

Day of the Hunter



SETTING

Date: 13 Nov 1966, 0910

Location: Near the village of Al-samu, West Bank, Jordan.

History: Mirages of No. 119 Squadron, including future ace Ran Ronan were tasked on 13 November to cover an Israeli ground-attack strike mission that had targeted PLO positions near the Israel – Jordan border. Jordanian Hawker Hunters launched to intercept the Israelis.

Conditions: *Visibility:* 16; *Sun:* Edge 4

CAB: LOW and SURFACE LOW

Clouds: *Table Clouds:* none; *Cloud Border:* none

Jordanian Orders: Achieve more victory points than the opponent. The Jordanian player is awarded an additional +2VPs for each Israeli aircraft destroyed and +4VPs for each Israeli crew captured.

Israeli Orders: Achieve more victory points than the opponent.

Game Length: No limit.

SCENARIO RULES

1. The **Mirage IIICJs** carry 2x Shafir 1 plus two large drop tanks. Drop tanks may not be released if flying at speed 5 or greater; while carrying the tanks they are *half-load*.
2. **Mirage IIICJ** radar may not detect or lock-on to lower targets and is *not* equipped with an Advanced Gunsight.
3. The engagement is over neutral territory for aircrew survival.
4. Aircraft must plot their turn and location of entry prior to play.

ROYAL JORDANIAN AIR FORCE

Elements of the No. 1 Fighter Squadron

Red Section

- 1x Hunter FGA.9 w/ *veteran* (+2) crew (Muwaffaq Salti)
 1x Hunter FGA.9 w/ *green* (+0) crew (Ihsan Shurdom)
(enter turn 1 from edge 2 or 4, any speed, TAL 3 SURFACE LOW CAB)

Blue Section

- 1x Hunter FGA.9 w/ *skilled* (+1) crew (Jasser Zayyad)
 1x Hunter FGA.9 w/ *green* (+0) crew (Farouq Abdeen)
(enter turn 3 on board edge 4, any speed, TAL 3 SURFACE LOW CAB)

VARIABLE RULES

- 1-4 **Inspired Pilot**
 One random **Hunter** crew fires guns at one skill level better but assumes ammunition depletion at one level worse.
- 5-7 **Using the Canyon**
 Three times in the course of the game any one **Hunter** that is at TAL 1 in a Canyon may declare at the start of its move that it may not be fired upon due to adept use of the canyon to mask enemy shots.
- 8-10 **Bright Future for Shurdom**
 Replace the *green* (+0) crew **Hunter** in **Red Section** (Shurdom) with a *skilled* (+1) crew.

SCENARIO RULES (continued)

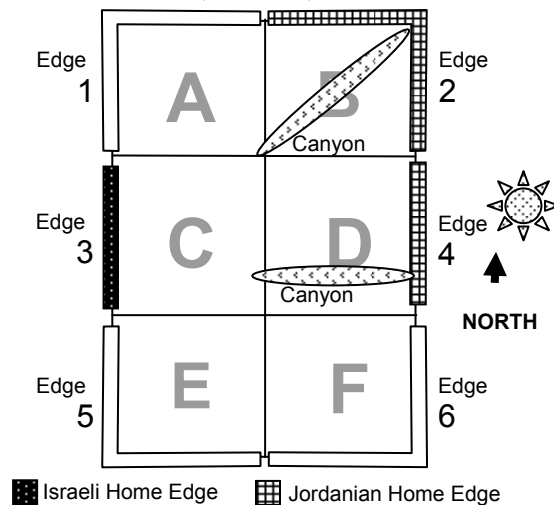
5. There are two canyons (as shown on the map) that aircraft may fly within when at TAL 1, SURFACE LOW CAB. Any aircraft in a canyon hex may only be fired upon by another aircraft within 3 hexes and also in the canyon. At the end of each move within the canyon the aircraft must pass a crew check to remain in the canyon the next turn; if failed by more than 4, the aircraft is destroyed.

AFTERMATH

The Jordanian aircrew, trained by the British RAF, skillfully approached the Israelis from low level, then climbed to intercept. After the initial interception, a furball ensued that lasted more than 5 minutes without any losses; clearly a tribute to the skill level of the pilots on both sides. Toward the end of the engagement, Ran Ronen padlocked a Hunter that was diving away piloted by Lt. Salti and followed him through several maneuvers and into a canyon heading east. Ronen eventually shot the Hunter down but later commented that the Jordanian was one of the best pilots he had ever fought. Salti ejected but was killed when his seat hit the canyon wall. Ihsan Shurdom later went on to become the Commander of the RJAF between 1983 and 1993.

SCENARIO SET-UP

(45 x 30 Hexes)



ISRAEL AIR FORCE

Elements of 119 Squadron

Ronen Element

- 1x Mirage IIICJ w/ *veteran* (+2) crew (Ran Ronen)
 1x Mirage IIICJ w/ *green* (+0) crew
(set up first in board area C, speed 4, TAL 5 LOW CAB)

VARIABLE RULES

- 1-4 **Limited Missiles**
 Remove one Shafir 1 missile from one random aircraft.
- 5-8 **Flanking Movement**
 The *veteran* (+2) **Mirage III** *must* enter from board edge 6 on turn four but may select its point of entry at the start of its move rather than having to pre-determine its location of entry before play begins.
- 9-10 **Low Fuel**
 The **Mirage IIIs** have two fewer Afterburner boxes.

Day of the Hunter

The rules below will be provided with the *STAR and PYRAMID* scenario book but are provided below for those who want to play Day of the Hunter.

Shafrir 1 IRM

Use the following Statistics for the **Shafrir 1** Infra-red Homing Missile. Note that this missile historically had a very poor reputation and hit-rate.

MISSILE TYPE	MISSILE BASE TO HIT & RANGES (MIN – MAX)			MAL-FUNCTION d10	DMG DICE d10	NOTES
	REAR TARGET	SIDE TARGET	FRONT TARGET			
Shafrir 1	7+* 3 – 10	No	No	1-4	3 / 5	No launch after Ext. Turn, any Split-S or Immelman, *8+ if shooting lower target in SURF. LOW CAB