



2nd Edition

GAME SPECIFIC RULES

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GAME SPECIFIC RULES

“Brace yourself for a shock. The Communists are hitting all along the front.”

Everett Drumwright (U.S. charge d’affaires in Korea)

“...[Korea], it came in all shades of brown.”

Lt. Col. George Russell, U.S. Army

1.0 Introduction

These rules extend both the Standard and Advanced game rules and add extra nuance as they apply to the situation in the Korean Peninsula. Unless otherwise specified, Game Specific Rules apply to both the Standard and Advanced Game and take precedence over any of those rules with which they may contradict; e.g., the gray subtitle of “8.0 Standard/Advanced” of section 2.0 indicates that portions of that section apply to both the Standard and Advanced games, however, note that 2.6.2 applies only to the Advanced game.

1.1 Components

Your copy of *Next War: Korea* should contain the following:

- 2 22" x 34" maps depicting portions of the Democratic People’s Republic of Korea (DPRK) and the Republic of Korea (ROK)
- 1 Standard & Advanced Game Rules booklet
- 1 Game Specific Rules booklet (this one)
- 5½ sheets of ¾" Counters
- 10 Play-aids and charts

1.2 Nationality Colors

There are two sides in the game: Allied and non-Allied. When rules apply only to a specific nationality, the appropriate abbreviation or name will be used. See Nationality Identification Chart on the back of the Series Rules.

2.0 Terrain

[8.0 Standard/Advanced]

2.1 Marsh

During Winter scenarios [GSR 4.0], all Marsh terrain is treated as Flat terrain for all purposes.

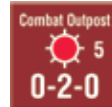
2.2 De-Militarized Zone (DMZ)



Demilitarized Zone (DMZ) Hexes represent heavy Fortification hexes. DMZ hexes are represented as normal Fortification hexes but contain an additional combat DRM within the symbol. Each DMZ hex is occupied by Border Guards, Reconnaissance Troops, and numerous fortified positions designed to delay an enemy advance. Concentrations of these forces are abstractly represented by Combat Outpost (CO) markers. The following rules govern DMZ hexes:

- There is +1 MP cost for entering a DMZ hex on the first turn of a scenario.
- Defenders in their own DMZ hexes receive an additional +1 DRM to combat.

2.2.1 Combat Outposts



The following rules govern the usage of Combat Outposts:

- At the start of most scenarios, both players receive CO markers. They can place these markers, no more than one per hex, in any friendly DMZ hex adjacent to the border (dashed line).
- CO markers are treated as units except they have no movement allowance, no ZOCs, and must remain in the hex that they are initially placed throughout the game until they are eliminated.
- COs are eliminated during combat if the CRT calls for a retreat or step loss result. COs have no stacking value although they do count as one “step” for purposes of combat losses. They stack “for free” in their hex.
- COs must be chosen as the first step-loss in combat, regardless of which defending unit was used for efficiency column shifts.

2.3 All-Water Hexside Bridges



Several large bodies of water including lakes, reservoirs, and bays are bridged (e.g., N3520/N3521, N2521/N2422). These bridges can be destroyed, but they cannot be repaired. [8.3.4/27.10] HQ bridges cannot be used to bridge these hexsides. [18.2.6] This also applies to Lake/Reservoir/All

Water hexsides that do not contain a bridge (e.g., N3719/N3820).

2.4 Installations

The following are Installations: Ports, Airbases (but not Airfields), Chemical Sites, and Nuclear Sites.

2.5 Friendly Map Edges

For the non-Allied player, the north end of the map is the friendly map edge. For the Allied player, the south end of the map is the friendly map edge.

2.6 Busan

2.6.1 Busan Reinforcements

Any US Army reinforcement that arrives by sea and does not or cannot use Busan (i.e., because of Strike damage in the Advanced Game) as its friendly port of debarkation is delayed and must land in the following turn.

Design Note: There's a lot of stockpiled material ready and waiting in and around the port of Busan. In addition, the port facilities there are the best and largest while providing a "safer" approach to the peninsula. Sending those troops to another port would entail delays in off-loading as well as equipping them. Players should take careful note of 27.7.1.

2.6.2 Lines of Communication (LOC)

[Advanced]

If, in the Air/Naval Phase, the Allied player can't trace a line of hexes/off-map movement free from enemy units or ZOCs from a fully functioning port in Busan to any other city or urban hex in the ROK, the US (only) must move half (rounded up) of its Strike Capable Air Units to the Flown box in the ROK or Rebase them to Japan. If Air Units Rebase from the Ready box, they are placed into the Japan Flown box. If they Rebase from the Flown or Abort box, they are placed in the Abort Box in Japan. The US cannot base more than half of its Strike capable air units in the ROK until the turn after a LOC can be traced.

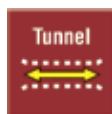
Design Note: This reflects the lack of munitions being delivered to bases via the primary resupply port. It's a temporary glitch at best and difficult for the DPRK to achieve, but it could be a chance for a renewed offensive.

2.6.2.1 Isolation: In addition to Series Rule 19.7, Allied units can avoid Isolation if they can trace to Busan or any road hex exiting the south edge of the map.

2.7 Tunnels

Design Note: The discovery of several DPRK tunnels beneath the DMZ has created serious concern among allied defense planners. According to Jane's Sentinel as many as 20 additional undiscovered tunnels exist and the DPRK will utilize such tunnels to infiltrate light infantry and Special Purpose Forces in the forward DMZ areas. These tunnels, however, do not extend very deep into the south (at least, not in terms of more than one 7.5-mile hex), so we don't feel that they will have much effect beyond the border.

We chose to portray these tunnels with "Tunnel" markers that the DPRK can place during movement and prior to combat across the DMZ. We believe that the DRM and increased stacking that this allows adequately portrays the effect of the tunnels on the forward battle: some surprise as well as an increase in the number of units that can attack "across" the DMZ.



On the first game turn of any scenario involving non-Allied units attempting to breach the DMZ, the non-Allied player receives "Tunnel" markers as indicated in the scenario set-up. During any non-Allied Movement Segment of the first game turn, that player may place each such marker in an enemy-occupied hex that is adjacent to the border. The benefits of tunnel markers are as follows:

- All non-Allied attacks against a Tunnel hex receive a -2 DRM.
- Any two non-Allied hexes adjacent to a Tunnel hex have an increased stacking capacity of six Stacking Points during the Initiative Movement and Combat Segment of Game Turn 1.
- Any Light Infantry Infiltration attempts through a Tunnel hex automatically succeed.

These effects do not apply to hexes across a river hexside from the marker; e.g., a Tunnel marker in 3115 would allow increased stacking in 3114 but not 3015, and Light Infantry would not automatically succeed infiltrating from 3015 through 3115. All Tunnel markers are removed during the Reorganization Phase of Game Turn 1.

2.8 Beaches & Amphibious Assault

Usable beaches for Amphibious Assault are marked with a light blue coloring. All-Sea hexes that can be used for AMPHs conducting an Amphibious Assault are outlined in dark blue.

2.8.1 Munch'on

Invasion Hex N3804 is considered adjacent to the Beach Hex in N3604; i.e., it's at a range of one for any Naval Combat Support or Bombardment purposes.

3.0 Special Unit Rules

[2.0 Standard/Advanced]

3.1 DPRK “Sniper” Brigades

3.1.1 Mi-2 Attack Helicopters



DPRK Sniper Brigades possess intrinsic Combat Support in the form of Mi-2 Attack Helicopters. These units may provide Attack Helicopter combat support as if an Attack Helicopter was in range and available. If the support survives Air Defense Fire, the unit earns an additional -1/+1 DRM. This can exceed the combat support maximum allocations [6.5.3]. Should a Sniper Brigade ever receive a step loss result when ADF is rolled against the intrinsic Attack Helicopter support, flip the unit over to its “No Helo” side. It can never flip back. Similarly, if, at any time, the unit is ever marked as Out of Supply, flip it to its “No Helo” side. If the unit regains supply, it is flipped back over to its “Helo” side.

3.1.2 Non-Replaceable

DPRK “Sniper” Brigades cannot be Reconstituted once eliminated.

3.2 US Marines

[Advanced]



The US I Marine Expeditionary Force (I MEF) generally appears piece-meal and includes three additional HQ units: 11, 13, and 15 MEU HQs. These HQs are subordinate to the I MEF HQ. Thus, as USMC units appear, they will be task-organized to one of the I MEF subordinate HQs. These HQs function as normal HQs for all purposes with the exception that they can use their combat capability only once per turn (i.e., they are rotated 180 degrees upon use). These HQs are also only one step units.

Once the I MEF HQ appears on the map, the US player removes the subordinate HQ from the map when it can trace a Line of Communication of any length to the I MEF HQ. He may also, after removing the subordinate HQs, place them back onto the map at any time he performs an Amphibious Assault with USMC units. In this case, simply place an available HQ into a hex with a successfully assaulting unit; the HQs are removed when the units once again can trace a LOC of any length to the I MEF HQ.

3.3.1 Subordination

USMC units are subordinate to any USMC HQ.

3.3.2 Task Forces



There are two counters in the counter-mix: I TF and III TF. The USMC is modeled to be used as flexibly as the player desires. However, operationally, the Marines are often brigaded together as a task force. These counters represent that ability. They may be formed

whenever units from the appropriate MEF; i.e., I or III, are stacked together in the following configuration:

- **I TF:** 2 infantry battalions, an armored battalion, and a LAR battalion.
- **III TF:** 3 infantry battalions and a LAR battalion

Once the TF is formed, it cannot be broken down into its constituent units.

3.3.3 MEF Force Composition

For setup and reinforcement purposes, use the following information:

III MEF 1/3, 2/3, 3/3, 3-LAR

I MEF

11 MEU 1/5, 2/5, 3/5, 1/4, 2/4, 3/4, 4-LAR, 1 Arm

15 MEU 1/7, 2/7, 3/7

13 MEU 1/1, 2/1, 3/1, 1-LAR

3.4 US Army Brigade Combat Teams (BCT)

[Advanced]

Due to the nature of the BCT organizational doctrine, all US Army units are subordinate to any US Army HQ, in turn, any US Army HQ can act as the Formation HQ, for any purpose, for any US Army unit regardless of the color in the unit type box.

3.5 Air Unit Selection

[Advanced]

Draw randomly whenever drawing air units for set up or reinforcement.

3.6 Naval Air Units

[Advanced]

3.6.1 USN Carrier Air Wings

A Carrier Air Wing (CAW) consists of 1 x F/A-18E, 2 x F/A-18F, and 1 x EA-18G. [GSR 15.3]

3.6.2 Carrier Basing

Each US CVN BG is numbered. Place its CAW in the appropriately numbered box in the Carrier Basing Box.

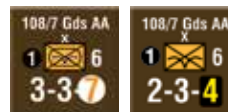
3.6.3 Naval Strikes

All USN air units and the PRC J-15s [GSR 15.14] are Naval Air.

3.7 Airborne Units

The following are Airborne units that can use Airborne/Paradrop Movement: the brigades and HQ of the US 82nd, US 4/25, the CW Airborne Bn, the Japanese 1st Airborne Brigade, the PRC Airborne brigades and HQ, the Russian Airborne regiments and their divisional HQs (see GSR 3.8), and the DPRK Airborne units (38th, 48th, 58th brigades).

3.8 Russian Airborne/Airmobile



We have provided an updated Russian Order of Battle for the Airborne and Air Assault Divisions and Independent Regiments. Not all these counters are

used in *Next War: Korea*. The full set is provided for use in other games in the series, primarily *Next War: India-Pakistan* and *Next War: Poland*. In these latter games, simply replace the units in those games with the appropriate counters when playing.

The Russian Airborne and Air Assault regiments come in two configurations, Light Infantry and Motorized. Only one version of the counter for a regiment can be on the map at any one time. The player may deploy either counter when using the chosen transport type as follows:

3.8.1 Air Transport

Russian Motorized Airborne units may use Air Transport as if they were Leg units (as an exception to 8.5.2) but they count as two stacking points when doing so.

3.8.2 Airmobile Transport

When using Airmobile Points to transport the unit, the Motorized counter counts as two stacking points; i.e., it will take two Airmobile Points to transport the unit.

3.8.3 Airborne Transport

When using Paratroop/Airborne Transport, the player must choose between the Light Infantry or Motorized configuration for the division and/or regiments. If Motorized is chosen, then a maximum of two motorized regiments (plus an HQ) may use Airborne Transport that turn (instead of the restrictions in GSR NWK 5.3, NWIP 5.3, and NWP 5.4).

3.8.4 Switching Configurations

The player may, at the beginning of any friendly Movement Segment, switch the unit's configuration. It can switch from Motorized to Light Infantry without restriction. It can only switch from Light Infantry to Motorized if it can trace a LOC at that time to any non-Airborne Supply Source. Alternatively, using the limitations above, the unit can switch if its Motorized unit counters are delivered to it via Air, Airmobile, or Airborne Transport.

4.0 Weather

4.1 Season



Before a scenario begins, the DPRK player may choose the Season in which the game begins. Seasonal choices have effects on the Weather Die Roll [4.0] and Terrain [GSR 2.1].

Weather DRMs:

Summer:	+1
Spring/Fall:	+0
Winter:	-1

"If you speak of the tiger, it will come."

Korean proverb

5.0 Movement

[8.0 Standard/Advanced]

5.1 Mixed Nationalities Stacking

5.1.1 Non-Allied Multi-National Stacking

In scenarios where the PRC or RU enters on the non-Allied side, ground units of those nations that stack together with another nation's units have their Efficiency Ratings reduced by two for all purposes.

Design Note: These units do not train together. Their commands are not integrated, and, while some scenarios in the game postulate increasing cooperation between these nations prior to a Korean War, we do not believe that they will have the capability to work effectively together within the same command net.

5.1.2 Allied Stacking

US and ROK units can stack together with no penalty.

Design Note: The US and ROK units have trained together for decades, thus problems in communication, command, and doctrine are almost non-existent.

Commonwealth units can stack with any other unit. If stacked with only US units, there is no penalty. If stacked with any other nationality's units, all units in the stack have their Efficiency Ratings reduced by one.

Japanese units can stack with any other unit. However, if they stack with US or Commonwealth units, all units in the stack have their Efficiency Ratings reduced by one for all purposes. If the units stack with ROK units, ROK and Japanese units in the stack have their Efficiency Ratings reduced by two for all purposes.

Design Note: This is not a reflection of the Japanese ability to conduct combat operations; rather, it is recognition that they have not conducted multi-national operations in any significant fashion for decades as well as lingering Korean resentment towards them.

5.2 Air Transport Limitations



In any allowable Movement Segment, the Allied player can air transport five stacking points. The non-Allied player can transport one stacking point.

This is increased to four if the PRC or RU intervenes at Level 4.

5.3 Paratroop Limitations

The DPRK can Paratroop one stacking point of airborne units in any given friendly Movement Segment. The Allied player can drop any or all his airborne units during a given friendly Movement Segment. The PRC and RU can drop three brigades/regiments and/or HQs; e.g., three Russian regiments in Light

Infantry configuration or two PRC brigades + PRC Airborne HQ, per friendly Movement Segment.

5.4 Sea Transport Limitations



The non-Allied player can transport two stacking points of units per allowed Movement Segment by Sea Transport. The Allied player can transport three stacking points per allowed Movement Segment.

The Allied limit is increased as indicated by the arrival of reinforcements per each scenario. The PRC or RU adds an additional capability to transport three stacking points of units per Movement Segment (when they intervene at Level 4). For this purpose, Helicopters can be transported by sea and are one stacking point.

5.5 Airmobile Points and Airmobile Movement



When using Airmobile Points for movement, the Allied player always uses ROK Airmobile Points. The non-Allied player may only use a specific nationality's

Airmobile Points for Airmobile Movement; i.e., DPRK points for DPRK units, RU points for RU units, and PRC points for PRC units. When Collateral Damage indicates an Airmobile Point loss on a DPRK Airbase/Airfield, the non-Allied player may choose which nation's Airmobile Points are affected. That nation must have Airmobile Points to lose. RU Airmobile units have special rules [GSR 3.8.2].

5.6 Off-map Boxes and Movement

Various parts of the map are marked with off-map movement lines and certain cities that are important in the overall scheme of things, but too far away to be represented on map, exist as off-map boxes. The following rules govern their use.

5.6.1 Off-map Box

Only units of the controlling side can enter an off-map box. For Busan and Japan, this means the Allied player. For Hamhung/Hungnam, this means the non-Allied player. Any number of units can stack in an off-map box without penalty. No unit can attack or be attacked in an off-map box. Units and Installations (i.e., Airbases, etc.) can be attacked by Strikes (of any kind except Interdiction within range) and targeted by Special Forces. Note the installations are outlined in dashed boxes to facilitate the placement of Strike markers. Wonsan, although not an off-map box, also has its installations so marked (in the East Sea) since it contains two installations.

5.6.2 Off-map Movement

Movement along the off-map movement lines is considered Highway movement in the ROK and Primary Road movement in the DPRK for all purposes. Such movement lines are not subject to Interdiction. Units moving along movement lines MUST enter the map if they have enough MPs to do so. If they do not have enough MPs to do so, players may still utilize the movement line, but they must keep track of how many MPs have been used along the line.

5.6.2.1 Movement Lines and Combat: If the on-map hex that connects a movement line to the map is occupied by enemy units, friendly units can stack off-map immediately adjacent to the hex. This stack is in a temporary, imaginary hex for stacking purposes. The terrain of this hex is the same as the one to which it is adjacent. Such units operate as if they were on map for all purposes. If forced to retreat from this hex, units must retreat to the off-map box to which the movement line is connected.

Exception: Units "adjacent" to N2500 may retreat to N2600 (and vice versa) unless the hex to which they retreat is occupied by enemy units, in which case, the retreating units are eliminated.

5.6.3 Japan Holding Box

The Japan holding box can be used to receive and hold ground reinforcements. Units that are delayed by Storms may arrive in the Japan box or be held out of play and arrive on the next turn. Such units must utilize some other mode of movement to land in Korea; i.e., Air or Sea Transport, Airborne Movement, etc.

5.6.3.1 Helicopters: Intrinsic Airmobile units and Attack Helicopters in the Japan Box may, respectively, use Airmobile Movement or Rebasing in any eligible movement segment to land at any friendly, functioning Airbase/Airfield in South Korea regardless of range.

5.6.3.2 Naval Units: Naval units in the Japan box may move directly to either In Shore or At Sea box but may be subject to appropriate Contested Sea Movement.

5.6.3.3 Ports: The Port in Japan is always available for all purposes.

"It's darkest underneath the lampstand."

Korean proverb

6.0 Combat

[9.0 Standard/Advanced]

6.1 Nationalities in Combat

6.1.1 DPRK and its Allies

When DPRK, PRC, and/or RU units are involved in the same attack, they incur an unfavorable +3 DRM instead of the normal +1.

6.1.3 Japanese

Attacks made by Japanese forces alone or with allies incur an additional +1 DRM.

6.2 Chemical Weapons Support

[Advanced]

In *Next War: Korea*, the only player who can *initiate* the use of Chemical Weapons is the non-Allied player. An eligible DPRK HQ may place a Chemical Weapons marker within its range to support an attack. Using a marker reduces the efficiency of all units in the hex by 3.

Exception: It only reduces ER by 2 if the hex is occupied solely by US units.

If the Allied player does not respond with his own Chemical Weapons use [see Optional Rule 15.8], *each* DPRK use of a marker provides the Allied player with 3 VP. Otherwise, if the Allied player does respond, he only earns 3 VP for the first such use by the DPRK. Scenario Special Rules will dictate the availability of Chemical Weapons markers and Points, however, see 6.2.1. Add VP directly to the VP total.

6.2.1 Chemical Weapons Points



The DPRK starts with a specified number of Chemical Weapons Points (CWP), as given by Scenario allocations. These Points are never replenished. Other nations may also receive CWPs. Their use is governed below.

6.2.2 Marker Placement Limitations



A player must mark all Combats that will receive Chemical Weapons support prior to resolving any combat. The DPRK player can only provide support to three combats in any given Combat segment.

The ROK can only provide support to two combats in any given Combat segment.

6.2.3 Chemical Facilities

For every two chemical installations in the DPRK that are destroyed and/or captured by the allies, the DPRK loses one Chemical Weapons Point. Flip the CWP marker to its -1 side when the first such facility is captured or destroyed. Move the marker down one on the General Records Track (and flip it back over) when the second such facility is captured or destroyed. Recapture of a facility by the DPRK does not restore the CWP.

6.2.4 Movement

Chemical Support markers remain on the map until the Reorganization Phase, when they are removed in Step 11. Non-US Leg units can only enter such a hex by spending their entire movement allowance. Non-US Motorized/Mechanized units spend an additional +2 MPs to enter such a hex.

“A shrimp is crushed in the battle of whales.”

Korean proverb

7.0 Reinforcements

[10.0 Standard/Advanced]

7.1 Standard Game

7.1.1 Reinforcements

Design Note: We have abstracted and simplified the mobilization of reinforcements/reserves for the ROKA and the DPRK. Obviously, this is intended to speed play and make this aspect of the game easier on the players. It also allows us to tinker with both side’s “perfect” deployment plans.

We project that the South’s plan to mobilize will be severely disrupted by persistent and effective attacks by the DPRK Special Purpose Forces. (After all, they’ve had forty years to plan this attack. We figure they know the location and importance of the mobilization sites by now. It’s very likely, moreover, that these sites, as well as other high value ROK C3i targets have been observed, targeted, and possibly infiltrated by DPRK SPF personnel who are living in the ROK.) Thus, we’ve varied the arrival times from scenario to scenario depending on the surprise level as well as randomizing the process of exactly which reserve forces manage to mobilize first. This will be very frustrating to players who want to “control” the mobilization, but we think it’s a realistic reflection of the uncertainties involved. For you guys who know much more about this than we do, feel free to modify it as you see fit. And, by the way, if you can reveal the actual unit IDs of these reservists, we’d love to know...

In game terms, Reinforcement allows activation of reserves for the DPRK and the ROK as well as the insertion of other forces into the theater. The ROK/DPRK/PRC/RU Scenario Reinforcement Tables and the Master Allied Reinforcement Chart group these reinforcements into “packets” that arrive as indicated by the scenario. Units arriving by Air Transport do not count against Air Transport limitation and must undergo ADF only if they are transported into a hex in an enemy country or into any hex within two hexes of an enemy HQ.

Note that Reinforcements are listed in the turn they arrive. In other words, if a given reinforcement is listed for GT 2, then in the Reinforcement Phase of GT 2, it is pulled from the counter-mix and placed on the map in accordance with the rules below.

Reserves and Reinforcements are handled as follows:

7.1.2 ROK Reserves



These are divided into two groups: Mobile Reserves and Home Reserves. Mobile Reserves have more readiness and pre-positioned equipment. Any unit marked with an “M” on their unit ID (on the top left of the counter) is a ROK Mobile Reserve. Except in the “Extended Buildup” scenario, when some of these units begin the game on the map, these units are not set up at the start of the game. Instead, in the Reinforcement/Replacement Phase of the scenario directed game turn, they are randomly chosen and placed in the hex listed at the top of their unit counter. If this hex is controlled by the enemy, the reserve unit is eliminated.

The non-Allied player gets the appropriate VPs, and the ROK receives 1 Replacement Point for each such unit eliminated in this manner. If placing the unit in the hex would violate friendly stacking limits, you may, optionally, place it in any adjacent hex. If a ROK Reserve unit's hex is currently under a Clearing marker, place it in any adjacent hex with the following priority: not in an enemy ZOC (units under Clearing markers have no ZOC), in supply, closest to their parent HQ. If none of these apply, any adjacent hex.



Home Reserves are basically militia. All units with an “HR” on their unit ID are Home Reserves. These units are placed in the same manner, and with the same restrictions, as Mobile Reserves. Home Reserves are limited, however, in that they can never enter a hex in the DPRK.

Design Note: These units are organized for home defense.

7.1.2.1 ROK Reserve HQs

[Advanced]

The ROKA IX, XI, and CDC HQs are placed in their setup hex when the first unit of their formation is drawn or placed (including during setup). If that hex is enemy controlled, the HQ may be placed with that first unit.

7.1.3 DPRK Reinforcements and Reserves

7.1.3.1 DPRK Reinforcements: DPRK Reinforcements arrive per a schedule outlined in each scenario. Unless otherwise directed in the scenario, place the units according to the setup information on the upper right of the counter.



7.1.3.2 DPRK Reserves: DPRK reserves are analogous to ROKA Reserves. They, too, have two types, one able to mobilize quicker and one militia. All units with

“PMTU” as their unit ID are Reserves. All units with “RG” as their unit ID are Red Guard Militia. These units are placed in the same manner as “M” and “HR” Reserves respectively. Like the ROKA's HR units, the DPRK Red Guard units cannot enter a hex in the enemy country.

Exception: *The XI Corps enters as a reinforcement according to the schedule. Its units are the only PMTU/RG never included in the random draw.*

7.1.4 International Reinforcements

Reinforcements can land in a friendly controlled location by air or sea.

7.1.4.1 Motorized and Mechanized: These units (of any size); i.e., non-Leg, arrive only by sea in any friendly port hex not in an enemy ZOC. PRC/RU units may arrive as reinforcements at either N2000 or the Hamhung/Hungnam off-map box.

7.1.4.1.1 Port Limits: No more than 2 stacking points can land in a given turn.

Exception: *Busan's limit is 6 stacking points.*

7.1.4.1.2 No Ports: In the rare case that a port is not available, units may enter from any hex with a road exiting the map from the south and/or north map edge, as appropriate.

7.1.4.2 Leg Reinforcements: All Leg units arrive in a friendly airbase by Air Transport. They are placed in any friendly airbase (not airfield) which is not Destroyed, does not have a Strike 2 marker, and is not in an enemy ZOC. If no Airbases are available, such reinforcements arrive in Japan (if Allied) or are delayed (non-Allied) instead. Delayed non-Allied units may attempt to arrive in the following turn as above, or, they can be placed on any hex on the north map edge with a road exiting the map having used all their Movement Allowance for the Movement Segment.

7.1.4.3 Attack Helicopter Reinforcements: In any non-Storm turn, Attack Helicopters can arrive at any friendly Airbase/Airfield that is not Destroyed, does not have a Strike 2 marker, and is not in an enemy ZOC. Otherwise, they arrive in Japan (if Allied) or are delayed (if non-Allied). Delayed non-Allied units can attempt to arrive in the following turn as above.

7.1.4.4 USMC, PRC Marines, RU Naval Infantry, and Naval Units: These units may arrive in any friendly port in Korea, in the Japan Holding Box (if Allied), or in an “At Sea” box regardless of Control (if either). USMC, PRC Marines, and RU Naval Infantry units may arrive on an appropriate AMPH Naval Unit; they can also arrive per the rules above for their appropriate unit type.

7.1.5 Japanese Ground Forces

While Japanese ground forces are listed on the Allied Reinforcement Chart, they are only available if the Allied player pays the appropriate VP cost for Level 4 Intervention [16.1.2.2] or the non-Allied player uses Theater Weapons against Japan [GSR 13.3.2]. When Japanese ground or naval forces become available, either through the Master Allied Reinforcement Schedule or immediate placement from a missile attack, they are placed in the Japan Holding Box. They can only enter South Korea if three or more Urban hexes of Seoul are controlled by the non-Allied player AND there are in supply non-Allied units south of the Sxx12 row; i.e., they are in any xx13 or greater hex. They can always enter North Korea.

Design Note: This represents the fact that there is still some lingering resentment over the brutal Japanese occupation of Korea. While this situation is on the mend, it is highly unlikely that the Koreans would willingly tolerate a Japanese army on their soil, except in the direst of circumstances.

7.1.6 Airmobile Points

The US and CW Airmobile Point reinforcements increase the ROK Airmobile Points marker.

7.2 Advanced Game

[Advanced]

These reinforcement rules are in addition to the Reserves and Reinforcements from the Standard Game.

7.2.1 Air Unit Reinforcements

During the Reinforcement and Replacement Phase of each game turn, a player may receive air units as reinforcements. When this occurs, place the reinforcements as follows:

- **USAF and CW:** Place them in the ROK or Japan Basing Box, depending on the Air Superiority Level. If the Allies have any type of Air Superiority this turn or it was Contested, they can be placed in either. If not, then they must be placed in Japan (and can Rebase in a later turn). In either case, they are placed in the “Ready” box.
- **USMC:** Place in the same manner as USAF units, except that USMC F-35Bs may opt to base in a US Carrier box (when CVBG/AMPH present).
- **USN Carrier Air Wings:** Place in the appropriately numbered Carrier Basing Box of the Sea Zone in which their CVN BG is placed.
- **PRC or RU:** Place into their respective Basing Box or the DRPK.
- **JPN:** If Japan has intervened at Level 2 or higher, and an Air Unit arrives as a reinforcement, the Allied player may either place that type of unit at full strength (if it has been eliminated) or bring that type of unit up to full strength (if it has been damaged). Either way, they can only base in Japan.

7.3 Weather Effects

The above reinforcement rules are still subject to the restrictions for weather.

On “Storm” Turns, no units can arrive in the DPRK or ROK. Units intended for the ROK may, instead, arrive in Japan, or, for those able, in a friendly At Sea box. Allied units that arrived in Japan for any reason may enter from the south map edge (consider them to have landed in a port off the map edge) in any following movement phase allowing Sea Transport. This counts against Sea Transport Limits. Placing such units on any map edge hex constitutes the use of all their Movement Allowance for the phase. Units intended for the DPRK are simply delayed for a turn; they may instead, for those able, arrive in Hamhung/Hungnam.

7.4 Air Unit and Helicopter Replacement [27.9.3.1]

Non-U.S. Allied can use this process only for the following air unit types: *F-2A, F-15J, F-35, and Typhoon*.

US can use this process only for the following unit types: *A-10, F-15C, F-16, F/A-18, F/A-18E, F/A-18F, F-35(any type), and AH-64*. [See GSR 16.13]

PRC can use this process only on the following unit types: *J-7, J-8, J-10, J-11, Q-5, H-6, and Zhi-10*.

RU can use this process only on the following unit types: *MiG-29, Su-24, Su-25, Tu-22, and Mi-24*.

The DPRK and Wild Weasel (WW) units cannot use this process.

7.5 Using the Master Allied Reinforcement Chart

This chart shows the order of arrival for all Allied International reinforcements. Use only the Standard column for the Standard Game; use all columns for the Advanced Game. Some listings are in italics because those units are either optional or have

special rules associated with them. See 16.2.3.2 for how to use the “R#” column. Some counters, such as the French, Austrians, and two British units are only available if you also own the *Next War: India-Pakistan* game. [GSR 15.17]

8.0 Subordination

[18.0 Advanced]

8.1 HQ and Unit Subordination

This establishes the subordination of the higher HQ units:

1. All DPRK units are subordinate to the DPRK GHQ.
2. All US Army and Marine units are subordinate to the I Corps HQ.
3. The USMC 11, 13, and 15 MEUs are subordinate to the I MEF.
4. All Allied units are subordinate to the Joint Forces Command (JFC).
5. ROK Corps HQs are subordinate to Army HQs as marked on their counters. Corps HQs with no Army HQ designation are subordinate to any Army HQ and the Joint Forces Command.

8.2 Supreme HQs

The Allied Supreme HQ is the Joint Forces Command HQ (JFC). The DPRK Supreme HQ is the DPRK GHQ. Other non-Allied units do not have a Supreme HQ.

9.0 Targeting

[20.0 Advanced]



When a unit is successfully targeted by Special Forces, place a “Target” marker on the target as indicated on the SOF marker; i.e., -1 or -2.

10.0 Electronic Detection

[21.0 Advanced]



Each player may make three attempts per turn. For each nationality that has intervened on its behalf, at Level 1 or higher, add one attempt.

“Don’t try to cover the whole sky with the palm of your hand.”

Korean proverb

11.0 Air Power

[22.0 Standard/Advanced]

11.1 Weather Capabilities

[Standard]

When rolling for Air Points in the Standard Game, use the following as the Weather Capability during Overcast and Storm Weather. The Allied player has All-Weather Capability. The non-Allied player has No All-Weather Capability.

Exception: If the PRC or RU has intervened at level 3 or higher, the non-Allied player has Limited All-Weather Capability.

11.2 Aircraft Range

[Advanced]

The range of each aircraft (the letter in the upper left-hand corner of the counter: **S** = Short, **M** = Medium, **L** = Long, **U** = Unlimited) determines how far an air unit can fly, and from where.

S	0 (same area only)
M	1
L	2
U	Unlimited

Unlimited range air units can conduct missions anywhere.

11.2.1 Air Superiority

Air units can fly Air Superiority missions as long as their range allows them to reach the South China Sea, Taiwan Straits, Sea of Japan or East China Sea At Sea Boxes.

11.2.2 Interception/Escort

Air units can Intercept and/or Escort only those missions for which they have the appropriate range; e.g., a Medium range unit from Japan would only be able to Escort and/or Intercept into the Sea of Japan, East China Sea, Ryukyu Islands, or Northern Approaches At Sea Boxes and associated Land Areas.

11.3 Attack Coordination

[Advanced]

Non-Allied air units that begin in different “Ready” boxes (i.e., one from the PRC, one from the DPRK) cannot be part of the same air-to-ground mission.

The presence of a US unit in the mission allows coordination with all other Allied nationalities; i.e., one US, one ROK, and one CW unit. No other Allied coordination is allowed. Units that begin in the “Ready” Boxes of different countries (or carriers) may be part of the same air-to-ground missions, assuming all units have the Range to do so.

11.4 Air Basing Limitations

[Advanced]

Unless otherwise specified, units can only base in the Basing Box of their own country. Air units are restricted as to where they can base as follows:

- PRC air units can base in the PRC or DPRK.
- RU air units can base in RU or the DPRK.
- USAF units can base in Japan or the ROK.
- US Navy air units can base only in US Carrier boxes.
- USMC air units can base in Japan, the ROK, or in US Carrier boxes.
- CW units can base in Japan or the ROK.

11.4.1 SOP Designated Bases

When counting damaged and destroyed bases for the purposes of Steps 1a and 1b of the Air/Naval Phase on the Advanced SOP, designated bases are those in Korea including in the Holding Boxes [GSR 11.8].

11.5 Rebasing

[25.2 Advanced]

RU, PRC, CW, USAF, and USMC air units can change bases by flying a Rebasing Mission. This occurs during the Reorganization Segment and is *not* subject to Detection, Interception, or SAM/AAA fire. To Rebase, the owning player moves any eligible unit (there is no limit to the number of units that can rebase during a turn) from the “Ready” box of its current base to the “Flown” box of the new base.

11.6 Japanese Air Restrictions

Japanese air units can be assigned to any mission for which they have appropriate values and range, however, they can only fly CAS missions in support of Japanese ground troops.

11.7 DPRK Combat Support Ratings

Some DPRK air units have a Combat Support Rating of ½. These units can fly Combat Support missions. This means it requires two such aircraft to obtain a DRM assuming no effect from ADF.

11.8 Off Map Holding Boxes

The Airbases, Airfields, and Nuclear Weapon Facilities Installations in a Holding Box are in their respective countries and can be the targets of Strikes (Air, Missile, and Cruise Missile only) and SOF Raids and receive Strike markers. An Installation in a Holding Box is:

1. In Rough terrain for all purposes;
2. Within 2 hexes of an HQ unit for Detection and Air Defense Fire;
3. “Occupied, but by less than a brigade” for SOF Raids;
4. A normal Installation for all purposes.

11.8.1 Airbase/Airfield Destruction Effects

When all the Airbases/Airfields in either the DPRK or ROK (on and off map) are marked with either a Strike 2 or Destroyed marker at the end of the Reorganization Phase, the following occurs:

11.8.1.1 DPRK: If the PRC or RU has intervened, move all DPRK air units to the Abort Box in the Basing Area of whichever nation has intervened. At the beginning of each Air Superiority Step, randomly move half (round up) of the DPRK air

units in that Ready Box to the Flown Box. The air units may Rebase to the DPRK once at least one Airbase (not Airfield) is fully repaired. If the PRC or RU has not intervened, move all DPRK air units to the Abort Box. No unit can roll for availability until at least one Airbase (not Airfield) is fully repaired.

11.8.1.2 ROK: If Japan has intervened at Level 2 or higher, Rebase all the Allied air units to the Japan Basing Box. At the beginning of each Air Superiority Step, the Allied player must move half (round up) of the Allied air units in the Ready Box to the Flown Box. Air units cannot Rebase to the ROK until at least one Airbase (not Airfield) is fully repaired. If Japan has not intervened at Level 2 or higher, Rebase all US and CW units to the Japan Basing Box; move all ROK air units to the Abort Box. No ROK air unit can roll for availability until at least one Airbase (not Airfield) is fully repaired. US and CW air units can operate normally from Japan.

11.8.2 Entering a Holding Box

Only air units, missiles, and SOF markers can enter a Holding Box to conduct Strikes and/or Raids.

11.9 AWACs Advantage

[Advanced]

The DPRK can never have an AWACs Advantage greater than zero unless either the PRC or RU has intervened at Level 2 or higher.

12.0 Hardened Targets

[23.0 Advanced]

Some targets in the game are “hardened” targets and have their own Terrain row on the Strike Table. These represent targets that are underground or specially protected and reinforced against air attacks. In addition to those listed in the rules, all Installations in the DPRK except Ports and Airbases are considered Hardened targets. Treat all Ports as Hardened Targets when attacked by Theater Warfare Assets.

13.0 Theater Warfare Assets

[26.0 Advanced]

13.1 US, Russian, and Chinese Cruise Missiles



The US, PRC, and RU are assigned Cruise Missile points at the beginning of a scenario and/or receive such points as reinforcements. Use the appropriate marker to record this on the General Records Track.

Each time a Cruise Missile attack is initiated, including pre-game attacks, reduce the appropriate Cruise Missile marker by one. Once all points have been used, no more Cruise Missile attacks can be initiated until additional points arrive as reinforcements.

Each US, PRC, or RU CV/CVN BG or SAG unit has the capacity to launch one Cruise Missile Strike *per Strike Phase*.

Each US AMPH unit in an All-Sea hex of the map has the capacity to launch one Cruise Missile Strike *per game turn*.

Each PRC H-6, Tu-22; US B-52H, B-1B, and B-2A; and RU Tu-95 unit in the game can launch one Cruise Missile attack *per game turn*. Move the air unit used immediately to the Flown Box; no Interception or ADF is allowed.

The PRC can make one Cruise Missile attack, per Strike Phase, from bases in China.

Design Note: These attacks represent roughly ten missiles each individually targeted and programmed to fly different courses to the target. They are flying at very low altitude with terrain following capabilities providing a high degree of protection from detection or attack.

13.1.1. Ranges

For naval units, there can be no more than one intervening At Sea Box between the unit and the target; e.g., a SAG in the Central Approaches could hit a target in China. For air units, there are no range limits.

Play Note: For *Next War: Korea*, the naval unit range won't matter much as there are only two At Sea Boxes, and they're both adjacent to Korea. This rule is intended for use in combined games, and, furthermore, it should be used whenever playing *Next War: Taiwan*.

13.2 DPRK SCUDs

[Advanced]



Each Advanced Game scenario will assign the non-Allied player SCUD points. Use the appropriate marker to record this on the General Records Track. Each time a SCUD attack is initiated, reduce the marker by one, including pre-game attacks. SCUDs are a particular type of ballistic missile.

13.2.1 Targets

In addition to the normal target list for ballistic missiles, SCUDs can be used to target the Japan Basing Box [GSR 13.2.3].

13.2.2 SCUD-busting

The Allied player may target the SCUD marker for Site-busting [26.1.3].

13.3 Japan

13.3.1 Japan Basing Box

The non-Allied player may target the Japan Basing Box as if it were an Airbase. If a result is obtained, roll for Collateral Damage normally, but do not mark the Japan Basing Box with Strike or Destroyed markers.

“Sow evil and reap evil.”

Japanese proverb

13.3.2 Japanese Activation

The first SCUD or Cruise Missile attack on the Japan Basing Box will automatically bring Japan into the conflict at Level 4 (at no VP cost for the Allied player). If not already in play (because of Japanese intervention Level) or eliminated:

- place all Japanese air units in the “Ready” box in Japan Basing Box.
- place all SOF markers in the Available box.
- place all ground and naval units in the Japan Holding Box. They are still bound by the restrictions of GSR 7.1.5.

In the Advanced Game, air unit reinforcements still follow the Master Allied Reinforcement schedule, and any letter codes that have already been passed over are lost.

14.0 UN Resolution Veto



If the PRC or RU has intervened at any Level, then the non-Allied player may veto the Resolution. If that player cannot or chooses not to do so, then the Allied player may veto the Resolution.

“Die for a tie.”

Korean War slogan

15.0 Optional Rules

Choosing to implement an optional rule results in adding VP for the appropriate side, as indicated. If 0 VP value is indicated, both players must agree to use the option for it to be in effect. Add VP for options chosen directly to the VP total of the appropriate player.

15.1 Air Cushion Vehicles

[Standard/Advanced; +5 VP Allied]



Two DPRK Light Infantry brigades per friendly Movement Segment may use Air Cushion Vehicles (ACVs) to cross specified all-water hexsides.

To utilize ACV transport, the unit must begin the friendly Movement Segment in one of the following hexes: N2518, N2619, or N2718. The unit(s) can then utilize ACVs to cross one all-water hexside into any adjacent enemy hex that is free of enemy ground units. Possible movement paths are marked on the map. The move costs the Light Infantry unit three MPs regardless of terrain or enemy ZOCs.

15.2 USN F-35Cs

[Advanced; +5 VP non-Allied per unit]



The Allied player may replace any one F/A-18 (E or F) per carrier air wing with one of the optional F-35Cs.

Design Note: Although the Navy declared the F-35C combat ready in early 2019, it will take awhile for that to translate into operational squadrons, so, this option remains as is. Note, however, that the USMC has been operating the F-35B already for quite some time, so we've replaced the Harriers with F-35Bs without any cost in VP.

15.3 ROK F-35s

[Advanced; +10 VP non-Allied]



Replace the four ROK F-4s with the two optional ROK F-35As.

15.4 ROK AH-64s

[Advanced; +5 VP non-Allied]



Replace the four ROK AH-1s with the four ROK AH-64s.

15.5 Security Leaks

15.5.1 OPLAN 5029

[Standard/Advanced; +5 VP Allied]

In late 2009, the news reported that the DPRK had stolen an outline of the US and ROK's plans in case of a pre-emptive strike by the DPRK. The non-Allied player either gains an additional column shift on those turns in which he is given a column shift for surprise or gains an additional combat segment in which the column shift will apply. The non-Allied player must state which option to use before the game begins.

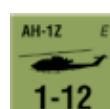
15.5.2 OPLAN 3600

[Advanced; +5 VP Allied]

In late 2011, the ROKAF lost plans detailing its war plan for the support and defense of bases. The non-Allied player gains an additional -1 DRM to SOF Raids against Airbases/Airfields on Game Turn 1.

15.6 USMC AH-1Z Wild Weasel

[Advanced; +3 VP non-Allied]



USMC AH-1Zs can carry ARMs (Anti-Radiation Missiles). The Allied player may use this option to allow AH-1Zs to conduct a “Wild Weasel” Strike mission against the Detection and SAM tracks using the Wild Weasel column if based on the Operational Map or from any Inshore Box.

15.7 Close Air Support Restrictions

[Advanced; 0 VP]

Close Air Support missions can only be performed by air or helicopter units of the same nationality as at least one of the attacking and/or defending units.

15.7.1 Chinese Restrictions

[Advanced; +5 non-Allied VP]

Alone or in conjunction with the above, the non-Allied player is limited to using a single air unit for PRC CAS missions.

Design Note: The PLAAF and PLA do not appear to have embraced CAS as a whole-hearted doctrine given their weapon load out choice and reliance on SSMs.

15.8 Allied Response to Chemical Attack

[Advanced; VP varies]



Once the non-Allied player initiates Chemical Weapons use, the Allied player may respond in the next turn (place the ROK markers on the next Game Turn as a reminder). Only ROK HQs can place a Chemical Weapons marker within range to support an attack.

Design Note: No known ROK chemical weapons program exists. This rule posits the existence of a secret stockpile.

15.9 DPRK Nuclear Strike

[Advanced; +50 Allied VP]



The non-Allied player may declare a nuclear strike against Busan before the game begins. This has the following effects:

- The Busan off-map box is no longer usable (note that this means GSR 2.6 will be in effect).
- Any units in Busan are destroyed.
- Any ROK Reserves (“M” and “HR”) scheduled to arrive in Busan are automatically eliminated; the non-Allied player does not receive VP nor does the ROK receive Replacement Points.
- The Allied player must immediately eliminate two random air units that are in the Ready, Flown, or Aborted box in the ROK. This does not count as a Destroyed Air Base for the purposes of Step 1b of the Air Superiority Step in the Air/Naval Phase.
- There is no possibility of a UN Resolution, skip this step in the Sequence of Play.
- Japan intervenes at Level 4 (at 0 VP cost for the Allied player). Japanese Ground Forces can operate anywhere in Korea without restriction and the conditions for employment are waived.
- Allied units can avoid Isolation by tracing to any hex free of enemy units or ZOCs with a road that leads off the south map edge.

Design Note: While the US response to such a strike is impossible to predict, the effects of such a strike would hamper the defense of the peninsula atrociously. This option allows players to explore the effects while the US is either debating a response to the war raging on the peninsula or just being apathetic.

15.10 Refugees (Internally Displaced Persons)

[Standard/Advanced; 0 VP]



The road net in the ROK (i.e., any road south of the DMZ) is clogged with people fleeing the embattled forces in and around the DMZ. The effects are as follows:

GT	Invader	Defender
1&2	Non-road movement point costs are x1½ (round up). Primary Roads are treated as Secondary Roads. Highways are treated as Primary Roads.	Non-road movement point costs are doubled. Primary Roads cost 1½ MPs. Highways are treated as Secondary Roads.
3&4	All costs normal.	Non-road movement point costs are x1½ (round up). Primary Roads are treated as Secondary Roads. Highways are treated as Primary Roads.
5	All costs normal.	All costs normal.

Design Note: While the ROK police and paramilitary forces along with the ROKA MPs practice and are brutally efficient at keeping the roads cleared, this option is intended to simulate that with real fear from a real invasion will come real resistance to “stay-at-home” orders (especially given intensive shelling of Seoul) and restricted movement.

“In a sense, population-centric counterinsurgency has perverted a better way of American war which has primarily been one of improvisation and practicality.”

Gian P. Gentile, A Strategy of Tactics:
Population-centric COIN and the Army

15.11 US Readiness

[Standard/Advanced; +10 Allied VP]

US Army units’ Efficiency Ratings are reduced by one for the duration of the scenario.

Design Note: This represents US forces having concentrated on COIN (Counter-insurgency) operations to the detriment of force readiness training.

15.12 Lack of Runways

[Advanced; +0 VP]

When determining the number of sorties; i.e., how many air units can fly missions, before any other actions in the Air Superiority Sortie Step, the owning player counts the number of operational Airbases/Airfields (i.e., without a Strike 2 or Destroyed marker) on and off map. The player can keep two air units for each such Airbase and one air unit for each such Airfield; all others in the Ready Box must be moved to the Flown Box. This applies only to air units based in the DPRK and/or ROK Basing Boxes.

15.13 PRC Carrier Air Units

[Advanced; +3 VP Allied]



Because the PRC doesn’t currently operate its carriers in the same fashion that the U.S. does and is using them for trials and training, their CV does not act as a base for any air units. This option allows

the PRC player to simulate having a “fully” functioning carrier rather than a glorified SAG. The non-Allied player can base one of the optional PRC J-15 air units on each PRC CV.

15.14 US Army BCT Arrival

[Advanced; +0 VP]

Place all US Army BCTs listed on the Master Allied Reinforcement Chart in packets J-V into an opaque container. When a specific BCT is listed as arriving, the Allied player instead randomly draws one from the container. The first time a BCT from a division is drawn, place its HQ and Attack Helicopter as part of the reinforcements. However, only one HQ and Attack Helicopter can arrive per turn. If multiple HQs/Attack Helicopters would be eligible, the Allied Player can enter them on any subsequent turn in which an HQ/Attack Helicopter does not arrive.

Example: On some turn, the Allied player receives Packet J. For each BCT listed (3CR & 4/25) a random BCT is drawn. The Allied player draws the 1/1 Arm ABCT & the 4/25 Airborne BCT. The Allied player chooses to place the 1 Arm HQ and AH-64/1 Arm this turn. The 25 ID HQ and AH-64/25 can enter next turn.

15.15 Last Gasp

[Standard/Advanced; +30 non-Allied VP]

This game assumes a slightly revitalized and under-sanctioned DPRK that has managed to build up massive stockpiles of supply of all kinds. To represent an experience closer to the real world, the following rules take effect on DPRK units in the given game turns:

GT	Standard	Advanced
3+	All Mechanized and Motorized movement halved.	All Mechanized and Motorized units are marked as Out of Supply.
4+	All units' attack values are halved; rounded up, minimum of 1.	All DPRK units are marked as Out of Supply.
5+	The DPRK can no longer roll for Air Points.	All Air units are moved to the Flown Box in the Reorganization Phase (even Aborted ones). The DPRK can only move air units to the Ready Box each turn by spending one Supply Point per unit.

In the Advanced Game, the DPRK may still spend Supply Points to roll for Emergency Supply.

15.16 Optional Weather Rules

15.16.1 Severity

[Standard/Advanced; +10 non-Allied VP]

After speaking with numerous military personnel who have spent time in Korea and evaluating the peninsula's weather patterns, we think we're being far too generous to have clear weather even half the time. However, play-testing showed that realistically awful weather really bogs the game down. If you

want more realism, however, or if you want to tip the balance toward the non-Allied player, use an additional +2 DRM to all weather die rolls.

15.16.2 Storm Length

[Standard/Advanced; +0 VP]

For each previous, consecutive Storm turn, modify the weather die roll by -1; e.g., if the previous turn was Storm, the DRM would be -1; if there had been two Storm turns in a row, the DRM would be -2; if there had been a Storm turn, a Clear turn, and a Storm turn, the DRM would be -1.

15.17 Broad Coalition

[Standard/Advanced; variable]

The Master Allied Reinforcement Chart lists additional CW and FR units which come from other games in the series. The Allied player may include these units, if the appropriate Intervention Level is chosen for the CW, by doubling the VP cost for that level. The FR units are included in this cost.

“If the best minds in the world had set out to find us the worst possible location to fight this damnable war politically and militarily, the unanimous choice would have been Korea.”

Dean Acheson (U.S. Secretary of State 1949-1953)

16.0 Scenarios

Scenarios are divided into two types: Standard and Advanced. Standard scenarios generally examine smaller actions within only a portion of the map, use fewer playing pieces, and are shorter, although there are also several full map, full game scenarios. They are intended to be played with only the Standard Game Rules. Advanced Scenarios involve the entire map, use all the pieces (potentially), and will take longer to play. They are further sub-divided into three variations: Strategic Surprise, Tactical Surprise, and Extended Buildup. In addition, there is an International Posture Matrix that will determine if, when, and with how much other nations will intervene in a contest on the Korean Peninsula.

Where not specified, Game Length of each scenario is 16 Turns (approx. 8 weeks).

Note: In all scenarios, ROK/Allied player sets up first. In half-map scenarios, partial hexes along the edges are playable.

16.1 Standard Scenarios

Standard Scenarios are intended to be played using the Standard Rules except where noted in the Scenario Special Rules (SSRs).

DPRK units with no hex printed can set up anywhere in the DPRK within the defined play area of the scenario.

16.1.1 Seoul Train

This scenario represents the DPRK drive south from Kaesong on Seoul. It uses only a portion of the map and units and has special Victory Conditions.

Game Length: 4 Turns (2 weeks)

Play Area: Use only the North map. No movement is allowed east of N30xx, or, west of N27xx south of the DMZ.

Exception: Units that start outside of the play area may move in. Helicopter units can base in any Airbase/Airfield on the map.

Initial Setup:

The Allied player sets up first.

Non-Allied: II Corps, IV Corps, 815 Mech. Corps, 17 Sniper Bde, 38 Airborne Bde, 81 LI Bde; 1 x Mi-24D; 2 x Airmobile Points

Tunnels: 3

Allied: VII Corps, I Corps, 5/VI Inf Div; 1 x Combat Outpost [GSR 2.2]; 2 x AH-1

Reinforcements:

GT 1: Place US 1/2 Mech Inf BCT in N3121 (Hanam) at the beginning of the Reaction Movement Segment having spent 1 MP or in any Highway hex leading off the south map edge having spent 0MP.

GT 1 Reinforcement Segment: Place the USAH-64/2 Attack Helicopter in any friendly Airbase/Airfield.

Scenario Special Rules:

1. Sea Control: Sea Control is not applicable in this scenario. Skip all references to naval operations.

2. Initiative: The Non-Allied player has the Initiative for GT 1, 2, and 3. GT 4 is Contested.

3. Initiative VPs: N/A

4. Surprise: All Non-Allied attacks during GT 1 receive a one column shift right.

5. Weather: Weather is Non-Allied player's choice on GT 1. If Storm is rolled, halve available air points for the Allied player and round up. The non-Allied player receives no air points during Storm turns. Optionally, players may play the entire scenario as Clear.

6. Replacements:

DPRK: 1 on GT 1 and GT 3

ROK: 1 on GT 2

7. Air Points (Air Superiority is in []):

GT	Non-Allied	Allied
1	3 [Advantage]	1
2	2 [Advantage]	1
3	1 [Contested]	2
4	1 [Contested]	2

Optional: Roll normally for Air Points using 1/3 of the rolled amount rounded up, but use the actual rolled values to determine Air Superiority.

8. Air Point Loss: Air Points lost to ADF are not tracked as permanent losses. Airmobile Points are tracked as permanent losses.

9. ROK 5/VI Inf Div: This unit cannot move or attack. Non-Allied player may attack this division; if forced to retreat, eliminate it instead. While the 5/VI Inf Div remains in its hex, the Non-Allied player must have 2 stacking points of units in N2916 by the end of each Movement Segment.

Victory Conditions:

Do not track Victory Points.

Major Non-Allied Victory: Non-Allied control of 3 Urban hexes in Seoul

Minor Non-Allied Victory: Non-Allied control of 2 Urban hexes in Seoul

Draw: Non-Allied control of 1 Urban hex in Seoul

Minor Allied Victory: no Urban hexes under non-Allied control

Major Allied Victory: no non-DMZ hex under non-Allied control

Destruction of all ROK ground units shifts Victory level one in non-Allied favor. Allied control of a hex in the DPRK shifts Victory level one in Allied favor.

16.1.2 Uijeong-Blues

This scenario represents the DPRK drive south along the Uijeongbu Corridor with the goal of seizing Seoul. It uses only a portion of the map and units and has special Victory Conditions.

Game Length: 4 Turns (2 weeks)

Play Area: Use only the North map. No movement is allowed east of N36xx or west of N29xx.

Exception: Units that start outside of the play area may move in. Helicopter units can base in any Airbase/Airfield on the map.

Initial Setup:

The Allied player sets up first.

Non-Allied: V Corps, 820 Mech. Corps, 60 Sniper Bde, 48 Airborne Bde, 82 LI Bde; 1 x Mi-24D; 1 x Airmobile Point

Tunnels: 3

Allied: V Corps, VI Corps; 1 x Combat Outpost [GSR 2.2]; 1 x AH-1

Reinforcements:

GT 1 Initiative Reaction Movement Segment: Place ROK 3/1A Arm Bde in Uijeong (with no MP remaining) or in any road hex leading off the south map edge with 6MP remaining.

GT 1 Basic Reaction Movement Segment: Place ROK 11/1A Inf Div in N3419 (with no MP remaining) or in any road hex on the south map edge between N3522 and N4622 (with no MP remaining)

GT 1 Reinforcement Segment: Place the US AH-64/2 Attack Helicopter in any friendly Airbase/Airfield.

Scenario Special Rules:

1. Sea Control: Not applicable in this scenario. Skip all references to naval operations.

2. Initiative: The non-Allied player has the Initiative for GT 1, 2, and 3. GT 4 is Contested.

3. Initiative VPs: N/A

4. Surprise: All non-Allied attacks during GT 1 receive a one column shift right.

5. Weather: Weather is non-Allied player's choice on GT 1. If Storm is rolled, halve available air points for the Allied player and round up. The non-Allied player receives no air points during Storm turns. Optionally, players may agree to play the entire scenario as Clear.

6. Replacements:

DPRK: 1 on GT 2

ROK: 1 on GT 3

7. Air Points (Air Superiority is in {}):

GT	Non-Allied	Allied
1	3 [Advantage]	1
2	2 [Advantage]	1
3	1 [Contested]	2
4	1 [Contested]	2

Optional: Roll normally for Air Points using 1/3 of the rolled amount rounded up, but use the actual rolled values to determine Air Superiority.

8. Air Point Loss: Air Points lost to ADF are not tracked as permanent losses. Airmobile Points are tracked as permanent losses.

9. ROK 5th Inf Div: The ROK 5/VI Inf Div cannot move (it's guarding against the units to the west. Non-Allied attacks against it receive an additional 7 attack combat factors (with a "+1" DRM for multi-corps if not already applicable). It is released from this movement restriction in the next movement segment after a non-Allied unit has moved adjacent to it. During each Reorganization Phase, if not released, roll a die; on a 7-8, inflict a step loss on the 5th and retreat it one hex. On a 9, eliminate the division.

Victory Conditions:

Do not track Victory Points.

Major non-Allied Victory: Non-Allied control of 1 Urban hex in Seoul

Minor non-Allied Victory: Non-Allied control of Uijeongbu

Draw: Neither player achieves any level of victory.

Minor Allied Victory: Allied control of Uijeongbu

Major Allied Victory: Allied control of Dongducheon [N3116]

Destruction of all ROK ground units shifts Victory level one in non-Allied favor. Allied control of a hex in the DPRK shifts Victory level one in Allied favor.

16.1.3 "East" Coast Highway

This scenario represents the DPRK drive south along the narrow coastal highway on the East Sea (Sea of Japan). It uses only a portion of the map and units and has special Victory Conditions.

Game Length: 4 Turns (2 weeks)

Play Area: Use only the North map. No movement is allowed west of N40xx. The boundary should follow the east side of the Bukhan River (North Han River), around Paro Lake and then south of the Han.

Exception: Units that start outside of the play area may move in. Helicopter units can base in any Airbase/Airfield on the map.

Initial Setup:

The Allied player sets up first.

Non-Allied: 806 Mech Corps, I Corps, 61 Sniper Bde, 58 Airborne Bde, 87 LI Bde; 1 x Airmobile Point

Tunnels: 2

Allied: II Corps, III Corps, VIII Corps (23/VIII Inf Div sets up in N4822); 1 x Combat Outpost [GSR 2.2]; 1 x AH-1

Reinforcements:

GT 1 Initiative Reaction Movement Segment: Place US 1/2 Mech Inf BCT in N3121 (Hanam) having spent 1 MP or in any Highway hex leading off the south map edge having spent 0MP.

GT 1 Initiative Reaction Movement Segment: Place ROK 1/2A Marine Div in any hex along the south map edge between N3922 and N4822 (Gangneung) with no MP remaining.

GT 1 Reinforcement Segment: Place the AH-64/2 Attack Helicopter in any friendly Airbase/Airfield.

Special Scenario Rules:

1. Sea Control: Not applicable in this scenario. Skip all references to naval operations.

2. Initiative: The non-Allied player has the Initiative for GT 1, 2, and 3. GT 4 is Contested.

3. Initiative VPs: N/A

4. Surprise: All non-Allied attacks during GT 1 receive a one column shift right.

5. Weather: Weather is non-Allied player's choice on GT 1. If Storm is rolled, halve available air points for the Allied player and round up. The non-Allied player receives no air points during Storm turns. Optionally, players may agree to play the entire scenario as Clear.

6. Replacements:

DPRK: 1 on GT 2

ROK: 1 on GT 3

7. Air Points (Air Superiority is in {}):

GT	Non-Allied	Allied
1	3 [Advantage]	1
2	2 [Advantage]	1
3	1 [Contested]	2
4	1 [Contested]	2

Optional: Roll normally for Air Points using 1/3 of the rolled amount rounded up, but use the actual rolled values to determine Air Superiority.

8. Air Point Loss: Air Points lost to ADF are not tracked as permanent losses. Airmobile Points are tracked as permanent losses.

9. 23/V Inf Div: The first time 23/V Inf Div moves, it is considered to have already used 3 movement points.

10. 7/II Inf Div: The ROK 7/II Inf Div cannot enter the DPRK until after it has reached a playable hex.

Victory Conditions:

Do not track Victory Points.

Major Non-Allied Victory: Non-Allied control of Chuncheon and Gangneung.

Minor Non-Allied Victory: Non-Allied control of either Chuncheon or Gangneung.

Draw: If neither side meets a victory condition OR both sides meet their Minor Victory Condition.

Minor Allied Victory: Allied Control of Yang-gu.

Major Allied Victory: Allied Control of Chuncheon and Gangneung.

Destruction of all ROK ground units shifts Victory level one in non-Allied favor. Allied control of a hex in the DPRK shifts Victory level one in Allied favor.

16.1.4 Incheon Again (a.k.a. "MacArthur Lets it Ride")

This scenario represents the Allied counterattack starting with a déjà vu Amphibious action against Incheon. It uses only a portion of the maps and units and has special Victory Conditions.

Play Note: This scenario is a tough one for the US. A regiment is taking on 2+ division equivalents. Players should remember that the primary purpose of the scenario is to familiarize them with amphibious operations. To make it more interesting, add in the 13th or 15th MEU (or both) with another AMPH and return all reduced DPRK units to full strength.

Game Length: 1 Turn

Play Area: Use both maps. No movement is allowed north of Nxx19, south of Sxx03, east of S28xx.

Initial Setup:

The Allied player sets up first.

Non-Allied: N2522 - 8/II Inf Div (reduced); S2300 - 28/IV Inf Div; S2400 - ?/IV Arm Bde; S2501 - ?/815 Mech Bde (reduced) + ?/815 LI Bde; S2402 - 33/IV Inf Div (reduced)

Allied: III MEF [GSR 3.3.2]; 1 x AH-1Z; 1 x AMPH; 1 x CVBG (all start in Yellow Sea In-Shore Box).

Special Scenario Rules:

1. Sea Control: Allied player Controls Yellow Sea At Sea and In Shore Boxes. Do not roll for Contested Sea Movement.

2. Initiative: The Allied player has Initiative for the turn.

3. Initiative VPs: N/A

4. Surprise: None

5. Weather: Clear.

6. Replacements: None

7. Air Points (Air Superiority is in []):

GT	Non-Allied	Allied
1	1	4 [Superiority]

8. Air Point Loss: Air Points lost to ADF are not tracked as permanent losses.

Victory Conditions:

Do not track Victory Points.

Major non-Allied Victory: No US units are in land hexes.

Minor non-Allied Victory: Non-Allied control of Incheon.

Draw: If neither side meets a victory condition OR both sides meet their Minor Victory Condition.

Minor Allied Victory: No non-Allied units in or adjacent to Incheon.

Major Allied Victory: Control Incheon.

16.1.5 Militarized Zone

This scenario represents the opening turns of a full-scale assault all along the DMZ. It uses only a portion of the map and units and has special Victory Conditions. This is, essentially, a combination of "Seoul Train," "Uijeong Blues," and "East Coast Highway."

Game Length: 4 Turns (2 weeks)

Play Area: Use only the North map. No movement is allowed west of N27xx south of the DMZ.

Initial Setup:

The Allied player sets up first.

Non-Allied: I, II, IV, V, 806, 815, 820 Corps, 61 Sniper Bde, 58 Airborne Bde, 87 LI Bde, 17 Sniper Bde, 38 Airborne Bde, 81 LI Bde, 60 Sniper Bde, 48 Airborne Bde, 82 LI Bde, 2 x Mi-24D; 4 x Airmobile Points; 4 x Combat Outposts [GSR 2.2]

Tunnels: 8

Allied: I, II, III, V, VI, VII, VIII Corps (23/VIII Inf Div sets up in N4822); 5 x Combat Outposts [GSR 2.2], 4 x AH-1

Reinforcements:

GT 1 Initiative Reaction Movement Segment: Place US 1/2 Mech Inf BCT in N3121 (Hanam) having spent 1 MP OR in any Highway hex leading off the south map edge having spent 0MP. Place ROK 3/IA Arm Bde in Uijeong (with no MP remaining) or in any road hex leading off the south map edge with 6MP

remaining. Place ROK 1/2A Marine Div in any hex along the south map edge between N3922 and N4822 (Gangneung) with no MP remaining.

GT 1 Basic Reaction Movement Segment: Place ROK 11/1A Inf Div in N3419 (with no MP remaining) or in any road hex on the south map edge between N3522 and N4622 (with no MP remaining).

GT 1 Reinforcement Segment: Place the AH-64/2 Attack Helicopter in any friendly Airbase/Airfield.

Special Scenario Rules:

1. Sea Control: Not applicable in this scenario. Skip all references to naval operations.

2. Initiative: The non-Allied player has the Initiative for GT 1 and 2.

3. Initiative VPs: 18. Note, players should track VP earned in each of Turns 2 and 3 to determine Initiative for Turns 3 and 4.

4. Surprise: All non-Allied attacks during GT 1 receive a one column shift right.

5. Weather: Weather is non-Allied player's choice on GT 1. If Storm is rolled or chosen, halve available air points for the Allied player and round up. The non-Allied player receives no air points during Storm turns. Optionally, players may agree to play the entire scenario as Clear.

6. Replacements:

DPRK:	1 per turn
ROK:	1 per turn GT 3+
US:	0 per turn on GT 1-4

7. Air Points: Roll for Air Points normally.

8. Air Point Loss: Track Air Point losses normally.

9. ROK 23/VIII Inf Div: The first time ROK 23/VIII Inf Div moves, it is considered to have already used 3 movement points.

Victory Conditions:

Victory Points do not determine victory, instead the non-Allied player earns Scenario Points for the following conditions:

- +1 for each Urban hex of Seoul controlled
- +1 for control of Uijeongbu
- +1 for control of Chuncheon
- +1 for control of Gangneung
- +3 for complete destruction of all ROK ground forces
- -1 for each hex north of the DMZ controlled by the Allied player

Victory is determined by adding the Scenario Points above and comparing to the chart below:

≥ 6	Non-Allied Major Victory
4-5	Non-Allied Minor Victory
2-3	Draw
0-1	Allied Minor Victory
≤ -1	Allied Major Victory

Play Note: These Scenario Points are different from the ones used in the normal game rules to determine Initiative and victory. These are only for determining victory in this scenario.

16.1.6 All In

This scenario is simply an expanded Militarized Zone scenario. Players use the full map, all Standard Game units (i.e., not HQs, Arty, or Air Units) in their normal setup hexes, and the full Victory Conditions [SR12.0]. This is, in effect, the full Standard Game Campaign Scenario.

Setup:

The Allied player sets up first.

Non-Allied: All non-Reinforcement DPRK units set up in the hex printed on their counter. Units with no hex printed set up anywhere in the DPRK. III Corps PMTU brigades begin in their setup hex. The 108th and 425th Mech Corps begin the game in their respective Reinforcement hexes. Attack Helicopters can set up in any Airbase/Airfield in the DPRK. The DPRK AMPHs set up in Chinnamp'o and Wonsan. 4x Airmobile Points. 8 Tunnels. 4 x Combat Outposts [GSR 2.2].

Allied: All non-Reinforcement units set up in the hex printed on their counter. The ROK AMPH unit sets up in any ROK port. The ROK Attack Helicopters set up at any Airbase/Airfield in the ROK. The US 1/2 Mech Inf BCT sets up anywhere with 2 hexes of Daegu. The US AH-64/2 Attack Helicopter sets up as indicated on the counter. The USMC 1/3, 2/3, 3/3, LAR, 3-R, 1/4, and 1 AH-1Z (C) along with an AMPH unit is setup in Japan or any At Sea Box. The entire 82nd Airborne Div sets up in any Airbase in the ROK. The Japanese 1 Abn Bde and AH-64, if available, set up in an Airbase in the ROK. 8 x Airmobile Points. 5 x Combat Outposts [GSR 2.2]. 1 x US CVN BG set up in Japan or any At Sea box.

General: Place all ROK and DPRK "M", "HR", "PMTU", and "RG" units not listed above into four separate opaque containers for random drawing.

Exception: Do not place the DPRK XI Corps PMTU units into the container; they enter as a reinforcement.

Special Scenario Rules:

1. Sea Control: The non-Allied player has control of all At Sea and In Shore boxes. Roll for control normally.

2. Initiative: The non-Allied player has the Initiative automatically on GT 1 and GT 2. Determine Initiative normally thereafter.

3. Initiative VPs: 20.

4. Surprise: All non-Allied attacks during GT 1 receive a one column shift right bonus.

5. Weather: Weather is non-Allied player's choice on GT 1.

6. Replacements:

DPRK:	2 per turn
PRC:	2 per turn GT 3+

ROK: 1 per turn GT 3-4; 2 per turn GT 5+
US: 0 per turn on GT 1-3; 1 per turn GT 4-6; 2 per turn GT 7+

7. Air Points: Roll for Air Points normally. The PRC or RU (whichever is chosen, see below) also rolls for Air Points except they always use the GT 2 DPRK values; e.g., a roll of 2 provides 8 Air Points.

8. Air Point Loss: Track Air Point losses normally.

9. Automatic Victory VPs: +100 or more

Victory Levels:

Overwhelming	90+
Decisive	60-89
Substantive	40-59
Marginal	29-39
Draw	0-28

Reinforcement Schedule:

NON-ALLIED:

DPRK:

- GT 2 VII Corps (2 x Mot Inf Div, 1 Arm Bde, 1 LI Bde), 2 x random PMTU brigades
- GT 3 VIII Corps (2 x Mot Inf Div, 1 Arm Bde), 2 x random PMTU brigades
- GT 4 X Corps (3 x Inf Div), XI Corps (3 x PMTU Inf Bde), 4 x random RG Inf Bde, remaining PMTU brigades
- GT 5 IX Corps (2 x Inf Div, 1 x PMTU Inf Bde), 4 x random RG Inf Bde
- GT 6 4 x random RG Inf Bde
- GT 7 all remaining RG Inf Bde

Before the scenario begins, the non-Allied player must choose whether to use the PRC or RU reinforcements. The Allied player adds the VP cost for the choice directly to the "VP Total".

PRC (18VP):

- GT 3 1 x AMPH, 1 x SAG, 5 Marine Bde, 127/Abn & 128/Abn Airborne Bdes; 2 x PRC Airmobile Points
- GT 4 79th GA (4 x Mech Inf Bde, 2 x Mot Inf Bde, 1 x Rocket Arty Reg), 133/Abn Bde
- GT 5 1 x AMPH, 1 x CVBG, 6 Marine Bde, 130/Abn, 131/Abn, 134/Abn Airborne Bdes; 2 x PRC Airmobile Points
- GT 7 78th GA (5 x Mech Inf Bde, 1 x Mot Inf Bde, 1 x Rocket Arty Reg)
- GT 8 80th GA (5 x Mech Inf Bde, 1 x Mot Inf Bde, 1 x Rocket Arty Reg), 1 x CVBG

RU (8 VP):

- GT 2 1 x AMPH, 1 x SAG, 40 NIB, 155 NIB, 83 Gds Reg, 2 x RU Airmobile Points
- GT 3 11 Gds Reg

- GT 4 98 Gds Abn Division (2 x Airborne Bde); 1 x RU Airmobile Point
- GT 5 56 Gds Reg, 31 Gds Reg; 2 x RU Airmobile Points

ALLIED:

- GT 2 E
- GT 3 F & G; 4 x random "M" units; IX, XI, and CDC HQs
- GT 4 H; 4 x random "HR" units
- GT 5 I & J; 6 x random "M" units
- GT 6 K & L; all remaining "M" units
- GT 7 M & N
- GT 8 O
- GT 9 P & Q; all remaining "HR" units
- GT 10 R
- GT 11 S
- GT 12 T
- GT 13 U

16.1.7 They Did What? (a.k.a. "Almond's Folly")

This scenario posits an Allied assault north against an unprepared DPRK as the latter starts to collapse. Players can either play this scenario as a 4-turn short scenario (use the setup and reinforcements from "Militarized Zone") or as a full game scenario (use the setup and reinforcements from "All In").

Setup:

The non-Allied player sets up first.

Special Scenario Rules:

1. Sea Control: The non-Allied player has control of all At Sea and In Shore boxes. Roll for control normally.

2. Initiative: The Allied player has the Initiative automatically on GT 1 and GT 2. Determine Initiative normally thereafter.

3. Initiative VPs: 16.

4. Surprise: All Allied attacks during GT 1 receive a two column shift right bonus.

5. Weather: Weather is Allied player's choice on GT 1.

6. Replacements:

- DPRK:** 1 per turn
- PRC:** 1 per turn (after being provoked, SSR #9)
- ROK:** 2 per turn
- US:** 1 per turn

7. Air Points: On GT 1 and GT 2, reverse the results for the non-Allied and Allied air; i.e., on GT 1 a roll of 1 for the Allied player results in 12 Air Points while a roll of 3 for the non-Allied player results in 3 Air Points.

8. Air Point Loss: Track Air Point losses normally.

9. Automatic Victory: The Allied player wins if he controls both Urban hexes of Pyongyang. Any other result is a non-Allied win.

10. China Provoked: China may be provoked per GSR 16.2.3.1. The non-Allied player receives reinforcements according to the PRC schedule in the “All In” scenario. Treat the turn in which they were provoked as GT 1 for the purposes of the schedule. In addition, once provoked, the non-Allied player receives an additional 6 Air Points per turn. The Allied player places all Commonwealth and Japanese ground, attack helicopter, and naval units in the Japan Holding Box in the Reinforcement Phase of the turn after China is provoked. After that, the Allied player receives an additional 4 Air Points per turn.

16.2 Advanced Scenarios

Advanced Scenarios are played with the Advanced Rules. To set up an Advanced Game scenario, players should perform these steps in this order:

- a. Choose a scenario.
- b. Determine the Intervention Levels for the Commonwealth, Japan, China, and Russia using the Intervention Level Determination rules [GSR 16.2.1].
- c. Agree on or choose Optional Rules [GSR 15.0] and adjust VP by adding to the VP Total accordingly.
- d. Place all ROK and DPRK “M”, “HR”, “PMTU”, and “RG” units into four separate opaque containers for random drawing.

Exception: Do not place the DPRK XI Corps PMTU units into the container; they enter as a reinforcement.
- e. Set up all available units. For units without designated hexes, the Allies set up first.
- f. Follow any pre-game Special Scenario Rules.
- g. Begin play with the Weather Phase.

16.2.1 Intervention Level Determination

Use the following rules to determine intervention levels for China, Russia, and the United States, and adjust play balance through VP awards.

Play Note: Players may use the International Posture Matrix from the 1st Edition. In that case, no VPs are awarded, and the Intervention Levels should be translated to those below; i.e., Supplies = Level 1, Special Forces = Level 2, SF + Aerial = Level 3, and Full Intervention = Level 4.

16.2.1.1 Intervention Level Selection: Before starting an advanced scenario, players secretly choose and write down the Intervention Level for China (PRC) or Russia (RU) - chosen by non-Allied player - and the Commonwealth (CW) and Japan (JP) - chosen by the Allied player. Unless specified in scenario special rules, the non-Allied player can only choose an Intervention Level of 1 or more for either Russia OR China; the player cannot choose both. For example, if the non-Allied player chooses an Intervention Level of 3 for Russia, the PRC must be Level 0 (No Intervention).

16.2.1.2 Intervention Level VP Awards: After selecting intervention levels, both players simultaneously reveal their choices. Players then compare their selections:

PRC Level 1 = +3VP to Allied [UN +1]

PRC Level 2 = +9VP to Allied [UN +1]
 PRC Level 3 = +18VP to Allied [UN +0]
 PRC Level 4 = +25VP to Allied [UN -1]
 RU Level 1 = +2VP to Allied [UN +2]
 RU Level 2 = +6VP to Allied [UN +1]
 RU Level 3 = +12VP to Allied [UN +0]
 RU Level 4 = +14VP to Allied [UN -1]
 JP Level 1 = +2VP to non-Allied [UN +2]
 JP Level 2 = +6VP to non-Allied [UN +1]
 JP Level 3 = +9VP to non-Allied [UN +1]
 JP Level 4 = +18VP to non-Allied [UN +0]
 CW Level 1 = +2VP to non-Allied [UN +2]
 CW Level 2 = +4VP to non-Allied [UN +1]
 CW Level 3 = +8VP to non-Allied [UN +0]
 CW Level 4 = +10VP to non-Allied [UN +0]

Both players add the VP above directly to their VP total before the scenario begins. They are not counted for “VP This Turn” for GT 1.

16.2.1.3 Intervention Level UN Mod: After revealing intervention levels, the players note which level selected has the single highest UN resolution DRM. This DRM will be used for the UN resolution die roll each turn.

16.2.2 Intervention Levels

The various levels of intervention correspond to the amount of force each nation is willing to risk in the conflict as determined by their posture. Each level comprises its own items plus those in lower levels:

16.2.2.1 Level 0 – No Intervention: No forces are involved.

Exception: Japan always provides 2 Allied Supply Points per turn regardless of Intervention Level.

16.2.2.2 Level 1 – Supplies, Intel, Special Operations Forces:

The intervening nationality provides the number of Supply Points per turn as specified in the scenario. If no amount is specified, one Supply Point is provided per turn. These SPs are in addition to any specified on the Master Allied Reinforcement Table. Place all of the intervening nationality’s SOF markers into the SOF Available Box. Those that arrive via the Reinforcement schedule can be used to replace eliminated SOF markers. In addition, the side choosing them gains additional Electronic Detection attempts [GSR 12.1].

16.2.2.3 Level 2 – Naval and Air: Place all naval and air units of the intervening nationality per the setup and/or reinforcement rules.

16.2.2.4 Level 3 – Marines, Airborne, and Missile Resupply:

All Marine and Airborne ground units of the intervening nationality are placed according to the setup and/or reinforcement rules. The intervening nationality also replenishes that side’s Missile supply as detailed in the scenario.

16.2.2.5 Level 4 – Full Intervention (other Ground and Theater Weapons): All other ground units of an intervening nationality’s forces, markers, points, etc., and Theater Weapons,

are available for use as indicated in the rules and any Scenario Special Rules.

16.2.3 Wider Conflict

When China intervenes at Level 3 or 4, the Allied player may modify the arrival die roll [GSR 16.2.3.2] by expending VP. For each 3 VP spent in this way, modify the DR by -1. The Allied player can make the determination to spend VP in this manner after seeing the die roll. They cannot spend VP they do not have. If the Reinforcements are delayed, they are instead diverted to Taiwan and no longer available.

Optional: If the non-Allied VP is equal to or greater than double the Allied VP OR the non-Allied player controls an Urban hex in Seoul, the Allied player automatically receives the reinforcements for that turn. There is no die roll or VP penalty.

Design Note: The US intervention is automatic, since they are still technically at war with the DPRK and have ground troops in the ROK. If the PRC enters the war, we see this only as a distraction as they also choose to invade Taiwan at that time knowing that the US will be stretched to protect both at the same time.

16.2.3.1 China Provoked: At the instant any US ground unit is in a hex north of the DMZ roll one die. On a 2 or less, China automatically intervenes with Level 4 - Full Intervention and the non-Allied player receives PRC Reinforcements as if this were GT 1 in the ensuing Reinforcement and Replacement Phase. Roll again in each subsequent Reinforcement and Replacement Phase (including the turn the violation first occurred) in which a unit remains north of the DMZ.

16.2.3.2 US and Commonwealth Arrival Rolls: Each Reinforcement box on the Master Allied Reinforcement has a number. If the Allied player rolls less than or equal to this number, the reinforcements listed arrive as planned. Otherwise, they have been delayed and arrive in the next turn. This also changes the schedule for following reinforcements to be delayed by a turn. Note that this applies only to US and Commonwealth forces.

16.2.4 Japanese Intervention

In all scenarios in which Japan intervenes at Level 2 or higher, its SAG starts in the Japan Holding Box (if available from the Reinforcement Schedule) and half of each type of Air Unit sets up in the Japan Basing Box. [see also GSR 7.2.1]

16.2.5 Strategic Surprise

This scenario examines the ROK's and US's worst nightmare. In this scenario relations between the DPRK and ROK appear amicable. Reunification even appears to be a viable possibility. The US is involved in both internal political navel gazing as well as involved in numerous Global War On Terror actions around the globe. Quietly, however, after the death of Kim Jong Il, a struggle develops within the DPRK politico-military landscape. The hard-liners eventually win out and—convincing Kim Jong Un that he must show a strong hand—decide that only unification through force can assure their primacy.

Taking even stricter measures of security and secrecy than before, preparations are made for an out of the barracks assault on the ROK. Minimal logistical buildup is conducted, and the assault will be won, or lost, on the strength of existing stockpiles and whatever can be scraped up in the interim. The strategy depends on a lightning fast offensive, indisputable gains in the field, and mastery of a good portion of the Korean Peninsula before the ROK's allies, and especially the US, can muster enough reinforcing strength to repel them. The DPRK has the potential to achieve Air Superiority in the first few days. Though they are under no illusions of being able to keep it, they hope that it will provide enough of an effect to achieve their aims.

The ROK's chances of survival are grim. Without the massive aid and reinforcements provided by a fully prepared United States, the qualitative advantage the ROKA has over the NKPA may not be enough to save the country from being completely overrun. They will be fortunate to be able to maintain another Busan Perimeter in the face of modern weaponry and the furious assault to come.



Non-Allied Scenario Specifications

Allocations: 7 Chemical Weapons Points; 40 Supply Points; 4 Airmobile Points; 6 DPRK SOF markers; 8 Tunnels; 4 Combat Outpost markers [GSR 2.2]; 3 Supply Depots [19.4]; 20 SCUD Points [GSR 13.2]

Air Defenses: Detection - 8; SAMs - 9; AAA - 3

Submarine Threat Level: 1

Replacement Points: 2 per turn on GT 1+.

Setup:

All non-Reserve DPRK units set up in the hex printed on their counter. Units with no hex printed set up anywhere in the DPRK. All DPRK air units begin in the Ready box of the DPRK Basing Box. Attack Helicopters set up at any Airbase/Airfield in the DPRK. The DPRK AMPHs set up in any DPRK port.

Reinforcement Schedule:

NOTE: Non-PMTU/RG Reinforcements are not available if the PRC intervened at Level 0.

- GT 2 425th Mech Corps (5 x Mech Inf Bde), 108th Mech Corps (5 x Mech Inf Bde); 2 x SOF markers
- GT 3 VII Corps (2 x Mot Inf Div, 1 x Arm Bde, 1 x LI Bde), 3 x random PMTU Inf Bde; 2 x SOF markers
- GT 4 VIII Corps (2 x Mot Inf Div, 1 x Arm Bde), 4 x random PMTU Inf Bde; 2 x SOF markers
- GT 5 X Corps (3 x Inf Div), XI Corps (3 x PMTU Inf Bde), 4 x random RG Inf Bde, all remaining PMTU Inf Bde
- GT 6 IX Corps (2 x Inf Div, 1 x PMTU Inf Bde), 4 x random RG Inf Bde; 1 x SOF marker
- GT 7 4 x random RG Inf Bde; 1 x SOF marker
- GT 8 All remaining RG Inf Bde



Allied Scenario Specifications

Allocations: 3 ROK Chemical Weapons Points; 30 Supply Points; 8 Airmobile Points; 3 ROK SOF markers, 1 US SOF marker, and 1 Commonwealth SOF marker; 3 Combat Outpost markers [GSR 2.2]; 2 Supply Depots [19.4]

Air Defenses: Detection – 7; SAMs – 6; AAA – 2; AWACS Advantage – 1

ASW Level: 0

Replacements:

ROK: 1 per turn GT 1-4; 2 per turn GT 5+
US: 1 per turn GT 2-5; 2 per turn GT 6+
JPN: 1 per turn GT 4+
CW: 1 per turn GT 4+

Setup:

All non-Reserve (“M” and “HR”) ROK units set up in the hex printed on their counter. ROK air units set up in the Ready box of the ROK Basing Box. The ROK AMPH unit sets up in any ROK port. The ROK Attack Helicopters set up at any Airbase/Airfield in the ROK. The US 1/2 Mech Inf BCT and 2 HQ set up anywhere with 2 hexes of Daegu. The AH-64/2 Attack Helicopter sets up as listed on the counter. USAF: 2 x F-16, 1 x A-10C setup in the ROK; 1 x F-15C, 1 x F-16 setup in Japan. Set up 1 x F-22A, 2 x B-1Bs, 2 x B-2As, and 2 x B-52Hs in the USA/Guam Recovery Box.

Reinforcement Schedule:

GT 1 A & B
 GT 2 C
 GT 3 D
 GT 4 E & F; 4 x random “M” units; IX, XI, and CDC HQs
 GT 5 G
 GT 6 H & I; 4 x random “M” units
 GT 7 J; 4 x random “HR” units
 GT 8 K & L; all remaining “M” units
 GT 9 M & N; 4 x random “HR” units
 GT 10 O; all remaining “HR” units
 GT 11 P & Q
 GT 12 R
 GT 13 S
 GT 14 T
 GT 15 U
 GT 16 V



PRC Scenario Specifications

Level 2: +1 Submarine Threat Level

Level 3: 1 REPL per turn GT 3+; 2 SCUD/Missile Points per turn GT 3+

Level 4: 10 Cruise Missiles; 1 REPL GT 3-6; 2 REPL per turn GT 7+

The PRC use the following Reinforcement Schedule:

GT 4 1 x AMPH, 1 x SAG; 5 Marine Bde, Abn HQ, 127/Abn and 128/Abn Airborne Bdes; 3 x J-10, 2 x J-11, 1 x J-16, 2 x J-8; 2 x SOF markers; 2 x PRC Airmobile Points
 GT 5 79th GA (1 x HQ, 4 x Mech Inf Bde, 2 x Mot Inf Bde, 1 x Rocket Arty Reg), 133/Abn Airborne Bde
 GT 6 1 x AMPH, 1 x CVBG; 6 Marine Bde, 130/Abn, 131/Abn, and 134/Abn Airborne Bdes; 2 x PRC Airmobile Points
 GT 8 78th GA (1 x HQ, 5 x Mech Inf Bde, 1 x Mot Inf Bde, 1 x Rocket Arty Reg), 2 x J-10, 1 x J-11, 1 x J-16, 1 x J-8
 GT 9 80th GA (1 x HQ, 5 x Mech Inf Bde, 1 x Mot Inf Bde, 1 x Rocket Arty Reg); 1 x CVBG; 1 x J-10, 1 x J-8; 2 x PRC Airmobile Points



RU Scenario Specifications

Level 3: 1 REPL per turn GT 4+; 2 SCUD/Missile Points per turn GT 2+

Level 4: 10 Cruise Missiles; 1 REPL GT 4-7; 2 REPL per turn GT 8+

The RU use the following Reinforcement Schedule:

GT 3 1 x AMPH, 1 x SAG; 40 NIB, 155 NIB, 83 Gds Reg; 2 x SOF markers; 2 x RU Airmobile Points; 1 x MiG-31, 1 x Su-30, 1 x Su-24, 1 x Su-25, 1 x Tu-95, 1 x Tu-160
 GT 4 11 Gds Reg; 1 x Su-27, 1 x Su-35, 1 x Tu-22, 1 x Tu-95
 GT 5 98 Gds Abn Division (1 x HQ, 2 x Airborne Bde); 1 x RU Airmobile Point
 GT 6 56 Gds Reg, 31 Gds Reg; 2 x RU Airmobile Points; 1 x Su-34
 GT 8 1 x Su-27, 1 x Tu-22

Scenario Special Rules:

1. Initiative: The non-Allied player automatically has the Initiative on GT 1 and 2. Determine Initiative normally thereafter.

2. Surprise: All non-Allied attacks on GT 1 receive a bonus of two column shifts to the right on the CRT.

3. Weather: The non-Allied player may choose the season for the game and the weather for GT 1. After that, determine the weather normally.

4. Pre-game Sea Control: All At Sea Boxes start non-Allied controlled.

5. Allied Sortie Reduction: Prior to the beginning of play, the Allied player must randomly choose half (rounded up) of each aircraft type (i.e., F-15K, KF-16C, F-4D, A-50, etc.), regardless of basing, and place them in the Flown box. These are unavailable on GT 1.

6. Non-Allied SCUD Attacks: Prior to the beginning of play, the non-Allied player may conduct 10 SCUD attacks at any eligible targets. Damage to Airbases/Airfields counts for Steps

a. and b. of the Air Superiority Sortie Step for GT 1 and Collateral Damage is resolved immediately. Add VP scored during these attacks directly to the VP total, not to VP this turn.

7. Non-Allied Air Defense Track Attacks: Prior to the beginning of play, the non-Allied player commits zero or more SOF markers and rolls a die, dividing that roll in half (rounded up). For each SOF marker committed, add one. Using this result, the non-Allied player reduces the Allied Detection and SAM markers. The result can be split between the SAM and Detection marker as the non-Allied player wishes; e.g., if the result is 5, the Detection marker can be reduced three and the SAM marker can be reduced two. The non-Allied player then makes a Survival Roll for each SOF marker committed and applies a +1 DRM to the result (no other DRMs apply).

8. Initiative VPs: 18

9. Automatic Victory VPs: +110 or more

10. Special Forces: On GT 1, during the First SOF Phase, the non-Allied player conducts two SOF Phases and allocate its SOF markers twice. Allocate all available markers, resolve the missions (do not roll for survival—all automatically survive), then re-allocate and resolve again. Roll for survival as normal. These SOF Raids cannot Raid the Allied Air Defense Track. During the GT 1 Second SOF Phase, ROK and Allied SOF markers can only perform Reconnaissance, Targeting, and Detection Track Raid missions.

Victory Levels:

Overwhelming	100+
Decisive	69-99
Substantive	38-68
Marginal	26-37
Draw	0-25

16.2.6 Tactical Surprise

This scenario examines a more likely entrance into war as tension mounts on both sides. In this scenario, the fighting erupts after a relatively short time frame of escalating tensions catching the Allies still hoping for a diplomatic solution and not quite ready for actual combat operations.

As its economy continues to languish and falter under the new leadership of Kim Jong Un and food shortages become common, the DPRK imprisons several journalists, accusing them of spying for the United States and the ROK. While they are treated humanely, the incident sparks intense diplomatic exchanges as the DPRK bargain for their release by demanding concessions around weapons exports and grain imports. In the meantime, the US Navy seizes and searches a DPRK flagged vessel suspected of carrying an arms shipment to Iran in international waters. The DPRK reacts indignantly to the (technically) illegal search and seizure and increases the amount of rhetoric against both the US and ROK.

Finally, in the straw that breaks the camel's back, the US, Japan, and the ROK conduct massive joint air, land, and sea exercises

intended not only to increase the level of cooperation between them but also to cow the DPRK into negotiations. The DPRK reacts publicly by denouncing the exercises and privately by fearing that they are a cover and the prelude to an all-out assault on them. They put into motion their plans for invading the ROK and ending the threat to their sovereignty once and for all.

Under the cover of planning some exercises of their own, the DPRK quietly shifts some of their units around and begin preparations for a general mobilization of reserves. The Allies aren't exactly caught napping; however, still hoping for a diplomatic solution, they have refrained from moving massive amounts of men and material into the peninsula. Their air power, however, is fully alert and ready.



Non-Allied Scenario Specifications

Allocations: 10 Chemical Weapons Points; 50 Supply Points; 4 Airmobile Points; 8 DPRK SOF markers; 8 Tunnels; 5 Combat Outpost markers [GSR 2.2]; 4 Supply Depots [19.4]; 20 SCUD Points [GSR 13.2]

Air Defenses: Detection – 9; SAMs – 10; AAA – 3

Submarine Threat Level: 2

Replacement Points: 4 GT 1; 2 per turn GT 2+

Setup:

All non-Reserve DPRK units set up in the hex printed on their counter. Units with no hex printed set up anywhere in the DPRK. III Corps PMTU brigades begin in their setup hex. The 108th and 425th Mech Corps begin the game in their respective Reinforcement hexes. All DPRK air units begin in the Ready box of the DPRK Basing Box. Attack Helicopters set up in any Airbase/Airfield in the DPRK. The DPRK AMPHs set up in any DPRK port.

Reinforcement Schedule:

NOTE: Non-PMTU/RG Reinforcements are not available if the PRC intervened at Level 0.

- GT 2 VII Corps (2 x Mot Inf Div, 1 Arm Bde, 1 LI Bde), 2 x random PMTU Bde; 2 x SOF markers
- GT 3 VIII Corps (2 x Mot Inf Div, 1 Arm Bde), 2 x random PMTU Bde; 2 x SOF markers
- GT 4 X Corps (3 x Inf Div), XI Corps (3 x PMTU Inf Bde), 4 x random RG Inf Bde, all remaining PMTU Bde
- GT 5 IX Corps (2 x Inf Div, 1 x PMTU Inf Bde), 4 x random RG Inf Bde
- GT 6 4 x random RG Inf Bde; 1 x SOF marker
- GT 7 All remaining RG Inf Bde; 1 x SOF marker



Allied Scenario Specifications

Allocations: 4 ROK Chemical Weapons Points; 45 Supply Points; 10 Airmobile Points; 4 ROK SOF markers, 4 US SOF marker, and 1 Commonwealth SOF marker; 4 Combat Outpost markers [GSR 2.2]; 3 Supply Depots [19.4]; 6 US Cruise Missile Points

Air Defenses: Detection – 9; SAMs – 7; AAA – 2; AWACS Advantage– 2

ASW Level: 1

Replacements:

ROK: 1 per turn GT 1-3; 2 per turn GT 4+
US: 1 per turn GT 2-3; 2 per turn GT 4+
JPN: 1 per turn GT 3+
CW: 1 per turn GT 4+

Setup:

All non-Reserve (“M” and “HR”) ROK units set up in the hex printed on their counter. ROK air units set up in the Ready box of the ROK Basing Box. The ROK AMPH unit sets up in any ROK port. The ROK Attack Helicopters set up at any Airbase/Airfield in the ROK. The US 1/2 Mech Inf BCT and 2 HQ set up anywhere with 2 hexes of Daegu. The AH-64/2 Attack Helicopter sets up as indicated on the counter. USAF: 2 x F-16, 1 A-10C setup in the Ready box of the ROK Basing Box; 1 x F-22A, 1 x F-15C, 1 x F-16 setup in the Ready box of the Japan Basing Box. Set up 1 x F-22A, 2 x B-1Bs, 2 x B-2As, and 2 x B-52Hs in the Flown Box of the USA/Guam Basing Box.

Reinforcement Schedule:

The Allies have already received Reinforcement IDs A-D. Set the ground, air, and naval units up according to the rules for Reinforcements [GSR 7.0]. Supply points and Cruise Missile points received have already been added to the Scenario setup above.

GT 2 E
 GT 3 F & G; 4 x random “M” units; IX, XI, and CDC HQs
 GT 4 H; 4 x random “HR” units
 GT 5 I & J; 6 x random “M” units
 GT 6 K & L; all remaining “M” units
 GT 7 M & N
 GT 8 O
 GT 9 P & Q; all remaining “HR” units
 GT 10 R
 GT 11 S
 GT 12 T
 GT 13 U



PRC Scenario Specifications

Level 2: +2 Submarine Threat Level

Level 3: 1 REPL per turn GT 2+; 2 SCUD/Missile Points per turn GT 2+

Level 4: 12 Cruise Missiles; 1 REPL GT 2, 2 REPL per turn GT 3+

The PRC use the following Reinforcement Schedule:

GT 3 1 x AMPH, 1 x SAG, 5 Marine Bde, Abn HQ, 127/Abn & 128/Abn Airborne Bde, 3 x J-10, 2 x J-11, 1 x J-16, 2 x J-8, 2 x SOF markers; 2 x PRC Airmobile Points

GT 4 79th GA, 133/Abn Airborne Bde

GT 5 1 x AMPH, 1 x CVBG, 6 Marine Bde, 130/Abn, 131/Abn, and 134/Abn Airborne Brigades; 2 x PRC Airmobile Points

GT 7 78th GA; 2 x J-10, 1 x J-11, 1 x J-16, 1 x J-8

GT 8 80th GA; 1 x CVBG; 1 x J-10, 1 x J-8; 2 x PRC Airmobile Points



RU Scenario Specifications

Level 2: +1 Submarine Threat Level

Level 3: 1 REPL per turn GT 2+; 2 SCUD/Missile Points per turn GT 2+

Level 4: 10 Cruise Missiles; 1 REPL GT 1-3, 2 REPL per turn GT 4+

The RU use the following Reinforcement Schedule:

GT 2 1 x AMPH, 1 x SAG; 40 NIB, 155 NIB, 83 Gds Reg; 2 x SOF markers; 2 x RU Airmobile Points; 1 x MiG-31, 1 x Su-30, 1 x Su-24, 1 x Su-25, 1 x Tu-95, 1 x Tu-160

GT 3 11 Gds Reg; 1 x Su-27, 1 x Su-35, 1 x Tu-22, 1 x Tu-95

GT 4 98 Gds Abn Division; 1 x RU Airmobile Point

GT 5 56 Gds Reg, 31 Gds Reg; 2 x RU Airmobile Points; 1 x Su-34

GT 7 1 x Su-27, 1 x Tu-22

Scenario Special Rules:

1. Initiative: The non-Allied player automatically has the Initiative on Game Turn 1. Determine Initiative normally thereafter.

2. Surprise: All non-Allied attacks on GT 1 receive a bonus of one column shift right on the CRT.

3. Weather: The non-Allied player may choose the season for the game and the weather for GT 1. After that, determine the weather normally.

4. Pre-game Sea Control: The Yellow Sea At Sea Box starts non-Allied Controlled. The East Sea At Sea Box starts Allied Controlled.

5. Allied Sortie Reduction: Prior to the beginning of play, the Allied player must randomly choose one quarter (rounded up) of each ROK aircraft type (i.e., F-15K, KF-16C, F-4D, A-50, etc.) and place them in the Flown box. These are unavailable on GT 1. Also, on GT 1, no unit in the Japan Basing Box can fly missions.

6. Non-Allied SCUD Attacks: Prior to the beginning of play, the non-Allied player may conduct 10 SCUD attacks at any eligible targets. Damage to Airbases/Airfields counts for Steps a. and b. of the Air Superiority Sortie Step for GT 1 and Collateral Damage is resolved immediately. Add VP scored during these attacks directly to the VP total, not to VP this turn.

7. Non-Allied Air Defense Track Attacks: Prior to the beginning of play, the non-Allied player commits zero or more SOF makers and rolls a die, dividing that roll in half (rounded up). For each SOF marker committed, add one. Using this result,

the non-Allied player reduces the Allied Detection and SAM markers. The result can be split between the SAM and Detection marker as the non-Allied player wishes; e.g., if the result is 5, the Detection marker can be reduced three and the SAM marker can be reduced two. The non-Allied player then makes a Survival Roll for each SOF marker committed and applies a +2 DRM to the result (no other DRMs apply).

8. Initiative VPs: 20

9. Automatic Victory VPs: +100 or more

10. Special Forces: On GT 1, during the Special Forces Phase, the non-Allied player conducts two SOF Phases and allocate its SOF markers twice. Allocate all available markers, resolve the missions (do not roll for survival; all automatically survive), then re-allocate markers and resolve again. Roll for survival as normal. These SOF Raids cannot Raid the Allied Air Defense Track.

11. Both Sides Prior to Play: Before the game begins, starting with the non-Allied player, players alternate moving each unit (or formation if the players agree) up to half (rounded up) of its ground movement allowance. Intrinsic Airmobile units may be moved to any friendly hex. Air units may Rebase (25.2). Continue moving units until neither side wishes to move any more or neither side has any remaining units to move. If one side wishes to stop and the other has more units to move, that side may continue moving units.

Victory Levels:

Overwhelming	90+
Decisive	60-89
Substantive	30-59
Marginal	16-29
Draw	0-15

16.2.7 Extended Buildup Scenario

This scenario examines the confrontation as an escalation of tensions across a greater span of time with neither side willing to commit to beginning a war but also with neither side willing to back down to any degree. With the rhetoric on both sides reaching fever pitches and constant clashes both in the ground and in the air and at sea, it's only a matter of time before a spark ignites the conflagration.

Both sides activate reserves and begin a massive mobilization program; men and material are flowing into the ROK from the United States in increasing numbers. As food begins to run low in the North, the military leadership becomes increasingly agitated and paranoid that the political leadership will lead them to destruction by superior overwhelming forces.

In a move eerily reminiscent of an earlier incident, Kim Jong Un, wanting to make a statement, authorizes the sinking of a ROK naval vessel to provoke an international incident and ignite the flames of war. Waiting for the right time, and with mobilization preparations complete, the DPRK launches its Air Force and begins the war in earnest.



Non-Allied Scenario Specifications

Allocations: 14 Chemical Weapons Points; 60 Supply Points; 4 Airmobile Points; 10 DPRK SOF markers; 8 Tunnels; 5 Combat Outpost markers [GSR 2.2]; 4 Supply Depots [19.4]; 20 SCUD points [GSR 13.2]

Air Defenses: Detection – 10; SAMs – 10; AAA – 3

Submarine Threat Level: 3

Replacements: 6 GT 1; 3 per turn GT 2-4; 2 per turn GT 5+

Setup: All non-RG DPRK (including PMTU and XI Corps HQ) units set up in the hex printed on their counter. Units with no hex printed set up anywhere in the DPRK. The 108th and 425th Mech Corps begin the game in any hex in the DPRK. All other reinforcements begin the game in their respective Reinforcement hexes. All DPRK air units begin in the Ready box of the DPRK Basing Box. Attack Helicopters set up in any Airbase/Airfield in the DPRK. The DPRK AMPHs set up in any DPRK port.

Reinforcement Schedule:

- GT 2 3 x random RG Inf Bde; 3 x SOF markers
- GT 3 4 x random RG Inf Bde; 3 x SOF markers
- GT 4 all remaining RG Inf Bde; 3 x SOF markers



Allied Scenario Specifications

Allocations: 5 ROK Chemical Weapons Points; 65 Supply Points; 12 Airmobile Points; 5 ROK SOF marker, 1 US SOF marker, and 1 Commonwealth SOF marker; 5 Combat Outpost markers [GSR 2.2]; 4 Supply Depots [19.4]; 20 US Cruise Missile Points; +1 Sea Transport

Air Defenses: Detection – 9; SAMs – 9; AAA – 3; AWACS Advantage – 3

ASW Level: 2

Replacements:

- ROK:** 2 per turn GT 2+
- US:** 1 per turn GT 1-2; 2 per turn GT 3+
- JPN:** 1 per turn GT 1+
- CW:** 1 per turn GT 2+

Setup:

All non-HR ROK units (including “M” units) setup in the hex printed on their counter. ROK air units set up in the Ready box of the ROK Basing Box. The ROK AMPH unit sets up in any ROK port. The ROK Attack Helicopters set up at any Airbase/Airfield in the ROK. The US 1/2 Mech Inf BCT and 2 HQ set up anywhere within South Korea. The AH-64/2 Attack Helicopter sets up as indicated on the counter. USAF: 2 x F-16, 1 A-10C setup in the Ready box of the ROK Basing Box; 1 x F-22A, 1 x F-15C, 1 x F-16 setup in the Ready box of the Japan Basing Box; 1 x F-22A, 2 x B-1Bs, 2 x B-2As, and 2 x B-52Hs setup in the Ready box of the USA/Guam Basing Box. The IX, XI, and CDC HQs setup in the hex listed on the counter.

Reinforcement Schedule: The Allies have already received Reinforcement IDs A-K. Set the ground, air, and naval units up according to the rules for Reinforcements [GSR 7.0]. Supply points and Cruise Missile points received have already been added to the Scenario setup above.

- GT 2 L
- GT 3 M & N; 3 x random “HR” units
- GT 5 O; 3 x random “HR” units
- GT 6 P & Q; 3 x random “HR” units
- GT 7 R
- GT 8 S; all remaining “HR” units
- GT 9 T
- GT 10 U
- GT 11 V



PRC Scenario Specifications:

Level 2: +1 Submarine Threat Level

Level 3: 2 REPL per turn GT 2+; 2 SCUD/Missile Points per turn GT 2+

Level 4: 16 Cruise Missiles; 1 REPL GT 1, 2 REPL per turn GT 2+

The PRC use the following Reinforcement Schedule:

- GT 2 1 x AMPH, 1 x SAG; 5 Marine Bde, Abn HQ, 127/Abn and 128/Abn Airborne Bdes; 3 x J-10, 2 x J-11, 1 x J-16, 2 x J-8; 2 x SOF markers; 2 x PRC Airmobile Points
- GT 3 79th GA (1 x HQ, 4 x Mech Inf Bde, 2 x Mot Inf Bde, 1 x Rocket Arty Reg), 133/Abn Airborne Bde
- GT 4 1 x AMPH, 1 x CVBG; 6 Marine Bde, 130/Abn, 131/Abn, and 134/Abn Airborne Bdes; 2 x PRC Airmobile Points
- GT 5 78th GA (1 x HQ, 5 x Mech Inf Bde, 1 x Mot Inf Bde, 1 x Rocket Arty Reg); 2 x J-10, 1 x J-11, 1 x J-16, 1 x J-8
- GT 6 80th GA (1 x HQ, 5 x Mech Inf Bde, 1 x Mot Inf Bde, 1 x Rocket Arty Reg); 1 x CVBG; 1 x J-10, 1 x J-8; 2 x PRC Airmobile Points



RU Scenario Specifications

Level 2: +1 Submarine Threat Level

Level 3: 2 REPL per turn GT 1+; 2 SCUD/Missile Points per turn GT 1+

Level 4: 12 Cruise Missiles; 2 REPL per turn GT 1+

The RU use the following Reinforcement Schedule:

- GT 1 1 x AMPH, 1 x SAG; 40 NIB, 155 NIB, 83 Gds Reg; 2 x SOF markers; 2 x RU Airmobile Points; 1 x MiG-31, 1 x Su-30, 1 x Su-24, 1 x Su-25, 1 x Tu-95, 1 x Tu-160
- GT 2 11 Gds Reg; 1 x Su-27, 1 x Su-35, 1 x Tu-22, 1 x Tu-95

GT 3 98 Gds Abn Division (1 x HQ, 2 x Abn Bde); 1 x RU Airmobile Point

GT 4 56 Gds Reg, 31 Gds Reg; 2 x RU Airmobile Points; 1 x Su-34, 1 x Su-27, 1 x Tu-22

Scenario Special Rules:

1. Initiative: The non-Allied player automatically has the initiative on GT 1. Determine Initiative normally thereafter.

2. Surprise: All non-Allied attacks during the First Movement and Combat Phase of GT 1 (only) receive a bonus of one column shift right on the CRT.

3. Weather: The non-Allied player may choose the season for the game and the weather for GT 1. After that, determine the weather normally.

4. Pre-game Sea Control: All At Sea Boxes start Allied controlled.

5. Allied Sortie Reduction: N/A

6. Non-Allied SCUD Attacks: Prior to the beginning of play, the non-Allied player may conduct 10 SCUD attacks at any eligible targets. Damage to Airbases/Airfields counts for Steps a. and b. of the Air Superiority Sortie Step for GT 1 and Collateral Damage is resolved immediately. Add VP scored during these attacks directly to the VP total, not to VP this turn..

7. Non-Allied Air Defense Track Attacks: Prior to the beginning of play, the non-Allied player commits zero or more SOF makers and rolls a die, dividing that roll in half (rounded up). For each SOF marker committed, add one. Using this result, the non-Allied player reduces the Allied Detection and SAM markers. The result can be split between the SAM and Detection marker as the non-Allied player wishes; e.g., if the result is 5, the Detection marker can be reduced three and the SAM marker can be reduced two. The non-Allied player then makes a Survival Roll for each SOF marker committed and applies a +3 DRM to the result (no other DRMs apply).

8. Initiative VPs: 22

9. Automatic Victory VPs: +70 or more

10. Both Sides Prior to Play: Before the game begins, starting with the non-Allied player, both players alternate moving each unit (or formation if players agree) to the limit of its ground movement allowance. Airmobile-capable units may be moved to any friendly hex. Air units may Rebase (25.2). Continue moving units until neither side wishes to move any more or neither side has any remaining units to move. If one side wishes to stop and the other has more units to move, that side may continue moving units.

Victory Levels:

Overwhelming	60+
Decisive	40-59
Substantive	20-39
Marginal	11-19
Draw	0-10

17.0 2nd Edition Design Notes

This second edition features some new items that were not present in the original printing of *Next War: Korea*. A lot of water has passed under the bridge, and some new things have been learned. This game features a slightly updated map that outlines Beaches and Invasion hexes (just like in *Next War: Taiwan*). In addition, since the bridging rules are now canon, we've shown on the map which hexsides you can't bridge in the timeframe of the game. We've taken advantage of the reprint to update the Order of Battle for the US Army to something a little more current, but, more importantly, the OOB for the Chinese, Russians, and Japanese has been significantly altered. There are other changes throughout these Game Specific Rules, mainly dealing with the items above, but also cleaning up some language and clarifying some ambiguity. One of the larger changes is the retirement of the International Posture Matrix (thanks, Mark!) in favor of a Victory Point choice system in the vein introduced in *Next War: India-Pakistan*. At any rate, I sincerely hope you enjoy this revamped version of the game!

Credits

Original Crisis: Korea 1995 Design: Gene Billingsley

1st Edition Next War: Korea Design/Development: Mitchell Land

2nd Edition Next War: Korea Development: Ralph Shelton

Research: Joseph S. Bermudez Jr., Tim Barrick, Major Joseph Coyle, Jisun Park, Keith Rowe, Terry Simo, & Arrigo Velicogna

Map Art: Mark Simonitch

Counter Art: Mark Simonitch

Manuals & Player Aid Cards: Charles Kibler

1st Edition Proofreaders/Playtesters: Brett Avants, Chris Carnes, Chris Fawcett, Martin Gallo, Johan Halvarsson, Jerry Harnish, Charlie Kidwell, Hans Kortling, Chris Longtin, Vaughn Patania, Jason Pennell, Chad Schrieber, Todd Surgoine, Stuart Tonge, Apollo Yeh, & Dean Zadiraka

2nd Edition Proofreaders/Playtesters: Dave Maupin, Tyler Roush, & James Stuart

Production Coordination: Tony Curtis

Producers: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley, & Mark Simonitch

18.0 Order of Battle Notes

18.1 Advanced Game Air Orders of Battle

18.1.1 Democratic People's Republic of Korea: 9 x F-5 (3x0, 3x+1, 3x+2); 9 x F-6 (3x0, 3x+1, 3x+2); 3 x F-7 (1x-1, 1x0, 1x+1); 6 x H-5 (2x-1, 2x0, 2x+1); 3 x Q-5 (1x0, 1x+1, 1x+2); 6 x MiG-21PF (3x0, 2x+1, 1x+2); 2 x MiG-21bis (1x-1, 1x0); 4 x MiG-23UL (4x0); 3 x MiG-29UB (1x-1, 2x0); 2 x Su-25K (2x0); 1 x Su-7BMK (1x0)

18.1.2 Republic of Korea

4 x F-15K (1x-2, 2x-1, 1x0); 6 x KF-16C (1x-2, 2x-1, 2x0, 1x+1); 4 x F-4D (2x-1, 2x0); 4 x A-50 (4x0); 1 x F-4EWW (1x-2)

18.1.2 United States:

USAF: 4 x B-52H (4x-2); 2 x F-35A (1x-2, 1x-1); 4 x F-15C (1x-2, 2x-1, 1x0); 4 x F-15E (3x-2, 1x-1); 6 x F-16 (2x-2, 2x-1, 2x0); 2 x B-1B (2x-2); 2 x B-2A (2x-2); 6 x A-10C (1x-2, 3x-1, 2x0); 4 x F-16DJ (4x-2); 2 x F-22A (2x-2)

USN: 4 x F/A-18E (2x-2, 2x-1); 8 x F/A-18F (3x-2, 4x-1, 1x0); 4 x EA-18G (4x-2)

USMC: 5 x F/A-18 (2x-2, 2x-1, 1x0); 2 x F-35B (1x-2, 1x-1)

18.1.3 People's Republic of China

4 x J-8 (1x-1, 2x0, 1x+1); 6 x J-10 (3x-1, 3x0); 3 x J-11 (3x0); 2 x J-16 (2x0)

18.1.4 Russian Federation

2 x Su-27 (1x-1, 1x0); 1 x Su-35 (1x-1); 1 x MiG-31 (1x-1); 1 x Su-30 (1x-1); 1 x Su-25 (1x0); 1 x Su-24 (1x-1); 1 x Su-34 (1x-1); 2 x Tu-95 (2x0); 2 x Tu-22 (1x-1, 1x0); 1 x Tu-160 (1x0)

18.1.5 Commonwealth (United Kingdom, Australia, Canada)

1 x F/A-18E (1x-2); 2 x F/A-18F (1x-1, 1x0); 2 x Typh (1x-2, 1x-1); 2 x F-35 (1x-2, 1x-1)

18.1.6 Japan

2 x F-2A (1x-1, 1x0); 2 x F-4EJ (1x-1, 1x0); 2 x F-15J (1x-1, 1x0)

18.1.7 Optional Units

USN: 3 x F-35C (2x-2, 1x-1)

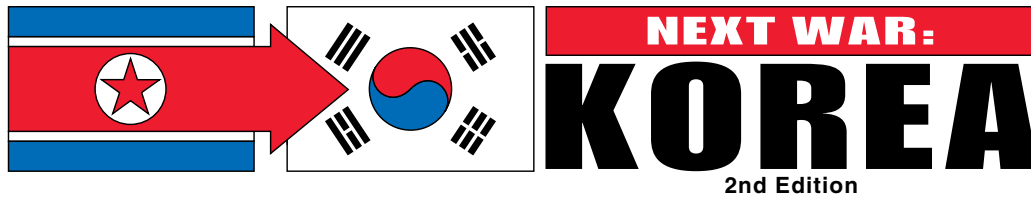
ROK: 2 x F-35A (1x-1, 1x0)

PRC: 1 x J-31 (1x-1); 1 x J-15 (1x0); 1 x J-20 (1x0)

18.2 Ground Unit Orders of Battle

18.2.1 People's Republic of China

This is just a note that the 80th Group Army appears in both this game and in Next War Supplement #2. They are the same Group Army, and only one set should be used if you happen to own both.



Strike Effects Table			
	Strike 1	Strike 2	X or Destroyed
Ground Unit	-1 Attack, Defense, MA, ER (min. 1) Can't move during Exploitation or Elite Reaction	-2 Attack, Defense, MA, ER (min. 1) Can't move during Exploitation or Elite Reaction Can't use Airborne, Airmobile, or Sea Transport	Step loss or eliminate (if one step) Remove any Strike marker
HQ/Artillery	As above for Ground Unit + Lose one Combat Capability*	As above for Ground Unit + Lose one Combat Capability* Can only move one hex during other Movement Segments	As above for Ground Unit + Lose one Combat Capability*
Supply Depot	No effect	Can't create MSUs Can't remove for Supply Points Supply Range reduced to 4 Motorized MPs	Eliminate
MSU	May not move in Initiative Movement Segments MA half in Basic Movement Segment	Movement as per Strike 1 Can't be flipped to create a Supply Depot Can't be removed for Supply Points	Eliminate
Installation (Airbase, Port, etc.)/ Airfield	Reduce Port capacity by one	Reduce Port Capacity by two. Airbase/Airfield may not be used for Air Transport, Airborne Movement, Airmobile Movement Attack Helicopters may only Rebase	Award appropriate VP to destroying player Installation may not be used for any purpose Attack Helicopters may only Rebase May be repaired
Beachhead	Reduce Sea Landing capacity by one	Flip to "No Supply" side Reduce Sea Landing capacity to zero Ignore Strike 1 results	Remove from map; place 2 turns ahead
CVN/CV/SAG	May retreat to nearest friendly Port or At Sea Box	May retreat to nearest friendly Port or At Sea Box	Remove from map; place 4 turns ahead
AMPH	As above for CVN/CV/SAG + Ground units embarked lose a step from the stack	As above for CVN/CV/SAG + Ground units embarked lose two steps from the stack	As above for CVN/CV/SAG + Eliminate all embarked Ground units

* HQs and Artillery lose one combat capability each time a Strike result is applied to them. It is not based on the actual Strike result.



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