



**Map:** Kolgujev  
**Date:** January 10<sup>th</sup>, 1981  
**Time:** 6:30 a.m.  
**Weather:** sunny; Forecast: stormy  
**Type:** SP  
**Model:** Mini Campaign  
**Template:** Defender  
**Duration:** appr. 15 min  
**Player's Side:** Resistance  
**Player's Unit:** Heavy Squad

**STAND  
FAST!**

## **MINI CAMPAIGN „DEBATES ARE OVER NOW!“ SCENARIO #2**

### **SITUATION:**

After the NATO operation „Deadly Shadows“ (HFC-SP-01a) that was aimed at destroying the Scud Launchers at a Russian camp, the Russians are eager to wipe out any Resistance on Kolgujev. Since the Russians believed that their camp was attacked by Resistance fighters and not by NATO commandos, the Russian commander on Kolgujev can't take this chance as an opportunity to attack NATO bases. He is still forced to play the game of politics but that doesn't protect the „Terrorists“ i.e. the freedom fighters who still hold half the Island.

### **CONCEPT OF OPERATIONS:**

**ALARM!!!!** Shake a leg, you tired sons of a bitch! Sleep is over for you, in 2 minutes I'll see everybody outside with weapons ready!

We got a warning that the fuckin' Russians are on the way, so keep movin' and prepare yourself for the fight. This camp must be held, we are alone, I asked for some tank- and infantry support, but we don't know how long they need to get here, how close the enemy already is and how strong

the attacking force is.

Go,go, go and pray that we can stand fast!

## INTELLIGENCE:

No time for any detailed information...the enemy is at the gates already!

## MISSION NOTES

You are supposed to be one of the Resistance fighters who helped the Commando units in mission HFC-SP-01a. Seems that the Russians are angry about the success of this mission, but because they think it was done by the Resistance, they are after you now! When you start the mission, you'll hear the alarm and everybody who was asleep is out and ready now - or so you hope. You are the leader of a squad and you can do whatever you think to be appropriate for fighting back the enemy. The commander of the fort called for amored support and for some more soldiers who are stationed in a city some km's away – so at least there's some hope that they will help you with the things to come. Try to use some of the fortresses and MG-stands that are around the camp. It's night, but your comrades lit some fires to illuminate the area, so no enemies can get too close without being noticed. The camp has lookout towers, use them to scan the horizon, for you don't know where the enemy will come from.

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

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.