

MiG Alley Example 1

A USAF F-86 Sabre (Maximum Energy 6 / Maximum Height 3) is starting a turn with current Energy of 6 at Altitude 2.

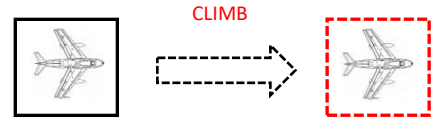
The Sabre has an Action Point total of 6 (equal to its current Energy)

Action 1

CLIMB

The Sabre moves forward 5cm and climbs to Altitude 3.

- ✓ Action Point cost = 3
- ✓ Energy Gain / Loss = -2



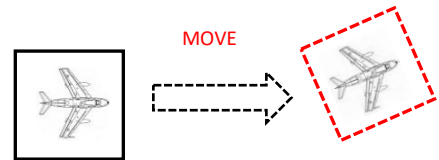
The Sabre now has 3 Action Points remaining.

Action 2

MOVE

The Sabre moves forward 5cm and then turns 20 degrees to the left.

- ✓ Action Point cost = 1
- ✓ Energy Gain / Loss = 0



The Sabre now has 2 Action Points remaining.

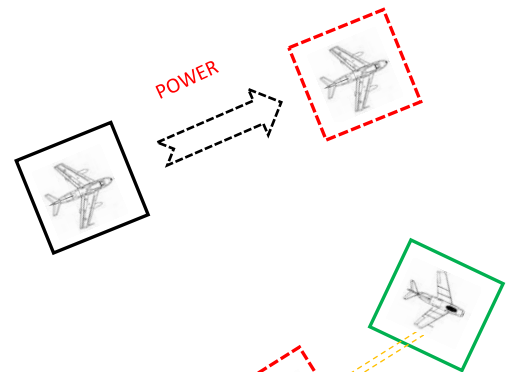
Action 3

POWER

The Sabre moves forward 5cm.

- ✓ Action Point cost = 1
- ✓ Energy Gain / Loss = +1

The Sabre now has 1 Action Point remaining.



Action 4

MOVE

The Sabre moves forward 5cm and then fires at a North Korean MiG-15.

- ✓ Action Point cost = 1
- ✓ Energy Gain / Loss = 0

The Sabre now has no Action Points remaining.

As the Sabre now has no Action Points left, its turn is over.

The Player now calculates the Energy Total for the start of the next turn.

During the first Action the Sabre lost 2 points of energy by climbing, then moved forward and turned in Action 2 at a cost of 0 Energy, then gained 1 point of Energy in Action 3 with a Power move, then moved forward and fired in Action 4 at a cost of 0 Energy points. The Sabre started the turn with 6 Energy Points, so the calculation is:

$$6 - 2 + 0 + 1 + 0 = 5.$$

The Sabre will now start the next turn with an Energy of 5 and an Action Point total of 5 (starting Energy always determines the total Action Points available in a turn)

MiG Alley Example 2

A USAF F-86 Sabre (Maximum Limit 6 / Maximum Height 3) is starting a turn with a current Energy of 5 at Altitude 3.

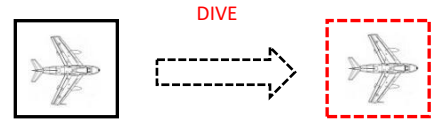
The Sabre has an Action Point total of 5 (equal to its current Energy)

Action 1

DIVE

The Sabre moves forward 5cm and dives one level to Altitude 2.

- ✓ Action Point cost = 1
- ✓ Energy Gain / Loss = +2



The Sabre has now exceeded its Maximum Energy rating of 6 but this is permitted during a move.

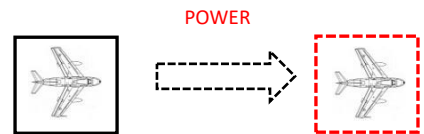
The Sabre now has 4 Action Points remaining.

Action 2

POWER

The Sabre moves forward 5cm.

- ✓ Action Point cost = 1
- ✓ Energy Gain / Loss = +1



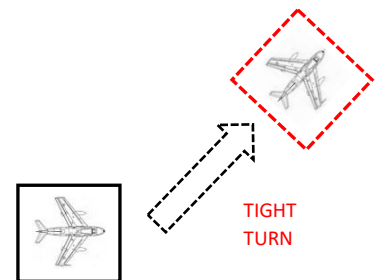
The Sabre now has 3 Action Points remaining.

Action 3

TIGHT TURN

The Sabre turns 45 degrees to the left then moves forward 5cm.

- ✓ Action Point cost = D
- ✓ Energy Gain / Loss = -1 per turn



To calculate the Action Point cost for this action, the player rolls a D3 and refers to the table on p4.

The player rolls a 3 on the D3. The Sabre has a -1 modifier for a Tight Turn action but is also at a starting Energy of 5 so a modifier of +1 is also applied. The Action Point cost is therefore 3 points.

The Sabre reduces its Action Point total by 3 points.

The Sabre now has no Action Points remaining and so the turn is over.

The player now calculates Energy for the next turn.

The Sabre started the turn with 5 Energy Points, so the calculation is

$$5 + 2 + 1 - 1 = 7$$

The Sabre is now at Energy 7 at the start of the next turn.

However, the Energy total at the end of the turn exceeds the Sabre's Maximum Energy permitted. The Sabre started the turn with 5 Energy Points but ended with a total of 7 Energy Points, which is in excess of the aircraft's Energy Maximum of 6.

This means that the Sabre breaks up and crashes.