Season 1 - Chapter 3 - "BOMBER"

WON - Wings Over Normandy

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Wings Over Normandy, 19th March 2024

Welcome to the new Chapter on Wings Over Normandy, dedicated to Strategic Bombers and their support (and hunting) at high altitude.

This gameplay is born of the necessity to fly at high altitude. Too often in servers and due to daily routine, flight activities take place at too low altitudes. In this Chapter the aim is to push oneself to fly high, doing it in a way that makes sense and has purpose.

In this Chapter, Allies will fly from UK airfields, while the Axis from Normandy ones, therefore no forward and close to each other airfields are present.

Tasks and how to collect points:

**BOMBER [+1 WAR POINTS per BOMBER GROUP]**

- 9 bomber waves (B17, A20, JU88) of 4 aircrafts each are present: 3 West, 3 Center and 3 East for both factions. Bombers will depart with a 30 minute interval each.
- The bombers aim is to reach the enemy coast and strike (the task will be counted and completed by flying through a trigger area)
- Each time at least 1 bomber enters the final strike area (so even if 3 out of 4 get shot down), 1 task (point) is counted towards the faction tally
- As the bombers spawn, messages indicating their position will pop up. There's several ACP (Air Control Point) named, for example, ACPW0 (West control point zero, aka departure), ACPW1, ACPW2 and so forth. ACP are W (West), C (Center), E (East)
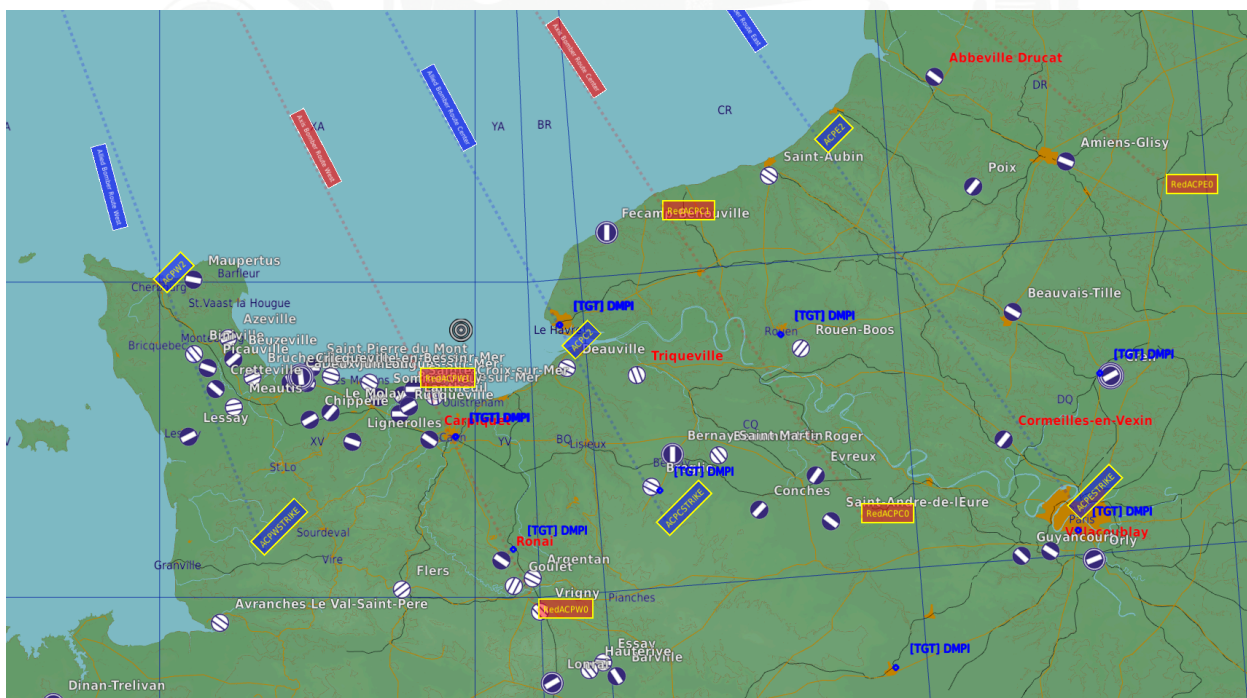
- The purpose is to escort the allied bombers and/or intercept the enemy ones.

EXTRA RESOURCE [+10 WAR POINTS]

- Extra Resource areas ar present for both Allies and Axis, represented by a yellow circle with relative tag
- Inside the circle, different road supply units are present, divided by group. The faction that destroys these units first gains 10 WAR POINTS. Once the task is completed, the opposing faction cannot gain those points until the next extra resource spawns
- It's possible to monitor the area status via the RADIO menu
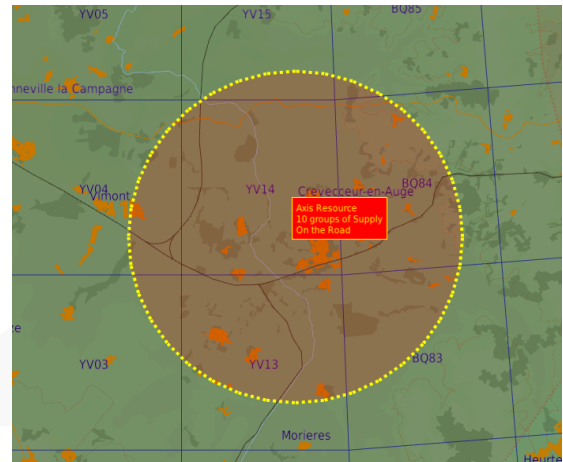
STRATEGIC STRIKE [NO WAR POINTS]

- There are 12 strategic targets per faction, some are DMPI buildings, others are naval groups.
- The destruction of these targets will lower the number of bombers present in the various waves and the amount of AI BARCAP defending the airspace, making the intercept and/or bombers escort job easier
- As usual, targets are marked by a tag with their ID and the DMPI to be destroyed are marked via navpoint
- Once targets are destroyed it's fundamental to report the BDA in the proper Discord channels
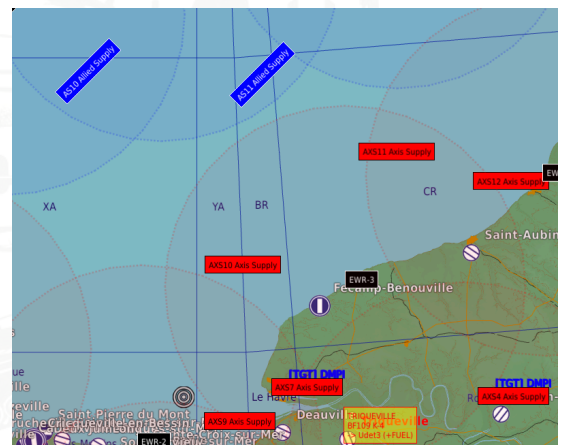
DAILY PERFORMANCE POINT [+5 WAR POINTS per day]

- As for the FLOT activity, the faction score will be updated with 5 points awarded to the faction that gained a better performance point
- The calculation is based on the total kills performed, multiplied by the ratio between takeoffs and landings (maximum ratio of 1:1) and deducted from the penalty for friendly kills (they count double)

■ 2024-01-31	Axis ✚	● 4h	5	3	13	0	60%	0.60	● 51m	7.8
■ 2024-01-31	Allied ◎	● 34h	45	28	21	1	62%	0.62	● 46m	11.02
■ 2024-01-30	Axis ✚	● 3h	5	4	35	1	80%	0.80	● 39m	26
■ 2024-01-30	Allied ◎	● 26h	28	21	37	2	75%	0.75	● 56m	23.75
■ 2024-01-29	Axis ✚	● 5h	12	7	12	0	58%	0.58	● 25m	6.96
■ 2024-01-29	Allied ◎	● 24h	23	14	32	2	61%	0.61	● 63m	15.52
■ 2024-01-28	Axis ✚	● 7h	31	24	51	1	77%	0.77	● 14m	37.27

MISC
- EWR with zone interrogation functionality that will answer with enemy groups numbers present in a given sector are present, obviously until they are kept alive. Once destroyed they won't be operative anymore
- A few defensive AI waves are present as well, engaging in BARCAP over their territories and being reduced as the strategic targets get destroyed, therefore making the bombers and their escort's job easier
- Bases can be attacked and the recovery time will be proportional to the strategic targets still active since 2 days minimum. This time will be counted starting from when the recovery request is submitted in the proper Discord channel
- The Chapter will end after 21 days from the start date, at 23:59. The Coalition that scored the most WAR POINTS wins
- Contrary to other chapters, at the end of the 6h mission cycle the server will be restarted even if clients are still logged in

Thank you for your time and passion.

Make love, not war, let's play together to have fun and may the engagement be just entertainment among friends, be they blue or reds. There's already too much division in the world.

Fair skies!

Paolo "Catu" Catuogno
Wings Over Normandy