

Black Tuesday over Namsi

A Scenario for

B-29 Superfortress: Hell Over Korea

Introduction:

After the time span covered in Hell Over Korea, the United States Air Force reduced daylight missions for the B-29 and increased night missions. Losses were climbing to the point of being unacceptable. No strategic missions were flown and the B-29 continued to fly only tactical missions – interdiction of supply routes, airfields, and ground support.

For some inexplicable reason, decision makers decided that the October 23, 1951 mission would be executed in daylight. Intelligence had discovered that new airfields were being constructed on the North Korea, China border and near the Yalu River. It was also in the heart of MiG Alley.

A mission was planned to hit the airfield under construction at Namsi. The 307th Bombardment Wing was assigned the mission. This mission would turn out to be the largest air battle during the Korean War. It would also reveal the extent of Soviet involvement in the air war.

And it finally ended B-29 daylight missions for good.

Order of Battle:

United Nations:

307th Bombardment Wing comprised of the following:

A Flight – 3 B-29s of the 371st Bombardment Squadron

B Flight – 3 B-29s of the 372nd Bombardment Squadron

C Flight - 3 B-29s of the 370th Bombardment Squadron

Plus escorts of F-84s (providing bomber escort) and F-86s (providing high cover)

Soviet Air Units (all MiG-15 squadrons)

17th AIP, 18th GIAP, 523rd AIP, 176th GIAP, and 196th IAP

In all, 84 MiG-15s were committed to the battle. Based on reports, 1/3 of these engaged the bombers, 1/3 engaged the F-86s, the remaining 1/3 provided cover for returning MiGs.

How to Win:

The player wins if he is able to bomb the target successfully and make it home in one piece, landing either in South Korea, Japan or Okinawa.

If your plane is forced to ditch, but has bombed the target successfully, it is considered a draw.

Any other result is a loss.

Historical Outcome:

Of the nine B-29s involved in the mission, three were shot down, five suffered major damage and one plane suffered slight damage. Twenty-seven crew members were killed in action, 23 wounded and eight ended up as POWs.

Reconnaissance photos showed that not one bomb hit the airfield.

Scenario Rules:

All rules from the B-29 base game and module are in effect unless noted in the following changes.

1. Zone Track

- A. The 307th was based at Kadena AFB on Okinawa. Its route to the target was different than flying out of Japan. A new Zone Track is provided for the purposes of this scenario. The one on the map is not used.
- B. The target Namsi (airfield) is in Zone 10.

2. Pressurization

- A. The mission is flown at the extreme height of medium altitude. Upon reaching Zone 9 while moving towards the target, if it has not already done so, the plane must depressurize and the crew goes on oxygen. Historically, crews on this mission did this to avoid possible explosive decompression in case of a severe hit.
- B. On the return leg, once the plane reaches Zone 9, the plane may pressurize, unless damage prevents the player from doing so.

3. Fighter Escort

- A. The fighter escort rules are used, in addition to the following:
- B. Once your plane reaches Zone 6, F-84s and F-86s provide cover. Place both markers in the fighter escort box on the map. If necessary, use the F-80 counter to represent either the F-84 or F-86.
- C. The F-84 fighter cover marker, once the target has been bombed, is removed from the board. Historically, they had to peel away for home, getting low on fuel.
- D. On the return leg, once your plane reaches Zone 6, the F-86 escort marker is removed from the board.

4. Navigation

- A. For this mission, as an aid to get to the target, SHORAN (short range navigation) was used. The system had been developed during World War II. It would have been used in that war but the scientific team that developed it died in a plane crash, also destroying all the notes and plans of the system. A new team had to start from scratch to build the system. It was not complete by the time the war ended.
- B. All navigation rules are used, except as noted below.
- C. Once your plane reaches zone 9 while on the way to the target, your plane is considered using the SHORAN system, and is locked to the approach to the target. At this point normal navigation rules are ignored.
- D. After the target is bombed, normal navigation rules are back in effect for the remainder of your trip home.

5. Fighter Attacks

- A. Enemy fighter appearance is determined per the normal rules, in addition to the following.
- B. Once your plane reaches Zone 9, roll 1 die on the following table:

Roll	Result
1-2	2 Russian MiG-15s
3-5	3 Russian MiG-15s
6	4 Russian MiG-15s

C. The result is the number of extra enemy fighters that appear in addition to fighters determined by normal rules. Determine clock position, angle of attack and pilot status per normal rules. If necessary, use Chinese or NK Mig-15 counters to represent the extra Soviet MiG-15 fighters.

D. The procedure is repeated for Zone 10.

E. The procedure is performed for both outgoing and incoming legs.

6. Namsi Flight Log Gazetteer

Zone 1	Zone 2	Zone 3	Zone 4	Zone 5	Zone 6	Zone 7	Zone 8	Zone 9	Zone 10
/W	/W	/W	/W	/W-UN	/W-UN	/W-UN	-1/W-NK	0/W-NK	+2/NK

7. Flak

A. Historically, the pilots that flew this mission reported that flak over the target area was intense and heavy. Soviet records seem to coincide with these reports. Therefore, when over the target zone, flak is *automatically heavy*.

Namsi Zone Track

 HOME	ZONE 1	ZONE 2	ZONE 3	ZONE 4	ZONE 5	ZONE 6	ZONE 7	ZONE 8	ZONE 9	ZONE 10		
					UN	UN	NK	UN	NK	N. KOREA	UN	NK