

## Hosted by Jasta 5



# Spring Offensive XI – Operation Michael FC

## Table of Contents

Table of Contents .....	2
Campaign Overview .....	3
Server and Other Event Details.....	3
Conditions on the Field.....	3
"Bad Weather" .....	4
Anti-Aircraft Artillery (AAA) and Machine Gun (MG) Nests .....	4
Detailed Operations Schedule.....	4
Mission Objectives* and Effects.....	5
Plane Inventory .....	6
Rearm, Repair, Refuel.....	6
Pilot and Team Assignments .....	6
Preflight Briefings.....	7
Campaign Conduct Tips.....	7
Campaign Notes.....	8
Credits .....	8

\*Refer to the in-game mission description/information tab for specific related mission details/instructions/key-commands.

# Spring Offensive XI – Operation Michael FC

## Campaign Overview

Increasing pressure from Central ground forces, supported by armor and aerial units (Offensive Force) is being brought to bear against the Entente Powers (Defenders). The airmen on both sides are tasked with supporting the operations of the troops on the ground by completing designated missions. The Central are on the offense and have deeper objectives related to support of a general offense. The Entente on the defense must prevent Central mission successes in order to win or at least tie the day.

- Each mission map is divided into three sectors, North (sector A), Middle (sector B), South (sector C).
- Each sector has offensive mission objectives for Central to complete to be successful. The objectives are the same in all sectors (see chart later in this guide).
- Each sector is trying to progress offensively through four sets of mission objectives. Each set of sector objectives is considered in a “Phase”. If the offensive side complete the first objectives (Phase 1), that sector progresses into the next set of offensive mission objectives (Phase 2). And so on, through Phase 3 and Phase 4 for that sector.
- The offensive forces must achieve offensive success in Phase 4 in all three sectors for the offensive to be considered a success and win that weeks mission. Offensive forces winning 2 sectors is insufficient success for the offensive to be a success and results in a draw for the week.
- Defensive forces are trying to prevent Offensive forces from achieving success in enough sectors to prevent overall Offensive success.

See the Mission Objectives and Effects table for complete Phase and Objectives details and win/draw/loss criteria.

## Server and Other Event Details

**Required Communications:** Flugpark Discord <https://www.discord.gg/h8MRmyN> - **all pilots**. Pilots are expected to use Flugpark Discord to get any server password and flight assignments (see Pilot Pre-Flight Briefings section below).

**Parser:** Pilots are encouraged to register and set up a user account **on the event server parser**

<http://stats.jasta5.org:8000/en/>. Units of 4 or more can register using instructions on the “info” tab on the parser.

**Server Name:** Flying Circus Operation Michael Spring Offensive Campaign – Week X of X, or similar.

**Missions:** 1 per Saturday, lasting up to 4 hours plus a 15-minute preflight. Scores ~ 5 minutes after end of mission. See schedule below.

**General Server Settings:** Expert Realism.

**Death Penalty:** 15 minutes.

**Capture Penalty:** 10 minutes. IL2 enforcement is currently broken; please wait 10 in before you refly.

**Re-flight Penalty:** 5 minutes. **Pilots will lose valuable airframes by exiting mission between sorties** instead of R/R/R.

**Coalition Change:** 4 hours. Don’t make a disappointing mistake upon initial entry into the server. It can’t be undone!

**Mods:** May be available at load-out. Preselected by mission design for historical accuracy and gameplay considerations.

**Bomb Payloads:** Free for those planes that are allowed to carry bombs.

**Plane Sets:** Variable planes and various fields replenish according to the table in the section below.

## Conditions on the Field

**Weather:** Variable – forecast generally available 24 hours before on Notice to Airman post. Winds aloft will be DIFFERENT than ground wind!

Temperature expected at ~20 C. Variable with weather.

Spring Offensive Campaign – Hosted by Jasta 5

# Spring Offensive XI – Operation Michael FC

## "Bad Weather"

In the event that technical problems occur, every effort will be made to address the situation as quickly as possible. In the event that a problem occurs with less than three (3) hours left in the mission, OR it is not able to be addressed within 30 minutes (sustained connection issues), "bad weather" will be considered to have forced all planes to return to base where they are grounded until the next regularly scheduled mission begins. The results of any such mission are "inconclusive" and will be scored as a tie.

## Anti-Aircraft Artillery (AAA) and Machine Gun (MG) Nests

AA and MG's can be deadly. Caution is advised below approximately 1,000m/3300' and make sure you jink if you must go nearer.

## Detailed Operations Schedule

Date & Time	Sequence	Combat Area	Mission Type
<b>Thursday April 8<sup>th</sup> 1900 and 0300 GMT/UTC</b>	Week 0	Lens	Server Stress/Practice Mission
<b>Saturday April. 10<sup>th</sup> 1600-2000 GMT/UTC</b>	Week 1	Lens	Photo Recon, Bombing, Ground Attack, Escort, Defensive Patrols
<b>Saturday April 17<sup>th</sup> 1600-2000 GMT/UTC</b>	Week 2	Lens	Photo Recon, Bombing, Ground Attack, Escort, Defensive Patrols
<b>Saturday April 24<sup>th</sup> 1600-2000 GMT/UTC</b>	Week 3	Lens	Photo Recon, Bombing, Ground Attack, Escort, Defensive Patrols
<b>Saturday May 1<sup>st</sup> 1600-2000 GMT/UTC</b>	Week 4	Lens	Photo Recon, Bombing, Ground Attack, Escort, Defensive Patrols
<b>Sunday May 2<sup>nd</sup> Awards/Results Certified</b>	Optional	TBD	Make Up Week If Needed

Continued on next page.

# Spring Offensive XI – Operation Michael FC

## Mission Objectives\* and Effects

\*Refer to the in-game mission description/information tab for specific related details/commands.

	<b>Offensive Force Sector Objective</b>	<b>Offensive Success Effect</b>	<b>Offensive Failure Effect</b>	<b>Additional Effects/Notes</b>
<b>Phase 1</b>	Destroy enemy Forward Observation Post AND destroy sector balloon AND complete Recon*	Ground Offensive Begins in Sector.	Failure prevents attempt of Phase 2 and Phase 3 objectives and Phase 4 objectives completion necessary for winning the sector.	IF Offensive has not completed recon within 90 mins, their HQ sends extra balloon observation unit to the sector to help gather the intelligence needed to allow Offensive forces to move to Phase 2. However, Offensives must successfully defend this balloon unit for 20 minutes for effect; if destroyed, it respawns after 5 mins. The Recon can still be completed at same time.
<b>Phase 2</b>	Complete Artillery Spot* OR Bomb Enemy Arty Battery.	Offensives Artillery can attack Defense Artillery  At beginning of next Phase, four (4) Offensive tanks begin moving toward enemy trenches with infantry.	Failure prevents attempt of Phase 3 objectives and Phase 4 objectives completion necessary for winning the sector.	
<b>Phase 3</b>	Complete Infantry Contact (flares)* OR Trench Attack AND Offensive tank (1) reaches enemy trenches.	Offensive Artillery can destroy the Defenders Trenches.	Failure prevents attempt of Phase 4 objectives completion necessary for winning the sector.	Defender can destroy Offensive Artillery in this phase and the next. If successful, it delays Offensive Infantry Contact mission completion 5 minutes. (Applies only when the task is accomplished through Infantry Contact Mission. Not when the trench is destroyed by planes.)
<b>Phase 4</b>	Destroy Defender Supply Train/convoy before reaching depot OR Destroy Bridge/Depot before Defender Supply Train has passed/reached it.	Offensive success disrupting supply line results in front lines advance resulting in the capture of Defenders forward airfield in the sector.  <b>Succeeding in both results in Offensive Forces winning the sector.</b>	If supply train/convoy reaches its destination, Defender front lines and airfields are reinforced and a ground counter attack recaptures lost positions. <b>Offensive progress is reversed back to start of Phase 3.</b>	<i>Some Entente sectors do not have railways and/or railway bridge. South = train and bridge. Middle = lorry convoy and depot. North = train and train depot.  Destroying either the train or lorries before reaching the front OR destroying the bridge/depot before they pass it on the way to the front, will interrupt the resupply effort for that sector.</i>
<b>Mission Wins</b>	<i>Offense captures two (2) sectors = Offensive overall mission win.</i>	<i>Offense captures one (1) sector = mission inconclusive/draw.</i>	<i>Offense captures no (0) sectors = Defender mission win.</i>	
<b>Campaign Victory</b>				Side that wins the most weekly missions wins the campaign or tie.



# Spring Offensive XI – Operation Michael FC

## Plane Inventory

It is important to conserve airframes. **Exiting mission between sorties loses that airframe until replaced through resupply at the airfield.**

Most airframe inventories are renewed every 30 minutes of play using historical mixes of the aircraft types listed below. **The exception to this is special tasked/titled planes. They resupply after one (1) hour OR (5) minutes after being shot down.**

**With progression by Offensive Forces to each new phase, Offensive Force will get a refresh of the existing plane inventory and + 1 two-seater at every “recon” field.**

Defenders will get their sector inventory refreshed if the supply train arrives at its destination in Phase 4.

Entente Scouts *	Entente Two-Seaters
SE5a	Bristol F2bII
Sopwith Camel *	
Spad XIII	
<i>*no bombs</i>	
Central Scouts	Central Two-Seaters
Albatross D.Va	Halberstadt CL.II
Fokker Dr.I	Halberstadt CL.IIau
Pfalz D.IIIa	

## Rearm, Repair, Refuel

Available at active fields. Generally, takes 2-4 minutes depending on repairs needed. Pay attention to tech tips on right of screen. In addition, planes returned in good condition to active airfields and repaired without exiting mission between sorties, will not reduce the airfield’s plane inventory. Refer to the in-game mission description/information tab for specific related details/key-commands.

## Pilot and Team Assignments

### Currently Valid Preliminary Pilots Assignments:

A valid pilot assignment list will be maintained on the Flying Circus forum using pilots’ names who have voted in the community survey there indicating they are interested in flying. This is a pilot’s registration for this year’s event. Pilots not appearing on any list should consider themselves Mercenary and fly on the side to balance sides. To summarize:

1. Participate in the current campaign event survey on the Flying Circus “General” forum.
2. Register a user account on the event parser. <http://stats.jasta5.org:8000/en/>
3. Utilize Flugpark Discord Server <https://www.discord.gg/h8MRmyN> to communicate and coordinate with other pilots in game.

**NOTE: Unassigned mercenaries are asked to choose a team AT TIME OF ENTRY TO SERVER in order to balance sides.**

# Spring Offensive XI – Operation Michael FC

## Preflight Briefings

### 1500 GMT - 60 Minutes Prior to Mission -

- Review the Flying Circus forum Notice to Airmen for last minute information.
- Insure your in game set up is working by going to a practice server and “warming up”.

### 1530 GMT - 30 Minutes Prior to Mission -

1. Meet early in the Entente/Red or Central/Blue **Briefing** channels 30 minutes **early** on Flugpark Discord Server <https://www.discord.gg/h8MRmyN>
  - a. Mission assignments will generally be made on a first come first served basis anytime starting 30 minutes prior to mission start.
  - b. If you are only comfortable flying one side, then you are expected to be in the **Briefing channel** for the appropriate side on time.
  - c. If you can't join the **Briefing channel** because you arrived later than everyone else, look at the other teams section and see if they have room in their briefing room and take one of the following action:
    - i. If yes, consider switching sides, OR
    - ii. Wait in the Reserve channel until a space opens up shortly after the mission start (pilots will crash and die on take-off and shortly thereafter; don't worry).
    - iii. It is possible that there will be reserves at the start of the first mission when everyone shows up at once but reserves will get assigned quickly as pilots crash, die, are captured.
2. Pay attention to Ops staff officers identified by the icon next to pilots' name.

### 1600 GMT – Begin 15 Minutes “server entry/loadout” Followed By Mission Start

**Pilots will not be allowed to change sides once they pick their side in game – make sure you do not make a mistake!**

Pilots may begin loading into the server for the first 15 minutes before the actual mission begins, as directed by Ops Staff. During this time, you may NOT take off. Hold until onscreen messages direct that air operations may begin and/or a signal flare or siren goes off.

## Campaign Conduct Tips

**Use your mouse in game, to rollover icons on map for additional information. Also refer to the in-game mission description/information tab for specific related details/commands.**

Pressing letter “H” key hides/displays important in-game subtitles. Make sure you are seeing them!

Pressing letter “i” key hides/displays on screen compass and G-force meter.

Press letter “M” hide/display in-game map.

BALLOONS: control the effectiveness of the AA batteries in the given sector as well as tactical knowledge of area.

REPAIR/REFUEL/REARM: Land at active field and taxi near the ground support truck and look right screen edge for info.

REPAIRS occur automatically and take varying amounts of time depending on the amount and type of damage being repaired. Watch prompts on right of screen in game.

REFUEL by pressing RCTRL+F once to begin (watch your fuel gauge) and RCTRL+F a second time to stop refueling once level reaches desired level.

REARMING begins by pressing RCTRL+A (wait for all guns to cock/bullet counter reset and bomb reload complete prompt on right of screen in game. To rearm/recock/unjam guns in game, press "R" on keyboard.

NOTE: Rear seat guns do not rearm, so exit and restart if flying two-seater to rearm.

R/R/R generally takes from 2-4 minutes.

# Spring Offensive XI – Operation Michael FC

Fly > die > move to reserve communication channel > serve your 15-minute death penalty. Fly > die > repeat cycle.

**Think about your flights assigned overall mission objectives and your role in supporting them being achieved; it's not just about finding an enemy plane and attacking it! Mission status updates will be provided on screen in-game and on your in-flight map. Check flight map (press "M") and subtitles in-flight orders regarding active missions.**

## Campaign Notes

This Flying Circus campaign is all a work in progress, as is Flying Circus itself! We are ALL learning together about Flying Circus while hopefully having fun together. If there are technical difficulties, please be patient with everyone (especially the event organizers) and loiter on Discord and make new friends while it gets sorted out. Some things will just get fixed for the next weeks mission. Please report bugs on the Flugpark Discord server updates/bug reports channel.

Please remember that while it is possible for the server to have difficulties, it is much more likely your own connection choke points or computer limitations or a problem with the mission that are causing lag and other problems. If everyone is experiencing the same thing, then it is not likely at your end and you should say something to your team commander who will relay the information to the event organizers. Play fair and have fun and always remember it is just a game!

## Credits

Special thanks to the following pilots who have contributed to bringing this event to reality:

- Jason, and the 1C team for their commitment, dedication, and support of the WWI flight combat community.
- The WWI flight sim community of Flying Circus campaign participants.
- The pilots of Jasta 5 and community members who have supported this effort with their suggestions and financial support.
- =FB=Vaal for his scripting and continued support.

Special thanks to:

- J99\_Sizzlor – Mission Build
- J5\_Matthias – Server Maintenance
- J5\_Voss – Awards
- J5\_Daedallus – Videography
- J5\_Baeumer – Event Management, Rules, Parser/Results

Thank you all,

Paul Baeumer & Pilots of Jasta 5

PS

It costs about \$200 dollars to host an event such as this. The Flugpark Server costs approximately \$135+ per month throughout the rest of the year. If you would like to show your thanks and support by making a financial contribution to help cover our efforts, you may make a one-time donation via the PayPal link on the info tab of our parser:

<http://stats.jasta5.org:8000/en/info/> Your gift is appreciated!