

GAME RULES

Interactive War

by ADLER LEGION
Russian-speaking RoF community

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INTRODUCTION

My greetings on behalf of whole «Adler Legion» community to you, fan of flight simulators! Before you continue to read, please answer yourself firstly following questions:

- Do you agree with statement, that in the war you can't do only thing that you want?
- Do you agree that selection of the payload of aircraft isn't pilot business?
- Are you ready be a part of the team, know that you thoughtless action can break team achievements?
- Are you ready follow the orders, like:
 - Cover warehouses during hour, with very little possibility to meet an enemy.
 - Routine transfer of the aircrafts from the rear airfields.

If at least one answer is «NO», we think that this project is not for you.

So, we make this project like most projects in «Rise of Flight», we will fight every weekend.

And this is more BRAIN war of the staffs, than individual superiority.

First of all, this project is a tournament between opposite Headquarters of both sides. There is important to make right tactical decision, using stratagem and the element of surprise but not only «Rush in the Center».

Strategic element of the Campaign – is the limited resources, which consumed during the conduct of hostilities. Shortage of the resources can drastically change the situation at the front. Resources' replenishment depends on the state of logistic facilities and completion of the supply tasks.

The team formation thus should be performed by a person, who will be Side Commander or group of pilots who will form the Headquarter of the Side. During the team's organization Commander is able to assign Deputy, Squadron leaders for fighters, bombers, ground attackers; to establish plans, to distribute tasks, and to carry out organizational work in the team, if needed.

As you can see, Commander is the most important role for the Side. The Headquarter must understand the mechanics of the game, rules, distribute tasks and so on.

Thereby tasks for the rest pilots will be more simplified: they should only do what they can do best of all – flight, fight and shoot.

Team results will depend on individual skill and right decisions from Headquarter.

THE STRUCTURE OF THE CAMPAIGN

Campaign is designed for teamwork and its contest is divided between 2 team: Red and Blue. Tasks for Sides are symmetrical.

Theatre of the War is divided into three sectors: A, B and C. Every sector has six Strong Points (three for each Side). The frontline is located between active Strong Points, which controlled by Sides. Combat action at each stage consists in the capture of the enemy active Strong Points and/or the protection of your Strong Points at the frontline.

Side what will have more captured Strong Points at the end of the campaign will win the campaign. For details see chapter «VICTORY».

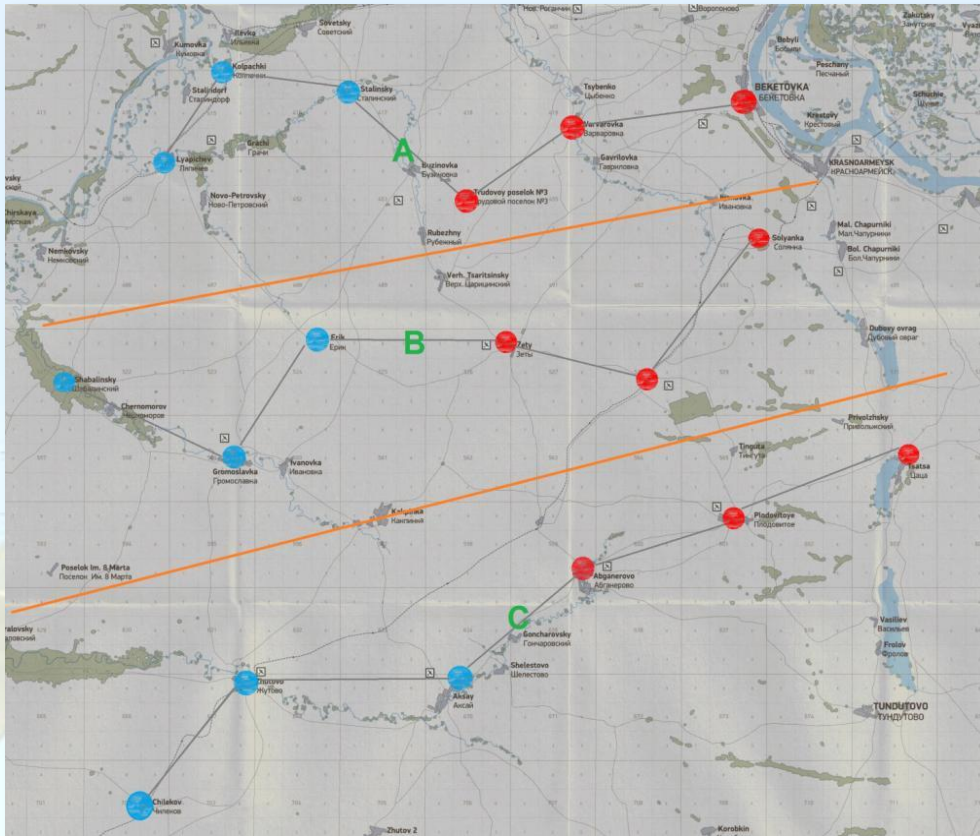


Figure 1 – Theatre of the War

War divided into Battles, Battles divided into two stage.

Battle for the Strong Point consists of 2 stages that means 2 different missions:

- Night mission: Attack on logistical facilities in the night before a day combat action starts.
- Day mission: Combat action by day after the night strikes.

Combat tasks are described in the chapter «Battle stages». In-game time between the battles is one week. During this week Sides repair warehouses, aircrafts, strengthen defense of the Strong Points.

During the Campaign, points of the resources will be accurately registered for the both Sides. Starting points for every mission will depend on side's points at the end of the previous battle and consumption of the resources between battles. For details see the chapter «ECONOMICS».

THE NIGHT MISSION

Combat action does not conduct in the night, so Sides can't capture enemy Strong Points, and at the same time it's impossible to lose own. There are positional battles (artillery duels) at the front, which does not affect on position of the troops.

The primary goal of the NIGHT mission is to destroy so many enemy resources and logistical facilities as possible. Status of warehouses at the end of the night mission will be transferred into the DAY mission.

THE DAY MISSION

In the morning after the night mission (in-game time), the 2-nd stage will be started – a ground battle for the Strong Points.

Every Side has enough resources to launch one tank attack and deploy the 2nd defense line in the one of the three sectors. The speed of deployment of ground troops depends on the condition of logistical facilities (warehouses).

DEFENSE of the every Strong Point consists of the 1st defense line at the frontline. If the 1st defense line would be broken, Side can quickly deploy operating reserve – the 2nd defense line. The main difficult of the deployment of the 2nd defense line is that's unknown in which sector enemy tanks will begin to attack.

ASSAULT tank units are used to attack of the Strong Points. Deployment of the tanks is carried out from logistical facilities (warehouses). For a successful assault, enemy antitank guns must be destroyed and the tanks need to be covered from the air. Besides that needs to remember that in case of successful breakthrough of the 1st defense line, enemy can deploy the 2nd defense line which must be also destroyed to capture the Strong Point.

CAPTURE of the Strong Point will occur when the tanks achieve the Strong Point.

Penalties for the Side which loses the Strong Point are:

- Losing warehouses located in the Strong Point (the Side won't receive unit of resources from these warehouses)
- Losing 10 units of resources (equipment, ammunition, spare parts, fuel and oil won't be evacuated fully during a fallback)
- At the beginning of the new mission, the Side receives warehouses full of resources near the next active Strong Point

Bonuses for the Side which captures the Strong Point are:

- Getting +10 units of resources as war trophy
- At the beginning of the new mission, the Side receives warehouses full of resources in the area of the captured Strong Point.

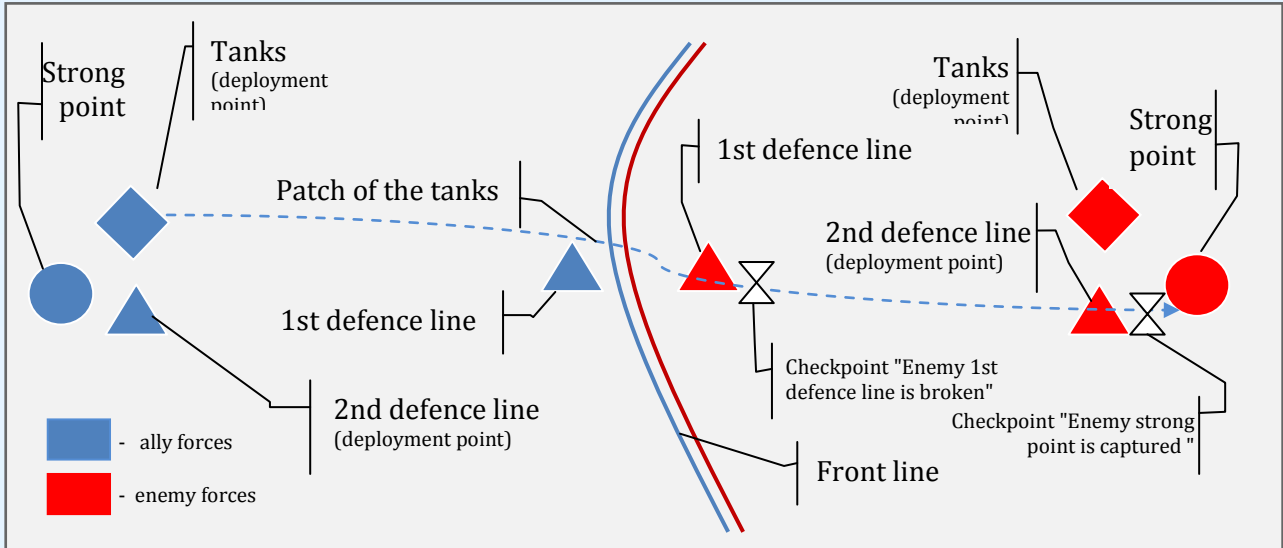


Figure 2 – Sector attack and defence chart

FORCES OF THE SIDES

GROUND TROOPS consist of:

- The 1st defense line mixed of artillery and tank units with Anti aircraft artillery (AAA) in the every sector placed near frontline (for day mission) or howitzer batteries with Anti-Aircraft Artillery (AAA) placed near frontline and firing on the enemy positions (for night mission)
- Operating reserve mixed of artillery and tank units. For a full deployment of the 2nd line of defense it's required arrival of 3 supply trucks. Deployment of the 2nd defense line will be started by special command in the selected sector
- Tank units for assault of the enemy Strong Point. For a full deployment of the tanks it's required arrival of 7 supply trucks. Tanks are deployed near own Strong Point, assault will be started by special command (assault order can be given only if more than 4 tank units are deployed)
- Anti aircraft artillery that covers vital objects (Strong Point, warehouses, transport hubs). Note: (AAA of the warehouses and transport hubs are repaired quickly – 15 minutes)

RECONAISSANCE REPORT: *Blue Side widely uses captured T-34 tanks!*



Figure 3 – Typical defense line

AIR FORCES consist of:

- Two main airfields which can repair (5 min) and refuel/rearm (1 min) all type of planes. The entire airfleet is based at these aerodromes. Both main airfields are equipped with a homing device.
- Four reserve airfields where specific types of aircraft without armament and with limited fuel could be replenished. From these airfields, reserve planes should perform ferry flight to the any main airfield, where type of this aircraft is based. Also this fields contain aircrafts for the special tasks, see "PHOTORECONAISSANCE" and "ESPIONAGE".

- One Command airfield which used for a placing orders for Ground Forces. During the NIGHT MISSION, this airfield becomes also Transport airfield, where based Transport aircrafts and warehouses are located.

ATTENTION! Block of the enemy airfields, attack of the enemy planes that takeoff and land are strongly prohibited by Joint Staff due to heavy casualties from AAA. Dangerous area has a radius of 10 km from the center of the airfield.

ATTENTION! The radius of the airfield's maintenance is limited. So, for guarantee to return the aircraft in stock, please finish the mission near the starting position or at least in center of the runway.

LOGISTIC FACILITIES

of the each Side are presented by:

- warehouses, which located near the Strong Point (3 in each sector. 9 total). They are placed in an urban area nearby the active Strong Point
- Transport Hub (railroad depot)

WAREHOUSE

Typical warehouse consists of two identical buildings. If the 1st building is destroyed, the status of the warehouse became «DAMAGED», destroying of the both buildings turn the warehouse's status in «DESTROYED» condition. The status of the warehouse (INTACT, DAMAGED or DESTROYED) affects the deployment assault tank units, the 2nd defense line:

- INTACT warehouse sends 1 supply truck every 5 minutes (no more than two trucks from each warehouse can be on the route at the same time); one truck provides deployment of the 1 unit at the designated point.
- DAMAGED warehouse sends 1 supply truck every 10 minutes.
- DESTROYED warehouse can't send supply truck.

So, as you can see, if all three warehouses in the sector will be destroyed, it leads to inability to deploy ground troops in the sector.

Destroyed and damaged warehouses during the NIGHT mission will affect the deployment of troops in the DAY mission. Each damaged warehouse adds penalty +2 minutes, destroyed warehouse add +5 minutes.

Statuses of the warehouses proceed from the NIGHT mission to the DAY mission without changes. Between the Battles (from the DAY mission to the Night mission), Commander of the Side can order to repair the warehouses, using remaining resources.

ATTENTION! Countdown of penalty time for deploy of the ground forces due to damaged/destroyed warehouses, will begin firstly after 10 minutes gap. (See for details «Logistic Facilities» in the chapter «DAY mission»).



Figure 4 – Typical warehouse

TRANSPORT HUB

Each Side has a one transport hub located in the backyard. During the night, the transport hub is being used for the delivery of fuel, ammunition, spare parts and other resources for all three sectors.

The transport hub consists of 30 little objects such as crates, barrels, tents, trucks and so on located near a train station in the area 400*700 meters approximately. Some successful bomb raid to the transport hub during the active goods' delivery could be costly for the enemy Side: destroying of the objects leads to the decreasing of resources in the real-time.

Every pair of destroyed objects decreases amount of the resources for 1 point, so the transport hub has maximum 15 units of resources.

ATTENTION! During DAY MISSION, for detecting HUB activity, the Side must perform photoreconnaissance mission successfully. If this task will be failed, HQ of the Side can't place order for the night bombing of the HUB. See chapter "PHOTORECONAISSANCE" for detail.

OBJECTS DESIGNATION AND INTELLIGENCE

OBJECTS DESIGNATION

The Frontline is reflecting situation of control over the Strong Points in the every sector on the map: if the Strong Point will be captured by tanks, the frontline will be changed and the actual situation will be visible on the map.

Each Side knows points of the deployment of own troops: the 2nd defense line and the tanks units. At the same time, the sign «Tanks» won't reflect a true position of the tank units after they would begin an attack. Also displayed on the map:

- Routes for the supply trucks (black dotted line).
- Routes for the tank units (red dotted line).
- Location of the warehouses.
- Location of the 1st defense line.

Location of **all enemy objects** is hidden on the map. Only location of enemy Strong Point, which the enemy tanks will capture, is known. Enemy warehouses are probably located in the nearby villages or small

towns. The 1st defense line is located near the frontline – between the opposite Strong Points. The 2nd defense line and tanks unit will be deployed by enemy near of his own Strong Points, which are well covered with AAA. Location of the enemy transport hub will be also known, if Photoreconnaissance mission during the DAY MISSION will be complete successfully.

INTELLIGENCE

Any aircraft can conduct aerial reconnaissance of enemy objects. After successful detection, text message on screen and icon on the map will appear.

After destroying objects, repeated reconnaissance could be performed. This is needed because the icon on the map does not display real status of the target during the mission.

The icon on the map will be changed only after the repeated reconnaissance and if objects are destroyed completely.

Prestrike air reconnaissance and resurvey are optional. The first one adds the icon of the object on the map for easy navigation of the attack planes, the second one removes the icon of the destroyed targets, but if the target is destroyed, a text message will confirm that.

Objects for intelligence:

- Warehouses (taken separately)
- Point of the tank units deployment (it's possible to perform it just after the deployment of the 1st tank, but before they begin to move)
- Point of the deployment of the 2nd defense line (after the deployment of the 1st unit)
- The 1st defense line.

Conditions for performing of an aerial recon:

- Warehouses: passage over the warehouse at any height (in a 500m radius);
- Defense line, point of the tank unit deployment and resurvey: passage over point below 500 meters altitude.

ATTENTION! Condition for resurvey – **separate** passage over the object: you must fly away from the object and then return if resurvey is performed by the same strike planes that destroy objects.

ATTENTION! Points of the tank unit's deployment can be discovered only before the tanks' movement, destroying of the tank units can be confirmed only visual. Icon for the point of the tank unit's deployment is not changed on the map.

BATTLE PHASES

In this chapter, we describe typical phases of the Battle for the ground forces action.

1ST PHASE – PREPARATION FOR OPERATIONAL DEPLOYMENT

This phase lasts whole NIGHT mission and part of the DAY mission from the beginning till the unlocking of the deployment of the ground forces.

Nevertheless, tasks in this phase are enough relevant, because status of warehouses is changing during the mission and will be transferred between the Battles. This means that damages of the logistical facilities depletes resources and reduce the ground forces deployment.

It's necessary to remember next:

1. The enemy won't be able to repair warehouses damaged/destroyed during the NIGHT mission.
2. Warehouses can be repaired only between the Battles.

Typical tasks in this Phase:

- Reconnaissance and destruction of the enemy warehouses to make easier own assault or to imitate an offensive in the concrete sector.
- Destruction of the enemy transport hub to deplete its own resources (the NIGHT mission only)
- Airlift (the NIGHT mission only)
- Reconnaissance and destruction of the 1st defense line (the DAY mission only)
- Gain air superiority to make easier own air reconnaissance and attack and to deplete enemy air forces.
- Counteraction of enemy air forces.

2ND PHASE – OPERATIONAL DEPLOYMENT

This Phase starts with the order to deploy the ground forces. Duration of this Phase depends on condition of the warehouses in a sector, protection of supply trucks from enemy attack, distance from the warehouses to the point of deployment.

When ground forces receive order to deploy, from every active warehouse supply trucks begin movement to the point of deployment. Each truck when reach the point; provide deployment of 1 ground unit. Supply truck move along roads, due low off-road performance.

Typical tasks in this Phase:

- Decision about place and time for the tanks unit deployment.
- Decision about place and time for the 2nd defense line deployment (good to know the direction of the enemy tanks' assault)
- Weakening of the enemy defense (on the assault direction or to simulate a strike)
- Reconnaissance of the supply trucks and its interception to delay the deployment and to deplete enemy resources. (Logistical activity means already a preparation of the deployment. Besides that, you can locate final waypoint of the trucks' movement and discover point of the deployment)
- Reconnaissance of the point of the tank unit deployment's beginning – you can deploy the 2nd defense line in this sector.
- Destruction the enemy tank unit during the deployment – at this moment they are more vulnerable
- Counteraction of enemy air and ground forces.

3RD PHASE – ASSAULT

It's possible to launch this Phase only after the deployment of minimum 5 tanks of 7 from full unit. After receiving an order for assault, the deployment would be stopped, and available tanks start their

movement to the target. Duration of this Phase depends on distance between a deployment point and an enemy Strong Point.

If assault was initiated by two Sides simultaneously in the same sector, then capture of the enemy Strong Point will be available only for the Side which tanks break through the 1st defense earlier. The tanks of the opposite Side will continue movement but the capture of the Strong Point will be unavailable.

Typical tasks in this Phase:

- Decision to launch assault
- Covering of the advancing tanks.
- Destruction of the enemy defense lines on a route to the Strong Point (the enemy can have time to deploy the 2nd defense line)
- Detection of the location of the enemy tanks for decision to deploy the 2nd defense line (if it wasn't performed yet)
- Destruction of the enemy assaulting tanks.
- Counteraction of enemy air and ground forces.



ECONOMICS

Limited resources are the most important factor in the War. Remaining resources at the end of the mission are starting quantity for the next mission (with respect to the resources' replenishment and consumption). Maximum quantity of the resources is 100 units.

When resources are ended, a restoration of the aircrafts on the reserve airfields and a dispatch of the supply trucks become unavailable. Before start of the campaign, Side Commanders discuss and negotiate about initial quantity of the resources.

During the mission, consummation of the resources is going automatically and remained resources are displayed on the screen. After the mission, the resources will be replenished as described in «RESOURCE REPLENISHMENT». Then the resources will be consumed as described in «RESOURCE CONSUMPTION». Resources can't have negative value.

Rules of the aircraft START KIT restoration:

- Losses are restored fully before every mission's start with using of the resources.
- If Side doesn't have enough resources for all aircraft restoration, then:
 - Shortage of the resources to restore all loses will be calculated. (N points of resources).
 - All remained points of resources will be fully withdrawn and all loses are restored.
 - Enemy receives possibility to restore its own loses with N points of resources free, but not more than needed.

If both Sides doesn't have resources for the aircraft restoration, shortage will be firstly calculated for the Side which loses more than the other Side.

So Side will receive full START KIT of the aircrafts, but didn't have resources to repair the warehouses and to deploy the ground forces and to restore the reserve aircrafts during the mission.

RESOURCE REPLENISHMENT

- Every INTACT warehouse produces +2 units of resources, DAMAGED - only +1 unit. Recovery of the resources is going during the DAY mission.
- A transport aircraft recovers resources after successful arrival to the airfield (additional task by order from Commander during only the NIGHT mission): one He-111 recovers +4 units of the resources; one Pe-2 recovers only +2 units. It reflects historical lifting capability of the aircrafts.
- Capture of the enemy Strong Point gives +10 resource points.
- Successful completed «ESPIONAGE MISSION» give back +5 units of resources.

RESOURCE CONSUMPTION

- Restoration of the aircrafts START KIT:
 - 1 fighter = 1 point of the resources (Red Side), 1 fighter = 1.5 point of the resources (Blue Side)
 - 1 assault plane = 2 points of the resources.
 - 2 bomber = 3 points of the resources.
- Supply truck: 1 truck = 1 unit of resources. (COUNTED AUTOMATICALLY).
- Warehouse repair: DESTROYED – 4 units, DAMAGED – 2 units.
- Losses from the destruction of the transport hub depend on quantity of destroyed objects. Maximum – 15 units of resources. (COUNTED AUTOMATICALLY).
- Losses of the Strong Point reduce -10 units of resources.
- 5 units of resources will be used for the preparation of «ESPIONAGE MISSION».

TEXT MESSAGES - REPORTS

REGULAR REPORT

Report about objects status will displayed in right side of the monitor constantly. It's divided into three parts for each sector A, B, C and contains information about status of the every warehouse, the 1st and the 2nd defense lines, tank units. Information about amount of the remained resources is also included in the report. The report is repeating every 5 minutes.

EVENT REPORTS

Important events such as: detection of the enemy objects, losses of own objects, ending of the deployment and so on, are also reported by message in the center of the screen. Side's announcements are dedicated with blue color; reports about an enemy action are red.

Every hour, a message about the remaining playing time is displayed.



MISSION TIME AND BATTLE RESULTS CONFIRMATION

PLAYING TIME

Duration of the DAY MISSION is 3 hours, the NIGHT MISSION – 2 hours. Mission stops at the end of time.

Countdown of additional 10 minutes gap begins after the startup of the server. After that game's time will start. This 10 min gap is needed to allow all pilots to connect to the server successfully. Takeoff during the first 10 minutes and another activity are permitted.

Use conventional clock or clocks in plane cockpit to control the remaining time. Report about the mission's end will be displayed 3 minutes before the mission ends. This report reminds about necessity record of the mission results.

To confirm the mission result, it needs to make 4-5 screenshot with next information:

For **DAY MISSION**:

- Frontline status (screenshot of the battle area from the map);
- Status of the warehouses: for German Side – upper left corner of the map, USSR Side – right lower corner of the map (necessary areas will be outlined with white border);
- Resource balance: screenshot of the text report named «FINAL REPORT»);
- Quantity of the planes at the Main airfields; screenshot of the every Main airfield with planes

For **NIGHT MISSION**:

- Status of the warehouses: for German Side – upper left corner of the map, USSR Side – right lower corner of the map (necessary areas will be outlined with white border);
- Resource balance: screenshot of the text report with resource counter and with the number of performed airlift flights. During making of the screenshot, title «FINAL REPORT» must be visible on screen.
- Quantity of the planes at the Main airfields; screenshot of the every Main airfield with planes.

ATTENTION! *There is a problem with screenshot which was made with «Print Screen» button – not all objects on the map will be visibly shown. So, please use any other screen capture program which makes screenshot – like FRAPS, or make screenshot from recorded video.*

REAL TIME (OPTION)

The NIGHT mission – Friday.

The DAY mission – Saturday. Then a little break until next weekend.

New map with new objects will be prepared during this break.

THEATRY OF OPERATION

STRONG POINTS

Battle area divided into three sectors: A, B and C.

Sector A runs along (enumeration from East to West, numbers in brackets [***] mean ingame map coordinates): Lyapichev [415], Kolpachki [415], Stalinsky [417], Truduvoy poselok №3 [454], Varvarovka [419], Beketovka [421].

Sector B runs along: Shabalinsky [521], Gromoslavka [559], Erik [524], Zety [526], Tinguta 2 [528], Solyanka [457].

Sector C runs along: Chilekov [702], Zutovo [667], Aksay [670], Abganerovo [599], Plodovitoye [601], Tsatsa [567].

At the beginning of the campaign, German Side controls the first three Strong Points, USSR controls remained Strong Points.

The frontline in each sector is located exactly between two neighbor's Strong Points which are under control by opposite Sides. The 1st defense line is located close to the frontline. Deployment of the additional ground forces (the 2nd defense line and tank units) takes place near an active Strong Point.

AIRFIELDS

Initial location of the airfields:

- **BLUE:**

COMMAND

- **Morozovskiy south [474]**

MAIN

- **Kumovka [378], Lipovskiy [483]**

RESERVE

- *Morozovskiy west [474], Frolov [371], Chernishkovskiy [441], Oblivskaya [407]*

- **RED:**

COMMAND

- **Novonikolskoe [210]**

MAIN

- **Voroponovo [385], Raygorod [496]**

RESERVE

- *Stogov [251], Krasnaya zarya [248], Rastegaev [321], Klh. im. Kaganovicha [284]*

If some MAIN airfields become closer than 30 km to the active Strong Point during the combat actions, then they will be transferred to the other location chosen by Commander, but not closer than 30 km to the active Strong Point.

Reserve airfields are located in backyard and won't be relocated.

LOGISTIC FACILITY

FRONTLINE WAREHOUSES

Supplying of the deployment of the ground troops in the every sector is presented by three warehouses, which are located near an every active Strong Point (usually in some urban area nearby of the Strong Point). This urban area has a road communication with Strong Points. This is initial data to search the warehouses.

TRANSPORT HUB

At NIGHT MISSION, new target would be added for each Side, if Photorecon mission was completed a day before (See «PHOTORECON» for details). This is TRANSPORT HUB (railroad depot) located 80 km far from the frontline. Hub consists of 30 little objects such as crates, barrels, tents, trucks and so on, that located near a train station in the area of 400*700 meters approximately.

Locations of the transport hubs are known and they are marked by icons on the map. Germany – transport hub is located near the train station in Zaplavnoe [353]-[354] USSR – transport hub is located near the train station in Surovikino [374].



Figure 5 –Railroad depot in Zaplavnoe

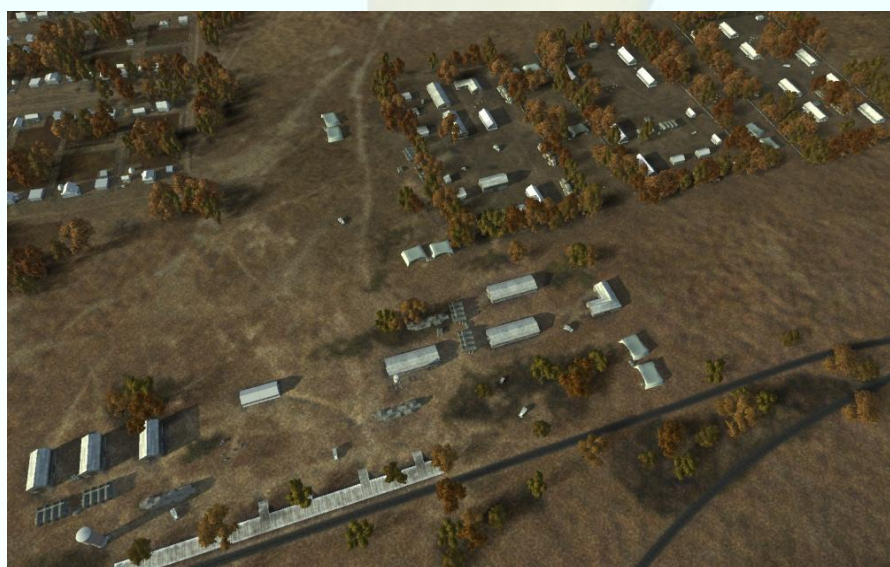


Figure 6 - Railroad depot in Surovikino

PLAYERS AND START PLANESET

PLANESET

Airfields	Regiment	Type	Load out	Q-ty
Voroponovo	439 IAP	MiG-3	1*ShKAS ,1*BS, Fuel 100%	2
			2*BS, Fuel 100%	
			1*ShKAS ,1*BS, 2*BK, Fuel 100%	
			2*BS, 2*BK, Fuel 100%	
	27 IAP	LA-5	2*ShVAK (340 AP+HE), RPK-10, Fuel 100%	6
	237 IAP	YAK-1	2*ShKAS (1500 AP), ShVAK (120 AP+HE), RPK-10, Fuel 100%	8
Raygorod	775 ShAP	IL-2	Armanents: all exsept FAB-250, Fuel 100%	12
	99 BAP	PE-2	Armanents: all exsept FAB-500, Fuel 100%	10
Airfields	Regiment	Type	Loadout	Q-ty
Kumovka	II./JG 52	Bf-109 G2	2*MG17 (1000 AP), MG151/20 (200 AP+HE), armored glass headrest, Fuel 100%	8
	I./JG 3	Bf-109 F4	2*MG17 (1000 AP), MG151/20 (200 AP+HE), armored windscreen, removed headrest, Fuel 100%	8
Lipovskiy	III./StG 77	Ju-87	2*MG17, 1xSC250, 3xSD70, siren, additional armor, Fuel 100%	6
			2*MG17, 3xSC250, siren, additional armor, Fuel 100%	
			2*MG17, 2xWB-81, additional armor, Fuel 100%	
			2*BK-3.7cm, additional armor, Fuel 100%	
	I./ZG 1	Bf-110	4*MG17 (4000 AP), 2*MG FF (360 AP+HE), 2*SC250, 4*SC50, armored windscreen, additional armor, Fuel 100%	6
			4*MG17 (4000 AP), 2*MG FF (360 AP+HE), 2*SC250, armored windscreen, additional armor, Fuel 100%	
	III./KG 55	He-111	1*SC500, 4*SC250, Fuel 30%	6
			4*SC250, Fuel 30%	
	I./KG51	Ju-88	4*SC250, Fuel 100%	4
			6*SC250, Fuel 100%	
28*SC50, Fuel 100%				
44*SC50, Fuel 100%				
4*SC250, 28*SC50, Fuel 100%				
6*SC250, 28*SC50, Fuel 100%				

AIRCRAFTS REPLENISHMENT

Each Side has reserve airfields that have reserve aircrafts to replenish main airfields. They are named: **Airfield 1, Airfield 2, Airfield 3** - for fighters, assault planes and bombers respectively.

By commander order, reserve plane can be taken to replenish loses. The reserve aircraft must perform ferry flight to a Main airfield which uses same type of the aircraft.

At the moment of reserve plane activation, the resources will be consumed automatically. In case of shortage of the resources the reserve airfield will be blocked.

ATTENTION! Reserve plane have limited fuel and no ammo. Refuel and reload of ammunition will be performed at the MAIN Airfield.

WEAPONS AND LOADOUTS

Some aircrafts could be equipped with additional weapon modifications. These «unlocks» - as for example 37mm guns for Ju-87 – are not available by default and should be opened previously in the offline career.

Fuel and weapon loadouts can be varied according to an agreement between Sides Commanders.

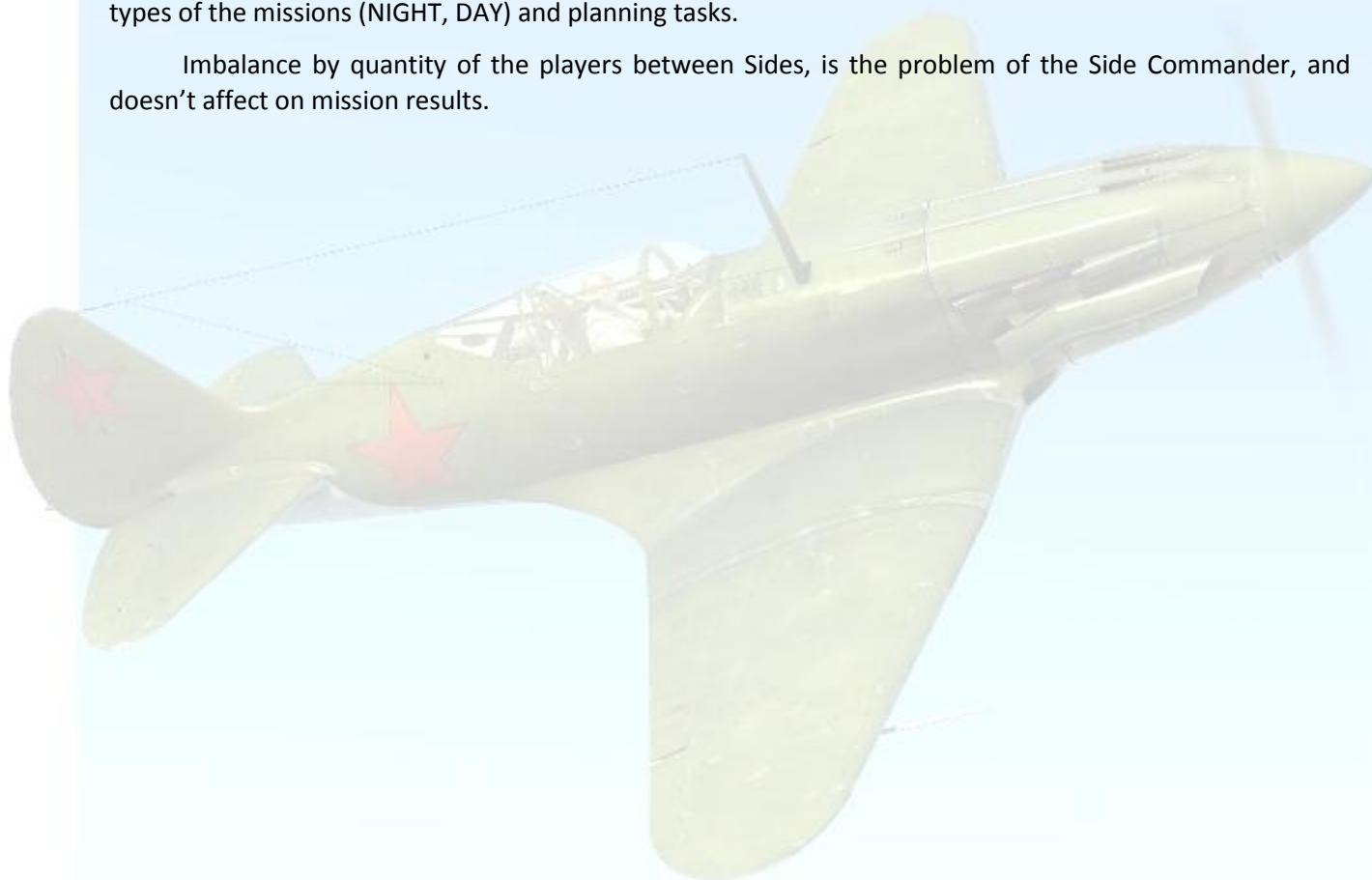
ATTENTION! *If player does not have unlocked weapons for aircraft, do not try to load weapon and modification on the aircraft using button «Load from mission». This will cause error #10037 and the aircraft will disappear from airfield.*

PLAYERS

Mission designed for teams up to 20 players.

Team structure by types of the planes is determined by Commander who arranges it according to types of the missions (NIGHT, DAY) and planning tasks.

Imbalance by quantity of the players between Sides, is the problem of the Side Commander, and doesn't affect on mission results.



SPECIAL TASKS

AIRLIFT OPERATIONS

Airlifting missing is a task for the NIGHT MISSION only. Both Sides receive three aircrafts (Pe-2 for RED Side, HE-111 for BLUE Side) on **Command&Transport** airfield for this task. They named **Transport 1**, **Transport 2**, **Transport 3**. Be careful – the aircrafts have personal numbers and a complex system of the triggers. These planes are not restored and if the plane is lost, amount of the available transferred resources during the mission would be decreased. One HE-111 delivers +4 units of resources, PE-2 +2 units. That reflects payload of both aircrafts.

For starting of the mission, it's needed to taxi to the cargo loading area located in front of the hangar and designated by a watch-fire. Stop there and wait a message about start of the loading procedure (about 10 seconds for message appearance). The message about takeoff clearance will appear when loading will be completed. Time for loading: 6 minutes for HE-111, 3 minutes for PE-2. Simultaneous loading of several aircrafts is allowed.



Figure 7 – Cargo hangar and trucks enumeration

All messages related to the airlift operations are appeared in upper-left corner of the screen.

After arrival to the assigned airfield, the aircraft should taxi to the cargo loading area in front of the hangar, stop there and wait till a cargo will be unloaded. After that next flight is permitted.

ATTENTION! Be aware that cargo plane cannot be maintained (refueled and repaired) on this airfield, so if the flight will be finished here – the plane will be lost for the next airlift operations. Transport planes are maintained only on the start airfield.

When loading/unloading procedure is started – the cargo truck appears in front of the hangar and disappears after the procedure is complete. This is visual indication-confirmation of the load/unload procedure. Trucks appear in location with accordance to the number of the aircraft.

The truck for the **Transport 1** appears at the left side of the hangar, for the **Transport 2** - in the middle between gates and for the **Transport 3** – at the right side of the cargo hangar.

ATTENTION! Be aware that transport planes have numbers, like «Transport 1». These numbers are used for a complex system of triggers. Internal mechanism of the mission building doesn't recognize which plane is landed on the start airfield – number of landed plane would be always reset and the first empty number would be assigned to the returned plane.

Example: transport planes with number 1 and 3 have been loaded, and fly away. After takeoff, the plane #3 has been damaged and decides to return for repair. Plane #1 is still flying. After landing the flight of the plane #3 will be finished and pilot decide fly again – he receives plane with number from first empty slot, in our case it will be #1. If this new #1 starts to load the cargo and the first plane with #1 is not yet unloaded – then triggers for first plane with #1 will be reset and the plane won't deliver any cargo.

When the aircraft appears on the start airfield and begins to load the resources – it will reset all trigger system for the plane with a same number that in the air. So pilots assigned to AIRLIFT OPERATION must establish communication between each other and keep track of the situation. If this situation (appearance of the aircraft with a same number) is occurred, wait until the plane with a same number will be unloaded, and then procedure of the cargo loading can be started.

Supply routes for BLUE team: Morozovskiy south [474] - Kumovka [378]; for RED team: Novonikolskoe [210] - Voroponovo [385].

ESPIONAGE

During the NIGHT MISSION, the Sides have an opportunity for the espionage operation. If this mission is completed successfully, the Side will be informed about deploying of the enemy tank units during the DAY MISSION. For this mission, **Airfield 4** has a special plane named **Agent** (Pe-2 for RED Side, HE-111 for Blue Side), it is only one and wouldn't be restored during the NIGHT MISSION.

For the beginning, the Special plane must perform ferry flight to airfield where bombers are based (Lipovskiy or Raygorod), and load spies with equipment into the plane (It's performed like a cargo loading). After landing, the plane needs to taxi to the loading area, designated by watch-fires. Loading lasts 4 minutes. Moment when spies are loaded is registered in the mission log and considered as the beginning of the «ESPIONAGE MISSION».

The spies with equipment must be unloaded on an inactive airfield in the enemy backyard. The area for spies unloading is designated by watch-fires; unloading procedure lasts 4 minutes.

The mission is considered as successful when spies have been unloaded. Then the plane named **Agent** must fly back to airfield, where the spies were loaded, to carry initial reconnaissance information to the HQ. After unloading the reconnaissance data (lasts 1 minute), mission is completed successfully.

Economic part of the «ESPIONAGE» mission:

- Loading of the spies: - 5 units of resources (Equipment for the spies).
- Unloading of the spies: 0 units of resources.
- Bonus for successful completion: +5 units of resources.

Places for the spies' infiltration: for BLUE team Lugo-Vodyanoye [174] or Konstitutsiya [395]; for RED team Tormosin [553] or Manoyli [230].

PHOTORECONNAISSANCE

This task is available only during the **DAY MISSION** and it's needed to perform a bombing of the Railroad depot. If the photoreconnaissance isn't completed, the depot will not be assigned as a target.

For this mission, **Airfield 4** has a special plane (Pe-2 for the RED Side, HE-111 for the Blue Side) named **Recon**. This plane has to fly over the Transport hub at flight level 6000 m (6 seconds) and return to the **Airfield 4**.

After landing, there will be same unload procedure as by Airlift operation (3 minutes). All phases of the task (beginning, making pictures, start and finish unload procedure) will be noticed with the subtitles in upper-left corner of the screen.

CONTROL OF GROUND FORCES

Short manual for the Side Commander and its Deputy about commanding of the troops during combat action.

During the DAY mission, after the ending of the 1st Phase (duration of the 1st Phase determines by the status of the warehouses (see warehouses description in chapter «LOGISTIC FACILITY»), Commander has opportunity to start defense deployment and/or assault ground troops.

Such order is performed by destroying corresponding truck on the Command airfield from rear machine gun. There are three pairs of the trucks behind the Commander plane. Each pair responds for the one sector. Enumeration begins from the left to the right (watching from the rear gunner position):

- The 1st pair responds to sector A,
- The 2nd pair responds to sector B,
- The 3rd pair responds to sector C

The 1st truck of the pair is responsible for the deployment of the 2nd defense line.

The 2nd truck of the pair is responsible for the deployment of the tank unit.

Sector A		Sector B		Sector C	
Defense	Assault	Defense	Assault	Defense	Assault

Condition for truck appearance:

- Remaining resources are above 0
- The 1st Phase has been ended
- The 2nd defense line or the tank units haven't been yet deployed
- At least one undestroyed warehouse is presented in the sector

ATTENTION! Simultaneously deployment of the tank unit and the 2nd defense line in the same sector is not available. If it needs to return an order for another deployment you have to wait when the 1st deployment will be completed.

ATTENTION! Cancellation of the deployment is unavailable.

ATTENTION! Resources, which consumed for deployment of unused forces will not returned.

DURATION OF CAMPAIGN AND VICTORY CONDITIONS

Campaign duration (quantity of the Battles) is determined by the Side Commanders before the start of Interactive War.

Victory Point is point that Side gains for the captured Strong Points. Victory points will be counted when the campaign is finished. See table below, which explains value of each Strong Point. The Strong Point located far from the frontline is the most valuable.

	Strong Point #3	Strong Point #2	Strong Point #1	Strong Point #1	Strong Point #2	Strong Point #3
Sector «A»	3	2	1	1	2	3
Sector «B»	3	2	1	1	2	3
Sector «C»	4	3	2	2	3	4

If the Sides have equal quantity of the Victory Points, then Victory is awarded to the Side that has more resources.

