



Map: Nogova
Date: May 3rd, 1986
Time: 5:15 a.m.
Weather: sunny; Forecast: cloudy & stormy
Type: SP
Model: Single Mission
Template: Target
Duration: appr. 30-60 minutes
Player's Side: NATO
Player's Unit: Commando Night

ONE SHOT KILL

SITUATION:

It's a fact that the Russian occupation of some of the islands in this area is quite successful. NATO has problems to convince its member that further fighting is required, now that the Russians are so strong on the islands. So there's more debate than anything else behind the scene. Public life on Nogova is going on as it did before the invasion, although everything is watched over by the communist forces now. One of the high rank Generals of the WP forces is comming over to Nogova to hold a meeting with other commanders and NATO HQ considers this as one lucky opportunity to cut off one of the snake's heads...

CONCEPT OF OPERATIONS:

Please sit down and take a cup of coffee while I explain what we expect you to do...

As you know the military forces are fighting on different fronts, one of them being the table where those stubborn politicians are sitting and trying to talk away the facts of war – although a sort of „peace“ is now achieved, nothing changes the simple fact that we have a russian invasion here, a successful one, of course, but it's still a wrong and horrible action that the WP did 6 years ago. Our agent on Nogova told us that some high ranking General – his name is of no interest to you – is going to have a meeting there. He will come to Petrovice tomorrow and

will stay there only for the duration of the meeting which is planned for May, 4th, but he obviously wants to be there in time, so he arrives one day before the meeting starts. We'll seize the opportunity and that is where you come in now...

You will start tomorrow evening around 17.30 pm from here and you'll use a civilian plane to head over to an airport on Nogova (coordinates Bb56). You'll find a green car standing there for which you will have the keys and you'll driving be to Petrovice then. You have only one goal – to eliminate the General! This job is a tough one, because you might only have one opportunity to shoot, because the General will be guarded by his troops and we expect many troops in Petrovice because of this important meeting. The General is accompanied by a female officer and this officer is a possible secondary target – so if you have the chance, eliminate her as well, but only if this doesn't screw up you primary goal!

When you have done your job, make it back to the airport, take off with your plane and return here.

I don't have to tell you that this operation is a risky one for you, because we have no higher orders that cover you – you are alone and you are the only one responsible for your survival. When you leave this room, this conversation is considered to not have been occurred. There's no Intel Office report for you this time, because noone knows about this job - except yourself, me and my senior officer. You are not allowed to talk about it to anyone. Use whatever way you think best to eliminate your target, everything is up to you. You find weapons and ammo at the houses at Gi01. We expect that the weather will change in the evening, so you'll start in sunshine, but there are some clouds on the way. We know it will make the fly back dangerous in that little plane, but it could also help you to escape. Anyway, we have no choice, since the General won't wait for better weather. One last word – civilian casualties are not acceptable, this operation is already a step across the line for us at the moment, so that would make things even worse!

Another cup of coffee?

INTELLIGENCE:

No information available.

MISSION NOTES

Well, this nice little mission is giving you only the information you need to know – eliminate the General, who's expected to be in Petrovice and if you're good, eliminate also the mentioned female officer. You don't know where the General actually is and you'll have to use good planning for this operation. Take a look at the map and study the terrain, find good places where you can see the city, observe the city before you start thinking how to find and kill the General. There are more ways than one to achieve this goal, you can operate as a commando, sneaking into the city and search the target and kill him with a silenced weapon, or you are doing it as a sniper from the distance, or you take some satchel charges with you, blowing him up etc.. Decide how you want to do it and then take the weapons you need for this from the mentioned houses at your starting place. The mission is considered to take place in an environment of „peace“, so there's civilian life going on as usual. Because of this, you use a civilian plane, land at the airport and use a civilian car.

The interesting part of this mission is, that it combines flying and shooting, but both things need some good skills: The target area is giving you only the direction of Petrovice, not of the airport where you will find your car. So, you'll have to use your map reading skills to fly to that airport first. As the commanding officer said, you probably only have one shot, because after it is noticed that the General is under attack, you can expect his guards ready for the hunt. This is

not an assault kind of mission, perhaps you have to wait a good deal of time for this perfect shot, but that's exactly how it should be. So, you must be able to do some things rather professionally – you must be able to fly a small plane, to read the map before and while flying, to take off and land safely, to locate the target by observing the situation in the city and to kill the target with one shot, to find a place where you can quickly make it out of the situation when some troops are searching for you, to fly a plane in darkness etc.. The longer you need for your shot, the more you get into bad weather - this may help your escaping from the troops in the city, but it will hinder your shooting and perhaps you'll have a rough ride home in your little plane... Good Luck anyway!

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.