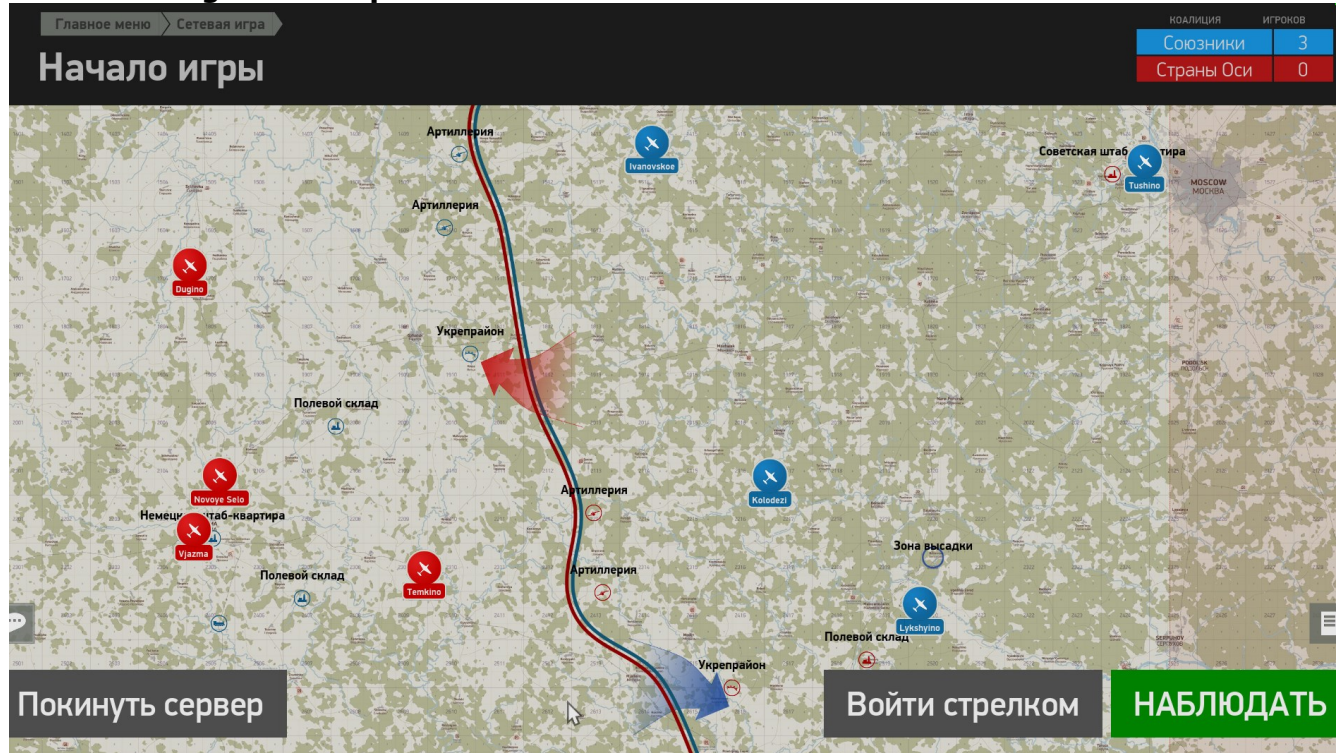


72AG-DED-RANDOM EXPERT SERVER

Looking at the map:



You can see the frontline, active airfields and targets pictograms (icons) as well as two opposite colored arrows that point out main direction of advance (attack) for both sides in the mission.

Advance direction, targets location and frontline are subject to change (the latter depends on your activity alongside with the other factors). Active airfields and target composition (line-up) are unchanged during the whole campaign.

Each **mission** of the campaign consists of two symmetric 'panzer attack' templates. At the beginning of the mission the tank columns (10 tanks for each side) start their advance into enemy territory aiming for the arrowhead of a relevant color. Upon reaching the destination tanks leave the route, expand into line formation and commence bombardment of the target area.

Mission's length is 150 minutes, every minute brings you one "capture point", the counter is ticking as long as the tanks are in action. The counter stops when the first tank column is completely destroyed, then another tank group spawns and the clock starts ticking again. There are maximum of 4 tank groups to be spawned in each mission, starting points are chosen at random. Tank groups are the basis of the mission.

The opponent needs to achieve 240 "**capture point**" (**CP**) to win the mission and eventually move the frontline.

In addition to every-minute "ticking" CP accumulation it is possible to destroy ground targets and gain more CP (each target adds a certain amount of CP to your team).

On top of that, you can speed up the continual CP flow and make it 'tick faster':

- by destroying two enemy Fortified Area;
- by destroying two artillery positions and truck convoy.

First speed-up gives you 50% more CP (three CP every two minutes), second – 100% more (two CP every minute).

Keep in mind that the counter is ticking as long as your advancing tanks are operational.

Ground target CP values

1. Airfield – 60 CP
2. Front warehouse – 50 CP (two instances)
3. HQ+Industrial Area – 70 CP (two instances)
4. Artillery position – 10 CP
5. Fortified Area – 18 CP
6. Truck convoy – 10 CP
7. Enemy railroad train (for red team) – 2 CP for each train
8. Airborne troops (for Blue team) – 5 CP for each of two paratroops

Target properties

1. All **active airfields*** are automatically repaired during the mission (40 minutes for Soviet side, 75 minutes for German side, Blue team is able to repair the airfield with Ju 52 supply that should be unloaded within 300 meters from the windsock; only one cargo load is needed).

Airfield AD is enhanced and now includes 12 AA guns with highest AI setting.

2. Each front warehouse can now be 'destroyed' twice (in two instances) – by 50% and by 100% of its value, every time your team gets 25 CP. AI toughness for each AA gun is selected at random.

3. HQ can be 'destroyed' twice (in two instances) same as before: first instance gives your team 35 CP, second instance additionally alters the planeset for every active airfield by removing all "collector" airplanes if they were available at start.

4. Artillery positions can be put out of action by destroying 60 static ground targets and 10 vehicles. AAA AI is selected at random.

5. The Fortified Area can be put out of action by destroying all static ground targets. AAA AI is highest possible.

6. Truck convoy includes 10 vehicles, three of them are self-propelled AA guns.

7. Every Blue train gives the Red side CP when destroyed. Trains are respawned at random (every 10 to 20 minutes).

8. Paradrop is considered successful when 30 paratroopers are landed. Two airborne landings are possible each mission.

***Rear airfields** Tushino/Stupino (Soviet side) and Vyazma/Tatsinskaya (German side) have no AAA, cannot be put out of action and have fixed planeset. When you destroy static objects at these airfields they count as HQ objects (for headquarters that are located nearby). All the other airfields are considered **frontline fields**.

Blue side can start transport mission with Ju52 only from rear airfields. Paratroopers are available at any active airfield.

To sum up:

1. Time is money friend. 1 CP = 1 minute.
2. When your tanks are out of action the continual CP flow is stopped.
3. When you destroy two enemy Fortified Area the CP flow is quickened.
4. When you destroy two artillery positions and a convoy the CP flow is quickened.
5. First speed-up is by half (50%), second speed-up is two times (100%) regardless of the target destruction order (no matter which occasion – 3. or 4. – comes first).
6. All the other targets give you single CP bonuses.

Available airplanes, "Hangar", modifications system

Airplane limitation system is based on "personal hangar" and "squadron hangar" model that has been reworked. Airplanes are still restricted to certain historical periods.

All planes are divided into 2 categories:

1. Light planes – all single-engine fighters: Yak, LaGG, MiG, I-16, Bf109, FW190, MC.202 and P-40.

2. Heavy planes: Pe-2, He111, Ju88, Il-2, Bf110, Ju87.

Initial (and maximum) quantity of airplanes available for every player is 2 light and 3 heavy airplanes. For squadrons this quantity equals (number of pilots in squad) x 2.

Airplane replacement (reinforcements)

1. If player/squad have 0 planes of some category 6 hours since last sortie, he/it receive free plane for empty hangar. Airplanes in categories are replenished according to the pilot's 'specialization' (whichever category is most used).

2. You can get +1 airplane of a certain category to your Hangar by taking this plane off at rear airfield and landing it at frontline airfield. It doesn't matter if your flight includes combat action or it's just simple transfer. Only one thing matters – it must be "rear to frontline airfield" flight.

Airplane losses

The airplane quantity is decreased by 1 upon each take-off at the frontline airfield. After you land on active friendly field the airplane is "returned" to the Hangar. Otherwise it is considered lost.

Taking off at rear airfield has no effect on available airplane quantity.

Modification (Mod) limitation

Every player has personal number of available mods.

Mods are not tied to certain airplane. Mod type does not matter. What actually counts is merely the quantity of mods available. **At start every player has 1 modification.** Any player is able to get more mods by scoring the number of combat flights (or operational sorties) when either enemy plane(-s) were shot down or ground target(-s) were destroyed. Every such sortie gives you 1 mod. Player loses the amount of mods equal to the number of mods installed on the plane that was lost.

When flying from rear airfields you are entitled to install mods (in case you have any) on **heavy planes only!**

GOOD LUCK & FLY SAFE!