

Southern Conquest

An Aces High Scenario

Those Who Fall



(<https://southernconquest.files.wordpress.com/2015/10/thosewhofall.jpg>)

After the allies took over the boot of Italy, they based the 15th Air Force there, which was then used to attack German positions in northern Italy and then Germany.

Allies (Bishops):

- Available targets are any city, factory, and town near a94, a93, and v87.
- Air bases a113 (Foggia) for bombers and a99 for fighters.
- B-24's are not allowed to fly higher than 22k.
- no sector counters for allies (to simulate deeper raids)

Axis (Knights):

- Available targets are only enemy aircraft (no ground targets in this frame).
- Air bases a85, a90, and a88.
- No rockets or bombs on any aircraft.

Fighter hangars, fuel, and ammo bunkers will have a down time of 1 minute.

Arena Settings:

Terrain = italy

ColorFog[Day] = 153/164/187 (winter weather)

ColorSky[Day] = 135/160/196

RadarMode[Bishops] = 48

RadarMode[Knights] = 0

RadarMode[Rooks] = 48

ack turned back up to main arena standard 1.0

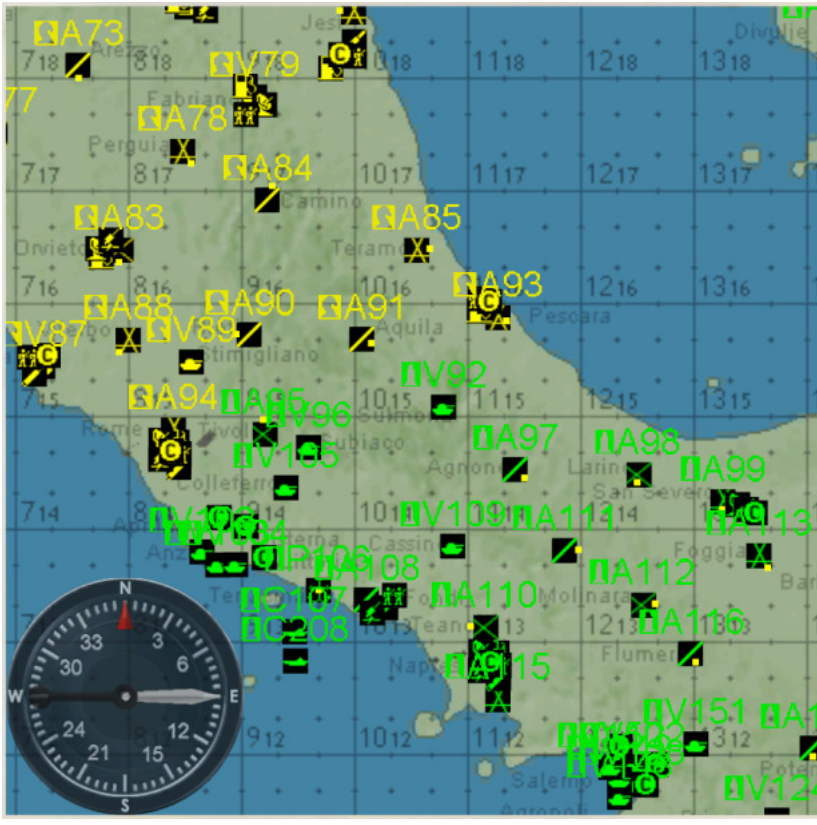
Object Settings:

Fighter Hangars, Down Time = 1

Bunk Fuel, Down Time = 1

Bunk Ammo, Down Time = 1

Map of the battle area:



(<https://southernconquest.files.wordpress.com/2015/10/thosewhofall.png>)

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