

Newsflash: King of the Hill Dates &amp; Times

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## Target for Today - December 31st, 1943



### Target for Today - December 31<sup>st</sup>, 1943

To say that the 8<sup>th</sup> Air Force Bomb Groups had a rough year in 1943 would have been an understatement. Since the USAAF had begun bombing Germany back in late January the losses to aircrews and aircraft were mounting by the weeks. The first sustained offensive against German strategic targets known as Blitz Week in late July really began to expose the weaknesses of the 8<sup>th</sup> Air Force daylight raids into Germany. VIII Bomber commands suspicions were confirmed on August 17<sup>th</sup> during their deepest mission into Germany yet. 8<sup>th</sup> Air Force mission 84, flown against the Messerschmitt factory in Regensburg and the Ball bearing plant in Schweinfurt proved to be the costliest 8<sup>th</sup> Air Force mission to date. Overall, 60 B-17s were lost to flak and enemy fighters.

While the losses at Schweinfurt and Regensburg were extremely high, the 8<sup>th</sup> Air Force attacks into the Ruhr valley and occupied France continued. Closer to the Channel Coast, medium bombers of the 8<sup>th</sup> Air Force and the RAFs 2<sup>nd</sup> Tactical Air Force were launching attacks on airfields and other targets of tactical importance. RAF Spitfires often escorted B-25s, B-26s, Bostons, Mosquitos and Typhoons in at low level attacking Luftwaffe airfields in France and Holland. German Channel Front veterans JG 2 and JG 26 were in constant low level battles while other Reich Defense squadrons based in Germany like JG 1 and JG 11 fought the deeper 8<sup>th</sup> Air Force Raids at higher altitudes.

Losses on both sides of the channel were mounting, American heavy bomber losses were becoming unacceptable while at the same time the deaths of skilled Luftwaffe veterans were beginning to be felt. As summer turned into fall, the 8<sup>th</sup> began to return to its deeper strikes into Germany and on the 14<sup>th</sup> of October decided to return to Schweinfurt on mission 115 and suffered a repeat performance of the disastrous mission back in August. Once again, 60 bombers were lost and this time the unescorted deep penetration missions into Germany were halted until a solution could be found to escort the bombers to and from the target.

The next day, October 15<sup>th</sup>, the 9<sup>th</sup> Air Force was established and the 8<sup>th</sup> Air Force B-26 Groups were transferred into the newly formed tactical air force. The 8<sup>th</sup> Air Force was still continuing to strike targets in Germany but rarely ventured past the Industrial targets of the Ruhr Valley. The Medium bombers of the 9<sup>th</sup> Air Force and RAFs No 2

Group were focusing on airfields and new targets associated with the German secret weapons projects codenamed NOBALL. The weather began to worsen but did not stop several missions throughout November and into December.

By the end of the year 1943, the US Army Air Force had lost over 2600 aircraft of all types and dropped over 44,000 tons of bombs on occupied France and Germany since the start of the campaign. The USAAF began receiving fresh Heavy Bomber Groups and new Fighter groups to bolster their effort. The US 8<sup>th</sup> Air Force now had 2 P-38 groups and a new group of P-51 Mustangs on loan from the 9<sup>th</sup> Air Force, both fighters could take the fight all the way to Berlin and back, although that mission was still months away.

The last day of December, 1943 saw the 8<sup>th</sup> Air Force launch mission 171 into Southern France and areas around Paris escorted by P-47s, P-38s and the new P-51 Mustang while 9<sup>th</sup> Air Force B-26s and RAF bombers attacked Coastal France and the Netherlands for V-weapons sites and other tactical targets for preparation of the impending invasion. For the first time in the war the US had dropped more bombs in December than RAF bomber command. In this scenario we pull a page out of the history books to showcase the last day of December, 1943, where the air battle for Nazi occupied Europe had still yet to be decided.

## Overview

Welcome to December 31<sup>st</sup> 1943. This scenario will be a representation of that day's events using historical missions and squadrons from that exact day in the air war over Western Europe. This event will be the first event of its type to be held in Aces High, one that will encompass all the major Aces High time zones and allow pilots and squads from all over the world to participate in an event that will span the frame of 12 hours!

That's right, this scenario will last 12+ hours from 12 PM Eastern to sometime after 12AM Eastern.

The CM Team will rotate staff to monitor uniforms and perform the necessary scenario tasks to make this the longest event ever ran in Aces High. The design will incorporate some changes in standard scenario gameplay to ensure the battle spans the entire 12 hours. The event will be broken into three 4-hour phases where specific objectives will have to be hit within those time phases. There will also be 10 minute flight windows that will open and close every hour to allow all pilots to fly multiple missions during the event. Ideally, each phase of the scenario will have a command staff that will all cooperate together throughout the event and will work together to accomplish the objectives of the scenario.

## When? Where?

Target for Today - December 31st, 1943 will take place on May 30th, 2015 in the Special Events Arena 2. See the Launch Windows Image for exact times below.

## Registration

An extensive list of Allied and Axis historical squadrons have been compiled to choose from for this event. Some of them, specifically some of the Luftwaffe units, may not have served at historical locations on our terrain during our time frame for this event. These units have been added to add more available units to the roster and their additions were considered by their historical proximity to the actual terrain we are using.

You can see a list of all available squadrons [HERE](#)

Before public registration opens, command staffs, squad leaders and group leaders will be contacted to select from this list of Allied and Axis squadrons. The squad and group leaders will be given time to privately or publicly assemble their squadrons for the scenario. When public registration opens the historical squads that were chosen before it will be shown on the registration page for all pilots to join. Squads will also be allowed to be formed after registration opens.

Squad size will be limited to 16 pilots. Fighter and Mosquito squadrons will have a minimum of 4 aircraft and bomber squadrons with the exception of the Mosquito will have a minimum of 8 aircraft.

Once you register for the event, you must log into the Aces High Message Board and check-in on the Target for Today General Forum and request access to your sides forum. [HERE](#)

## Uniforms

A pilot must be in one of the official uniforms to launch. Pilots will be repeatedly asked by setup CMs and if the player does not have an official uniform from the roster then they will be grounded or if necessary removed from the arena. Event staff will be provided with a list of all active squads to access during the event to confirm squad status. Squad size may not exceed 16 pilots at any time during the scenario.

You are only allowed to fly what your historical squadron was allotted. Players in correct uniform but not flying their squadrons designated aircraft will have those individual sorties stricken from the final scores. Players switching uniforms must go through proper channels to request a uniform and always show in proper uniform or they will be grounded or ejected.

Lots of time and effort from several different members of the Aces High community was put into gathering information and putting together the available units for us to choose from. Please try to keep you and your squaddies in proper uniform at all times and respect the men that wore these uniforms before us.

## Walk-ons

Walk-on players are allowed and welcome to join the arena at any time. They are however required to be in an official uniform as soon as possible. They will not be allowed to launch if not in proper uniform and will be grounded if they launch or ejected if they refuse to respond. All walk-ons will be directed to the side with the lowest numbers at that time.

## Flight

The active fields for both sides will open once every hour for 10 minutes. The Setup CM will give a 10 minute, 5 minute, 1 minute and Fields Open announcement. Once flight is enabled the Setup CM will give another 10 minute, 5 minute, 1 minute and Fields closed announcement.

The remaining time announcements will be the start and end of each phase of the scenario. At the end of hour 12, Flight will be disabled and logs will remain open till are aircraft are down and the scenario will officially end.

## Specific Flight Rules

- B-17Gs and B-24Js may not engage in attacks under 15,000 feet.
- All bombers have a maximum altitude of 25,000 feet.
- Allied Rockets will only be enabled for the Mosquito and Typhoon.
- B-25C is Glass Nose (Bombsite) Only.
- Only objects at designated phase objectives may be attacked.
- Fly Zones will be monitored and violators will be ejected.

## Flak/AAA Guns

Flak/AAA guns will be enabled for the Allied and Axis at all available guns for the entirety of the event.

## Bomb Site Calibration

Manual Calibration will be used. You can see a very nice tutorial video by Incrypt - [HERE](#)

## RADAR

Both sides will have the same Radar settings. In flight you will see Friendly Bar Dar anywhere on the map above 200 feet. In the tower you will see full friendly and enemy within radar warning range. Radar Warning Range is set to 12 miles. (63,360). The radar will update every 2 minutes.

## Kill Shooter

Kill Shooter is OFF for the entirety of this event. Friendly kills will be added to the other sides victory counts.

## Icon Ranges

Below 15,000 feet, Friendly and Enemy Icons will be displayed at 3.0K. Above 15,000 feet Friendly and Enemy Icons will be displayed at 6.0K.

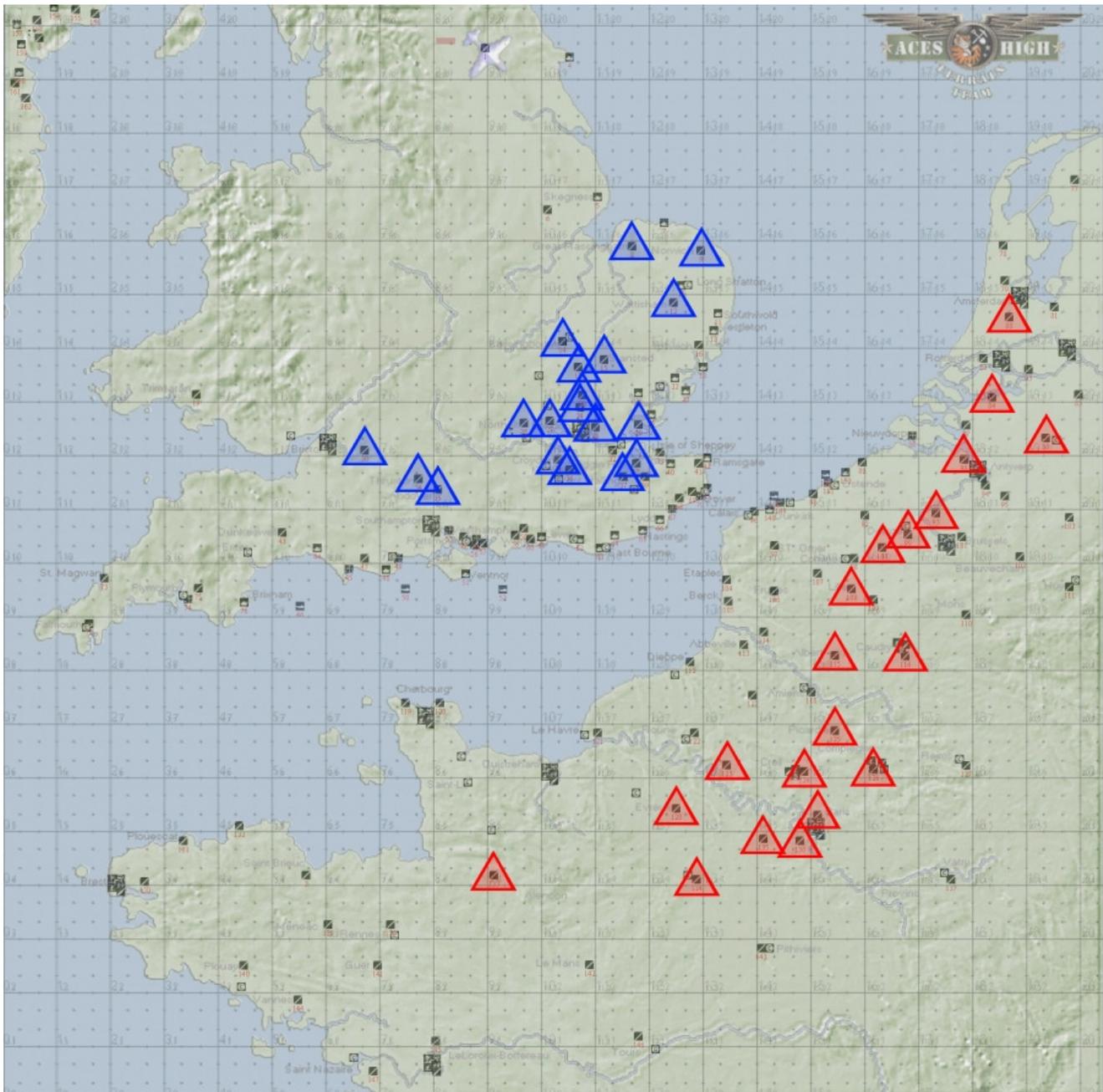
## No-Fly Zones



Please remain within the confines of the map.

No Fly Zones will be monitored and violators will be ejected.

### Active Airfield Map



You may take off from any Active field. (Marked with Triangles)

You may end flight or rearm at any field.

### Active Airfields

ALLIED FIELDS	AXIS FIELDS
A8	A80
A9	A84
A12	A88
A14	A90
A15	A93
A17	A99
A20	A100
A24	A108
A26	A115
A27	A116
A28	A123
A29	A124
A30	A125
A31	A126
A34	A128
A35	A129
A36	A133
A37	A134
A38	A135
A43	A136

### All Aircraft types will be available at all Active Fields

Historical airfield locations were selected and are available but due to the nature of the setup are not required. Squads are free to be placed and move to any field during the event at the discretion of the command staff. All airfields are available for landing and rearming.

### Launch Windows

Aircraft will be able to be launched every hour on the hour for the duration of the scenario. Flight will open for 10 minutes and then close for 50 minutes. Below is a list of Event times by Time Zone and Game clock.

	EVENT TIMES							
	EEST	CEST	BST	UTC	EDT	CDT	PDT	GAME
LAUNCH 1	1900	1800	1700	1600	1200	1100	0900	600
LAUNCH 2	2000	1900	1800	1700	1300	1200	1000	700
LAUNCH 3	2100	2000	1900	1800	1400	1300	1100	800
LAUNCH 4	2200	2100	2000	1900	1500	1400	1200	900
LAUNCH 5	2300	2200	2100	2000	1600	1500	1300	1000
LAUNCH 6	0000	2300	2200	2100	1700	1600	1400	1100
LAUNCH 7	0100	0000	2300	2200	1800	1700	1500	1200
LAUNCH 8	0200	0100	0000	2300	1900	1800	1600	1300
LAUNCH 9	0300	0200	0100	0000	2000	1900	1700	1400
LAUNCH 10	0400	0300	0200	0100	2100	2000	1800	1500
LAUNCH 11	0500	0400	0300	0200	2200	2100	1900	1600
LAUNCH 12	0600	0500	0400	0300	2300	2200	2000	1700
END FLIGHT	0700	0600	0500	0400	0000	2300	2100	1800

### Objectives

To keep the event moving throughout the entirety of 12 hours, the scenario will be divided into three phases. The three phases will be defined as Morning, Midday and Evening. On the game clock, Morning will begin at 0600 and last till 1000, Midday will begin at 1000 and last till 1400, and Evening will begin at 1400 and end at 1800.

Each phase will have its own set of designated objectives. These objectives must be completed during the phases they are set in with the exception of Phase 1. Phase 1 Targets can be hit during any Phase of the scenario. **Objectives in Phase 2 (Antwerp) and 3 (Paris) must be hit during their respective phases and will not be**

**recorded in any other phase.** Allied and Axis Active airfields are not targets and objects are not allowed to be destroyed.

This event will require a rolling command staff, with group leaders and mission leaders that will be able to lead and deliver orders through different time zones. Missions will have to be coordinated by the availability of squadrons and also be planned to meet the time requirements of the objectives. As it was in real life, the day wasn't always over when the mission ended, some pilots would fly several sorties in one day. This setup is designed to take the strategy of planning and commanding to a whole new level on every level of rank, something never before experienced in Aces High Scenarios.

The Command staffs must be able to plan missions across time zones and are encouraged to create schedules for mustering and takeoffs. Coordinating with available squads to accomplish the objectives during each phase will be critical but it also allows flexibility to change or re-direct missions. The concept here is to simulate a 1 day battlefield with commanders planning for and making battlefield decisions that could change the entire day's outcome.

Below is the map of all the objectives, the Green circles represent Phase 1, the Yellow circles represent Phase 2 and the Red circles represent Phase 3. The large circles represent city complexes, the small circles represent airfields. The city complexes contain every Aces High Strat Factory (City, Radar, Troops, AAA, and Ammo). The Paris City complex also contains an HQ.

## Object Hardness

Object hardness has been increased in this event to 6 times its normal Main Arena level. Main Arena Default hardness is not sufficient for this event. Increasing the hardness demands the Allies use larger formations of attackers to bring down targets. The Allies will need 48-49 B-17G formations per phase to destroy every object at a large city complex like Paris and Antwerp or all the airfield objects at the three airfields in Phase 1.

## Objectives by Phase

### PHASE 1 – GREEN – MORNING (GAME CLOCK 0600 – 1000)

SMALL AIRFIELD A117 (13.7.6) – AMIENS AREA

MEDIUM AIRFIELD A106 (14.9.4) – FRUGES

MEDIUM AIRFIELD A92 (16.10.7) – ROESELARE AREA

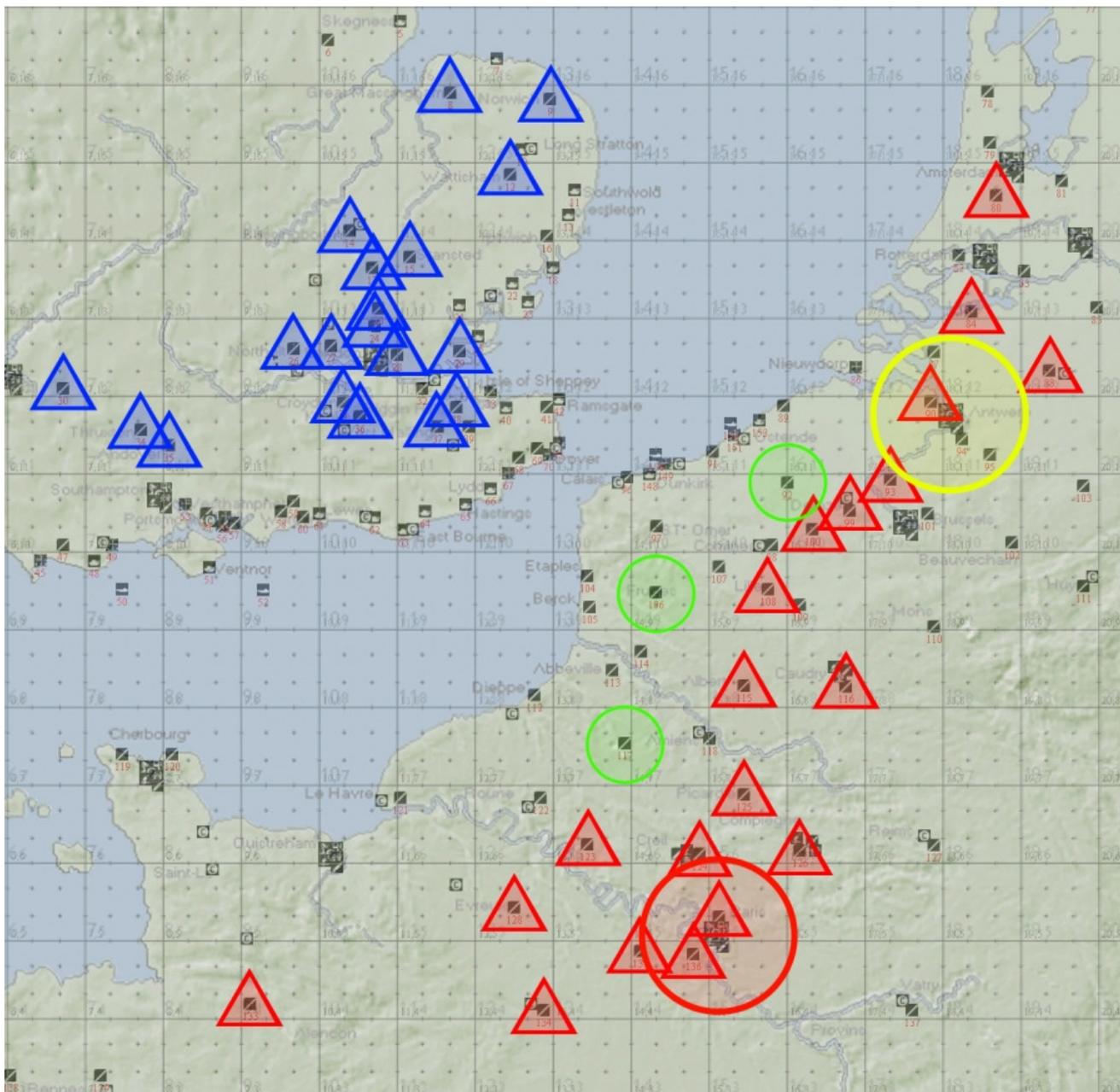
### PHASE 2 – YELLOW – MIDDAY (GAME CLOCK 1000 – 1400)

STRAT FACTORIES at CITY COMPLEX (18.11.7) – ANTWERP

### PHASE 3 – RED – EVENING (GAME CLOCK 1400 – 1800)

STRAT FACTORIES at CITY COMPLEX (15.5.1) – PARIS

## Objective Map



## End of Flight

At the end of the of the last Phase, flight will not open again. The logs will remain open till all pilots are down.

## Victory Conditions

Victory will be decided by a formula of scoring categories. Both sides will have goals for each phase and these goals will be given a number value. These numbers will then be totaled at the end of the event to determine who won the event.

**Fighter Victories** – 1 Point will be given for every 100 aerial fighter victories for both sides.

**Bomber Victories** – 1 Point will be given for every 50 aerial bomber (B-17G, B-24J, B-26B, B-25, Boston III and Mosquito Mk VI) victories for the Axis.

**Ground Objects** – 1 Point will be given for every 100 Objects destroyed by the Allies or Defended by the Axis. Objects are totaled up at every objective, any object not destroyed at that objective within that phase is considered defended by the Axis.

**Losses** – 1 Point will be deducted for every 200 aircraft lost. A loss is anything other than a successful landing. Returning your aircraft successfully to base is key to victory.

When it is all said and done and the final plane lands, the Logs will be uploaded immediately for viewing and the CMs will begin a review of the raw logs. We anticipate the upload will take some time due to the amount of data from a 12+ hour event. The logs will then be analyzed for scoring and the results will be posted after a thorough

review.

Of course, scores are only one part of the scenario experience, and rarely seem to reflect the fun and overall immersion in Aces High Scenarios. The idea of any scenario is to discover the history, feel the action and drama of the battle, and to experience the entire time and era as much as possible. Scoring is a necessary process to determine a winner and we have tried to create the fairest possible solution for the outcome of the scenario.

## Summary of Settings

A complete list of all arena settings for CM reference and pilot distribution can be found [HERE](#)

- France43 Winter Terrain (Fran43w)
- Icon Range – 3.0K below 15,000, 6.0K above 15,000
- RADAR – Inflight Bar Dar, Full Tower Friendly, Range based Enemy
- Radar Update – 2 Minutes
- Radar Altitude – 200 feet
- Fighter and Bomber Warning Range - 63360 (12 miles)
- Tower Range – 63,360 (for display to match the above Fighter and Bomber Warning)
- External view for bombers (F3) - On
- Friendly Collisions - Off
- Enemy Collisions - On
- Kill Shooter - Off
- Fuel - 1.0
- Ack - 0.4
- Formations - Enabled
- Bombsite calibration - Manual Calibration
- Stall Limiter - Enabled
- Visibility - 17 miles
- Object Downtime – full (200)
- Object Hardness – 6.0 – 6 Times the Main Arena Default
- Winds – None

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