



**Map:** Kolgujev  
**Date:** December 4rd, 1980  
**Time:** 05:15 a.m.  
**Weather:** sunny; Forcast: cloudy  
**Type:** SP  
**Model:** Mini Campaign  
**Template:** Target  
**Duration:** 1h – 1,5 h  
**Player's Side:** NATO  
**Player's Unit:** Special Squad

## DEADLY SHADOWS

### MINI CAMPAIGN „DEBATES ARE OVER NOW!“ SCENARIO #1

#### SITUATION:

At the moment we have to face the fact that the Russians achieved their main goal – that is to conquer an island and to hold it against NATO forces that tried to fight against the invaders. Currently, the Russian forces are holding Kolgujev and NATO forces retreated because the politicians wanted to stop the war (hopefully in its early stages without any combat). So any major military operation which was planned in order to fight the Russians back is put on hold as long as the diplomatic debate is going on. However, NATO HQ received a message from the Resistance which is still fighting on Kolgujev. They told us that the Russians seem to plan to use Big Toys, i.e. Scud Launchers, against the remaining defenders on the island any time soon. Since we are not allowed to bring in major forces at the moment to deal with that possible threat, NATO HQ has decided to conduct a Black Operation in order to help the Resistance, to stop any further installation of Scuds there and to make sure that the Scud Launchers already in place won't work – regardless of what the Russians want to do with them.

Since this is a Black Operation and, in addition, executed while the situation is unclear on the political level, it's a risky one, because we are not covered by higher orders. If something goes wrong and the soldiers doing this operation are not able to make it home, we will not be able to help them out. In such a case NATO HQ will have to declare officially that they know nothing about such an operation and that those involved in it are no NATO soldiers but must be

Resistance fighters - for which NATO is not responsible in any way. This will be the only way to deal with upcoming problems if we want to cover the back for the diplomatic efforts to end the war as soon as possible.

## **CONCEPT OF OPERATIONS:**

Welcome folks to today's briefing. We all know about the situation - that the Russians currently hold Kolgujev and some hours ago the Resistance asked for help against the new threat. The Russian commander of the Kolgujev forces seems to kick in the next higher gear now: he has obviously ordered some Scud Launchers and is preparing them right now for a major attack against the Resistance-controlled side of the island. We have no „go-go“ for any big military operation because the politicians are doing what they can best – sitting at their tables and talk to the bad guys hoping that words will stop weapons. *(laughter in the room)*

Well, NATO HQ deduced that we can't just wait until the Scuds are wiping out what is left as a free zone on Kolgujev because this free zone controlled by the Resistance is important when the debates come to an end and we soldiers will have to deal with the situation again. When the Resistance isn't able to make a stand we have no starting point for operations on a larger scale.

So here's what operation „Deadly Shadows“ actually is about. We will bring a special squad to a small isle in the north of Kolgujev. The Russian commander has declared that he considers Kolgujev Russian territory – ignoring the fact that the fight is still going on against the „terrorists“ as they call the Resistance – and „Russian territory“ includes the air- and sea zones as well. He declared his agreement to the diplomatic efforts to end the trouble, but made clear that Kolgujev is at war – that means, any enemy force trying to cross the line – again this includes the sea around the island – is considered an attacker and will be punished accordingly. The small isle where you will start your operation is on the NATO side and known to the Russians as a NATO base for observing purposes, so any activity there won't raise an eyebrow as long as we stay on our side.

After your arrival there late in the evening, you have some time to prepare yourself. See what weapons are suited best for the things ahead and take what you need from the weapons boxes. The Russians have a copter patrol around Kolgujev and this means they watch out for any unusual activities on that isle too, so try to give them the impression you are the new observer unit doing your regular job there - no more, no less.

Operation Deadly Shadows starts the next morning at 0515 a.m.. You will find a Russian patrol boat at the west side of the isle in a place where the heli can't see it – or so we hope – and this will help you to cross the water unseen. It's important that you wait for the best time to start the operation, so it would be a good idea to wait until the Russian helicopter shows up. When he's continuing the patrol it will give you a time slot in which you can cross the water. Be careful though, the sea around Kolgujev might have patrol boats as well – the intelligence officer will give you further information later. The operation is supported by the Resistance which holds roughly the west half of Kolgujev (draw a line on your map from coordinates Df37 to Ga57; this will give you a rough impression of the border between the Resistance/Russian influence zones). The Resistance still owns a fort as a base and observation point which is situated within the Russian sector (coordination Fd47). Since the local Resistance leader there wasn't satisfied with the official answer to his request for help, we are a bit worried that he could attack the Russian Scud base by himself. This would not be helpful and we did the best we could to convince him it would be better to wait for the outcome of „Deadly Shadows“, but he seems to be really nervous and eager to take the fight back to the Russians, so we can only hope that he doesn't start anything on his own before you are back home.

Resistance fighters will light several fires at the shore of Kolgujev so you can locate a safe landing zone for your boat. We don't know where this zone actually is but we are said that the fires will be somewhere in the coordinate sector C-D, so look out carefully at the dark horizon. If

you miss this point you could land in the russian sector and that wouldn't be a good starting point for your operation. So, when you made it across the water to the mentioned fire signs land your boat and make sure it is safe on the beach – it will be your only ticket back home! More fires should be visible from the position then leading you on a hill and to coordinates Cj42. This will be a meeting place with a Blackhawk that will pick you up and fly you to the Resistance fort. The Blackhawk is bringing supply stuff to the fort on a regular basis and stays on the Resistance side, so the Russians know about its presence from earlier supply raids – this will be a good opportunity to bring you closer to the action without taking the risk that you run into russian patrols on the island. Once you are there, you can use ammo and weapon storages because the Resistance is supplied with western stuff. Then it's entirely up to you.

The Scuds are located in a base at Gc39 and your task is to get in there silently and avoiding any enemy contact as long as possible. When you reach the destination area, destroy the Scud Launchers you'll find there and head back to the Resistance fort. Wait for the Blackhawk who will pick you up as before and then disembark at Cj42 again. From there make your way down the hill to your boat and move back to the small isle where you came from. The textbook approach would be that you sneak in, destroy the launchers and make it back home without fighting and still under the cover of the night, so noone will know that you were there. I know that this is the ideal situation and that plans never survive the first encounter with the enemy as Erwin Rommel said, but I must stress the fact that you are completely on your own on this trip! If someone is wounded or killed, you are in serious trouble when the Russians find you. If you suffer casualties, make sure noone can ever find the bodies and if you are wounded so seriously that you can't make it to the base again, at least try to get back on the resistance controlled side of the island, perhaps we get a chance to get you out there later..

So, now listen carefully to the Intel Officer, the information could save your butt!

## **INTELLIGENCE:**

Ok, gentlemen, your commander already told you this is a high wire act because of the difficult political situation. The russian commander declared the air and sea as russian territory and as far as we know, he has some patrol boats around Kolgujev in addition to the copter patrol. We don't know where the exact patrol paths of these units are, so scan the horizon when you cross the water. The Scuds are prepared in a base which is protected of course, but we don't know anything about the strength of the Russian forces there. Resistance information is talking about armor, and patrols all over the island, but we can't really copy that because we have no aircraft over the island to check that out. The Resistance fort is the operational base of some good armed soldiers and they have a M60 tank that is helping them to hold the base – it was given to them by NATO HQ in an earlier battle, so it doesn't belong to us anymore and is completely under resistance command. Prepare yourself for some serious trouble when you try to play the boss, those fighters are very self-confident and this may lead to an early attack as the commander just said. The local resistance commander promised us that they will wait with any operation until you are back or it's clear that the operation failed. So don't take too much time or you could end up between a furious Russian/Resistance fight! It is planned that you use the cover of the night as long as possible, so if you speed up, you could be home at sunrise, but that of course runs isn't recommended over a careful step by step approach. On the other hand, if you take more time to prepare for a safe walk, this could prove to take too long and you could find yourself on enemy territory when the sun appears and this would deprive you off the best help you have – invisibility! One last point – keep in mind that the water current is flowing from West to East, so steer your boat accordingly some degree to the West, otherwise you'll likely miss the fires and get probably too close to enemy territory.

## MISSION NOTES

This mission is part of the Mini Campaign „Debates are over now “ and so you should play it in correct, numbered order – this is the starting scenario. Generally you are free to play this mission as you like and there's nothing that forces you to obey the instructions of your commander, but since the HFC missions are always created with real military structures in mind, this would be a very strange behaviour for the squad you are supposed to lead in this mission. The commander told you how the NATO HQ has planned the operation and you should try to stay as close to your orders as possible. Nothing will be a real game breaker, although you could probably miss some of the atmosphere that is achieved by this mission where I tried to give you some big picture while you are on your way from A – B. It's very important to know that without a way back to your NATO isle – i.e. a vehicle to carry you there - you can't complete the mission, so make sure your boat can't be found by enemies or is lost in another way since the only other vehicle able to cross the water is the Blackhawk. The fires that are lit by the Resistance are an important help to find a safe landing zone once you crossed the water. You know the rough coordinations where to expect these fires, but keep in mind that the water has a current as the Intel Officer said! The weapons and ammo boxes the commander spoke about are to be found near the tent on the isle where you start.

*Mission created/story written by Andreas Ludwig (HFC)*

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For more information and more extensively playtested missions visit the HFC at:



Please feel free to join us in our forum to talk about this WarSim!

PS: In order to play our missions, please create a **player profile** named „HFC“ which allows you to play all HFC-missions.

The standard setting of our missions is the „**Veteran**“ difficulty level. All missions were designed for and playtested on this level. Your gaming experience may vary when using easier difficulty settings.