



Flight of the



Introduction

Welcome to the Luftwaffe and my first attempt at a campaign for DCS World - Flight of the Wyvern featuring the FW190 Anton. This campaign is set on the Normandy 2 map in 1944 just after D-Day, but this is where historical accuracy takes a backseat. This campaign is for the most part fictional, but not unrealistically so as to ruin the flavour, its just that the missions you fly didn't actually happen in real life, neither will some of the battles.

Why the Anton?

Well, since taking the FW190 for a spin on a 2 week trial, I grew to really like the aircraft after initially not being bowled over by it. The 190 is also one of those aircraft in DCS that doesn't have a great deal of content for it, aside from Reflected's excellent Horrido! Campaign. My real hope was for eagle dynamics to release their Dynamic Campaign, but A) no sign of it materializing soon and B) Rumour has it that the initial release will be modern theatre on the Caucasus map only.



Other considerations... an allied aircraft campaign? Well there's currently plenty of content for this already, though I was tempted to do something for the Corsair, but maybe in the future, besides it's early access and has a few issues to resolve.

What can you expect?

A mix of mission types to fully explore the Anton's capabilities, though that said, I have tried to limit dogfighting missions as I feel the current AI in DCS world is awful and in my opinion - cheats. Therefore a lot of focus will be shifted onto ground and sea targets, using a variety of weapons. In terms of voice actors, I have utilised AI text to speech in order to record the radio and mission briefings. English language with German accents to begin with, ideally I'd like to do a German language option at some point, though I might need help from the German speaking community for this. Also included are custom aircraft skins for Wyvern FW190's, knee boards with mission info.

Who am I?

You are relative novice **Jürgen Leitner** aged 22, inexperienced but a good pilot and eager to prove your worth. You come from a village called Staufenberg, to the north of Frankfurt in the state of Hesse. You are one of three children to parents Johann and Sabine Leitner.





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Mission Routine

In each mission of this campaign, the flight(s) will start taxing out at exactly 10 minutes after the mission start. This is to provide ample time to start your 190 up from cold, warm the engine up, check flight systems etc. Taxing out will be notified to you from Bernay tower, codename: Mandrake. For all radio interaction around your home base of Bernay, use channel 'II' to interact with Mandrake.

Forming up with the rest of Wyvern flight is accomplished via a left hand orbit of the airfield until all aircraft are in formation and will be the case for the vast majority of missions. Once formed up and when the set course time arrives, the flight lead will announce "setting course" on Channel II.

Mission control is on Channel Δ, codename Doppelganger. Use this channel shortly after takeoff when prompted for the remainder of the mission until nearing Bernay airfield for landing. After checking out with Doppelganger, return to channel 'II' to land back at base. Alternatively, if Bernay is unavailable for whatever reason, you can use the divert airfield at Broglie, codename 'Ivy' on channel □.



From time to time you may hear radio messages that don't involve your flight (Wyvern). In general, if someone wants to get your attention via radio they would use something like "Doppelganger to Wyvern, climb to 3,000m". An exception to this is radio chatter between your flight. Remember, not every radio message is directed at you and your flight.





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For this campaign, I'm using the 'Radio Transmission' trigger, meaning radio broadcasts are dependent on you having the correct radio channel and the volume dial loud enough to be able to hear the transmissions. You can tell that the Radio Transmission trigger is used as the text that accompanies each transmission is displayed in the upper left corner of your screen.

Radio Homing

In some missions, the option to use radio homing will be available, usually in difficult weather conditions or at night. When available, this will be indicated on the mission briefing and in the knee board. Note: to simulate a situation where the ground crew don't want to leave the homing system on too long as not to allow enemy aircraft to use the signal to home in. The homing system is only active at certain times during the mission, for example a 10 minute period when the FW190's are expected back to base. If you don't hear dots, dashes or constant tone, it maybe that you are too early or too late to use the homing signals.



Winning a Mission

To win and advance to the next mission, all you need to do is fly to the area of operations, do what you can to achieve the objective and fly back to base. There isn't any requirement to destroy x units for example. Obviously, if your aircraft is downed you lose the mission and score 0 points.

