Der Grosse Schlag II

Final Version

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Promotion

It is November, 1944. The US 8th Air Force is exerting itself to its limits, sending enormous waves of escorted heavy bombers into Germany for wide-ranging strikes in an attempt to bring Germany to its knees. However, General Galland has gathered Luftwaffe resources and is focusing its remaining might, which is substantial. His goal is to inflict horrific losses upon the 8th Air Force, preferably enough to crack its resolve. His goal is to deliver "Der Grosse Schlag" -- The Great Blow. This scenario will pit 8th Air Force P-51D's, P-51B's, P-47D-25's, F-5E's, P-38J's, B-24J's, and B-17G's against Luftwaffe Bf 109K-4's, Bf 109G-14's, Me-410's, FW 190D-9's, and FW 190A-8's. The US will have strategic targets to destroy, and the Luftwaffe will do all it can to take down the enemy fighters and bombers. This is a battle for supremacy in the skies over Germany. Fighter pilots get two lives each frame, bomber pilots get one life and formations each frame, and there will be six frames and no coordination frame.

Introduction

During September and October 1944 the armies on the eastern and western fronts advancing on Germany have ground to a halt. Both fronts had seen huge gains in territory in the last months. This success had led to the outstripping of supply lines so the operational tempo slowed on the ground. This reduction in ground operations allowed the Luftwaffe to reduce it's own operations to the bare minimum, except for sorties in defense of Germany proper.

The German aircraft industry had reorganized and in September produced 3,821 new combat aircraft. Four out of five of these aircraft were Messerschmitt 109s and Fw 190s. This increase in production produced an excess of aircraft in the frontline units. All 15 Gruppen deployed in France had suffered heavy losses. They were completely re-equipped with the influx of new production aircraft. There was also a simultaneous expansion of the single-engined day fighter Gruppen from 1900 aircraft to 3000 by the middle of November. Each day fighter Gruppe in the west expanded from three to four Stafflen, each with 10 to 16 aircraft. This recovery and increase in fighters was to come as a surprise to the Allies.

The Gruppen on the western front fell back across the Rhine to bases in Germany. Also several units where pulled back from the Eastern front and the Balkans into the Reich. These units were reequipped with the new production aircraft and brought back to strength with replacement pilots who had been given specialist training in attacking bombers. However the combat of the past year had severely depleted the pool of experienced leaders. Only a few of the best leaders are left after the hectic combat of the winter of 44 and the slaughter over France after the invasion. These were a valuable asset not to be risked lightly.

Generalleutnant Adolf Galland was thus presented with a force reinvigorated and ready to strike a decisive blow against the allied bombing offensive. On the morning of November 2, 1944 there were 30 operational Gruppen of day fighters avaiable with a further 16 refitting or training, totalling a force of some 695 aircraft.

Some of the best Gruppen of the Jagdwaffe have been brought together in order to deliver the "Grosse Schlag" or Great Blow. On October 26, 1944 Reichmarshall Goering called a meeting at his headquarters in Berlin. All formation leaders down to and including Gruppenkommandeure and a Staffelkapitan from each Gruppe were in attendance. At the conclusion of the meeting Goering announced "I want 500 B-17s brought down next time or I'll have you transferred to the infantry!"

The Jagdwaffe had it's orders. A maximum effort was to be exerted on the next Allied bomber attack. Galland's challenge was to inflict such losses on the Allied bombers and fighters that they were forced to stop their ongoing offensive against the infrastructure of Germany while not crippling the Jagdwaffe and loosing the last of his remaining leadership.

It is business as usual in East Anglia, with missions being planned based upon weather. The targeting of the synthetic oil installations, refineries, marshalling yards, and selected airfields continues unabated. Strong enemy resistance in the form of a large intercept of the bombers in early and late September had forewarned the leadership of the 8th Air Force that something was brewing. The almost complete absence of the Luftwaffe in October further heightened this worry. General Doolittle and his staff were well aware that if a concentrated force of German fighters broke through the escorts as many as 100 bombers could be destroyed. A loss

of 10% of the bomber force would weaken the continuation of "Operation Pointblank". A repeat of such an event would most certainly bring about the cessation of daylight bombing.

Dates and Times

Show-Up Time for this scenario is **2:30 pm Eastern Time (2:30 pm New York, 11:30 am Los Angeles, 8:30 pm London)** 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.

- October 6, 2012: Frame 1
- October 13, 2012: Frame 2
- October 20, 2012: Frame 3
- October 27, 2012: Frame 4
- November 3, 2012: Frame 5
- November 10, 2012: Frame 6

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 30 minutes to land.

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.
- Axis Fighter pilots get two lives. Allied Fighter pilots get 2 sorties. Bomber pilots get 1 sortie.
- A Luftwaffe 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.
- Luftwaffe pilots can refuel at any friendly base.
- American fighter pilots may land at any friendly base and are not allowed to rearm. They must use one of the active airspawns to re-enter the fight. This counts as a life/sortie but will not be scored as a death.
- Deaths as a gunner do not subtract from your available lives.
- Maximum altitude is 34,000 feet for all fighters. Above 34,000 planes will show map wide to both sides on radar. Each side is to police their own people.
- B-17Gs and B-24Js are restricted to a maximum altitude of 26,000 ft and a minimum altitude of 15,000 ft.
- B-17Gs and B-24Js can level bomb only, they must use the bomb sight. (no glide or divebombing).
- 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.
- If you get disconnected (dumped), you can launch again doing so will not count as the loss of one of your lives/sorties.
- Your CO can have you ejected from the arena if you are not following orders, breaking rules, being insubordinate, or being a nuissance to your side.
- Do not fly off the boundary of the map. If anyone sees this occuring film it and report it to your Commanding Officer after the frame.
- Luftwaffe units are to avoid the "no fly zone" indicated on the frame maps. Under no circumstances are Luftwaffe aircraft to enter these areas. If you see this occur, contact "SOULYSS" by ".p soulyss Luftwaffe in no fly zone at...". Film this and take a screenshot showing the popup map and your location. Let your CO know this occured.
- The Luftwaffe may not "camp" the air spawns. As such they may not enter those sectors containing airspawns until T+120 (2 hrs after start of frame) and then must remain outside the "keypad" the spawn is in. As such the Allies must not orbit in these areas beyond 10 minutes after they spawn.
- Airfields within the "no fly zone" will be Allied for Frames 1 thru 6.

Base Map of Germany Terrain

This terrain is a product of the CM Terrain Team, and was created by 68Falcon. The map is to scale. The locations of the airbases are historical. The location of the cities are correct. Targets are historical.
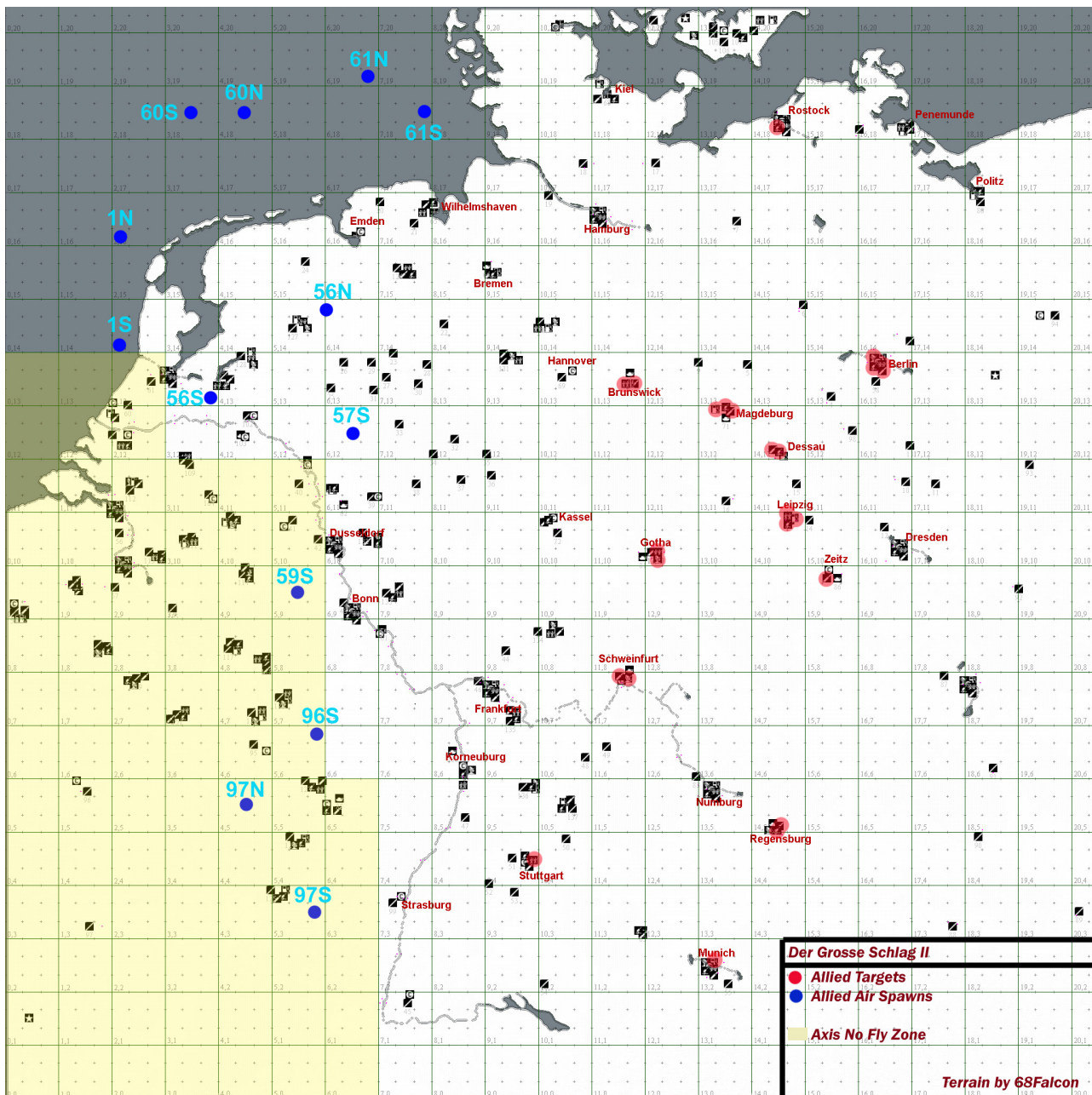
Victory Conditions

Victory will come to the side which completes the historical objectives, blowing up targets and shooting down the enemy. 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.

Summary of Constraints

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

- Axis are allowed to take off at T+0. Allies are allowed to airspawn at T+5.
- The Allies must attack a minimum of three strategic targets listed per frame. The minimum force for an attack is a Bomb Group.
- Allied Bombers that are damaged may reduce altitude below 15,000 feet on the return leg to home.
- Allowed Targets (the ground objects allowed as targets each frame) are as listed. No other ground targets, other than acks, are to be attacked.
- CO's may distribute players as they see fit among units as long as the number of pilots in each unit does not exceed the maximum strength listed in the Order of Battle.

- Allied fighters may not carry bombs or rockets.
- The minimum size of a bomber formation is one Bomb Group.
- All Allied Bomb Groups must drop bombs on their targets by no later than T+120. This must be the attack by at a minimum a Bomb Group formation, never single set or smaller groups of bombers.
- All Allied bombers must spawn within 20 minutes of the start of the frame.
- Allied fighters must initially spawn no later than within 40 minutes of the start of the frame.
- Each frame, CO's may assign each unit to any friendly base except for any limitations listed below and except that:
  - Allies - Must utilize air spawns.
  - Allies - Are not allowed to rearm.
  - Axis - May not move bases before takeoff once they see the dar bars spawn, they must utilize the bases assigned in their orders.
  - Axis - May not utilize any base within 3 sectors of an air spawn indicated by a blue dot on the scenario map.
  - Axis - May break Gruppen into smaller components (Half Unit Size) for basing purposes).
  - Axis - A maximum of two (2) Gruppen per any one base. If these are half sized units (see above) they still count organizationally as a full group in limitation.
  - Axis - Players must use the same base throughout the entire frame.

Order of Battle

United States Army Air Force - Order of Battle

Allies have a max of 218 pilots (max of 160 fighter pilots, 4 recon pilots, 54 bomber pilots) distributed as follows.

	Max. Pilots	Frame 1 A/C
United States Army Air Force 8th Air Force		
1st Bomb Division		
91st Bomb Group	9	B-17G
303rd Bomb Group	9	B-17G
2nd Bomb Division		
44th Bomb Group	6	B-24J
389th Bomb Group	6	B-24J
446th Bomb Group	6	B-24J
3rd Bomb Division		
100th Bomb Group	9	B-17G
447th Bomb Group	9	B-17G
Fighter Command		
4th Fighter Group	16	P-51B/D
7th Photo Recon Group	4	F-5E (P-38L)
20th Fighter Group	16	P-51B/D
56th Fighter Group	16	P-47D25
78th Fighter Group	16	P-47D25
352nd Fighter Group	16	P-51B/D
353rd Fighter Group	16	P-51B/D
355th Fighter Group	16	P-51B/D
361st Fighter Group	16	P-51B/D
364th Fighter Group	16	P-51B/D
474th Fighter Group - 9th Air Force	16	P-38J

Luftwaffe - Order of Battle

Axis have a max of 200 pilots distributed as follows.

	Max. Pilots	
Luftwaffe Reich Defense		
I Gruppe / JG1	16	Fw-190A8
III Gruppe / JG1	16	Bf-109G14
II Gruppe / JG3	16	Bf-109K4
II Gruppe / JG11	16	Bf-109G14/Bf-109K4
III Gruppe / JG11	16	Fw-190A8
I Gruppe / JG26	20	Fw-190D9
I Gruppe / JG27	16	Bf-109G14/Bf-109K4
III Gruppe / JG27	16	Bf-109G14/Bf-109K4
III Gruppe / JG54	20	Fw-190D9
I Gruppe / JG301	16	Fw-190A8

II Gruppe / JG301	16	Fw-190A8/Bf-109G14
I Gruppe / ZG26	16	Me-410

Where History Comes Alive

There are two ways to participate in a scenario. You can just show up and fly not thinking alot about what you are part of and still have a good time. Nothing at all wrong with that approach.

Some however have discovered that a little immersion into the history, brings great rewards. This scenario will do everything it can to give you that chance to understand just what happened, who the people were on both sides, and maybe for a few hours on a Saturday evening, you can loose yourself in the experience and go back to a time 67 years ago.

To aid you in "getting into the part" we are providing you with the following.

Historical links

Below are links to the units of both sides in the order of battle. Spend a little time and get to know the people who flew the planes or fought from the ground. You will find mission logs, photos, personal histories, and more! You will also find information on the people on the ground and how they fought the battle as well.

- 91st Bomb Group - The Ragged Irregulars
- 303rd Bomb Group - Hell's Angels
- 44th Bomb Group - The Flying Eight Balls
- 446th Bomb Group
- 100th Bomb Group - The Bloody Hundredth
- 447th Bomb Group
- Ralph L. Minker - A pilot's story.
- Little Friends
- A tour of Debden, Home of the 4th FG.
- 20th Fighter Group - The Loco Busters
- 56th Fighter Group - Zemeke's Wolfpack
- 78th Fighter Group - Duxford Eagles
- 352nd Fighter Group Association.
- 353rd Fighter Group - Slybirds
- 355th Fighter Group's role of honor.
- 361st Fighter Group - Yellowjackets
- John L Grimshaw, Fighter Pilot in the 364th FG
- P-47 After Action Reports
- P-51 After Action Reports
- Battle over Munich
- Schweinfurt
- Berlin
- 301 Bomb Group Bomb Plots
- Big Week and Beyond
- Flak Towers
- Strategic Bombing - January 44 to May 45
- Typical Flak Defences
- Berlin Bunkers and Flak Towers
- Luft Stalag 1
- Bomb Damage Recon Photos
- Luftwaffe Fighter Pilots Missing in Action
- Luftwaffe Blog
- Luftwaffe Experten Forum
- Jagdgeshwader 1 "Oseau"
- Jagdgeshwader 3 "Udet"
- Jagdgeshwader 11
- Excerpt from a JG11 book.
- Jagdgeschwader 26 "Schlageter"
- Jagdgeschwader 27 "Afrika"
- Jagdgeschwader 54 "Grunherz"
- JG 301 "Wild Sau"
- JG301 -Siegfried Baer

Combat Report and After Action Report Forms

We are also providing combat report forms or "after action report" forms both for American units and German units. We encourage you to fill these out after every frame and post them to your side's forum in the designated topic. We would appreciate it if you would take time to email each one seperately to DGSAAR@51hangar.net. After the scenario is over, these will be converted to PDFs and a website generated where they will be available for review and preserved.

For those who are capable of doing so, you can create "gun cam" footage and submit it as well. This can be done by using the gun cam setting in the film viewer, a program like fraps, and cutting and pasting the samples togather into a new film.

It was possible to find examples for each American figther unit to duplicate. However we were only able to locate a single example of a Luftwaffe form, but we were lucky to have it translated. **Thank you very much for that again Stampf!**

Each Bomb Group will have a form to fill out, while different than a fighter pilot's AAR it will none the less be a great record of each mission.

Follow the appropriate link below and be sure to get the form for your unit. You can check the historical links above for examples of combat reports.

VIII Fighter Command After Action Report Forms

You can download a rich text file of the American Fighter Forms here.

- 4th Fighter Group
- 20th Fighter Group
- 56th Fighter Group
- 78th Fighter Group
- 352nd Fighter Group
- 353rd Fighter Group
- 355th Fighter Group
- 361st Fighter Group
- 364th Fighter Group
- 474th Fighter Group

Eighth Bomber Command Mission Report Forms

You can download a rich text file of the American Bomber Forms here.

- 91st Bomb Group
- 303rd Bomb Group
- 44th Bomb Group
- 389th Bomb Group
- 446th Bomb Group
- 100th Bomb Group
- 447th Bomb Group

Luftwaffe After Action Forms

You can download a rich text file of the Luftwaffe Form here.

- I Gruppe of JG1
- III Gruppe of JG1
- II Gruppe of JG3
- II Gruppe of JG11
- III Gruppe of JG11
- I Gruppe of JG26
- I Gruppe of JG27
- III Gruppe of JG27
- III Gruppe of JG54
- IV Gruppe of ZG26
- I Gruppe of JG301
- II Gruppe of JG301

Fly Your Own Plane

One of the things which was well liked for a past scenario was the way everyone had chance to "choose" their plane and name it. Rather than put that responsibility on the COs this time around, we have created TAGS for you to put in your HTC BBS signature lines, where you can show what unit you are in, and even name your plane if you wish. We are providing these and will host them on the web to allow you to just reference them. If things work out we will be adding to this library with each Scenario and eventually have a complete set for everyone to use.

Please check out the Luftwaffe TAGS available for you to use HERE

Please check out the USAAF TAGS available for you to use HERE

American Strategic Targets:

- **Berlin - Sector 16,13,8**
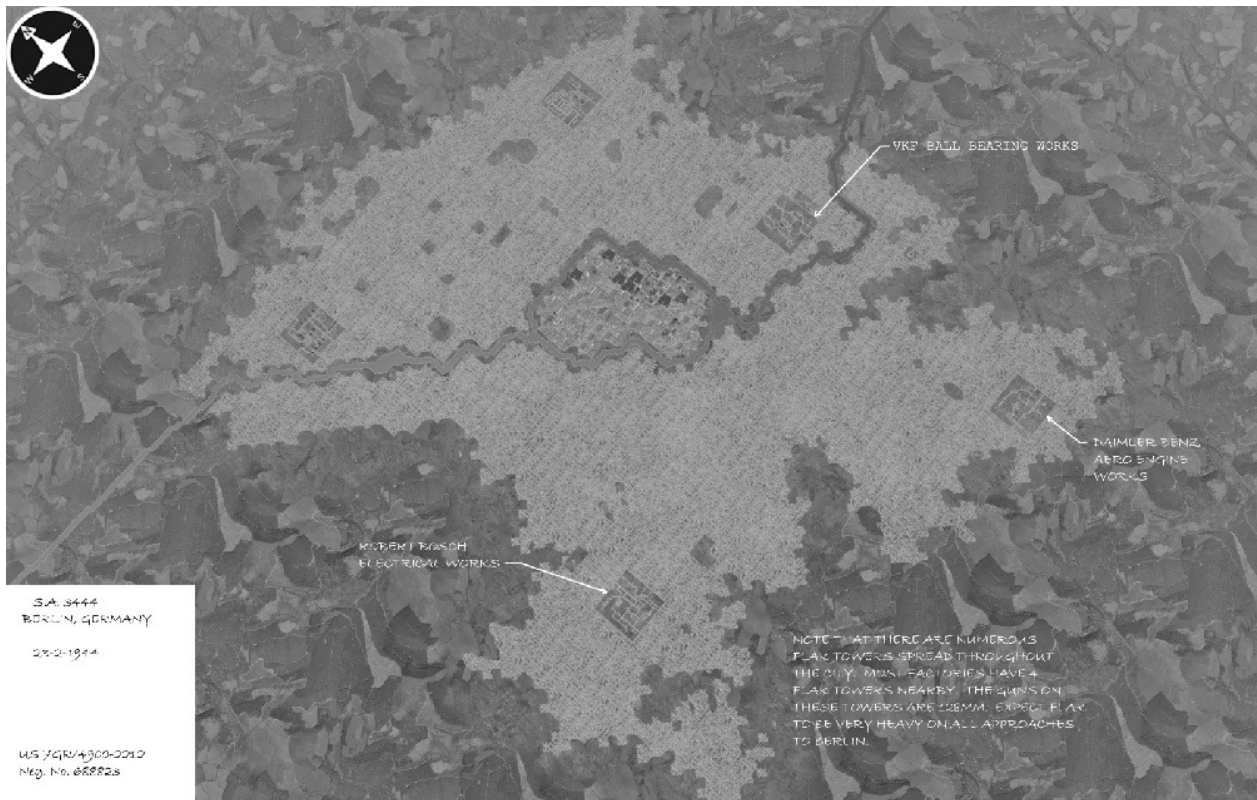
VKF Ball Bearing Works, Erkner - 16,13,8,1

Robert Bosch Electrical Works, Klein Machnow - 16,13,7,3

Labels on image:
- FLAK TOWER
- SPARK PLUG ASSEMBLY
- WIRE DRAW FACILITIES
- CASTING

A.P. 4930
ROBERT BOSH
ELECTRICAL WORKS,
KLEIN MACHNOW

BERLIN, GERMANY

23-2-1944

US 7GR/4900-2231
Neg. No. 688861

Daimler-Benz Aero Engine Works, Genshagen - 16,13,5,7

S.A. 4925
DAIMLER-BENZ AERO
ENGINE WORKS,
GENSHAGEN

BERLIN, GERMANY

23-2-1944

US 7GR/4900-2229
Neg. No. 688854

Hennschel He162 Assembly - 16,13,7,6

TARGET IS LOCATED IN CITY'S NW QUADRANT

FINAL ASSEMBLY

FLAK TOWER

ENGINE TEST FACILITY

FUSALAGE ASSEMBLY

S.A. 10332
Hennschel He-162
Assembly Factory

3-9-44

Berlin, Germany

7GR/102302-2323
Neg. No. 103023

City Complex - 16,13,8,1

FLAK TOWER

FLAK TOWER

S.A. 10024
Berlin City Center

4-3-1945

Berlin, Germany

GR7/102390-2221
Neg. No. 105242
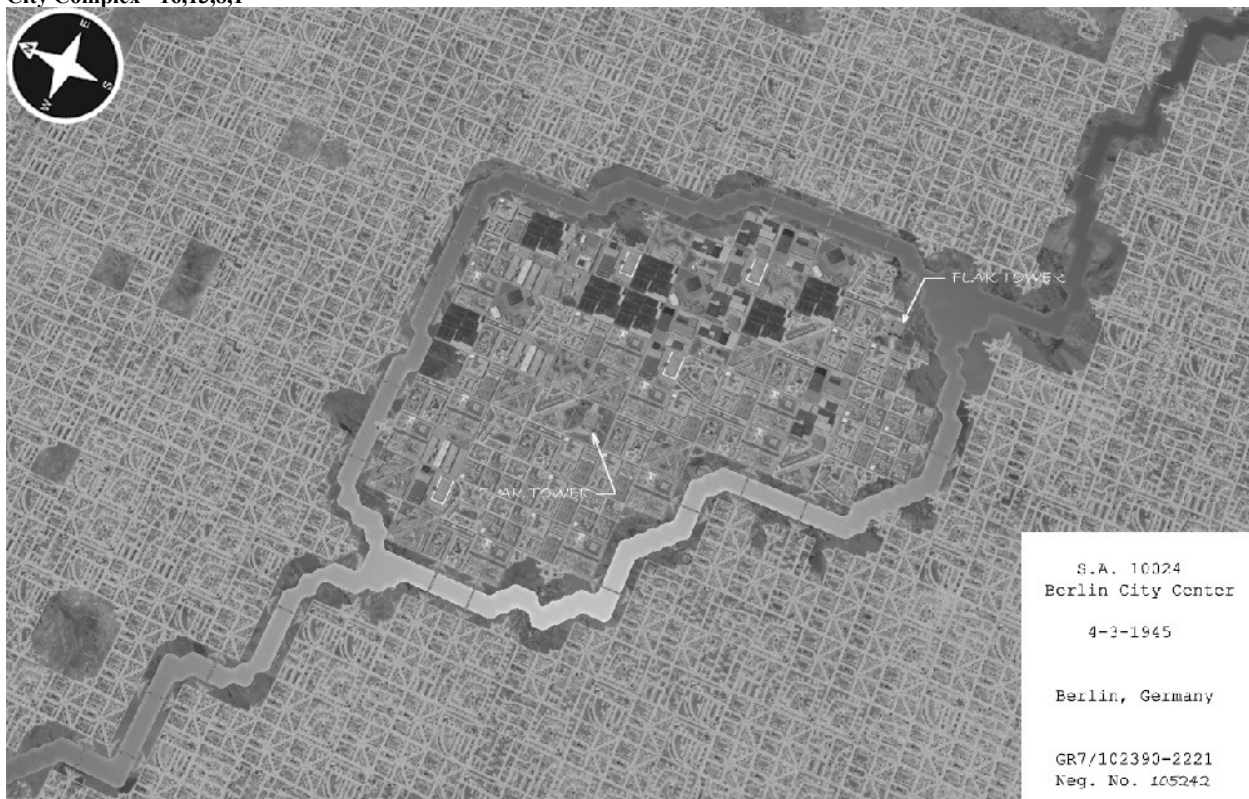
- **Brunswick - Sector 11,13,6**

Messerschmitt Me-110 Component Factory - 11,13,6,1


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S.A. 3241
Messerschmitt Me-110
Component Factory

   14.11.43

Brunswick, Germany


US 7GR/2212-2312
Neg. No. 521831
```

MIAG Armored Vehicle Plant - 11,13,5,3

TURRET ASSEMBLY

VEHICLE RESEARCH AND PLANT OFFICES

FINAL ASSEMBLY

CHASIS ASSMEBLY

VEHICLE PAINTING

DIESEL FUEL STORAGE

TEST RANGE AMMUNITION STORAGE BUNKER

VEHICLE TEST FIRE RANGE

S.A. 5877
MIAG Armored Vehicle Plant

18.11.43

Brunswick, Germany

US 7GR/2313-2244
Neg. No. 558213

- **Dessau - Sector 14,12,2**

  Junkers Ju-88 and Ju-52 Assembly Factory - 14,12,2,5

Junkers Flugzeug un Motorenwerk A.G - 14,12,2,4

S.A. 2814
Junkers Flugzeug Un
Motorenwerk A.G.

1-12-1943

Dessau, Germany

7GR/2992-2542
Neg. No. 772313

- **Gotha - Sector 12,10,1**

  Gothaer Me-110 and Go-242 Assembly Plant - 12,10,1,6

FLAK BATTERY

RESEARCH
OFFICES

ELECTRICAL
TRANSMISSION
TOWERS

MACHINE
SHOP

POWER
PLANT

ASSEMBLY
SHEDS

PAINT
SHOP

S.A. 4189
Gothaer Me-110 and
Go-242 Assembly
Plant

16-1-44

Gotha, Germany

US 7GR/4511-3421
Neg. No. 652211

Gothaer Waggonfabrik - Sector 12,10,1,9

FLAK BATTERY

TEST AREA

VEHICLE STORAGE

PARTS STORAGE

ASSEMBLY

FLAK BATTERY

S.A. 10021
Gothaer Waggonfabrik

7-10-44

Gotha, Germany

7GR/10323-2931
Neg. No. 1032011
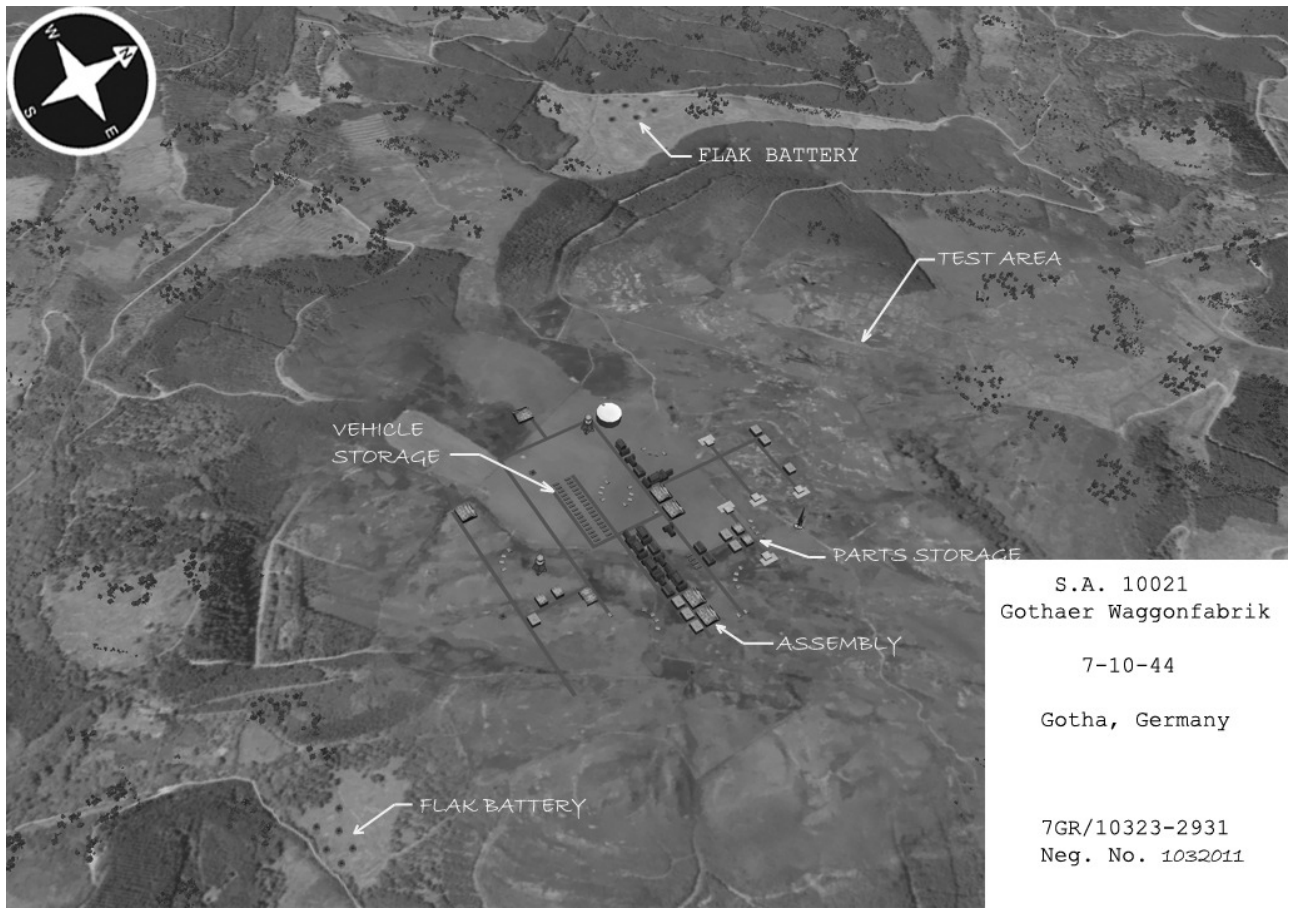
- **Leipzig - Sector 14,10,9**

  Erla Me-109 Assembly Factory - 14,10,8,9

S.A. 5421
Messerschmitt Me-109
Assembly Factory

3.2.1944

LEIPZIG, GERMANY

US 7GR/3212-4422
Neg. No. 686221

Erla Me-109 Fusalage Assembly Factory - 14,10,8,3

FLAK
BATTERY

FLAK
BATTERY

PAINT
SHOPS

ALUMINUM
PROCESSING
BUILDINGS

MESSERSCHMIDTT
RESEARCH OFFICES

MANUFACTURING
BUILDINGS

FLAK
BATTERY

S.A 4599
Erla Me-109 Fusalage
Factory

21-1-44

Leipzig, Germany

US 7GR/4551-3233
Neg. No. 682122

Wintershall A.G. Oil Refinery - 14,10,9,5

S.A. 4423
Wintershall A.G.
Oil Refinery

27-3-44

Leipzig, Germany

US 7GR/7782-5231
Neg. No. 685331

- **Leipzig / Merseburg - Sector 14,10,9**

  I.G. Fabenindustrie Synthetic Oil Refingery - 14,10,9,5

NATURAL GAS STORAGE TANKS

OIL STORAGE TANKS

HYDROGEN STORAGE TANKS

CARBONMONOXIDE STORAGE TANKS

S.A. 9321
I.G. Fabenindustrie
Synthetic Oil
Refinery

8-8-44

Leipzig, Germany

7GR/9992-3232
Neg. No. 860532
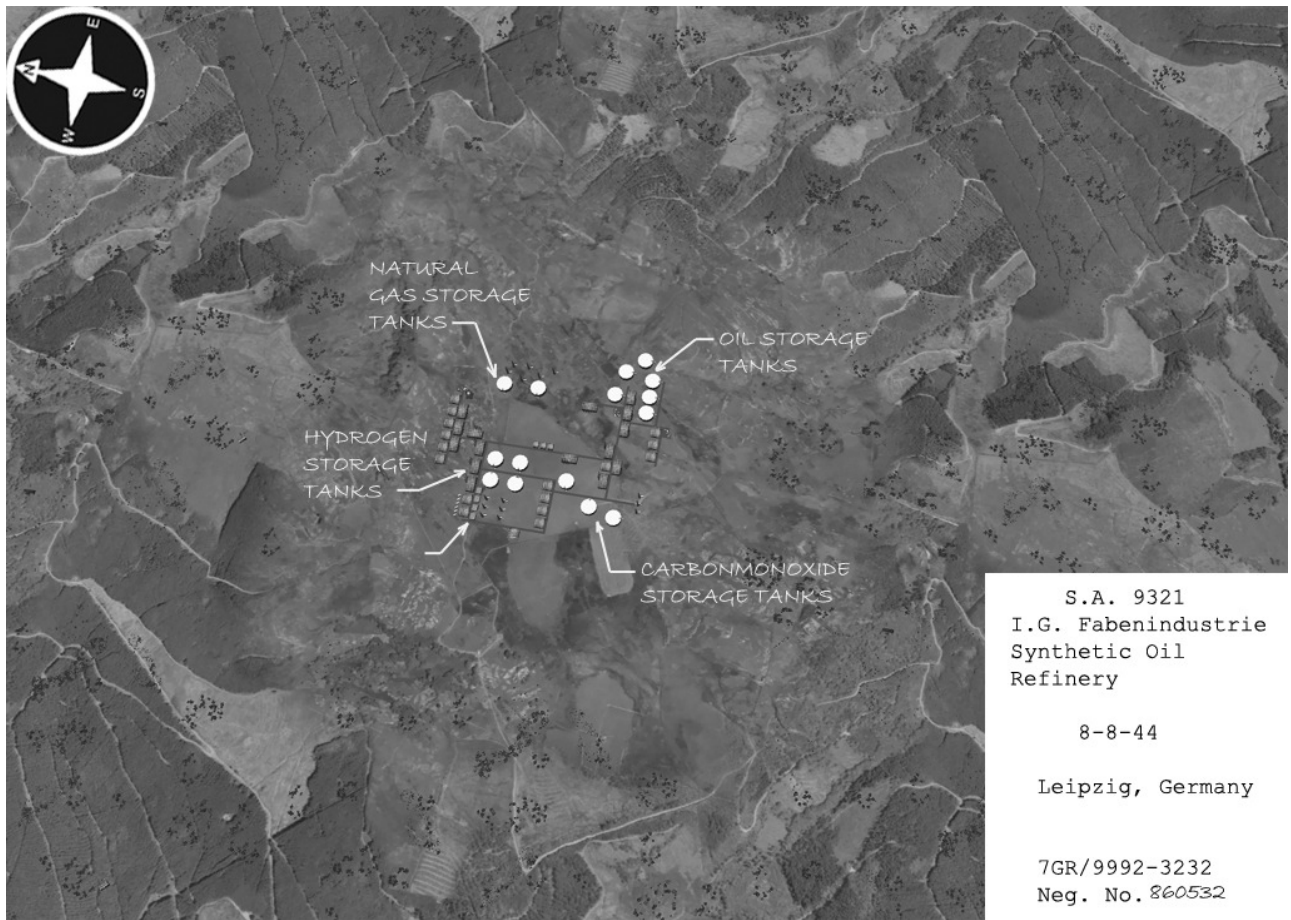
- **Magdeburg - Sector 13,12,8**

  Rothensee Jumo Engine Factory - 13,12,8,8
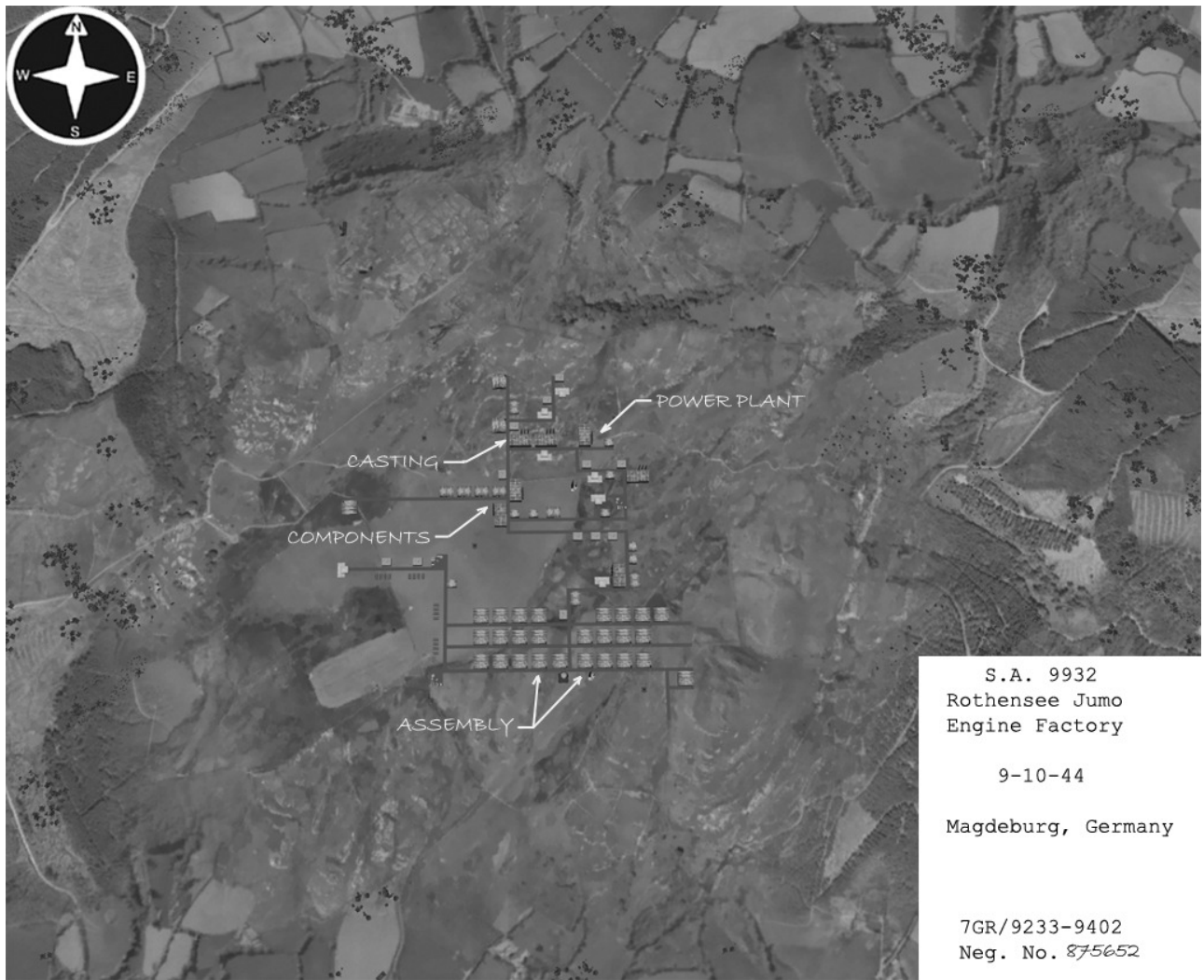
Braunkohle-Benzin A.G. Oil Refinery - 13,12,7,9

S.A. 5203
BRAUNKOHLE-BENZIN
A.G. OIL REFINERY

MAGDEBURG, GERMANY

24-2-1944

US 7GR/4910-0034

Braunkohle Benzin Synthetic Fuel Plant - 13,12,7,9

S.A. 10423
BRAUNKOHLE-BENZIN
SYNTHETIC FUEL
PLANT

MAGDEBURG, GERMANY

    24-9-1944

US 7GR/104922-0323
Neg. No. 101221

Krupp Crusonwerke Panzer Factory - 13,12,8,6

ASSEMBLY

VEHICLE
PAINTING

POWER PLANTS
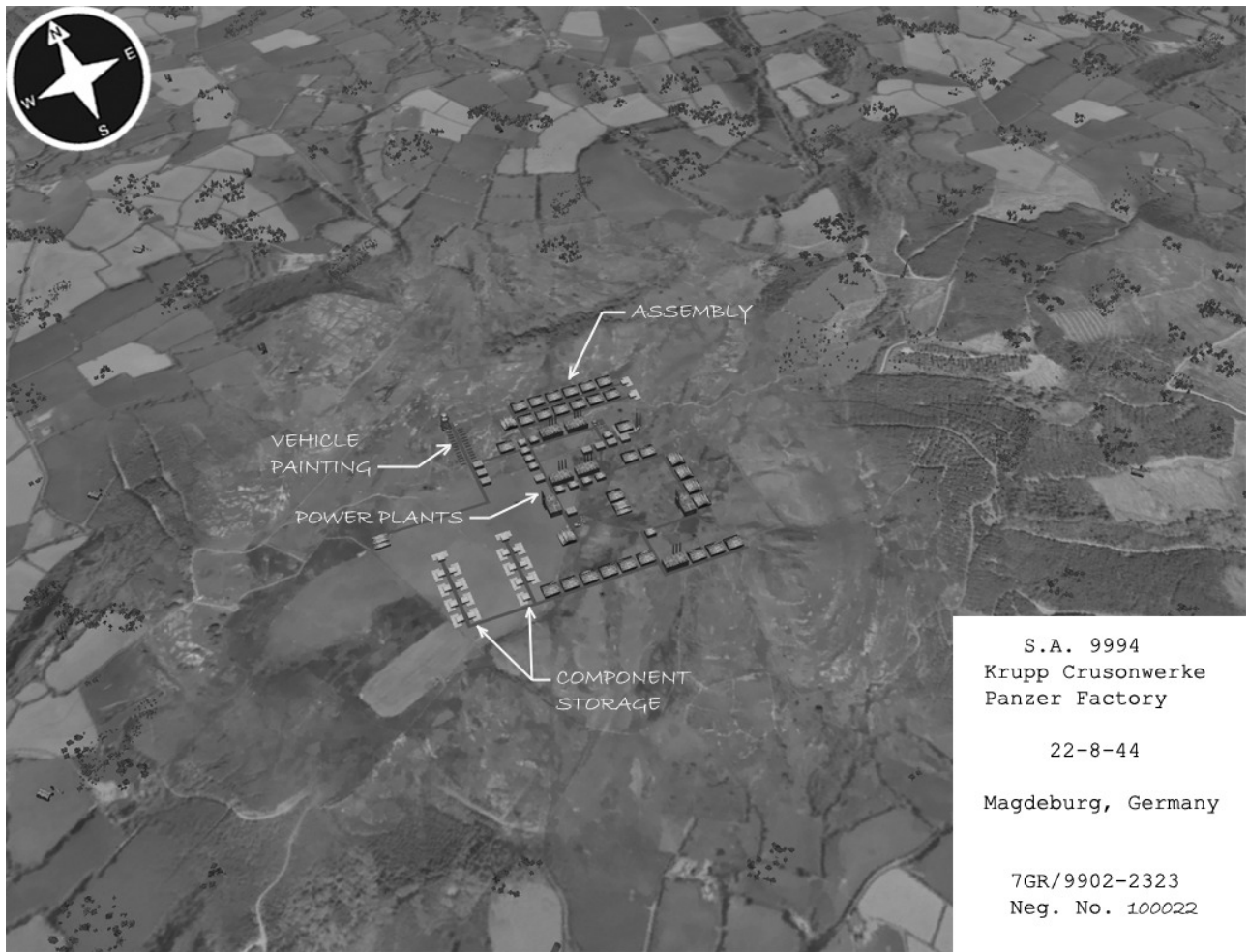
COMPONENT
STORAGE

S.A. 9994
Krupp Crusonwerke
Panzer Factory

22-8-44

Magdeburg, Germany

7GR/9902-2323
Neg. No. 100022

I.G. Farbenindustrie A.G. Plant - 13,12,8,8

PROCESS ENGINEERING BUILDINGS

MATERIAL ASSEMBLY/ STORAGE

S.A. 3323
I.G. FARBENINDUSTRIE
A.G. PLANT

MAGDEBURG, GERMANY

2-1-1944

US 7GR/4200-1113

- **Munich - 13,2,4**

  Metzler Rubber Fabrication Plant - 13,2,4,9

TARGET IS LOCATED IN THE NORTHEAST CORNER OF THE CITY OF MUNICH.

EMULSION PROCESSING

VULCANIZATION

MATERIAL STORAGE

FLAK TOWER

S.A. 8892
Metzler Rubber
Fabrication Plant

6-7-44

Munich, Germany

7GR/9421-4422
Neg. No. 888442

- **Regensburg - 14,5,2**

  Messerschmitt Me-109 Components - 14,5,2,2

S.A. 7783
Messerschmitt
Me-109 Components

20-5-1944

Regensburg, Germany

7GR/9903-0303
Neg. No. 654444

Messerschmitt Me-109 Components - 14,5,2,5

MANUFACTURING

POWER
PLANTS

MACHINE SHOPS

COMPONENT
STORAGE

S.A. 7788
Messerschmitt
Me-109 Components

20-5-1944

Regensburg, Germany

7GR/9903-03010
Neg. No. 654451

- **Rostock - Sector 14,18,5**

    Heinkel Aircraft Assembly - 14,18,2,5

S.A. 10499
Heinkel Aircraft
Assembly

22-9-44

Rostock, Germany

7GR/102327-2323
Neg. No. 101218

- **Schweinfurt - 11,7,8**

  Kugelfischer Ball Bearing Factory - 11,7,8,8

CASTING

BALL BEARING
STORAGE

PROCESSING

POWER
PLANTS

MANUFACTURING

S.A. 7742
Kugelfischer Ball
Bearing Factory

2-6-44

Schweinfurt, Germany

7GR/7231-9929
Neg. No. 668411

VKF Ball Bearing Factory - 11,7,8,6

S.A. 7783
VKF Ball Bearing
Factory

3-4-44

Schweinfurt, Germany

7GR/7833-9445
Neg. No. 880044

- **Stuttgart - 9,4,6**

  Damlier-Benz DB-601 Engine Factory - 9,4,6,5

S.A. 5866
Damlier-Benz DB-601
Engine Factory

12-6-44

Stuttgart, Germany

7GR/9984-4724
Neg. No. 838801

- **Zeitz - Sector 15,9,8**

  Braunkohle Benzin Synthetic Oil Plant - 15,9,8,1

S.A. 10323
Braunkohle Benzin
Synthetic Oil Plant

10-10-44

Zeitz, Germany

7GR/9320-2323
Neg. No. 100231

Settings

Weather: Weather might be varied with heavy cloud banks at times mixed at medium and high altitude. Weather blocking targets is possible with heavy clouds at varying altitudes.

Terrain: GERMANY

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 the Axis - enemy sector counters will show when a plane is within 50 miles of radar towers and above 1500 ft, friendly counters will not be visable. For the Allies - no sector counters will be visable. Radar updates every 5 minutes.

Destroyed Objects: All objects, once destroyed, stay destroyed the whole frame. All objects will respawn at the start of the next frame. 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 141 - Unlocked 140	Lock Arena, Kill Shooter, Perk Disabled, Ditch scores kill.
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	460	Various flags on whether or not a player can exit whilemoving.
FighterWarningRange	31,680 (6 miles)	A base starts flashing when an enemy fighter gets within this number of feet.
FogVisibilityMiles	13.00	Visibility in miles.
FriendlyIconRange	15,000 (5k)	Friendly icon range in feet.
FuelBurnRateMult	1.0	See Designers Notes for explaination of fuel settings.
GroundAutoLethality[Armored]	0.10	See "GroundAutoLethality" section.
GroundAutoLethality[Hard]	0.10	See "GroundAutoLethality" section.
GroundAutoLethality[Soft]	0.10	See "GroundAutoLethality" section.
KillShooter	1 - Note this is different than usual.	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	50,000	If a plane is under this altitude, it won't show on dot radar (unless full friendly or full enemy is selected).
RadarMode[Bishops]	48	Disable friendly and enemy ranged based counters.
RadarMode[Knights]	336	Range Based Counter, Plane Counters Only, Disable Friendly Counters.
RadarMode[Rooks]	48	Various flags for setting radar attributes.
RadarUpdateRate	300	Radar updates every 5 minutes.
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	1500	If a plane is under this altitude, it's won't show in the sector counters.
SectorCounterRange	264,000 (50 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.

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	100	Bomber hangar nearly indestructible. (Down time) * DownTimeMult = 6 minutes
Bunk Ammo	1	100	Ammo bunker nearly indestructible. (Down time) * DownTimeMult = 6 minutes
Bunk Fuel	1	100	Fuel bunker nearly indestructible.(Down time) * DownTimeMult = 6 minutes
Bunk Radar	1	100	Radar tower nearly indestructible. (Down time) * DownTimeMult = 6 minutes
Ftr Hgr	1	100	Fighter hangar nearly indestructible. (Down time) * DownTimeMult = 6 minutes
Town	--	1000	Town buildings nearly indestructible.

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 "Der Grosse Schlag"!

Show up at or before 2:30 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 2,
"Walkon requesting assignment."

If you need back in and the arena is locked, please
enter ".p soulyss 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 soulyss 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)	2:30 pm Eastern, 11:30pm Pacific	9:30 gametime	- Lock arena. ".vset arenaflags 1" = arena locked - Set clock to 9:30 and multiplier to 1. "Options-Arena Setup-Environment-Adjust Time", set New Time. - Start assigning walkons to whichever side needs them. - Announce that end of hostilities is at 1:00 pm on the in-game clock, then 30 minutes to land. - Announce number of lives. - Announce to send ".p soulyss let me in" if you need back in. Tell to click in even if arena says it is locked.
S+20			- Set CountryChangeTime to 1000 so that people can no longer change sides.
S+25 = T-5 (Takeoff Countdown)			- Announce 5 minutes to launch. - .startlog - Tell players not to take off until your Group Leader tells you to take off. - Set CountryCanFly[x] to 1.
T-0 (Takeoff)	3:00 pm ET, 12:00 pm PT	10:00	- T+0 min: Ground-launched planes may take off.. - T+5 min: Air launch.
T+3 hours	6:00 pm ET, 3:00 pm PT	13:00	- Announce end to hostilities, to land back at base, and that end frame is in 15 minutes. - Announce all of this several times.
T+3.5 hours (Frame End)	6:30 pm ET, 3:30 pm PT	13:30	- Set downwind (-127).
T+3.5 hours (End Log)	6:30 pm ET, 3:30 pm PT		- End log (.endlog). - Set CountryCanFly[x] to 0. - Unlock arena.

References

- The Mighty Eighth by Roger A. Freeman
- The Mighty Eighth War Manual by Roger A. Freeman

- The Mighty Eighth War Diary by Roger A. Freeman
- On the Highways of the Skies The 8th Air Force in World War II by Martin W. Bowman
- Battles with the Luftwaffe The Bomber Campaign Against Germany 1942-45 by Theo Boiten and Martin Bowman
- Mission 376 Battle Over the Reich by Ivo de Jong
- Target Berlin Mission 250: 6 March 1944 by Jeffrey L. Ethell and Alfred Price
- The Luftwaffe over Germany Defense of the Reich by Donald Caldwell and Richard Muller
- I Flew for the Fuhrer by Heinz Knoke
- Jagdegeschwader 301/302 "Wilde Sau" In Defense of the Reich with the Bf 109, Fw 190 and Ta 152 by Willi Reschke
- Jagdwaffe Volume 5 Section 3 Defending the Reich 1944-45 by Robert Forsyth

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.

- There are various models of aircraft which we do not have available. As such the nearest model of that aircraft we have will be utilized.
- While Flak (puffy ack) destroyed a great number of bombers during the war, the settings are such that it will be there, could hit you, but is not likely to do significant damage to bombers. Fighters beware as usual.

Credits

Scenario design: Fencer
Terrain: 68Falcon
Scenario CM's: Fencer (Team Lead), Brooke, ROC, Guppy35 and Soulyss.
Allied CO: Fencer
Axis CO: ROC