

Black September - 1918
BLACK SEPTEMBER IV – FC



HUNTERS

JAGDSTAFFEL 5



"THE GREENTAILS"

Black September – IV FC

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Campaign Overview

Increasing pressure from Entente ground forces, supported by armor and aerial units is being brought to bear against the Central Powers. The airmen on both sides are tasked with supporting the operations of the troops on the ground by completing designated missions. The Entente on the offense has deeper objectives related to support of a general offense. The Central Powers on the defense has shorter range operational objectives but must prevent Entente mission successes in order to win the day.

Server Name: Black September IV presented by Jasta 5.

Missions: 1 per Saturday, 3 hours with a 15 minute preflight. Four total. See schedule below.

Required Communications: Jasta 5 Teamspeak (jasta5.teamspeak3.com) - all pilots.

Parser: Make sure you set up a user account and **register on the event server parser** <http://stats.jasta5.org:8000/en/>.

Conditions on the Field

Weather: Variable – forecast posted 24 hours before. Winds aloft will be DIFFERENT than ground wind!

Temperature at ~20 C. Variable with weather.

Death penalty: 20 minutes. If you can re-life, do so after 20 minutes. If there are not reserves waiting their turn for an open server slot, you can fill gunner positions during death penalty).

Plane sets: Variable planes and various fields replenish every hour. The forward airfields are replenished only by AI planes ferrying replacements manually from rear fields.

Mission Timeframe: 15 minute preflight. 3 hours of fighting. ~5 minute scoring.

Modes: Preselected by mission design for historical accuracy and gameplay considerations.

Bomb Payloads: Preselected by mission design for historical accuracy and gameplay considerations.

General Conduct: Expert Realism, pilots are expected to use Teamspeak to get server password and flight assignments (see below).

Detailed Mission Schedule

Date & Time	Sequence	Combat Area	Mission Type
Saturday August 31 st , 1645-2000 GMT/UTC	Week 0	Lapino	Server Stress/Practice Mission
Saturday Sept. 7 st , 1645-2000 GMT/UTC	Week 1	Lapino	Two-seater Photo Recon, Bombing, Ground Attack, Escort
Saturday Sept. 14 th , 1645-2000 GMT/UTC	Week 2	TBD	Two-seater Photo Recon, Bombing, Ground Attack, Escort
Saturday Sept. 21 st , 1645-2000 GMT/UTC	Week 3	TBD	Two-seater Photo Recon, Bombing, Ground Attack, Escort
Saturday Sept. 28 th , 1645-2000 GMT/UTC	Week 4	TBD	Two-seater Photo Recon, Bombing, Ground Attack, Escort

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Pilot 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 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 each week on the side to balance sides.

To summarize:

1. Participate in the current Black September survey on the Flying Circus forum.
<https://forum.il2sturmovik.com/forum/117-il-2-sturmovik-flying-circus/>
2. Register a user account on the event parser. <http://stats.jasta5.org:8000/en/>
3. Utilize Jasta 5 Teamspeak (jasta5.teamspeak3.com) to communicate and coordinate with other pilots.

NOTE: All pilots should report to CHECK IN ON COMMUNICATIONS AT JASTA5.TEAMSPEAK3.COM to get the weeks password to the server. Mercenaries must choose a team each week in order to help balance sides. You will not be allowed to change sides later during the same mission!

Preflight Briefings

1600 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”.

1630 GMT - 30 Minutes Prior to Mission

1. Meet early in the Red or Blue **Briefing** channels 30 minutes **early** on Jasta 5 Teamspeak (jasta5.teamspeak3.com or visit the following for more help https://jasta5.org/Jagdstaffeln_5/red_baron_j5_communications_room.htm).
 - 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 no later than 1630 GMT/UTC time.
 - c. If you can't join the **Briefing channel** because you arrived later than everyone else, look at the other teams Teamspeak section and see if they have room in their briefing room
 - i. If yes, consider switching sides, OR
 - ii. Wait in the Reserve channel of your choice 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 black icon next to pilots' name.

1645 GMT – 15 Minutes Prior to Mission

Pilots may begin loading into the server for the campaign mission 15 minutes before the actual mission is scheduled to start and spawn in aircraft on the field as directed by Ops Staff. **During this time, you may NOT take off. Hold until onscreen messages direct that air operations may begin and an air raid siren goes off.**

Campaign Conduct Tips

- Mission status updates will be provided in-flight every five minutes to help direct you towards active missions.
Fly > die > move to reserve Teamspeak channel > serve your 20 minute death penalty. If there are no reserves waiting their turn to enter game, THEN you can be a backseat gunner in a two seater during 20-minute death penalty > fly > die > repeat cycle.
- Think about overall mission objectives and your role in supporting or accomplishing those; it's not just about finding an enemy plane and attacking it!

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No Spawn Camping

Any disabled or damaged plane landing at, near or within sight of an active enemy field must immediately “Finish Flight”. It is not permissible to stay at, near or within sight of a active enemy field on the ground. This is to prevent acting in any capacity including as either a forward observer or in order to fire upon enemy planes at or near the field from a landed position. In any other situation, pilots may sit in their shot down or disabled aircraft.

Entente Objectives and Scoring

Mission Description	Mission Icon	Available To	Points	Respawn Rate / Notes
Destroy Trucks	Road Traffic	Both Sides	1 per truck	1m respawn – moves to front, then becomes static infantry
Destroy Infantry Emplacements	Ground Attack	Both Sides	1 per emplacement	1m - respawns as a truck
Destroy Armored Cars	Ground Attack	Central Only	2 per car	6m
Destroy Train	Rail Traffic	Both Sides	3 per train	20m
Destroy Barges	Canal Traffic/Sea Traffic	Both Sides	5 per barge	30m
Destroy Bridge	Bridge	Both Sides	6 per bridge	30m
Destroy Artillery Battery	Arty Battery	Both Sides	6 per battery of 4 guns	20m
Complete Photo Recon	Photo Recon	Both Sides	12 per successful return	30m
Destroy Factory	Factory	Entente Only	12 per factory	30m
Enemy Aircraft Destroyed	N/A	Both Sides	2 per plane	N/A

The Keys to Victory

Missions offered to each side are intentionally ASYMMETRICAL to reflect the historical roles of the aerial units on both sides. The entire point structure of the campaign is balanced towards both sides doing what they “should” be doing per the strategic doctrines of the time.

Central Powers two seaters will need to concentrate significant effort to eliminating the Entente ground units attacking at the front line. This in itself is a full-time job given the large number of armored vehicles that need to be smashed. Missions deeper behind Entente lines are intended as valuable secondary targets of opportunity. Central Power scouts in general are likely to have little to no time for offense and will need to play defensively high and low, covering their side of the map from constant Entente encroachment.

The Triple Entente two seaters need to focus on completing photo recons and destroying factories. Sopwith Camels are intended to be used in their historical role as ground attack aircraft and are perfectly suited to contest control over the front lines at low altitudes as well as lend direct support to the troops. This leaves other Entente scouts and some specially configured Brisfits to engage in higher altitude air superiority and escort operations.

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Plane Inventory (per 60 minutes of play)

Plane inventories are partially randomly regenerated every 60 minutes of play using historical mixes of the following aircraft types. In addition, planes returned in good condition to active airfields will go back into the airfield's inventory.

Each hour, both sides will receive roughly 36 scouts and 19 two seaters in this fashion.

Entente Scouts	Entente Two-Seaters
SE5a	Bristol F2b2
Sopwith Camel	Bristol F2b3
Sopwith Dolphin	
Spad 13	
Central Scouts	Central Two-Seaters
Albatross D.Va	Halberstadt Cl.II
Fokker D.VII	Halberstadt Cl.IIau
Fokker D.VIIF	
Fokker Dr.I	
Pfalz D.IIIa	

FORWARD AIRFIELDS (such as Yantar and Lapino) on the Lapino map are not automatically replenished. Although they start with a large number of aircraft initially available, they are slowly and continuously replenished by AI pilots ferrying aircraft forward from other bases. It's not a mission objective per say to disrupt this ferrying, however it is absolutely acceptable to do so as a way of impacting enemy operations.

Each hour, ferry flights will ATTEMPT TO provide roughly 8 scouts and 3 two seaters in this fashion to these fields.

DESIGNER NOTE: *Forward airfields have somewhat less threatening AAA defenses to make both sides consider the balance of protecting operations in and around the field vs sending scouts elsewhere.*

Campaign Notes

This initial 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 TS 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 event thread.

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 Matthias or Baeumer on Teamspeak (or a Jasta 5 pilot on TS who can get a message to one or the other of them).

Play fair and have fun.

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Credits

The Black September Campaign has been in the minds of many of us for many years as the perfect bookend to the Bloody April Campaign. Special thanks to the following pilots who have contributed to bringing this event to reality:

- J5_Matthias – Mission builder
- J5_Gamcock – Community liaison
- J5_Voss – Awards/Ribbon
- J5_Rumey – Artwork
- JG1_Snaggle and =FB=Vaal for their assistance and willingness to help.
- The pilots of Jasta 5 who have supported this effort with their suggestions and financial support.
- The WWI flight sim community of Flying Circus who has helped in testing, support, and participation!
- Jason and the 1C team for their commitment, dedication, and support of the WWI flight combat community (now get us that map 😊 !)

Thank you all,

Paul Baeumer & Pilots of Jasta 5

PS It costs about \$200 dollars for the commercial game server and Teamspeak to host an event such as this for one month. If you would like to show your thanks by making a financial contribution to help cover our efforts, you may make a one-time donation via the PayPal link on the left side of our event page: <http://jasta5.org/events/blacksept/index.htm>

If you don't have a PayPal account, perhaps one of your flying mates does and you can donate through them indirectly.