



**Map:** Nogova  
**Date:** May, 10<sup>th</sup> 1985  
**Time:** 05:15 p.m.  
**Weather:** sunny; Forcast: sunny  
**Type:** SP  
**Model:** Battle Study  
**Template:** Target  
**Duration:** approx. 25 minutes  
**Player's Side:** Russian  
**Player's Unit:** Squad Leader (Heavy Squad)

## LITTLE MT. CASSINO

### „LITTLE CASSINO BATTLE STUDY“\*

\* Please read mission notes

#### SITUATION:

Although at the moment there are no attacks to be expected from the other side of the island, there's still the need to watch the borders for a quick reaction if something unusual takes place. The hill we use as a lookout tower is well prepared for this and also for any enemy activity that might occur in the future. The hill allows to look over a considerable range of area both on our side as well as on the western side of the river and there is only one way to attack the rock. The north side of the island is well protected with heavy tank barriers and strong fortresses, so nobody will come from this side. The river is a natural barrier and could only be crossed with boats, that will nonetheless end up at the stones at the feet of the hill and so infantry always has to take one specific way to the top. Both things are unlikely to happen, because any NATO observers will already know about our MG positions and defense structure. What could happen is an air attack, but even this would easily be warded off and without any ground units the NATO can't take any advantage of such an air attack – and the loss of men will keep them away when there's no chance to really take the position anyway. The war will end with Russians all over the islands and the NATO will retreat – as they did from this side of Nogova in the early stages of the conflict.

## CONCEPT OF OPERATIONS:

I will make this short for you guys, so here's today's order for your unit. You are the relief for your comrades on duty on the observation hill and you'll stay there for the week to come until you get your 5 days free time – thanks to our beloved General Guba who said that since you fought bravely for this island and it is still in our hands, you deserve some relaxation. But before this I don't allow any weakness in our military structure. That means I know that nothing will happen, but I expect you to be prepared anyway and to show some strength to the observers on the other side – so they have something to tell their commanders. Strength will keep peace here, it's that simple.

Just in case, here's what to do, *when and if* something unusual happens – report back to me immediately and if actually any enemy forces show up: hold the position until you get further orders from me. You are not allowed to retreat without the command to do so. In case of an ordered retreat you will move to our main base in Trosky from where we can start with anything needed to deal with the situation. This „Case Red“ - which is the code word for telling HQ that enemy forces are crossing the borders – will not happen on your last days before your free time I am sure, but stay aware.

Any news for the guys, Comrade Kowalowitsch?

## INTELLIGENCE:

No comrades, nothing new since yesterday or last week. There are observers on the NATO side and they do what they should do – observe our side. We don't know about any enemy activities on Nogova, besides some reported Resistance forces regrouping, so we suppose that the battles on the other islands are using up all military power the NATO can bring in at the moment – so we are not in any danger. Enjoy your stay at the rock and don't let the peasants fool you with their forks (hahaha) - „Resistance“ - a bunch of old farmers they are (hahaha).

## \* MISSION NOTES

As this is part of the „**Little Cassino Battle Study**“, you – the player – will face the situation from different perspectives – starting with being a Russian Squad Leader at the hill known to the Resistance as Little Mt. Cassino, then being a Resistance Squad Leader attacking this same Russian squad („**Cassino Assault**“) and being a pilot in the air full of bullets above of them both („**Raid on Mt. Cassino**“).

What the commander said about a possible retreat order will have to be „translated“ into the games messages, that is when you get the „Objective complete“ message, consider it the answer of your commander to a call from one of your soldiers on duty. It will appear when the commander considers a retreat the better option and because you don't know what the actual target in this mission is, you can't just wait for it. You shouldn't spoil your fun and therefore avoid looking into „Units“ in the editor, so you actually don't know who or what your target is. If the retreat order is given, take your Ural located at the little church and move back to Trosky. The interesting point with this mission is, that after you eliminated the target and you are allowed to retreat, the mission points will likely be different any time you play. The insertion point is placed in a way that parts of your squad are behind the low walls of the ruin on the rock, so it can be a bit tricky to order them around to open ground when you want to retreat. Because the target is just a part of the enemy forces, the situation dealt with will often be that you are free to retreat while the enemy is still fighting against you. Here's where your personal choice comes in: do you run quickly to your truck with just the men with you, or even alone, leaving the

battlefield and leaving the rest of your men behind, or do you try to order them around the walls, fight with them all the way to the truck so everybody makes it home alive? The first way will increase your chances to escape, but you'll end with low points and low points would be translated into getting trouble with your commander when someone tells him you left your men behind. So no free time and leave for you then. If you try to get everybody out there, this could become a tough ride home then – so what will you do?

*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.