

ARMED FORCES OF THE REPUBLIC OF KOREA (ROKA)
> 1948-2000

Tactical Doctrine

NORMAL (pre-1990)
FLEXIBLE (post-1990)

Description	Pts	Type	Mv	AP	AT	Hits	Save	Limit	Notes / Abilities
Command									
CO (CV9)	90	CMD:CO	60	3/30	3/30	6	6	1	-
HQ (CV8)	45	CMD:HQ	40	2/30	2/30	4	6	-/3	-
FAO (CV7)	30	CMD:FO	30	-	-	4	6	-/- [3]	-
FAC (CV7)	30	CMD:FO	30	-	-	4	6	-/- [3]	-
Sniper Team	30	CMD:SN	30	1/50	-	1	-	-/- [1]	Sniper Team
Recce									
Scouts	55	INF:LI	10	2/30	-	6	-	-/1	-
4x4s	50	VEH	20	2/50	-	3	-	-/1	-
M8 Greyhound	75	AC	25	1/60	2/40	3	6	-/1	-1960
M20 Scout Car	50	AC	25	2/50	-	3	6	-/1	-1960 Exposed
M24 Chaffee	55	AFV	20	3/100	2/90 H	3	6	-/1	1949-60
M41 Walker Bulldog	85	AFV	25	3/110	3/90	3	6	-/3	1957-75
KM900	60	AFV	25	2/50	-	3	6	-/1	1978+ **A**
Infantry									
Homeland Reserve	25	INF:LI	10	3/30		6	-	-/-	1968+ Conscript
Regulars	35	INF:LI	10	4/30		6	-	-/-	See **Special Rules** below
Marines	40	INF:LI	10	4/30		6	-	-/3	1949+ Elite
Paratroopers	40	INF:LI	10	4/30		6	-	-/3	1958+ Tough
Special Forces, UDT/SEALs	75	INF:SF	10	4/30		6	-	-/2 [6]	1954+ Elite, Recce Support ability May act as FAC/FAO
Infantry Upgrades									
2.36" M9 'Bazooka'	15	Upgrade	-	2/20	2/20 H	-	-	-/-	1948-66
3.5" M20 'Super Bazooka'	20	Upgrade	-	3/20	3/20 H	-	-	-/-	1953-79
66mm M72A2 LAW	25	Upgrade	-	4/40	4/40 H	-	-	-/-	1980+
112mm APILAS	40	Upgrade	-	5/30	8/30 H	-	-	-/-	1999+
M202A2 FLASH	85	Upgrade	-	8/20	8/20	-	-	-/1 [3]	1978+ Flame - Paratroops only See **Special Rules** below
Support									
40mm Mk19 AGL	55	INF:SI	10	4/60	1/40	5	-	-/3	1985+
.50cal M2 HMG/MMGs	50	INF:SI	10	4/60	-	5	-	-/3	-
RR, 57mm M18	15	INF:AT	10	3/30	3/30 H	5	-	-/3	-1984
RR, 75mm M20	25	INF:AT	10	4/40	4/40 H	5	-	-/3	1951-84
RR, 90mm M67	30	INF:AT	-	6/60	6/60 H	4	-	-/1	1985+ Beehive Round - 5/15
RR, 90mm M67, M113A1	60	SPAT	25	6/60	6/30 H	3	6	-/2	1965+ Beehive Round - 5/15
RR, 106mm M40A1	65	INF:AT	-	6/70	6/70 H	5	-	-/3	-1972 Beehive Round - 5/15
RR, 106mm M40A1, 4x4s	80	SPAT	20	6/70	6/70 H	3	-	-/2	1953+ Beehive Round - 5/15
RR, 106mm M40A1, M113	95	SPAT	25	6/70	6/70 H	3	6	-/2	1965+ **A** Beehive Round - 5/15
ATGW, M47 Dragon	95	INF:ATGW	10	4/30	4/50	5	-	-/3	1980+ **IR**
ATGW, M47 Dragon II	115	INF:ATGW	10	4/30	5/50	5	-	-/3	1991+ **TI**
Mortar, 60mm, M4 MMC	45	SP:MO	20	2/60	-	3	6	-/3	1951-58 Exposed
Mortar, 81mm	40	INF:MO	10	3/100	1/100 *	5	-	-/3	-
Mortar, 81mm, M21 MMC	65	SP:MO	20	3/100	1/100 *	3	6	-/3	1951-65 Exposed
Mortar, 81mm, M125	70	SP:MO	25	3/100	1/100 *	3	6	-/3	1965+ **A**
Mortar, 81mm, K281	70	SP:MO	25	3/100	1/100 *	4	6	-/3	1988+ **A**
Mortar, 107mm	70	INF:MO	-	4/200	1/200 *	4	-	-/1	-

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Description	Pts	Type	Mv	AP	AT	Hits	Save	Limit	Notes / Abilities
Mortar, 107mm, Bandvagn 206	85	SP:MO	20	4/200	1/200 *	3	-	-/1	1970+ **A** Wide Tracked *Paratroopers only* *Air-portable* *Terrain restrictions as infantry*
Mortar, 107mm, K242	100	SP:MO	25	4/200	1/200 *	4	6	-/1	1988+ **A**
Engineers									
Combat Engineers	60	INF:ENG	10	4/30	-	6	-	-/3	Flamethrower, Mineclearer A
Flame, M4A3R3 Sherman Flame Tank	105	ENG:AFV	20	3/100	2/90	4	5	-/-	1951-66 Flamethrower
Flame, M132	50	ENG:AFV	25	2/50	-	3	6	-/- [3]	1966-82 Flamethrower
M/Clearer, M4 Dozer	75	ENG:AFV	25	3/100	2/90	4	5	-/1	1951-66 Mineclearer B
M/Clearer, M113 Dozer	50	ENG:AFV	25	2/50	-	3	6	-/1	1967+ Mineclearer B
M/Clearer, M48A1 Mineroller	130	ENG:AFV	25	3/110	4/90	5	4	-/1	1967+ Mineclearer B
M/Clearer, K1 88 Mineroller	115	ENG:AFV	25	1/100	5/150	6	3	-/1	1990+ **S1/TI** Mineclearer B
Bridging, M48 AVLB	100	ENG:AFV	20	1/50	-	5	4	-/- [1]	1968+ **R** Bridge, Bridgelayer, Large Profile
KM9 ACE (Armored Combat Earthmover)	15	ENG:AFV	20	-	-	3	6	-/3	1986+ **A** Dozer-Blade *Air-portable*
Armour									
BMP-3	155	IFV	30	5/150	3/80	4	6	-/- [3]	1996+ **S1/IR/A** Tandem Warhead ATGW (9M117M Kan) - 7/200 LOSBR (-1 to hit)
M24 Chaffee	35	AFV	20	3/100	2/90	3	6	-/3	1949-60
M41 Walker Bulldog	45	AFV	25	3/110	3/90	3	6	-/3	1957-75
M4A3 Sherman (105mm)	80	AFV	20	5/125	2/100	4	5	-/-	1951-55
M4A3E8 Sherman (Easy Eight)	60	AFV	20	2/100	3/90	4	5	-/-	1951-58
M26 Pershing	95	AFV	15	3/110	3/90	5	5	-/-	1952-57
M46 Patton	100	AFV	20	3/110	3/90	5	5	-/-	1953-58
M47 Patton	100	AFV	20	3/110	4/90	5	5	-/-	1955+
M48A1 Patton	105	AFV	20	3/110	4/90	5	5	-/-	1960-85 **IR**
M48A3 Patton	110	AFV	20	3/110	4/90	5	4	-/-	1975-88 **IR** Beehive Round - 5/15
M48A5 Patton	125	AFV	20	5/150	4/125	5	4	-/-	1978-85 **S2/IR**
M48A5K Patton	145	AFV	20	5/150	5/125	5	4	-/-	1985 **S2/TI**
K1 88-Tank	230	AFV	30	1/100	5/150	6	3	-/-	1988+ **S1/TI** Composite Armour
T-80U	245	AFV	30	6/140	7/175	6	4	-/- [3]	1996+ **R/S2/TI** ERA (4+), Tandem Warhead LOSBR (-1 to hit) Stationary ATGW (9M119 Refleks) - 8/200
Anti-Tank [Dedicated]									
57mm M1	35	ATG	-	1/100	2/90	4	-	-/3	-1953
M56 Scorpion	55	SPAT	20	4/100	4/90	3	-	-/2 [4]	1975-90 **R** Backstop, Exposed *Air-portable by parachute*
M18 Hellcat	80	SPAT	25	2/100	3/90	4	5	-/- [3]	1951+ Exposed
M36 Jackson	55	SPAT	20	3/110	3/90	3	6	-/- [3]	1953+ Exposed, Restricted Ammo
BGM-71B TOW, 4x4s	235	SP:ATGW	20	1/30	7/185	3	-	-/- [3]	1975+ **IR**
BGM-71B TOW, M150	245	SP:ATGW	25	1/30	7/185	3	6	-/- [3]	1980+ **IR/A**
BGM-71C I-TOW, 4x4s	260	SP:ATGW	20	1/30	8/185	3	-	-/- [3]	1990+ **IR**
BGM-71C I-TOW, M150	270	SP:ATGW	25	1/30	8/185	3	6	-/- [3]	1990+ **IR/A**
ATGW, 9K115-2 Metis-M (AT-13 Saxhorn-2)	115	INF:ATGW	10	1/30	5/50	5	-	-/- [3]	1996+ **IR**
Artillery [On-Table]									
120mm mortar	35	ART:MO	-	4/100	2/100	3	-	-/3	**Munitions**: HE, SMOKE, CHEM
105mm M101/M102	45	ART	-	3/100	3/100 H	3	-	-/- [6]	**Munitions**: HE, SMOKE, CHEM
105mm KH178	45	ART	-	3/100	3/100 H	3	-	-/- [6]	1984+ **Munitions**: HE, SMOKE, CHEM
105mm, M7 GMC	65	SP:ART	20	3/100	3/100 H	3	6	-/- [3]	1951-60 Exposed **Munitions**: HE, SMOKE
105mm, M52	70	SP:ART	20	3/100	3/100 H	3	6	-/- [3]	1955-85 **Munitions**: HE, SMOKE
105mm, M108	70	SP:ART	20	3/100	3/100 H	3	6	-/- [3]	1970-83 **Munitions**: HE, SMOKE, CHEM

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Description	Pts	Type	Mv	AP	AT	Hits	Save	Limit	Notes / Abilities
Air Defence (Dedicated)									
AA, Quad .50cal	30	AAG	-	4/30	-	4	-	-/1	-
40mm Bofors	10	AAG	-	1/100	1/60	4	-	-/1	-
30mm KCB Twin	50	AAG	-	3/100	2/80	4	-	-/1	1986+
M16 MGMC	50	SP:AAG	20	4/30	-	2	6	-/1	1951-60 Exposed
M19 MGMC	60	SP:AAG	20	2/100	1/30	3	6	-/1	1951-69 Exposed
M42 'Duster'	70	SP:AAG	25	2/100	1/30	3	6	-/1	1958-88 Exposed
M163 VADS	65	SP:AAG	25	4/80	1/80	3	6	-/1	1972-90 **IR/A**
K263A1 Chungung	65	SP:AAG	25	4/80	1/80	3	6	-/1	1985+ **IR**
K30 Biho	115	SP:AAG	30	3/100	2/80	4	5	-/1	1985+ **IR**
K-SAM Pegasus (Crotale NG)	125	SP:SAM	30	5/200	5/200	3	6	-/1	1999+ **IR/A**
SAM, FIM-43 Redeye	70	INF:SAM	10	4/100	4/100	5	-	-/1	1976+ **IR**
SAM, FIM-92 Stinger	80	INF:SAM	10	5/100	5/100	5	-	-/1	1986+ **IR**
SAM, Javelin	80	INF:SAM	10	5/100	5/100	5	-	-/1	1987+ **IR**
SAM, 9K38 Igla/Igla-1 (SA-18 Grouse)	85	INF:SAM	10	5/120	5/120	5	-	-/1	1995+ **IR**
SAM, Mistral	90	INF:SAM	10	6/100	6/100	5	-	-/1	1995+ **IR**
Transport & Vehicles									
Truck	10	VEH	20	-	-	3	-	-/-	**Transport (2)**
DUKW	15	VEH	20	-	-	3	-	-/-	1951-65 **A** **Transport (2)**
Jeeps/4x4s	10	VEH	20	-	-	3	-	-/-	**Transport (1)** - INF: only
M3 Halftrack	25	HTR	20	2/50	-	3	6	-/-	-1965 Exposed, **Transport (1)**
LVT-4	25	APC	15	2/50	-	3	6	-/-	1951-78 **A/R** Exposed, **Transport (4)**
LVTP-7	50	APC	20	2/50	-	4	6	-/-	1977+ **A/R** **Transport (5)**
M113A1	35	APC	25	2/50	-	3	6	-/-	1965+ **A** *Air-portable*
KM900	40	APC	30	2/50	-	3	6	-/-	1978+ **A** Wheeled
K200	40	APC	25	2/50	-	4	6	-/-	1985+ **A** *Air-portable*
K200A1	50	APC	25	2/50	-	4	6	-/-	1989+ **IR/A** *Air-portable*
Bandvagn 206S	25	VEH	20	1/50	-	3	6	-/-	1970+ **A** **Transport (2)**, Wide Tracked *Paratroopers only* *Air-portable* *Terrain restrictions as infantry*
Hurricane Aircat	40	VEH	See Notes	1/30	-	3	-	-/-	1964-1980 Amphibious, Aquatic, Fast, **Transport (1)** *Inf:SF only* *Air-portable*
Helicopters									
AUH-1B	65	HELI:ATTK	50	4/50	3/50	4	6	-/- [2]	1977+
AH-1J	135	HELI:ATTK	50	5/50	4/50	4	5	-/- [2]	1976+
MD 500 Defender	60	HELI:ATTK	50	-	-	3	6	-/- [2]	1983+ **TI** ATGW (BGM-71C I-TOW) - 8/185
AH-1S	185	HELI:ATTK	50	5/50	4/50	4	5	-/- [2]	1988+ **TI** ATGW (BGM-71B TOW) - 7/185
AH-1F	220	HELI:ATTK	50	5/50	4/50	4	5	-/- [2]	1992+ ATGW (BGM-71C I-TOW) - 8/185
Bell 47G	30	HELI-TRANS	50	-	-	3	6	-/- [1]	1966-85 *FAO/FAC only*
Kawasaki KH-4	30	HELI-TRANS	50	-	-	3	6	-/- [1]	1969+ *FAO/FAC only*
Bo.105	40	HELI-TRANS	50	-	-	3	6	-/- [1]	1988+ **IR** *FAO/FAC only*
Bell UH-1	40	HELI-TRANS	50	2/50	-	3	6	-/- [1]	1968+ **Transport (2)**, Waist Gunners
UH-60 Blackhawk	60	HELI-TRANS	50	2/50	-	4	6	-/- [1]	1991+ **Transport (2)**, Waist Gunners
Boeing CH-47 Chinook	70	HELI-TRANS	50	2/50	-	4	6	-/-[3]	1988-98 **Transport (8)** INF: or 1 light armoured vehicle or 1 towed artillery up to 105mm
Air Support (Off-Table)									
F-51 Mustang	45	AIR:GA	-	2	2	3	5	-/- [2]	1950-60
F-86 Sabre	55	AIR:GA	-	3	2	3	5	-/- [2]	1952-88
AT-28D Trojan	80	AIR:GA	-	4	3	3	5	-/- [2]	1959-70
Cessna O2-A Skymaster	45	AIR:GA	-	2	2	2	5	-/- [3]	1970+

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Description	Pts	Type	Mv	AP	AT	Hits	Save	Limit	Notes / Abilities
Northrop F-5 Tiger II	155	AIR:GA	-	7	7	3	4	-/- [2]	1965+
F-4E Phantom II	165	AIR:GA	-	8	8	3	4	-/- [2]	1969+
F-16C/D Falcon	125	AIR:GA	-	6	6	3	4	-/- [2]	1986+
KF-16C Falcon	155	AIR:GA	-	7	7	3	4	-/- [2]	1994+
Cessna A-37B Dragonfly	65	AIR:BM	-	3	3	3	5	-/-[2]	1976+ Munitions: HE, CLUSTER BOMBS
Piper J-3 Cub (L-4 Grasshopper)	10	AIR-TRANS	50	-	-	3	-	-/1	1950+ Transport (1) - FAO/FAC/Scout INF:LI Recce only
Curtis Commando / Douglas C-47 Skytrain	30	AIR:TRANS	-	-	-	3	6	-/-	1950+ Transport (3) - INF: only Parachute capable
Fairchild C-123K/J Provider	40	AIR:TRANS	-	-	-	3	4	-/-	1955-90 Transport (4) - INF: only or 1 4x4 only
C-130 Hercules	60	AIR:TRANS	–	-	-	3	6	-/-	1954+ Transport (9) - INF only or 1 M56 Scorpion or 1 K200/K200A1
Artillery [Off-Table]									
155mm M2/M114	60	ART	-	4	4	2	-	-/- [6]	1951+ Munitions: HE, SMOKE, CHEM
155mm KH179	70	ART	-	4	4	2	-	-/- [6]	1984+ Munitions: HE, SMOKE, CHEM, ICM, FASCAM, PGM
SP-Gun, 155mm, M12	80	SP:ART	20	4	4	3	6	-/- [3]	1951-60 Exposed Munitions: HE, SMOKE
SP-Gun, 155mm, M44	70	SP:ART	30	3	3	3	6	-/- [6]	1959-79 Exposed Munitions: HE, SMOKE, CHEM
SP-Gun, 155mm, M109	75	SP:ART	25	3	3	3	6	-/- [6]	1971+ Munitions: HE, SMOKE, CHEM
SP-Gun, 155mm, M109A1	80	SP:ART	25	4	4	3	6	-/- [6]	1986+ Munitions: HE, SMOKE, CHEM, ICM, PGM
SP-Gun, 175mm, M107	95	SP:ART	20	5	5	3	6	-/- [2]	1965-88 Exposed Munitions: HE
SP-Gun, 203mm, M110	110	SP:ART	20	6	6	3	6	-/- [2]	1973+ Exposed Munitions: HE
SP-Rocket Launcher, 130mm K136	90	SP:RL	20	6	6	3	-	-/- [3]	1982+ Munitions: HE, SMOKE, CHEM, FASCAM (1985+)
Naval Support	180	ART:NG	-	5	5	7	3	-/- [3]	Munitions: HE, SMOKE

ARTILLERY ASSETS AVAILABLE (PER UNIT)	ARTILLERY: HE (10 PTS EACH)	ARTILLERY: ICM (50 PTS EACH)	ARTILLERY: NAPALM (20 PTS EACH)	ARTILLERY: SMOKE (20 PTS EACH)	ARTILLERY: PGM (50 PTS EACH)	ARTILLERY: ILLUMINATION (20 PTS EACH)	ARTILLERY: CHEMICALS (50 PTS EACH)	ARTILLERY: THERMO-BARIC (50 PTS EACH)
	4	-	-	3	-	3	3	3
AIR ASSETS + MUNITIONS AVAILABLE (PER UNIT)	AIRCRAFT: GROUND-ATTACK (10 PTS EACH)	AIRCRAFT: CLUSTER BOMBS (50 PTS EACH)	AIRCRAFT: PGM (50 PTS EACH)	AIRCRAFT: AIR ASSAULT (50 PTS EACH)	AIRCRAFT: THERMO-BARIC (50 PTS EACH)	AIRCRAFT: CHEMICALS (50 PTS EACH)	AIRCRAFT: NAPALM (50 PTS EACH)	
	2	1	1	1	-	-	1	

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NOTES

Founded in 1948 after the liberation of the south of the Korean peninsula by the USA, from the Japanese, at the end of WW2. Almost from its inception the Armed Forces of the Republic of Korea (ROKA) was in conflict with its northern communist neighbour. The brutal Korean War (1950-53) tested the resolve of the South Korean people to defend their independence, and although open warfare with North Korea was suspended in 1953, hostilities continue to this day. Even now, technically both sides are still in a state of war with each other.

Heavily dependent initially on US military aid and technology, since the end of the Cold War the Korean armed forces have started to source military equipment more widely and have also built up their own indigenous arms industry. Situated at one of the major potential flash-points for military conflict across the globe, the ROKA is continually upgrading its capabilities to match those of its unstable and volatile northern neighbour, in quality if not quantity.

Between 1996-1998 the 'Bul-Gom' or 'Red Bear-1' Soviet era debt repayment scheme saw post-communist Russia supplying the ROKA with the latest T80U main battle tanks and BMP-3 Infantry Fighting Vehicles, both fielded together in the ROKA 3rd Armored Brigade, along with Saxhorn ATGW and SA-18 Grouse SAMs.

ROKA forces are also represented as a contingent in the separate UN Korean War list, but an all ROKA Korean War force can be fielded using this list as well.

AIR SUPERIORITY	AMBUSHES (50 PTS EACH)	COUNTER BATTERY
+1 modifier to die roll	1 Allowed - Schedule before game	Capability

ABILITIES

- **Amphibious**: Treat all Coastal water/sea, Lake, Marsh, and River terrain as open terrain during any movement.
- **Aquatic**: Treats waterways as normal terrain for movement.
- **Backstop**: Add an extra 1d6 (for a total of 2d6) to a friendly unit when providing support in close assault.
- **Bridge**: 4 hits, no save, hit on 6+.
- **Bridgelayer**: May lay 5cm bridge each initiative phase.
- **Composite Armour**: Frontal ATGW/Inf-AT saves as 5+.
- **Conscript**: May not use initiative to assault enemy.
- **Elite**: No command penalty for assault; +1 in close combat.
- **Exposed**: Open topped or with thin top armour, vulnerable to dropping fire.
- **Flamethrower**: Attack of 12/10, hit on 4+, no saves, automatic suppression.
- **Large Profile**: Have a +1 modifier for being shot at by Line of Sight (LOS) weapons.
- **Mineclearer A**: Clears area 5cm² each initiative phase.
- **Mineclearer B**: Clears area 5cm x 10cm each initiative phase.
- **Recce Support**: Can direct artillery/ air support via an FAC/FAO unit.
- **Restricted Ammo**: -1d6 to AP fire over half range.
- **Sniper Team**: See main rulebook.
- **Tandem Warhead**: No saves for ERA.
- **Tough**: Deny an attacking unit any positive modifiers to firing or close combat attack rolls when attacking into the flank or rear of this unit.
- **Waist Gunners**: can fire 360 degrees in an Assault (**see CWC-2 Page 60**).
- **Wide Tracked**: These vehicles are specifically designed to be able to move across soft snow or boggy soft ground without any problems or movement penalties.
- **Wheeled**: Double Move value if travelling along a road, but treat Barbed Wire, Forest, Fortification, Jungle, Trench, Ditch and Wall as impassible.

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SPECIAL RULES

- **Dozer Blade**: May dig or demolish 5cm of field defences each Initiative phase.
- **ERA**: Frontal ATGW/Inf-AT saves on x, where x is shown in brackets. For example ERA (5+) would mean a roll of 5+.
- **FAOs** may request any number of artillery units without the -1 modifier.
- **Flame (M202A2 FLASH)**: all targets counts as in open, no saves, target Suppressed if hit, fires only once per game turn, Paratrooper units only. May target, buildings, fortifications, INF: and Soft targets as well as Armour.
- **Fire Support**: Any command unit can request artillery or air support using the command value of the FAO/FAC.
- **Hurricane Aircat**: Independent units (no command distance penalty).
- **Regular infantry** during the Korean War (1950-53) can be classified as both Fragile and Relentless (see Abilities above). The combination of these two abilities is to reflect the fact that whilst they would fight with tenacity against their North Korean opponents, if the combat did not go in their favour their morale was very fragile. There is no additional cost to make this change, but if this option is selected then it must be on an all or none basis.
- **Shoot'n'Skoot'**: Off table artillery counts cover as one better when under counter battery fire.

BATTLEGROUP SELECTION (WHEN NOT USING HISTORICAL ORDER OF BATTLE)

- Max one **Recce** unit per 1000 points.
- Max three **RR/ATGW** support units per 1000 points.
- Max three **Mortar** support units per 1000 points.
- Max one **120mm Mortar** support units per 1000 points.
- Max three **Flamethrower** units per battlegroup.
- Max twelve **APCs** units per 1000 points.
- Max twelve **Tank** units per battlegroup.
- Max three **SPAT/ATGW** (dedicated) units per battlegroup.
- Max one **Air Defence** unit per 1000 points.
- Max six **Artillery** units per battlegroup.
- Max two **Attack Helicopters** per battlegroup.
- Max two **Aircraft** units per battlegroup.
- Max four **Helicopter** transport units per battlegroup.
- Max one **FAC** transport helicopter/aircraft per battlegroup.

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