

Appendix D: Jet Combat Scenarios

Jet Combat is primarily designed for a dogfight between two aircraft on each side, that is, each side has a *flight* of aircraft with a *lead* aircraft and that lead aircraft's *wingman*.

SCENARIO: THE HEAD-ON INTERCEPT

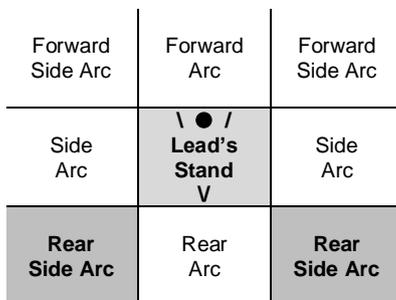
This is the standard scenario for a game. Two flights of aircraft intercept each other head-on.

The lead aircraft of each flight:

- Starts the game 30" from the other flight's lead aircraft
- Starts the game directly facing the other flight's lead aircraft
- Starts the game in Straight and Level flight at level 45 and with its wings banked level at 0 deg

Each lead's wingman:

- Starts the game anywhere in one of his lead aircraft's *Rear Side Arcs* (see diagram below)



- Starts the game no more than 9" from his lead aircraft (measured dot to dot)
- Starts the game facing the same direction as his lead aircraft
- Starts the game in Straight and Level flight at either level 44, level 45 or level 46 (player's choice) and with its wings banked level at 0 deg

The game then commences. The game lasts for 30 Game Turns (about 2½ minutes in real time). After this, all aircraft are deemed to be running low on fuel and so need to break-off and return to base. The game is then over.

To win the scenario, your flight must shoot down at least one enemy aircraft without losing any aircraft yourself. Any other result is a draw.

SCENARIO: THE BOUNCE

A friendly flight spots an enemy flight and attempts to bounce it. However, the bouncing aircraft are spotted by the other flight. The starting positions are:

The lead aircraft of the flight being bounced:

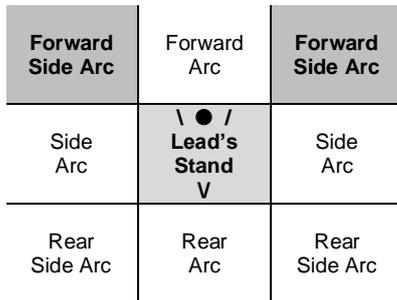
- Starts the game in Straight and Level flight at level 45 and with its wings banked level at 0 deg

His wingman:

- Starts the game anywhere in one of his lead aircraft's *Rear Side Arcs* (see the diagram above)
- Starts the game no more than 9" from his lead aircraft (measured dot to dot)
- Starts the game facing the same direction as his lead aircraft
- Starts the game in Straight and Level flight at either level 44, level 45 or level 46 (player's choice) and with its wings banked level at 0 deg

The bouncing flight's *lead* aircraft:

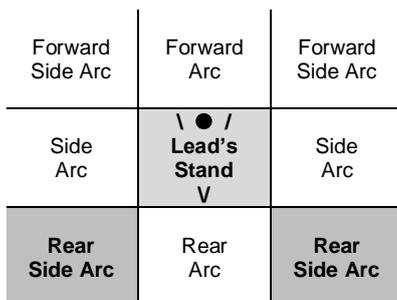
- Starts the game in one of the other flight's lead aircraft's *Forward Side Arcs* (see the diagram below)



- Starts the game 30" from that other lead aircraft
- Starts the game directly facing that other lead aircraft
- Starts the game in a Straight Dive at level 50 with its nose pointed down 45 deg and with its wings banked level at 0 deg

His *wingman*:

- Starts the game anywhere in one of his lead aircraft's *Rear Side Arcs* (see diagram below)



- Starts the game no more than 9" from his lead aircraft (measured dot to dot)
- Starts the game facing the same direction as his lead aircraft
- Starts the game in a Straight Dive at level 49, level 50 or level 51 (player's choice) and with its nose pointed down 45 deg and its wings banked level at 0 deg

The game then commences. The game lasts for 30 Game Turns (about 2½ minutes in real time). After this, all aircraft are deemed to be running low on fuel and so need to break-off and return to base. The game is then over.

To win the scenario, your flight must shoot down at least one enemy aircraft without losing any aircraft yourself. Any other result is a draw.

SCENARIO: WHO'S BETTER – YOU OR ME? ONE-ON-ONE

Players dogfight one-on-one *using the exact same type of aircraft*. First, players must agree on the aircraft that they will use. Once agreed, then the starting positions are:

- Both aircraft start the game in Straight and Level flight at level 45 and with their wings banked level at 0 deg
- Both stands start the game adjacent to and in contact with the other aircraft stand but facing the opposite direction to the other aircraft thus:



The game then commences. A player immediately wins the scenario if he shoots down his opponent without being shot down himself. Otherwise, the game lasts 30 Game Turns (about 2½ minutes in real time). After this, both aircraft are deemed to be running low on fuel and so need to break-off and return to base. The game is then over.

To state the obvious, the winner is the player that shoots down his opponent without being shot down himself. Any other result is a draw.

OTHER SCENARIOS:

For other scenarios (and pardon the pun) but the sky's the limit – two onto one; three onto two; etc, etc...

First, a couple of hypothetical World War 2 engagements:

World War 2	Two Meteors vs two Me 262's as a Head-On Intercept
World War 2	Two Meteors vs two He 162's as a Head-On Intercept

Next, some suggestions from actual engagements:

Korean War	Two F86 Sabres vs two Mig 15's as a Head-On Intercept
Korean War	Two P80 Shooting Stars vs two Mig 15's as a Head-On Intercept
Vietnam War	Two F4 Phantoms vs two Mig 17's as a Head-On Intercept
Vietnam War	Two F4 Phantoms vs two Mig 21's as a Head-On Intercept
Vietnam War	An F8 Crusader vs a Mig 17 as a Head-On Intercept
Middle East	A Mirage III vs a Hawker Hunter as a One-on-One
Middle East	Two Mirage III's vs two Mig 17's as a Head-On Intercept
Middle East	Two Mirage III's vs two Mig 21's as a Head-On Intercept
Middle East	Two Mirage III's bouncing two Mig 17's
Middle East	Two Mirage III's bouncing two Su 7's
Middle East	Two F4E Phantoms bouncing two Mig 21's
Middle East	Two F4E Phantoms vs two Mig 21's as a Head-On Intercept
India/Pakistan	Two Mirage III's bouncing two Mysteres
India/Pakistan	Two HAL Maruts vs two Mig 19's as a Head-On Intercept
India/Pakistan	Two Mig 21's vs two Mig 19's as a Head-On Intercept
Gulf of Sidra	Two F14 Tomcats bouncing two Su 22's
Falklands	Two Sea Harriers bouncing two Mirage III's
Falklands	Two Sea Harriers bouncing two A4 Skyhawks
Iran/Iraq	Two F14 Tomcats vs two Mirage F1's as a Head-On Intercept
Gulf War	Two F15's bouncing two Mirage F1's
Red Flag Exercise	An F16 bouncing an A10 (the A10 won)
Red Flag Exercise	An F16 vs an F21 (Kfir C7) as a One-on-One (the C7 won)
Red Flag Exercise	An F16 vs an F5 as a One-on-One (the F5 won)
Red Flag Exercise	An F16 vs an F18 as a One-on-One
Red Flag Exercise	An F16 vs a Tornado F3 as a One-on-One
Red Flag Exercise	Two Jaguars bouncing two F15's (the Jaguars won)
Pitch Black Exercise	Two F14 Tomcats vs two Mirage III's as a Head-On Intercept

And last, let's not forget Hollywood:

Top Gun	An F14 Tomcat vs an A4 Skyhawk as a One-on-One
Top Gun	An F14 Tomcat vs a "Mig 28" (an F5E Tiger II) as a One-on-One