

4-09 Korea II - 2014 (20 Jun 18)

1. The UN counters continue to be cursed; four of the backs are mixed up. Phil should 2-3-12, Thai 1-2-4, Turk 4-3-12, and Eth 1-2-4.
2. On the Terrain Effects on Combat Chart, Impassible and Frozen Lake Hexsides should read [1/3]* for armor. (Brackets are still missing!)
3. 4.7a says to rotate the nuke counters during the old Air Return Phase. Change this to the Reinforcement Phase.
4. In Scenario 5.3, the General Information contains an error: do **not** roll for Comm Supply—their supply rate is fixed at 4 SP per turn. (Both sides do roll for Variable Repls.)
5. The Campaign Arrival Schedules are also used in 5.2 and 5.3 (the header fails to list these two).
6. The last sentence of 1.10's Play Note is wrong. There is no effect of reinforcements after 8 Sept 50, but Comm supply levels **are** affected until the end of the month.
7. Add to Option 4.1: [Newly-arriving planes and ships may beaded to the Interdiction Box immediately upon their arrival.](#)

Clarifications (both versions)

1. Note the 5.13 scenario has some incorrect listings for Chinese arty. The counters are correct — they should all be AR1. The scenario should end on 29 May.
2. In scenario 5.11, the UN units in C35.02 should be in B35.02.
3. In scenario 5.3, neither side begins units in the “dead pile” even though technically the units listed in 5.4 should be there. This is a scenario thing (intentional).
4. For ALT purposes, “marines” are all units of the 1st Marine Division, plus the ROK marine regiment.
5. The supply restrictions in 2.9 are to *Chinese* divisions. North Korean units can receive supply per 2.3b.
6. In 5.5, 5.7, 5.12, and 5.13 extra SP (beyond the listed reinforcements) cannot be shipped in from Japan.
7. TF Smith is ½ RE for [Stacking and Shipping](#).

4-09 Korea (6 Jul 13)

1. All the white UN units have truck MAs on combat and move sides. Two of these (Turks and Filipinos) should be Truck on their Move Mode sides. The other Move Mode values and all the Combat Mode numbers should be Leg MAs.
2. On the Terrain Effects on Combat Chart, Impassible and Frozen Lake Hexsides should read [1/3]* for armor.
3. In scenario 5.4, only ROK II Corps HQ and 1 SP are at C54.22 (there is no artillery there).
4. In scenario 5.6, the airbase at C59.23 should be listed under Communist Set Ups.
5. In scenario 5.9, the Comm supply source listed at A21.28 should actually be in A31.28.
6. In scenario 5.10, the Dutch and 9 Rgt should be in C44.30.
7. In scenario 5.11, the Phillipines unit should be in B30.06.
8. The Amphibious Landing Table modifier for landing in 1951 should be “-2” (The map version is correct, the separate table is not).
9. The US 937 artillery unit should be a “Bn” on the counter, not a “Grp”.
10. The Greek, Belgian and French UN units should each be “Bn” not “Rgt” on their counters.
11. The holding boxes for the CVGs on the map show them as level 3 Airbases. They are not airbases of any level, but rather follow their own basing/refit rules as per Korea rule 3.10.
12. The reference in 1.10 to series rule 4.10a should refer to 4.10.
13. For purposes of 1.11b, NKPA multi-step divisions count even if they are not full strength.
14. The railroads on Map B leading from 32.10 to 33.09 are only connected if the path 32.10 to 32.09 to 31.09 to 32.09 to 33.09 is all usable for rail movement.
15. When playing using OCS v4.0, UN Trainbusting is is not subject to flak (no roll) if there isn't at least a +1 flak mod. Also, a UN air unit now gets to make two rolls for Trainbusting success, and if a double-success results the second marker can be placed anywhere within two hexes of the mission hex).
16. CCF HQs that arrive on 15 Nov are both 5-0 (not 6-0).