



Map: Nogova
Date: August 10th, 1982
Time: 1:30 p.m.
Weather: sunny; Forecast: cloudy
Type: SP
Model: Mini Campaign
Template: Target
Duration: appr. 1 hour
Player's Side: Russian
Player's Unit: Heavy Squad

ISLAND BLOCKADE

MINI CAMPAIGN „A HOUSE DIVIDED“ SCENARIO #2

SITUATION:

The US captured an island north of Nogova and started to build a base there. This base is crucial for controlling the northern part of Nogova and we must destroy it before they finished the construction and before they send more troops. It is only a small outpost so far, but once they finished their work, they surely will launch massive attacks from this base. Luckily, they didn't attack the smaller eastern island but isolated the russian village by blocking the only bridge to the main island. We can use this village as an insertion point for launching an attack on the main island and the US base.

CONCEPT OF OPERATIONS:

You and your heavy squad will be inserted in the isolated russian village on the eastern island (ib 01). You are expected to destroy a Vulcan tank in the US base camp which is a threat to our air units. Whether you destroy the tank with your AT weapons or want to take some satchel charges is your choice. You can supply yourself with all kinds of weapons in this village. If you decide not to take satchel charges and then decide you need them, you can try to supply yourself with US weapons in the US base camp later. Intelligence suspects a major arms and weapons storage there. A nearby hill will provide a good overview if you want to check out the situation first.

Your first task is to cross the bridge. It will be guarded by a US tank. Once you crossed the bridge, search for the US base camp. It is located in the southern central part of the main island (*hf03*). You will be guided there by GPS. Destroy the Vulcan tank and neutralize the US troops located there.

Finally, you can exit the island with a russian helicopter captured by the US troops. You will find it on a hill at the western end of the main island (*Gi01*). If you encounter any more soldiers while getting there, you are free to neutralize them, too. After reaching the helicopter, leave the island and report back to russian HQs at the city of Trosky (*Gd26*).

INTELLIGENCE:

We don't know how heavily the US defend their island base. They are waiting for reinforcements, but these haven't arrived yet. This is why we have to strike now, before they fortify the island.

A tank guards the bridge to the main island. Type of tank is unknown; this is why we supply you with a heavy squad. We suspect that more US tanks or vehicles patrol on the main island.

Strength of base camp outpost is unknown. They hide one Vulcan tank there, but we don't know the number of men who are building up the base camp right now. More men are suspected to patrol the island, but they don't expect an attack so far, so they might be somewhat careless.

Intelligence suspects (unconfirmed) enemy activities at the deserted warehouses (*ha02*) and the farmhouses nearby.

MISSION NOTES

Once you destroyed this tank, we strongly recommend to order a „Column“ formation for crossing the bridge because your men will tend to search the sea and banks (and finally drown there) if you leave them in a different formation.

Mission created / story written by Denny Koch (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.