



Map: Nogova
Date: August 10th, 1982
Time: 5:55 a.m.
Weather: sunny; Forcast: sunny
Type: SP
Model: Mini Campaign
Template: Target
Duration: appr. 30 min
Player's Side: Russian
Player's Unit: T80 Platoon

NO BRIDGE TOO FAR

MINI CAMPAIGN „A HOUSE DIVIDED“ SCENARIO #1

SITUATION:

The Russian invasion is going very well so far, but Nogova is still a „A House Divided“ because neither the NATO nor the Russian military could conquer the whole island and so the situation is unsatisfying for both sides. The Russian control zone is the East side of the island and the NATO controls the whole West side – there's a land connection in the North which is of no real use for military purposes due to difficult terrain - and a large bridge between the East and West sides. Therefore, this bridge is of major strategic importance. It is easy to defend and difficult to cross and it wasn't tried yet because of that – until now!

CONCEPT OF OPERATIONS:

Comrades, we are in the second year of the liberation of the enslaved people living on these islands now and so far we can say we are achieving our noble goals. NATO forces are retreating on several fronts and we are given the order by Moscow to make sure that the situation here on Nogova changes as soon as possible. We know that Freedom Alliance fighters are supported by the NATO and this makes allows them to attack our comrades from time to time. They are terrorists trying to stop the liberation of their own folks and we have to deal with that – but later. We are given the order to be the spearhead of a major operation to conquer the west side of this

island and it is an honour that we were considered the ones who are able to do that.

So here's what will start in a few days:

The objective is to capture the bridge at Davle (coordinates Gd65), to break through any defenses and to reach Vidlakov (coordinates Dd72) with armored forces and infantry. Vidlakov is of major strategic importance because we can control the sea from there and use it for further operations to get a hold on the west side of Nogova. The operation is done according to a strict joined forces attack, so we have to make sure that our tanks break through the defenses we have to expect at the bridge in time – because Heavy Infantry is following us in trucks and they expect the bridge to be crossable once they get there, so they can push the attack forwards. Once we are on the enemy side, we have advance and deal with some Tanks which are stationed near Vidlakov. We don't know whether the NATO is also preparing for an attack on our side or just doing normal maneuvers, but that doesn't matter.

Your order is a) to take the bridge and to clear it can be used by our Infantry, b) to destroy any tanks you encounter and c) to make your way to Vidlakov and eliminate any defenders there – this is a no quarter operation because we believe that there are Freedom Alliance fighters deployed. We will have to give them a clear sign what they will have to expect when they don't surrender. Think about your comrades who died in those cowardly attacks by the FA... Once the city is cleared, we can bring in troops for the next attacks.

You are starting in Lany (coordination Ib67) where we already have our T80 platoon in place. This coordinate is the meeting point for any troops following you. You are the iron fist in this attack and you must capture the bridge because we can't take it with infantry alone, since that would be too costly. For your support, Repair Trucks will be waiting at Lany coming from Lipany camp (coordination le75) and a Mi-17 Hip is able to bring in a medical team whenever there's the need for calling them. We expect some trouble at the bridge, so use the support that is given to you! Now some informations what to expect there by our Intel Officer – you have the word, comrade Ivanowitsch!

INTELLIGENCE:

Thank you – well, what we know about the bridge is that NATO knows of course about its strategic value, but over the last few days they replaced the troops on duty there. It seems that something is planned and our Intel Office is convinced that the NATO is trying to take over the whole island in the very near future – so this operation is stealing them a march on and is justified by this fact alone. We know about normal infantry troops at the bridge and although that may rise some questions, we think NATO is convinced that the bridge can be held by them alone, which could be true, since it's rather easy to defend a one way corridor. It's vital that you don't let them pin you on the bridge, so cross the bridge as fast as you can and take the fight over to their side. That gives you more room for maneuver and this is important because tanks stationed in a camp nearby – we think they are in Petrovice (coordintaion Db60), but we are not sure – could be at the bridge really fast. This is also the reason why NATO HQ seems to think the bridge is well protected with infantry because they can call in tanks rather quickly, should more firepower really be required. We don't know anything about the forces in Vidlakov, but we suspect Resistance there, because the last attacks by the „Freedom Alliance“ all took place in the area near the bridge. There could be one of their camps on the NATO side.

Good luck comrades!

MISSION NOTES

You start with your tank platoon in Lany and all other troops joining you in this attack are on the way. Timing is crucial in this scenario, because if you don't make it over to the bridge before the trucks with the infantry arrive, they will likely get in serious trouble - for they are not really prepared for a bridge fight. Make at least sure that you are there in time so the Trucks are not faster than your tanks, because then they will cross the bridge and this means running straight into heavy enemy fire and you won't help them much when coming in too late. The mission is planned as a joint operation, so you'll need the infantry to take Vidlakov unless you want to leave your tanks to clear the city – something tank crews don't like, of course. So success depends on time: get your platoon ready for the action, and don't bother with the helicopter roaring over your head or the other vehicles – they are all preparing for the fight to come, but you are the spearhead, so keep moving and make your way to the bridge. If the fight goes badly for you and it takes more time to take the bridge, protect the trucks with your comrades and help them to survive. They are smart enough to not just sit there, but their job is to take Vidlakov – not the bridge. When you made it over the bridge, consider calling in the repair truck and/or the medic team in the copter, so you are ready to take the city. But have in mind that it will take some time until they can support you and the operation won't stop - if you are simply waiting at the bridge for medic or repair, you can't give support to the infantry which will then already try to clear the city alone – and as Intel said, you don't know what they will face there.

Bridges are somewhat difficult sometimes in OFP, so use the column formation to have your platoon in one line before you move on the bridge. Try to move your tank in the center of the bridge, so the other tanks follow you on this ideal line. If you drive too sloppy, or too fast, they can easily come to a dead stop because of the lanterns on the bridge. So be careful, because a dead stop on the bridge could give your enemies the necessary edge in the battle to screw up the operation.

So, this is a mission in which you should learn to think ahead and to do ones' job in a combined operation under some time pressure. Due to the different orders of the AI – enemy and friendly – and the open style combat environment, you can expect many different situations when you play this mission, so play it often to see what happens.

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.