



Map: Nogova
Date: May 11th, 1983
Time: 12:30 a.m.
Weather: cloudy; Forcast: cloudy
Type: SP
Model: Mini Campaign
Template: Target
Duration: appr. 15 minutes
Player's Side: NATO
Player's Unit: Pilot

EAGLE'S DAY

MINI CAMPAIGN „A HOUSE DIVIDED“ SCENARIO #4

SITUATION:

WP forces established a strong position on the west side on Nogova island and hope to gain control over the whole island in the near future. Attacks are planned and so NATO HQ has to do something in order to prevent further terrain losses on Nogova. After an unsuccessful attempt to recapture a city (story told in HFC-SP-02c „It's raining men“), NATO HQ ordered an attack on a smaller island in the north of Nogova where the Russians also forced west forces to retreat (story told in HFC-SP-02b „Island Blockade“) and which is obviously used as a base for Scud Launchers now to support further attacks on the west side of Nogova.

CONCEPT OF OPERATIONS:

Gentlemen, as you know our paratrooper attack on Vidlakov yesterday didn't go as good as we hoped and the city is still under Russian control. We will deal with that problem in the near future, but NATO HQ gave us the order to fly an immediate attack on the small island we lost to the Russians in August last year. This is to make clear to the Russians that we won't stop punching back hard and, even more importantly, it's to destroy the Scud base that was established there – we won't wait until those missiles hit the ground anywhere near us. So, prepare yourself and be

ready to take off at 12:30 p.m.. We are sending in 3 A10 Thunderbolts, I suppose that's enough to get the job done. I expect you to pulverize the Scud base there and then head back – if you have the opportunity to do a bit more damage I wouldn't mind, so this is up to you. Intel will give you now details on what we know about the defenses, which might be tough, so no hero attitudes, folks!

INTELLIGENCE:

I'll make this short, since it's a short trip for you anyway, isn't it? (*grinning pilots in the room*)
Ok, the Russians try to build a major Scud base there but they are not ready with it yet and therefore you certainly have to face some AA defenses, but nothing you couldn't deal with, I'd say. The small isle has some trained troops as ground defense against any beach landings and some MG positions, but unless you don't let them hit you with an Anti-Air missile this is nothing you should worry about. But there's a Shilka on the island as well, so this will be the thing to keep an eye on or better send some missiles down to make 'em smile. Seriously folks, you know about the firepower of the russian Shilkas and the trained gunners the Russians have – they are able to make your flight a rough one, so be careful on your raid. Anything else there is normal troops, some patrol boats and trucks between the two sides of the isle. The weather is fine and we expect it won't change the whole day, so enjoy your flight. Good luck!

MISSION NOTES

This is a mission for trained jet pilots, you're quick into the action since the target island is not that far away and you must know how to handle the Thunderbolts and to coordinate air attacks with your wingmen. It's possible to make the trip to the target, destroy anything on the island and then to head back with no losses and even with full armor protection, but this is something only skilled pilots can hope for. As long as you are making it home and the Scuds are destroyed, consider this a success. Take off and have fun!

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.