



Map: Malden
Date: July 9th, 1983
Time: 6:15 p.m.
Weather: sunny; Forecast: cloudy
Type: SP
Model: Single Mission
Template: Target
Duration: appr. 20 min
Player's Side: Russian
Player's Unit: Pilot

LAZY EVENING

SITUATION:

You are a pilot doing your duty together with three friends at a small airport out of the way somewhere in Malden. After your taking part in the invasion of Malden some years ago, you were stationed at that airport and you were never really involved in anything serious again. So everyone has an easy going there, folks are relaxing all the time and enjoy doing their jobs. Malden is free of any NATO forces and it seems the war is going on somewhere else. Until your commander receives a phone call that destroys any hope of just another lazy evening...

CONCEPT OF OPERATIONS:

Kirnovka here, what's up? (*Comrade Kirnovka, we have something on our radar screen that looks like three enemy helicopters on their way to your location, make sure you are prepared, we don't know what is going to happen, whether that's an attack or just a misguided patrol, but they don't respect our territory borders – you have orders to shoot them down – Over and Out*) ...

(runs out and hastens to the quarters)

Come on folks, this is not an exercise, get your butts in your copters, enemy helicopters on the way, quick, they are probably already close to us!!! Get them down!!! When you've done the job

report back at my office.

INTELLIGENCE:

No time for that now....

MISSION NOTES

This mission starts when you are in the quarters, your fellows are outside relaxing and your commander just received the phone call. You will see him running around when you go outside. The NATO units are already on their way and you have a Kamov and a Hind standing at a Hangar nearby. Timing is crucial in this mission, because when you don't get in your copters quickly, the enemy could be already roaring over your heads and copters *not* flying are easy targets... The enemy is supposed to fly just over your location and is a patrol on its way to a small island in the northwest of Malden (coordinates AB0). Nevertheless, your orders are to destroy them. This mission often plays very differently, so play it more than once to see what happens. The camp at the aircraft has stuff laying around in various corners, so if you can't use the copters for dogfighting with the enemy (which is a very rewarding way to play the mission), look around to find weapons that could help you against the threat above you. Look everywhere... Besides the time pressure, forcing you to be as quick as possible to get in the air, there's the point that the enemy not always stays around to attack you, but sometimes decides to continue its flight to its destination point. When you don't get them down before they arrive there, they will be fighting under the wings of their Anti Air defenses and you'll still have to engage them there because you must destroy the enemy in order to complete the mission. Have Fun...

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.