

AIR WARS

MINI GAME SCENARIO RULES

SCENARIO: MIG ALLEY

AIR WAR OVER KOREA, 1951

25.0 SCENARIO INTRODUCTION

MiG Alley is a two player wargame of the air campaign which took place over Korea in late 1951. During this period, the Communists made a determined effort to gain air superiority over North Korea. Meanwhile, the UN air forces (mainly American) were attempting to destroy the Communist logistical network via Operation Strangle. The Intruder player commands US (and Allied UN) air forces. The Interceptor player commands the Communists (mainly Chinese but also some North Korean and possibly Soviet pilots and aircraft). The objective of the US is to bomb sufficient ground targets to cripple Communist ground forces. The objective of the Communists is to prevent this.

26.0 FORCES

The Intruder player control UN forces. The Interceptor controls Communist forces.

26.1 Jets

Units marked "J" are Jets. Change the Air Combat sequence as follows: there are two rounds of air to air combat. In the first round, only Jets fire (on both sides). Inflict all losses caused by jet units firing—this can include losses against non-jet enemy units. In the second round all remaining air units fire.

26.2 Fighter-Bombers

UN "FB" have two sides. During the Redeployment phase, the UN player decides for each FB unit if he wants to use it as a fighter or bomber: if as a fighter, use the front side, if as a bomber, use the reverse side. Once a decision has been made for a FB, it remains in effect until the next Redeployment phase.

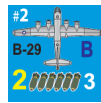
26.3 Night Fighters

Night fighters (NF) are treated as fighters, but see the Night Bombing card.

26.4 MiG Endurance

MiG units which engage in any kind of combat must land on the turn following or are placed in the Damaged box. Rotate the unit 90 degrees to indicate this.

26.5 Abbreviations



B: Bomber



CV: Carrier aircraft



F: Fighter



FB: Fighter-bomber



JF: Jet fighter



JFB: Jet fighter-bomber



JNF: Jet night fighter

27.0 SETTING UP

The UN player sets up first, then the Communists. Shuffle both decks of campaign cards and place each face down in front of the appropriate player.

27.1 UN Set Up

Command Level = 3, Maximum = 4

Friendly Territory = all land grids south of the frontline, Cho-Do island (C-13) and the Carrier Task Force squares (B-14, L-10).

Off Map Airbase: 2 x F-80, 1 x F-84, 1 x F-86, 1 x Meteor, 2 x B-26, 4 x B-29, 1 x F-51.

Carrier Task Forces (either): 1 x AD, 1 x F2, 2 x F4U, 1 x F9, 1 x Sea Fury.

Reinforcements: 1 x F3/7, 2 x F-86 (see cards), plus refits.

27.2 Communist Set Up

Command Level = 2, Maximum = 3.

Friendly Territory = all land grids north of the frontline.

On any Communist airbases: 7 x MiG 15, 1 x La-11, 2 x Yak 9.

On any Communist targets or airbases: 5 x AAA units.

Reinforcements: none (other than refits).

27.3 Turn & Time Markers

Place the Turn marker on October I, the Time marker on the Hour 1 Box. The game lasts five bi-weekly turns. Each October turn lasts 10 hours; each November turn lasts nine hours; and each December turn lasts eight turns.

28.0 HOW TO WIN

Each player gains victory points (VP) for certain game actions (see the table; players will need to keep track with pencil and paper). At the end of the game, subtract the Communist VP total from the US VP total and consult the following to get level of victory.

16 or more	UN Strategic Victory
8 to 15	UN Operational Victory
0 to 7	Draw
-1 to -8	Communist Operational Victory
-9 or less	Communist Strategic Victory

VP Schedules

UN

+1 for each Communist air unit in the Damaged box at the end of the game.

+0 for ground units destroyed.

+1 for each Strategic target bombed (see target sheet)

+1 for each bridge target bombed (see target sheet)

+8 if all four Hydroelectric targets bombed (see target sheet); no points are scored unless all four are bombed.

Communist

+4 for each US B-29 air unit in the Damaged box at the end of the game

+2 for each other US air unit type in the Damaged box.

29.0 SPECIAL RULES

29.1 Command Levels

Each player's command level may change owing to card play. The level may not be reduced to less than zero or above the maximum for that player.

29.2 Wild Cards

If a player has three Wild Cards in his hand, he can play all of them at the start of any turn. Instead of the effects on the cards, that player raises his Command level by one. When played for this effect, the Wild Cards are removed from play permanently.

29.3 UN Off Map Bases

UN air units are based off the map in southern Korea or Japan. Place them in the Off Map Airbase box at the start of each turn. Also, UN units must land in it by the end of the turn or they are eliminated. The Off Map Airbase has unlimited capacity. UN air units enter the map on grids south of the Front Line. On the turn of entry they can only enter the first grid. Thereafter, they move normally. UN air units exit the map by moving into a Front Line grid.






29.4 UN Carrier Aviation

UN "CV" aircraft can be based on the grids marked UN Carrier Task Force. These function as bases for these units (with a capacity of 3 each). Also, CV units can be based in the Off-Map Airbase. Communist units may never enter Carrier Task Force spaces.

Bombing Combat Results Table

Die Roll	Target Bridge	Strategic or Hydroelectric	AAA unit	Based air unit
1-3	-	-	-	-
4	-	-	-	Abort
5	-	Bombed	Abort	Damaged
6	Bombed	Bombed	Damaged	Damaged

Terrain Chart

Terrain Type	Effects
 UN Carrier Task Force	Bases US naval aviation units up to capacity. Communist units may not enter.
 Airfield	Number is air basing and AAA value.
 Communist Airbase (North Korea)	Number is air basing and AAA value. UN cannot bomb or strafe.
 Communist Airbase (Red China)	Number is air basing and AAA value. UN cannot bomb or strafe.
 Frontline	Communist air units cannot cross.
 Korean-Chinese Border	UN units can not cross (but see the Hot Pursuit card.)

29.5 Red China

Only Communist units can enter Red China unless the UN plays the Hot Pursuit card.

29.6 Radar

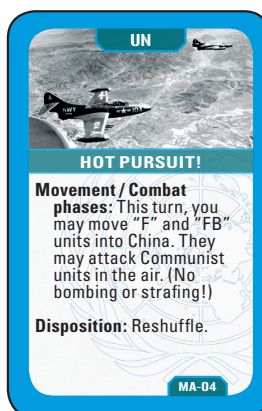
Both sides have radar coverage over the entire map.

29.7 Targeting Airbases

Airbases are not affected by bombing or strafing, but air units based on them are.

Anti-Aircraft Combat Results Table

Die roll	Outcome
1-4	No effect
5	Abort one non-Jet
6	Abort



Air Superiority Combat Results Table

Die roll	Fighters firing	Bomber firing defensively
1-4	-	-
5	Abort	-
6	Kill	Abort

Target Roster

Bridges	Bombed
Chosan	(F-4)
Huichon	(H-7)
Hyesanjin	(L-2)
Manpujin	(H-3)
Nansam	(C-6)
Samdong-Ni	(H-10)
Sinanju	(F-9)
Sinuijo	(B-7)
Sunchon	(G-9)
Strategic	Bombed
Hungnam	(K-8)
Namsi	(E-7)
Pyeongyang	(F-11)
Wonsan	(K-10)
Hydroelectric	Bombed
Chosin	(J-6)
Kongosan	(K-12)
Kyosen	(L-5)
Suiho	(D-5)

Players are permitted to copy the Target Roster for game play.

CREDITS

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