Dynamic War: Organized
(DWO)

Weekly campaign based on the Finnish Virtual Pilots DF server engine

By

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Introduction

This campaign is intended to emulate the desert war 1942/1943 on the Kuban summer map and with the available allied/axis aircraft. The campaign is not intended to be realistic or exactly historical due to limitations of the current IL2 BoX technology. We simply wish to have a series of organized missions in a rough Africa campaign setting. We are using the engine of Finnish Virtual Pilots - Dynamic War DF server. The engine is adapted to support hosting a single 2-hour long mission on a designated weekday (instead of going through 5-hour missions in immediate sequence all day, all week). *Almost* all of the rules and features on the main DF server variant are still present. The only difference is how we use it: instead of an open server we will organize pilots and tankers for each mission in a similar fashion to what is done in the OLC campaign (nod to ITAF_Airone1989!). So, to put it simply: imagine the Finnish DF server played out once a week for 2 hours where all the pre-registered pilots/squads start at the mission start and have an established briefing by their respective commanders to achieve a common objective. Furthermore, if you are in regular attendance, you will witness all actions and results of the missions so the next week mission will be a continuation and a reward for efforts in the previous mission. There will not be a 100 people playing and changing the frontline after you have disconnected, i.e. the situation you see in the next week's mission will make sense based on your experience of the previous mission, providing a sense of continuity.

General information

The major objectives of the campaign are the same as on the DF server: capture designated objectives by moving the frontline. The frontline is moved by destroying front targets and rear targets (bridges, depots, rail stations, ships, etc.), while capturing the CP by a human controlled tank gives a bonus to the distance by which the frontline moves at the end of the mission. For more details, please check the Finnish server rules at: https://forum.il2sturmovik.com/topic/21490-finnish-virtualpilots-dynamic-war/.

In this campaign there will be only 1 frontline sector and 1 CP, since the mission lasts only 2 hours and there wouldn't be enough time to affect 2 sectors (the usual on the DF server). At the moment, the front targets have a weight of 0.4 in determining the movement of the frontline (a truck destroyed at the frontline yields 40% of the score vs. the same truck destroyed at one of the rear depots). That means that both sides should focus a bit more on the rear targets to ensure the advance of the front in their favor. The campaign will end either upon the capture of both or one objective or upon one side losing all its

airplanes or when the interest drops off. Capturing the CP with a human vehicle gives a bonus to the frontline movement and the paradrop enhances the sector health, as on the DF server. So, destroying strategic targets, frontline targets, airplanes and human tanks, along the CP capture and paradrop all contribute to the movement of the frontline. Once a mission is over, the campaign engine will calculate the frontline movement and generate a new mission for next week.

Pilot/squadron participation

Each pilot or squadron must apply for the campaign. Furthermore, before each mission there will be a registration system and only the registered pilots for the mission can fly. We intend to use the same or similar registration system as in the current OLC2 campaign. If the pilots who registered don't show up, they will be warned, followed by a ban from the campaign. Personal statistics will be displayed on a dedicated web page (using IL2 mission planner) as for the persistent DF version of the game. You will also be able to see the frontline situation any time between the two missions and examine your flight logs, statistics, ranking, etc.

Gameplay rules

There is a finite number of planes for each side in this campaign. What you have at start is what you have, and each plane lost means that in subsequent mission fewer planes are available. We can agree to grant additional planes to both sides if there is an interest to continue the campaign. In addition to planes, both sides also have human controlled tanks and AAA. These units can be used to capture the CP and to destroy front targets. Tanks and AAA will also be in limited supply.

There is only one hard rule in this campaign: you can spawn 1 time in a plane and 2 times in a tank/AAA per mission.

If you lose both your plane and tank(s) that's it for you until the next week. This means that each player can take off at the start of the mission, perform his assigned mission, then land, upon which they can either exit the server or spawn in a tank/AAA. Even if you are killed/captured in the air sortie, you have the right to spawn for a tank/AAA sortie. Alternatively, you can start the mission in a tank and then at any point (after death or after you are not needed in a tank any longer) spawn in an airplane. You just can't spawn in an airplane twice in one mission and can't spawn more than 2 times in a tank or AAA. Be aware that ending the mission in flight means your side loses that airplane! So, plan carefully your sorties per evening! Tank/AAA, on the other hand, can remain active until the end of the mission.

Plane/Tank sets

The available planes are divided into fighters, fighter/bombers, ground attack and level bombers, plus a few transports for para drops. The plane sets for the two sides are slightly dissimilar. Allies have more fighters and more level bombers. Axis has more ground attack planes and (arguably) more capable fighters and fighter-bombers (all have cannon armament for example). Both sides have quite a limited number of 180 planes in total. With an attrition rate of 10-12 planes per mission, this means enough planes for up to

15 missions. However, some types are limited to only 1 squadron (12 planes) so they should be carefully employed. Transports are used to reinforce the sector health as on the DF server. They will not impact the tank spawn as it will be always fully supplied with as many tanks as the side has left. Human tanks and AAA are available from 2 tanks spawns for each side, near the frontline and CP. Vehicles can be used to destroy frontline targets and capture the CP. Human AAA can be used to escort and defend the tanks or can be driven to a temp field as protection. This will be a valuable opportunity to all pilots who get shot down early in the mission to still contribute greatly to the outcome.

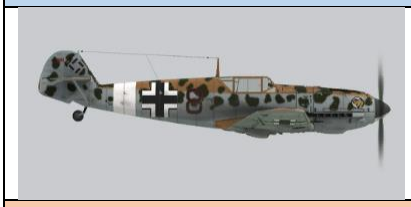
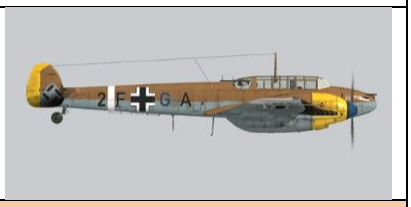
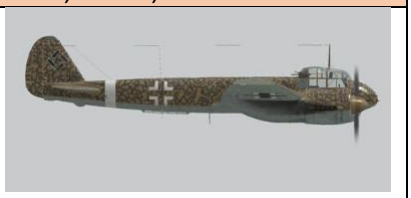
Loadouts and skins

All planes have carefully restricted loadouts by design, to have a "balanced" campaign. Historical aspects are there but are not crucial for this campaign. Think of it as an abstraction of the real thing based on what we have available. All plane types can attack any target as per their available loadouts. Fighters have no air to ground ordinance. Fighter-bombers (various hurricane types for allies and 109e, 110, etc. for axis) can be used to attack any target or even to be used as poor man's fighters. There is no requirement for them to carry air-to-ground ordinance if they do not need to. Keep in mind however that you can't land and respawn during the mission to change the loadout. Some loadouts are not mandatory (for example removed headrest on 109s and vokes filter on the hurricanes). The sand filters are not available for all plane types and both sides, so we will not enforce them for anyone. The server will enforce the skins for each plane type (see next pages). This will serve to standardize the look of all airplanes and to make subtypes discernible (for friend and foe alike). Most important loadout restrictions are indicated in the following pages, but for a full picture wait until in the mission.

Airbases and temporary field

The available planes are distributed between the rear and the front airbase. Some fighters or fighter-bombers will be available only on the rear airbase along with level bombers and transports. This will enable the commanders to plan rear depot CAP from the near rear airbase or deploy escort fighters from the same base as bombers. It will also enable us to reduce the crowd in the forward airbase. However, distances can be quite large so be aware of fuel constraints for fighter escorts. Vulching is allowed and airfield flak is as on the DF server (temporary field has no flak, airbases have indestructible flak). Each side will have a temporary airfield near the frontline. These temp fields can only be used to land and save a damaged plane (or land before the mission end), but also for RRR (repair-rearm-refuel). The location of the temporary field is not known to the other side; so, you will have to perform a low-level recon to identify the enemy temporary field (try to spot if there is an RRR vehicle on an otherwise empty airfield). RRR is also available on airbases. The mission time of 2 hours might not allow multiple sorties from airbases due to distances. On the other hand, landing on a temp field to rearm for a second sortie is permitted but will be risky since the temp field is close to the frontline and undefended by flak. So, everything is a trade-off and depends on the tactics each side thinks would work best. All RRRs can be destroyed, and they remain destroyed for the mission. So, it is possible to destroy the enemy's capability of multiple sorties, especially from the temp airfield. This will be much more risky to achieve at the two airbases which have flak protection.

Axis plane/vehicle set

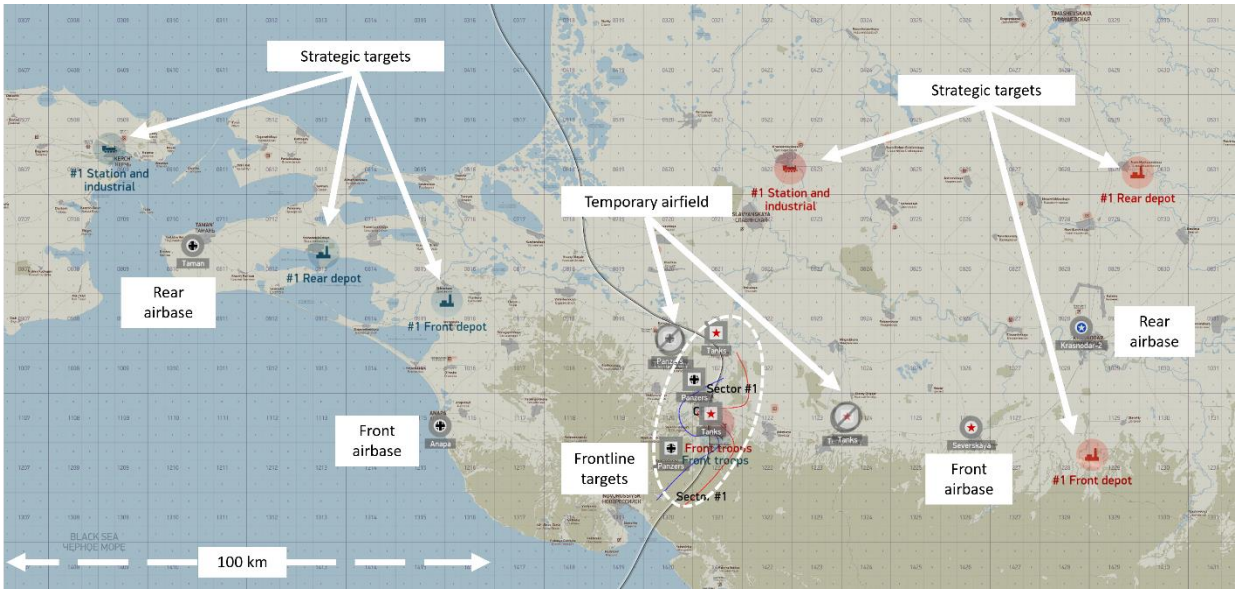
		
12x Bf 109 F-4 Armored Wind Screen Removed Armored Head Rest	12x Bf 109 F-2 20mm MG151/20 cannon	
		
24x Bf 109 E-7 All loadouts	24x MC.202 Serie VIII All loadouts	12x Bf 110E-2 SC50, SC250, SC500
		
12x Hs 129 B-2 30mm MK 101 cannon	24x Ju 87 D-3 Up to SC1000	12x Ju 88 C-6 All loadouts
		
12x Ju 88 A-4 Only standard loadouts	24x He 111 H-6 SC500, SC250, SC50	12x Ju 52/3m 12 paratroopers, Rear turret
		
70x Pz III L (free tank)	30x Pz IV G	Unlimited Sd.Kfz. 10/5 Flak 38

Fighter	24
Fighter-bomber	72
Ground attack	36
Level bomber	36
Transport	12
Total	180

Allied plane/vehicle set

		
12x Spitfire Vb (M46)	12x Spitfire Vb (M45) Merlin 45	12x P-39L-1 Additional ammo .30
		
24x P-40E-1 All loadouts	24x Hurricane IIb 4x .303” MGs, Merlin XX	24x Hurricane IIc 4 x 20 mm, Merlin XX
		
12x Hurricane IId 2 x 40 mm + Armor, Merlin XX		
		
24x A-20 (light) 8x 100kg fixed loadout	24x A-20B All loadouts	12x Ju 52/3m paratroopers, Rear turret
		
30x M4A2	70x T-34/76 1942 (free tank)	Unlimited GAZ-MM 72-K

Fighter	36
Fighter-bomber	72
Ground attack	12
Level bomber	48
Transport	12
Total	180



Targets

These include the: train station, front depot, and rear depot for each side. Flak at strategic targets will be quite dangerous at low altitudes, so use low flying attacks at your discretion. All flak will be set to high AI. The idea is to have a strong incentive to use level bombers against these targets, but the commanders retain full freedom of using any plane types for deep strikes. Do not underestimate the flak; it will not prevent the destruction of the target by an organized attack, but it will cause losses and players will be spawning in tanks!

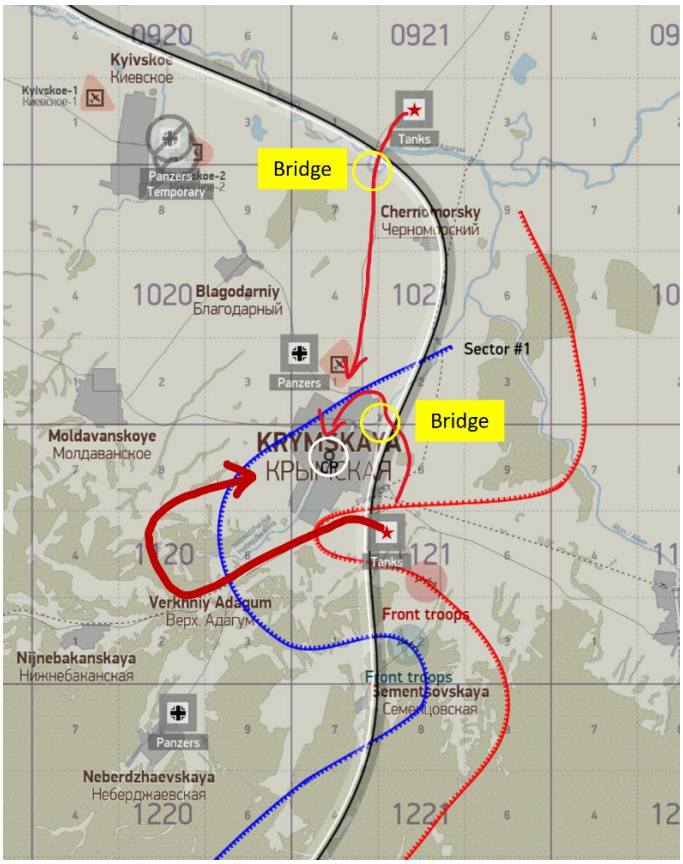
There are groups of static targets with a few active tanks and AAA scattered all along the frontline. All these are valid targets for both airplanes and human tanks. Location of the para drop zones (to reinforce the sector health) are marked by red and blue smoke in game and on the map for the transport aviation.

Target values (to have a rough idea):

MG (AA)	10	Truck	200
Anti-tank gun	40	Fuel	585
Howitzer	38	Barracks	525
Rocket launcher	52	Shed	290
Dugout	250	Ammo	500
Bunker	500	Hangar	500
Light tank	100	Storage	351
Medium tank	200	Oil	410
Heavy tank	205	Oil (small)	200
Light AAA	26	Small warehouse	1000
Medium AAA	36	Big warehouse	2000
Heavy AAA	55	Paratroopers drop	1750

CP and tank spawns

Upon the generation of each new mission the admin will adjust the locations of tank spawns on the map so as to create an interesting and challenging tactical situation. Tank commanders need to plan carefully how and where they will attack to conquer the CP or destroy frontline targets. Natural barriers such as rivers might present a problem for human tanks to gain access to the CP. Do not expect a fair and equal situation (positions of tank spawns vs. CP location) at all times. This is just how war is; as the frontline moves there will be a difference in the network of roads and bridges and simply terrain that each of the sides has to negotiate to get to the objective. So, look carefully on the mission planner situation and plan your actions in the mission accordingly. For this reason, both sides will have 2 tank spawns in the general region of the frontline and CP so that there is at least a chance of arriving at CP even if it is not as easy for the other side. In this respect, destroying bridges in the area (which are otherwise not counted as targets in the general score) might work very well for one side to prevent access of the enemy to the CP. In that scenario, the air forces of the latter should make it a priority to defend those bridges.



Example of the frontline. CP (white circle) is in the city and 2 tank spawns are available for each side. The CP is just west of a river passing through the city. The 2 red tank spawns must use one of the 2 bridges (yellow circle) in the area to get to the CP. If they are denied those bridges, they would have to move all around the south of Krimskaya then north of Verkhny Adagum to circumvent the river, then double back to the north-east to enter the city and get to the CP (dark red arrow). A very long drive, especially considering most of it is off-road and under constant danger of ambush and air attack!

Final words

That's it! The campaign has minimal rules and a lot of flexibility. We hope it will be enjoyable for all! Big thanks to LLv Teemuri and Untamo for their support of this project and 102ndYU boys for testing!
See you in the skies!