Southern Conquest

An Aces High Scenario

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Southern Conquest is an Aces High Scenario highlighting 4 distinct phases of the war.

Frame 1: January 30th 2016
March 7, 1942: Siege of Malta

Frame 2: February 6th 2016
November 8, 1942: Operation Torch

Frame 3: February 13th 2016
July 9, 1943: Operation Husky

Frame 4: February 20th 2016
Early 1944: Those Who Fall (15th AF strategic bombing)

Commanding your team will require time, energy, and a great deal of team building.

Each frame will last 3 hours (from T+0 to T+3:00). Pilots get a new life at T+30, T+1:30, and T+2:30. So, if you die at T+15, you can take off again T+30. If you die at T+1:00 hour, you can take off again at T+1:30, and so on.

The CO will have the ultimate say as to who get's to fly which plane, and when. The CO will have the choice as to when he launches, where he goes, and all of the decisions that must be made to ultimately win the war.

Victory conditions will be frame by frame. The side who achieves more winning frames will be the victor. It is possible to lose or win all frames, it is possible to battle to a draw. There were blowouts in the actual war, and often times battles were fought to a stalemate. There are no major restrictions regarding where you can fly, how far you can chase an enemy or when you can or can't shoot them down. The choices made will impact the event.

Logs will be posted on ahevents.org as usual, as well as linked frame by frame on each frames page here on this event site. You are welcome to follow the event on Twitter @ScenariosROC where live updates on the event progression will occur. The HitechCreations Facebook page will have live updates on the event as well.

Join us as we follow the Southern Conquest

Dates and Times

Frame 1: January 30th 2016
Frame 2: February 6th 2016
Frame 3: February 13th 2016
Frame 4: February 20th 2016
Players should register for the scenario to play in it so that they can get mission orders, although walkons are allowed to show up in the Special Events Arena on game day to see if there are any open positions to fill. The Southern Conquest will be a four-frame event (four battles). The show-up times are 3:00 pm US Eastern Time (when you need to show up by in order to have time to get put into a group and get briefed) — the arena is locked to new admittance at 3:05. This allows for the sides to gather and brief the walkons, and adapt to turnout. Launch is at 3:30 PM Eastern Time.
Convert to your time zone HERE (http://www.onlineconversion.com/timezone.php)

Side Numbers

Registration will be for 60 players per side.

Available groups are as follows.

Group	Slots	Plane Frame 1 - Squad	Plane Frame 2	Plane Frame 3	Plane Frame 4
Allied 1	8	Hurricane II - 185 Squ	Sea Hurricane - 883 Squ	Hurricane II - 253 Squ	P-51B - 31st FG
Allied 2	8	Spitfire V - 601 Squ	Seafire - 885 Squ	Spitfire V - 601 Squ	P-38J - 82nd FG
Allied 3	14	Hurricane II 126 Squ	F4F VF-9	Spitfire IX 43 Squ	P-38J 1st FG
Allied 4	8	Spitfire V 603 Squ	F4F VF-41	P-40F 33rd FG	P-51B 52nd FG
Allied 5	8	Spitfire V 249 Squ	F4F VGF-26	A-20G 47th BG	P-51B 325th FG
Allied 6	5	Boston III 39 Squ	SBD 820 Squ	B-24J 98th BG	B-24J 376th BG
Allied 7	4	Boston III 69 Squ	TBM VGS-26	B-25C 12th BG	B-24J 98th BG
Allied 8	5	Boston III 826 Squ	SBD VS-41	Boston III 12 Squ. SAAF	B-24J 449th BG
Axis 1	8	Bf 109F III/JG 53	Bf 109E GC I/2	Bf 109G-2 III/JG 53	Bf 109G-2 III/JG 53
Axis 2	8	Bf 109F II/JG 3	Bf 109E GC II/3	Bf 109G-6 II/JG 27	Bf 109G-6 I/JG 53
Axis 3	14	C.202 9 Gruppo	(109E/ P-40C/C.202) GC III/6	C.202 9 Gruppo	FW 190A-5 I/JG 2
Axis 4	8	Bf 109F 7/JG 26	P-40C GC I/5	C.205 10 Gruppo	Bf 109G-2 I/JG 4
Axis 5	8	Bf 109F II/JG 53	P-40C GC II/5	Bf 110G-2 II/ZG 1	Bf 109G-6 II/JG 53
Axis 6	7	Ju 88A LG 1	Ju 88A KG 60	Ju 88A KG 30	Bf 110G-2 III ZG 26
Axis 7	7	He 111C 130 Gruppo	Ju 88A KG 26	He 111C 130 Gruppo	Bf 110G-2 II ZG 26

(https://southernconquest.files.wordpress.com/2015/10/planes.jpg)

Victory Conditions

Your orders from HQ include using your bombers aggressively to attack the full range of enemy targets. Every bomber group must have at least three attack sorties in each of frames 1-3 and at least two attack sorties in frame 4. Except as noted in the last sentence of this paragraph, each frame, there must be at least two bomber attack sorties sent to ships and two sent to land targets (where two attack sorties mean that one bomber group did two attack sorties or two bomber groups did one attack sortie each). If a side does not do the things in this paragraph, it loses the frame, no matter how many points it has. The only exception as noted above is frame 2 (Operation Torch), where allied planes need not attack axis ships, and frame 4 (Those Who Fall), where there are no ships to attack and no ground targets for the axis.

Each frame will list available land targets, available shipping targets, and available capture targets. Except for enemy aircraft (which are always available as targets), do not attack targets other than those listed.

Assuming a side employs its bombers as above, a side then gets the following points per frame, and the winner of that frame is the side with the most points.
— 1 point per kill of an enemy ("kills" in the log).
— 25 points per base captured ("destroyed a map room" in the log).
— Points per object destroyed ("objects destroyed" in the log) are 0.2 in frame 1; none in frame 2; and 0.1 in frame 3 and frame 4.
— Points per ship sunk ("destroyed a ship" in the log) are 5 in frame 1; 10 in frame 2; 3 in frame 3; and none in frame 4.

Captures add points, but are not required. The allies can choose to focus only on the air-war portion of the conflict, or they can try for captures if they see fit.

Settings

Unless specified otherwise for the frame, the settings are as follows.

CV's require 16,000 lbs of damage each to sink, CA's and DD's are 4000 (twice Main Arena).
Cargo and transport ships are less than 1000 lbs to sink.
Ships stay down once sunk.
No dot radar is available — only sector counters.
Ammo Bunkers and barracks stay down 10 minutes after destruction.
Ships do not have 8″, 5″, or quad 40 mm.
Lethality of auto ack turned way down.

Arena Settings:
ArenaFlags = 13358
CountryChangeTime = (no changing of countries once started)

ExitWhileMoving = 508
FlightModeFlags = 5248
FuelBurnRateMult = 2.0
GroundAutoLethality[Armored] = 0.1
GroundAutoLethality[Hard] = 0.1
GroundAutoLethality[Soft] = 0.1
ObjectHardnessMults[SHP] = 2.0
RadarMode = 0
StratFlags = 1
TaskGroupCommandCnt = 10
TaskGroupRespawnTime = 360
Object Settings:
Bunk Ammo, Down Time = 10
Bunk Barracks, Down Time = 10
Ship, Down Time = 360
Gun Bat, Down Time = 360
Gun Bat Armor, Down Time = 360
Gun Bat Soft, Down Time = 360
Hard Gun Bat, Down Time = 360
For each TG, ".det f07baa 1", ".det f07bat 1".

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