

# Korean War 1950-53 in Blood Red Skies

Now Mig Alley has been released players are asking for suggestions of how to integrate the new Jets into Blood Red Skies.

Here's a list of aircraft that participated in the Korean War (thanks to Roger Gerrish for this). Several are later WW2 era aircraft still pulling their weight in the jet age, or newer prop aircraft pushing to the limits of their potential performance.

## United Nations

### USAF

F-51D Mustang  
F-82G Twin Mustang  
F-80C Shooting Star  
RF-80A  
F-84E/G Thunderjet  
F-86A/E/F Sabre  
A-26B/C Invader  
RB-26C  
B-29A Superfortress  
RB-29A  
RB-45 Tornado

### USN/USMC

F9F-2/5 Panther  
F4U-4 Corsair  
F2H Banshee  
AD-2/3/4 Skyraider  
F7F Tigercat

### Fleet Air Arm

Seafire 47  
Firefly FR1/5  
Sea Fury FB11

### South Korea

F-51D

### RAAF

F-51D  
Meteor F8  
F-86F

### SAAF

F-51D  
F-86F

## Communists

### North Korea

YaK-9P  
YaK-11  
La7  
La9  
IL2  
IL10  
TU2  
MiG-15 /bis

### Soviet Union

MiG-15/bis  
A20 Havoc (ex lend lease)

### China

Mig-15/bis  
Il-28 Beagle (not actually deployed in combat but available .)

# Theatre & Doctrine Cards

Many Missions, Theatre and Doctrine cards are also applicable to Mig Alley

Both the UN and Communist air forces were full of WW2 veterans with plenty of recent experience in air fighting. A conscious effort was also made to re-train established Aces to fly the new jet aircraft. As such the following Theatre cards should be excluded from MiG Alley games:

- Poorly trained opponents
- Obsolete Formations

The following Theatre and Doctrine cards are well-suited to the Korean War;

## Historical Doctrine Cards

Air force	Doctrine cards	Theatre Cards
Communist	Wall of lead Head-on Attack Outnumbered Opening Shot Bait and Switch Big game Hunters	Radar Support Heavy Flak presence Restricted Airfields Any Weather card
United Nations	Dive Away Sustained Dive Seasoned Pilots Compression Issues Top Cover High Altitude Performance	Radar Support Met Office Any Weather card

## MiG Alley scenarios

The full range of Blood Red Skies scenarios works just as well for MiG Alley, but the most commonplace engagements featuring F86 Sabres and MiG-15s would be:

- Scenario 0: Intruder Flight
- Scenario 1: Dogfight
- Scenario 2: Fighter Sweep
- Scenario 3: Bounced!
- Scenario 4: Bomber Escort
- Scenario 6: High Altitude Intercept
- Scenario 9: The Way Home

A word to the wise though: Sabres and MiGs can cross prodigious distances on the tabletop in the blink of an eye, so when deploying be aware of this fact and keep your tails covered as best you can. If you have more table space available to you when using 2<sup>nd</sup> generation jets then utilise it as you'll find you need the elbow room