# Next War: Korea Alternate Rules of Play

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This document should be considered as an extension to 29.0 in the Standard + Advanced Rules for the Next War series. The rules herein alter the gameplay somewhat to achieve different, usually more granular representations and effects.

### SA 18.2.1 HQ Combat Support

To more closely model the effects of support, change the HQ ground combat support from applying column shifts to the following:

HQ Combat Support follows the same limits as air unit CAS limits, i.e., two HQs may provide support to an attack and one HQ may support the defense. When applying such support, rather than applying column shifts, simply add the range value of the HQ support as combat strength. The support strength added can never exceed the actual combat strength of the supported unit. Note that the -1 DRM earned for an Initial Odds remainder should be determined before applying HQ Support. A reduced strength HQ’s support capability is unaffected.

For example, if a DPRK 5-5-8 Mech Inf Bde is attacking a USMC 1-1-4 battalion, the initial odds are 5:1. Both sides apply one HQ to support, each with a range, and concomitant combat value, of "4." Now the ratio is 9:2, which becomes 4:1.

Note that Artillery support still provides column shifts as specified in the rules.

### SA 24.0+ Detection vs. Combat Support and Strike Missions

If conducting CAS or a Strike with air units in a Friendly country, and the target hex is w/i 2 hexes of an enemy HQ (similar to range for detection DRM), then roll for normal Detection, else roll on Local Detection. [HQ is extending the enemy's Detection envelope.] Interception is not possible.

If conducting CAS or Strike in an Enemy country, roll for normal Detection.

Combat Support cannot be intercepted and is always attacked using Local ADF columns.

### SA 27.7.1 Installation Usage Effects [GSR2.5.2 and GSR7.1.4.1]

Rather than shutting down ports entirely due to damage, change the effects to the following. Reduce the capacity of a port by the amount of Strike damage inflicted, i.e., a Strike 1 result reduces capacity by 1 (normally from 2 to 1) (Destroyed is still Destroyed). Note that, for the purposes of GSR 7.1.4.1 regarding the exception for Busan, determine capacity as above except that a "Destroyed" result reduces Busan to a capacity of "2." In addition, regarding GSR 2.5.2, only a "Destroyed" result causes Busan to become non-functioning for the purposes of the LOC rule.

### SA 27.7.2 Strike Effects on Beachheads

Treat Beachheads as hardened targets. In addition, allow them the same capacity as a port (2) which is reduced as described above (Strike 1 reduces it to a capacity of 1; Strike 2 reduces it to a capacity of 0). A Strike 2 result will flip the Beachhead to its No Supply side. A Beachhead with a Strike 1 marker which receives another Strike 1 or Strike 2 result receives a Strike 2 marker. A Beachhead with a Strike 2 marker already on it ignores Strike 1 results, but is removed on another Strike 2 or Destroyed result. A Beachhead which receives a Destroyed result is removed. When a Beachhead is removed in this manner, place it on the Game Turn track two turns ahead of the current turn.

### GSR 3.3.4 USMC Air Asssault

USMC infantry units should be considered to have Yellow movement allowances for the purpose of allowing them to be moved using Airmobile Points.

### GSR 12.0 Hardened Targets

Treat all Ports as Hardened Targets when attacked by Theater Warfare Assets.

### GSR 13.3 Theater Warfare Allocation and Resolution

Players must allocate all of their SCUD and/or Cruise Missile strikes before resolving them. Allocation can remain alternating.