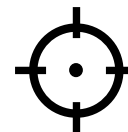


# LEAD PURSUIT PODCAST SCENARIO PACK



## THE SIEGE OF MALTA JUNE 1940 – OCTOBER 1942

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.

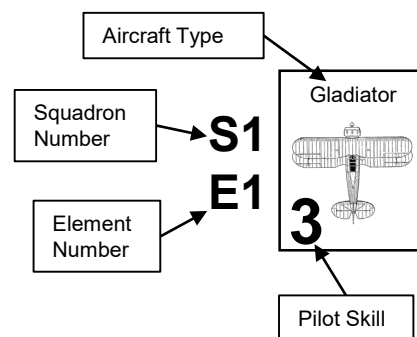


#### + HC / - RTB

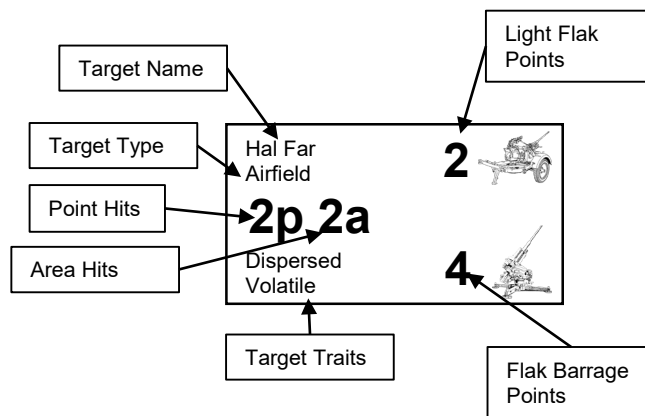
If an aircraft leaves the table, it re-enters play on the following turn if it passes a Maneuver test. Redeploy the plane at the point it left the board in High Cover.

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



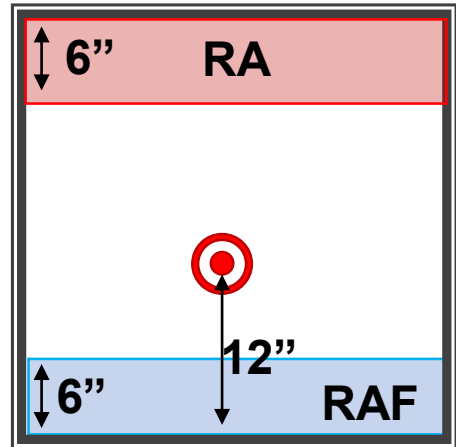
# First Strike



**Malta, 11 June 1940:** The Regia Aeronautica launched the opening strikes of the Siege of Malta with several waves of bombers and fighter escorts. As the first wave approached Malta, British radar sites detected them, and the order was given to launch the obsolete RAF Gloster Gladiators.

## Deployment

The RAF player deploys their target marker first, 12" from their table edge and centered. The RA elements then deploy within 6" of their table edge. The RAF player then deploys their fighter element within 6" of their table edge.



## Starting Advantage

The RA aircraft start Advantaged.  
The RAF aircraft start Disadvantaged

Aircraft returning to play roll a D6 for each plane to find its advantage level:

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

## Elements

6 Gruppo C.T. and 34 Stormo B.T. – Regia Aeronautica (RA)

**S1 E1**

C.200  4	C.200  2	C.200  2
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**S2 E1**

SM.79  3	SM.79  3	SM.79  3
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Theater Cards – Supply Shortages, Poorly Trained Opponents

Doctrine Cards – Dive Away

British Defenders – Island of Malta

**S1 E1**

Gladiator  4	Gladiator  3	Gladiator  3
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Kalafrana Flying Boat Station	2	
2p 2a		
Volatile	6	

Theater Cards – Radar Support, Heavy Flak Presence

Doctrine Cards – Head-On Attack

## Special Rules

### The Bombers:

The SM.79s begin the game laden with bombs.  
The C.200s may not be loaded with strafing ordnance.

## Game Length

The game ends when all RA Bombers have been shot down or have left the board.

## Victory Conditions

VPs are calculated at the end of the game

### Attacker:

- 1 VP – Each bomber exiting the board
- 1 VP – Each Point hit scored on a target
- 3 VP – Each Area hit scored on a target

### Defender:

- 2 VP – Single engine aircraft shot down
- 3 VP – 3-engine aircraft shot down

## Leaving the Battle

### Attacker

## RTB

Damaged bombers that return to base do not award their boom chits to their squadron.

### Defender



**+ BE / - RTB**