



Winter Sky - Death Ground

Version 2.0

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Introduction

The Battle of the Bulge is over, and the Battle for the Rhine is about to begin. The Allies continue to push toward the Rhine attempting to cut off German Units which are falling back behind the river. The majority of the armored units which had successfully withdrawn from the bulge have been trundled off to the eastern front in an attempt to stop the onslaught of Soviet hordes. Likewise a good amount of the Luftwaffe has also been moved to the eastern front. Yet a few key units remain on the western front including the Panzer Lehr Division, JG26 and JG27. They are hard pressed to stop the Allied advance. The Allies have recovered from the Bulge and the New Years attack by the Luftwaffe on their tactical air fields on the continent. The 2nd Tactical Air Force of the RAF and the Ninth Air Force of the USAAF are flying numerous tactical sorties while their armored units cut through rear guard units in an attempt to reach the Rhine. This scenario will feature for the Axis the Bf-109G14, Bf-109K4, Fw-190A8, Fw-190D9, Fw-190F8, Me-262, Ar234, Panzer Mk IV H, Panther G, and Tiger I. Featured for the Allies are the Typhoon IB, Tempest Mk V, Spitfire Mk XVI, Spitfire Mk XIV, Mosquito Mk VI, B-26B, P-47D25, P-47D40, P-51D, P-38J, P-38L, M4-75, M4-76(W), Sherman Firefly VC, and M-18.

Historical Context

The Rhineland Campaign

The last week of January saw the end of the Battle of the Bulge. The penetration of the Allied lines had been driven out and the front restored. The next phase of the battle on the Western Front was to be the advance to the Rhine. In what was to be called the Rhineland Campaign the Canadian First Army launched Operation Veritable on February 8th in an attempt to win the ground on the west bank of the Rhine southeast of Nijmegen. On February 23rd the Ninth US Army joined in with Operation Grenade advancing northward to meet the Canadians and encircling any German units still on the west side of the Rhine. The First US Army kept pace with the Ninth Army by launching Operation Lumberjack and capturing the Cologne on the Rhine on March 6th. On the 7th of March units of the First Army captured a Rhine bridge intact at Remagen creating the first bridgehead across the Rhine. Allied Air Forces were constantly flying in support of the ground battle, attacking enemy ground forces, supply points, transportation hubs, and bridges. Part of this effort was the battle for air supremacy over the battlefield which developed beyond air to air battles to attacks on airbases by both sides.

Dates and Times

Show-Up Time for this scenario is **9:30 pm Eastern Time (9:30 pm New York, USA time)** in the Special Events II arena. You can use [this time converter](#) to find the correct time in your time zone. Frame dates are as follows.

- March 31, 2012: Coordination Frame -- please all attend. This frame allows each team to get organized and test their communication and control. We will be using the Frame 1 setup.
- Week off for Final Coordination

- April 14, 2012: Frame 1
- April 21, 2012: Frame 2
- April 28, 2012: Frame 3
- May 5, 2012: Frame 4

The arena is locked to admittance at Show-Up Time, so please show up no later than Show-Up Time. (Takeoffs start 30 minutes after Show-Up Time, the time in between being used for briefings and to get organized.) If you get disconnected and need back into the locked arena, please type into any text radio buffer: ".p roc let me in". Then keep trying to get in (even if the game shows Special Events II as being locked -- try entering still, as the status does not always update quickly). Once you are in, type ".p roc i'm in".

Frames will run for 3 hours after takeoff, then a disengagement will be called (whereupon players will cease combat, if any), and planes will have 15 minutes to land.

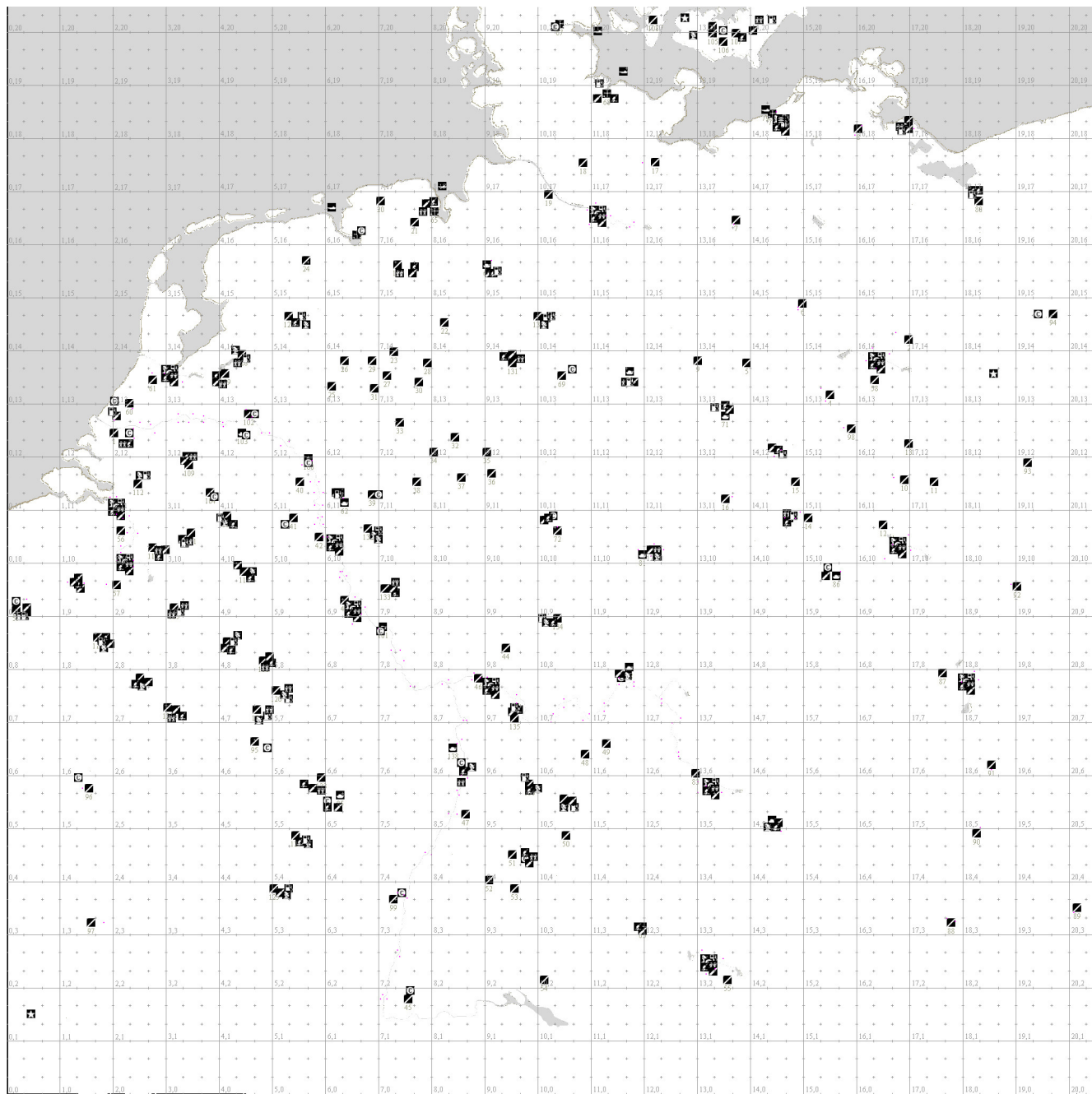
Do NOT show up "just in time for launch" as the airfields are being turned on, and other start of event work is being performed. Be there early for the briefing. The arena won't be unlocked until after the fields are cleared and the pilots are in the air. If you are late, you wait.

Summary of Rules

- Orders from each side's command staff shall be posted in each side's General Forum, not Command Forum, no later than Midnight Pacific time on Thursday before Saturday's frame. This allows all players to know the orders ahead of time and better coordination and immersion to occur.
 - Fighter pilots get two lives in planes, two in vehicles and 1 in spotter plane. Bomber pilots get two lives in planes, two in vehicles and one in spotter plane.
 - A pilot uses up a life if he dies, bails, ditches, does not get a "landed successfully" message, or if he exits (end sortie) at anything other than his takeoff base.
 - Pilots can refuel/rearm at any friendly base on their side of the Rhine River. Axis players may not use any base west of the Rhine River for rearming.
 - A driver uses up a life if he dies to another vehicle or ditches or otherwise exits the vehicle without a successful landing no matter what vehicle it is. Deaths due to aircraft attacks on tanks or halftracks do not count toward the total lives. A death in an AAA vehicle counts as a life even if killed by aircraft.
 - Deaths as a gunner do not subtract from your available lives.
 - Maximum altitude of 30,000 for all fighters. Enforced with increasingly strong downwinds above this altitude.
 - B-26Bs are limited to a maximum altitude of 20,000 ft.
 - B-26Bs are limited to squadron sized formations at a minimum.
 - Ar-234s are limited to a maximum altitude of 24,000 ft.
 - B-26Bs, and AR234s can level bomb only, they must use the bomb sight (no glide or divebombing).
 - Bridges are not to be attacked by aircraft or intentionally destroyed by vehicle fire.
 - JG7 will fly one sortie in the Me262 and one sortie in the Fw-190D9.
 - Tempests, Spitfire Mk XIVs, P-51Ds, BF-109G14s, Bf-109K4s, B-26Bs, ME-262s AND AR234s may **NOT bomb or otherwise attack ground vehicles**. This means marking it by any means, looking crosseyed at a vehicle, spitting at it, hitting it with spitwads or shooting it with a .45 pistol. Just do not do it.
 - Typhoon IBs, P-47Ds and Fw-190D9s may make two seperate sorties maximum as air to vehicle attackers. A sortie only counts when bombs or rockets are dropped at a target.
 - Fw-190A8s, and P-38J/Ls may make one sortie maximum as air to vehicle attackers. A sortie only counts when guns are fired, or bombs or rockets are dropped at a target.
 - Towns at Airbases and Vehicle Fields that are elligable for capture may be attacked only by those aircraft elligable for vehicle attacks that frame. Such attacks do not count as vehicle attacks as described above.
 - Base capture will require 30 troops.
 - When you have no more lives, please consider volunteering to be a gunner. The event does not end when you loose all your lives, you can be a gunner or a ground spotter for your side.
 - Bridge usage during a frame by vehicles is allowed at the following locations:
 - Frame 1 - The bridges due east and due north of A40 may be utilized.
 - Frame 2 - The bridges due east and due north of A40 may be utilized.
 - Frame 3 - Only bridges in Cologne may be utilized.
 - Frame 4 - The bridge at Remagen and the bridge to the south of Remagen may be utilized.
-

Base Map of Germany

This terrain is a product of the CM Terrain Team, and was created 68FALCON.



Victory Conditions

There will be no scoring with points in this scenario. Victory will come to the side which completes the objectives. Operating with the strategic and tactical situation in the theater in mind will create a historical environment for the players as well as a path toward victory for your side.

• Frame 1 Objectives

- Ground combat objective victory total will be determined by the amount of time each side holds A40. A total of 300 will be divided based upon the split. Ground war starts at T+90.

ALLIES

- TROOP CONCENTRATION AT 4,13,8,6
- FUEL STORAGE DEPOT 5,14,5,8
- AIRFIELD A31
- ARMAMENTS STORAGE DEPOT 7,10,4,1

- TROOP CONCENTRATION 7,9,5,4
- CAPTURE AND HOLD A40.

AXIS

- FUEL DEPOT 2,11,5,5
- FUEL DEPOT 4,10,7,5
- TROOP CONCENTRATION 3,12,2,2
- DEFEND AND HOLD A40.

• Frame 2 Objectives

- Ground combat objective victory total will be determined by the amount of time each side holds A40 and V100. A total of 300 will be divided based upon the split. Ground war starts at T+90.

ALLIES

- AIRFIELD A35
- AIRFIELD A31
- AIRFIELD A28
- AIRFIELD A38
- CITY 7,11,1,7
- FUEL DEPOT 4,13,8,9
- DEFEND A40 AND CAPTURE AND HOLD V100.

AXIS

- FUEL DEPOT 4,8,5,1
- FUEL DEPOT 5,7,5,6
- AIRFIELD A114
- CAPTURE AND HOLD A40 AND DEFEND V100.

• Frame 3 Objectives

- Ground combat objective victory total will be determined by which side has the largest number of vehicles on the center island at T+120, T+150, and T+180. A total of 300 will be divided based the three times. Ground war starts at T+90.

ALLIES

- CITY 4,12,8,6
- AIRFIELD A31
- AIRFIELD A34
- AIRFIELD A37
- FUEL DEPOT 6,11,1,8
- FUEL DEPOT 10,8,7,7
- OCCUPY THE CENTER ISLAND OF THE MAJOR CITY IN 6,9,2.

AXIS

- CITY 5,10,7,3
- FUEL DEPOT 4,10,7,5
- FUEL DEPOT 2,11,5,5
- DEFEND AND HOLD THE CENTER ISLAND OF THE MAJOR CITY IN 6,9,2.

• Frame 4 Objectives

- Ground combat objective victory total will be determined by the amount of time each side holds the City and V101. When you think you own the city contact the CM in charge and report it. A total of 300 will be divided based upon the split. Ground war starts at T+90.

ALLIES

- TROOP CONCENTRATION 6,10,1,9
- TROOP CONCENTRATIONS 4,13,4,1
- AIRFIELD A31
- AIRFIELD A34
- AIRFIELD A44
- AMUNITION STORAGE 10,10,7,5
- OCCUPY THE CITY IN 7,8,7 AND CAPTURE AND HOLD V101.

AXIS

- AIRFIELD A113
- AIRFIELD A122
- CITY 5,10,7,3
- DEFEND AND HOLD THE CITY IN 7,8,7 AND DEFEND AND HOLD V101.

Summary of Constraints

In addition to any limitations listed in the "Summary of Rules" section:

- The Allies must attack a minimum of **FOUR** targets listed per frame.
- The Axis must attack a minimum of **TWO** targets listed per frame.
- Pilots do NOT have to use their aircraft lives before switching to their driver lives.
- P-47s and P-38s may not carry or use rockets.
- P-51s, Tempests, and Spitfire MkXIVs may not carry or use bombs or rockets
- Bf-109s may not carry or use bombs or rockets.
- Fw-190A8s may not carry or use rockets.
- All options are available for any vehicle in use except base supplies.
- Bridges not listed as targets are not to be destroyed. Should they be destroyed the CMs will "repair" them as required to maintain gameplay and the side which destroyed them will suffer a penalty.
- Allowed Targets (the ground objects allowed as targets each frame) are as listed. No other ground targets, other than acks, are to be attacked. Buildings destroyed due to proximity to other targets such as acks and vehicles are considered colateral damage.
- CO's may distribute players as they see fit among units as long as the number of players in each unit does not exceed the maximum strength listed in the Order of Battle.
- If you get disconnected (dumped), ask the CM if you can launch again. If he says "yes," you can do so without the disco subtracing one of your lives.
- Your CO can have you ejected from the arena if you are not following orders, breaking rules, being insubordinate, or being a nuisance to your side.
- Do not fly outside the area of the battle as indicated on the frame map. If anyone sees this occuring PM "ROC" by ".p roc guy out of bounds at..." and he will check and ground the people who violate this boundary. They loose that life and may be grounded for the rest of the frame.
- At T+90 a ground war will start. A minimum of 10 players must be in vehicles at this time.

Order of Battle - AIR WAR

ALLIES - Order of Battle

Allies have a max of 79 pilots (max of 72 fighter pilots, 7 bomber pilots) distributed as follows.

	Max. Pilots	Aircraft	Vehicle F1/F2	Vehicle F3/F4
ALLIED AIR FORCES				
NINTH AIR FORCE				
365TH FIGHTER GROUP BASED AT A117	8	P-47D25/P-47D40	SHERMAN VC FIREFLY	M4-76W
404TH FIGHTER GROUP BASED AT A114	8	P-47D25/P-47D40	M4-75	M4-76W
354TH FIGHTER GROUP BASED AT A118				
356TH FIRGHTER SQUADRON	10	P-51D	M4-75	M4-76W
474TH FIGHTER GROUP BASED AT A113				
428TH FIGHTER SQUADRON	10	P-38J/P-38L	M4-75	M4-76W
430TH FIGHTER SQUADRON	10	P-38J/P-38L	M4-75	M4-76W
394TH BOMBER GROUP BASED AT A115				
584TH BOMBARDMENT SQUADRON	7	B-26B	SHERMAN VC FIREFLY	M-18
2nd TACTICAL AIR FORCE				
3 SQUADRON BASED AT A112	8	TEMPEST MK V	M4-75	M4-76W
41 SQUADRON BASED AT A111	8	SPITFIRE MK XIV	SHERMAN VC FIREFLY	M-18
609 SQUADRON BASED AT A56	10	TYPHOON MK IB	SHERMAN VC FIREFLY	M-18

AXIS - Order of Battle

Axis have a max of 74 pilots (max of 68 fighter pilots, 6 bomber pilots) distributed as follows.

	Max. Pilots	Aircraft	Vehicle F1/F2	Vehicle F3/F4
LUFTWAFFE				
III/JG27 BASED AT A26				
7 STAFFEL	8	BF-109G14/BF-109K4	PANZER MKIV	PANZER MKIV

8 STAFFEL	8	BF-109G14/BF-109K4	PANZER MKIV	PANZER MKIV
III/JG11 BASED AT A34				
7 STAFFEL	8	FW-190D9	PANZER MKIV	PANTHER G
9 STAFFEL	8	FW-190A8	PANTHER G	PANTHER G
I/JG26 BASED AT A25				
1 STAFFEL	8	FW-190D9	PANTHER G	PANTHER G
I/JG7 BASED AT A31				
STAB	4	ME-262/FW-190D9	PANZER MKIV	PANZER MKIV
III/JG54 BASED AT A37				
7 STAFFEL	8	FW-190D9	PANZER MKIV	PANZER MKIV
8 STAFFEL	8	FW-190D9	PANZER MKIV	PANZER MKIV
I/JG27 BASED AT A44				
1 STAFFEL	8	BF-109G14/BF-109K4	PANZER MKIV	PANTHER G
III/KG76 BASED AT A35				
9 STAFFEL	6	AR234	TIGER I	TIGER I

WINTER SKY - DEATH GROUND

Frame 1: Rush to the Rhine

The Allies are advancing to the Rhine River in an attempt to cut off the Axis ground forces from retreat behind the last natural barrier between the advancing Allied Armies and Germany. The Germans are attempting to withdrawl behind the wide expanse of the River to gain time to reconsolidate their units and form a defensive line. A vital bottleneck at A40 needs to be held open to allow retreating units to make it to the Rhine.

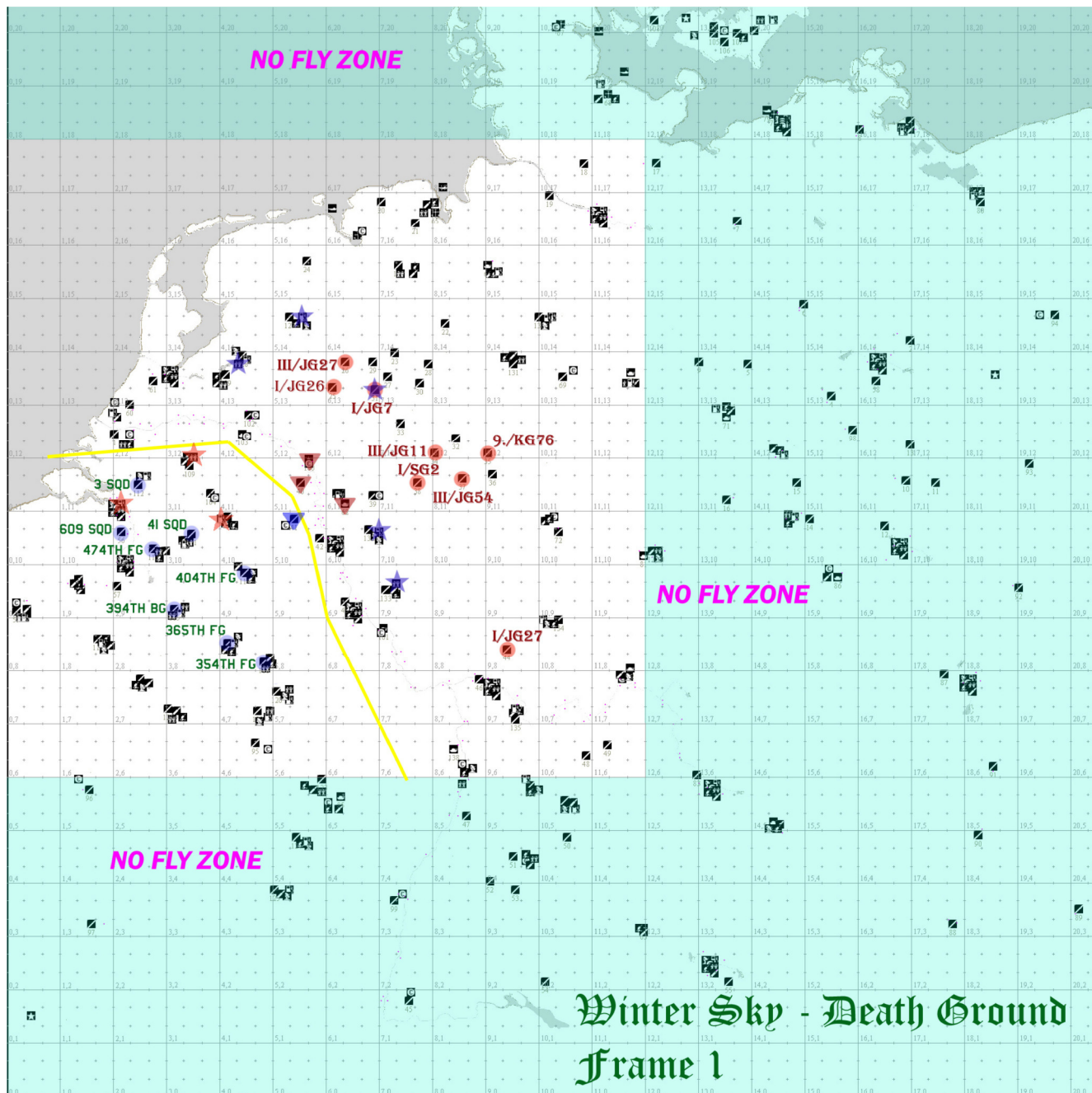
ALLIED Objectives:

- TROOP CONCENTRATION AT 4,13,8,6
- FUEL STORAGE DEPOT 5,14,8,2
- AIRFIELD A31
- FUEL STORAGE DEPOT 7,10,4,4
- TROOP CONCENTRATION 7,9,5,4
- CAPTURE AND HOLD A40.

AXIS Objectives:

- FUEL DEPOT 2,11,5,5
- FUEL DEPOT 4,10,7,5
- TROOP CONCENTRATION 3,12,2,2
- DEFEND AND HOLD A40.

Frame 1 Map



Frame 2: Skirmish in the Snow

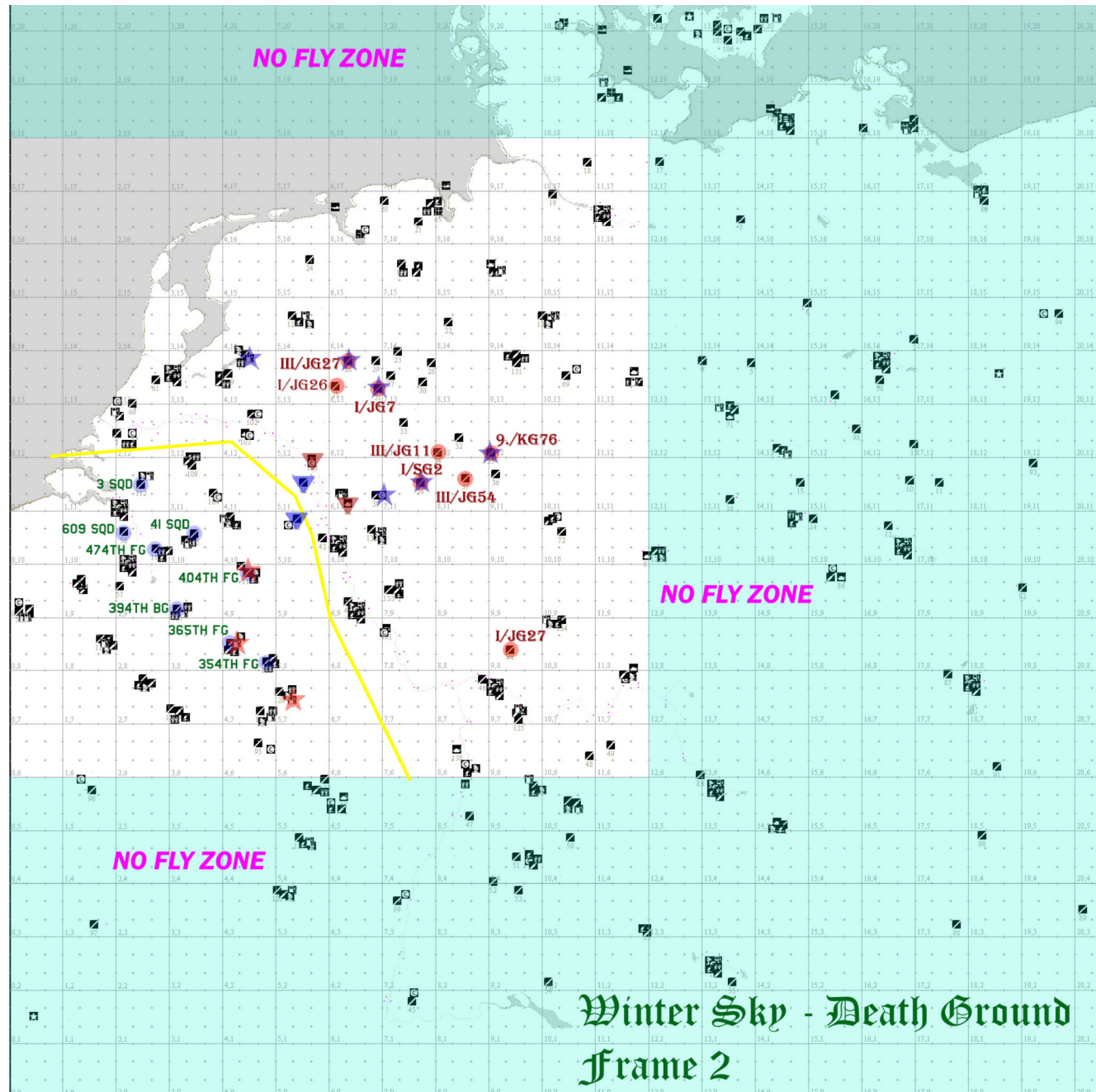
While the British Army is closing a door to the Heer's retreat the Allied Air Forces start reducing the Axis airfields in preparation for the next phase of the battle. The Germans are attempting to reopen the door at A40 and hold positions over the Rhine at V100 open for the retreat.

ALLIED Objectives:

- AIRFIELD A35
- AIRFIELD A31
- AIRFIELD A28
- AIRFIELD A38
- CITY 7,11,1,7
- FUEL DEPOT 4,13,8,9
- DEFEND A40 AND CAPTURE AND HOLD V100.

AXIS Objectives:

- FUEL DEPOT 4,8,5,1
- FUEL DEPOT 5,7,5,6
- AIRFIELD A114
- CAPTURE AND HOLD A40 AND DEFEND V100.

Frame 2 Map**Frame 3: Battle for Cologne**

The Americans are advancing on the first large Germany City on the Rhine in an attempt to cut off withdrawing German units. Meanwhile the Allied Air Forces are still attacking airfields and fuel storage areas. The Germans are attempting to destroy forward fuel depots while resisting the attack on Cologne.

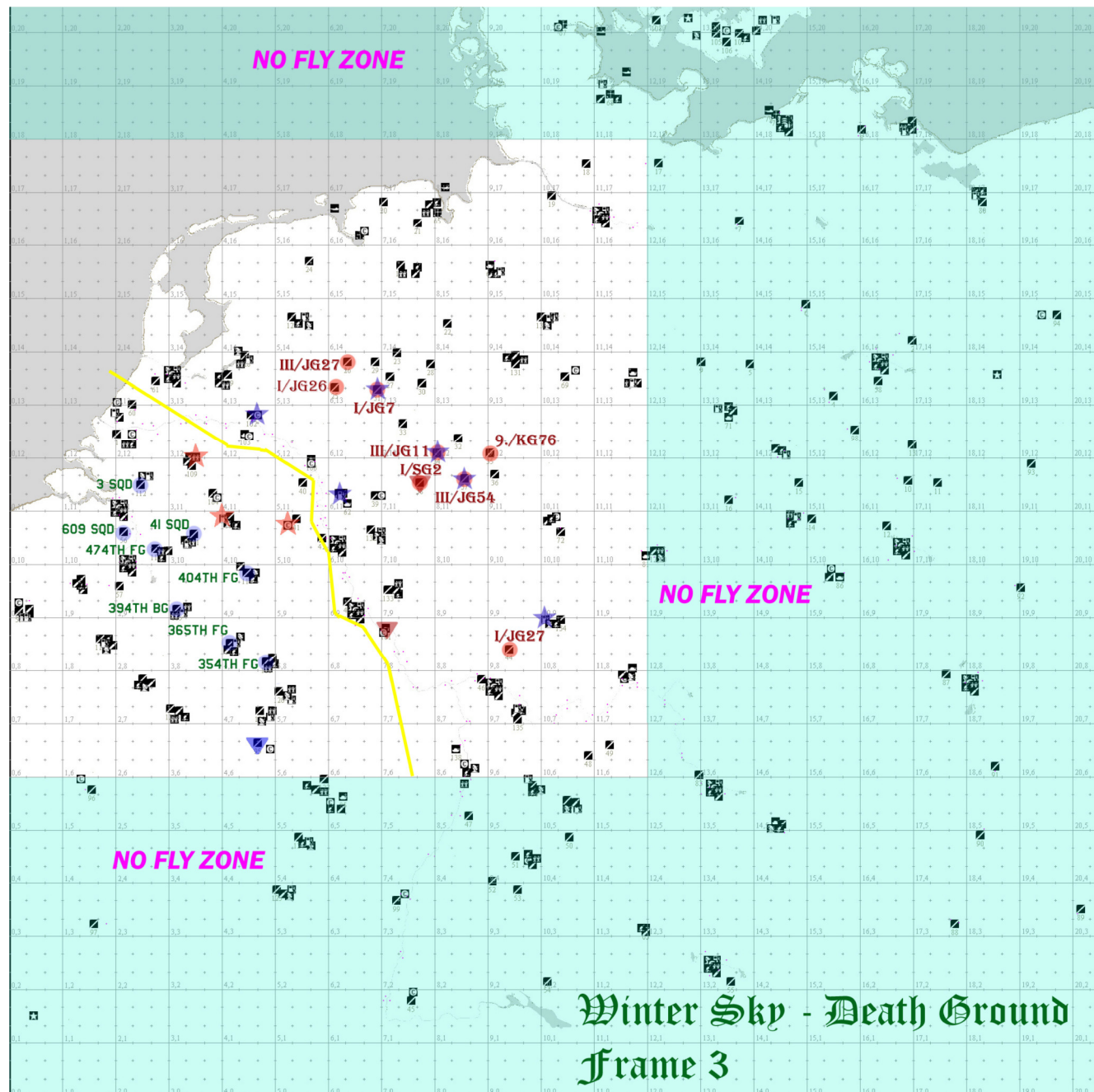
ALLIED Objectives:

- CITY 4,12,8,6
- AIRFIELD A31
- AIRFIELD A34
- AIRFIELD A37
- FUEL DEPOT 6,11,1,8
- FUEL DEPOT 10,8,7,7
- ATTACK AND OCCUPY THE CENTER ISLAND OF THE MAJOR CITY IN 6,9,2.

AXIS Objectives:

- CITY 5,10,7,3
- FUEL DEPOT 4,10,7,5
- FUEL DEPOT 2,11,5,5
- DEFEND AND HOLD THE CENTER ISLAND OF THE MAJOR CITY IN 6,9,2.

Frame 3 Map



Frame 4: Get a Bridge!

With the majority of the Axis Forces on the west side of the Rhine cut off and surrounded, the focus now becomes attempting to get a foothold across the Rhine.

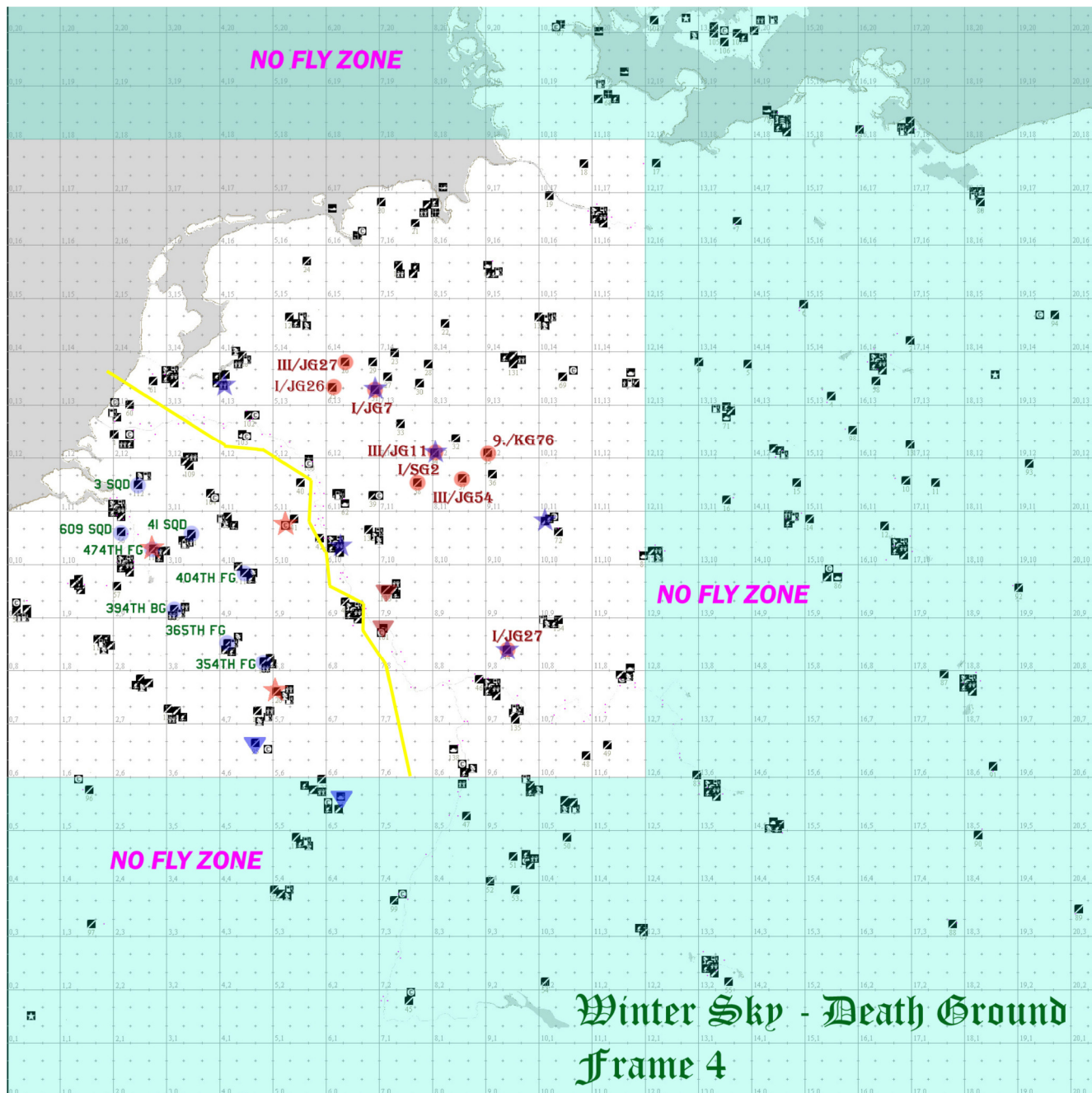
ALLIED Objectives:

- TROOP CONCENTRATION 6,10,1,9
- TROOP CONCENTRATIONS 4,13,4,1
- AIRFIELD A31
- AIRFIELD A34
- AIRFIELD A44
- AMUNITION STORAGE 10,10,7,5
- OCCUPY THE CITY IN 7,8,7 AND CAPTURE AND HOLD V101.

AXIS Objectives:

- AIRFIELD A113
- AIRFIELD A122
- CITY 5,10,7,3
- DEFEND AND HOLD THE CITY IN 7,8,7 AND DEFEND AND HOLD V101.

Frame 4 Map



Settings

Weather: Weather might be varied with very bad weather to possible partially cloudy skies and low level clouds.

Terrain: GERMANYW for frames 1 and 2, GERMANY for frames 3 and 4.

Wind: 0 mph at 0-5k altitude, 5 to 15 mph from one direction on up. Will vary by frame.

Radar and Sector Counters: For both sides, no sector counters or radar will be available. For all, planes above 30,000 ft will show as dots on radar when in 50 miles of radar towers. Radar updates every 1 minutes.

Destroyed Objects: Note the respawn time for objects below. Also note hardness of various objects below.

Auto Acks: Greatly reduced lethality, including for "puffy" ack. See setting below, where 1.0 is normal in Main Arena.

Variable	Default Value	Explanation of Variable
Arena Flags	Locked 1034 - Unlocked 1035	Protect Objects ON, Killshooter OFF, Perk Points Disabled ON, Use MS GSM 6.10 ON.
BomberWarningRange	63,360 (12 miles)	A base starts flashing when an enemy bomber gets within this number of feet.
CommunicationFlags	3	Various communication flags.
DeathMaxCount	0	After this many deaths, you have to wait DeathTimeMin before spawning the next time.
DeathTimeMin	0	How long in minutes you have to wait before spawning after DeathMaxCount deaths.
DownTimeMult	6.0000	A multiplier for down time of objects. For example, if Bunk Ammo has a Down Time of X and if DownTimeMult = Y, the actual down time for Bunk Ammo is X*Y minutes.
EnemyIconRange	9000 (3k)	Enemy icon range in feet (9000 = previous .icon 1).
EnemyLowIconRange	9000 (3k)	Has to do with icon range when altitude is low.
ExitWhileMoving	476	Various flags on whether or not a player can exit while moving.
FighterWarningRange	63,360 (12 miles)	A base starts flashing when an enemy fighter gets within this number of feet.
FogVisibilityMiles	15.00	Visibility in miles.
FriendlyIconRange	15,000 (5k)	Friendly icon range in feet.
FuelBurnRateMult	1.0	
GroundAutoLethality[Armored]	0.10	See "GroundAutoLethality" section.
GroundAutoLethality[Hard]	0.10	See "GroundAutoLethality" section.
GroundAutoLethality[Soft]	0.10	See "GroundAutoLethality" section.
KillShooter	0	If this is 1, you take the damage if you shoot a countryman. If this is 0, he takes the damage.
PerkPointsDisabled	1	1 if awarding of perk points for kills is disabled. 0 if it is enabled.
PlayerResupplyTime	0	Minutes of downtime subtracted from down objects when supplies are dropped at a base.
RadarAlt	30,000	If a plane is under this altitude, it won't show on dot radar (unless full friendly or full enemy is selected).
RadarMode[Bishops]	58	Disable friendly and enemy ranged based counters.
RadarMode[Knights]	58	Disable friendly and enemy ranged based counters.
RadarMode[Rooks]	58	Various flags for setting radar attributes.
RadarUpdateRate	60	Radar updates every 1 minute.
RandomRotate	0	Whether or not a Country Reset rotates countries randomly.
ResetAirFieldCnt	1	If a country has less than this many airfields, the war is won, and the arena does a reset.
ResetTotalFieldCnt	1	If a country has less than this many total fields, the war is won, and the arena does a reset.
SectorCounterAlt	30,000	If a plane is under this altitude, it's won't show in the sector counters.
SectorCounterRange	63,360 (12 miles)	If RadarMode is set to have Range Based Counters, this is the range in feet from the radar station that a plane has to be in order to show in the sector counters.
StratFlags	1	Disable strat supply.
TowerBasedRadarRange	264,000 (50 miles)	The range in feet from a radar station for dots to appear on the radar display (unless full friendly or full enemy is selected).
VehicleWarningRange	15840	A base starts flashing when an enemy vehicle gets within this number of feet.
ViewModeFlags	2	Various flags for view.
Stopped Icon Range Multiplier	0.5	New setting for vehicle combat, view range of vehicles from air. We might modify this later in the event as we learn from it.
Vehicle Spawn Radius	1500	New setting for vehicle combat. We might modify this later in the event as we learn from it.

Note in the object settings below, "Down Time" is not the actual down time in minutes. Actual down time in minutes is "Down Time" times DownTimeMult given in the above table.

Object Name	Down Time	Hardness (1000 lb)	Explanation
Bomb Hgr	1	2.7812	Bomber hangar. (Down time) * DownTimeMult = 6 minutes
Bunk Ammo	1	0.3125	Ammo bunker. (Down time) * DownTimeMult = 6 minutes
Bunk Fuel	1	0.3125	Fuel bunker. (Down time) * DownTimeMult = 6 minutes
Radar Tower	5	2	Radar tower. (Down time) * DownTimeMult = 30 minutes
Ftr Hgr	0.5	2.7812	Fighter Hangar. (Down time) * DownTimeMult = 3 minutes
Vehicle Hgr	1	2.7812	Vehicle Hangar. (Down time) * DownTimeMult = 6 minutes

Town	7	0.3125	Town Buildings, Main Arena Standard. (Down time) * DownTimeMult = 42 minutes
Bridge	1	1.000	Bridges over rivers. (Down time) * DownTimeMult = 6 minutes

All other settings are the default settings listed here: http://ahevents.org/images/stories/scenarios_images/defaultSettingDocument/defaultArenaSettings.html

For CM's:

CM Reference

MOTD. The following can be copy and pasted to use as the MOTD, with appropriate number for frame number.

Welcome to the scenario "EVENT TITLE"!

Show up at or before XX:XX pm Eastern Time to play.

If you are not registered, you are welcome to play,
but please change to country Rook,
go to [], and type on channel 200,
"Walkon requesting assignment."

If you need back in and the arena is locked, please
enter ".p INSERTCMHOSTNAMEHERE let me in" into a radio text buffer
such as from the Main Arena. Try getting into the
arena thereafter even if the games says the arena
is locked -- the screen doesn't update quickly.
Once in, type ".p INSERTCMHOSTNAMEHERE i'm in".

Allies = Bishops
Axis = Knights
walkons = Rook

CM checklist. Prior to Show-Up Time:

- Announce to players to remind CM if he doesn't announce "logs started".
- Load terrain.
- Rotate countries if needed. Make sure axis fields are Knight, allied fields are Bishop.
- Load tables.
- Change field ownership if needed.
- Set MOTD.
- Check that correct planes are enabled at correct fields -- make sure ground guns are enabled everywhere. Save if any changes done.
- Check arena variables and resave all the non-default ones. Save if any changes done.
- Set object settings.
- Destroy any objects needed.
- Set .icon.
- Set wind.
- Remember to do .startlog before takeoffs.
- Get walkon field number for axis and allies.
- Remember ".vset arenaflags 0" unlocks arena.

Timing Table

Event	Real Time	Tower Clock	Event tasks
S (Show-Up Time)	XX:XX pm Eastern, XX:XXpm Pacific	Tower Clock - XX:XX	<ul style="list-style-type: none"> • Lock arena. ".vset arenaflags 1" = arena locked • Set clock to XX:XX and multiplier to 1. "Options-Arena Setup-Environment-Adjust Time", set New Time. • Start assigning walkons to whichever side needs them. • Assign such that the ratio of bish:knights stays near XX:XX. • Announce that end of hostilities is at XX:XX pm on the in-game clock, then 15 minutes to land. • Announce number of lives. • Announce to send ".p HOSTCMNAMEHERE let me in" if you need back in. Tell to click in even if arena says it is locked.
S+20			<ul style="list-style-type: none"> • Set CountryChangeTime to 1000 so that people can no longer change sides.
			<ul style="list-style-type: none"> • Announce 5 minutes to launch.

S+25 = T-5 (Takeoff Countdown)			<ul style="list-style-type: none"> • .startlog • Tell players not to take off until your Group Leader tells you to take off. • Set CountryCanFly[x] to 1. • Allow planes out onto runways.
T-0 (Takeoff)	XX:XX pm ET, XX:XX pm PT	TOWER CLOCK - XX:XX	<ul style="list-style-type: none"> • T+0 min: Aircraft and Vehicles may takeoff. • Set time multiplier to X.X.
T+3 hours	XX:XX pm ET, XX:XX pm PT	TOWER CLOCK - XX:XX	<ul style="list-style-type: none"> • Announce end to hostilities, to land back at base, and that end frame is in 15 minutes. • Announce all of this several times.
T+3.25 hours (Frame End)	XX:XX pm ET, XX:XX pm PT	TOWER CLOCK - XX:XX	<ul style="list-style-type: none"> • Set downwind (-127).
T+3.25 hours (End Log)	XX:XX pm ET, XX:XX pm PT		<ul style="list-style-type: none"> • End log (.endlog). • Set CountryCanFly[x] to 0. • Unlock arena.

Interesting Links and Recommended Reading

- *By Tank Into Normandy* by Stuard Mills
- *The Rhineland 1945 (Campaign)* by Ken Ford and Tony Bryan
- *2nd Tactical Air Force, Vol. 3: From the Rhine to Victory, January to May 1945* by Christopher Shores and Chris Thomas
- *To Win the Winter Sky* by Danny S. Parker
- *48 Hours to Hammelburg* by Charles Whiting
- *Last Year of the Luftwaffe: May 1944 - May 1945* by Alfred Price
- *Six Months to Oblivion: The Defeat of the Luftwaffe Fighter Force Over the Western Front 1944/1945* by Werner Girbig
- *The Rhine Crossings 1945* by Ken Ford
- *Operation Plunder Rhine Crossing: The British and Canadian Operations* by Tim Saunders
- *Elite Panzer Strike Force: Germany's Panzer Lehr Division in World War II* by Franz Kurowski
- [8th Tank Brigade](#)
- [Panzer Lehr Division](#)
- [Tiger Units](#)
- [Remagan Bridge \(En Deutsch\)](#)
- [Battle for Cologne the 3rd Armored Division](#)

Designer Historical Notes:

With each scenario we balance play and the planeset to bring to you historical battles. In this scenario there are a few things which do not line up with history.

- The Panzer Lehr Division was not involved in every fight depicted in the scenario but was in at least 2 if not 3 of the four.
- The 9th Armored Division was the unit that actually attacked and captured the Remagen Bridge.

Change Log

- V1.1 - Added weapons restrictions to planes, modified targeting for frame 1.
- V2.0 - Reduced number of slots available per side. Removed some aircraft completely.
- Ditched ground war until T+90.
- Removed ground war registration independent from aircraft.
- Modified ground attack rules as which aircraft can do what.
- Modified JG7's aircraft due to reduction of numbers on both sides.
- Read the entire document other changes might have been made.

Credits

Scenario Design: Fencer

Terrain: 68Falcon

Scenario CM's: Fencer (Team Lead), Brooke, ROC, Guppy35, Soulyss.

Allied CO: SEseph

Axis CO: KillrDan