

## **SATAC - Squadron Air-To-Air Championship**

SATAC is a Flaming Cliffs 3 community event for squadrons and formed teams who practice Air-To-Air combat regularly. It is a competitive event aimed to bring teams together for the ultimate face off in DCS. This rulebook will explain the rules, terms and format which the event will follow.

1. Structure
2. Teams
3. Server Rules
4. Flight Rules

## 1. Structure

- 1.1. The event follows a normal double elimination layout (see last page). The brackets are randomly seeded.
- 1.2. All matches are played on a best of three basis. Except the finals is played on a best of five basis.
- 1.3. Both teams has to agree on the result, the victorious team can then register their result with the event coordinator, 51st PVO.
- 1.4. If there is no agreement of the result or if one of the teams objects to a loss, then two 3rd party squadrons should review the result and based on the server track(s) determine who the winner is.
- 1.5. A round in a match is flown as a 6vs6 fighter sweep. If a team lacks one player at the time of the match, they are allowed to fly with one man down. If a team lacks 2 pilots or more, the match is a forfeit and the other team automatically wins. If however both teams have more than 6 pilots each for a given match, they can start off with the agreed number of pilots ( $\geq 6$ ) as long as both teams and the match coordinator agree.
- 1.6. The goal of each match is air superiority. Teams start at Anapa and Sochi (~270km separation) respectively.  
A round is won if one team kills all the opponents aircraft OR all the opponents leave the combat area. The combat area is defined within the mission and if one team decides to leave it, a trigger will tell that one team has left.  
Once one team manages to kill all the opposing aircraft or the opposing side returns to base, then the winning team MUST have fuel to get home. If they cannot reach their homebase, the round will be considered a draw. However, if the victory is clear and it is obvious that the winning team has enough fuel to get home, they can ask the opposing team if they can skip the landing and move directly to the next round. If no agreement is made, the winning team must RTB.
- 1.7. Sides are determined randomly for the first round, then switched for each of the remaining rounds
- 1.8. The aircraft available to each team are: F-15, Mirage 2000, MiG-29S, Su-33 and Su-27. These are available on both sides and can be mixed within the 6-ship. Example: Team A takes 2 F-15, 2 MiG-29S and 2 Su-27. Team B takes 6 Su-27.
- 1.9. There is only one restriction to Payload. F15s have to carry two AIM9-M or must not have more than 6 ARH missiles.

## 2. Teams

- 2.1 A team should be composed of at least 6 pilots, but preferably >8 in order to have reserves. Teams can rotate the pilots flying a match between rounds to let each pilot in the team fly at least one round as long as the pilots are registered with the same team.
- 2.2 Large squadrons can put up several teams in case they have enough pilots for it. Again, preferably these teams should have at least >8 pilots each. Pilots will NOT be able to jump between teams. It's therefore important to have enough pilots/reserves for both teams.
- 2.3 A team has to announce one teamleader who will be the primary contact for the match coordinator/admins.

## 3. Server Rules

- 3.1. Each match must be flown on a recognized dedicated server with a strict Integrity Check in effect. The IC should follow the standard lobby IC which is running on several servers already.
- 3.2. The track of the server must ALWAYS be saved. This is the reference track which will be used for determining unsolved match results. Server admins must know how to save this track and should keep it throughout the championship.
- 3.3. Admins are not allowed to fly in matches on their own server.
- 3.4. Server settings must be set to Simulation
  - MAP VIEW must be off
  - EXTERNALS must be off
  - PADLOCK must be off
  - LABELS must be off
  - MINI HUD must be off
  - NO unlimited weapons, unlimited fuel or immortality
  - Bird strikes must be set at 0%
  - G-EFFECTS must be set at Simulation

#### 4. Flight Rules

- 4.1. Pilots have one life per round.
- 4.2. Pilots have one sortie per round. There will be no rearming or refueling during a round. If a pilot lands during a round, he must leave the server immediately.
- 4.3. Pilots who die (killed/crashed) must leave the server immediately. Once the round is over, all pilots can reenter to fly the next round.
- 4.4. Prior to takeoff, each team should taxi and line up on the runway and hold. Once ready, the team should post in chat: [Squadron] Ready! After both teams have declared this, the round begins and each team must take off within one minute.
- 4.5. If someone disconnects from the server, he cannot reconnect for that round. Lag related crashes on the ground or disconnect while on the ground is not included in this rule.

