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All informations are from IL2 BoS forum, TAW thread as they were posted by =LG= squad members (Kathon, Blakhart, Wicher)

<http://forum.il2sturmovik.com/topic/21029-tactical-air-war/page-1>

**Informations in this document are ordered from the newest!!!** If you will read the same thing with different value later, it is old version and it is not currently used in campaign.

**Last update: 21.7.2016**

# TAW - Tactical Air War

## Server settings:

- \* No object icons
- \* No navigation icons
- \* No kill notification
- \* No weapon locks
- \* No coalition balancer
- \* Death penalty 5 min
- \* Mission duration ~1h 45mins (±5 mins)

**\* You may fly only on one side during the whole campaign!**

**First sortie determines your side (red or blue)!**

Please visit also TAW website at <http://taw.stg2.de>

You may find there actual map on the server with ground units, online players list, statistics etc.

We are still developing website and server (it's just a basic stage) so bugs and errors are inevitable. Fell free to report your observations and issues.

Tactical Air War server is being developed thanks to cooperation =LG= and STG 2 teams.

**TAW TeamSpeak** is supported by Tides of War team (<http://www.tidesofwar.net>). Thanks guys!

TS address: [tidesofwar.net:9992](http://tidesofwar.net:9992)

TS password: available † in game mission briefing.

**Location of the server is central Germany.**

**<https://www.facebook.com/il2taw/>**

# Detailed campaign characteristic

## What is the TAW ?

Tactical Air War is a online PvP campaign on IL-2 Sturmovik: Battle of Stalingrad platform.

You can choose one side of the conflict:

Red - Voenno-Vozdushnye Sily - Russian Air Forces

Blue - Luftwaffe - German Air Forces

And take part in the conflict as a fighter or bomber pilot.

The goal of each campaign will be capturing the map, destroying all of the enemy planes or airfields or the resources.

Although the air forces have domination on the battlefield, the land still need to be captured by the ground forces like in real war.

So no matter how many planes you will destroy and how good streak you will have you still gonna loose when you let your enemy wipe out your poor brothers in arms in trenches & tanks.

The idea of TAW was drawn from the ADW, Air Domination War - probably the best & hardest online war in IL-2 Sturmovik 1946 game.

Our goal is to keep the idea of the ADW, implement all the good elements, rules & logic with avoiding bad sides of that project.

## What days you want to play the campaign?

Every day is a good day to die - 24/7 from now on.

However originaly ADW had the minimal number ( called quorum ex. 5-5, 10-0) of players on server to activate the parser and count all the actions to avoid situation when small ants are wining the map alone when most of the players sleep well. This vital concept is not implemented for the time being and depends on number of players participating.

## What version I need to play ?

At this moment you need to have only standard IL-2:BoS but... If we want to balance the teams and use the

limitations we will definitely soon need a BoM and others... 🤖 Battle of England, Battle of France, Battle of Afrika and so on! Everything in devs hands!

## How I can participate ?

When entering server for the first time mind that choosing red or blue side is going to register you as either VVS or Luftwaffe pilot for the length of the test campaign.

Remember!!!

After that you will be kicked when joining opposite side!

Later in the regular campaign we have in plans to add registration on a website.

### **What is the difference between TAW and other online campaigns ?**

TAW consist of several dogfight type missions (70-90 min.) played one after another like on all dogfight servers but what is so special, here YOUR EVERY ACTION CAN AFFECT THE NEXT MISSION!!!

Generator is counting every ground kill at the end of the mission and CREATES ANOTHER SORTIE WITH CHANGED TACTICAL SITUATION AND FRONT LINE.

It's the only about being on the top of the stats at the end of the month.

Here you are really sacrificing your virtual life for the right cause and the final victory.

### **Yeah, stats, what about them?**

Every pilot on WW II had his own pilot's book in which he was logging every sortie he flew, time of the flight, kills and additional notes.

And they were competing as well like we in, video games.

So that's why we think that statistics are necessary part of the gameplay and they improve atmosphere.

However we want to use statistics also as a tool to persuade some stubborn players to care about their virtual lives so the most important factor for the highest position in the rank will be survivability. We would like to avoid situation when people spending half of their private life in front of the PC playing just badly are always "better" and on the top of the stats than people who fly from time to time but carefully, intelligently and with style.

### **This gonna be a historical campaign with historical planeset ?**

Yes, we would like to create few historical campaigns on available maps.

Now we are on the test stage so so all mods and planes are available and we have only one map, but...

Our main goal is to balance the gameplay and keep the fair & equal conditions for both teams.

We all know how the World War II and their dogfights were looking from the books.

The virtual enviroment have own rights and factors, before you start to judge think a bit.

So about the balance of planeset and limitations...

Just think before you start your critic.

### **Can we kill most of the senior pilots and tacticans on the red side before the war starts like it has place in history?**

No.

### **Can we restrict usage of radio(TS) on the red side?**

No.

### **Should we register only one red experienced pilot per every 20 rookies ?**

No.

**Can we decrease the skill of the blue pilots during the campaign to simulate Luftwaffe problems with training young bloods ?**

No.

**So should we decrease the overall number of blue pilots on the server to keep the ratio of forces on the Eastern Front ?**

No.

**So should we arm the red side in 10 x more planes than blue side ?**

No.

**Can we implement the poor quality of the soviet planes or engine problems after few sorties ?**

No.

**Finally, can we change the FM of some planes, which are flying "not so correctly" ?**

No... No...No...

What we need to do is to try to arm both sides with planes having advantages and for balancing them we will count factors like, top speed, climb rate, turn time, durability, armament, number of bullets, loadout,etc.

**So can everyone come, write a post on forum and demand a changes ?**

Nope...

We appreciate and respect only logical arguments so if you want to change something be sure we will ask:"Why?"


How much experience you have ?

What you are proposing ?

Show the evidence that those planes are not well balanced.

In the combat simulators and especially on the virtual wars you are usually killed because of the numerous disadvantage, own stupidity, greed, bad decisions, lack of experience, knowledge and lack of cold blood.

From our side we will do everything to keep the balance.

Remember this before trying to blame us for being partial  .

**So what I should do when I join the mission?**

First of all, check on the map on the server or on the website how the tactical situation looks.

Then choose to defend own targets or attack the enemy.

Even if you came here only for brainless dogfight, check where are the targets because in those places you have bigger chances to meet the enemy and die after 5 minutes of FURBALL defeated by the hordes ( usually 2 planes...) of the enemies.

**How to win in the mission and capture the area ?**

Terrain can be captured by the striking tank column.

To capture the city or airfield tanks have to reach them and win the battle against defence of the object if such one exist.

More tanks will survive, bigger chance for capturing the terrain and object.

Defence consist of anti tank guns and AAA. More of them will survive, bigger chance they will destroy tank column.

Undamaged defence can usually survive 1-2 attacks of a tank columns, so if you want to capture the area you MUST attack it.

After each mission defender position recives some small supplies.

If the defence is damaged and the tank column is in radius of 15 km from the airfield, it is closed and you can't take off from there.

### **Shorter version:**

Kill the enemy defence and defend own tanks.

The AAA is too deadly, I can't survive even one attack, if you will not change it, I'm not playing anymore!!!

So you are saying this game is too hard for you??? 😊 Then please find server for medium level players.

ADW was a place for the best, we hope to build TAW with the same spirit.

Before you come to forum with similar ask try to speak with old ADW veterans how strong was the AAA in the columns or depots...

It was a wall of bullets, hundreds of them flying directly in to your plane. Lone attack was a suicide.

But just think...

Did the pilots in WW II were flying alone on missions ( except recon ) ???

Here you need to understand one thing.

This is a not another place for freelancers.

Find the solution, attack in a bigger, organized groups.

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# Continuous updates

**20.7.2016**

- **Vulch** is allowed but not needed.

- **Score system was changed.** Now you have extra points for AK/GK / landing and flight hours but also negative for death/captured/bailed out.

Now the best bomber/ fighter is a guy with the best streak and the best fight/bomb team is a squad with the biggest number of AK & GK.

We will try to use different logic.

AK \* K/D ratio & GK \* GK/D ratio which is more accurate to find the best of the best, not only the team with many players or many flight hours.

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**19.7.2016**

## MISSION GOALS in short

1. Defend friendly artillery (defense position) - if it's severely damaged or destroyed enemy tanks will capture your city.
2. Attack enemy artillery - friendly tanks will easier capture enemy city.
2. Defend friendly tanks and supply convoys and attack enemy tank and supply convoys.
3. Destroy enemy airfield to close it and be able to capture it by landing transport bombers on it.
4. Destroy enemy Depot if exist and defend your own.

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**17.7.2016**

**New feature** added to our TAW website, all players now will have their **rank**, acquired by experience which is based on your Air Kills, Ground Kills and Flight Time. To check your rank just head to your profile (web pages).

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**7.7.2016**

What's new or changed:

1. **Website – squadrons registration added as an option.** During pilot registration remember to enter full pilot name (with squadron tag). It should be the same as shown in the game. If you connect to TAW server without registration your pilot account will be auto-registered with random password. In that case send me priv for password.
2. **Mission last 1:45 +/- 5min.**
3. **Icons disappear** after destroying tanks/supply convoy or defense position.

**4. Spawn points fixed.** There are two for: fighters/attackers and separate for bombers on a big airfields, and only one spawn point for all planes on small airfields.

**5. No AA Ace level.** 20% low and 80% normal level.

**6. To capture enemy airfield by transport planes** first you have to close the airfield by destroying it in 75% or more. Destroyed **airfield will be closed in the next mission** and only from the next mission you may land bombers. You need to land at least **7 transport bombers in a single mission** (sometimes 6 is enough there is a random factor)

**7. There is a limit** for airplanes and tanks for each side on each map: **tanks = 400, airplanes = 900**. Who first reach the limit of tanks or airplanes lose the map.

**8. New plane set:**

BLUE PILOT HANGAR			RED PILOT HANGAR		
Plane	Forbidden	No. Of A/C	Plane	Forbidden	No. Of A/C
Bf-109 F-2		4\4	LaGG - 3 s.29		4\4
Ju87 D-3	SC-1000 / SC-1800	unlimited	IL-2 1942		unlimited
Ju - 88 transport	All bombs	unlimited	Pe-2 ser 35 transport	All bombs	unlimited
He 111 transport	All bombs	unlimited	Pe-2 ser 87 transport	All bombs	unlimited
Bf - 109 E-7		1\2	I-16 t.24		1\2
Bf-109 G-2		2\2	La - 5 ser.8		2\2
MC - 202 ser. VIII		2\2	P-40 E-1		2\2
FW - 190 A-3		0\2	MiG-3 ser.24		0\2
Bf-110 E-2	1 x SC1000	1\4	IL-2 1941		1\4
He 111	2 x SC1800 / 1x SC2500	2\2	Pe-2 ser 35		1\2
Ju - 88	SC1800	1\2	Pe-2 ser 87		2\2
Bf 109 F-4		0\2	Yak -1		0\2
Transport plane is a bomber with 100% fuel and no bombs.					

**9. To resupply a plane** you need to perform **5 combat missions**. Combat mission is a sortie with "Landed"/"In flight" status and 5min long with any Airkill/Grdkill or at least 15min long without any kill. You may check number of combat missions on taw website in pilot details.

**10. If you ditch**, your airplane will return to you after **3 next missions**. Try to ditch as close as possible to friendly cities, airfields or ground units. Frontline is only a line on the map don't trust it.

**11. If you bail out** over enemy territory there is a chance you will not be captured.

**12. Depots added** to the map as targets for bombers. Each side has two depots. By damaging or destroying it new enemy vehicles in tanks/supply convoy will be reduced.



**13. City buildings, train stations and bridges were added** to the map.

Now new map is generated about **1-2 minutes** so please **be patient**. During map generation server is available but it is not possible to join it. Please wait a minute or two and try again.

**14. NDB (non-directional beacon) and land fires were added** on airfields. It should be easier to navigate and taxi.

**15. Bad weather (rain/snow) added** but it's very seldom.

**16. Disconnection** – if a pilot or airplane was damaged and he disconnect he lose his airplane and attacker has an airkill.

#### # Combat mission and resupply:

The system select planes with the lowest available number. If there is only one plane then this plane is resupplied. If there are more then one plane with the lowest number then system sort it by "when plane will be resupplied after being ditched". Ditched planes have lower priority (they will be always resupplied after 3 missions even without combat missions). Non-ditched planes have higher priority (they can be resupplied only by combat missions). If there are still more then one plane then plane is select randomly.

**NOTE:** *If you joined server without web registration - You were auto-registered by the system after connecting to the server for the first time. Please check private messages (il2 forum) with the passwords for your accounts.*

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#### 8.6.2016

# **Ditched plane** can be repaired! It can take randomly 2-3 days of the campaign.

Now 2 missions are treated as a 1 day

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#### 6.6.2016

# **mission time** increased to 1 hr 45 +/-5 minutes.

# **separate spawn points**, but bomber spawn point moved to apron far from the runway

# **number of AAA** increased on defence line & airfield, Ace mode deleted, ratio - 80%Normal-20%Low,

# **object icon** will disappear when the target will be destroyed in 100%

# **there will be information** about attacked ground targets with random 2-4 minutes delay, repeated after every 3 minutes if the enemy is still attacking.

# **system point** - 1 Air Kill = 1 Tank Kill , ground kills are - trucks, artillery, AAA, buildings, fuel, hangars, etc.

# **to finish the flight** you will need to wait 15 seconds (after finish flight button was clicked)

# **to capture the field** you need to destroy the field in 75 % and land there with 7 planes

# **Qvorum rule not active**

# **Same 20mm AA defense on both sides**

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#### 8.5.2016

**1. Planes limitation:** Pilot has limited number of planes and he doesn't lose it if sortie status is "LANDED", "IN FLIGHT" or "ON GROUND". Pilot may land on any friendly airfield. You may check actual friendly airfields and available number of planes on [taw.stg2.de](http://taw.stg2.de) (in pilot details).

After three pilot's sorties which last at least 20min and ended with status "LANDED" or "IN FLIGHT" one plane will be recovered (plane with minimum available number). Information about available planes is refreshed after each mission. Please check out before mission if you may use this type of plane. You will be automatically kicked by the server if you choose unavailable plane.

**2. Capture airfield:** You may capture enemy airfield by landing on it by three bombers in current mission. Bombers Pe-2 ser.87/ser.35, He 111 H-6 and Ju 88 A-4 must have 100% fuel and no bombs (they may have turrets). It's recommended to destroy AA on enemy airfield to make landings safer 😊 You may also close airfield by destroying hangars, fuel and static planes on it mission before. Only airfields with "Attack!" icon on the game map may be captured by bombers.

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## 22.3.2016

**1. We added new map so to win campaign** your side will have to **win two maps in a row** now.

**2. Front line airfields have ground object (hangars, fuels, static planes).** You may close enemy airfield by destroying it. Check on the [taw.stg2.de](http://taw.stg2.de) or mission brief if target airfield has ground object in the current mission (no info about damage = no objects; 0% or more damage = ground objects exists). Ground objects on airfields look like this 3x(3xhangars, 3xfuels, 3xstatic planes) + 15AAA

**3. New supply convoys.** If defense or airfield is severely damaged friendly city sends supply convoy to it. You should destroy enemy supply convoys.

**4. There are two spawn points on each airfield:** one for bombers BSP and one for fighters FSP (Bombers/Fighters Spawn Point). They are very close to each other on the airfield so you have to zoom in the map.

**5. Weather: wind and seasons added.** Depending on the date there will be change in season to summer, autumn or winter during the campaign.

**6. Number of survived trucks in tank convoy** affect new defense level after capturing the city/airfield. Defense positions are stronger now so if intact they can destroy 2-3 tanks convoys. You should attack enemy defense position/airfields and protect friendly columns and friendly defense positions.

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## Questions and Answers - from newest to oldest as shown on forum

- How to win WAR? To win the whole war the side has to win two maps in a row.

- Destroyed Objectives respawn? Destroyed Depot should be replenished after 5 next missions.

- Gunner position? For this moment you can't fly as turret gunner

- Capture Airfield? To capture enemy airfield by transport planes first you have to close the airfield by destroying it in 75% or more. Destroyed airfield will be closed in the next mission and only from the next mission you may land bombers. You need to land at least 6 transport bombers in a single mission. AAA defense is still active and you have to destroy it!!!

- If killed/captured, mission stats do not count? Exactly, you have to be alive

- What effects does bombing of a listed town do. Does it help the war effort bombing a town?

You may bomb airfields (those with damage info) or defense positions (arch icon). To close airfield you have to destroy most (more than 80%) of the hangars, fuels and static planes. Fuels and static planes can be destroyed also by fighters. Bombs are needed for hangars. How many bombs? I think 3 big bombs (1000kg and more) should be enough to destroy hangars and fuels.

If the airfield is closed the supply convoy is send. If it arrives the airfield will be repaired for the next two missions. Then it will be open.

- Rearm and refuel is not possible. You have to respawn.

- Fighter/Bomber airfields? Remember to zoom in the map on the airfield to select fighter or bomber. There are two spawn points very close each other and each airfield.

- Mission time left? You may check elapsed time at the [taw.stg.de](http://taw.stg.de). - elapsed time = time left

- Dynamic campaign? We will try add dynamic things in the future.

- How to attack town? By tank column. You have to clear the way for the tanks, kill the defence - AT guns. If city is attacked it may generate defense position, so you should destroy anti-tanks artillery in this defense position.

- House icon on the map? It's a city without airfield. There may be defense position or tanks convoy may advanced from it.

- Aircraft losses are counted per pilot in statistics right now. We are thinking about aircraft limitation depending of the losses.

- Weather is very simple now. Sky may be clear, light clouds or heavy clouds. We plan to connect weather with the seasons: windy and cloudy autumn, cloudless hot summer and some snowfall in winter etc.

- AA needs searchlight in the night. If it's easy to add we will think about Night missions.

- Server is 24/7

- there aren't any moving objects. Convoys change positions between missions. During the mission they stand still on the road.

- Why Death penalty? Virtual life should be precious as well. We want pilots to respect their lives and aircraft; to behave like it's their only life. You fly more cautiously and don't take unnecessary risk with a death penalty.

- There are now only two kinds of targets: tank convoy (~16 x tanks, 7xAA, 12xtrucks but trucks are now irrelevant) and defense position (12 x anti-tanks, 7xAA, some trucks). The main goal is to protect AT and destroy tanks. Watch out to AA is strong so don't try to attack alone. Cities are the places where is no airfield but there may be defense position.

We want to add supply convoys to resupply airfields and defense positions (without supply they will be defenseless). You will be able to bomb supplies on the enemy airfields to close it etc.

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## Appendix

Nothing important right now :)