas: \$1 - Rice growing areas: \$1

COMMUNIST INDUSTRY

The NK have a list of industrial buildings such as factories, refineries, foundries, power plants, hydroelectric dams, warehouses and railway centers. They are located in different regions and can be attacked by air units (mostly the B29 strategic bombers of the UN, and some other bombers) and by land units. They have AA defense against air units, but won't fight in land battles (and will be destroyed if the enemy wins). The number of currently undestroyed industries provides extra economic income to the Communists, and the more they lose industries, the more they lose this income (if all industry is destroyed, they will even lose income and replacements). A report will indicate when this happens and the economic summary lists the industrial income in a tooltip.

BLOCKADE

When the UN has at least 3 naval combat units in each of Sea of Japan and Yellow Sea stations regions (the big blue circles at sea on each side of Korea), the Communist will lose \$1 per economic phase (and the UN gain +1 VP)

OFFMAP BOXES

They usually provide a large income, as they represent countries or areas with economic power larger than Korea and their contribution to the war.

US economic power assigned to this conflict is represented inside the Japan box income (and will grow strongly and regularly over time).



SPECIAL RULES

TRENCHES AND FIXED DEFENSES

Only a few of those units can be bought early on, but more will become available in 1951, 1952 and 1953. Cards will also provide them for free.

HIGH MOUNTAINS

Mostly located in northeastern North Korea, those regions do not allow entry to armor units (a specific icon reminds you about it) and have a rather limited stacking, combined with high movement cost. It gets even worse during mud or snow weather.



UNIQUE UNITS

All North Korean elite infantry regiments are lost forever when destroyed, they can't be rebuilt. The same for the 7 South Korean "breakdown" ad-hoc regiments that start on the game map. So plan carefully to allocate them replacements to ensure their survival in this game.

CHINESE INTERVENTION

This index grows from 0 at start up to 15 or higher. Cards and events can make it grow, but the key factor leading to the change is the capture by United Nations of NK cities and regions bordering China, identified with a specific icon (see here) either on the cities images or description or in the region.



Until level 6 is reached, no Chinese unit may enter North Korea. At this level, the Chinese Volunteers Army troop may enter (provided a card is played), and at level 10 another card allows full Chinese intervention with all their troops.

Chinese Intervention level also affects replacements (the higher the level, the more are received) and in some cases the play of cards or the collection of VPs. The level also allows some North Korean units to appear in China (by cards or production).

Whatever the level, Chinese territory can never be entered by UN forces (unless in the rare case of MacArthur's plans being implemented)

SOVIET UNION

The USSR territory can never be entered by UN forces, in any circumstances.

The three Soviet Mig squadrons of the 64th Fighter group can leave the USSR and operate in China and North Korea, but restricted to the "Mig Alley" section of the map, which is basically 2-3 regions alongside the Korea-China border.



KAESONG

The city of Kaesong, next to the 38th Parallel, can be used by both Korean nations as a production location.

SPECIAL RULES

STRATEGIC BOMBING

The UN strategic bombers (B29's squadrons) have a special Strategic Bombing phase in battle when they attack locations with NK industries or NK depots.

They will not inflict damage to other units.

They do not fly during the defensive air movement phase (the strategic bombing missions represented by the attacks inside the offensive air phase representing all their activity of the week).



AMPHIBIOUS LANDINGS RESTRICTIONS

Amphibious Landings can only take place on beaches. Beaches are usually located on coastal regions with clear terrains or those with port cities. A yellow coloring on the coast shows it in fair weather (see map look here).



Those landings are severely restricted during mud (only to port cities) and forbidden except key ports during snow.

ARMISTICE

The campaign game can end before its maximum length when an armistice is signed. This can only happen after 1952 and Chinese Intervention is level 10 or higher (and Chinese intervention by card took place).

This is triggered by an event checking for a stalemate situation (count of objectives) or some external events (Death of Stalin) or cards (Kaesong talks). When this happens, the game ends within a random number of turns and the victor is determined by victory points tally.

DESIGN NOTES

Those notes cover only a few of the points that were difficult to represent in the game with the basic game structure and rules, and therefore deserved some sort of special treatment.

- **HQs:** they represent not only the unit itself but armies, corps or division support necessary to the war efforts and operational capabilities of bodies of troops. So you will see them firing in artillery support phase (intrinsic artillery) or against planes (they have AA components). Their destruction is symbolic, hence the cost in VPs when lost. They also give a stacking bonus (-1 or -2) representing the better coordination of means and troops.

[Hint: keep them protected by other land units at all time, as they cost dearly to rebuild.]

- The **Naval Warfare** was totally one-sided during this war and this is the reason the Communists don't have any naval units (except a few mines, which can be attacked by UN forces). The main role of naval units is either to blockade or to transport. .

[Hint: concentrate at least 3 combats units in the Sea of Japan and Yellow Sea stations to wreck losses on NK economy via blockade. Use the transports to ferry rebuilt troops from Japan to Korea, or sometimes make amphibious operations.]

- The modeling of **Operation Chromite** (the naval landing at Inchon in September 1950), with its months of preparation and surprise is made through a special set of cards play and events. When the event occurs on Turn 6, the UN player, if he wishes to execute it, must play a card provided by the event, and play one more card (labeled the same) in each of the 5 subsequent turns. On the 6th turn (usually Turn 12), all the UN troops (mostly US Marines and US Army) located in the Korean Straits structure (representing the staging ports and concentration of forces) will be allowed to move directly into ONE coastal region (usually a key port or city allowing invasion on the western coast of Korea). At the same time, the operation provides a few interesting combat cards extra. If the operation is not completed (cards unplayed) or delayed (Turn 13), the troops assigned to it will be moved back to Japan, where they can be transported elsewhere later on.

[Hint: if you can spare the troops, this is quite an advantage to use. In case the opportunity is not interesting enough, at least you can use the troops unused there and ferry them elsewhere with your transports.]

- Most of the key **supply transportation in Korea** in 1950 was based on railroads. This is why most structures (cities/towns) which are not on a railroad (and which are not ports) cannot be used as supply relays. Those are mostly located in the mountainous north and on the eastern coastline (the poorest part of Korea by then).

[Hint: place depots in those locations if you want to ensure proper supply flow.]

- **Position vs Mobile Warfare:** in the first year or so of the war, mobile warfare prevailed, with offensives taking place back and forth on the peninsula. By end of 1951 and mid 1952, both sides settled for a kind of position warfare not far in spirit from WW1, with a big emphasis on artillery and fortified positions. To represent this, the force pools will be augmented by more fortification units (trenches, mines) and both sides will be able to place them on the map at will. This is also when the Armistice conditions, events and cards will be starting to occur, opening the possibility for the game to end in a kind of stalemate. The difficulty was to find the right trigger and it was decided to have it based on China's actual intervention on the theater, the regions and cities occupied by each on the opposite side of the 38th parallel, and time.

[Hint: take advantage of the first part of the game - and also of the fair weather in spring and summer - to make the big offensives. Opportunities will be less after 1952 when the fortifications enter play..]