

Minicampaign 1

By Triton

This is my first attempt at building a mini-campaign, so please bear with my mistakes if there are any.

The Campaign consists of two phases, in which there are 5 flights available in each phase.

Available aircraft are :

F-16C

A-10

F-4G

F-15E

B-1B

Fly any package you please, use any loadouts and steerpoints you want.

There are many ground units and aircraft in this TE-Campaign, and many of the ground units move and fight as well so this Campaign will probably be harder on connections in online play.

I haven't tested that theory myself yet, so go ahead and try! ☺

The FPS will surely suffer a bit due to the moving units, and when opposing units clash FPS will drop a bit as well. It was in no way any issue on my PC, but I have a quite fast PC so all may not be as lucky.

How to play the Campaign online:

Fly the first mission as usual, stay in the mission until all are RTB or shot down.

When back in Mission Schedule, stop the clock.

Save the mission under a new name.

I recommend a reboot, but it is not a must.... Some may have probs flying several missions in a row.

Once rebooted and back in Mission Schedule, set up and fly the second mission.

You can also recon any threats you spot on the map, to see if they have been hit already or if they still are a threat to be reckoned with.

Have fun, I hope it works as intended!

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