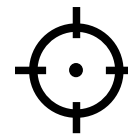


# LEAD PURSUIT PODCAST SCENARIO PACK



## MIG ALLEY AND BEYOND 1950 – 1966 PART 2

In several areas we use shorthand to help condense and standardize the information. The diagrams below will assist you in reading the individual scenario datasheets.

### Leaving the Board

#### Exit or RTB

Aircraft that leave the board are considered to have left the scenario or have returned to base and do not inflict any boom chits on their squadrons.



#### + BE / - RTB

If an aircraft leaves the table, it re-enters play on the following turn if it passes a Maneuver test. Redeploy the plane anywhere along the table edge it left from and roll for its starting Advantage level.

If the Maneuver test is failed the plane returns to base. One Boom chit is inflicted on a squadron for each plane lost in this way.

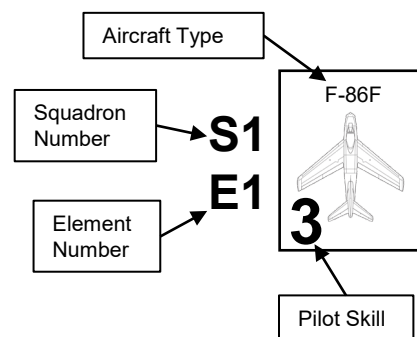


#### + HC / - RTB

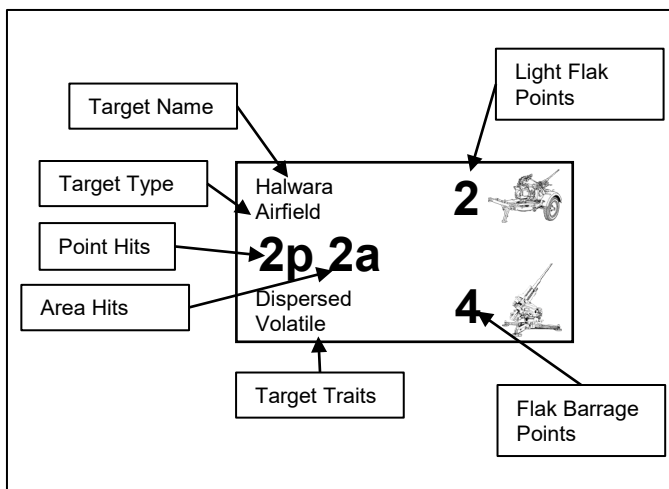
If an aircraft leaves the table, it re-enters play on the following turn if it passes a Maneuver test. Redeploy the plane at the point it left the board in High Cover.

If the Maneuver test is failed the plane returns to base. One Boom chit is inflicted on a squadron for each plane lost in this way.

### Aircraft Data



### Target Data



# SCENARIO PACK SPECIAL RULES

## Scenario Pack Rules Disclaimer

This collection of Special Rules is provided for the scenarios in this pack and are not intended for incorporation into all games. These should be thought of as “House Rules” that the Lead Pursuit team has used in their games to model an era not included in the current rules set. As “House Rules” evolve and change over time do not be surprised if you find different rules for similar concepts in other Scenario Packs. The game is yours to play as you want to, so please feel free to borrow concepts (and even mix them) in your games!

### The “We’re Still Not Game Designers”, Designer’s Notes:

You’ve seen this iteration of the short-range missile rules in Part 1 of this scenario series. We’ve moved on, and now there are statistics for some new aircraft that may really bend your ideas of what can be done with the game - no, that isn’t a typo below – it really says Jet 3 ! Additionally, we made a change to how jet fighter-bombers use Strafing Ordnance to bring them in line with how they actually performed versus a 1940’s piston engine fighter. There will certainly be questions as to what action cards apply to the new era of combat, but we think we have answered those in the scenario special rules. As always, tweak these with your own “home rules” to fit your play style!

Aircraft	FP	AGI	Speed (MPH)	Traits
Dassault Mystere	2	2	14 (690)	Jet 2, Heavy Hitter
Folland Gnat F1	2	2	14 (695)	Jet 2, Tight Turn, Rough Ride
MiG-21PF (Type 76)	-	2	16 (810)	Jet 3, Rough Ride
Lockheed F-104A	3	2	16 (830)	Jet 3, Rough Ride

## Jet Era Strafing Ordnance

Due to the higher thrust to weight ratios, and introduction of aerodynamic rocket pods, jet aircraft in these scenarios can take Strafing Ordnance without suffering the effects of “Laden”.

## Missile-era Tailing and Wingmen

Tailing range for missile equipped aircraft has been extended to 12”.

If a fighter declares that it is tailing a specific enemy aircraft, then it cannot use a pilot action to shoot a missile at a different aircraft that is in arc and range.

Likewise, the range of the “Wingman Effect” has also now been extended in certain conditions. The Wingman Effect range is increased to 12” if the Wingman aircraft has missiles remaining and is inside the tailing fighter’s rear arc.

## Dogfight Missiles

Air arms experimented with several guidance types on their short-range air-to-air missiles in the decades after the Korean Conflict. These have been generalized into the game to keep the rules straightforward, as “Dogfight missiles” regardless of guidance type.

Dogfight missiles can be employed in any phase that the aircraft guns can be shot at a target, including out-of-turn opportunities conveyed via Doctrine, Theater or Ace skill cards.

Missiles should be represented by a marker placed on the aircraft base, but missile armed aircraft do not suffer the effects of being laden. When the missiles are fired, the marker is removed, and that aircraft may not launch any more air-to-air missiles. Scenarios will dictate how many missile markers aircraft will carry to represent their historical loadouts.

Missile launch is resolved nearly identically to a standard shooting attack, rolling a number of dice equal to the missile’s Missile Firepower plus Pilot Skill. Missile Firepower values can be found in the sections below covering each type of missile. When a missile scores a critical hit, two dodge dice are removed instead of one.

### Dogfight Missile

Missile Firepower:0

Minimum Range: 6”

Maximum Range: 18”

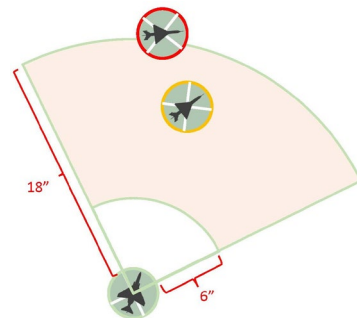
Arc: Target must be in the forward arc of the shooter.

Shooter must be in the rear arc of the target.

Both Red and Yellow MiG-21s are in range from the Green F-4.

However, the Red MiG-21 cannot be shot at due to the F-4 being in its side arc.

The F-4 is in the rear arc of the Yellow MiG-21 and thus can fire a Dogfight Missile.



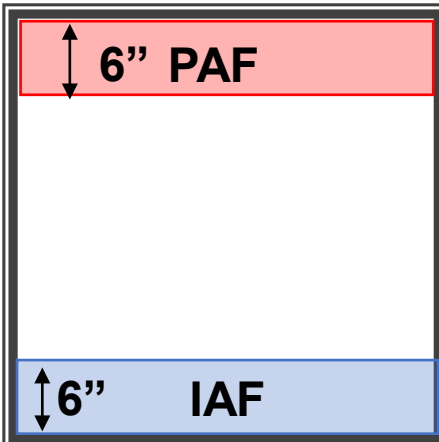
# Sabre Down!



**Pakistan, 03 September 1965:** After the early losses to PAF Sabres, the IAF set a trap for the PAF Combat Air Patrols (CAPs) that were tasked to the Chamb sector. When the PAF CAPs were vectored onto the IAF Mysteres acting as bait, the IAF Gnats intercepted the PAF Sabres and turned the hunters into the hunted.

## Deployment

The PAF player deploys the F-86 element within 6" of their table edge, with any facing. Then the IAF player deploys Elements #1 and #2 within 6" of their table edge. Then the PAF player deploys the F-104 element in High Cover along the PAF table edge.  
(designed to be played on 4'x4' table)



## Starting Advantage

Elements roll a D6 for the entire element to find its advantage level:

- 5 – 6 Advantaged
- 3 – 4 Neutral
- 1 – 2 Disadvantaged

## Elements

11 Squadron. – Pakistani Air Force (PAF)

**S1**  
**E1**

F-86F

**4**

F-86F

**3**

9 Squadron. – Pakistani Air Force (PAF)

**S1**  
**E2**

F-104

**3**

Theater Cards – Battle Fatigue, Poorly Trained Opponents

Doctrine Cards – Hug The Deck

23 Squadron – Indian Air Force (IAF)

**S1**  
**E1**

Gnat

**4**

Gnat

**2**

**S1**  
**E2**

Gnat

**4**

Gnat

**3**

Theater Cards – Radar Support, Supply Shortages

Doctrine Cards – Wall of Lead

## Special Rules

### 'Winders for All My Friends:

Each of the PAF aircraft are armed with two GAR-8 Sidewinder missiles. As such they use the missile Tailing and Wingmen rules. The IAF Gnats do not have AAMs, and use the basic rules ranges for Tailing and Wingmen.

### One Big Family:

For the purposes of this scenario, all PAF aircraft use a single action deck as if they were in a single squadron. As usual, aircraft trait cards may only be played on aircraft that have that specific trait.

## Game Length

The game ends when either side's aircraft have been shot down or have left the board.

## Victory Conditions

**IAF:**  
2 VP – Each F-86 shot down  
4 VP – F-104 shot down

**PAF:**  
2 VP – Each IAF aircraft shot down

## Leaving the Battle

PAF / IAF:

**Exit or RTB**

## Author's Notes

Operating at the ragged edge of their fuel reserves, PAF F-104s were a credible threat to the IAF, but could rarely stick around for a protracted dogfight. As a result, the single PAF F-104 will start this game with one boom chit already assigned!

# For Want of a Bloody Cannon



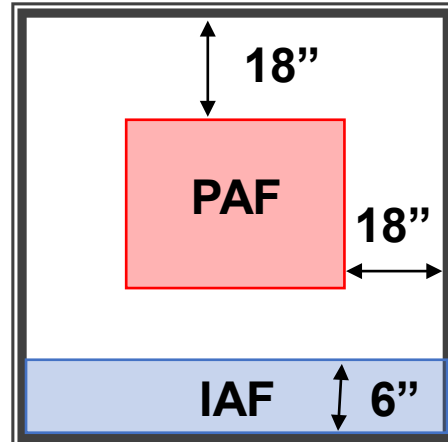
**Pakistan, 04 September 1965:** While the Indian Gnats and the Pakistani Sabres fought over Chamb, a pair of IAF MiG-21PFs orbited nearby, awaiting GCI instructions. Unable to wait any longer, Wing Commander Wollen committed his MiG-21 nose low, picking up a flight of two PAF F-86s chasing IAF Mysteres at low altitude. His wingman, Flight Lieutenant Mukherjee lost sight in the turn and missed the entire fight.

## Starting Advantage

The PAF aircraft start Disadvantaged.  
The IAF aircraft start Advantaged

## Deployment

The IAF player deploys Element #1 within 6" of their table edge on any facing.  
Then the PAF player deploys the F-86 element at least 18" from any table edge facing away from the IAF table edge  
Then the IAF player deploys Element #2 anywhere within 6" of their table edge with the same facing as Element #1.  
After deployment, the IAF player must play the Top Cover card on one of their elements.  
(designed to be played on 4'x4' table)



## Elements

15 Squadron. – Pakistani Air Force (PAF)

<b>S1</b> <b>E1</b>	F-86F  <b>4</b>	F-86F  <b>3</b>
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Theater Cards – Low Level haze, Poorly Trained Opponents

Doctrine Cards – Aggressive Tactics

28 Squadron– Indian Air Force (IAF)

<b>S1</b> <b>E1</b>	MiG-21 76  <b>4</b>	<b>S1</b> <b>E2</b>	MiG-21 76  <b>3</b>
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Theater Cards – Clear Skies, Down Drafts

Doctrine Cards – Top Cover

## Special Rules

### For Want of a 'Winder:

The IAF MiG-21s are armed with two K-13 IR missiles each. As such they use the missile Tailing and Wingmen rules and have two missile chits per aircraft. The PAF Sabres do not have AAMs, and use the basic rules ranges for Tailing and Wingmen.

### Low Level Heat

IAF MiGs have early K-13 (AA-2) missiles that are susceptible to locking onto the heat signature of the ground. Thus, for Low Level Haze, the dodge bonus counts against IAF missile attacks as well as PAF guns

## Game Length

The game ends when either side's aircraft have been shot down or have left the board.

## Victory Conditions

### IAF:

The IAF player wins if they shoot down more PAF aircraft than IAF aircraft lost

### PAF:

The PAF player wins by avoiding the above outcome

## Leaving the Battle

**IAF / PAF:**

## Exit or RTB

## Author's Notes

This may seem like a short, straightforward scenario – 2 turns for the PAF Sabres to clear the board. But are you willing to risk 2-3 missile shots on your fleeing aircraft, even with a low Probability of Kill?

# SCENARIO PACK EXTRAS

## Scenario 2: Fighter Sweep

**09 September 1965** – A common occurrence in the 1965 conflict was the mis-identification of aircraft at range, likely due to many of the types being bare metal, with little more than roundels for identification. Already at the limits of Bingo Fuel, Flight Lieutenant Hakimullah was vectored towards several flights of Indian fighters, one of which he visually identified as MiG-21s. Feeling that he was at a disadvantage, he chose to disengage from the fight rather than risk an encounter with the odds stacked against him.

### 9 Squadron – Pakistani Air Force (PAF)

1 Squadron of 2 elements each with  
1 x F-104 – Pilot skill 3

Theater Cards – Radar Support, Low Level Haze  
Doctrine Cards – Low Altitude Performance

### 28 Squadron – Indian Air Force (IAF)

1 Squadron of 2 elements each with  
1 x MiG-21 Type 76 – Pilot skill 3

Theater Cards – Supply Shortages, Battle Fatigue  
Doctrine Cards – Sustained Dive

Special Rules: All aircraft are equipped with 2 dogfight missiles, each. Low Level Haze applies to Dogfight missile shots as well as guns.

## Scenario 3: Bounced

**04 September 1965** – Enroute to a linkup with a flight of 4 Mystere bombers, Squadron Leader Johnny Green and his four Folland Gnats pounced upon a flight of four PAF F-86s. The F-86s had just completed their bombing runs on Indian positions near Chamb, expending their napalm canisters at low level.

### 23 Squadron – Indian Air Force (IAF)

1 Squadron of 2 elements each with  
1 x Folland Gnat – Pilot skill 4  
1 x Folland Gnat – Pilot skill 2

Theater Cards – Clear Skies, Supply Shortages  
Doctrine Cards – Aggressive Tactics

### 15 Squadron – Pakistani Air Force (PAF)

1 Squadron of 1 element  
1 x F-86F – Pilot skill 4  
2 x F-86F – Pilot skill 3  
1 x F-86F – Pilot skill 2

Theater Cards – Battle Fatigue, Clear Skies  
Doctrine Cards – Bait and Switch

## Scenario 11: Targets of Opportunity

**06 September 1965** – During the 1965 India-Pakistan conflict, PAF assets were often stretched thin to cover their assigned Combat Air Patrol (CAP) stations. This was especially true for the “Griffins” of 9 Squadron, PAF, who operated at the furthest reaches of radar and radio coverage for their Ground Control Intercept (GCI) support. This difficulty worked out well for the Mysteres of 1 Squadron, IAF, as it allowed them time to work over their ground targets before being seriously threatened by the PAF F-104s

### 1 Squadron – Indian Air Force (IAF)

1 Squadron of 2 elements

1 x Mystere – Pilot skill 3  
1 x Mystere – Pilot skill 2

1 x Mystere – Pilot skill 4  
1 x Mystere – Pilot skill 2

Theater Cards – Supply Shortages, Low Level Haze  
Doctrine Cards – Low Altitude Performance  
Equipment Card – Air to Ground Rockets

### 9 Squadron – Pakistani Air Force (PAF)

1 Squadron of 2 elements

1 x F-104 – Pilot skill 4

1 x F-104 – Pilot skill 3

Theater Cards – Clear Skies, Superior Armament  
Doctrine Cards – Sustained Dive

Special Rules: PAF F-104s are armed with two GAR-8 Sidewinder missiles each. Superior Armament applies to both Missile and Cannon shots from the F-104s

