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: *Max/Auto Visibility*: 20/5; *Sun*: Edge 4
CAB: SURFACE LOW and LOW.
Clouds: *Table Clouds:* none; *Cloud Border:* none
Jordanian Orders: Achieve more victory points than the opponent. An additional +2VP are awarded per Mirage III destroyed; if the Israeli aircrew is captured, the Jordanian player is awarded an additional +4VP.
Israeli Orders: Achieve more victory points than the opponent.
Game Length: no limit.

SCENARIO RULES

1. The **Mirage III** carry 2x Shafir I (treat as AIM-9B) 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*. They are flying in two pairs and do not all have to enter on the same turn.
2. **Mirage III** radar may not detect or lock-on to lower targets and is <u>not</u> equipped with an Advanced Gun Sight.
3. The engagement is over neutral territory for aircrew survival.
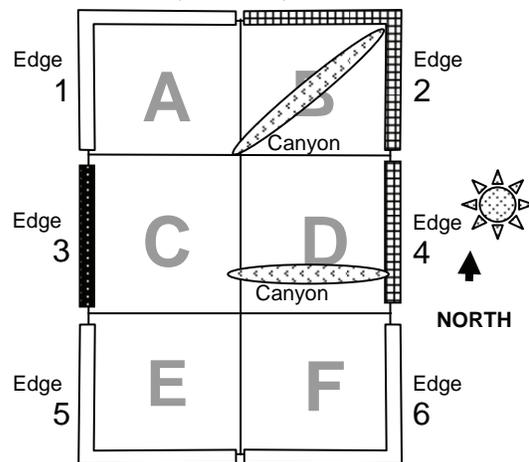
SCENARIO RULES (con't)

4. 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 an aircrew 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 eventual 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)

NORTH

⬛ Israeli Home Edge   ⊞ Jordanian Home Edge

ROYAL JORDANIAN AIR FORCE

Elements of the No. 1 Fighter Squadron

Red Section
1x Hunter FGA.9 w/ *veteran* (+2) aircrew (Muwaffaq Salti)
1x Hunter FGA.9 w/ *green* (+0) aircrew (Ihsan Shurdom)

Blue Section
1x Hunter FGA.9 w/ *skilled* (+1) aircrew (Jasser Zayyad)
1x Hunter FGA.9 w/ *green* (+0) aircrew (Farouq Abdeen)
  (enter turn 3 on board edge 4, any speed, TAL3 S. LOW CAB)

VARIABLE RULES

1-4 **Inspired Pilot**
 One random **Hunter** aircrew fires guns at one skill level better but assumes ammunition depletion at one level worse.

7-8 **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.

9-10 **Bright Future for Shurdom**
 Replace the *green* (+0) aircrew **Hunter** in *Red Section* (Shurdom) with a *skilled* (+1) aircrew.

ISRAELI AIR FORCE

Elements of 119 Squadron

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

VARIABLE RULES

1-4 **Limited Missiles**
 Remove one Shafir missile from one random aircraft.

5-8 **Flanking Movement**
 The *veteran* (+2) **Mirage III** <u>must</u> 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 III** have two fewer Afterburner boxes.