

DCS Bf109K-4 Campaign "JG5 Eismeer"

By Baco30

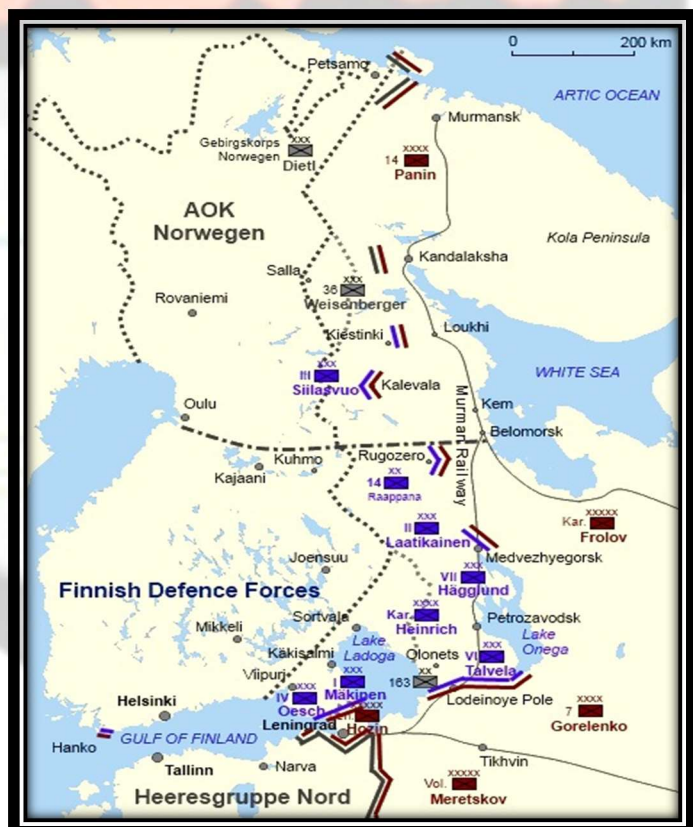


Welcome to the Arctic Ocean!

This campaign is inspired by the operations of Jagdgeschwader 5 "Eismeer" which fought above the Arctic Circle for most of the WWII, narrated by German ace Walter Schuck in his book "Luftwaffe Eagle".

As opposed to the rest of the Eastern Front, at those high latitudes the front line remained almost stationary until the surrender of Finland in 1944 and JG5's main tasks were to escort the supply convoys directed to Kirkenes, to attack Soviet convoys directed to the strategic port of Murmansk, support to the 20th Mountain Division and the Finnish Army against the 14th Soviet Army.

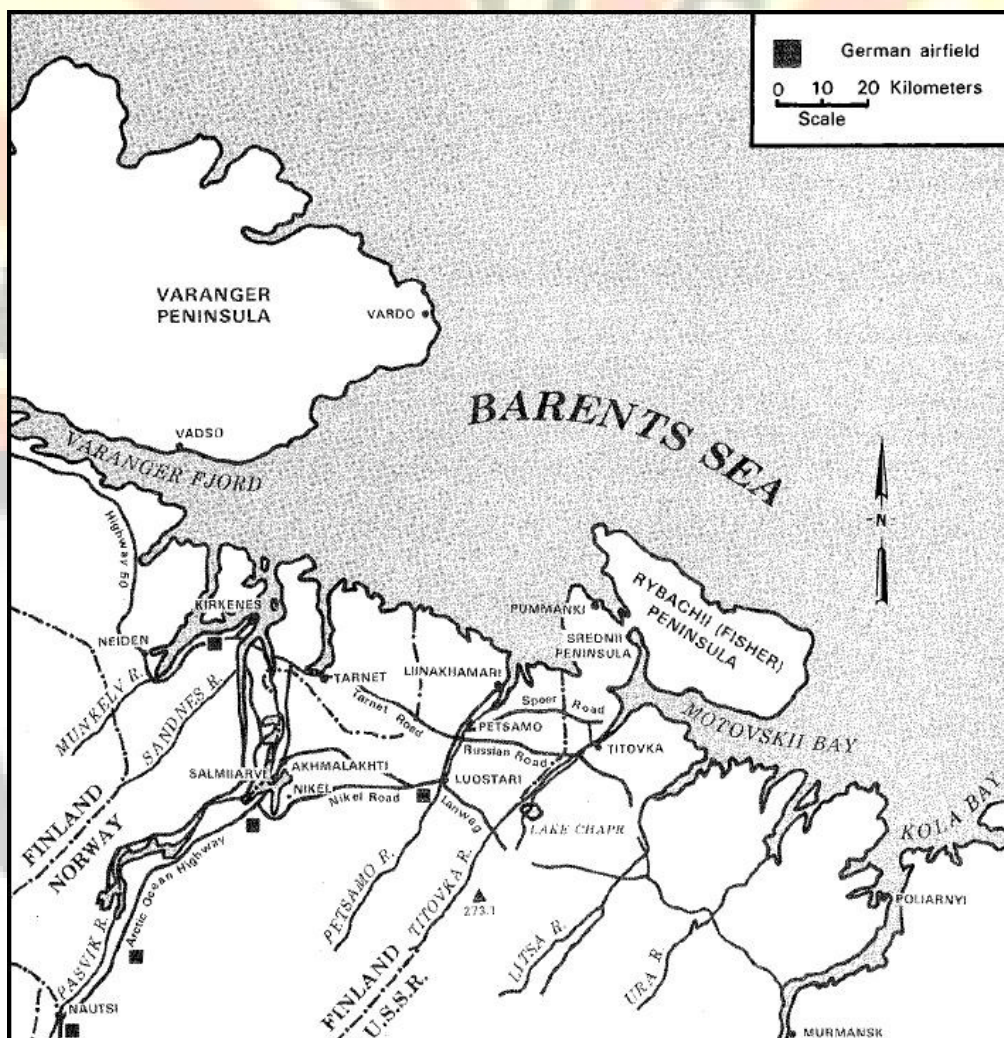
Beside the air combat they had to deal with all the difficulties related



to the tough environment, some of which have been replicated (within the limits of DCS) in this 13 missions campaign.

The operations took place between Kola peninsula and the North of Norway. Main airbases were Kirkenes (which was the main supply port for the German forces), Luostari (also called Petsamo or Pechenga like the river of the same name) and others along the Pasvik river.

Main Soviet base was Murmansk, which was the strategic port of arrival of the supply convoys full of equipment provided by the Allies through the "Lend-Lease" agreement. Closest Soviet Airbase to the front was Pummanki.



Theater of Operations:

In order to replicate approximately the above desolated area and particularly the distances involved, I put the scene on the north-west side of Caucasus Map: in this fiction Kirkenes become Gelendzhik, Petsamo become Krymsk and so on (you can see on the picture below).



Environment:

As you can wonder, it's something you have to deal with: Sun is always low on the horizon, compass is unreliable (the German pilots had to navigate only through landmarks; for example to find Petsamo airbase they were using an hill renamed "Salvation Mountain").

Plus, I added few technical triggers to emphasize some aspects not simulated in the default Bf109K-4 DCS module. If you normally follow the checklists and controls you'll never have problems with that; a careless player could...

If you prefer to spoil those, you can read the list of tips in the end of this document.

Enemies:

At the beginning of the war the Soviet Air Force was badly equipped (like I-16, Pe-2 or the second choices provided by allies like P-39, P-40 and Hurricane), badly trained and following tactics dating back to the WWI. That was the reason why so many German fighter pilots could obtain hundreds of victories.

With the progression of the war the situation changed completely and the Soviets could develop airplanes like the Yak-9 (which was considered by the Germans a better fighter than the 109G) and the "flying tank" Il-2 (which could be downed only with a precise hit on the underbelly radiator).

I tried to replicate that, so don't be surprise if in the very first missions you can easily win.

For the Soviet planes i used the I-16, Spit MkIX, the A-20 "Boston" with 2 skins and P-47D with a fictional USSR skin.

The 2 directories of the skins, called [A-20G] and [P-47D-30], have to be copied-pasted on the directory:

[Drive letter]:\Users\[Your name]\Saved Games\DCS\Liveries

or

[Drive letter]:\Users\[Your name]\Saved Games\DCS.openbeta\Liveries

The campaign directory [JG5 Eismeer] goes in:

[Drive Letter]:\Users\[Your name]\Saved Games\DCS\Missions\Campaigns\en

or

[Drive Letter]:\Users\[Your name]\Saved Games\DCS.openbeta\Missions\Campaigns\en

If you like this campaign and want to support my work please consider to donate to: paypal.me/BACO30

Enjoy.

Baco30

BEYOND THIS POINT THERE ARE TIPS AND HELPS, READ AT YOUR
DISCRETION

(I suggest to try the campaign without)



Tech features:

- In all the missions the Compass is unserviceable (simulates the high latitude),
- First missions, a reminder to use the Cold Weather Start Handle will appear but it doesn't affect the engine start,
- accelerating the engine above ~2000 RPM for 30 seconds with the Oil T° below the minimum (30°C) will damage the engine,
- flying 5' with Pitot Heater OFF will affect the Airspeed Indicator,
- ~~flying 10' above 5 000 mt with the oxygen valve closed will cause the mission end (pilot died of Hypoxia).~~

Missions success criteria:

1) Welcome:

Just land in Krymsk.

2) 1st Victory:

land at Krymsk and at least 4 enemy planes are downed (some enemy planes will explode after few hits)

3) Convoy Attack:

Land at Krymsk and at least 4 Ju88 survive

4) Convoy Attack 2:

Land at Krymsk and #Fw190s survived – #enemy planes downed > 4. +4 Extra points if you complete the Fw190 escorting objective beginning at WP3

5) Postman

Land at the ground troop airfield and land back at Krymsk

6) Scramble

Land at Krymsk after all the enemies are downed or escaped away at least 20km far from the airport. (You can land and rearm/refuel until the above condition is satisfied)

7) Airport attack

At least 1 bomb dropped at Anapa airport + Land back at Krymsk

8) Spitfire Intercept

Fly at least 30 mt from the Spit then shoot it (only few hits are enough)

9) Train attack

Hit both trains, one stopped at the station the other moving. Few hits will make the cars explode. Then destroy the 3 unarmed trucks (the 2 others armored do not affect the result). Land at Krymsk

10) Transfer

Land at Gelendzhik

11) Convoy Cover:

Just survive and Land back at Gelendzhik.

12) Port attack.

Strafe at least 2 unarmed cargo ships. Some hits will light a fire and subsequent explosion. Land back at Gelendzhik.

13) Protect BB

Some hits to the bombers will make them abort the mission, then land at any German base.