

KEEP THE CORE

Pilot vs Pilot / Red vs Blue



MULTI PLAYER / UP TO 4 VS 4

GAMEPLAY

There are three rings placed around Burj, Khalifa in Dubai on the Persian Gulf map.

The outer ring or 'Boundary Ring' has a radius of about 15000 feet / 4572 m and the borders are visible by rising smoke on the border edges.

Note: Note: except for takeoff, rejoining, rearming or refueling, planes are not allowed outside the boundary ring.

The second ring is called the "Ring of Fire." It has a radius of 8000 feet / 2438 meters. This border is marked with fire and smoke.

The battle ring is called 'The Core' has a radius of 3000 feet / 914 meters but is not visual.

DCS will keep track and count of all aircraft in "The Core" ring and will message everyone with several different messages depending on the following scenarios.

1. **"Nobody has the core"** (When there are no aircraft within the radius of 3000 feet / 914 m OR the number of red and blue aircraft is equal)
2. **"Blue has the Core"** (There are more aircraft from the blue side than the read side in the Core)
3. **"Red has the Core"** (There are more aircraft from the red side than from the blue in the Core)

So it is clear at all times which side holds the superior number within the Core.



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RULES

The rules are simple.

Anytime one side has a majority within the Core, an invisible clock starts in the background counting to ninety seconds.

The numerator stops, and reset when the number of aircraft in the Core is balanced again.

If one side has more planes within the Core for more than 100 seconds in the Gazelle and 110 seconds in the UH-1, they win the round and score a point.

If the other side manages to regain the advantage before the 100 /110 seconds are up, the clock resets and battle continues. Both teams then fight it out until one team has the Core for more than ninety seconds.

The Side which earns the first five scores wins!

Note: see option to make it a ten point game and the end of the rules.

After each point has been awarded, all aircraft have to leave the Core ring within 60 for the Gazelle and 70 seconds for the Huey and fly between the Ring of Fire and Outer ring for a sixty second countdown.

During this time both sides can bring in more airplanes. *Be aware, this doesn't mean that chasing and fighting has to stop during this period.* It only means it's limited to between the outer ring and the Ring of fire. Of course leaving the outer ring is still not allowed.

ATTENTION!!

If an aircraft fails to leave the Ring of Fire within time, his side loses 1 Point.

(There are no negative scores)

Options:

Extending the Game time:

For a longer game there is an option in the Radio Menu F10 to move from five to a ten point game.

Odd number of players:

It is possible to play with odd player numbers.

To do this make sure the Red player has fewer aircraft.

In this case, activate "RED OUTNUMBERED" over the radio menu F10.

As long as it is enabled, the red side has an additional virtual aircraft inside the core as long as at least one other red real Pilot is inside the Core.

Example:

Blue has two aircraft inside the Core and red has one:

In this case, the system counts two for blue and two for red (1 Player + 1 virtual Pilot).

If the red Pilots leaves the Core, the system counts two for blue and zero for red.

If the red pilot shoots within the Core one blue pilot down, or one blue pilot leaves the Core the system counts one for blue and two for red.

The function may be activated or deactivated any time there is now aircraft within the ring of fire at all.

In case a Player has to leave during the game he has to be from the red side.

If the Game starts with one red player less, an additional player may join on the red side at any time all aircraft are outside the ring of fire; you only have to deactivate the function via radio F10, and the system counts one by one.

Special thanks to 'Commandosolo' for his assistance in creating this documentation.