

# 2020 Bloody April X – Flying Circus Edition

## Rules, Scoring, and Awards



Flying & Fighting  
Fame or Flame?

2020

## Contents

Contents.....	2
Campaign Schedule of Events and Mission Times* .....	4
Support .....	4
Campaign Parser .....	4
Server Mods Required - NONE.....	4
Server Settings .....	4
"Bad Weather" .....	5
Communications – .....	5
In Flight Communications .....	5
Sides –Entente (Red) and Central (Blue) .....	6
Independents/Mercenaries (“Mercs”) .....	6
Reserve Pilots .....	6
Pilot Supply and Management: .....	7
The “Western Front” .....	7
Anti-Aircraft Artillery (AAA) and Machine Gun (MG) Nests.....	7
Observation Balloons Network & Warning System.....	7
The Air War: Airfields .....	8
Airfield Conditions and Defenses .....	8
Airfield Rotations .....	8
Rearm/Repair/Refuel Commands .....	8
The Air-War: Airframes .....	9
Airframe Resupply Schedule .....	9
The Air-War: Historically Based Plane Inventory.....	9
Scout Mission Restrictions .....	10
Two-Seater Mission Restrictions.....	10
The Air War: Weapons and Ordinance.....	10
The Air War: Objectives.....	10
The Air War: Scoring.....	11
The Air War: Missions .....	14
Completing A Two-Seater Mission: .....	14
Inflight Mission Status .....	14
Photo Recon Missions.....	14
Trench Mapping.....	15
Artillery Spotting .....	16
Spy Drop.....	17
Spy Return .....	18
AI Escort Mission .....	18
Strategic Bombing – Trains / Convoys / Barges / Bridges .....	19
Ground Attack – Tanks / Gun Emplacements .....	19
GENERAL RULES .....	20
Honor and sportsmanship.....	20
Bad Karma Penalties.....	20

Leaving the Server and Server Re-entry .....20

Exit Flight.....20

Re-flight Penalty .....20

Re-flight Priority .....21

Collisions .....22

Crashing.....22

Disconnects.....22

Awards .....22

    Fun.....22

Management.....23

Community Acknowledgements .....23

## Campaign Schedule of Events and Mission Times\*

Practice Mission - March 28, 1730-2330 UTC/GMT.

Regular Missions - April 4, \*, 18, 25, May 2

\*No missions Easter weekend April 11.

All missions will be run 1730-2330 **GMT/UTC**. PLEASE correct to your local time zone, taking into account any time changes that may occur during the event that may alter your local start times.

## Support

This campaign is hosted on the Flying Circus Flugpark server. Thank you to pilots who have donated financially to provide the commercial server and resources for this event. To make a secure one-time or recurring donation to support the Flugpark via PayPal, visit <http://stats.jasta5.org:8000/en/info/>

## Campaign Parser

The official campaign parser at <http://stats.jasta5.org:8000/en/info/>

## Server Mods Required - NONE.

## Server Settings

The server will be titled “**Flying Circus - Bloody April Campaign**”, or similar. A server password will be distributed to participants each week via Commanders on Flugpark Discord immediately before the mission.

- Everything OFF except subtitles
- Plane loadouts are partially locked for balance
  - If weapon mods are available, you may use them. If they are not, you may not.
- Warm engines
- Other Settings/Timeouts –
  - One (1) minute End of Flight
  - Five (5) minute Re-Flight
  - Three-hour (3) Coalition Change

- Sixty (60) minute pilot Death Penalty with unlimited back-seat lives. If you die or are captured when flying as a pilot, the server will force you to wait sixty (60) minutes before you can fly again as a replacement pilot. However, there are an unlimited number of backseat gunner lives available to participants. Participants may ride in the back - seat during a pilot death penalty. Death Penalty resets with mission change.

Also see [Re-flight Penalty](#) and [Exiting and Re-entry](#).

## "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 the 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. Any available scores up to the point of the bad weather will stand and be included in the scoring of the event. Scores are obtained using the parser and server logs ONLY. Even in the case of a full crash the log files will provide the necessary information to completely score the play which occurred.

## Communications –

The official event communications is the Flugpark Discord server. It will be used for each side to facilitate communication between Commanders and event organizing authorities as well as between sides and pilots.

Flugpark Discord Channel. <https://www.discord.gg/h8MRmyN>

A direct link to the Flugpark Discord channel is also located on the Flugpark parser:  
<http://stats.jasta5.org:8000/en/info/>

Each side is limited in the number of pilots that can access the "In-Flight" channels and sub-channels based upon the pilot slots allocated to each side. [See Over-Max Penalty](#).

## In Flight Communications

Team Communications Out of Server - pilots may use communications to speak to other pilots on their team **while out of the game server only (pre-flight briefing or after death/exit from server)**.

Airfield Communications In-Server - pilots may use communications to speak to other pilots at their airfield **while on the ground only (last minute pre-flight check/or while waiting for a plane to become available)**.

Flight Communications In-Flight – Upon selecting a field and plane, **pilots taking off from the same airfield are only allowed to communicate with planes assigned to the same flight/objective.**

**Pilots flying from different airfields may not speak to each other even if on the same mission.**

Pilots may only communicate with other pilots from other airfields while in flight using non-verbal methods such as hand signals, flares, plane movements etc.

**Communications Penalty:** Please do not use in-game chat, except to S! A team “bad karma” penalty may be incurred for each instance of substantive or repeated illegal communication between two or more participants.

Available fields and plane inventories will rotate hourly, and new mission locations will appear as old missions are completed. It will be up to each side to determine a strategy regarding which missions to complete, assign pilots to priority missions to ensure coverage (depending on their strategy), and adapt to the dynamic conditions of the battle during each mission.

## Sides –Entente (Red) and Central (Blue)

Any Flying Circus player in good standing within the Community Server Operators Group and event organizers may sign up to participate. It is expected that historical units will remain intact and not be split between sides/teams. Event organizers may assign units to one side/team or the other in the interest of both having enough pilots. Pilots and units must fly the entire event for the side/team (Red/Entente or Blue/Central) to which they are assigned by the event organizers. Event organizers retain the right to prohibit or remove an individual pilot or unit from the event at any time for infractions involving these rules, the spirit of fair and honest competition, or based solely upon the judgment of the organizers.

## Independents/Mercenaries (“Mercs”)

Pilots with no unit affiliation are invited to fly in the campaign and will be assigned to a side/team.

## Reserve Pilots

It is expected that reserves will be needed. Commanders will need to develop command-and - control systems to manage reserve pilots and those eligible to re-fly after expiration of their death penalty. Reserve pilots waiting for a plane and “dead” pilots waiting for their death penalty to expire should wait in the briefing communications channel.

It is up to each side to organize individual pilot flight time/plane/mission assignments. Pilots may fly as much or little as their schedule and their team flight schedule allows. Each side may want to schedule their pilots to fly missions based upon their sides’ individual pilot preferences and time zones. “Non-scheduled” pilots should be encouraged to show up to fly for on a space available “reserve pilot” basis. Due to the nature of the game with the death/re-life wait period, reserve pilots are anticipated to be needed as well as to replace pilots who are AWOL or drop their connection with the server.

## Pilot Supply and Management:

In order to be victorious, each side must manage the number of pilots flying to insure coverage throughout the entire mission.

Initial pilot slots are as follows: 76 slots – 38 slots per side.

**Over-Max Pilots Penalty:** In the event that a side has more pilots in the server than were allocated for that mission, a “bad karma” penalty for each pilot “Over-Max” may be incurred. Over-max is possible on the server. We try to limit number of pilots on Discord in order to assist pilots/sides avoid being over-max. If you can't get onto the correct field/channel on Flugpark Discord, don't go in the game server!

## The “Western Front”

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

AAA and MG's were deadly and it is here. Don't stray too near (below approximately 1,000m/3300') and make sure you jink if you must go nearer.

Additionally, pilots flying exceptionally low are recommended to exercise EXTREME caution and consider increasing minimum altitudes for flying over the front to 1100m/~4000ft'.

Attacking AAA batteries or machine guns along the front lines and at MOST strategic and tactical targets behind the lines successfully can cause temporary (15 minutes) degradation of local area ground defenses.

Airfields are the exception – their heavy defenses cannot be degraded. Attacking them is absolutely not advised.

### Observation Balloons Network & Warning System

Some ground troops throughout the front will fire flares upon spotting nearby enemy planes within 1.5km/4,500'.

Observation balloons will always fly at a height under the cloud ceiling – as dictated by the weather – with an absolute maximum height of 1500 meters and a lowered minimum height of 300 meters.

The balloons offer 7.5 kilometers of visibility to their side when up. However, if they are lowered to defend against approaching aircraft that visibility is lost.

Both sides will have reported enemy balloon locations displayed on their map. Balloons are positioned semi-randomly and will eventually be replaced after being shot down.

## The Air War: Airfields

### Airfield Conditions and Defenses

Fields can be bumpy on take-off and landing; find the best runway area and look out for other traffic on and around the field. While obstacles will not be intentionally put in front of your plane when you spawn in, please be sure you look out in front of you before taking off just in case. Don't forget to pay attention to the windsock.

Air fields may be attacked, but are defended with effective ground defenses. As long as plane inventory is available at a field, it may be used regardless of field condition.

### Airfield Rotations

At the start of each mission, four fields will randomly become active on each side, as follows:

North Sector: One fighter field

Central Sector: One fighter field and one two-seater field

South Sector: One fighter field

The fields will be static throughout each mission, although other inactive fields will be visible on the map.

Active airfields will have a re-arm/refuel/repair truck on station. See “Airframes” section for more information.

### Rearm/Repair/Refuel Commands

Rearm = Right CNTRL+A; you will hear each gun cock when it is rearmed; counters reset.

Repair = Automatic

Refuel = Right CNTRL+F; watch your gauge and press again to stop refueling



## The Air-War: Airframes

**Conservation of airframes is a crucial aspect of this campaign.** Pilots will lose airframes from inventory unless they are returned to a live field and Rearmed/Repaired/Refueled **without the pilot ending the mission.**

### Airframe Resupply Schedule

*Once a pilot ends/exits a mission, that plane is removed from inventory until resupplied.*

Existing plane inventories at aerodromes will become resupplied, as follows, to reflect the historically superior supply situation of Entente forces vs. Central forces in the sector:

**Central: Every sixty minutes.**

**Entente: Every forty-five minutes.**

A brief onscreen message will display for all pilots when the airfield rotation/replenishment occurs.

## The Air-War: Historically Based Plane Inventory

 <b>Entente Aircraft</b>	 <b>Central Aircraft</b>
• SE5a	• Albatros D.Va
• Bristol F2 BII	• Halberstadt Cl.II
	• Halberstadt Cl.IIau (limited)

<b>Central Plane Inventory 29 fighters, 10 two-seaters</b>	
North Fighter Field	9 fighters, 1 escort two-seater
Center Fighter Field	9 fighters, 1 escort two-seater
Center Two-Seater Field	2 reserve fighters, 7 two-seaters
Southern Fighter Field	9 fighters, 1 escort two-seater
<b>Inventory replenishes every 60 minutes</b>	

<b>Entente Plane Inventory 16 fighters, 23 two-seaters</b>	
North Fighter Field	5 fighters, 4 escort/bomber two-seaters
Center Fighter Field	5 fighters, 4 escort/bomber two-seaters
Center Two-Seater Field	1 reserve fighters, 11 two-seaters
Southern Fighter Field	5 fighters, 4 escort/bomber two-seaters
<b>Inventory replenishes every 45 minutes</b>	

## Scout Mission Restrictions

Scouts may freely escort and protect two-seaters or other scouts on a mission as well as suppress or destroy enemy AAA defenses of any type. There are no mission restrictions for Scout/Fighter planes.

## Two-Seater Mission Restrictions

There are certain two-seater missions only available to certain labeled planes.

Only a two-seater labeled as a "-ArtySpot" can complete an artillery spotting mission.

Only a two-seater labeled as a "-Recon" can complete a photo recon mission.

Only a two-seater labeled as a "-TrenchMapper" can complete a trench mapping mission.

Only a two-seater labeled as a "-SpyDrop" can complete a spy drop-off mission.

Only a two-seater labeled as a "-SpyReturn" can complete a spy pick-up/return mission.

## The Air War: Weapons and Ordinance

Pilots are responsible for checking their plane load-out prior to starting each sortie! Planes may utilize any ordinance at their disposal on any target in the air or on the ground. This includes any Weapons Mods that *may* be available. Check at the beginning of each mission to see which, *if any*, Weapons Mods are available *for that* mission.

## The Air War: Objectives

The Bloody April campaign continues as an objective based campaign. However, “winning” (and losing) is a combination of objective mission successes, the maximization of enemy plane and pilot losses, and the minimization of friendly pilot and plane losses during each mission. Both sides must complete their two-seater objectives and prevent their enemy’s two-seater objectives. Both sides are advised to be selective in their choice of objectives to pursue and be discriminating in enemy planes attacked.

## The Air War: Scoring

The outcome of each mission is determined by point values and the number of times each mission is completed.

The table on the next page below shows:

**Mission:** Dawn, Noon, Dusk. Certain mission types are only available during certain missions/times of the day.

**Objects:** These are the different two-seater missions to complete and ground targets and planes available to destroy.

**Entente:** This is the number two-seater missions to complete and ground targets and planes available to destroy for the mission (dawn, noon, dusk).

**Central:** This is the number two-seater missions to complete and ground targets and planes available to destroy for the mission (dawn, noon, dusk).

**Value:** The point value for completing a mission\* or destroying a object

**Entente Points:** The total points possible for the team by completing all possible number of a particular mission or destroying all objects.

**Central Points:** The total points possible for the team by completing all possible number of a particular mission or destroying all objects.

\* In order for Two-seater missions to score points, the pilot must successfully return to home field and follow the on-screen instructions for scoring points. It is possible for two-seater missions to be completed but not scored.

There will be no more tooltips to watch at the end of the mission and screenshots for commanders to capture. The scoring data is recorded automatically and the tallying will occur after the mission by parsing the logs for the necessary data points. Results for each mission will be available within a few minutes of the end of the mission. Total points at the end of the campaign will determine the winning side.

Mission		Objects	Entente	Central	Value	Entente Pts	Central Pts
Dawn	Objective	Recce			300	0	0
		Trench	2	2	300	600	600
		Arty spot	2	2	300	600	0
		Spy Drop			300	0	0
		Spy Rtn	1	1	300	300	300
		AI Escort	2		300	600	0
		Total Spotlights		7	5	300	2100
Dawn	Planes	Fighters	87	64	6	522	384
		Two seater	30	92	12	360	1104
Dawn	Strategic Bombing	Bridge		6	200	0	1200
		Convoy			50	0	0
		Train			200	0	0
		Barge	12		100	1200	0
Dawn	Balloons	Balloon	12	12	25	300	300
Dawn	Ground Attack	Tanks		24	50	0	1200
		Inf Guns	24		50	1200	0
					Total	5682	5688
Noon	Objective	Recce	2	2	300	600	600
		Trench	2	2	300	600	600
		Arty spot	2	2	300	600	0
		Spy Drop			300	0	0
		Spy Rtn			300	0	0
		AI Escort	2		300	600	0
		Total Spotlights		8	6	300	2400
Noon	Planes	Fighters	87	64	6	522	384
		Two seater	30	92	12	360	1104
Noon	Strategic Bombing	Bridge	6		200	1200	0
		Convoy	24		50	1200	0
		Train			200	0	0
		Barge			100	0	0
Noon	Balloons	Balloon	12	12	25	300	300
Noon	Ground Attack	Tanks		24	50	0	1200
		Inf Guns		24	50	0	1200
					Total	5982	5988

Mission		Objects	Entente	Central	Value	Entente Pts	Central Pts
Dusk	Objectives	Recce		2	300	0	600
		Trench	2		300	600	600
		Arty spot	2	2	300	600	300
		Spy Drop	1	1	300	300	300
		Spy Rtn			300	0	0
		AI Escort	2		300	600	0
		Total					
Dusk	Planes	Spotlights	7	5	300	2100	1500
		Fighters	87	64	6	522	384
		Two seater	30	92	12	360	1104
Dusk	Strategic Bombing	Bridge			200	0	0
		Convoy	24		50	1200	0
		Train	6	6	200	1200	1200
		Barge			100	0	0
Dusk	Balloons	Balloon	12	12	25	300	300
Dusk	Ground Attack	Tanks			50	0	0
		Inf Guns		24	50	0	1200
		Total					5682

Continue to next Page

## The Air War: Missions

**Important:** Mission requirements (i.e. altitude requirements, target, etc.) are stated in the rules and/or onscreen tool tips on the map during the mission. In Flight Mission Status (see below).

**Failure to attain all requirements will mean mission failure even if you return to base successfully.**

It is not expected that either side will be able to complete all objectives. As a result, each side will need to choose a strategy that aims to complete the most number of valuable objectives available at any given time.

### Completing A Two-Seater Mission:

In this campaign you will find that there is a lot of "fog of war". Once a mission completed message is displayed on screen, that mission will become available twenty (20) minutes later. Two-seater mission planes go back into inventory and are available immediately upon landing. Two-seaters assigned to missions are available to depart to a completed mission area before the mission icon reappears on the map.

**IMPORTANT:** It is each pilot's responsibility to make sure that they have been briefed properly in advance of the mission and noted all mission detail requirements necessary for the mission to log their mission a success. Keep an eye on in game clock in your cockpit and watch your load out!

### Inflight Mission Status

Icons on the map are used for many missions to display possible target locations. Icons will be labeled with mouseover tool tips that explain the type of objective and recommended height requirements

Pilots working on completing missions will receive applicable announcements regarding status changes on the screen.

### Photo Recon Missions

Successfully performed by flying over marked area at correct altitude. The mission may only be attempted and completed by a pilot using a plane labeled "-Recon" from an airfield. This mission is typically flown at 1500m or above.

When in the recon area, the pilot will receive a message from their observer that photos are being taken. When they fly out of the area the observer will give one of two messages. If the observer tells them to take more pictures, they go back and repeat the earlier process. Otherwise, they are directed to return to base with the photos. If the plane is critically damaged or shot down the mission must be reattempted. Hard landings that break the propeller or flip the plane CAN cause the delicate photo plates to shatter.

After returning and successfully landing back at the field or origin, the pilot should follow the prompt to taxi to the hangar nearest the wind sock to claim the credit for completion of their

mission. A spotlight will appear inside the hangar that must be shot four times with a pistol by the pilot without reloading the clip. *Do not shoot the spotlight from the back seat or with any other weapon other than the pistol.* If multiple spotlights are present, just shoot one. The additional spotlight will be for another two-seater pilot who has landed and is waiting their turn to claim credit. Two seater pilots should then “Finish Mission” in order to R/R/R because back seat ammunition does not rearm by the R/R/R mechanism in the game. This is different than instructions to all escort and fighter pilots not to “End Mission”. The two-seater then goes back into inventory at that field to be used for subsequent two-seater missions.

## Trench Mapping

Successfully performed by flying over marked area line of trenches at correct altitude. The mission may only be attempted and completed by a pilot using a plane labeled “-TrenchMap” from an airfield. The mission is typically flown at 1500m or above.

When in the trench mapping plane reaches the trench line, the pilot will receive a message from their observer that they should proceed down the trench line and take more photos. Each section they fly over gives them a new prompt telling them either to continue flying or that photo taking is complete and to RTB. The trench distance is 23km. The pilot must successfully take photos of 11 of 12 sections or approximately 21km of trenches before the RTB message is received.

If the plane is critically damaged or shot down the mission must be reattempted. Hard landings that break the propeller or flip the plane CAN cause the delicate photo plates to shatter.

After returning and successfully landing back at the field or origin, the pilot should follow the prompt to taxi to the hangar nearest the wind sock to claim the credit for completion of their mission. A spotlight will appear inside the hangar that must be shot four times with a pistol by the pilot without reloading the clip. *Do not shoot the spotlight from the back seat or with any other weapon other than the pistol.* If multiple spotlights are present, just shoot one. The additional spotlight will be for another two-seater pilot who has landed and is waiting their turn to claim credit. Two seater pilots should then “Finish Mission” in order to R/R/R because back seat ammunition does not rearm by the R/R/R mechanism in the game. This is different than instructions to all escort and fighter pilots not to “End Mission”. The two-seater then goes back into inventory at that field to be used for subsequent two-seater missions.

## Artillery Spotting

1. Pick up the correct plane.
2. Fly over the friendly artillery battery shown on map.
3. Fly over enemy artillery position between 1250m-1500m and fire flare when prompted.
4. Loiter or exit enemy artillery spotting zone while barrage attack on enemy position commences.
5. Repeat step #3 three more times as prompted until mission completed.
6. Return to field you took off from to claim credit for mission completion at the hangar (below).

In an artillery spotting mission, a plane labeled as “-ArtySpot” will fly to a friendly artillery battery shown on the map. Each artillery mission consists of 2 zones – one from which the spotter plane communicates with the friendly artillery unit, and the other from which the spotter watches fire hitting the target in order to recommend adjustments. Upon reaching the friendly battery they will get a message to proceed over the front lines to the target area shown on the map. Upon reaching the target area the artillery spotter must fire a flare. This will direct the artillery to start laying a barrage on the target. The barrage lasts 2-3 minutes. The artillery spotter may loiter directly over the target or leave and come back when directed by the observers on screen instructions.

The results of the barrage will be either a prompt to keep providing spotting or that the barrage was successful and they can RTB. The spotter should expect to provide four spotting corrections before completion. The mission should be completed between 1250-1500 meters.

Each artillery mission consists of two zones – one from which the spotter plane communicates with the friendly artillery unit, and the other from which the spotter watches fire hitting the target in order to recommend adjustments. An artillery spotting mission in progress may be stopped and restarted at any time with no loss of current progress. This includes if/when the artillery spotter is shot down.

After returning and successfully landing back at the field or origin, the pilot should follow the prompt to taxi to the hangar nearest the wind sock to claim the credit for completion of their mission. A spotlight will appear inside the hangar that must be shot four times with a pistol by the pilot without reloading the clip. *Do not shoot the spotlight from the back seat or with any other weapon other than the pistol.* If multiple spotlights are present, just shoot one. The additional spotlight will be for another two-seater pilot who has landed and is waiting their turn to claim credit. Two-seater pilots should then “Finish Mission” in order to R/R/R because back seat ammunition does not rearm by the R/R/R mechanism in the game. This is different than instructions to all escort and fighter pilots not to “End Mission”. The two-seater then goes back into inventory at that field to be used for subsequent two-seater missions.





Above: One Possible Artillery Target (before first barrage)

## Spy Drop

This mission can only be attempted using a two-seater labeled –SpyDrop. **This plane NEEDS to be armed with bombs.** The pilot flies the spy plane to a designated zone (abandoned airfield) in enemy territory and lands on the field. Landing too far from the field may result in botching the landing due to muddy ground. The pilot waits stationary until they receive a message that the spy has gotten out of the plane. The pilot then takes back off and will soon receive a message update that an enemy patrol has come to investigate the noise and is hunting for the spy on the ground. The patrol car will be firing flares for illumination as it searches for the spy. If the patrol car is not bombed out of action fast enough the pilot will be informed that the spy was caught and the mission is a failure. Otherwise, the pilot receives a message that the patrol was killed and the spy has escaped and they should RTB. If the plane for any reason cannot RTB, the mission is a failure.

After returning and successfully landing back at the field or origin, the pilot should follow the prompt to taxi to the hangar nearest the wind sock to claim the credit for completion of their mission. A spotlight will appear inside the hangar that must be shot four times with a pistol by the pilot without reloading the clip. *Do not shoot the spotlight from the back seat or with any other weapon other than the pistol.* If multiple spotlights are present, just shoot one. The additional spotlight will be for another two-seater pilot who has landed and is waiting their turn to claim credit. Two seater pilots should then “Finish Mission” in order to R/R/R because back seat ammunition does not rearm by the R/R/R mechanism in the game. This is different than instructions to all escort and fighter pilots not to “End Mission”. The two-seater then goes back into inventory at that field to be used for subsequent two-seater missions.

## Spy Return

This mission can only be attempted using a two-seater labeled –SpyReturn. The pilot flies the spy plane to a designated zone (abandoned airfield) in enemy territory and lands on the field. The pilot waits stationary until they receive a message that the spy has gotten in the plane, but that Entente ground forces are in pursuit. The pilot needs to get airborne as fast as possible at this point. Enemy ground cars are approaching very fast, firing alert flares, and will attempt to prevent takeoff and escape. At this point the pilot's goal is just to return to base with the spy onboard. If the plane for any reason cannot RTB, the mission is a failure.

After returning and successfully landing back at the field or origin, the pilot should follow the prompt to taxi to the hangar nearest the wind sock to claim the credit for completion of their mission. A spotlight will appear inside the hangar that must be shot four times with a pistol by the pilot without reloading the clip. *Do not shoot the spotlight from the back seat or with any other weapon other than the pistol.* If multiple spotlights are present, just shoot one. The additional spotlight will be for another two-seater pilot who has landed and is waiting their turn to claim credit. Two-seater pilots should then "Finish Mission" in order to R/R/R because back seat ammunition does not rearm by the R/R/R mechanism in the game. This is different than instructions to all escort and fighter pilots not to "End Mission". The two-seater then goes back into inventory at that field to be used for subsequent two-seater missions.

## AI Escort Mission

A friendly aircraft is attempting to do an Infantry Contact over the mud, Photo Recon over a rear strategic target, or a Trench Mapping mission of enemy secondary trenches. This aircraft requires escort to really have a decent chance of success.

5 minutes prior to the mission starting, an announcement will ask escorts to rendezvous at a nearby airfield with the AI plane. An additional prompt will appear right before the AI plane takes off on its mission. A final prompt will occur shortly after the AI plane makes the rally coordinates. The AI pilot will then fire a green recognition flare and begin the mission hoping that escorts will follow and protect it.

The AI plane must return to base and drop a message canister over the field in order to be successful. The AI plane is NOT required to land successfully. However, one of escorts for the plane now has additional duties to perform. After landing at the field **where the AI dropped the canister** the pilot should follow the prompt to taxi to the hangar nearest the wind sock to claim the credit for completion of the escort mission. A spotlight will appear inside the hangar that must be shot four times with a pistol by the pilot without reloading the clip. *Do not shoot the spotlight from the back seat or with any other weapon other than the pistol.* After this, the escort may resume flight and continue on their way.

## Strategic Bombing – Trains / Convoys / Barges / Bridges

Strategic bombing is performed by flying over the area marked on the map and destroying assigned targets with bombs. The icon and tooltip will explain what the target is. In the case of convoys and trains, these targets are mobile. Use the tooltips for information as to where they're moving from and to. Pilots are responsible for choosing an acceptable load out for the task at hand before taking off.

Important:

- Roughly 75% of a bridge must be destroyed for mission success. (¾ of total bridge spans)
- 100% of convoy vehicles must be destroyed for mission success. (4 of 4)
- 100% of barges must be destroyed for mission success. (2 of 2)
- The train engine must be destroyed for mission success. (1 of 1)

The attacks may be conducted at any altitude and in any manner desired (high level flight, low level flight, divebombing). Keep in mind that the bomb fuse choice may have an impact on viable options. Failure to meet the specific requirement for the target will mean mission failure. A completion message will display on the screen upon completion. A bomber does not need to return in order for the mission to be credited a success. Objective success is registered by the parser.

## Ground Attack – Tanks / Gun Emplacements

Bombing is performed by flying over to area marked on the map and destroying assigned targets with bombs. The icon and tooltip will explain what the target is. Pilots are responsible for choosing an acceptable load out for the task at hand before taking off.

Important:

- 100% of tanks must be destroyed for mission success. (4 of 4)
- 100% of gun emplacements must be destroyed for mission success. (4 of 4)

The attacks may be conducted at any altitude and in any manner desired (high level flight, low level flight, divebombing). Keep in mind that the bomb fuse choice may have an impact on viable options. Failure to the specific requirement for the target will mean mission failure. A completion message will display on the screen upon completion. A bomber does not need to return in order for the mission to be credited a success. Objective success is registered by the parser.

## GENERAL RULES

The English version of the rules posted to the event site will be the official rules of the event and will be used for any official proceedings regarding the interpretation thereof.

### Honor and sportsmanship

All players are expected to fly honorably with respect for other participants, event organizers, and officers, in the spirit of good sportsmanship. Each player is expected to extend an attitude of good sportsmanship and camaraderie to all participants. Each player is responsible for knowing and following these rules.

Players cannot use game files that have been altered or created that give the player an advantage over other players. In addition, except for software commercially available with HOTAS and peripheral equipment, the use of any executables or keystrokes not intentionally made available to all other pilots by the publishers of Flying Circus is prohibited. Penalty is expulsion from the event for the player and forfeit of the mission by the team by an amount equal to the average team score delta.

### Bad Karma Penalties

In the unfortunate case that penalties must be given to either side for a rule violation, each infraction will be enforced through manual scoring adjustments.

### Leaving the Server and Server Re-entry

Players should leave the server only after being killed. You should not leave from the server at any other time. If a disconnection occurs due to a technical issue, you may attempt to re-enter the server. If the server has determined you were killed then you will have to wait out the death penalty. There are no exceptions. [Also see Disconnects](#).

### Exit Flight

There is a one (1) minute exit timer to provide enemy in the area opportunity kill you on the ground if they choose to try to do so, after which you are considered to have left your machine and taken cover nearby. More simply said, strafing a downed aircraft to attempt to kill the pilot and give them a death penalty is absolutely allowed. Exiting will mean your airframe is lost until replaced through resupply at the airfield.

### Re-flight Penalty

Pilots incur a five (5) minute re-flight penalty upon spawning in their aircraft. This means that five (5) minutes must expire after you *first* spawned onto the field before you are allowed to re-life again. This assumes that you returned to base, ditched, or were captured and escaped and are otherwise "alive" and eligible to re-fly after the five (5) minute re-flight penalty has expired. Exiting will mean your airframe is lost until replaced through resupply at the airfield.

## Re-flight Priority

Pilots eligible to re-fly must do so in the following order of priority:

1. select any plane available in inventory at the friendly active airfield they have just landed at after moving to the proper communications channel for that airfield.
2. select any plane available in inventory at the original airfield the pilot was initially assigned to.
3. select any available plane at any airfield on their side with the authorization of their command structure. Pilot must move to the Communications channel for that airfield before flight.
4. select any available rear-gunner position available on their side. Plane/Pilot Sortie Outcomes

Sortie End of Status	Plane	Pilot
Return to active field undamaged	Reusable if pilot does not end mission, otherwise lost	May re-fly as soon as repairs/rearming/refueling completed and if server five (5) minute <a href="#">Re-flight Penalty</a> has expired, if any, according to <a href="#">Re-flight Priority</a> .
Return to active base damaged for repair/refuel/rearm	Reusable if pilot does not end mission, otherwise lost	May re-fly as soon as repairs/rearming/refueling completed and if server five (5) minute <a href="#">Re-flight Penalty</a> has expired, if any, according to <a href="#">Re-flight Priority</a> .
Ditched Own Side	Lost	May re-fly as soon as repairs/rearming/refueling completed and if server five (5) minute <a href="#">Re-flight Penalty</a> has expired, if any, according to <a href="#">Re-flight Priority</a> .
Ditched No-Man's Land/Enemy Side	Lost	Must wait for five (5) minute <a href="#">Re-flight Penalty</a> to expire to see if pilot escapes or prisoner exchange occurs. If server allows pilot to re-fly this is what has happened and pilot may re-fly according to <a href="#">Re-flight Priority</a> .
Pilot Killed or Captured	Lost	60-minute death penalty before pilot may re-fly. Pilot may act as a gunner at during this time. Resets with new mission.

## Collisions

Players should make every effort to avoid flying into each other! Given the fact that different player internet connections cause lag, collisions will occur. Players who are repeatedly reported/found to be in collisions will be publicized and may be expelled from the event.

## Crashing

Players who are repeatedly reported/found to crash into targets or other players, or sabotaging plane inventories will be publicized and may be expelled from the event.

## Disconnects

The server will automatically disconnect players with pings over a certain limit. Players are responsible for their own connection quality to the server and should make efforts to secure their internet connections. Any player found to be repeatedly disconnecting during combat in an attempt to gain advantage (i.e. evade death or flight home) should be reported to a side commander. If confirmed, the guilty party will have their name publicized and they may be expelled for the remainder of the campaign.

Disconnected players can attempt to reconnect if the server allows them to. The server will enforce death penalties automatically.

## Awards

Individual performance awards will be determined using the results posted on the [Official Campaign Parser, if possible](#).

**Campaign Ribbon** – all participants flying one mission or more.

**Leadership in Service** – Commanders, Officers, Organizers recognition.

**Persistence** - Flying in every mission.

**Observer Gunnery** – Gold (1st), Silver (2nd), Bronze (3rd) for each side; number of kills.

**Two-Seater Effectiveness** – Based on most flying time with fewest deaths. Gold (1st), Silver (2nd), Bronze (3rd) for each side.

**Survivability/Virtual Life** - Longest VL with two or more kills. One per side.

**Achievement Medals** – first, second, third place awards for each side will be issued to the top three scoring pilots for the entire event based upon kills for one virtual life.

**Effectiveness** - Highest CE. Top 3 per side.

## Fun

It goes a long way towards making an event enjoyable for everyone. For our part, please forgive us if we err. Your feedback is valuable and appreciated via [events@jasta5.org](mailto:events@jasta5.org).

## Management

Beginning with the first historically based community wide Rise of Flight campaign in 2011, Jasta 5 continues to chart some new territory Flying Circus with this new Bloody April campaign. The organizers intend to consult with team Commanders on any items that may adversely impact their team and may also request input on decisions from participants directly via polls on important items that may arise during the event. The purpose of this event is to have fun, not create problems between groups of people, as we push the envelope of the sim and seek to grow the community.

The event scoring and structure is such that it is hoped the need for commanders to negotiate with each other or make event decisions will be limited if not unnecessary. However, Commanders will need to decide any major or controversial decisions. If the need for a tie breaking vote is needed, it will be cast by Paul Bäumer, Adjutant of Jasta 5, the official organizing authority of the event.

This campaign is invitational and the organizers reserve the right to reject any application for participation for any reason (i.e. past public behavior). The organizers DO NOT promise perfection, nor should it be expected; only their best efforts and good faith to host an event intended to be enjoyable for participants. Should any participant engage in any abusive, insulting, derisive or offensive communications, regardless of the reason, we reserve the right to BAN that player immediately from the current, mission, event, and any future events. If any player or team's level of grievances are considered by them to be too great, non-participation in the current or future events is the best course of action.

## Community Acknowledgements

The organizers and pilots of Jasta 5 would like to acknowledge and thank all those people, units, and other flight sims that have in one degree or another inspired elements within the framework of this event. Flanders in Flames (JG1 Butzzell), War Over Poland/IPL, and War Forces from the old Red Baron 3D days are the most obvious to those who flew them with us in the early 2000's. Bloody April is in some respects a continuation of the best traditions of those old Red Baron 3D events and those like them. As the WWI air-combat multiplayer community has evolved following the first Bloody April campaign flown in Rise of Flight in 2011, we have incorporated and further developed the best concepts from Syndicates Vintage Missions and other previous flight-sim events such as Corpus Aeroplane Militare's Flaming Eagles Online War (FEOW), while still continuing to innovate our own contributions to the WWI flight sim community.

We would also like to acknowledge and thank Jason and crew at 1C for their interest and support of Bloody April. Thanks to all Jasta 5 pilots past and present and those in the flight sim community who provide their support (financial, talent and time).

And finally, thank YOU, the pilots of this WWI flight sim community, for participating and coming along for the ride each year! It is the hope of Jasta 5 pilots that this event can contribute to the evolution of WWI historical flight sim history, as it is being carried on the wings of "Flying Circus".

~B

.....