



Map: Nogova
Date: May 10th, 1983
Time: 2:30 a.m.
Weather: cloudy; Forcast: cloudy
Type: SP
Model: Mini Campaign
Template: Defender
Duration: appr. 15 minutes
Player's Side: Russian
Player's Unit: Heavy Squad

IT'S RAINING MEN

MINI CAMPAIGN „A HOUSE DIVIDED“ SCENARIO #3

SITUATION:

In the last year, the Russians were successful in taking the bridge on Nogova island and could establish a strong position in Valdikov. They are preparing for their next attacks against the remaining NATO forces now and hope to wipe out any regular forces as well as the Freedom Alliance fighters who were protected by NATO forces. The Resistance used the NATO sector as a base for guerilla attacks on the Russians. But there are rumors that NATO plans counterattacks in the days to come.

CONCEPT OF OPERATIONS:

Folks, it seems that the NATO can't accept that we are on the road to victory. We learned that there's something planned for the next days or weeks by the west forces, but we don't know what and where. So anybody out on patrol - be on the alert! We have set both lighthouses to work from now on, so enjoy the lightshow on the night patrols and watch out. Anything unusual - report immediately to me! There are some Spetznaz troops in Vidlakov who will take part in an operation next week, so if something happens they will support us. Nothing to worry about, though - just keep up the good work we are doing here.

INTELLIGENCE:

As the commander said, we know there's something going to happen, but we have no idea when, what or where. So everybody should be prepared to deal with trouble no matter what that may be.

MISSION NOTES

You are the leader of a unit on regular patrol service. Your job is to secure the city. Nothing happened for the last months after August 10th, 1982 which was when the city was taken over by your russian comrades (story told in HFC-SP-02a „No Bridge Too Far“). It's night, although (as the commander said), he ordered to set both lighthouses to work, so they will illuminate the area. Since you are on a normal patrol, nothing is actually known about any enemy activities except some rumors. The lightshow hopefully will make Vidlakov a bad choice for any night attacks, because you don't have night goggles (they would be useless anyway because of the light). Look around when you start, there's a medic tent in your area as well as some weapon boxes, perhaps it's good to know where to find these things in case something 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.