

Operation Michael

The Spring Offensive

UNCLASSIFIED



Overview and Mission Structure

- 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.

Server and Other Event Details

- Communications: FlugPark Discord. Be in the Briefing channel before mission to obtain server password and flight assignment.
- Signups: Teams have a signup list each week. If you don't know how, ask a teammate.
- 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 from starting the sortie. Pilots will lose airframes by exiting between sorties. R/R/R to save airframes.
- Coalition Change: 4 hours. Make sure you join the right side at the beginning! This cannot be undone!
- Airplane 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.

Mission Objectives

1. 15 min pre-flight hold
 - a. Wait 15 min to allow players to connect
 - b. Mission start will be clearly indicated
2. Phase 1: Preparation for the Attack
 - a. Destroy Forward Observation Post
 - b. Destroy Entente Balloon
 - c. Gather Intelligence
 - i. Complete Recon OR
 - ii. Defend Central Balloon
3. Phase 2: Bombardment
 - a. Destroy Entente Artillery
 - i. Artillery Spotting OR
 - ii. Bomb/Strafe Artillery
4. Phase 3: The Attack
 - a. Infantry Assault
 - i. Infantry Contact OR
 - ii. Trench Attack
 - b. Tank Assault
5. Phase 4: The Counter-Attack
 - a. Stop the Reinforcements
 - i. Destroy Bridge/Depot OR
 - ii. Destroy Resupply Train/Convoy



Phase 1.A

1. Defenders Observation Post
 - a. Destroy tower or crates next to tower
 - b. Score a direct hit with the large bomb or several hits with small bomb
2. Defenders Balloon
 - a. Balloon is at 5000 ft (1500m)



Phase 1.B

1. Attackers Photo Recon
 - a. Recon must take four (4) photos of the target area
 - b. Min Alt: 6600 ft (2000m)
 - c. Max Alt: 11200 ft (3400m)
 - d. Ideal Alt: 8900 ft (2700m)
2. Attackers Balloon
 - a. If Photo Recon isn't complete within 90 min, a balloon appears
 - b. If balloon is shot down, it respawns after 20 minutes
 - c. Balloon must stay alive for cumulative 20 minutes to complete phase
 - d. Recon may still be completed



Phase 2

1. Defenders Artillery
 - a. Artillery Battery consists of four (4) guns
 - b. Guns may be strafed or bombed
2. Attackers Artillery Spotter
 - a. Spotter must fly near the target to observe the effects of the barrage.
 - b. Min Alt: 3600 ft (1100m)
 - c. Spotter must fly between attackers battery and defenders battery 3-4 times to deliver corrections
 - d. Spotter must fire flares to communicate with artillery battery
 - e. Defenders may destroy Attackers Artillery to delay effects of the Infantry Contact Patrol by 5 minutes



Phase 3.A

1. Defenders Trenches
 - a. Trench has bunkers and sandbags
 - b. Four (4) machine gun targets are in sandbag emplacements, firing into the air
2. Attackers Infantry Contact Patrol
 - a. Contact Patrol will fly over villages in No-Man's-Land to locate the advancing infantry
 - b. Min Alt: 1640 ft (500m)
 - c. Max Alt: 8200 ft (2500m)
 - d. Contact Patrol must fire flares to communicate with Infantry
 - e. If Attackers Artillery is destroyed in phase 2 or 3, completion is delayed by 5 minutes



Phase 3.B

1. Attackers Tanks
 - a. Four (4) enemy tanks will advance across the lines
 - b. If one (1) tank reaches the objective, the mission is complete
 - c. Destroyed tanks respawn after 5 minutes
2. Issues Noted:
 - a. Tanks have been disabled by near-misses, preventing respawning



Phase 4

1. Defender's Railway Bridge or Depot
 - a. Must be destroyed before the Train or Convoy passes
2. Defenders Resupply Train or convoy
 - a. In two Entente sectors, a Train is not available and has been replaced with a Convoy of trucks
 - b. If the Train reaches the front, Attackers will return to Phase 3 and Defenders aircraft will be resupplied



Communications

- There will be a briefing prior to the mission start to hand out server password and flight assignments
- Briefing/HQ is for grounded operations only. Pilots must move into a dedicated flight/kette channel prior to take-off
- Flight/Kette channels are limited to 6 players per flight
- Team Leader may enter any channel, regardless of number of players
- Flares may be used as a visual signal between players on different channels, but might not be seen
- Flares burn for 18 sec

Red Flare: Look at me

Green Flare: Hello there

White Flare: I'm over here



Gunners

Gunners, ensure your gunner controls are mapped and tested. Turret gun controls are different than normal guns. You must be able to man the guns and reload prior to actual combat!

Pilots, ensure your gun seat is unlocked so your gunner can hop in. Server will have a password so you shouldn't have to worry about randoms shooting your tail off.

Note: getting shot down or killed as a gunner will end your pilot's V-life, but should not incur a 15-minute death penalty.



Airplane Inventory

Entente Scouts

- SE5a
- Sopwith Camel
- Sopwith Dolphin
- SPAD XIII

Entente Two-Seaters

- Bristol F2B-F2



Central Scouts

- Albatros D.Va
- Fokker Dr.1
- Pfalz D.IIIa

Central Two-Seaters

- Halberstadt CL.II
- Halberstadt CL.IIau

- Each sector has two airfields with a limited number of planes.
- 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.

Halberstadt CL.II and CL.11au

Expected Loadout: Bombs/Camera,
Twin Fwd Guns, Twin Tail Gun or
Becker 20mm

Notes:

- Mission Critical Aircraft -
DESTROY ON SIGHT!
- Super-stealthy camouflage
- Bomben Los!



Albatros D.Va

Expected Loadout: Gunsight, Extra Instruments, Overwing Gun

Notes:

- Very curvy
- Paint red to go faster
- Strength in numbers



Pfalz D.IIIa

Expected Loadout: Gunsight, Extra Instruments

Notes:

- Pfalz Copter
- NOT the Red Baron's plane
- Like Albatros but pointier



Fokker Dr.1

Expected Loadout: Gunsight, Extra Instruments

Notes:

- Very pretty skin
- More wings = better
- Spin to win



SE5a

Fuel:

Recommended Mods: Aldis Gunsight,
Cooper Bombs

- Much fast, very zoom
- Best with Tea and Biscuits
- Manly men fly without parachutes

Skins:



Sopwith Camel

Fuel:

Recommended Mods: Aldis Gunsight,
Wing Cutout

- Flying Cross
- Spin to win
- Camel Jock

Skins:



SPAD XIII

Fuel:

Recommended Mods: Aldis/Le Cretien
Gunsight, Balloon guns

- Much fast, very zoom
- Balloon Guns = War Crime
- Super-stealthy camouflage
- Looks like meat's back on the menu, boys!

Skins:



Sopwith Dolphin

Fuel:

Recommended Mods: Aldis Gunsight, thermometer, Side Wing Guns, Over Wing Guns

- Fearsome Fish
- MOAR DAKKA
- Spin to win

Skins:



Bristol F2B-F2

Fuel:

Mods: Aldis Gunsight, Bombs

- Very Big
- Brisfit (Brisfish?)
- Business up front
- Party in the back

Skins:

