



WINGS OVER NORMANDY

Season 3 - Chapter 2 [ENG]

WON - Wings Over Normandy

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Wings Over Normandy, February 1st, 2026

Welcome to the new Season of Wings Over Normandy. Like the previous season, this one will combine different gameplay modes—FLOT, Bomber, City Siege, etc.—and, like the previous one, thanks to Dynamic Spawns, we'll be working with limited aircraft resources.

New to this season is the introduction of AI interceptor aircraft for both factions, which will enhance the experience on our server and partially balance the forces on the field.

The AI intervention system will ensure that when one or more aircraft from one faction enter the other faction's area of responsibility, one or more AI aircraft will be spawned (depending on the number of human aircraft present) and will be tasked with intercepting the threat. If the interceptors are shot down, they will respawn after 10 minutes. Interceptors will return to base if an enemy aircraft is shot down or if the human aircraft returns to its area of responsibility. The areas of responsibility are visible on the F10 map as shown in the following image (**Blue and Red lines marked with XXXX**). Flights will logically depart from the nearest airport of responsibility.



** the map is just an example, the various seasons and chapters have different blue and red locations*

The spawning of AI aircraft will be influenced by the integrity of the resources present on each faction (fewer resources, fewer aircraft).

The focus of the activity must, as always, be as "human" as possible, therefore strategic decisions on airports, resources to purchase, etc. will be made in the Discord channels via polls during the campaign. We are not fans of triggers and completely automatic systems; this is to create a completely new gameplay experience each time.

As usual, the server does not intend to undertake a historical reconstruction, therefore positions, movements, and divisions are strictly coalition vs. coalition, without identifying historical periods in places and events.

VICTORY CONDITION

Each coalition will manage resources and strategies to their best to reach one of the two victory conditions:

- Win - Coalition manages to **conquer or destroy 100% of the strategic objectives**
- Win - Coalition accrues **the most RESOURCES POINTS within the end of campaign**

RESOURCES POINTS

Points will be accounted for weekly, each tuesday morning the server will be stopped and the FLOT advancements and objectives will be updated. The RESOURCES POINTS will be used to repair active airfields and EWR, to activate new airfields and deploy groups of 100 aircrafts of a single type per airfield, and to add new AAA defences.

There are different ways to accrue points:

- **REARGUARD SUPPLY** **+50 points**
Destroy all units in the area labeled REARGUARD SUPPLY. Composition is resupply vehicles and a few AAA defenses.
- **FLOT** **+100 points**
Destroy all units of a single FLOT. This will also determine the advancement for the following week **see FLOT section*.
Only for the FLOT, points will be assigned to the first coalition that destroys all enemy units, relative to the same FLOT. For example FLOT WEST 2, blue side and red side.
- **CITY SIEGE** **+1000 points**
Destroy units within the CITY SIEGE areas. It's not necessary to destroy all of them, win is achieved when 10 or less units remain.
- **BOMBER** **+25 points / group**
There are four bomber groups (formation of 2 bombers + 2 escort planes) every 6 hours per faction, so a total of 400 potential points per day (the server is restarted every 6 hours) and 2800 potential points per week. To get the points you have to shoot down all the bombers (the escort does not give points).
- **CARGO** **+20 points / group**
There is a group of AIRLIFT (formation of 4 Cargos) every 6 hours, so a total of 80 potential points per day and 560 potential points per week. To get the points you have to shoot down the entire group of cargos.
- **SHIPS** **+50 points / group**
Destroy all units of a single naval group. Each coalition has 4 naval groups.
- **TRAIN** **+10 points / group**
Destroy all train elements. Each coalition has 2 train groups.

“WINGS OVER NORMANDY” RADIO MENU

Situated in the DCS RADIO MENU, under "Other", the "Wings Over Normandy" section will supply information about the status of the active targets and EWR.

```
2. Main. Other
F1. Settings "AMVI_Darksky"...
F2. Wings_Over_Normandy...

F11. Previous Menu
F12. Exit
```

```
3. Main. Other.
Wings_Over_Normandy
F1. FLOT Status
F2. SUPPLY Status
F3. CITY Status
F4. SHIP Status
F5. EWR Status
F6. TRAIN Status
F7. BOMBER_AIRLIFT Status

F11. Previous Menu
F12. Exit
```

FLOT STATUS:

```
FlotWest_1 has 4 RED active groups and 8 BLUE active groups
FlotWest_2 has 8 RED active groups and 7 BLUE active groups
FlotWest_3 has 6 RED active groups and 8 BLUE active groups
FlotEast_1 has 9 RED active groups and 7 BLUE active groups
FlotEast_2 has 19 RED active groups and 7 BLUE active groups
FlotEast_3 has 4 RED active groups and 7 BLUE active groups
FlotEast_4 has 4 RED active groups and 7 BLUE active groups
```

SUPPLY STATUS:

```
AxisSupply1 has 0 active groups
AxisSupply2 has 0 active groups
AlliedSupply1 has 4 active groups
AlliedSupply2 has 4 active groups
```

CITY STATUS:

```
BigCityBlue1 has 1 active groups
BigCityRed1 has 19 active groups
```

SHIP STATUS:

ALLIED Route 1 has 2 active groups
ALLIED Route 2 has 2 active groups
AXIS Route 1 has 2 active groups
AXIS Route 2 has 2 active groups

BLUE EWR STATUS:

BlueEwr1: No picture, EWR destroyed
BlueEwr2: Picture clear
BlueEwr3: Picture clear
BlueEwr4: Picture clear
BlueEwr5: Picture clear

TRAIN STATUS:

AxisTrainline1 has 1 active trains
AxisTrainline2 has no active trains
AlliedTrainline1 has 1 active trains
AlliedTrainline2 has 1 active trains

Flight West_Bomber_Red1 on route West is ACTIVE.
Flight West_Bomber_Blue2 on route West is ACTIVE.
Flight Center_Airlift_Red4 on route Center is ACTIVE.

DISCORD / REPORT / TASK

It is essential to use Discord where indications are provided and surveys are addressed about the progress of the campaign. Join Discord of Wings Over Normandy and choose the coalition you want to be part of. Internally, chats will open with useful information, tasking and organizations of missions or priority targets.

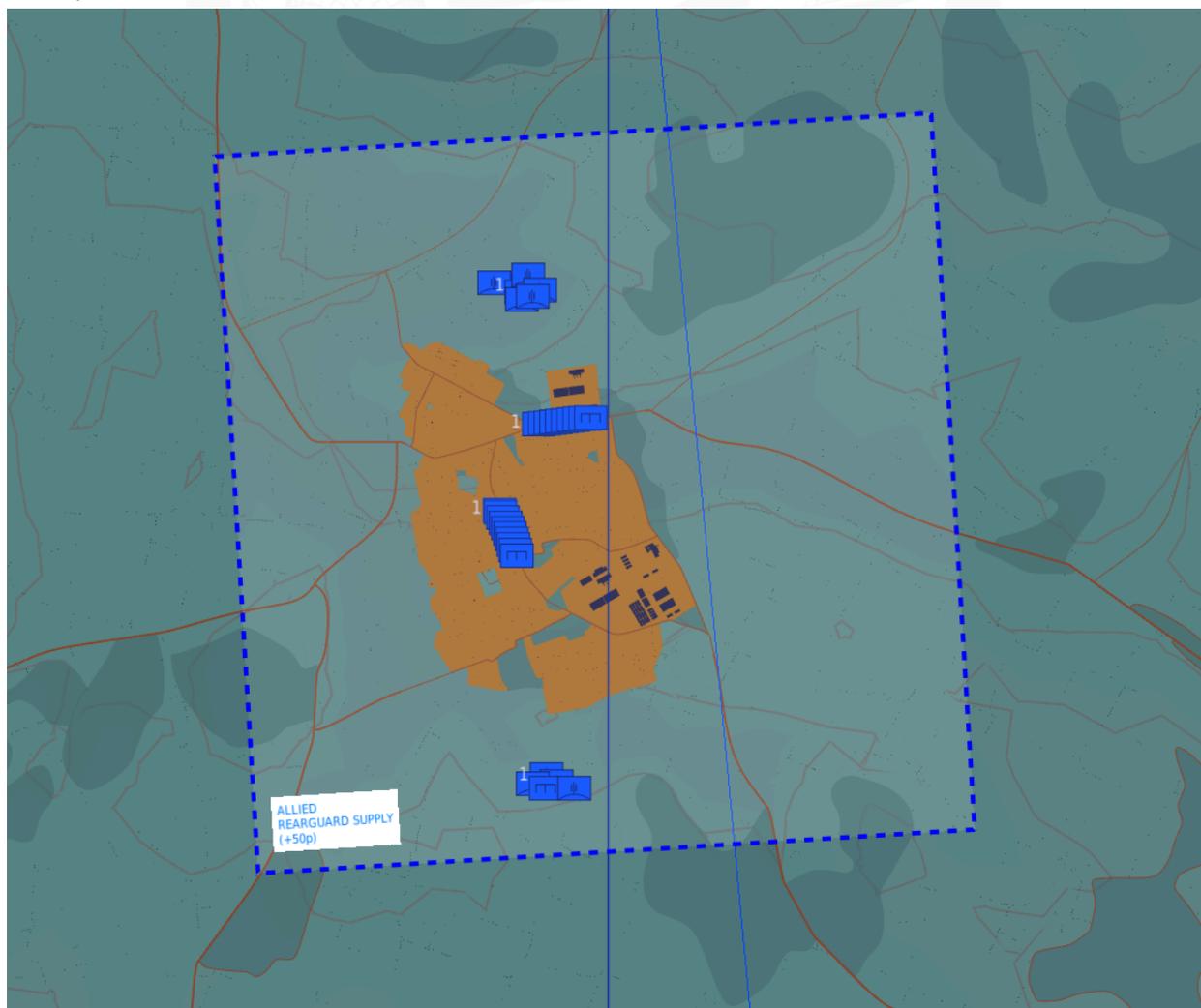
It is important to make small reports regarding attacked targets and if small packages and Squadron missions are organized, it is interesting to publish the date and destination so as to be able to cooperate or at least not overlap.

Another fundamental aspect is the F10 map, which "in game" does not allow the visualization of ground units, but which we will see below in detail to find the target areas and some relevant indications:

REARGUARD SUPPLY

Several REARGUARD SUPPLY AREA are present on the map, within which are present transport vehicle groups defended by AAA.

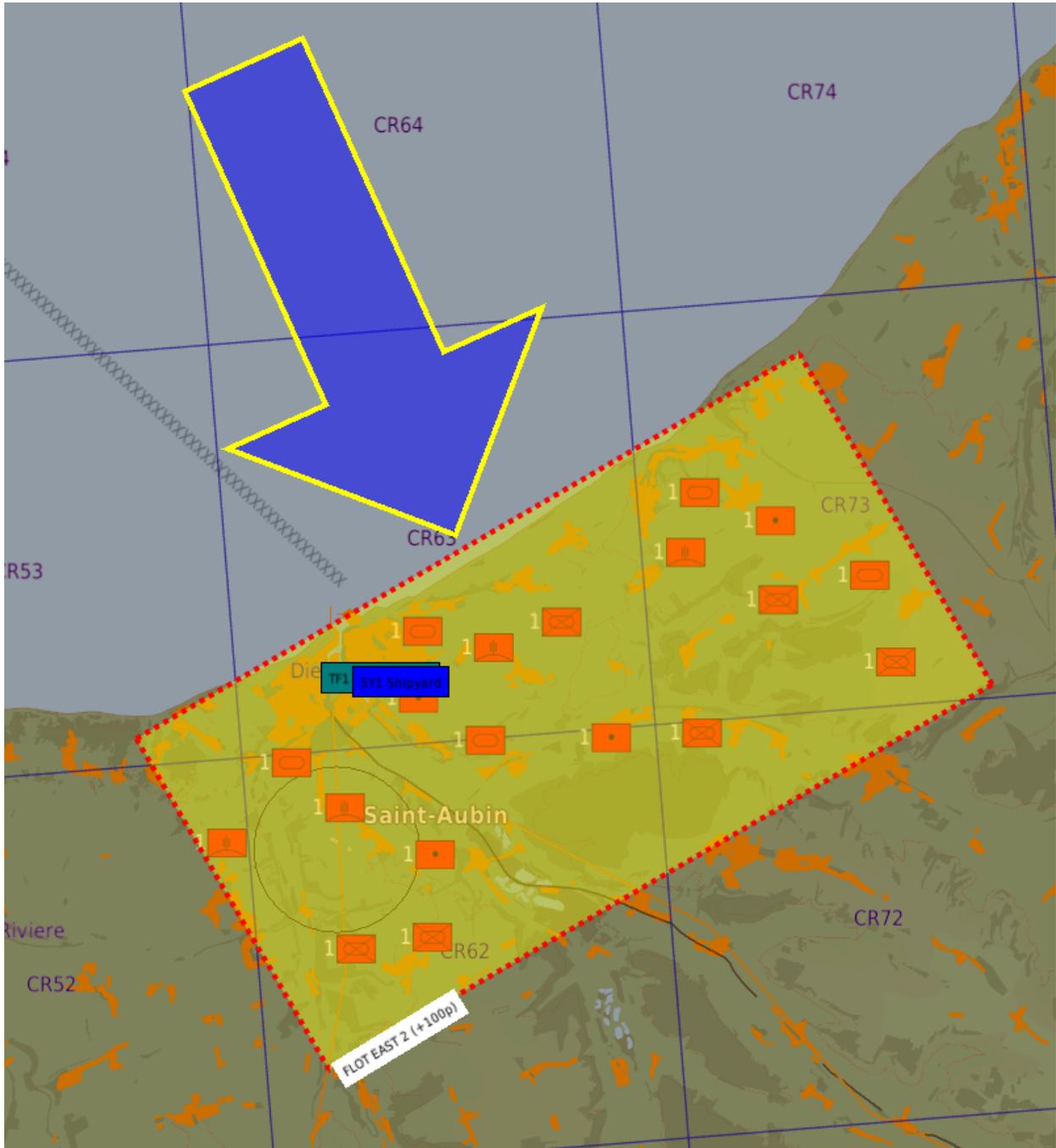
Destroying ALL vehicles will gain your coalition these points. New areas will be established weekly, in different locations.



From the DCS Radio Menu it will be possible to interrogate the Wings Over Normandy section and verify which groups are still active.

FLOT

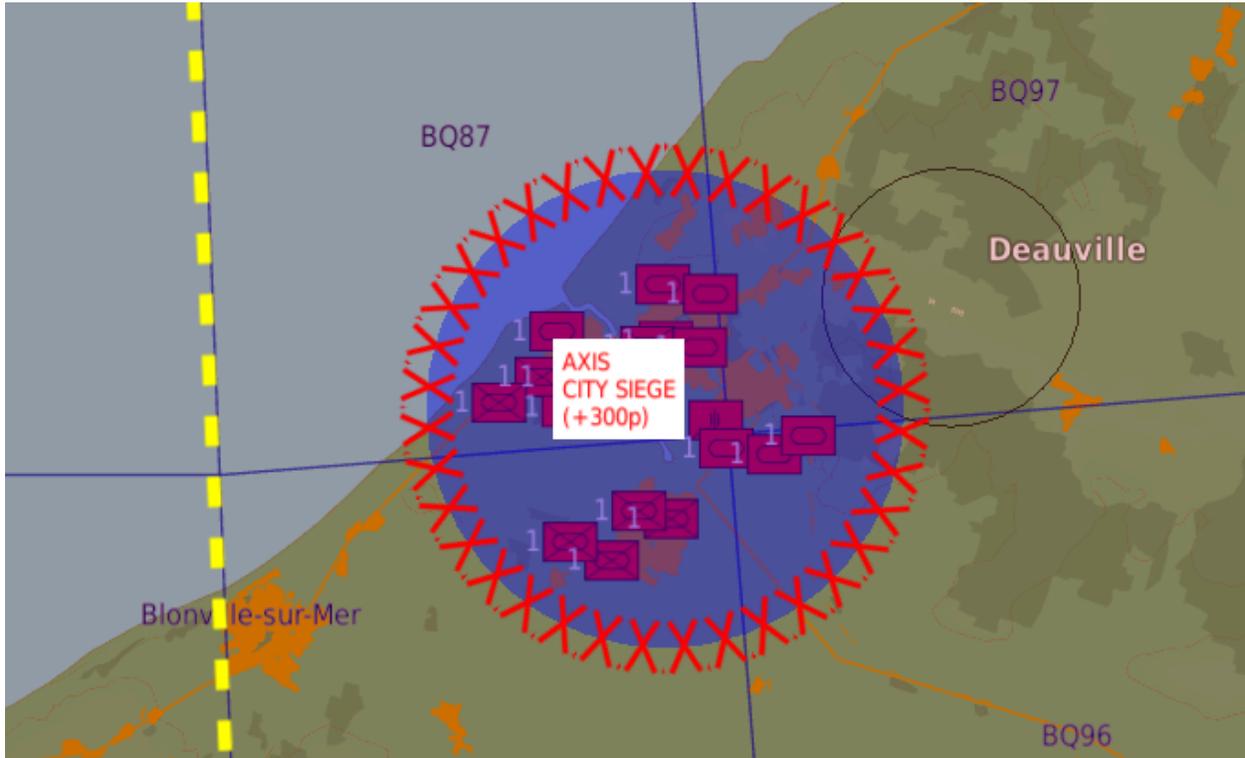
- The various FLOT are a very important piece of the Campaign.
- Once a coalition wins a FLOT, this gets advanced by one block in the following week (FLOT are 10nm x 5nm, so the advancement is 5nm per block)
- **FLOT advancement** will trace out the new confines. If two nearby FLOT advance, a line connecting them will be traced and the territory between them will be conquered, resulting in:
 - captured enemy airfields (deactivated)
 - captured strategic targets (destroyed)
 - captured EWR (deactivated)
 - captured enemy airfields can be reactivated for your own coalition
- **FLOT replacement activity** is carried out as follows:
 - until a win is achieved the FLOT will not be replaced, so in the event one side or the other don't manage to win a FLOT during a week there won't be units added for the next one
 - once a FLOT is won, there's a 5nm block advancement of the surviving units plus reinforcements as per the PRODUCTION table (given by production capacity and production factory)
 - if only one FLOT is won, all blue and red units in it will be replaced. If more than one is won, units will be divided to make the FLOT areas majorly under attack more "resistant".
- Points will be assigned to the first coalition that manages to destroy all enemy units but... **ATTENTION!** Even if it won't be possible to accrue points if the enemy destroyed your whole FLOT, continuing to attack can mean less units for the enemy advancement to add to their weekly reinforcements.



CITY SIEGE

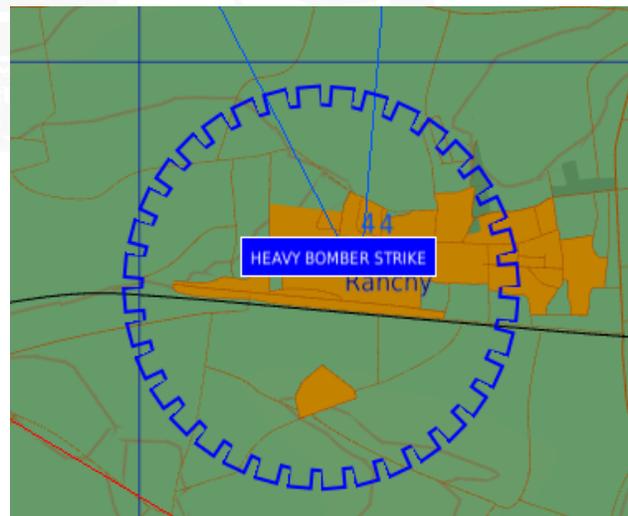
Similarly to what described above for the REARGUARD SUPPLY, destroying units inside these big urban areas and close surroundings (inside the circle), a lot of points can be gained. Worth considering that there's a lot of units and that cities are very well defended.

There's no need to destroy all units, win condition is 10 units left.



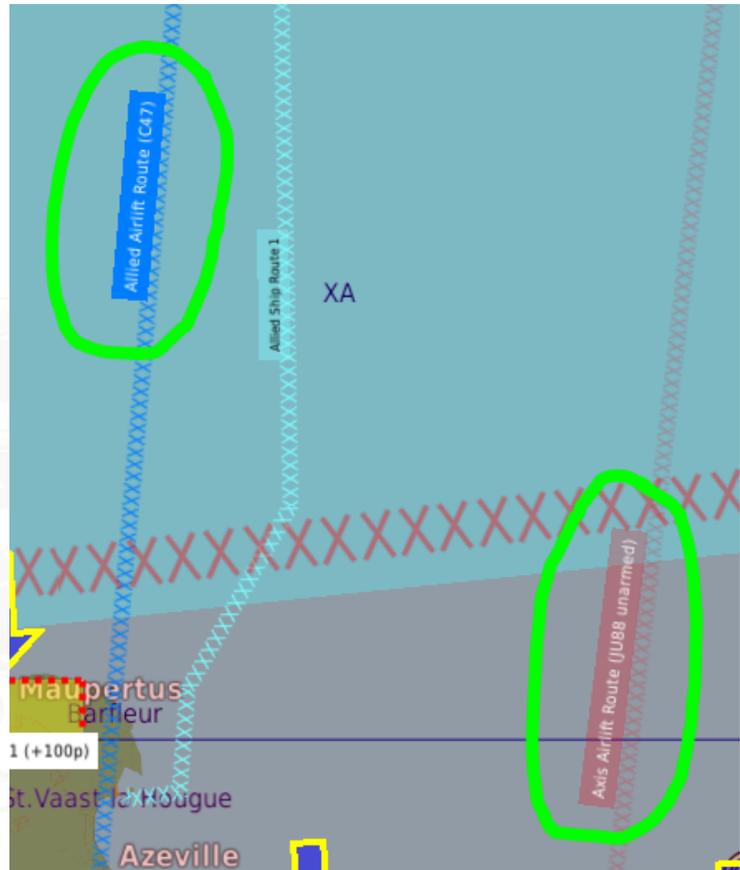
BOMBER

- There are 4 waves of bombers (B17, A20, JU88) of 4 aircraft each (2 bombers + 2 escorts), 2 to the west and 2 to the east for both sides. The bombers depart every 30 minutes each.
- The bombers aim to reach the enemy coast and return to base.
- The aim is to shoot down enemy bombers before they return to base.
- The bombers are directed where on the map you find this indication as per image.



CARGO

- There is a cargo flight every 6 hours (every server restart), consisting of 4 aircraft
- The cargos have the purpose of reaching the enemy coast and simulating a “unit drop” and returning to their base
- The purpose is to shoot down the enemy cargos before they return.
- The cargo route is indicated on the map as shown in the following photo, this route will change from time to time as well as the spawn time.
- The allied cargo is a C47, while for the Axis, since there is no dedicated aircraft, a JU88 will be used but unarmed.



DMPI navpoints

- For ease of use:
 - Horizontal labels are the ALLIED targets in AXIS territory.
 - Diagonal labels are AXIS targets in ALLIED territory.
- Strategic targets have different types:
 - Engineering Warehouse
 - 5 in total with 8 DMPI each
 - Grants up to a 50% discount for repairs and acquisition of new aircrafts, new airfields and AAA
 - *see dedicated section
 - Production Capacity
 - 25 in total with 2 to 4 DMPI each
 - they're Industrial Hub, Shipyard, Train Facility, Ammo Storage, Fuel Deposit
 - They are really important because they reduce in percentage the whole factory productivity, making them primary targets
 - Production Factory
 - They're the factories producing assets destined to replenish the FLOT during advancements, therefore in the long run, the coalition that will destroy more strategic targets will find less units in the enemy FLOT, making its own advance and points gain easier
 - They are Factory Small, Factory Medium A, Factory Medium B, Factory Large

ALLIED							AXIS						
BUILDING TYPE	DMPI	STATUS	CITY	UNIT TYPE	TASK		BUILDING TYPE	DMPI	STATUS	CITY	UNIT TYPE	TASK	
Functionality Targets							Functionality Targets						
Allied-EWR1	1	OPERATIVE	1		Early Warning Radar		Axis-EWR1	1	OPERATIVE	1		Early Warning Radar	
Allied-EWR2	1	OPERATIVE	1		Early Warning Radar		Axis-EWR2	1	OPERATIVE	1		Early Warning Radar	
Allied-EWR3	1	OPERATIVE	1		Early Warning Radar		Axis-EWR3	1	OPERATIVE	1		Early Warning Radar	
Allied-EW1 Engineering Warehouse	4	OPERATIVE	20%		Repair / Buy Bonus		EW1 Engineering Warehouse	4	OPERATIVE	20%		Repair / Buy Bonus	
Allied-EW2 Engineering Warehouse	4	OPERATIVE	20%		Repair / Buy Bonus		EW2 Engineering Warehouse	4	OPERATIVE	20%		Repair / Buy Bonus	
Allied-EW3 Engineering Warehouse	4	OPERATIVE	20%		Repair / Buy Bonus		EW3 Engineering Warehouse	4	OPERATIVE	20%		Repair / Buy Bonus	
REPAIR BENEFIT: 60% LRP is 50%							REPAIR BENEFIT: 60% LRP is 50%						
Strategic Targets - Supply Capacity							Strategic Targets - Supply Capacity						
Allied IH1 Industrial Hub	4	OPERATIVE	6%				IH1 Industrial Hub	4	OPERATIVE	6%			
Allied IH2 Industrial Hub	4	OPERATIVE	6%				IH2 Industrial Hub	4	OPERATIVE	6%			
Allied IH3 Industrial Hub	4	OPERATIVE	6%				IH3 Industrial Hub	4	OPERATIVE	6%			
Allied SY1 Shipyard	4	OPERATIVE	6%				SY1 Shipyard	4	OPERATIVE	6%			
Allied SY2 Shipyard	4	OPERATIVE	6%				SY2 Shipyard	4	OPERATIVE	6%			
Allied SY3 Shipyard	4	OPERATIVE	6%				SY3 Shipyard	4	OPERATIVE	6%			
Allied TF1 Train Facility	4	OPERATIVE	6%				TF1 Train Facility	4	OPERATIVE	6%			
Allied TF2 Train Facility	4	OPERATIVE	6%				TF2 Train Facility	4	OPERATIVE	6%			
Allied TF3 Train Facility	4	OPERATIVE	6%				TF3 Train Facility	4	OPERATIVE	6%			
Allied AS1 Ammo Storage	4	OPERATIVE	6%				AS1 Ammo Storage	4	OPERATIVE	6%			
Allied AS2 Ammo Storage	4	OPERATIVE	6%				AS2 Ammo Storage	4	OPERATIVE	6%			
Allied AS3 Ammo Storage	4	OPERATIVE	6%				AS3 Ammo Storage	4	OPERATIVE	6%			
Allied FD1 Fuel Deposit	4	OPERATIVE	6%				FD1 Fuel Deposit	4	OPERATIVE	6%			
Allied FD2 Fuel Deposit	4	OPERATIVE	6%				FD2 Fuel Deposit	4	OPERATIVE	6%			
Allied FD3 Fuel Deposit	4	OPERATIVE	6%				FD3 Fuel Deposit	4	OPERATIVE	6%			
BASE PRODUCTION: 10%							BASE PRODUCTION: 10%						
SUPPLY CAPACITY: 100%							SUPPLY CAPACITY: 100%						
Strategic Targets - Production Capacity							Strategic Targets - Production Capacity						
Allied FS1 Factory Small	4	OPERATIVE	4	Truck GMC "jimmy" 6x6			FS1 Factory Small	4	OPERATIVE	4	Truck Opel Blitz		2 DMPI DESTROYED
Allied FS2 Factory Small	4	OPERATIVE	4	Truck GMC "jimmy" 6x6			FS2 Factory Small	4	OPERATIVE	4	Truck Opel Blitz		
Allied FS3 Factory Small	4	OPERATIVE	4	Truck GMC "jimmy" 6x6			FS3 Factory Small	4	OPERATIVE	4	Truck Opel Blitz		1 DMPI DESTROYED
FACTORY PRODUCTION: 12							FACTORY PRODUCTION: 12						
Allied FM1 Factory Medium	4	OPERATIVE	4	Armor - APC M2A1 Halftrack • FH M2A1 105mm			FM1 Factory Medium A	4	OPERATIVE	4	Armor - APC Sd. Kfz.251 Halftrack • FH LufKw-18 105mm		
Allied FM2 Factory Medium	4	OPERATIVE	4	Armor - APC M2A1 Halftrack • FH M2A1 105mm			FM2 Factory Medium A	4	OPERATIVE	4	Armor - APC Sd. Kfz.251 Halftrack		
Allied FM3 Factory Medium	4	OPERATIVE	4	Armor - APC M2A1 Halftrack • FH M2A1 105mm			FM3 Factory Medium A	4	OPERATIVE	4	Armor - APC Sd. Kfz.251 Halftrack		
FACTORY PRODUCTION: 12							FACTORY PRODUCTION: 12						
Allied FL1 Factory Large	4	OPERATIVE	4	Armor - Tk M4 Sherman			FL1 Factory Large	4	OPERATIVE	4	Armor - Tk Tiger 1		
Allied FL2 Factory Large	4	OPERATIVE	4	Armor - Tk M4 Sherman			FL2 Factory Large	4	OPERATIVE	4	Armor - Tk Tiger 1		
Allied FL3 Factory Large	4	OPERATIVE	4	Armor - Tk M4 Sherman			FL3 Factory Large	4	OPERATIVE	4	Armor - Tk Tiger 1		4 DMPI DESTROYED
FACTORY PRODUCTION: 12							FACTORY PRODUCTION: 12						
TOTAL UNITS: 36							TOTAL UNITS: 36						
ALLIED							AXIS						

Example of targets table, published on the site and updated weekly

ENGINEERING WAREHOUSE

Engineering warehouses are essential for weekly airfield repairs. There are several airfields per faction, but only one. The main (furthest) airfield has unlimited planes and cannot be destroyed. The other airfields have limited air units and can be attacked and disabled. When all three engineering warehouses are operational, three advanced airfields will be repaired each week, but as more engineering warehouses are destroyed, fewer and fewer airfields will be repaired.

The EW will also repair EWRs, of which there are also three in total.

Another benefit to the EW campaign is the point discount when activating a new base or purchasing additional aircraft.

Strategic advice: Attacking EW early in the campaign will bring significant benefits to the coalition.



EARLY WARNING RADAR

Each coalition has 3 EWR with an average range of 23nm and can be interrogated via radio menu. They are marked on the map as per the image below and should they be damaged or destroyed they can be repaired during the following week (depending on Engineering Warehouse).

Employment of the EWR is important to define when to undertake defensive missions.



Axis EWR



Allied EWR

RESOURCES PRICELIST

BUY NEW TABLE					
		ALLIED		AXIS	
New Airbase	1000	60%	400	60%	400
Aircraft 50x unit	200	60%	80	60%	80

Above is an example of benefit with all 3 Engineering Warehouse active, as can be noticed by the halved points required for purchases. More EW are available, less is price for activate new airbase and aircrafts.

RADIO PRESET

Radio CH A or CH 1 = Airbase operations (ground, takeoff and landing)

Radio CH B or CH 2 = Airborne common operation

Radio CH C or CH 3 = FLOT operations + SIEGE of City

Radio CH D or CH 4 = Open for Package purpose

Thank you for your dedicated time and passion.

Make love, not war, let play together to have fun and may the engagement be merely among friends, be it blue or red. There are already too many divides in the world.

Clear skies!

Paolo "Catu" Catuogno

STANDARD COMPOSITIONS

What follows below is a table relative to the standard composition of AAA groups, and units present by default in the various areas.

Standard Groups		
Allied HA-AAA	Allied High Altitude AAA 1x AAA Kdo.G.40 5x AAA 8,8cm Flak 41	
Allied LA-AAA	Allied Low Altitude AAA 2x AAA Bofors 40mm / M1 37mm 2x AAA M45 Quadmount HB 12.7mm	
Axis HA-AAA	Axis High Altitude AAA 1x AAA Kdo.G.40 5x AAA 8,8cm Flak 41	
Axis LA-AAA	Axis Low Altitude AAA 2x AAA Flak 38 20mm 2x AAA Flak-Vierling 38 Quad 20mm	
AREA	TYPE	QTY
Airbase Standard Defence	High Altitude AAA	3
	Low Altitude AAA	3
City Siege (+1000 points)	High Altitude AAA	5
	Low Altitude AAA	5
	Tank	20
	APC	40
	Artillery	10
	Supply	20
Rearguard Supply (+50 points) (2 rearguard supply each coalition)	High Altitude AAA	1
	Low Altitude AAA	1
	Supply	10+10
FLOT (+100 points each)	Total 3 flots = 300 points / week	
Bomber (+25 point each group)	2 groups in 6 hours	
Cargo (+20 point each group)	1 group in 6 hours	
Ships (+50 points)	4 groups each coalition	
Train (+10 points)	2 groups each coalition	

Appendix 1