

# KOREA 1950



## INTRODUCTION

**Korea 1950** relates the story of one of the toughest conflict in the Cold War era, depicting the invasion of the democratic South Korea by the Northern Korea communists. The Communist must capture Seoul and possibly the whole of the peninsula. The Southern Korea player must repel the invasion with the help of UNO and the Americans, and may be crush the North Koreans. But beware the Chinese...

Korea 1950 lasts 16 turns, each representing one month between June 1950 and September 1951. One player represents the North Korean and Chinese communist armies, the other has the United Nations, with South Koreans, UNO, Commonwealth and American forcess.

- The **Communists** have very numerous land forces at the start of the game, and the chinese reinforcements are impressive.

- The **United Nations**, controlling **South Korea** must first hold desperately against the initial invasion, waiting for American reinforcements to alter the course of events.

Be careful however to the ease of use of bacteriological or nuclear weapons usage, there are not coming for free..

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: 2h30

Favored Side: Aucun

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

The scenario lasts 30 turns (between June 1950 and January 1953), each turn being equivalent to 1 month.

The **Communist player** always plays first, followed by the **United Nations player**.



## FORCES

The **Communist player** controls the units of **North Korea (red)**, **Soviet Union (bright red)** and **People's Republic of China (purple red)**.

The **United Nations player** controls the units of **South Korea (green)**, **United States (kaki)**, **Commonwealth (tan)** and the **United Nations contingents (blue grey)**.



## MAPBOARD

The map represents the Korean peninsula, separated along the 38th parallel between North and South Korea

Off-map boxes show Japan and Chinese Manchuria.



## VICTORY

### IMMEDIATE VICTORY

- For the **Communist player** when he occupies all cities in South Korea, between turns 1 and 9 only.
- For the **United Nations player** if he occupies all of North Korean cities and regions with roads at the Chinese border, only between turns 12 and 20.
- Any side that reaches or exceeds 20 VP at the end of a turn.

Otherwise the side with most VP at the end of the scenario wins the game.

### VP BONUS :

- The **joueur communiste** earns 1 VP for the first time he captures the following cities: Chongju, Chonju, Gwongyang, Inchon, Kwangju, Pusan, Pohang, Seoul, Taegu, Taejon, Ulsan.
- The **United Nations player** earns 1 VP for the first time he captures the following cities: Anju, Chongjin, Haeju, Hammung, Kaesong, Pyongyang, Sinuju, Wonsan.

### VP LOSS :

- The **Communist player** loses 1 VP per city if he does NOT control at the end of the game the following cities: Chongju, Chonju, Gwongyang, Inchon, Kwangju, Pusan, Pohang, Seoul, Taegu, Taejon, Ulsan.
- The **United Nations player** loses 1 VP per city if he does NOT control at the end of the game the following cities: Anju, Chongjin, Haeju, Hammung, Kaesong, Pyongyang, Sinuju, Wonsan.

# 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:**

- **Division / Air Unit / extra Card:** \$3
- **All others:** \$2
- **Logistics support unit:** \$1

## CHINESE INTERVENTION LEVEL (CIL)

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



The first time the **United Nations player** takes one of the following regions, the **CIL** increases by 1: Pyongyang, each of the regions with roads adjacent to the Chinese border.

## EVENT CARDS

The event cards are separated into two different decks, of 16 cards each (one pair of decks per side). The cards inside the second deck are only added, for both sides, when the **CIL** reaches or exceeds 9.

## SUPPLY SOURCES

**Communists:** Pyongyang / Cholsan / Chusan / Hiesan / Chongjin / Mandchuria.

**United Nations:** Seoul / Inchon / Taegu / Pusan / Kwangju / Kwangyang / Japan.



## REINFORCEMENTS

**North Korean Reinforcements :**

- Turn 2 / Wosan : 47th Territorial Division.
- Turn 2 / Pyongyang : 31st and 32nd Reserve Divisions.

**American Reinforcements:**

- Turn 1 / Pusan : General *Dean*\* + TF Smith.
- Turn 2 / Japan : 92th BW and 22th BW air units
- Turn 4 / Japan : 98th BW and 307th BW air units
- Turn 5 / Japan : 187th Air Brigade
- Turn 6 / Japan : 45th Infantry Division
- Turn 8 / Japan : 3rd Infantry Division + 64th Armored Regiment

The Chinese reinforcements, as well as those of other nations, arrive through card play.

## NORTH KOREAN COMMANDOS

The 2 North Korean «*Commandos*» that start the game on enemy stacks are suicide units, eliminated automatically after their fire.

They can't be rebuilt, except via card play.



## SOUTH KOREAN ARMY RE-EQUIPMENT

This is allowed by card play. All South Korean combat units are removed and replaced by their improved version, either on map if in play or inside the construction pool.



Before

After