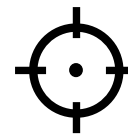# LEAD PURSUIT PODCAST SCENARIO PACK

THE KOREAN CONFLICT
JUNE 1950 – JULY 1953

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.
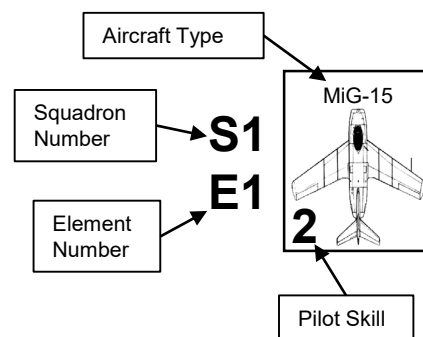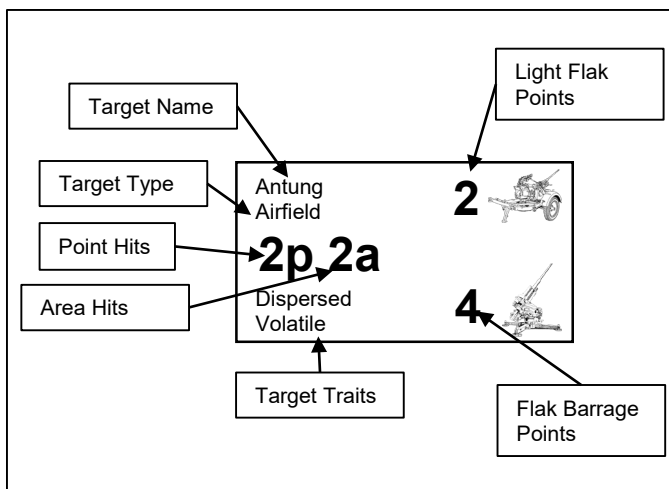
+ HC / - RTB

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

Aircraft Type → MiG-15

Squadron Number → **S1**

Element Number → **E1**

Pilot Skill → **2**

Target Data

Target Name → Antung Airfield

Target Type

Point Hits → **2p,2a** ← Area Hits

Target Traits → Dispersed Volatile

Light Flak Points → **2**

Flak Barrage Points → **4**

x

Mistaken Identity

Korean Peninsula, 28 July 1950: B-29s from the 22nd Bombardment Wing spotted what they thought was a flight of three Yaks preparing to engage the bombers. The gunners opened fire and shot down one of the aircraft, which turned out to be a Seafire from 800 Naval Air Squadron. The pilot bailed out and was picked up a short time later, but this would not be the last case of misidentification over the skies of Korea.

Deployment

The B29s are placed first, in the center of the Allied Entry, within 2 inches of the table edge.
The 800 NAS fighters deploy next, anywhere within 18 inches of the Allied Entry edge, no more than 3 inches apart.
The KPAF elements then deploy anywhere on the map, no closer than 18" to an enemy fighter or bomber

Allied Exit

Allied Entry

Starting Advantage

The B29s start Advantaged and Laden
Once both players have deployed their elements, they roll a D6 for each plane to find its starting advantage level:
  5 – 6 Advantaged
  4 – 3 Neutral
  2 – 1 Disadvantaged

Elements

Unknown Fighter Aviation Regiment –Korean People's Air Force (KPAF)

#1

Yak-9D	Yak-9D
4	2

#2 HC

Yak-9D	Yak-9D
3	2

Theater Cards – Home Advantage, Heavy Flak Presence   Doctrine Cards – Wall of Lead

800 Naval Air Squadron – Fleet Air Arm (FAA)

#1

Seafire Mk 47	Seafire Mk 47	Seafire Mk 47
4	3	3

B-29	B-29	B-29
3	3	3

Theater Cards – Clear Skies, Radar Support   Doctrine Cards –Dive Away

Special Rules

On A Mission:
The B-29s count as Laden
If a B-29 loses a single engine due to boom chits, it will jettison ordnance, break formation and turn to exit the closest board edge. The B-29s accumulate boom chits and can be shot down as normal, but the squadron will not break off the attack, regardless of accumulated boom chit to remaining engine ratio.

Misidentification:
During the battle, the B-29 gunners must engage the closest fighter aircraft, regardless of nationality. If aircraft are equidistant, B-29s will prioritize targets in their rear arc.

Game Length

The game ends when all B-29s have been shot down, or left the board.

Victory Conditions

The FAA Player wins a Minor Victory if all 3 B-29s leave the board, via any table edge.
The FAA Player wins a Major Victory if 2 or more B-29s leave the board laden, via the target table edge
The KPAF Player wins a Minor Victory if they can shoot down at least 1 B-29.
The KPAF Player wins a Major Victory if no laden B-29s leave via the target table edge.

Leaving the Battle

+ BE / - RTB

Planes that re-enter the board edge after passing their maneuver check must roll for advantage level.l Planes that fail their maneuver check and RTB inflict a boom chit on their squadrons. Bombers that leave the board do not inflict any more boom chits.

Enter The MiG

Korean Peninsula, 1 November 1950: While conducting air to ground strikes on North Korean positions just south of the Yalu, US Air Force F-51 Mustangs were engaged by Soviet MiG-15s, starting a new chapter in the air war over Korea.

Deployment

USAF player deploys his forces first. USAF aircraft cannot deploy in or within 6" of clouds since they are currently attacking ground targets.

Once all USAF aircraft are deployed, the VVS player then chooses a deployment board edge and deploys all of his aircraft within 3" of it. VVS High Cover may be placed on any board edge and may enter at the end of the first turn.

```
 3"   VVS

      USAF   12"

      12"
```

Starting Advantage

USAF aircraft have a starting advantage of Disadvantaged.
All VVS aircraft have a starting advantage of Neutral
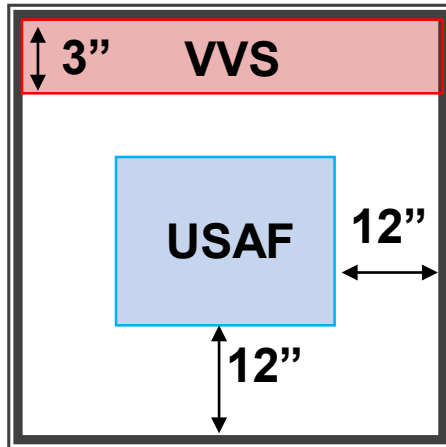
Elements

28th Guards Fighter Aviation Regiment, 151st Fighter Aviation Division, 64th Fighter Aviation Corps (64 IAK) – Soviet Air Force (VVS)

#1 MiG-15 **4** MiG-15 **3** MiG-15 **2**

#2 HC MiG-15 **3** MiG-15 **3**

Theater Cards – Clear Skies, Down Drafts

Doctrine Cards – High Altitude Performance,

39th Fighter Bomber Squadron, 35th Fighter Bomber Group, 35th Fighter Bomber Wing – United States Air Force (USAF)

#1 F-51D **4** F-51D **3** F-51D **3**

#2 F-51D **4** F-51D **3** F-51D **2** F-51D **2**

Theater Cards – Low Level Haze, Supply Shortages

Doctrine Cards – Defensive Tactics, Low Altitude Performance,

Special Rules

Treetop level:
US F-51s that are disadvantaged and being tailed by a MiG-15 upon activation may opt to attempt to descend to treetop height to shake their pursuer. Perform a Critical Maneuver check (2x6 rqd) and if successful the F-51 is removed from the table – it has evaded the MiG at low altitude and escaped!

Bug Out!:
USAF pilots that leave the battle area are considered to have escaped and do not inflict any boom chits on their squadron, nor do they perform a maneuver check.

Game Length

The game ends when either player has no more aircraft on the board.

Victory Conditions

The USAF Player wins if at least 6 F-51s escape
The VVS Player wins if they can shoot down at least 2 F-51s.
If the F-51s accumulate enough boom chits to depart the battle without losing 2 aircraft, it is a draw.

Leaving the Battle

+ HC / - RTB

Planes that fail their maneuver check and RTB do not inflict boom chits on their squadrons.