



**Map:** Kolgujev  
**Date:** October 8th , 1984  
**Time:** 5:30 a.m.  
**Weather:** rainy; Forecast: sunny  
**Type:** SP  
**Model:** Mini Campaign  
**Template:** Target  
**Duration:** appr. 30 minutes  
**Player's Side:** Russian  
**Player's Unit:** Spetznaz Leader

## TAKE'EM BY SURPRISE

### MINI CAMPAIGN „REVOLT AGAINST PEACE“ SCENARIO #2

#### SITUATION:

The Russian military has achieved complete control over Kolgujev and life starts to go normally again since the people living on Kolgujev accept their new freedom now – in the limits healthy for them. There are several military bases all over the island and the only distraction from peace are guerilla attacks by terrorists calling themselves „Freedom Alliance“. These terrorists hide in the woods and get supply, weapons and ammo from the NATO, although the WP tries to control all harbors and the coasts, but sometimes they get through so the cowardly attacks on Russian troops won't stop until the Resistance is completely eliminated.

#### CONCEPT OF OPERATIONS:

Comrades, we are going to do something against the annoying attacks by the FA the next days and that's why you - as our best trained troops - are here. There was a major attack on one of our convoys in August this year (story told in HFC -SP-03a „Watching Wings“), some of you may have heard about that. The FA didn't do anything for some months and some of the generals already thought that they obviously retreated from Kolgujev, but I never believed in that. These folks are fanatics and fanatics don't simply disappear, they have to be exterminated and that's what I see as my duty as the commanding officer of the Kolgujev troops. So we'll bring you to our camp at the

west coast of the island (coordination Cb56) in two days and that will be your starting point for a hunt in the hills.

Our Intelligence got reliable information that the FA fighters responsible for the attack on our convoy in Montignac on Everon have their base camp on an island in the north of Kolgujev (coordination B0). There they obviously getting combat training by NATO special forces and have a resting and planning place for further attacks on us. On October, 8<sup>th</sup> you'll be part of an operation that hopefully will take those bastards by surprise. We know that the whole island is one big resistance camp so to say and they have done anything they could to survive there. In addition, they hope we are not used to the terrain there, so they are save from attacks. We will show them how wrong they are. I'll send a special forces troop of 12 Spetsnaz to that island covered by a troop of 10 Grenadiers. The Grenadiers are only there to cover your arrival, because they are not as trained as you are and they would be in a disadvantage in the hills when faced with hidden FA fighters and ambushes. They bring the firepower to pin anything down that is between you and your landing zone and after the area is cleared, they head back to the camp. We hope that FA observers will misinterpret the whole operation as one strafing hit against the island. When we seem to be done with that attack and don't follow them into the deeper areas of the island, they hopefully will think we have left the place. But you will be there and you'll start your hunt...

The Operation goes like this: You start with a Mi-17 together with the Grenadiers using a Hind and make it over to the island. The landing zone is at Bc13 where we expect some defenses, but nothing really tough because the real defense lines are in the hills, as I already mentioned. After your landing – this can be a paradrop or simply be a hot landing with the copter – your choice -, you'll fight together with the Grenadiers until any enemy is killed or has retreated and the area is save. After some time, the Grenadiers will get back to the camp while you hide in the near woods. When you think it's time, make your way to the north of the island. In some of the small and often destroyed towns inthe northern hills we suspect the FA HQ. After you killed anything that even remotely looks like a NATO or FA fighter, you will leave the island and make it back to the camp where I expect immediate report about a successful operation. This has to be a merciless attack on them, so they learn their lesson well!

Any questions? Good, what kind of information can we give them, Comrade Golowitsch?

## **INTELLIGENCE:**

Nothing you didn't mention already. We don't know how the defenses are and what kind of support they have there. There's nothing known about AA because this would be too obvious and easy to detect, so we expect only strong and clever trenches, bunkers etc.. with usual infantry equipment. But you could run into NATO troops as well, working there as trainers, so it could become really funny. But these men are Spetsnaz, so nothing they couldn't deal with... (*applause in the room*)

## **MISSION NOTES**

This mission gives the player control over a troop of 12 Spetsnaz and it's up to him how to achieve the goal. You can make a paradrop over the landing zone while the Grenadiers will land and go for the enemy, so that will give you the opportunity to add some surprise effect for the enemy. To do this, just order your folks to eject when the copter is over the area, but make sure the pilot stays in the heli, otherwise he ejects too and the copter will crash – giving you no hope to make it back to the camp. You can decide to be the pilot yourself, or you enjoy the flight as a passenger while giving your pilot the commands to move to the next waypoint when you take off at your base camp. The paradrop can be made whether you are the pilot or a passenger, but make sure that the copter is not flying too low when you jump, otherwise a paradrop could cost you some men. You can also make a hot landing right into the action as the Grenadiers do which are supporting you, but no matter what you do, make sure that your Mi-17 is not destroyed, that's your only ticket

back home. There's another heli – the Mi-24 Hind -, but it is not for transports and the pilot of the Hind will bring his comrades back to the camp after he's sure you made it to the ground and the area is cleared. How you use the Mi17 is also up to you, it can give you supporting fire from the sky and is able to do a lot of damage due to its load of missiles, but this will also be a good chance to lose it, or you use it as a quick way out of trouble, giving the pilot a waiting order in a save place until you call him in – how you use the copter should depend on the situation.

At the start of the mission, it will be very early in the morning and it's dark, so don't command your troop to use the wrong copter! If you take the Hind, the Grenadiers will not give you any support because they won't use the Mi-17, so stay close to your orders. At the gate of the camp there's a fire where you can find more weapons, if you want something different than your default weapons. There's some time to choose from the boxes but not too much time, so if you take too long it could mean you lose the surprise effect on the enemy or the Grenadiers are defeated before you are even there! This is a joint operation, so help them that they can help you. Good hunting!

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

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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.