Season 2 - Chapter 1 [ENG]

WON - Wings Over Normandy

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Wings Over Normandy, 21st August 2024

Welcome to the new Season on Wings Over Normandy, which will combine different gameplay tested in previous months, like FLOT, Bomber, Siege of Great Cities, etc…

Thanks to the new Dynamic Spawn we can start working with limited resources, for the moment only in relation to the number of aircrafts.

Activities focus must be as "human" as possible, therefore strategic decisions about airfields, resources acquisition and so on, will be decided in the Discord channels through poll during the course of the campaign. We're not fans of triggers and completely automated systems, preferring to create a new gameplay each time.

As usual, the server is not supposed to be a historical reconstruction, which means that positions, movements and divisions are to be considered strictly "coalition vs coalition" without identifying historical events in specific locations.

VICTORY CONDITION

Each coalition will manage resources and strategies to their best to reach one of the two victory conditions:
- Win - Coalition manages to **conquer or destroy 80% of the strategic objectives**
  - There are 50 in total so at least 40 must be conquered or destroyed
- Win - Coalition accrues **the most RESOURCE POINTS within 3 months**

RESOURCES POINTS

Points will be accounted for weekly, each tuesday morning the server will be stopped and the FLOT advancements and objectives will be updated. The RESOURCES POINTS will be used to repair active airfields and EWR, to activate new airfields and deploy groups of 100 aircrafts of a single type per airfield, and to add new AAA defences.

There are different ways to accrue points:

- **REARGUARD SUPPLY**   **+50 points**
  Destroy all units in the area labeled REARGUARD SUPPLY. Composition is resupply vehicles and a few AAA defenses.

- **FLOT**   **+100 points**
  Destroy all units of a single FLOT. This will also determine the advancement for the following week *see FLOT section*.
  Only for the FLOT, points will be assigned to the first coalition that destroys all enemy units, relative to the same FLOT. For example FLOT WEST 2, blue side and red side.

- **CITY SIEGE**   **+1000 points**
  Destroy units within the CITY SIEGE areas. It's not necessary to destroy all of them, win is achieved when 10 or less units remain.

- **BOMBER**   **+2 points / group**
  There's three bomber groups every 6 hours, so a total of 24 points per day (server is restarted every 6 hours) and 168 points per week. If you destroy enemy bombers, their coalition will accrue less points as those are passively gained without interaction from that coalition's pilots.

- **CARGO**   **+10 points / group**
  There's an AIRLIFT group every 6 hours, so a total of 40 points per day and 280 points weekly. If you destroy these airlifts the enemy will accrue less points as those are gained passively without interaction from that coalition's pilots.

- **SHIPS**   **+50 points / group**
  Destroy all units of a single naval group. Each coalition has 4 naval groups.

- **TRAIN**   **+25 points / group**
  Destroy all train elements. Each coalition has 2 train groups.

"WINGS OVER NORMANDY" RADIO MENU

Situated in the DCS RADIO MENU, under "Other", the "Wings Over Normandy" section will supply information about the status of the active targets and EWR.

```
2. Main. Other
F1. Settings "AMVI_Darksky"...
F2. Wings_Over_Normandy...

F11. Previous Menu
F12. Exit
```

```
3. Main. Other.
Wings_Over_Normandy

F1. FLOT Status
F2. SUPPLY Status
F3. CITY Status
F4. SHIP Status
F5. EWR Status
F6. TRAIN Status

F11. Previous Menu
F12. Exit
```

```
FLOT STATUS:

FlotWest_1 has 4 RED active groups and 8 BLUE active groups
FlotWest_2 has 8 RED active groups and 7 BLUE active groups
FlotWest_3 has 6 RED active groups and 8 BLUE active groups
FlotEast_1 has 9 RED active groups and 7 BLUE active groups
FlotEast_2 has 19 RED active groups and 7 BLUE active groups
FlotEast_3 has 4 RED active groups and 7 BLUE active groups
FlotEast_4 has 4 RED active groups and 7 BLUE active groups
```

SUPPLY STATUS:

AxisSupply1 has 0 active groups
AxisSupply2 has 0 active groups
AlliedSupply1 has 4 active groups
AlliedSupply2 has 4 active groups

CITY STATUS:

BigCityBlue1 has 1 active groups
BigCityRed1 has 19 active groups

SHIP STATUS:

ALLIED Route 1 has 2 active groups
ALLIED Route 2 has 2 active groups
AXIS Route 1 has 2 active groups
AXIS Route 2 has 2 active groups

BLUE EWR STATUS:

BlueEwr1: No picture, EWR destroyed
BlueEwr2: Picture clear
BlueEwr3: Picture clear
BlueEwr4: Picture clear
BlueEwr5: Picture clear

TRAIN STATUS:

AxisTrainline1 has 1 active trains
AxisTrainline2 has no active trains
AlliedTrainline1 has 1 active trains
AlliedTrainline2 has 1 active trains

It is fundamental to use Discord, where instructions will be given and polls will be submitted for the advancement of the Campaign. The other fundamental aspect is the F10 map, which won't allow to visualise ground units "in game", but that we're going to explain below so that target areas and relevant information can be found:

REARGUARD SUPPLY

Several REARGUARD SUPPLY AREA are present on the map, within which are present transport vehicle groups defended by AAA.
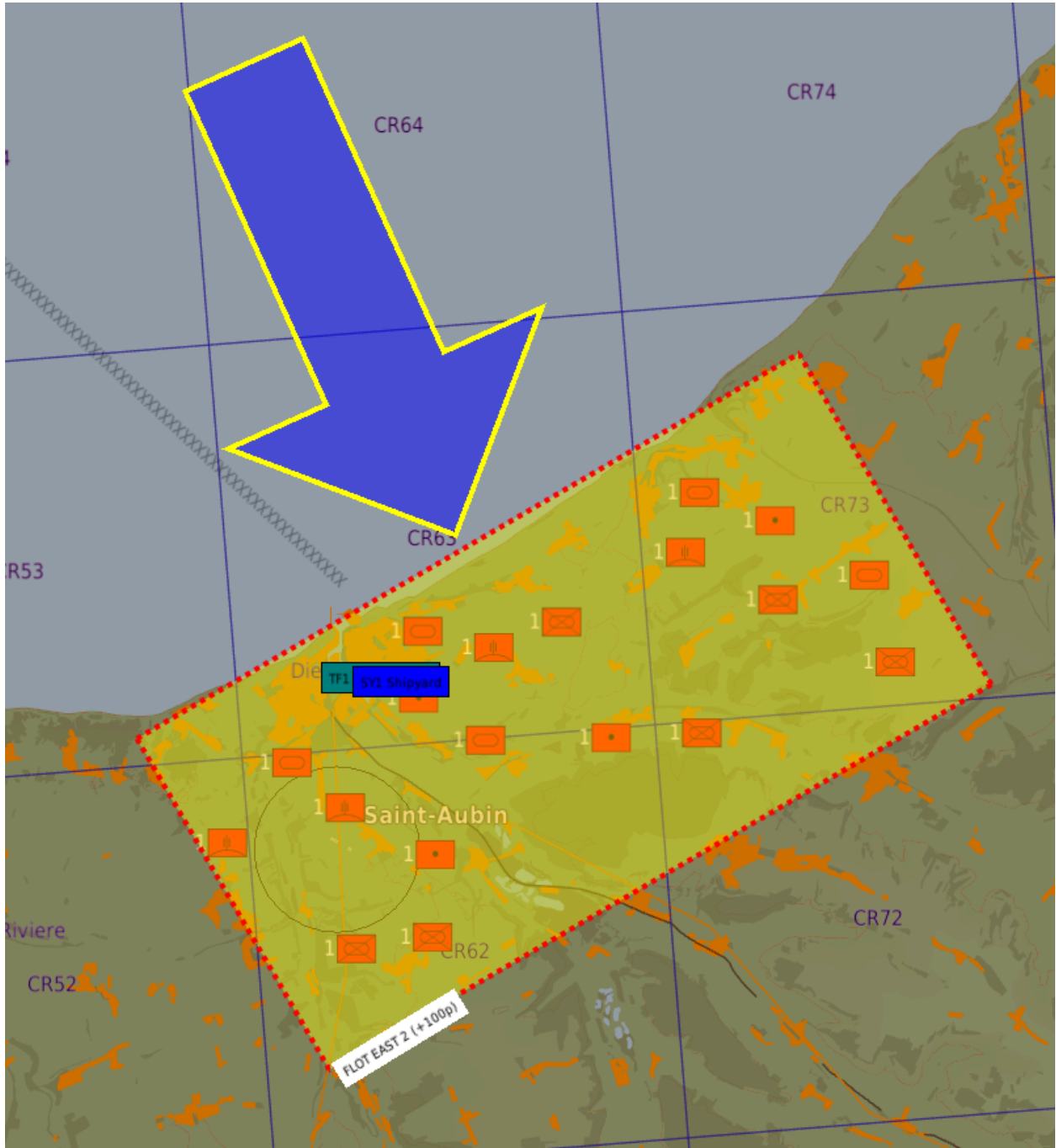Destroying ALL vehicles will gain your coalition these points. New areas will be established weekly, in different locations.
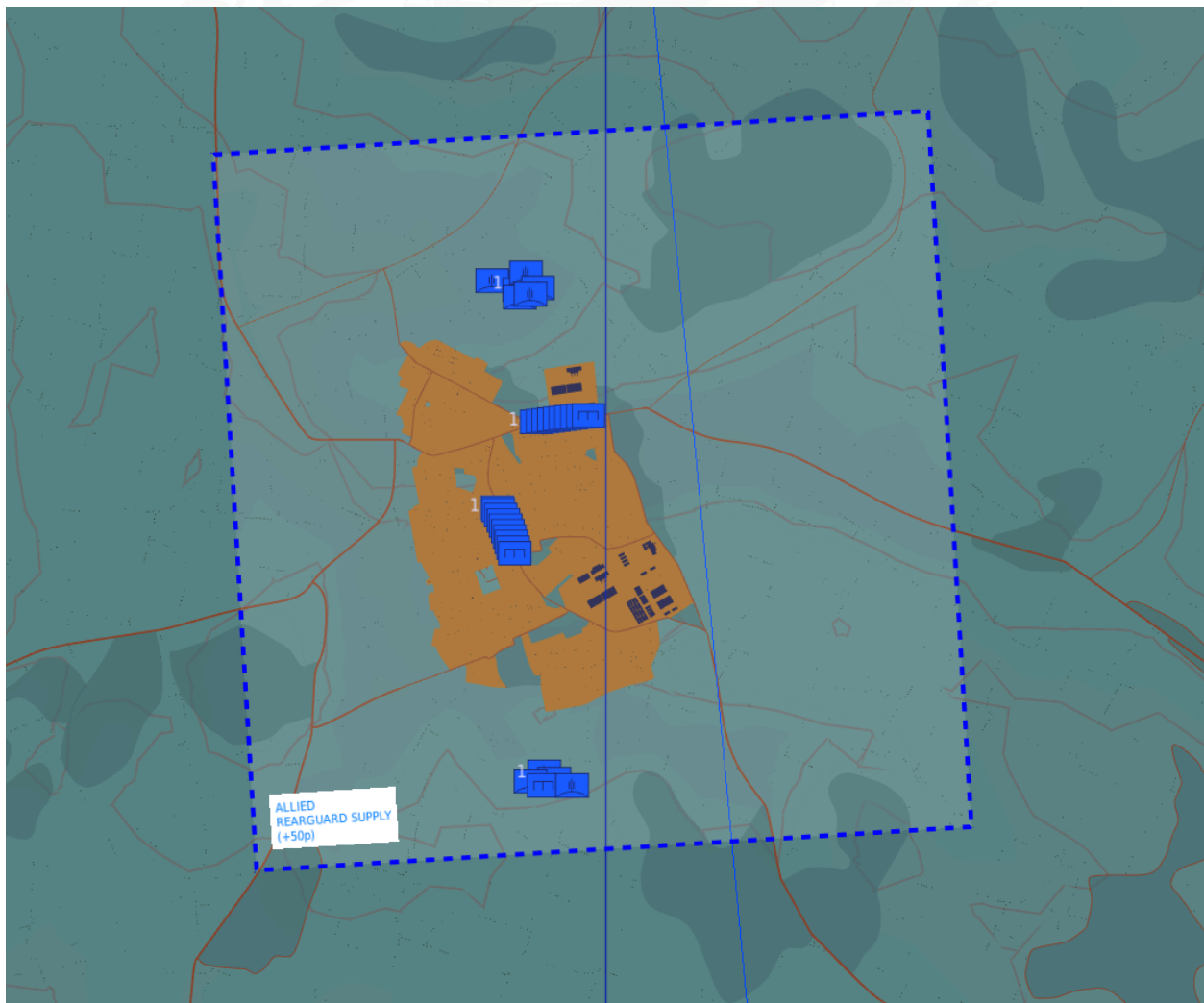
From the DCS Radio Menu it will be possible to interrogate the Wings Over Normandy section and verify which groups are still active.

FLOT

- The various FLOT are a very important piece of the Campaign.
- Different FLOT are present, divided in WEST and EAST for ease of reference. For example FLOT WEST 1, FLOT WEST 2… FLOT EAST 1, FLOT EAST 2 etc…
- At the beginning of the Campaign they are deployed on the coasts of England and France, it is therefore possible to proceed from the landing points with the FLOT towards North in England or South in Normandy, and it's possible to get pushed back each time the coast is reached.
- Once a coalition wins a FLOT, this gets advanced by one block in the following week (FLOT are 10nm x 5nm, so the advancement is 5nm per block)

- **FLOT advancement** will trace out the new confines. If two nearby FLOT advance, a line connecting them will be traced and the territory between them will be conquered, resulting in:
    - captured enemy airfields (deactivated)
    - captured strategic targets (destroyed)
    - captured EWR (deactivated)
    - captured enemy airfields can be reactivated for your own coalition

- **FLOT replacement activity** is carried out as follows:
    - until a win is achieved the FLOT will not be replaced, so in the event one side or the other don't manage to win a FLOT during a week there won't be units added for the next one
    - once a FLOT is won, there's a 5nm block advancement of the surviving units plus reinforcements as per the PRODUCTION table (given by production capacity and production factory)
    - if only one FLOT is won, all blue and red units in it will be replaced. If more than one is won, units will be divided to make the FLOT areas majorly under attack more "resistant".

- Points will be assigned to the first coalition that manages to destroy all enemy units but… **ATTENTION!** Even if it won't be possible to accrue points if the enemy destroyed your whole FLOT, continuing to attack can mean less units for the enemy advancement to add to their weekly reinforcements.

CR74

CR64

CR73

CR53

R53

CR65

TF1 SY1 Shipyard

Die

Saint-Aubin

CR72

Riviere

CR62

CR52

FLOT EAST 2 (+100p)

CITY SIEGE

Similarly to what described above for the REARGUARD SUPPLY, destroying units inside these big urban areas and close surroundings (inside the circle), a lot of points can be gained. Worth considering that there's a lot of units and that cities are very well defended.
There's no need to destroy all units, win condition is 10 units left.
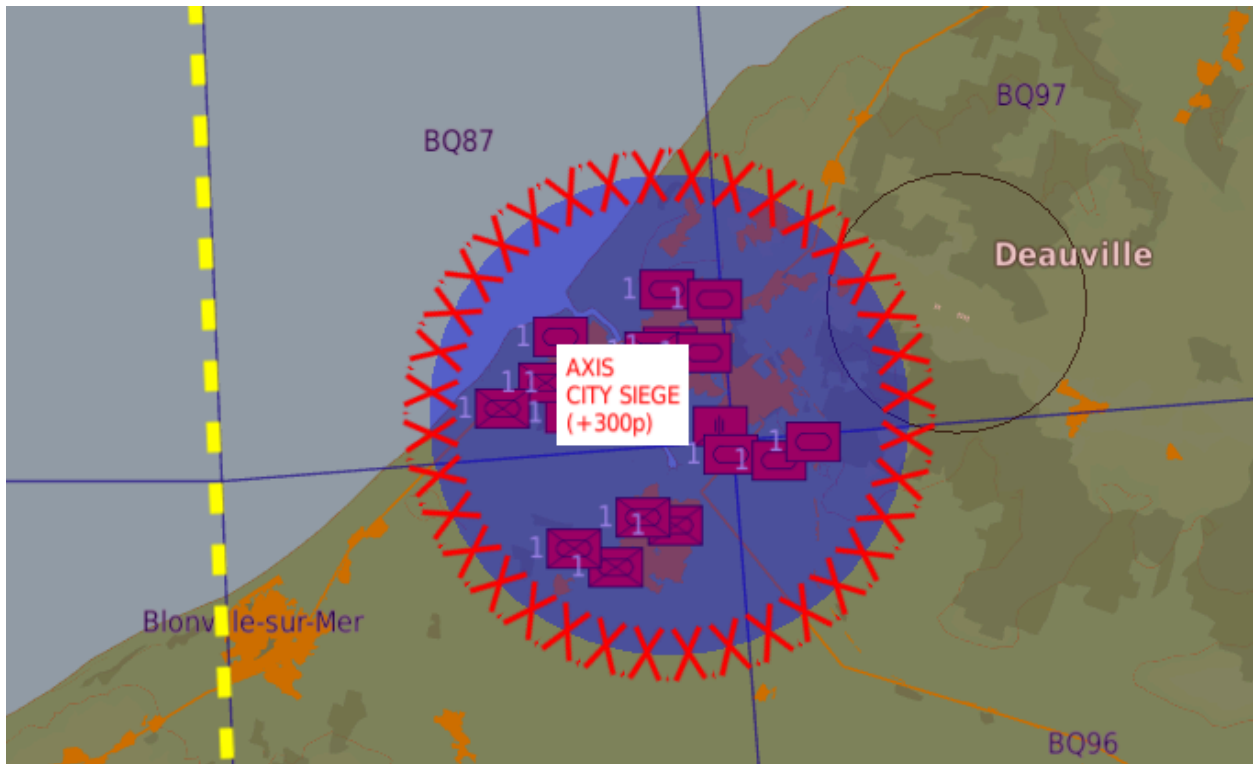

BOMBER

- There are 3 waves of bombers (B17, A20, JU88), 1 west, 1 in the centre and 1 east for both coalitions.
- Bombers have the objective to reach the enemy coast and attack (task is counted completed as they cross a trigger area, then disappear).
- Each time at least 1 bomber enters the strike area (so even if 3 out 4 bombers are shot down), 1 task is counted completed to the corresponding faction.
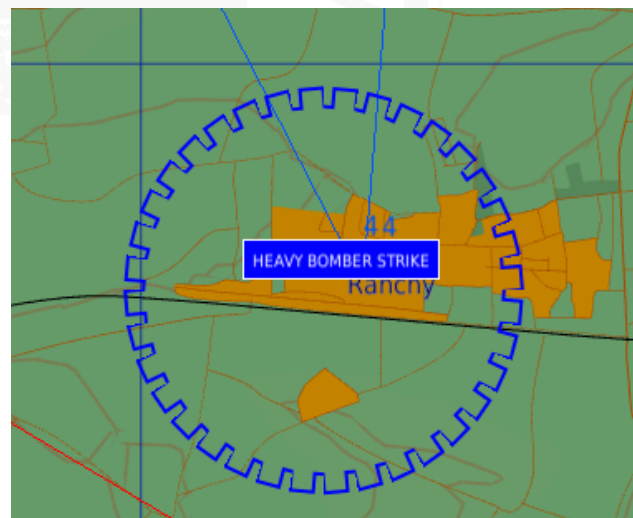
- The objective is to escort allied bombers and/or intercept and shoot down the enemy ones.
- Bombers accrue passive points, therefore each week the coalition will gain some points to spend.
- Bombers are tasked toward the area where you find the indication in the image above.

CARGO

- There is one cargo flight each 6 hours (at each server restart).
- Cargo are tasked to reach the enemy coast and simulate a "units drop" (task is counted achieved as they fly over a trigger area, then they disappear).
- Cargo accrue passive points, therefore each coalition will gain some points to spend each week.
- The cargo route is indicated on the map as per the image presented here, but it will change from time to time, as will the spawn timer.
- The Allied cargo is a C47, while due to lack of dedicated aircrafts, a non-armed JU88 will be used for the Axis.
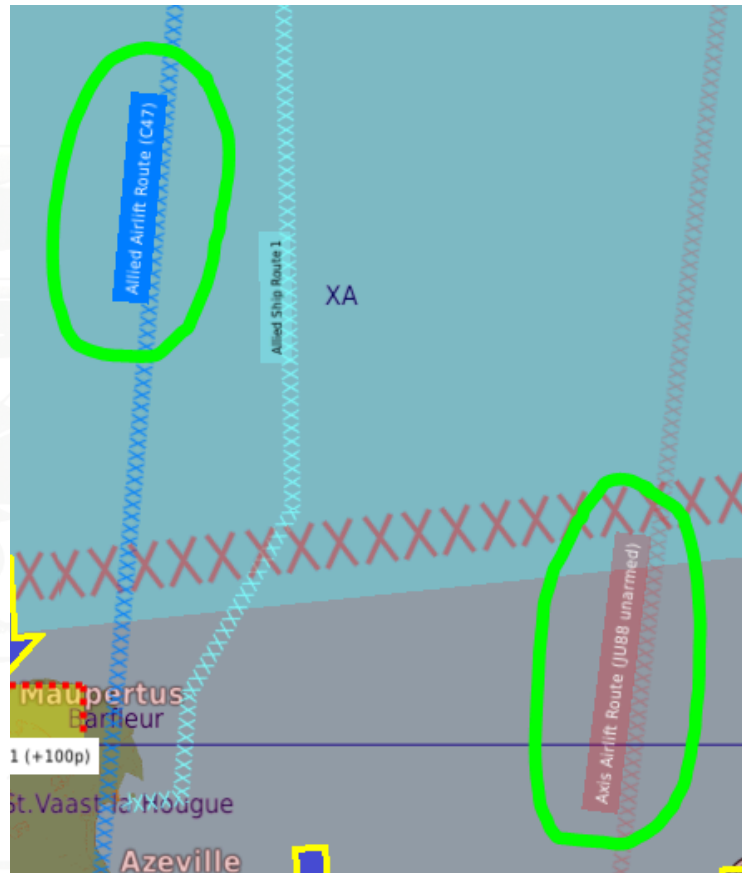
SHIPS

Several naval groups are present and are localised on the routes indicated on the map. Complete destruction of a group will gain points. Spawn will change between weeks, but always along the maritime routes indicated, two per route.
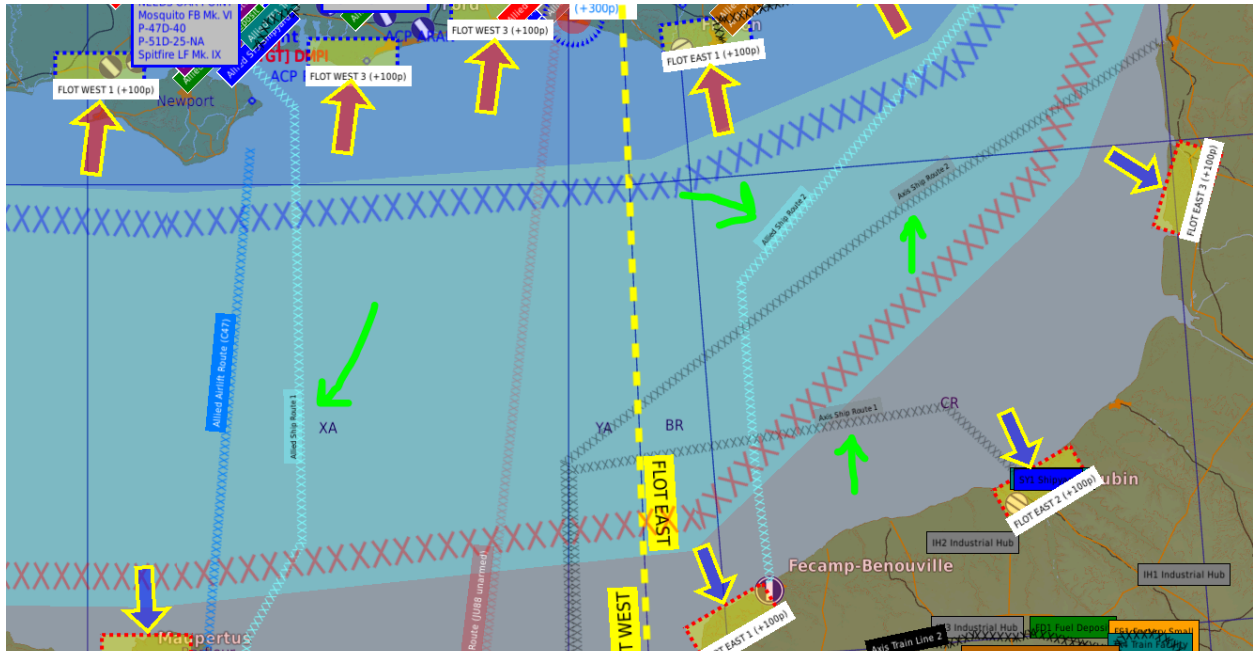
TRAIN

Similarly to the ships above, trains have their railroads and thereby a general route in which to search for them. Destroying the whole convoy will accrue its points.
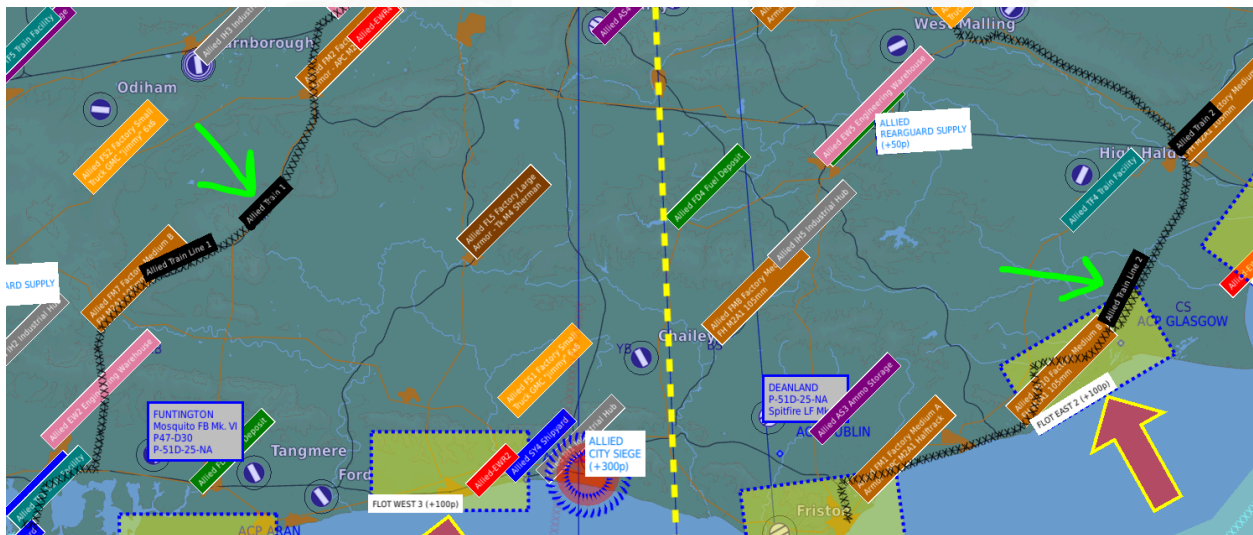
STRATEGIC STRIKE

- There are 50 strategic targets per faction.
- Each target has its own DMPI, the DSMC persistence tool will save the state of buildings and it will be possible to see them as rubble on the map should they be destroyed.
- As usual, targets are marked by a label with their ID and DMPI are marked through navpoints.
- Once targets are destroyed it is fundamental to report the BDA in the appropriate Discord channels.

Target labels

DMPI navpoints

- For ease of use:
  - Horizontal labels are the ALLIED targets in AXIS territory.
  - Diagonal labels are AXIS targets in ALLIED territory.
- Strategic targets have different types:
  - Engineering Warehouse
    - 5 in total with 8 DMPI each
    - Grants up to a 50% discount for repairs and acquisition of new aircrafts, new airfields and AAA
    - *see dedicated section
  - Production Capacity
    - 25 in total with 2 to 4 DMPI each
    - they're Industrial Hub, Shipyard, Train Facility, Ammo Storage, Fuel Deposit
    - <u>They are really important</u> because they reduce in percentage the whole factory productivity, making them primary targets
  - Production Factory
    - They're the factories producing assets destined to replenish the FLOT during advancements, therefore in the long run, the coalition that will destroy more strategic targets will find less units in the enemy FLOT, making its own advance and points gain easier
    - They are Factory Small, Factory Medium A, Factory Medium B, Factory Large

Allied TF1 Train Facility	4	OPERATIVE	4%			TF1 Train Facility	4	OPERATIVE	4%	
Allied TF2 Train Facility	4	OPERATIVE	4%			TF2 Train Facility	4	OPERATIVE	4%	
Allied TF3 Train Facility	4	OPERATIVE	4%			TF3 Train Facility	4	OPERATIVE	4%	
Allied TF4 Train Facility	4	OPERATIVE	4%			TF4 Train Facility	4	OPERATIVE	4%	
Allied TF5 Train Facility	4	OPERATIVE	4%			TF5 Train Facility	4	OPERATIVE	4%	
Allied AS1 Ammo Storage	4	OPERATIVE	4%			AS1 Ammo Storage	4	OPERATIVE	4%	
Allied AS2 Ammo Storage	4	OPERATIVE	4%			AS2 Ammo Storage	4	OPERATIVE	4%	
Allied AS3 Ammo Storage	4	OPERATIVE	4%			AS3 Ammo Storage	4	OPERATIVE	4%	
Allied AS4 Ammo Storage	4	OPERATIVE	4%			AS4 Ammo Storage	4	OPERATIVE	4%	
Allied AS5 Ammo Storage	4	OPERATIVE	4%			AS5 Ammo Storage	4	OPERATIVE	4%	
Allied FD1 Fuel Deposit	2	OPERATIVE	2%			FD1 Fuel Deposit	2	OPERATIVE	2%	
Allied FD2 Fuel Deposit	2	OPERATIVE	2%			FD2 Fuel Deposit	2	OPERATIVE	2%	
Allied FD3 Fuel Deposit	2	OPERATIVE	2%			FD3 Fuel Deposit	2	OPERATIVE	2%	
Allied FD4 Fuel Deposit	2	OPERATIVE	2%			FD4 Fuel Deposit	2	OPERATIVE	2%	
Allied FD5 Fuel Deposit	2	OPERATIVE	2%			FD5 Fuel Deposit	2	OPERATIVE	2%	
		BASE PRODUCTION	10%					BASE PRODUCTION	10%	
		FACTORY PRODUCTION	100%					FACTORY PRODUCTION	100%	
Allied FS1 Factory Small	4	OPERATIVE	4	Truck GMC "jimmy" 6x6		FS1 Factory Small	4	OPERATIVE	4	Truck Opel Blitz
Allied FS2 Factory Small	4	OPERATIVE	4	Truck GMC "jimmy" 6x6		FS2 Factory Small	4	OPERATIVE	4	Truck Opel Blitz
Allied FS3 Factory Small	4	OPERATIVE	4	Truck GMC "jimmy" 6x6		FS3 Factory Small	4	OPERATIVE	4	Truck Opel Blitz
Allied FS4 Factory Small	4	OPERATIVE	4	Truck GMC "jimmy" 6x6		FS4 Factory Small	4	OPERATIVE	4	Truck Opel Blitz
Allied FS5 Factory Small	4	OPERATIVE	4	Truck GMC "jimmy" 6x6		FS5 Factory Small	4	OPERATIVE	4	Truck Opel Blitz
		FACTORY SMALL	20					FACTORY SMALL	20	
		FACTORY PRODUCTION	20					FACTORY PRODUCTION	20	
		UNITS EACH FLOT	3	Routed Down (Ex. 3,52 = 3 Units)				UNITS EACH FLOT	3	Routed Down (Ex. 3,52 = 3 Units)
Allied FM1 Factory Medium A	6	OPERATIVE	4	Armor - APC M2A1 Halftrack		FM1 Factory Medium A	6	OPERATIVE	4	Armor - APC Sd. Kfz.251 Halftrack
Allied FM2 Factory Medium A	6	OPERATIVE	4	Armor - APC M2A1 Halftrack		FM2 Factory Medium A	6	OPERATIVE	4	Armor - APC Sd. Kfz.251 Halftrack
Allied FM3 Factory Medium A	6	OPERATIVE	4	Armor - APC M2A1 Halftrack		FM3 Factory Medium A	6	OPERATIVE	4	Armor - APC Sd. Kfz.251 Halftrack
Allied FM4 Factory Medium A	6	OPERATIVE	4	Armor - APC M2A1 Halftrack		FM4 Factory Medium A	6	OPERATIVE	4	Armor - APC Sd. Kfz.251 Halftrack
Allied FM5 Factory Medium A	6	OPERATIVE	4	Armor - APC M2A1 Halftrack		FM5 Factory Medium A	6	OPERATIVE	4	Armor - APC Sd. Kfz.251 Halftrack
		FACTORY MEDIUM	20					FACTORY MEDIUM	20	
		FACTORY PRODUCTION	20					FACTORY PRODUCTION	20	
		UNITS EACH FLOT	3					UNITS EACH FLOT	3	
Allied FM6 Factory Medium B	6	OPERATIVE	4	FH M2A1 105mm		FM6 Factory Medium B	6	OPERATIVE	4	FH LeFH-18 105mm
Allied FM7 Factory Medium B	6	OPERATIVE	4	FH M2A1 105mm		FM7 Factory Medium B	6	OPERATIVE	4	FH LeFH-18 105mm
Allied FM8 Factory Medium B	6	OPERATIVE	4	FH M2A1 105mm		FM8 Factory Medium B	6	OPERATIVE	4	FH LeFH-18 105mm
Allied FM9 Factory Medium B	6	OPERATIVE	4	FH M2A1 105mm		FM9 Factory Medium B	6	OPERATIVE	4	FH LeFH-18 105mm
Allied FM10 Factory Medium B	6	OPERATIVE	4	FH M2A1 105mm		FM10 Factory Medium B	6	OPERATIVE	4	FH LeFH-18 105mm
		FACTORY MEDIUM	20					FACTORY MEDIUM	20	
		FACTORY PRODUCTION	20					FACTORY PRODUCTION	20	
		UNITS EACH FLOT	3	Routed Down (Ex. 3,52 = 3 Units)				UNITS EACH FLOT	3	Routed Down (Ex. 3,52 = 3 Units)
Allied FL1 Factory Large	8	OPERATIVE	4	Armor - Tk M4 Sherman		FL1 Factory Large	8	OPERATIVE	4	Armor - Tk Tiger 1

Strategic targets table, published on the site and updated weekly

ENGINEERING WAREHOUSE

Repairing airfields and EWR, opening new airfields, acquiring aircrafts and AAA has a cost.
In the event all 5 ENGINEERING WAREHOUSE are active, the production cost will be reduced by 50%, and as they get progressively destroyed this benefit will diminish until the production cost reaches 100%.

EARLY WARNING RADAR

Each coalition has 5 EWR with an average range of 23nm and can be interrogated via radio menu. They are indicated on the map as per the image below and should they be damaged or destroyed they can be repaired during the following week.

Employment of the EWR is important to define when to undertake defensive missions.
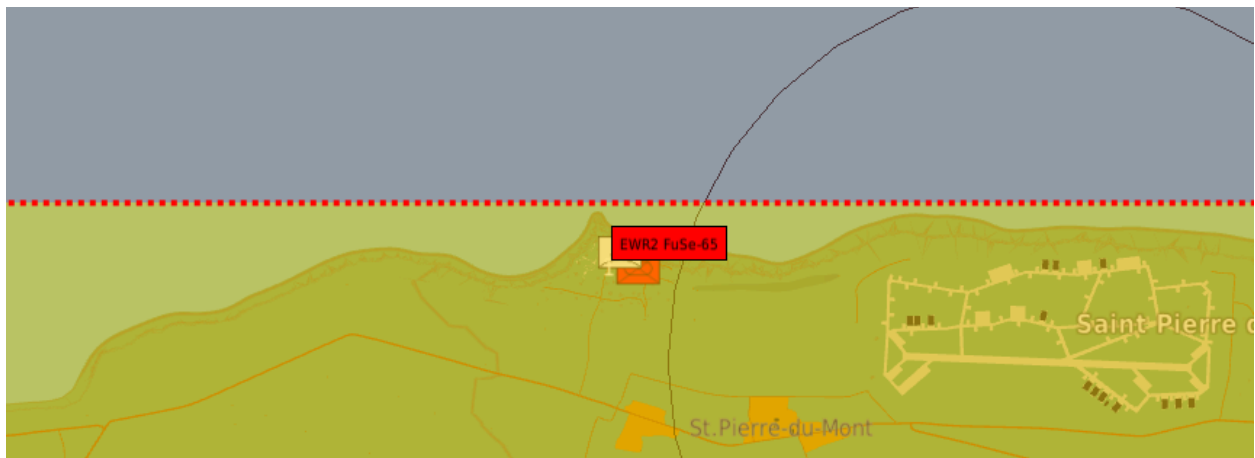

Axis EWR

Allied EWR

AIRBASES and AIRCRAFTS

- **MAIN AIRBASE**
  - One per coalition, it is defined through a poll before the start of the Campaign.
  - All coalition aircrafts are operational.
  - It has unlimited aircrafts and can be used if there's a shortage in advanced bases, taking off from the MAIN AIRBASE and landing in the advanced base that needs a boost in numbers.
  - It's indestructible and non-attackable. In case of attack it will be reinstated by next day, through notice **[but I'd prefer if it's NEVER attacked *thank you…]**
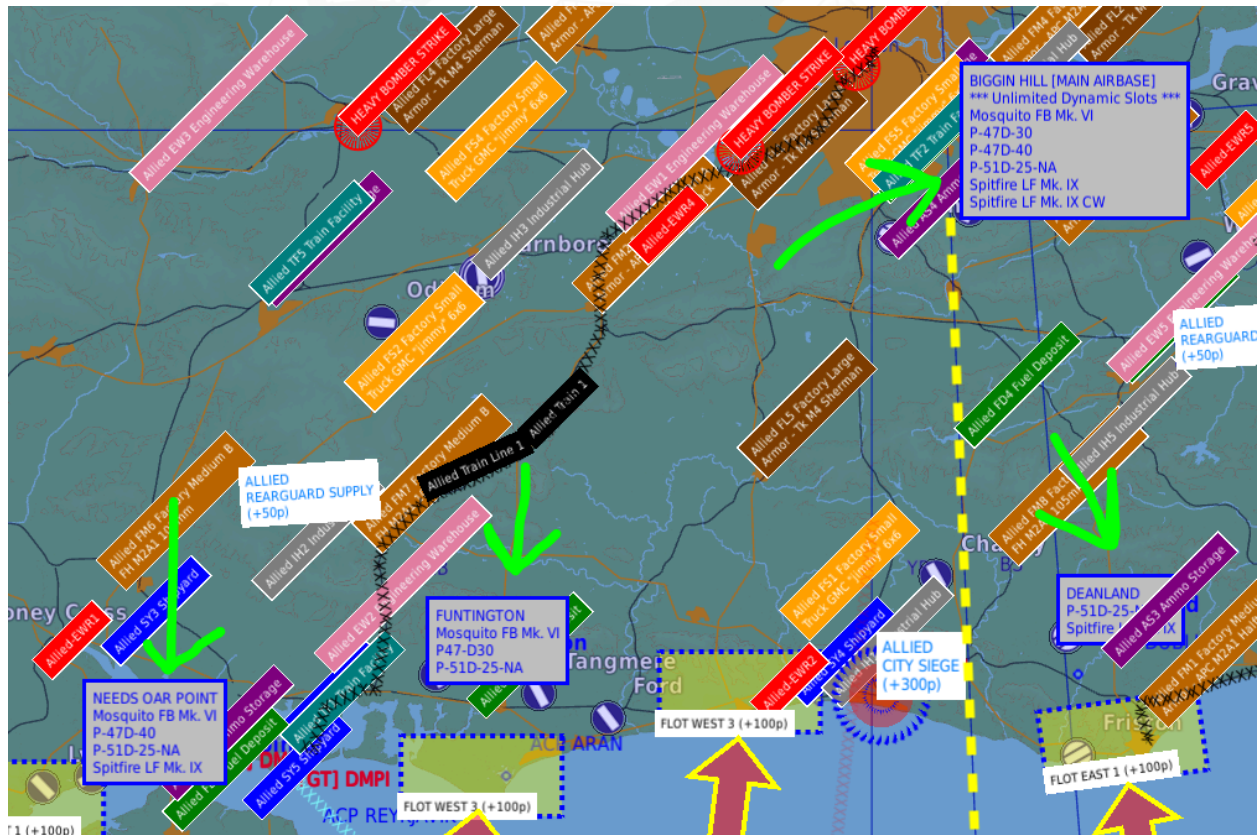
- **ADVANCED (SECONDARY) AIRBASEs**
  - * see cost table for REPAIR, ACTIVATE new bases and AIRCRAFTS.
  - Activated with POINTS gained during the week.
  - Can be without aircrafts, therefore the sole activation counts for an empty base usable for rearming and refuelling, or to bring there aircrafts from other bases to use in future sorties.
  - Acquisition of aircrafts is by type and 100 units per purchase
  - Can be destroyed, completely or partially (fuel, weapons etc…)
  - In case of REPAIR it is completely restored inclusive of its AAA base set

RESOURCES PRICELIST

REPAIR TABLE			
TYPE	**POINTS**	**EW Benefit**	**POINTS NEEDED**
Repair EWR	400	50%	200
Repair Airbase	800	50%	400
PRICE TABLE			
High Altitude AAA	200	50%	100
Low Altitude AAA	100	50%	50
New Airbase	2000	50%	1000
Aircraft 100x unit	200	50%	100

Above is an example of benefit with all 5 Engineering Warehouse active, as can be noticed by the halved points required for purchases.

RADIO PRESET

Radio CH A or CH 1 = Airbase operations (ground, takeoff and landing)
Radio CH B or CH 2 = Airborne common operation
Radio CH C or CH 3 = FLOT operations + SIEGE of City
Radio CH D or CH 4 = Open for Package purpose

Thank you for your dedicated time and passion.

Make love, not war, let's play together to have fun and may the engagement be merely among friends, be it blue or red. There are already too many divides in the world.

Clear skies!

Paolo "Catu" Catuogno

STANDARD COMPOSITIONS

What follows below is a table relative to the standard composition of AAA groups, and units present by default in the various areas.

	Standard Groups	
Allied HA-AAA	**Allied High Altitude AAA** 1x AAA Kdo.G.40 5x AAA 8,8cm Flak 41	
Allied LA-AAA	**Allied Low Altitude AAA** 2x AAA Bofors 40mm / M1 37mm 2x AAA M45 Quadmount HB 12.7mm	
Axis HA-AAA	**Axis High Altitude AAA** 1x AAA Kdo.G.40 5x AAA 8,8cm Flak 41	
Axis LA-AAA	**Axis Low Altitude AAA** 2x AAA Flak 38 20mm 2x AAA Flak-Vierling 38 Quad 20mm	

AREA	TYPE	QTY
Airbase Standard Defence	High Altitude AAA	3
	Low Altitude AAA	3
City Siege (+1000 points)	High Altitude AAA	6
	Low Altitude AAA	6
	Tank	20
	APC	40
	Artillery	20
	Supply	20
Rearguard Supply (+50 points) **(2 rearguard supply each coalition)**	High Altitude AAA	1
	Low Altitude AAA	1
	Supply	10+10
FLOT (+100 points each)	Total 3 flots west + 4 flots east = 700 points / week	

Bomber (+2 point each group)	3 groups in 6 hours = 24 points / day = 168 points / week	
Cargo (+10 point each group)	1 group in 6 hours = 40 points / day = 280 points / week	
Ships (+50 points)	4 groups each coalitition	
Train (+25 points)	2 groups each coalition	

Appendix 1