

## Special Rules for North Korean Units (Optional)

1. Command Ratings: Given the style of leadership and control exercised by the North Korean Army, there is no TOC below Division level. Subtract 2 from the Command Rating die roll.

2. Units:

a. Infantry - L class Infantry units may use a movement allowance of 2 once per game turn without suffering fatigue effects. The unit may use a movement allowance of 2 in 2 consecutive movement phases but suffers the effects of fatigue and may not move in the next movement phase.

b. AFV/AIFV – North Korean armored vehicles are not equipped with stabilized weapon systems.

3. Maneuver: North Koreans may use battle drill but only if all units are visible to the Headquarters unit. All other restrictions associated with the use of battle drill apply.

## Doctrinal Considerations

The North Korean command exercises supreme authority over maneuver units. There is not much leeway allowed a commander in the conduct of a battle and formations/schemes of maneuver are usually determined by higher headquarters. The restrictions on Battle Drill and Command Rating, and the low number of available HQ units are intended to simulate this constrictive command system.

The North Korean Army is still for the most part a leg infantry army and emphasis on physical training approaches the extreme. Allowing infantry units to increase their movement allowance once without suffering adverse effects is intended to tactically illustrate this emphasis on leg infantry; i.e. that's the style warfare they train for. Armor and Mechanized Infantry units are elite and used sparingly; usually in the main effort and as exploitation forces once a breakthrough is achieved. To quote **FM 34-71** (1982);

***“The NKPA soldier is a tough, intensely trained fighter. He can travel further and faster with more equipment and less food than almost any other soldier. He is mentally and physically hardened, is disciplined, and is ready to obey orders and suffer privations that would cause mutinies in other armies. He tends to be overdrilled, oversupervised, and learns his basic skills by rote. He lacks initiative because his training discourages individuality. When faced with unusual or unplanned situations, he tends to be confused and can be ineffective if left on his own. The NKPA soldiers, however, are only as good as their leaders and doctrine. The NKPA soldier has not experienced combat for 30 years (60 years in 2010), and it is not known if his doctrine and methods of employment will be effective against a modern, well-equipped and mobile enemy.”***