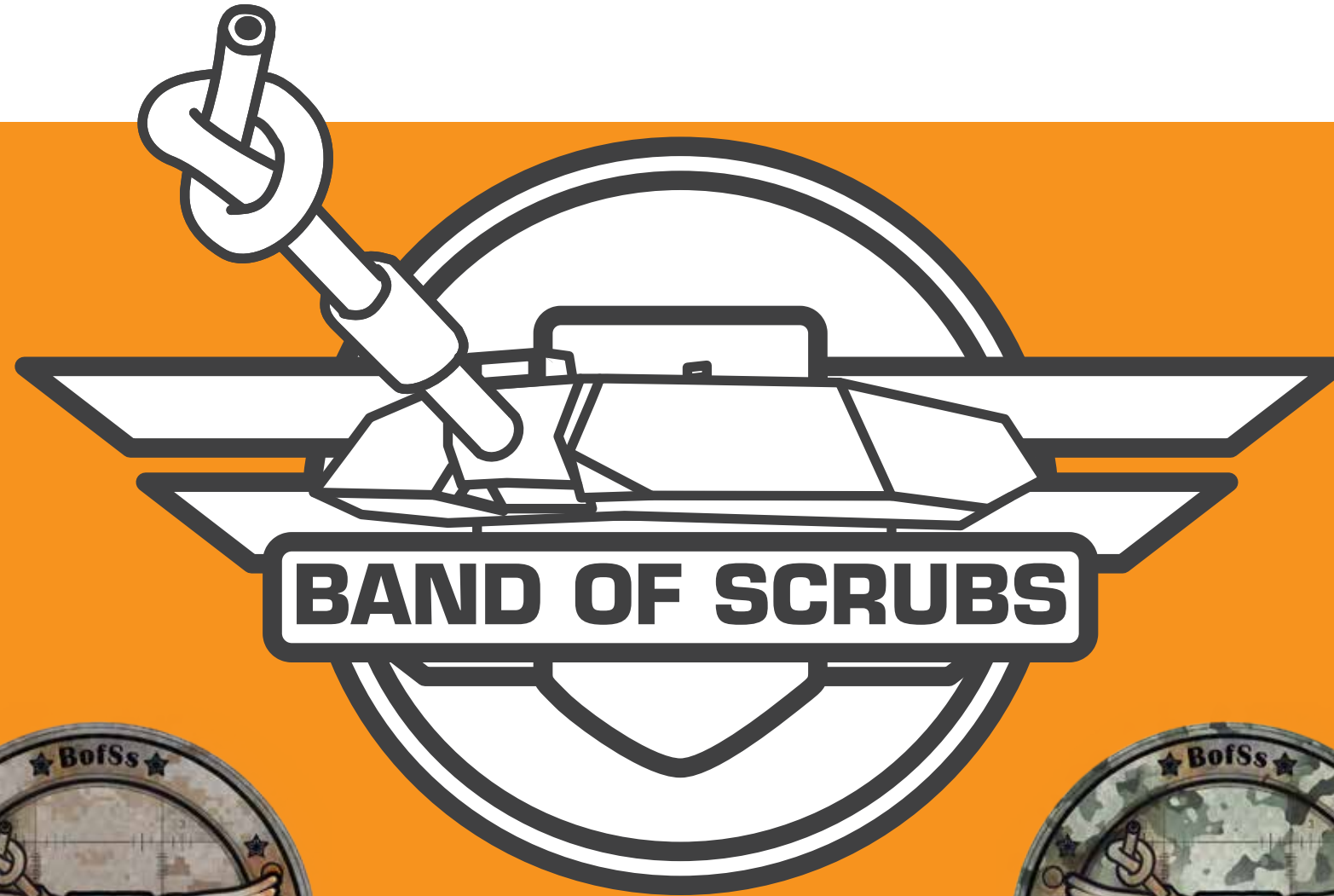




Introduction to Squadron Realistic Events - **SRE**

Preface and Intro into Band of Scrubs - **BofSs**





Preface and Intro into Band of Scrubs - **BofSs**

This intro into **SRE** is for **beginners**, and has some **BofSs** specific guidelines

If you want more advanced info on planes see “**Intro to Dogfights**” In the **#help** chat

If you want more advanced info on tanks see the google doc in **#training-log**





Preface and Intro into Band of Scrubs - **BofSs**

BofSs is a competitive non-eliteist squadron built to allow scrubs to become better players and form a close knit community of players whos skills grew together.

By definition a scrub is someone who is bad no matter how long they've been doing the job. A noob gets better with time because he's new, a Scrub is bad forever.

From noobs to pros were all in a Band of Scrubs.





What is SRE?



vs





What is SRE?

SRE (Squadron Realistic Events), is a competitive game mode in War Thunder where squadrons participate in combined arms battles of 8v8 to win points and rank up on the squadron leaderboards.



8 vs 8



SRE is the definitive team based game mode of War Thunder, but is not to be confused with TSS (War Thunder Tournament/e-sports).



What is SRE?

TSS is where players prove high amounts of individual skill and mastery, where as SRE is a squadron effort and mainly reflects player activity, teamwork, coordination, community, win rate, and general skill.



8 vs 8





What is SRE?



8 vs 8



- SRE takes place on **Realistic Tank Battle maps**, and allow squadrons to build their own team compositions with the following rules in mind:
- There is no limit on what nations can be used (mix and match all you want).
- Teams can have a **maximum of 4 aircraft**, and a minimum of 0.
- Teams can have a **maximum of 8 ground vehicles**, minimum of 4
- The match is won when the enemy loses **all of their vehicles**, or dies to **ticket bleed**.
- SRE seasons last for two months.



What is SRE?



8 vs 8



- SRE maximum BRs change weekly starting at 4.0 and increasing to the highest possible BR:
4.0>4.7>5.3>6.0>6.7>7.3>8.0>9.0>10.7
- Players earn points by winning SRE matches and loose points by loosing SRE matches. (players with high points earn a few points per victory, and loose large amounts on defeat. Players with low points earn high amounts of points per victory and loose low amounts on defeats)
- The top 20 players of a squadron contribute 100% of their points, while players under top 20 contribute a percentile of their points.



BofSs SRE Rules Player Expectations





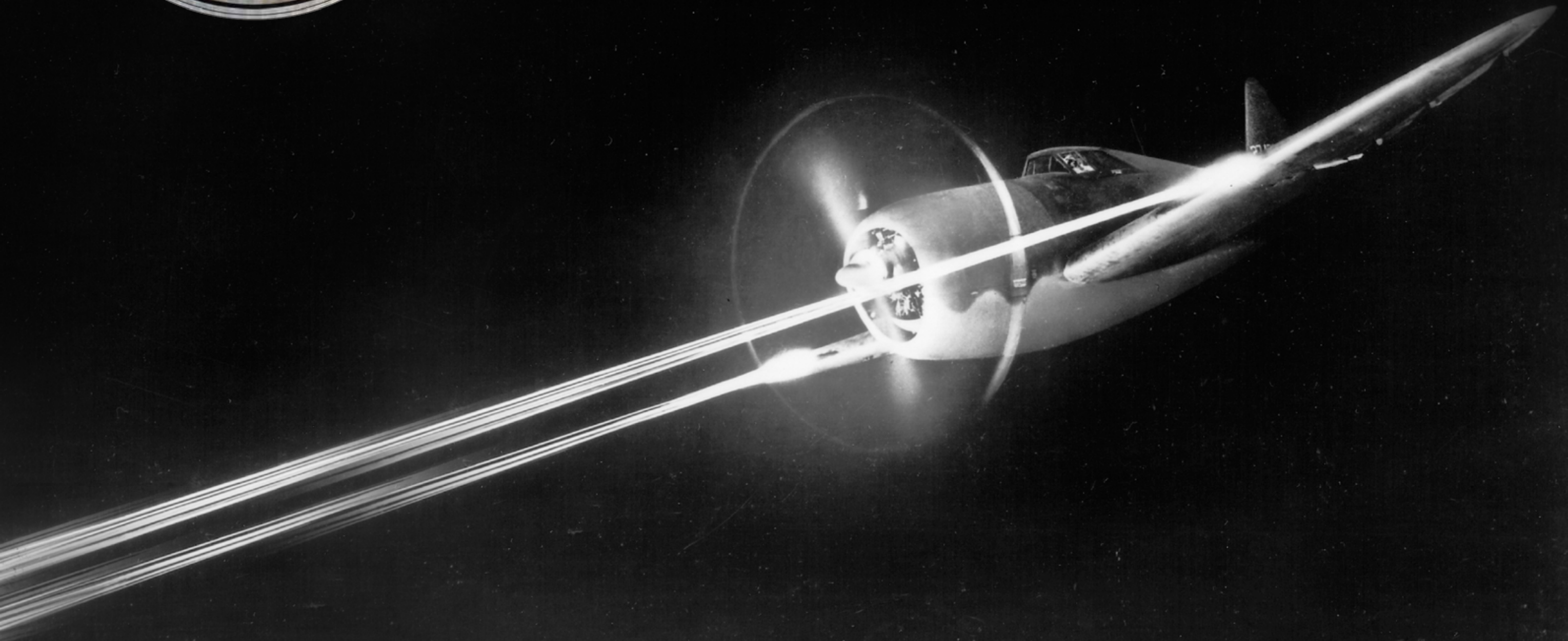
BofSs SRE Rules/Player Expectations



- Here at BofSs we expect players to play their best during SRE and to be orderly/focused.
- Players are to obey the designated officers/SRE leaders/sergeants or appointed division leaders.
- Players are to make points according to the deadline given to them.
- If a player is going to be unable to play for a short period of time they are to submit a notification in our [#awol](#) chat.
- If a player is going to be unable to play for a long period of time they are to contact an officer and explain the situation.



Pilots





Pilots



- In SRE pilots should be proficient in dogfighting, head-ons, CAS, and good comms/callouts.
- Pilots should have, and familiarize themselves with the SRE META, and the planes/tanks used (see pinned messages in [#general](#) for the META list).
- Piloting is a sensitive division in SRE and only takes one small mistake to ruin the match.
- At BRs 7.3 and higher experimenting in the air and using pilots we are not familiar with is prohibited.
- The first half of the season is more than enough time to prove your skills, and even more important; your ability to communicate and work as a team.



Air v Air



Pilots (Air v Air)

- In air v air engagements it is best to kill the enemy as soon as possible, the easiest and most risky way to do this is the head-on pass.
- Killing an enemy in a head-on offers the highest chance of winning the rest of the air engagement.
- Dying in the head-on also means you just drastically increased the chance of your own team losing.
- Teamwork and target switching will beat even the best duelist in the world.
- Know when to switch targets, and when to zoom away.





Air v SPAA





Pilots (Air v SPAA)

•In air v spa engagements pilots need to systematically do the following things:

1 - locate ALL enemy SPAA.



2 - Setup an attack plan (pilots will coordinate so that they all engage the SPAA at once from different angles/locations, who ever is targeted by the SPAA is to dodge and “bait” the SPAA, while the other players put a rocket/bomb into the distracted vehicle). When SPAA is targeting you, you announce that the SPAA is attacking you. If you are attacking the SPAA announce that you are attacking the SPAA.



Pilots (Air v SPAA)

3 - In case of failure, pilots are to maneuver to stay alive and exit the AO safely. Once outside of the enemy SPAA's range pilots are to gain energy/speed and setup for another attack run just a they did the first time (this time killing the bloody bitch).



**Note: IFVs such as the Bradley/ BMP2/ Begleitpanzer/ Warrior/ etc, are to be treated just as dangerous as SPAA and must be eliminated just as quickly.*



Air v Tanks



Pilots (Air v Tanks)

- Once all enemy air and SPAA have been defeated pilots are to assist allied tanks by eliminating as many enemy tanks as possible, and providing intel on enemy positions.
- Target any tank that is engaging friendly vehicles, or in a flanking position.
- If you cannot locate any immediate threats destroy the first tank you see, do not linger too long trying to look for tanks that are not there.
- When on an attack run on a tank announce that you are attacking the vehicle so pilots do not both attack the same target and kill each other, or waste ordinance.





Tank v Tank





Tankers (Tank v Tank)

- When battling enemy tanks you need to be aware of all flanking routes, and tactics available.
- Get used to angling/ side-scraping/ baiting/ trapshooting/etc.
- Understand your weaknesses and mitigate the risks, and remember It's the tank you don't see that will kill you.
- Follow the ground commander's and be aware of ticket bleed/map control, remember teamwork is key!





Tanks v Air





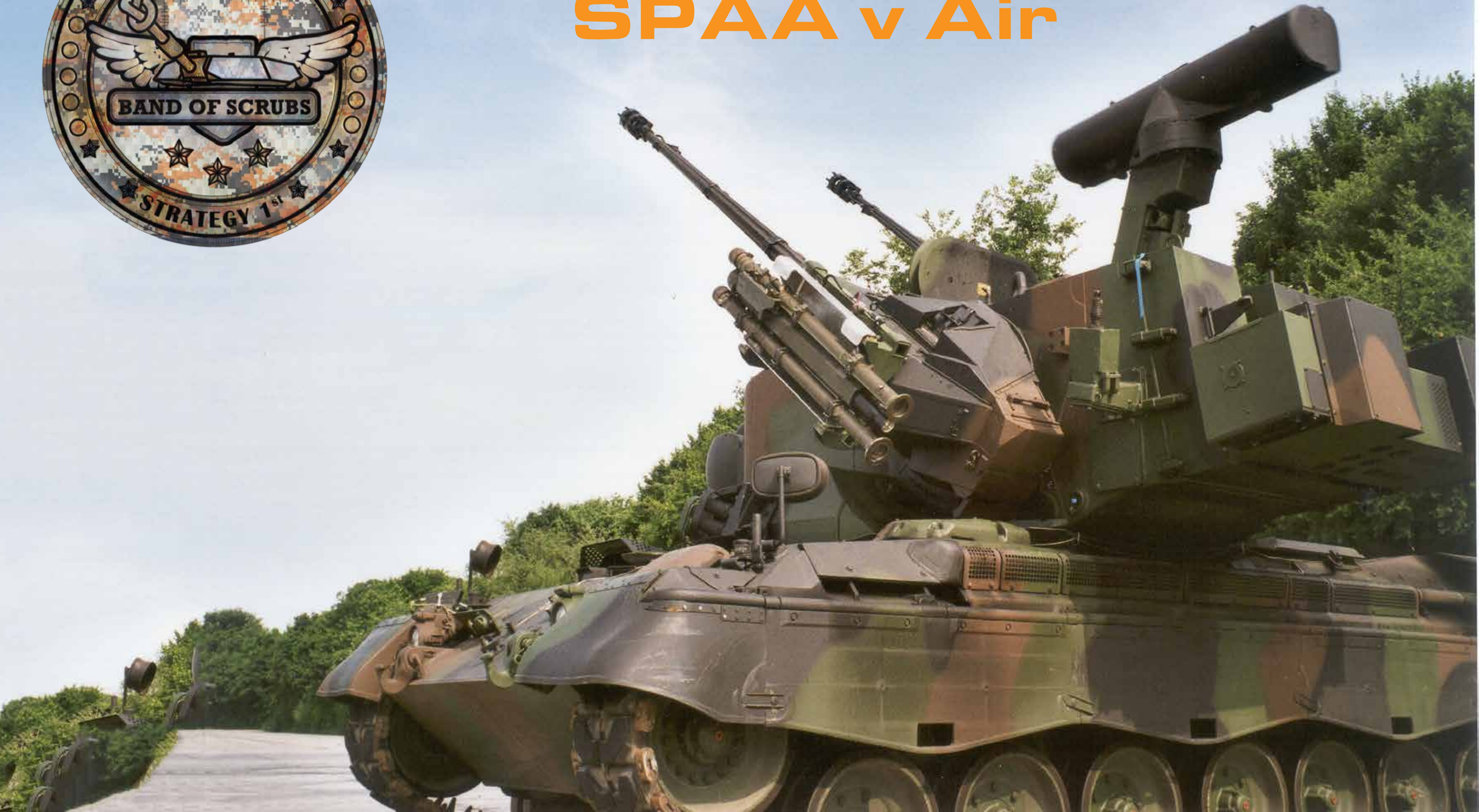
Tankers (Tanks v Air)

- Do not engage enemy air with your machine guns/main gun unless cleared to do so by the ground leader.
- In the case of a bomber rushing your spawn at the start; 9/10 times its ok to open fire, but in other cases resist your urges.
- Your main goal is to stay hidden and to dodge rockets/bombs.
- A good tanker understands when a pilot is going to drop ordinance and can time quick stops/ turns to make them miss.





SPAA v Air





SPAA (SPAA v Air)

- Get to know how to lead and anticipate aircraft movement and when to know you are being baited or not.
- Use rocks/ houses to cover angles you cannot protect from and keep your head on a swivel.
- In Radar SPAA it is imperative to use your intuition and not the lead indicator.
- The Lead indicator is a tool to help you estimate it is not an aim bot, and aiming only for the lead indicator will leave you more missed shots than if you didn't have it to begin with.





SPAA v Tanks





SPAA (SPAA v Tanks)

- Engaging tanks is an optional goal for SPAA and often a last resort.
- SPAA players are required to be patient when engaging tanks as they have sub standard pen (unless you are an OTOMATIC).
- Look for sneaky opportunities to assault tanks from the rear/side or **knock their barrel out**.





SPAA v SPAA



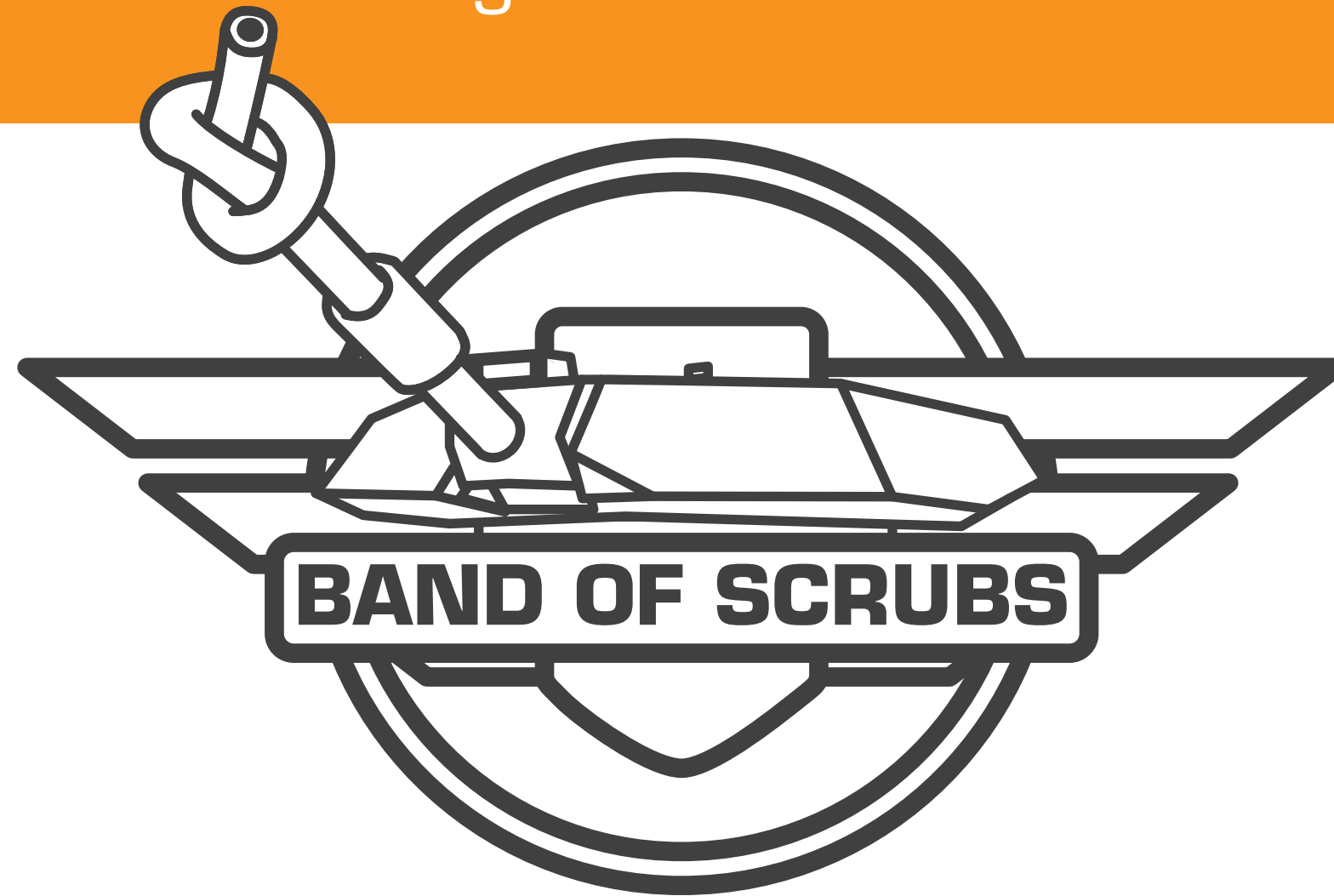


SPAA (SPAA v SPAA)

- Shoot first



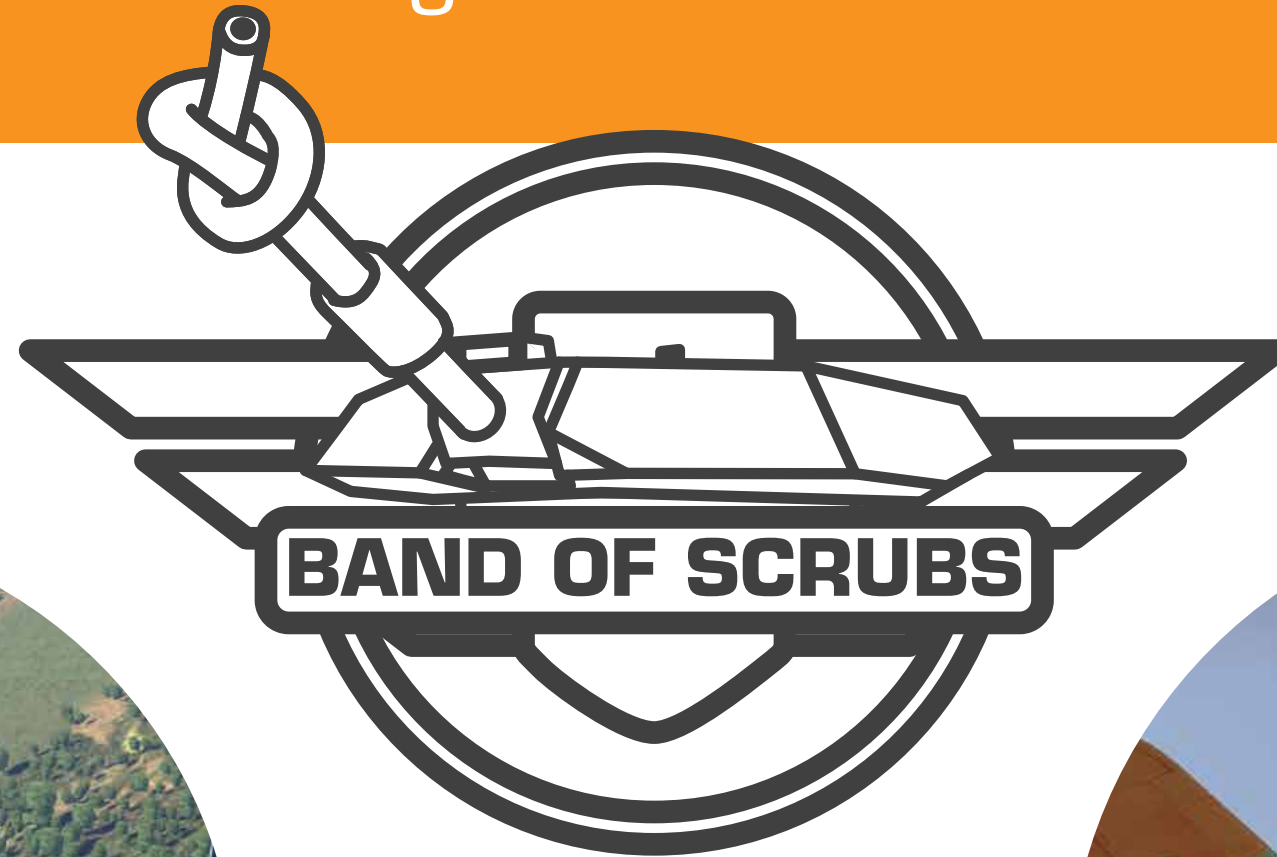
All Rights Reserved



Text by Sliderx1

Graphics & Design by NizarElCommander

All Rights Reserved



Custom Skins on demand
Contact NizarElCommander