

## Errata as of 4/10/04

Summary of notes/errata & some house rules for "Korea: The Mobile War 1950-1951 (SPI 1971)" (compiled by Gary Christiansen & Garry Haggerty)

This section is based purely on my interpretation of Editor notes in the review article by Omar DeWitt for the game published in Moves #17.

**Entrenchment:** (Clarification) If a second unit joins a unit that is already entrenched, both units get the benefit of the entrenchment, but only the actual unit that entrenched must expend a turn to remove the entrenchment marker before moving.

**Air Supply:** (Clarification) Air Supply is declared at the beginning of the UN player's first movement phase on the UN player's turn (prior to any UN movement). This means on the North Korean Turn 1 none of the UN units are able to receive Air Supply.

**Spelling of Seoul as Soul on the map:** (Informational) This is supposedly an alternate spelling of the city name Dunnigan picked up while stationed in Korea.

**Inlet Hex extensions:** (Correction) Where inlets cross a hex entirely without covering hex-sides, treat the hex as a river hex. (This is odd to me, so here is the discussion in the article: "The Terrain Effects Chart explains the situation where the inlet covers the hexside between two hexes. It does not explain the situation where an inlet cuts through a hex. Since nothing is said to the contrary, one might assume a unit could move through the second hex, and do so with no movement penalty (although it costs one extra Movement Point to enter a hex containing a river). From appearances, these inlets must be at least two miles across, which would entail a fairly complicated transportation job. There are several of these inlet hexes on the board, and it is rather surprising that they were not mentioned in either edition of the game. The only solution to this phenomenon that makes sense is to allow a unit to move onto such a hex, but to forbid movement in

any direction that would take it "over" the inlet. Unfortunately, this means that a fair amount must be remembered over, sometimes, several turns. [*Treat them as river hexes, instead — Ed.*]"

**Road Connectivity:** (Clarification) Units can move through hexes on roads whether or not the roads actually connect within the hex. For those instances roads do not connect within the hex, not for adjacent road hexes, the road still must cross the hex-side to use road rate to cross the hex-side.

**Victory Conditions & the 187th Airborne:** (Correction) The paratroop unit, if dropped on the last turn, is not to be considered in evaluating the victory level. That is, the UN Player cannot on his last turn negate the victory level of 'no units north of the 37th Parallel' simply by paradrop.

---

*These additional 'errata' are interpretations of rules after play & review by GC & GH. We were specifically trying to identify all the questions we could that would arise during play, and work out the best fit interpretations to the nature of the game's original design.*

*KOREA The Mobile War was designed with a philosophy of achieving effects with minimum rules. This however left some gaps open to interpretation which is actually common of the games using so few pages of rules and so little follow up errata. We believe we've ironed out all the holes we could find in ways that do not alter the game.*

---

**Armored Infantry:** (correction) There are no armored infantry units in the game. All references to armored infantry should have read "Reconnaissance".

**Pursuit Table CRT** (correction)- The notes for pursuit table should read that even for an "A" result the defender must retreat at least 1 hex.

**Position Defense CRT** (correction)- The 4-1 column die roll of 1 should be a D2 result, not a D3 result, in keeping with the rest of the results progression for the table.



in locations provided by the reinforcement chart. Reinforcement supply units for the Communists enter at P'yongyang until either the UN takes P'yongyang or Chinese Intervention occurs. Once the Chinese Intervention occurs the communist supply units enter at An'tung. Since usually P'yongyang falling can only happen when the non-Korean UN units have crossed the 38th parallel, it means one effect of the UN crossing the 38th Parallel is the entry of communist supply units is shifted immediately to An'tung.

**Supply Units** (clarification)- Though it's not clear in intent or purpose, supply units may participate in attacks, even on turns they themselves are providing attack supply. There is nothing limiting their combat value of 1 to defense only.

**UN Supply** (clarification)- Supply for UN units may be traced 16 Movement Points to the amphib unit on the coast, 16 movement points to a supply unit which has a line of communications (line of any length not passing through enemy ZOC) to Pusan, 16 movement points to Pusan, or 16 movement points to Seoul until Seoul is captured in the Invasion or Campaign games. This supply path to the supply source would be exactly as if any unit (other than a supply unit) were moving through the terrain to enter the hex that is the supply source.

**UN Supply** (omission)- When a UN supply unit is unable to trace a line of communication to Pusan it no longer is capable of providing supply to other UN units, however it still remains in supply itself. The only effect this has is to prevent the out of supply halving and rounding down of the combat value to '0' (zero). It is unable to supply other units, but it will defend or attack as a "1".

**UN Amphibious unit Supply** (clarification)- Naval rule D states the Amphibious unit must immediately put to sea on it's next movement phase if a Communist unit moves through the otherwise unoccupied coastal hex. Place the unit in the adjacent all sea hex immediately when the Communist land unit passes through the coastal hex. The Amphibious unit can no longer be providing supply from the coastal hex to any land units, even if the Communist unit moves further

along the coast leaving the specific hex vacant again.

**UN Air Drop Supply** (clarification)- Any UN 'land' unit may receive air supply even if embarked on ships. The air supply represents the 'entire turn' allocation of the air resources to deliver supplies, so being ship bound at the time these resources are allocated to provide ongoing supplies is irrelevant. It does not represent dropping supplies to the ship, but providing supplies to the troops when ashore again, and throughout the entire turn.

**Amphibious Assault** (clarification, omission)- Naval rule 'C' has a short paragraph stating Inch'on may only be invaded turns 13, 14 and 17 of the Invasion Game. This is also true for the Campaign game.

**Chinese Shock Effect** (REMINDER)- be aware item 4 of the shock effect rules only benefits the Chinese units, not the NKPA units. Only the Chinese units may move through totally rough hexes at a cost of 1 MP per hex during the 2nd movement phase of the three turns of Shock Effect.

---

## HOUSE RULES

---

The following section contains House Rules only. They are strongly recommended to avoid raging absurdities during play. The difference between this section and the previous section is these are clearly changes to the rules which should be agreed to, and the previous section were interpretations based on other context. We've found situations where these issues impact the outcome of the game as a whole, so we adopted what we believed were sensible and fair interpretations to keep the game enjoyable yet fix the odd events in question.

**Replacements** (HOUSE RULE ONLY- use only by agreement)- Replacements may not enter the board in Pusan in an enemy ZOC. A peculiar situation can occur in Pusan if it's the only hex left held by the UN. Because the UN will always have 3 replacement regiments and at most can only lose 2 on the Position Defense table at the likely odds, the Communist Player will never be able to take Pusan.

This causes the victory conditions to be skewed because the Communist can never successfully attain a Strategic Victory. As a result, the game is one only the UN player can win big with. This only matters with Pusan. There's no balancing action necessary for the Communist troops since P'yongyang (and consequently An'tung) won't have the same problem. Since non-Korean UN units cause double losses to the communists the attrition will break any similar defense in P'yongyang.

Attacks must achieve a minimum of 1-2 odds prior to defensive naval gun commitment. This prevents the amazing supply unit kamikaze attacks during the communist retreat north in which at 1-2 odds the supply unit may successfully kill two enemy regiments without any loss itself. Such attacks with 'lucky' die rolls can senselessly blunt enemy advances for either side.

**Attacks at Low Odds** (HOUSE RULE ONLY - Strongly suggested but use only by agreement)-

---

Also attached to this document is the counter mix and unit designations in the print run. It is hoped this will help anyone who needs to identify and establish they have all the counters in their copy of the game.

		Counter mix Inventory for Korea (SPI 1971)																			
UN	total	Unit designations on counters																			
Supply units	17																				
Entrenchments	16																				
MST	3																				
Amph	1																				
Naval Guns	3																				
ROK Div 10-3	14	C	1	2	3	5	6	7	8	9	11	12	15	20	21						
ROK Rgt 3-3	18	1	5	6	10	11	12	13	15	16	18	19	20	28	29	30	35	36	37		
US Div 16-3	8	1 Cav	2	3	7	24	25	40	45												
US Mar 20-3	1	1																			
US Rgt 5-3	20	5	7C	8C	9	14	15	17	19	21	23	24	31	32	34	35	38	65	160	179	180
US Para 5-3	1	187																			
US Mar 6-3 Bde	1	1																			
US Mar 6-3 Rgt	3	1	5	7																	
CW Div 16-3	1	CW																			
CW Bde 5-3	3	25	27	28																	
Turk Bde 5-3	1	1																			
Phillipine Rgt 2-3	1	-																			
<b>Communist</b>	112																				
Entrenchments	17																				
Supply Units	14																				
Chicom Army 25-2	12	12	15	20	26	27	38	39	40	42	50	66	88								
Chicom Div 10-4	35	29	31	34	44	58	59	76	77	79	80	88	89	112	113	116	117	118	119	120	124
--continued--		125	126	140	148	149	179	180	187	188	190	191	193 (x2)	194	196						
Chicom Rgt 3-4	12	87	130	134	347	358	267	355	370	371	372	373	375								
NKPA Div 10-4	14	1	2	3	6	8	9	12	13	15	18	19	27	47	115						
NKPA Rgt 3-4	13	1	3	4	10	11	12	13	14	18	21	27	78	766							
NKPA Bde 3-4	5	1	2	3	5	7															
NKPA Tank Div 9-8	1	105																			
NKPA Tank Bde 3-8	2	-	-																		
NKPA recon Rgt 2-8	2	12	17																		
	127																				

The counter tree included 8 blanks in each color for a total of 255 counters.