



**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. 10 minutes  
**Player's Side:** Resistance  
**Player's Unit:** Squad Leader / Camel Pilot

# CASSINO ASSAULT / RAID ON MT. CASSINO

## „LITTLE CASSINO BATTLE STUDY“\*

\* Please read mission notes

### SITUATION:

NATO has informed us that they are starting an attack to recapture the part of Nogova that was taken over by Russian forces since the start of the war. They tried to keep us out of this important event, which is hopefully bringing back freedom to our loved ones living behind the Russian lines, because they thought we were of no help here. Resistance leadership has talked with the NATO HQ and made it crystal clear though that we won't just wait, but we'll fight for our families on the other side of the frontline no matter what the chances are. So after heavy debates NATO HQ agreed that we support the NATO forces to the best of our abilities. The Russians don't expect any serious trouble as far as we can tell at the moment, so we have good chances for a major surprise attack. Our part is to deal with the rock that the Russians use as a natural lookout tower over the whole area at location XXX. The forces which are doing their job there feel pretty save, because the rock is difficult to attack due to its obvious height advantage

and for the only way to attack it with ground forces is from the South (?). We don't have access to the other directions as the Russians have heavy defense lines in the North, so the NATO forces must go over the bridge to establish a bridgehead on the enemy side of the island from where they can start the attack on the rock then. The west is of no use here either, because of the river, so any amphibious assault would certainly end in a disaster. After the rock is taken NATO forces will be able to move on to free the island of the Russian occupation.

## **CONCEPT OF OPERATIONS:**

Ok, gentlemen, now you are informed about the overall situation and I'll tell you what to expect from the hours to come. We are at an important point in the war because many of you who have fought in the ranks of the Resistance against the Russians have their family behind the Russian lines and we hope to break thru this evening. Now is the chance to fight for them and actually try to free them from the Russians, this time war really has a personal face for many of you here.

We are trying to take the rock which some of you already know by its nickname „Little Mt. Cassino“ and indeed it was a well chosen name because this location is similar to famous Monte Cassino in WWII. At that time the Germans had a really tough nut for the Allies to crack since the monastery on the hill was perfect for spotting any enemies very early in their approach so they could prepare any defense operations very effectively and the hill was a natural defense position itself. Let's stick with the name you gave to this Russian outpost as the code name for our operation. We'll do this as a combined operation of ground forces and air cover and this time we'll bring in our old Sopwith Camels for real good use. I know many of you don't like these old fighters, but talk to your fellows who actually learned to deal with these planes' difficult handling – when you know how to fly the Camel, it's still a very powerful weapon and we don't have any other aircraft anyway. The rock we have to take is quite high and the Russians are aware of its advantages, so we must have the surprise effect on our side to actually break thru its defense structure. We have our forces gathered at a camp in XXX where we have our infantry troops and one mechanized unit with a BMP. Everything is there and ready for the operation.

### **Let's talk about the orders for the Squad Leaders amongst you first:**

You can take any weapons you find useful for this assault from the ammo crates you find at the camp. But have in mind that this must be done as a quick assault operation, so we need some serious firepower without slowing us down too much. The forces that start at this camp are a basic squad which gets additional support from three machine gunners, a mechanized Squad with a BMP and a heavy squad. We don't know in detail what kind of defense the Russians have on Little Mt. Cassino, so we are trying to prepare for anything possible. The Heavy Squad will bring enough firepower against any armor that might be there, the mechanized squad hopefully helps us with the surprise attack, since they are fast and can hold out longer with their BMP against fire attacks from the hill. The basic squad will be the main tool in taking out the forces on the hill, though, because we need men on top of the rock as quickly as possible. Here firepower will have to be sacrificed to the need of being real fast in this attack in order to be successful. When you are ready with your equipment – you don't have too much time for this, so give your orders quickly – wait for the signal to start the assault. The signal will be one lone Sopwith Camel flying over your camp in a circle before joining the other Camels again on their flight to the rock. This is when you know it's time to move on and that the operation has actually started. Don't lose any time and move your troops forward on the street at the coast, so you reach the location while the Camels are already there. Your men have to be on the spot when the Camels start attacking the defense positions, for that will distract the Russians and give you the chance to assault the hill. Your task is to eliminate the main troops who will certainly defend the rock as best as they can. Our Intel Report Officer will tell you later about what we know about the defensive positions there. After you neutralized the enemy forces, hold your position and secure the area, so that the NATO forces can strengthen the position after establishing the

bridgehead. It is important for you to know that you only have the cover of the Camels, some of them will try to take out the MG positions which are a major threat to your men. NATO HQ will try to be as quick as possible with establishing their position on our side of the island and they will send us two Patton tanks to support our dangerous attack as soon as they made it over the bridge. They already gave us a medic support vehicle some time ago and we'll use it in this operation that will likely be a bloody one, so if you are wounded, try to get in a blind spot and call for support. I wish you good luck and hope each of you makes it home alive – but I know this will be really tough.

### **Now for you pilots:**

We have 8 Camels ready for the attack and one of you will join the squadrons later after giving the start signal to the ground forces at the camp. We have two Squadron leaders, each of them is responsible for 4 Camels. The main job will be to neutralize the heavy MGs that are covering three sides of the rock against air and ground attacks. This is a difficult operation because as you only know too good, your Camels won't take that many shots from these MGs before going down, but each MG not destroyed will likely cause heavy damage to the assaulting infantry and could possibly be able to stop the assault altogether. To minimize the danger for you, we hope to get the attack synchronized, so that the Russian defenders can't concentrate on you alone – deciding between the planes above them and the ground forces under them should help to create some chaos amongst the Russians and therefore increase your chances to take them out. This is a job only for the best pilots and that's the reason why you are here. Use good tactics to approach the enemy positions while firing with your Vicker MGs to pin them down. Then when you come closer to them, switch over to your grenades and keep flying straight ahead on the position, letting down the grenades on their ugly heads and give power to your engines to get away as quickly as possible. Consider the positions of the three heavy MGs and try to find a way to get away in a blind spot, so they don't hit you from behind. The Intel Officer will say a few words about the part of the sun in this case. When you are severely damaged, run out of fuel or ammo, you can break off from the formation and resupply yourself at the airport on the NATO side of the island at position XXX. This will cost some time though and is only considered as your last option, so try to use the grenades wisely and use your MGs to the last bullet when you are out of grenades. Some of you will try to take out any vehicles the Russians might have there to hinder them from retreating – we want to have them dead and gone and don't want to meet them again in a second defense line! When objectives are complete, return to the airport and await further orders. I already said that this is a difficult job for everyone involved, but I am conscious of the fact that you are having the most difficult part in it. The Camels won't give you much protection against incoming fire, so try to outmanoeuvre the MG fire, use speed and sharp turns to help your fellow men at the ground to survive and get the job done for all of us.

### **INTELLIGENCE:**

Good Morning everyone, just a few notes about what we know so far. „Little Mt. Cassino“ is a rock used as an observation point, but the Russians know that attacks are possible at any time. The location is actually not defended as we would think because it seems that the enemy feels safe due to the natural defense position of the rock itself. We know that about 1 to 3 squads are doing their duties there, but this is dependent on a Russian pattern we weren't able to recognize yet. We hope that we will face only a small number of soldiers during this attack, but we could get in serious trouble when they are stronger than we think – so prepare yourself for the worst. We know for sure about those 3 heavy MGs the commander just talked about. They are directed at all possible attack positions – one looking over the river under the hill where landing boats would be like sitting ducks and two looking exactly the way we will use in this operation so not too many options for you here. You either have to wait until the MGs are taken out by the Camels, which means that you'll face serious problems when they fail to do so, because then the distraction element is gone, or you wait for the arrival of the Patton tanks – but which is not a

sure thing and even if they come, we don't know when. That leaves you with just one option indeed – try to take the hill while the camels are doing their raids and hope for the Pattons to come in time to assist you. There are some trucks on the hill and their number depends on the number of troops actually there. They have to be destroyed so nobody can escape. We are attacking this evening because the weather is a bit misty and that will help to get near the enemy position before they notice you and we are waiting for the hour when the sun is standing low – this will give the Camels a chance to use the sun as a shield against the MG positions, so the pilots in this room should keep that in mind - try to attack from out of the sun and try to escape into the sun after your raid, that may well save your little ass from any damage. The infantry has some cover because of the long shadows the sun casts behind the hill but the other side of the coin is that they also will have some troubles for the very same reason: they are moving against the sun when they ascend the hill area and this makes it an even more dangerous act. So try to use the shadow but avoid looking into the sun! Good luck to all of you!

## \* MISSION NOTES

The missions „Little Mt. Cassino“, „Cassino Assault“ and „Raid on Mt. Cassino“ form the „Cassino Battle Study.“ Since „Assault“ and „Raid“ are describing the battle from the perspective of infantry and pilots belonging to the Resistance, attacking together against the Russians, they share one Mission Briefing – they are supposed to be sitting in the same briefing room, so to say. It doesn't really matter which mission is played first, but we strongly suggest to play them after the „Little Cassino“ mission, where the Russians don't know what will happen.

When you are playing as a Camel pilot in „Raid“ you have to be skilled in using your plane or you either don't have a chance against the Russians, or you at least are of no help to your men assaulting at the ground - so use this mission to learn how to fly with the old tricky Sopwith Camel. The view distance is ok in this mission, but when you fly high – one can easily go above 1000 m altitude with the Camel – there will be some natural limitations, for you are likely over the clouds (the sun and the area at an altitude this high would be clear, the fog is beneath you, so that looks as it should in real) or within them. The yellow square gives you the exact location of your target and you – as the player – are the leader of the Camel Squadron that has to destroy the vehicle(s) about which the commander was talking in the briefing.

When you are playing „Assault“, you are the leader of the basic squad and you'll start with all the forces in the camp. Be cautious with the mechanized squad, because they tend to be somewhat careless when driving in full speed and they are eager to get into combat, so don't stand in their way or you get your first wounds. Don't wonder when your medic support team is called in by other soldiers, they have the same right for it as you do and so if you need a medic, it might be that the medics are to be found right in the middle of the action. Try to make your way to the ambulance then, but avoid using it as cover, because this way the Russians will blow it up sooner or later.

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

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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.