**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** (see cards), plus refits.
- **Carrier Task Forces** (either): 1 x AD, 1 x Meteor, 2 x B-26, 4 x B-29, 1 x F-51.
- **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.

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

<table>
<thead>
<tr>
<th>Die roll</th>
<th>Outcome</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>No effect</td>
</tr>
<tr>
<td>5</td>
<td>Abort</td>
</tr>
<tr>
<td>6</td>
<td>Abort</td>
</tr>
</tbody>
</table>

Air Superiority Combat Results Table

<table>
<thead>
<tr>
<th>Die roll</th>
<th>Fighters firing</th>
<th>Bomber firing defensively</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-4</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>5</td>
<td>Abort</td>
<td>-</td>
</tr>
<tr>
<td>6</td>
<td>Kill</td>
<td>Abort</td>
</tr>
</tbody>
</table>

Target Roster

<table>
<thead>
<tr>
<th>Bridges</th>
<th>Bombed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chosan</td>
<td>(F-4)</td>
</tr>
<tr>
<td>Huichon</td>
<td>(H-7)</td>
</tr>
<tr>
<td>Hyesanjin</td>
<td>(L-2)</td>
</tr>
<tr>
<td>Manpuijn</td>
<td>(H-3)</td>
</tr>
<tr>
<td>Nansam</td>
<td>(C-6)</td>
</tr>
<tr>
<td>Samdong-Ni</td>
<td>(H-10)</td>
</tr>
<tr>
<td>Sinanju</td>
<td>(F-9)</td>
</tr>
<tr>
<td>Sinuijo</td>
<td>(B-7)</td>
</tr>
<tr>
<td>Sunchon</td>
<td>(G-9)</td>
</tr>
<tr>
<td>Hungnam</td>
<td>(K-8)</td>
</tr>
<tr>
<td>Namsi</td>
<td>(E-7)</td>
</tr>
<tr>
<td>Pyongyang</td>
<td>(F-11)</td>
</tr>
<tr>
<td>Wonsan</td>
<td>(K-10)</td>
</tr>
</tbody>
</table>

Hydroelectric Bombed

<table>
<thead>
<tr>
<th>Bridges</th>
<th>Bombed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chosin</td>
<td>(J-6)</td>
</tr>
<tr>
<td>Kongosan</td>
<td>(K-12)</td>
</tr>
<tr>
<td>Kyosen</td>
<td>(L-5)</td>
</tr>
<tr>
<td>Suiho</td>
<td>(D-5)</td>
</tr>
</tbody>
</table>

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

CREDITS
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