

KOREA 1592



INTRODUCTION

Korea 1592 relates the story of one of the toughest conflict in the end of the 16th century, depicting the invasion of the Joseon kingdom of Korea by the Japanese. The Japanese must capture possibly the whole of the peninsula from their Busan foothold in the South. The Korean player must repel the invasion with the help of China...

Korea 1592 lasts 40 turns, each representing two weeks month between June 1592 and December 1593. One player represents the Samurai armies of Japan's master Hideyoshi, the other has the Koreans, with Joseon Koreans and Ming Chinese forces.

- The **Japanese** have very numerous land forces at the start of the game, but their navy, although numerous, is weak and poorly led.
- The **Korean** player must first hold desperately against the initial invasion, waiting for Chinese reinforcements, local rebellion, and most of all his powerful navy to alter the course of events.

Keeping forces in supply and seizing the main towns will prove the decisive factor in winning this war.

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields

DURATION

Average Duration: 3h30

Favored Side: None

Most Difficult Side to Play: **Koreans**

The scenario lasts 40 turns (between June 1592 and December 1593), each turn being equivalent to 2 weeks.

The **Japanese player** always plays first, followed by the **Korean player**.



FORCES

The **Korean player** controls the units of **Joseon Korea (pink)**, **righteous armies (red)**, **Korean Navy (purple red)** and **Ming China (yellow)**.

The **Japanese player** controls the land units of **Japan (blue)**, the naval units of **Japan (violet)**, and possibly the land units of the **Manchu Jurchen tribes (green)**.

MAPBOARD

The map represents the Korean peninsula, with 5 of its 8 historical provinces, and some off-map boxes representing Cheju, Japan, Manchuria or China.

All rivers in the scenario are considered to have bridges.



VICTORY

IMMEDIATE VICTORY

- For the **Japanese player** if he occupies all Korean cities and the Chinese box.
- For the **Korean player** when he occupies all cities in Korea and the island of Cheju.
- A player reaches or exceeds 60 VPs at the end of a turn.

Otherwise the side with most VP at the end of the scenario wins the game. **Important:** there are no VP for battles in this scenario (only for fortress captures).

PERMANENT VP CITIES :

- The cities of Japan, China, Pusan, Seoul and Pyongyang produce 1 VP every even turn. The VP goes to the city owner. This gives **2 Japanese** vs. **3 Koreans** in the initial game configuration.

VP BONUS :

- The **Japanese player** earns 10 VP for the first time he captures the China box.
- The **Japanese player** earns 1 VP each times he captures a fortress (2 for Seoul and 4 for China)
- The **Japanese player** earns 2 VP when the **Korean** king *Dom Sejong* is eliminated
- The **Korean player** earns 5 VP for the first time he captures the following cities: Pusan.
- The **Korean player** earns 1 VP each times he captures a fortress (2 for Seoul, Cheju and Tsushima)

VP END OF GAME :

- The **Korean player** earns 10 VP for Pusan, and 2 for Cheju and Tsushima
- The **Korean player** earns 2 VP if King *Dom Sejong* is still in play at the end of the game.
- The **Japanese player** earns 5 VP each for China, Pusan, Seoul and Pyongyang.

VP LOSS:

- Each players loses 1 VP each time he loses a fortress.
- The **Korean player** loses 2 VP when king *Dom Sejong* is eliminated

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), there is an economic phase with income, maintenance and purchase.

Purchase cost of units and cards:

- Castles / Turtle Ships: \$6
- Samurais / Heavy Cavalry / Artillery / Large warships / Card: \$3
- Replacements / All other units: \$2
- Peasant supplies / Korean guerrillas: \$1

MING INTERVENTION LEVEL (MIL)

the **MIL** starts the game at 0. The **MIL** then fluctuates according to card play and capture of specific regions.



The first time the **Japanese player** takes a region with an economic value, the **MIL** increases by its value. In addition the border cities of Cholsan, Chosan and Hyesan each add 1 to the level.

The Chinese reinforcements, as well as those of other nations not purchasable initially, arrive through card play. Most Ming Chinese forces will require a level 10 (or higher) **MIL** to enter in play.

EVENT CARDS

The event cards are separated into two different decks, of 55 cards each (one deck per side). Some cards (e.g. Winter Cards) will allow automatic draw of extra cards (representing the «quiet» season lower military activity).



SUPPLY SOURCES

Koreans: all provincial capital cities regions in Korea, China.

Japanese: Pusan, Tsushima, Japan.

Righteous Armies

Those specific Korean units enter only via card play and can only be built after first entry. They don't need supply, and can hide (so cannot be attacked unless revealed)

Hwachas

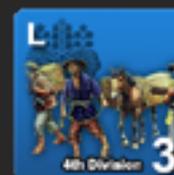
Those Korean artillery units can also fight like combat units. They cancel a cavalry unit for superiority calculations

Castles and fortresses

Those units cannot move, and they never retreat or panic. They are considered heavy units and artillery and they also cancel one cavalry and one heavy unit for superiority calculations. Eliminating one brings a loot of \$1, as well as 1 VP. Each castle in play at end of the game brings 1 VP. The smaller Korean Samseong are just immobile and none of the above effects.

Peasants and Wagons

Those units can be raised everywhere, and will be used as supply units (allows local supply for land units, reduces stacking penalties and lowers stack size maintenance). Wagons, when destroyed in combat will bring \$1 extra loot income to the victor of the battle.



SPECIAL RULES

REINFORCEMENTS

The **Japanese player** receives 1 replacement every turn during the first year of this scenario (till turn 15). In addition a large Second Wave of the Invasion arrives automatically on Turn 2 as described below :

In Pusan: the 5th Division

General *Masanori*** , 4 Teppu Ashigaru (Arquebusier), 4 Ashigaru Pikemen, 1 Ashigaru Archer, 1 Foot Samurai, 1 Mounted Samurai, 2 Artillery, 1 Mortar, 4 Peasants, 1 Wagon.

In a controlled Korean Port: the 6th Division

General *Takakage*** , 2 Teppu Ashigaru (Arquebusier), 2 Ashigaru Pikemen, 1 Ashigaru Archer, 1 Foot Samurai, 1 Artillery, 2 Peasants, 1 Wagon.

In a controlled Korean Port: the 7th Division

General *Terumoto*** , 2 Teppu Ashigaru (Arquebusier), 2 Ashigaru Pikemen, 1 Ashigaru Archer, 1 Foot Samurai, 1 Mounted Samurai, 1 Cavalry, 2 Artillery, 1 Mortar, 3 Peasants, 1 Wagon.

In Tsushima: the 9th Division

General *Hidekatsu*** , 1 Teppu Ashigaru (Arquebusier), 1 Ashigaru Pikemen, 1 Mounted Samurai, 1 Archer, 1 Artillery, 1 Peasant, 1 Wagon.

The **Korean** player receives 1 replacement every second turn. In addition, admiral *Yi-Ok-ki*** enters play with Admiral *Yu-Sun-sin**** on Turn 4 and Admiral *Bae Sol*** replaces Admiral *Won Gyun**** on Turn 20. (NB : on friendly stack if the target *** admiral is dead)

THE JURCHENS

Those are the savage Manchu tribes living in Northern Manchuria, represented by the Manchuria box. They can become allied to either side, depending on event cards and funds spent to bribe them. Their main strength is their cavalry units, not of much use in the northern parts of Korea but really deadly if they intervene in the more southern plains.

PILLAGES

The first time the **Japanese** take a region with an economic value, they receive this value as loot money. Reminder: eliminating castles and wagons also bring \$1 loot (see above).

PROVINCIAL ARMIES MOVEMENT RESTRICTIONS

The **Korean** units which bear a Province name (and colored symbol) are NOT allowed to leave those provinces. Only the units labelled Joeson (the Royal Army 🏰) and the Ming troops may move freely through all provinces.

WINTER AND STORMS

Winter is severe in Korea. When a **Winter** card is drawn, all units from both sides will lose 1 movement point for 6 turns (Turns 14 to 19 the first year) or 3 turns (Turns 38 to 40 the second year). All attack combat values will also be reduced by 1 during winter. **Spring** card will come at end of winter and bring relief..

In addition, there is a very strong probability that, each turn during the Winter season (usually 4-6 turns), a big storm occurs at sea. In such a case, ships not in port will suffer, if hit by the storm, very strong loses (10 to 100%). Be careful when you sail during winter months.