



BT

CT

Islands of Fire

Thanks for checking out this mission!

This isn't my newest work. In fact, it's an older mission—one that started with a lot of hope, a lot of ambition, and (at the time) not quite enough skill to see it all the way through.

Recently, I came back to it.

With some rewiring, duct tape, and a fair amount of bailing wire, I managed to turn it into what it was always meant to be: a persistent PvE co-op campaign. It's not perfect, but it's alive—and more importantly, it's playable.

The ideal player group is 4–8 players, though more or fewer can absolutely work. A varied mix of aircraft and roles goes a long way, but communication and teamwork matter far more than any specific loadout.

This document explains the systems that make the mission work. They're intentionally kept as spartan and straightforward as possible, with accessibility taking priority over complexity. You shouldn't need a background in scripting—or a 30-page briefing—to jump in and have a good time.

I hope you enjoy flying it as much as I enjoyed finally getting it across the finish line.

Dirty Birds out.

ZB

AS

BS

CS

ZA

AR

VS

ZV

AQ

BQ

CQ



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Setup

This mission features persistence.
I tried to keep the setup as straightforward as possible, but there are a couple of things you'll need to do before flying.

Desanitize DCS

A quick Google search for “Desanitize DCS” will walk you through the process.
This step allows the mission to write a save file to your PC. Without it, persistence simply won't work.

ZB

AS

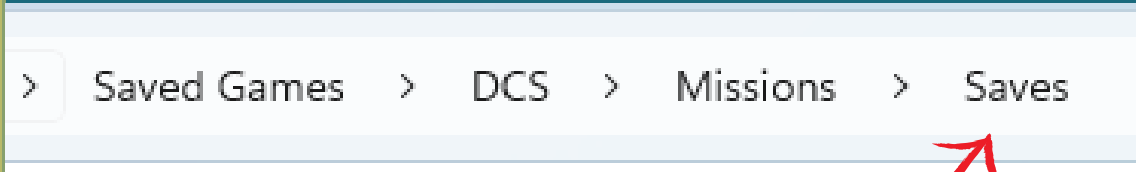
BS

CS

Create a Saves Folder

Next, create a folder called Saves inside: “Saved Games > DCS > Missions”
This mission will write a file named:”iofsave.json”

I strongly recommend backing this file up periodically.



New Folder

****What Gets Saved (The save file tracks more than just mission progress:)****
-RED ground groups (alive / dead)
-BLUE ship status (alive / dead)
-Ship positions
-Inventory on ships and airfields

Required Mods

VAP Asset Pack

ZA

AR

BR

CR

Recommended Mods

A4
OH6
OV10
UH60

Logistics

Inventory in this mission is finite by default. Aircraft, helicopters, and munitions are all tracked.

You can set anything to infinite in the Mission Editor if you want, or limit materials severely depending on what style of playthrough you are looking for.

ZV

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For simplicity, I set aircraft inventories on ships and capturable airfields to 20 and equipment inventories to 200.

You can use the dynamic cargo system to move supplies between ships and airfields.



Systems

F10 Menu

CTLD

CTLD features a singular unit. The Heron (Tarawa) and captured airfields are your only source of CTLD troops through the mission. Assault Squads are the eyes and ears of your forces. Once dropped if enemy targets are in range they will move to attack them. If an Assault Squad fires or is fired upon they will announce the engagement and mark the enemy target with Orange smoke. This operates on a cooldown of 5 minutes per squad per target to avoid smoke and comms spam. Assault Squads will also report any sighted enemy to the task manager “Kestrel” who will create a task for your coalition to join and complete related to the target

Kestrel

Think of Kestrel like your teams dispatcher. It will take reported targets from Intel and create missions around them. It will also provide useful information for locating the target and other info like total units and threat level. You can browse tasks with the “Task Info” option and join them with the “Join Task” option. Once a task is joined you will receive a new option “Active Task” which will give you options for marking the objective and aborting the task. Kestrel Tasks will complete quietly, you can always check to see if you still have an “Active Task” option in the Kestrel menu to see if the task is still open.

Nightjar

Nightjar is basically a second set of eyeballs for the player. It is available to all Helicopters, all you have to do is simply check in via the F10 Menu to go “On Station” and let the system work. If you sight an enemy you will have a “Visual Markers” option that will allow you to flare or illuminate sighted targets. You will also get the option to call up a “Target Report” which will give you a list of sighted targets.

Combined Arms

You can move both CTLD troops and your fleet with combined arms. This is necessary for progression. Practice caution with your ships, they can be destroyed/run aground in shallow water and multiple threats lurk in the open water and on land waiting for them

Airfield Capture

Saipan Intl, Tinian and Rota Airfields are all capturable and viable dynamic spawn/cargo locations When All enemy units are destroyed at an airfield a timer will begin where if it remains unguarded your forces will take it. You can also just bypass the time by dropping troops there.

****All of these Systems were made to be simple and effective. Use them, learn them, apply them, I promise you wont break anything****



Notes

- I Recommend a dedicated Server Box for hosting, but only because I haven’t tried it any other way
- I’ve included a useful “Gamemaster” script that runs during the mission. Game Master mode cant be made available by typing “solo” in the spawner password box. This will allow you to see all units on the map. If a particular unit is being troublesome or stuck you can simple create a map marker by it and type either “-exp” or “-del” in the marker text box and closing it (the marker text box) to either destroy the unit with an explosion or simply remove it (either way the unit will be logged as dead)
- Ship locations save every 15 minutes, be careful about getting too close to land and running your ship aground or taking fire from land based units.
- I highly recommend everyone be spun up and waiting on the deck before selecting “Start Islands of Fire” for maximum 90's action movie vibes
- The “Start Islands of Fire” F10 option will disappear after either the intro is started or five minutes IG time pass

Quick and Dirty Gameplay Tips

- Use your CTLD troops to search the island and identify Targets
- Make Sure to go On-Station with Nightjar if you’re in a helo (It’s free situational awareness)
- Protect your ships...the middle and final part of the mission without at least your Tarawa will not be fun
- Teamwork makes the dreamwork. Consider the composition of your forces, A gaggle of jets with no boots on the ground will struggle, as will a flock of helos with no heavy hitters. DCS has variety...assemble your crew and use it.
- Playing with finite airframes and munitions along with the dynamic cargo system makes for a really interesting playthrough with a lot of mid and late game logistics shenanigans.
- Certain parts of the enemies operations blow up...like seriously blow up...be careful.