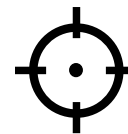


# LEAD PURSUIT PODCAST SCENARIO PACK



## MIG ALLEY AND BEYOND 1950 – 1966 PART 1

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.

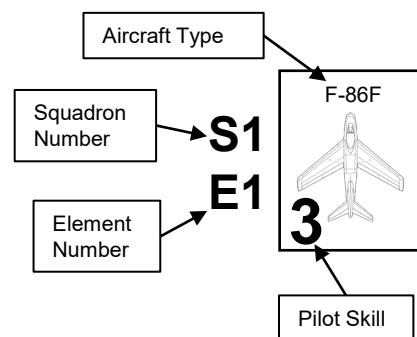


#### + HC / - RTB

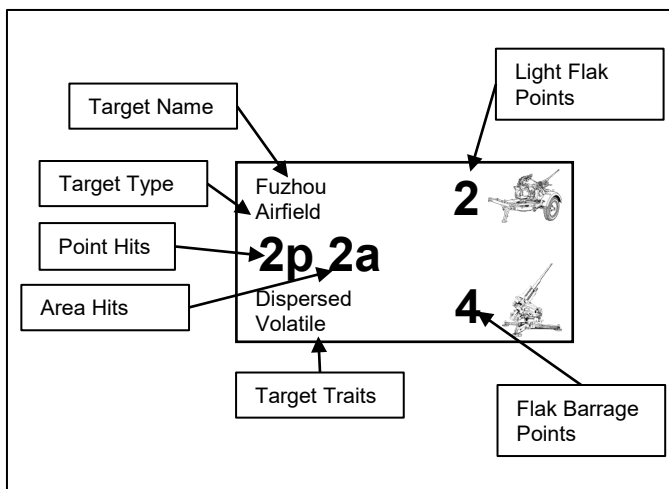
If an aircraft leaves the table, it re-enters play on the following turn if it passes a Maneuver test. Redeploy the plane at the point it left the board in High Cover.

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 Not Game Designers”, Designer’s Notes:

This is just one iteration of the short-range missile rules that we’ve worked on over the past year and a half. We landed on this revision after trying a lot of other concepts that made the rules either too specialized or too complex. Our desire with these rules was to simplify the short-range missiles into acting similarly to aircraft guns in the basic rules – while still allowing for their ability to influence the fight at extended ranges.

Along the way we had several different answers on how to model the lethality of early jet-age missiles. If the low Firepower doesn’t seem fun to you and your fellow players, then increase it and make the missiles much more dangerous to their targets!

Additionally, we had to figure out when a missile hit would result in destruction of the target aircraft. Several previous rules iterations had missiles being so powerful that a target who fails to dodge, regardless of advantage level becomes a fireball. That just felt off, the more we played the various scenarios. So, we settled in on creating a longer-range tailing solution that would drive the target down to disadvantage and thus allow their un-dodged hit to result in a kill, just like for aircraft cannons. Think of it as transitioning from the concept of effective cannon range being the desired tailing position, to the concept of a “control zone” where you could maneuver to bring either missiles or cannons to bear based on range, angles and closure.

There are several problems with these (and in fact all of our proposed rules solutions) but we encourage the community of players to play through these rules, invent your own spin on our “House Rules” and most importantly, have fun gaming!

## 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. In an effort to generalize these missiles into the game, and to keep the rules straightforward, they are all considered “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 are represented by a “laden” marker or pilot disc punchout, but aircraft do not suffer the effects of being laden. When the missiles are fired, the laden marker is removed, and that aircraft may not launch any more air-to-air missiles.

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”

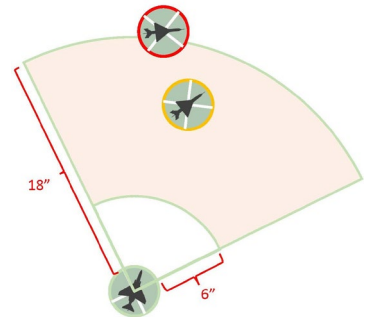
Arc: Target must be in the forward arc of the shooter.

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.



# SCENARIO PACK QUICK START SCENARIOS

## Quick Scenario Matches

Not every game needs to be a detailed, purpose-built historical scenario. The Scenarios in the Blood Red Skies starter kit and the Air Strike expansion provide a great baseline for quick pick-up games. The following are several ways to play those scenarios with aircraft from the Warlord Games collection across several parts of the Korean Conflict. Point values for scenarios are as balanced as they can be while still maintaining the historical flavor of the events.

## Scenario 1: Dogfight

**08 November 1950 – Sinuiju, Korea** – While engaged in a flak suppression mission, the F-80Cs of the 16th Fighter-Interceptor Squadron spotted a number of MiG-15s across the Yalu river. The MiGs and F-80s turned to engage each other, resulting in the claims for the first all-jet air combat and first MiG kill going to the United States Air Force.

### 16<sup>th</sup> Fighter-Interceptor Squadron – USAF

1 Squadron of 2 elements:

Element 1 and 2 each:

1 x F-80C – Pilot skill 4

1 x F-80C – Pilot skill 3

Theater Cards – Clear Skies, Low Level Haze

Doctrine Cards – Dive Away

### 139<sup>th</sup> GIAP, 64<sup>th</sup> IAK – Soviet Air Defense Force (PVO)

1 Squadron of 2 elements:

Element 1:

2 x MiG-15 – Pilot skill 3

Element 2:

1 x MiG-15 – Pilot skill 3

1 x MiG-15 – Pilot skill 2

Theater Cards – Radar Support, Heavy Flak Presence

Doctrine Cards – Top Cover

## Scenario 2: Fighter Sweep

**01 April 1952** – Already an ace from WW2, Colonel “Gabby” Gabreski commanded the 51<sup>st</sup> Fighter Interceptor Wing during the Korean Conflict. He scored his fifth jet victory in a dogfight with MiG-15s that may or may not have been north of the Yalu River.

### 51<sup>st</sup> Fighter Interceptor Wing – USAF

1 Squadron of 2 elements:

Element 1:

1 x F-86E – Pilot skill 5 – Col Gabreski

2 x F-86E – Pilot skill 3

1 x F-86E – Pilot skill 2

Element 2:

2 x F-86E – Pilot skill 2

Theater Cards – Radar Support Weather, Clear Skies

Doctrine Cards – Seasoned Pilots

### 821<sup>st</sup> IAP, 64<sup>th</sup> IAK – Soviet Air Defense Force (PVO)

1 Squadron of 2 elements:

Element 1 and 2 each:

1 x MiG-15 – Pilot skill 4

2 x MiG-15 – Pilot skill 3

Theater Cards – Home Advantage, Heavy Flak Presence

Doctrine Cards – Dive Away

## Scenario 3: Bounced!

**1 November 1950 - Korean Peninsula:** 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.

### 39<sup>th</sup> Fighter Bomber Squadron, 35<sup>th</sup> Fighter Bomber Group, 35<sup>th</sup> Fighter Bomber Wing – United States Air Force (USAF)

1 Squadron of 1 element:

1 x F-51 – Pilot skill 4

3 x F-51 – Pilot skill 3

2 x F-51 – Pilot skill 2

Theater Cards – Low Level Haze, Met Office

Doctrine Cards – Defensive Tactics

### 28<sup>th</sup> GIAP, 151<sup>st</sup> IAD, 64<sup>th</sup> IAK – Soviet Air Defense Force (PVO)

1 Squadron of 1 element:

1 x MiG-15 – Pilot skill 4

2 x MiG-15 – Pilot skill 3

Theater Cards – Clear Skies, Down Drafts

Doctrine Cards – High Altitude Performance



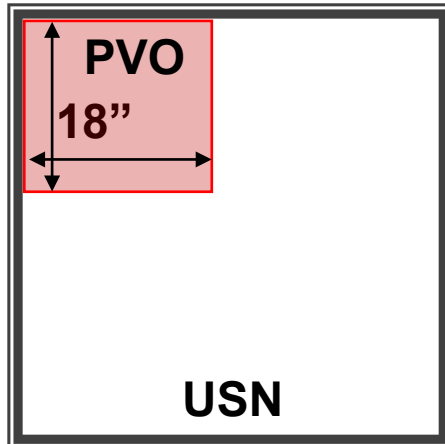
# One MiG Shy of an Ace



**Sea of Japan, 18 November 1952:** Launched in a blinding snowstorm from the USS Oriskany (CVA-34) to intercept an inbound flight of bandits, Lt. Royce Williams, USN found himself engaged with a large number of Soviet MiG-15s from their Air Defense Forces (PVO). Credited with downing four of them in the battle, Lt. Williams' actions speak to his personal bravery and the rugged reliability of the F9F-5 Panther.

## Deployment

The PVO player deploys both of their elements within their deployment zone and facing the USN table edge. The USN player deploys their fighter element anywhere on the board at least 24" from PVO aircraft. After deployment, the PVO player must play the Top Cover card on one of their elements. (designed to be played on 4'x4' table)



## Starting Advantage


Both the PVO and USN aircraft start advantaged.

## Elements

VF-781, Air Group 102, USS Oriskany (CVA-34). – United States Navy (USN)


**S1**  
**E1**

F9F



**5**

F9F



**3**

Ace Bonus – +1 Firepower

Theater Cards – Bad Weather, Superior Armament

Ace Skill Card – Comeback King

Doctrine Cards – Defensive Tactics

781<sup>st</sup> Interceptor Regiment – Soviet Air Force, Air Defense Forces (PVO)

**S1**  
**E1**

MiG-15bis



**3**

MiG-15bis



**3**

MiG-15bis



**2**

MiG-15bis



**2**

**S1**  
**E2**

MiG-15bis



**3**

MiG-15bis



**2**

MiG-15bis



**2**

Theater Cards – Storm Clouds, Supply Shortages

Doctrine Cards – Top Cover

## Special Rules

### Write-Off:

Lt Williams' courage to remain in the fight while his F9F sustained an amazing amount of damage is nothing short of amazing. As a result, it takes 5 boom chits to break Lt Williams' squadron.

### On the Perch:

The High Cover element of the PVO cannot enter the fight until the end of the turn that the USN squadron is awarded the first boom chit from cannon fire.

## Game Length

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

## Victory Conditions

Victory is achieved by driving off the opposing squadron. If both sides are driven off in the same turn, victory is determined by total number of aircraft shot down. If no aircraft are shot down and both squadrons are driven off in the same turn, then it is a draw

## Leaving the Battle

**Both Sides:**



# The Sidewinder Strikes



**Taiwan Straits, 24 September 1958:** As tensions rose and artillery duels raged across the Taiwan Straits, the Communist and Nationalist forces maneuvered for advantage in the skies above. The RoCAF had been recently equipped with the GAR-8 Sidewinder air-to-air missile, which would soon surprise the PLANAF MiGs in their altitude sanctuary and usher in the era of missile combat.

## Starting Advantage

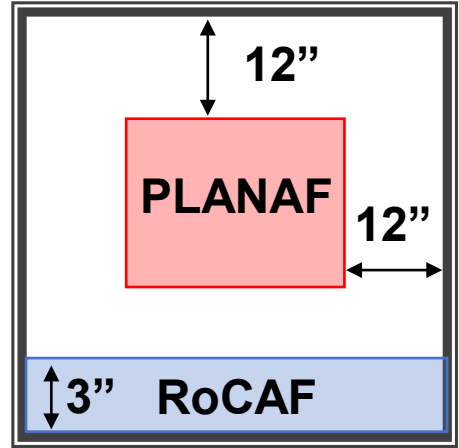
Both the PLANAF and RoCAF aircraft roll for starting advantage per the table below.

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

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

## Deployment

The RoCAF player deploys their fighter element within 3" of their table edge. The PLANAF elements then deploy at least 12" from any table edge and facing away from the RoCAF table edge. (designed to be played on 4'x4' table)



## Elements

2<sup>nd</sup> Fighter Wing, 11<sup>th</sup> Fighter Group. – Republic of China Air Force (RoCAF)

<b>S1 E1</b>	F-86F  <b>4</b>	F-86F  <b>3</b>	F-86F  <b>3</b>	F-86F  <b>2</b>
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Theater Cards – Clear Skies, Superior Armament

Doctrine Cards – Seasoned Pilots

Unknown Unit – People's Liberation Army Navy Air Force (PLANAF)

<b>S1 E1</b>	MiG-15bis  <b>4</b>	MiG-15bis  <b>3</b>	MiG-15bis  <b>2</b>	<b>S1 E2</b>	MiG-15bis  <b>3</b>	MiG-15bis  <b>3</b>	MiG-15bis  <b>2</b>
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Theater Cards – Clear Skies, Home Advantage

Doctrine Cards – High Altitude Performance

## Special Rules

### Black Magic:

The RoCAF F-86Fs are armed with GAR-8 Sidewinder missiles represented with a single Laden chit. As such they use the missile Tailing and Wingmen rules. The PLANAF MiGs do not have AAMs, and use the basic rules ranges for Tailing and Wingmen.

Use of air-to-air missiles is covered in the Scenario Pack Additional Rules on Page 2. Use of the Superior Armament card applies to missile shooting attacks as well.

## Game Length

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

## Victory Conditions

Victory is achieved by driving off the opposing squadron. If both sides are driven off in the same turn, victory is determined by total number of boom chits awarded.

## Leaving the Battle

**Both Sides:**



**+ BE / - RTB**