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System requirements

Minimal PC System Requirements

- Dual Core CPU (Intel Pentium 4 3.0 GHz, Intel Core 2.0 GHz, AMD Athlon 3200+ or faster)
- 1 GB RAM
- GPU (Nvidia Geforce 7800 / ATI Radeon 1800 or faster) with Shader Model 3 and 256 MB VRAM
- Windows XP
- DVD (Dual Layer compatible), 10 GB free HDD space

Optimal PC System Requirements

- Quad Core CPU or fast Dual Core CPU (Intel Core 2.8 GHz or AMD Athlon 64 X2 4400+ or faster)
- 2 GB RAM
- Fast GPU (Nvidia Geforce 8800GT or ATI Radeon 4850 or faster) with Shader Model 3 and 512 or more MB VRAM
- Windows XP or Windows Vista
- DVD (Dual Layer compatible), 10 GB free HDD space

Autorun

When you place the ArmA DVD in your PC's disk tray and close it, the Autorun application should start. If it does not, you can find it on your DVD drive's root folder (Autorun.exe).The Autorun menu gives you several options, such as viewing the readme file, visiting the Bohemia Interactive Studio website and of course installing the game.

Setup

To install the game, please follow the instructions provided in the setup process.

Introduction

The 27th Marine Expeditionary Unit of the USMC have been deployed to the post-Soviet Republic of Chernarus: a small country chained to the threat of an upcoming civil war. Force Reconnaissance Team **Razor** is among the first to fight. This elite team is about to fall down the rabbit hole, trapped in a war not only for control of the country, but also the hearts and minds of its people. With the might of the USMC offshore and Russia anxiously watching from the north, the stakes couldn't be higher. The fate of Chernarus is balanced on a razor's edge...

- Command members of Force Recon Team Razor through a branching campaign full of twists and surprises.

- Explore Chernarus 225 square kilometer of highly detailed sandbox landscape, modeled with stunning detail and precision and using real-world geographical data.

- Learn Authentic military simulation: the game simulates various aspects of combat and environment effects such as bullet ballistics and deflection, material penetration, tracers, varying ammunition types and stopping power, supersonic bullet crack and weather conditions.

- Join large online battles with up to 50 players.

- Create and share online your own missions and content using the intuitive, easy-to-use built in mission editor.

ArmA 2 will bring you closer to an intense military conflict than you could ever imagine. It's a large virtual world with endless opportunities and ever-changing environment. You can fight, evade, steal enemy vehicles, attack enemy bases, escape from enemy prisons, or create and play any imaginable scenario in your very own missions. If you still want even more action then you can go online and play one of the many multiplayer modes or download new content made by other users of the game.

Quick Start

The quickest way to learn the ropes is to work your way through the Boot Camp missions. Before that however you may want to configure the basic controls to suit, in the **Main menu** click **Options**, then **Controls**, see the controls and configure them to your suiting then click **OK**.
Once the controls are configured return to **Main menu**, from there select **Singleplayer** and then **Boot Camp**.

The training missions essentially offer a complete package of tutorials for the key aspects of ArmA 2, movement, shooting, leadership, armor, flying, combat flying, trying and mastering these key components of ArmA 2's gameplay will help you to achieve your objectives on the battlefield, remember there is no substitute for good training and rigorous practice.

Basics

Movement and orientation

You can move around the environment in a very similar manner to any other first person shooter using the mouse and keyboard, but there are some more options:

- hold Shift to temporarily walk (double click it to toggle between walk and run).
- hold Alt to freely look around using the mouse (even while moving).
- hold Ⓠ and Ⓔ to lean (double tap to permanently toggle lean).
- change your stance: Ⓩ to go prone, Ⓧ to crouch and Ⓒ to stand up.

Interacting with the environment

To interact with your equipment and the environment in more advanced ways, the action menu is used. If there are any actions available to manipulate with your gear, vehicle or environment, you can see them in the action menu that opens up when you rotate the mouse wheel. You can close the menu using the Right Mouse Button or perform any action with the Left Mouse Button. Often you will also see the action icon near your weapon cursor which indicates a new action available. You can press Mouse wheel to activate this default action or invoke the action menu as usual and select the action with the Left Mouse Button.

Contents of the action menu are context sensitive depending where you point with the cursor and what you currently could do.

Using your weapons

- press **F** to change your weapon mode.
- press **R** or use the action menu to reload your weapon when your magazine is empty.
- use the action menu to switch to secondary weapon (if you have one).
- click Right Mouse Button to switch to iron sights view and back to first person view.
- hold Right Mouse Button to zoom into the environment and temporarily hold you breath / stabilize your weapon.
- press **G** to display all your gear and pickup new items if you are near a weapon crate or in a vehicle.

Communication and Command

Communication and command options are shown upon pressing Spacebar. You can select the desired option in the command and communication menu the same as in the action menu. Alternatively, you can hold Spacebar to have this menu displayed temporarily. The Communications and Command menu is context sensitive depending on currently available options and also depending on cursor position.

Map and Tasklog

Press **M** to show the map and also a menu allowing you to see your tasks, mission objectives, details about your gear and about your team members. The map also contains navigation aids and actual time info.
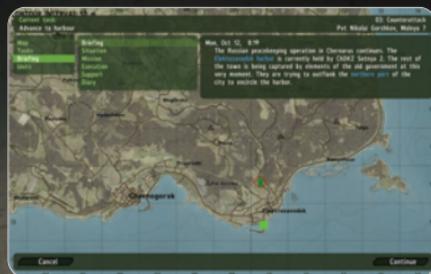
Diary

The Diary has three main parts: the main menu with list of available sections, sub-menu listing particular items in a section (e.g. mission objectives) and a tab displaying additional content. Or sometimes, a specialized dialog instead of a sub-menu.

- **Map** - Hides the diary and shows just the map.
- **Tasks** - List of mission objectives. You may activate any available task at any time by choosing the **Set as current task** option. Tasks are often added in the course of the gameplay.
- **Briefing** - Contains overview of the mission as well as information which will help you to win: background information, your operation orders or valuable intelligence. The content of the briefing section is often updated during the gameplay. Both task descriptions and briefing texts contain hyperlinks, which point to the particular places on the map important for your current objective.
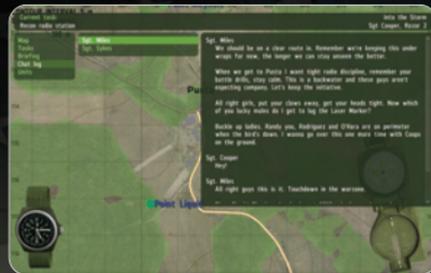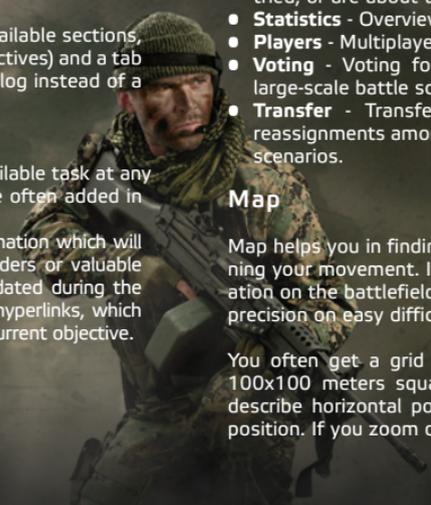
- **Chatlog** - Scenario's history of communication including conversation and radio chatter on all available channels.
- **Team** - Overview of your team. You may access your inventory or teamswitch to available units marked.
- **Help** - Contains the overview of controls of the aspects of the game you tried, or are about to try in short time.
- **Statistics** - Overview of your performance in the particular scenario.
- **Players** - Multiplayer-only section showing the list of players.
- **Voting** - Voting for main commander in large battles. Present only in large-scale battle scenarios.
- **Transfer** - Transfer options enabling exchange of resources or unit reassignments among team commanders. Present only in large-scale battle scenarios.

Map

Map helps you in finding your position relative to your objectives, and in planning your movement. It often contains additional markers describing the situation on the battlefield. It also displays enemy contacts with various levels of precision on easy difficulty settings.

You often get a grid reference in the game. The grid divides the map to 100x100 meters squares, identified by a six-digit code. First three digits describe horizontal position of the square, second triplet describes vertical position. If you zoom out, the map is divided into 1x1 km squares.

INFANTRY CONTROLS

LOOK

HOLD VOICE OVER NET (TOGGLE*) — Caps Lock

WALK/RUN (TOGGLE*) — Shift

RAISE/LOWER WEAPON (TOGGLE*) — LCtrl | Alt — FREE LOOK (TOGGLE*)

MOVE(RUN*) FORWARD

LEAN LEFT — Q W E — LEAN RIGHT

STRAFE LEFT — A S D — STRAFE RIGHT

MOVE BACKWARD

PRONE — Z X C — STAND UP

CROUCH

DEFAULT ACTION
PUSH
CLICK/HOLD FIRE
UP/DOWN
ACTION MENU

CLICK HOLD - IRON SIGHTS - ZOOM - LOCK TARGET - HOLD BREATH

RELOAD — R T — TEAM SWITCH   O — WATCH

WEAPON MODE — F G — GEAR   K — COMPASS

STEP OVER — V B N M ;

BINOCULARS   NIGHT VISSION   MAP   MAIN/HAND WEAPON

CONFIRM MENU ITEM
PUSH
CLICK CONFIRM MENU ITEM
UP/DOWN
PREVIOUS/NEXT MENU ITEM

CLICK HOLD - IRON SIGHTS - ZOOM - LOCK TARGET - HOLD BREATH

FREE LOOK TOGGLE — *   — — ZOOM OUT

LOOK DIRECTION — 7 Home | 8 ↑ | 9 Pg Up   + — ZOOM IN

4 ← | 5 | 6 →

1 End | 2 ↓ | 3 Pg Dn   Enter ← — 1st / 3rd PERSON VIEW

0 Insert | , Del

WEAPON VIEW   COMMAND VIEW

LAND VEHICLE CONTROLS

FORWARD

SLOW FORWARD **Q** **W** **E** FAST FORWARD

STEER LEFT **A** **S** **D** STEER RIGHT

BREAK/REVERSE

F **L** WEAPON MODE LIGHTS

TURN OUT **Z** **X** TURN IN

STEER

FREE LOOK TOGGLE ***** **-** ZOOM OUT

LOOK DIRECTION **7** Home **8** ↑ **9** Pg Up **+** ZOOM IN

4 ← **5** **6** →

1 End **2** ↓ **3** Pg Dn **Enter** ↵ INTERIOR/EXTERIOR VIEW

0 Insert **'** Del

WEAPON VIEW COMMAND VIEW

LCtrl **F** CYCLE GUNNER'S WEAPONS

LCtrl FIRE ORDER

DEFAULT ACTION
PUSH

CLICK/HOLD FIRE

UP/DOWN
ACTION MENU

CLICK - WEAPON VIEW
HOLD - ZOOM
LOCK TARGET
HOLD BREATH

AIM WEAPON TURRET

AIRCRAFT CONTROLS

NOSE DOWN

INCREASE THRUST **Q** **W**

BANK LEFT **A** **S** **D** BANK RIGHT

NOSE UP

F **L** WEAPON LIGHTS MODE

DECREASE THRUST **Z** **X** **C**

RUDDER LEFT RUDDER RIGHT

NOSE UP/DOWN

BANK LEFT/RIGHT

FREE LOOK TOGGLE ***** **-** ZOOM OUT

LOOK DIRECTION **7** Home **8** ↑ **9** Pg Up **+** ZOOM IN

4 ← **5** **6** →

1 End **2** ↓ **3** Pg Dn **Enter** ↵ INTERIOR/EXTERIOR VIEW

0 Insert **'** Del

WEAPON VIEW COMMAND VIEW

LCtrl **F** CYCLE GUNNER'S WEAPONS

LCtrl FIRE ORDER

DEFAULT ACTION
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CLICK/HOLD FIRE

UP/DOWN
ACTION MENU

CLICK - WEAPON VIEW
HOLD - ZOOM
LOCK TARGET
HOLD BREATH

AIM WEAPON TURRET

GROUP / TEAM COMMAND CONTROLS

SELECT UNITS

| F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 |

(DE)SELECT ALL UNITS

| ~ | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 |

COMPLEX COMMANDS

COMPLEX COMMAND MENU SHORTCUTS:

1 MOVE
2 TARGET
3 ENGAGE
4 MOUNT
5 STATUS
6 ACTION
7 COMBAT MODE
8 FORMATION
9 TEAM
0 RADIO

QUICK COMMAND

| Alt | Space |

SET WATCH DIRECTION

CONTEXT SENSITIVE COMMAND

NAVIGATE UP/DOWN

CLOSE COMMAND MENU

PREVIOUS UNITS

| F11 |

NEXT UNITS

| F12 |

COMPLEX COMMAND MENU

←

ZOOM OUT −

ZOOM IN +

LOOK

CLICK - SELECT UNIT
HOLD AND DRAG - SELECT MULTIPLE UNITS

| LCtrl | Space | OR

HIGH COMMAND INTERFACE TOGGLE

INTERIOR / EXTERIOR VIEW

Enter

COMMAND VIEW '

10 11
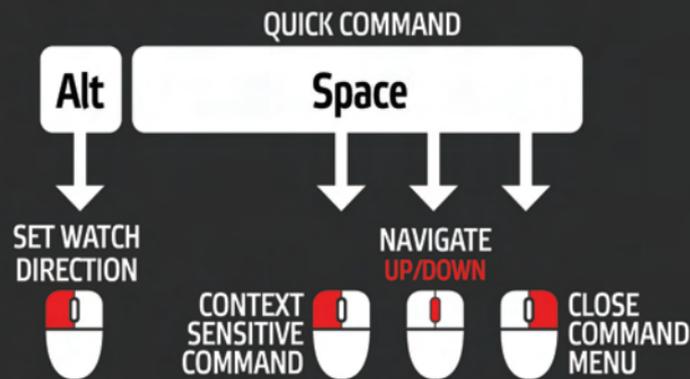
Singleplayer

If you select Singleplayer option in the Main menu, various game modes providing single player experience are listed. Each of them will be described in more detail in this chapter.

Campaign

Campaign is a series of scenarios, connected by a plot. You can start the campaign in the main screen but later you will also be able to replay any of the completed parts of a campaign as many times as you wish.

Note that every time you quit the campaign, your current position will be saved and you will be able to continue from the same position.

Sometimes, you may feel things didn't go too well and you want to try something again. For that use the Revert option in the main campaign screen.

Harvest Red

In Chernarus, civil war has raged for two years after a long period of political instability, caused by conflicts between a pro -Western coalition and communist-nationalist Chernarus Red Star Movement (ChDKZ, **Chedaki**). After ChDKZ was defeated by the democratic wing in the 2008 elections, tension escalated during the so-called September Crisis. With wide support from ethnic Russians in the Northern Province of Chernarus, insurgents attempted to reunite Northern Chernarus with Russia by force, but were defeated in the counter-insurgency operation **Northwind**. By the summer of 2009, remaining insurgent troops retreated to hideouts in the northern mountains.

In the autumn of 2009, **Chedaki** surprisingly launched a major assault on government forces, led by infamous supreme warlord, nicknamed Akula (**Shark**). In a few weeks insurgents seized most of the Northern Province, and declared independence from the Chernarussian government.

After negotiations to join Russia resulted in dismissal by Moscow, insurgents installed their own government and declared martial law, continuing to advance to the western part of the country. Government forces suffered heavy losses and the situation became critical. Alexander Baranov, the prime minister of Chernarus, asked NATO forces to assist in restoring peace and order in Chernarus. The Alliance alerts its rapid reaction forces in the Euro-Asian theater. It is decided to send Marines to the area to prevent further civilian casualties in the ongoing conflict between **Chedaki** and remnants of Chernarussian Defence Forces. A Marine Expeditionary Force is deployed to take control of the situation.

Team Razor

1stSgt Patrick "Eightball" Miles
Razor team leader

Date of Birth: April 12th 1974

Life and career: The son of a Californian politician and lawyer, it is notable that 1stSgt Miles chose enlistment rather than seeking a commission (although he has completed OCS). Gained excellent grades in the Ranger Course and later in Recon School. Successful tours in Iraq as a Recon squad commander, followed by a tour in A-stan (already with Force Recon), earned him a place in the 5th Force Recon Btn. He became Razor's team leader in 2008.

Special skills: Brilliant leadership and expertise in special warfare, language skills.

MSgt Matt "Coops" Cooper
Razor scout/grenadier

Date of Birth: December 9th 1976

Life and career: A native New Yorker, Sergeant Cooper dropped out of college to pursue a career in the Corps. He has a particularly robust and unflappable personality as indicated by the outstandingly high scores seen in his mental health evaluation (Recon School report, 2006). Sergeant Cooper is a charismatic and well-liked Marine. Calm, friendly, a highly motivating NCO.

Special skills: Reconnaissance expert, proficiency in Slavic languages.

SSgt Randy "Icecold" Sykes
Razor marksman

Life and career: Texan born Randy Sykes has a number of blackside ops to his name and is famous among his fellows for remaining "Ice Cold" in a crisis. A natural marksman, Sgt Sykes is Razor Team's designated Scout/Sniper. The truth behind his reported 2300m light .50 ,confirmed kill', often cited among new 27th MEU recruits, remains classified. Completed training modules include: SOI, TBS, SMTC, BRC, SERE, SST, MCMAP

Special skills: Exceptionally good shooting and camouflaging abilities, expertise in deep reconnaissance.
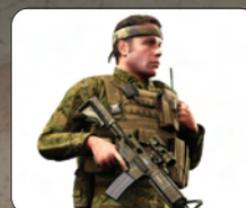
SSgt Brian "Scarlet" O'Hara

Life and career: San Franciscan-born O'Hara followed a number of his brothers into the Navy. Trained as Medic before transferring to the Marine Corps as a field corpsman and finally joined Force Recon in 2007. Currently Razor Team's medic. Despite the usual "Navy Pukes" jibes (typical of this common inter-force transfer), Brian is fitting in well as Razor Team's newest and youngest member. Low aggression levels and a tendency toward caution belie his roots however.

Special skills: Medical expertise including traumatology and basics of military surgery, training in special warfare.

Sgt Chad "Robo" Rodriguez
Razor heavy gunner

Life and career: Orphaned at a young age, Rodriguez is the classic example of the Corps straightening out a delinquent youth. Managed to stay on the right side of the law despite patchy high school attendance. Regarded as a ‚high maintenance' Marine by his peers Rodriguez has a reputation for carelessness. Battle-hardened by tours in Iraq and A-stan, the Sergeant has earned real respect as a fighter in the 27th MEU corpus.

Special skills: Remarkable shooting proficiency, physical constitution and deep knowledge of various weapons platforms.

Scenarios

Scenarios are another part of the core single player experience in ArmA 2. They not only provide a refreshing variety from the main campaign by offering the experience of playing for different factions, in different roles etc. but also it is very good place to train combat skills more for the campaign and also online multiplayer battles. Apart from full blown scenarios, it is also possible to fully customize some of the preset mission templates.

Scenarios

Order of the scenarios reflect their overall complexity. It is recommended to try the simple battles first before taking part in large-scale operations.

- **01: Trial By Fire** - Before operation Harvest Red begins, 27th MEU has to retake the island of Utes. Take part in the assault as a member of a Marine unit tasked to flank insurgent defenses.
- **02: Eye For An Eye** - Insurgency spawns resistance among Chernarussian population. Play for a small group of locals who decide to fight the bad guys on their own. The night is coming and you need to be silent, swift and deadly.
- **03: Counterattack** - Urban warfare from the eyes of a young Russian con script being sent right into the fierce battle with determined Chernarussian force. Keep with your team and watch your corners.
- **04: Village Sweep (TODO: NAME!)** - Soon after Operation Harvest Red started, many Marine units penetrated deep into insurgent territory. Fight as a platoon commander and command your fire teams and supporting armor towards victory over insurgents holding an abandoned village.
- **05: War Welcome** - Marine assault on Utes through the eyes of a force commander. Defend the bridgehead, manage your resources and capture the whole island. It is recommended to try out this scenario before trying the following large-scale battles.
- **06: Bear Rising** - Disputes over the border territories between Russian Federation and Chernarus turned into a regular conflict. In this Russian offensive on the Chernarussian mainland, you may take your part either as commander of the tank brigade or as a common tanker, ordered to break through the enemy defenses at any cost.
- **07: Freedom Fighters** - Russian forces supporting insurgent leaders assist in establishing the occupation administration. This large-scale battle will be the first combat encounter of NAPA partisans against the intruders and traitors. Play either as a common guerrilla or as a leader of the local resistance force.
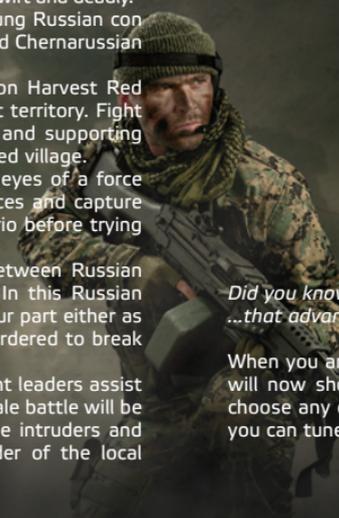
My missions

A good first step into mission design is the in-game mission wizard. This visual design tool lets you quickly move around starting points, objectives and other key mission elements, and export the results as a brand-new mission.

You access the single mission wizard by pressing SINGLEPLAYER, followed by SCENARIOS. Now open the My Missions... folder and double-click < New mission > with your left mouse button.

First you will be asked to select one of three available mission templates. These are the basic outlines of your scenario and determine things like how many enemy bases and patrols will be generated. The available templates are:

- Basic - reach the destination point, alive.
- Target - your objective is to destroy the main target, but you can change both your starting and destination points as well as the targets.
- Defender - make sure the enemy does not overrun your base.

Did you know...
...that advanced mission designers can create completely new templates?

When you are satisfied with your choice of template, press LOAD. The menu will now show you which sides this template is available for and you can choose any of them. Pressing LOAD once more takes you to a screen where you can tune the mission settings.

- Units - pick the type and amount of units your squad will have.
- Island - choose any of the islands available to you.
- Name - enter a name for your mission.
- Map - in a 2D map view you can change the position of various mission elements here. You do this by pressing and holding the left mouse button over any of the named markers and moving them to a new location. Double click Left Mouse button to insert a unit or edit a waypoint or unit if your cursor is pointing at it. Click the Right Mouse to add a waypoint to the currently selected unit. Press Delete to delete a unit or a waypoint.
- Time&Date - prefer to play during a cold winter evening? Pick your time and date settings here.
- Weather - both forecast and fog settings can be altered for your mission.

When you are happy with these settings, press Preview and select a difficulty in the next screen. Pressing Preview again will put you directly to your newly created scenario.

Boot Camp

Boot camp provides you with various scenarios where you can train and practice combat drills, whether it's infantry, armored, aircraft. You may also train for an accurate para drop, commanding your squad members or forces consisting of multiple squads, as well as learning about the base construction interface.

Armory

The Armory is a fun playground for all vehicles, weapons and creatures in the game. It provides background information, allows you to view everything up-close and most importantly: lets you try out all content. You will be given dynamic challenges, which will test and improve your skills in many areas. When first starting the Armory, not all content is unlocked. By completing challenges you earn points, which in turn unlock items. Another way to unlock all items is to complete the singleplayer scenarios or the campaign.

Note: it's not just official content that will be shown and playable in the Armory, but user-made content that you may download from the Internet is featured as well. This allows you to quickly jump into a cool new vehicle and test its capabilities on a **Mobility Range**, or to pick up a custom weapon and let off some rounds on a **Firing Range**.

Editor

The basics of the mission editor are easy to grasp, allowing beginners to create **instant action** style missions in a matter of minutes. Other mission editing functions are far more complex and cryptic. Creating a complex mission can take weeks of editing, and will require knowledge of scripting and creation of some supporting text files outside of the game. Multiplayer missions create some further complexities that will need to be considered. This description serves only as very basic introduction to the mission editing. More advanced reference can be found online at *http://community.bistudio.com*

Creating your own mission

When you select Editor from the Play menu, you will first be asked for the island you would like to set your mission on. Simply select the island you want to use and hit OK. This will take you to the editor interface.

There are several modes of the mission editor, all accessed by the associated function keys or using the toolbox in the menu on the right side of the screen:

F1 : Units
F2 : Groups
F3 : Triggers
F4 : Waypoints
F5 : Synchronize
F6 : Markers
F7 : Modules

After you select the item you want to use in the Armory, you can start **Scene** mode to be presented with a cutscene starring that item. In **Scene** mode, you can also view a text description with background information and statistics. Next up is the **Viewer** mode in which you can really inspect all those nice little details. In this mode right mouse button and mouse movement rotate around the item, left mouse button and mouse movement pan around it and holding both mouse buttons and moving the mouse vertically will zoom in and out. Finally you can press the left mouse button twice to reset the **Viewer** camera.

When you decide to **Try** items, you will be able to simply play with the item or you may accept dynamic challenges that are not only fun to complete but as mentioned above, allow you to unlock more items to play with. You are offered primary challenges as little dynamic missions such as **Attack Location** or **Taxi**. Secondary challenges may be presented at any time and even while on a primary challenge. Sometimes their goals conflict and it's up to you to decide which you want to complete (or try to get them both!). When you just want to play around, you can disable challenges from the pause menu. This is also where you can abort active challenges and where you can return to item selection.

Basic Controls

- Clicking and holding the right mouse button anywhere on the map allows the user to pan around the map by moving the mouse.
- The mouse wheel and numpad +/- keys control the map zoom level.
- Left Clicking on an entity selects it. Selected entities are opaque, non selected entities are slightly transparent.
- Double left clicking on an entity generally opens the entity's editing dialog. In Waypoint mode, double left clicking on a object will create a waypoint for the selected group that is attached to the clicked object.
- Double left clicking in an empty space will create a new entity, if it's possible in the current editing mode.
- Clicking and holding the left mouse button on an entity allows it to be dragged around the map. It's not possible to move units in group mode or move waypoints in synchronize mode.
- Clicking and holding the left mouse button in empty space allows a drag box to be created for selecting multiple entities.
- Holding Control allows the user to select more than one entity using the drag box or individually by left clicking on them.
- Holding Shift and clicking the left mouse button on an unit or waypoint will select all entities associated with that unit's group.
- Holding Shift and clicking on and holding the left mouse button on a selected entity rotates the selected entities.
- Holding Shift and left clicking on an object with a waypoint attached to it selects the underlaying object.
- Holding Shift and double left clicking on an entity with a waypoint on it opens the appropriate entity's dialog (rather than the waypoints).
- Delete will erase the entity under the mouse cursor.
- Holding Control and pushing X will cut the selected entities to the clipboard.
- Holding Control and pushing C will copy the selected entities to the clipboard.
- Holding Control and pushing V will paste a copy of entities from the clipboard. Copy and pasted named entities automatically have a number appended to their names to avoid conflicts.
- Holding both Control and Shift and pushing V will paste a copy of entities on their original position (useful when copying units between missions).

Placing units and groups

Units are the primary elements of most missions and you can insert them by pressing and double-clicking the Left Mouse somewhere on the map. In the pop-up window that appears, you can set a large number of properties for the unit you are about to insert, such as its side, type, health status and azimuth. You can also set which unit will be controlled by Player and which by the AI.

You can move units by selecting and holding them with the Left Mouse and then dragging them to the desired location. Rotating is done by holding Left and moving the mouse until you reach the correct angle. If you need to place a number of units typically belonging together at the same time, you can press F2 and insert a group in much the same way as you used for units. After you place a group, notice that you in fact placed a collection of individual units which are linked together by blue links. You can manually create and remove such links in Group mode as well by clicking on a unit, holding left mouse button and dragging the line showing where the unit belongs to.

Did you know…
…that when you place a unit as Playable, you can switch to it using Team Switch or this unit is playable in multiplayer mode?

- **Transport unload** - wait for passengers of the vehicle who are not in the same group to get out (usually Get in waypoint of another group synchronized with this group).
- **Hold** - unit or group will stay at this position. Only a **switch** trigger or scripting can move the group from this point.
- **Sentry** - hold position until an enemy is detected.
- **Guard** - Any of the units within the Guard waypoint will also intelligently engage enemies anywhere on the entire game map and in the meantime will find ones Guarded by ... trigger and protect this location.
- **Talk** - speak a sentence from the Effects section of the waypoint.
- **Scripted** - executes the script file in the Script text field of the waypoint.
- **Support** - wait until another unit calls for support (only works for support units).
- **Get in nearest** - board in the vehicle nearest to this waypoint
- **Dismissed** - units are freely roaming around this waypoint until an enemy is detected.

Waypoint synchronization

You can synchronize the waypoints of two or more separate groups by pressing and dragging a link between their waypoints.
Neither group will proceed to the next waypoint until they both finished the synchronized waypoints.

Synchronization mode is used to make different groups carry out their waypoint orders at the same time, and optionally only under specific circumstances. Synchronization can seem a hard concept to understand at first, but it's a very powerful and easy to use tool. For example, synchronization can be used to organize friendly forces to wait until everyone is in position before launching a mass attack, or wait in ambush until an enemy convoy is in the perfect location before opening fire. Synchronizing links can be made between any of a group's waypoints and any number of other group's waypoints, and any number of triggers. A synchronized waypoint will not complete until all waypoints it is linked with are ready to complete, and all synchronized triggers are activated. Synchronizing links are displayed by a dark blue line connecting the entities.

Giving units waypoints

Your unit will be a completely sentient AI being within the game world and it will react to nearby events. Most likely however, you will want the units to move about. This can be achieved with waypoints. The different types of waypoints are:

- **Move** - move to this location.
- **Destroy** - move to the target location and destroy whatever the waypoint is placed on.
- **Get in** - try to board the vehicle this waypoint is attached to or, if synchronized with a vehicle's waypoint, the vehicle will stop and wait to be boarded.
- **Seek and destroy** - move to this location and start actively searching for enemies.
- **Join** - synchronize this waypoint with another group's waypoint to join the two.
- **Join and lead** - as above, but now become the resulting group's leader.
- **Get out** - get out of the vehicle.
- **Cycle** - used to create a loop of waypoints. This is explained in the section below.
- **Load** - wait for others to board as cargo.
- **Unload** - wait for everyone in the vehicle to get out.

To create a synchronized link between a waypoint and another group's waypoint or a trigger, select Synchronized editing mode F5 and then simply left click and hold on the waypoint, move the mouse to the desired waypoint/trigger then release. To remove synchronization lines from a waypoint or trigger, left click on it, hold and drag a line into empty space. Note this will remove all synchronizing lines from that entity.

Waypoint Cycle

A Cycle type waypoint can be used to make the group move in an infinite loop, a great and easy way to create a patrol. If you want your group to repeat any of its previous waypoints, simply insert a new waypoint with type set to Cycle nearby the previous waypoint and this will be the waypoint executed.

Note that the automatically created first waypoint (the leader's initial position as seen in the map editor) is considered as a Move type waypoint and can be used by the Cycle waypoint as well. Only a Switch trigger or script can be used to **break** a group out of a cycle loop.

Simple triggers

Triggers are used to set up a lot of the gameplay in a mission. Triggers can be used to detect a virtually unlimited amount of conditions in the game world and they can then react on those. The simpler forms of triggers are explained below.

Presence detection

A very common thing to do with triggers is detecting the presence (or absence) of units. To do this, place a trigger at the position where you would like to detect this presence and scale it using the Axis a and Axis b properties. The area you encompass is where your trigger will look for units. The Activation combo-box will let you select a particular unit side to listen for. If you don't need to make a distinction between sides, pick Anybody.

Next you choose whether you want to check for presence, absence or maybe whether the units have been detected by another side. This is done by selecting one of the options in the toolbox.

Mission ending

Any trigger can be classified as an ending trigger using the Type property. In the combo-box you can select one of 7 endings (including Lose), which corresponds to endings in the mission briefing HTML file.

Modules

It is possible to insert more advanced components to your mission using the modules mode F7 and advanced injury system, volumetric cloud or ambient life are just one double click away from your mission. Some of the modules need to be synchronized F5 with another units or objects.

Intel

To tweak the mission name, description, time of day and weather, you can click on the Intel button in the top-left corner of the editor. You will find four sliders, controlling your starting weather, weather forecast, starting fog and fog forecast. Finally you can choose which side the Independent faction allies with in this mission.

Mission management

Loading

Pressing Load from the editor shows a pop-up window where you can select any missions previously saved for the loaded island. If you want to look for a mission on a different island, you can do so with the Island combo-box. The island will be loaded after pressing OK.

Merging

Sometimes it is beneficial to merge two separate mission files. This can be achieved with the Merge button. If you save the merged mission under a new name, the original two missions will be unaffected.

Saving

Having worked on a new mission for a long time, you will want to save your work somewhere. Do this by pressing Save. Several exporting options are then displayed:

- **User mission** - the mission is saved as an editable mission, which can later be re-opened in the editor. This is the default option and it is always recommended to save your latest version this way before using any of the other export options.

- **Export to single missions** - the mission is exported to the Single Missions screen as a published mission. All mission content is compressed into a single file, which makes it easy to share with friends.

- **Export to multiplayer missions** - the mission is exported as a multiplayer mission in a single and compressed file. You can now select the mission when you a hosting a session.

Playing your missions

There is no better way to see if your mission works than to try it for yourself. Do this by simply pressing Preview. When you are back in the editor, you can make changes and use Continue to play on. Note that the changes you made will not be processed until the next time you press Preview.

Multiplayer

Session browser

Your first stop on the way to play ArmA 2's multiplayer modes is the session browser. Pressing **Play**, followed by **Multiplayer** will take you there. From here you can choose to join an existing session or host a new one yourself, on either LAN or the Internet.

Address

By default your browser is set to look for games on the Internet. If you want to change this, press **Address: Internet** once. You will now search your sessions on the LAN and you can press this button again to switch back. When looking for LAN sessions, you may also need to change the network port that is used, which can be done by pressing the default **Port: 2303** button once.

Sorting

Filters at the top of the session list allow you to sort the sessions using a different property. Clicking any of these, for example **Host**, will sort the sessions by this property in ascending order. Pressing it again will sort them in descending order instead. From left to right, the columns show:

- Whether the session is password protected or not.
- Host name.
- Mission currently playing.
- Amount of players currently in the session / maximum amount of players for this session.
- Quality of your connection to this host.

Filtering

Sometimes you may be overwhelmed by the long list of sessions available and it may be hard picking a good one. This is where you can use the **Filter** settings to ease your search. In this menu there is a list of properties to filter by:

- **Host** - description of the host.
- **Max. ping** - maximum ping (ms) to hosts.
- **Min. players** - minimum amount of players already in this session.
- **Max. players** - maximum amount of players in the session.
- **Full servers** - toggle to show or hide sessions that are full.
- **Mission** - description of the mission name.
- **Passworded servers** - toggle to show or hide password protected servers.

Refreshing

The **Refresh** button empties your session list and starts gathering new information about available sessions.

Passwords

To the lower-left of the browser the game displays the password you are using (no password is entered by default). If you do enter a password here and then start a new hosting session, the session will be protected by this password. A player wishing to join a protected session needs to enter the correct password before joining.

Joining a Game

There are two ways of joining an existing session; you can pick a session listed in the browser or you can manually enter a host's address. To join a session from the browser, double-click your left mouse on a session or press **Join** with a session selected. If you would like to join a specific host, press **Remote** and enter the host's address plus port number. If the host has password protected the session, you need to enter this password in the main session browser before you join.

Choosing a role

After you have joined, you will enter the **Multiplayer setup** lobby. This screen shows mission details, available roles for all sides and a player pool. Upon joining, the game automatically selects an available role for you. If you would rather choose another role, do so by dragging your name from the player pool to a different role with the left mouse button. Alternatively you can left-click the role you want to switch to. Note: sometimes the host of the session will choose a role for you. If this has been done, you can no longer change your role yourself. Your best bet is to ask the host nicely. When you are ready to go, press **OK** and the rest of the players will be notified.

Hosting a Game

To host a new session you can press **New** or double-click **Host session** from the session browser. You will now be asked to select an already created mission on any of the islands or to create a new one with the editor or wizard. Having done this, you find yourself in the 'Multiplayer setup' lobby, where you can assign player roles and change host settings. Players showing up red in the player pool have not yet been assigned a role. Those with a yellow name have picked a role, but did not yet confirm they are ready and players who are ready to start show as green. Pressing **OK** launches the session.

Dividing roles

Entering the lobby, you will have been automatically placed in an available role for the mission. You can very easily change this by dragging your name from the player pool to another role with the left mouse button. You can also just left-click the role you want to switch to.

The host of a session has the power to impose roles on players. You assign these roles by dragging players from the player pool. This player cannot change his or her role any longer.

Did you know…
… you can disable the AI taking over from a player who disconnects, by clicking the AI icon next to this player's role?

Kicking a player

A situation could arise where you need to kick a certain player. You do this by clicking on the player in the player pool once and pressing **Kick Off**.

Mission settings

Some missions allow the host to alter the mission settings. Examples are the amount of kills that are needed to win the scenario, or the maximum amount of time the mission will last. Mission designers are free to create new mission settings and they will all be displayed under the player roles.

Host settings

- **Disable/Enable all AI players** - toggling this setting will empty all roles on all sides that are currently filled by AI players, or it will fill all empty roles with AI players.
- **Lock/Unlock server** - by locking the session, you can prevent any more players from joining the game.

Chat

A multiplayer game can become a lot more fun and tactical when you can communicate with the other players. ArmA 2 offers players several tools to do this without needing to use external applications.

Channels

The game uses several different communication channels to make sure you don't get overwhelmed.

- **Global channel** - every single player in a session can hear each other using the global channel.
- **Side channel** - only players on the same side can hear you in this channel.

- **Command channel** - all group commanders and separate players of the same side use this channel.
- **Group channel** - all members of your squad are on this channel.
- **Vehicle channel** - everyone on your vehicle's intercom can use this channel.
- **Direct communication** - no radio is used here, so only players within voice range will receive these messages.

To switch to another channel press either ⬚ (colon) or ⬚ (comma).

Text chat

One method of communicating is sending and receiving text messages. To start typing a message, press ⬚ (forward slash). Now you will see the message box in which you can type you message and send it by hitting **Enter**.

While typing a message you need to use **Up** and **Down** to change channels, instead of the normal ⬚ (comma) and ⬚ (full stop).

Voice chat

Another method is voice chat and this is generally much faster, because you can keep playing while you are talking to other players. With your microphone connected and on, press and hold **Caps Lock** to commence broadcasting.

Did you know …
… ArmA 2 has a voice chat build right into the game which allows better bandwidth balancing and also 3D sound positioning directly into the game world?

Map markers
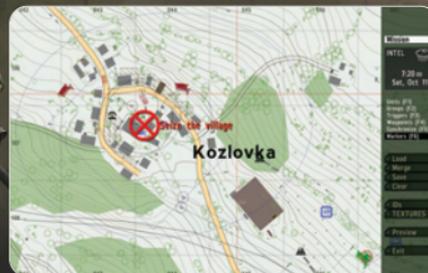
Pointing out enemy forces, plotting routes or assigning artillery targets are a couple of the things you can do with map markers. By double-clicking anywhere on the map you start placing a map marker on that location. This marker is visible to everyone in the selected chat channel.

While placing a map marker you can enter text to go with your marker. The **Up** and **Down** arrow keys will select another type of marker. If you also press and hold the **Shift** key when pressing **Left** and **Right**, this changes the marker's color. **Enter** finalizes the marker and places it on the map. A marker can be deleted by hovering your mouse cursor over it and pressing **Del**.

Options

Video Options

Standard Video Options

- **Resolution** - select the optimal screen resolution for your system. Generally a higher resolutions means you will see a sharper image, but it can negatively affect your frame rate.
- **Visibility** - this is the visible distance in meters. This option is mostly related to your CPU performance.
- **Fillrate optimizer** - this allows you to upscale or downscale rendered image (without influencing the resolution of user interface elements). Lower percentage may improve game performance, higher percentage will improve the overall sharpness of the image. This option is mostly related to the performance of your graphics card.
- **Brightness** - use the slider to vary the overall brightness.
- **Gamma correction** - controls the overall brightness of the image you see.
- **Quality preference** - select quality settings preset (note that this influences other video options)
- **Default** - restore all your settings to their defaults.
- **Advanced** - show more advanced video options
  Figure: video options with calibration object shown and legend

Advanced Video Options

- **Terrain Detail** - the higher the terrain detail, the more subdivisions each square can have. This results in smoother and more natural terrain.
- **Objects detail** - sets the overall quality of object models, so with a lower setting you may see lower Levels of Detail for objects.
- **Texture detail** - the overall quality of textures in the game. A lower setting may cause blurrier textures.
- **Shading detail** - affects all of the special shading techniques used in the game.
- **Postprocessing** - some special effects like the Depth of Field.
- **Shadow detail** - detailed shadows can make a scene come alive, but also demand a lot from your hardware. If you experience performance issues, try lowering this option.
- **Anisotropic filtering** - a method of enhancing the quality of textures on surfaces that are far away and on a small angle to the camera.
- **Antialiasing** - this technique tries to minimize aliasing (jagged edges) caused by showing high-resolution content at lower resolutions.
- **Blood** - configures the level of gore and also allows the disabling of in-game blood completely.
- **Refresh** - choose the best refresh rate for your screen.
- **UI size** - customize the size of all game user interfaces (it requires a restart of the application).
- **Aspect ratio** - toggle between normal CRT monitor (4:3), widescreen TV (16:9), LCD (5:4), widescreen LCD (16:10) or any other aspect ratios (it requires a restart of the application)

Audio Options

- **Effects** - the volume of general sound effects, like weapon reports, explosions and engine noises.
- **Radio** - the volume of radio chatter.
- **Music** - the volume of the in-game music.

Controls

The controls option allow for very detailed configuration of all aspects related to controls. In the main controls option dialog, you can see a list of all available actions. You can also filter the types of actions displayed with a combo box. To manage control configuration of an action, select it from the list and click with the left mouse button. A configuration dialog will be displayed.

Configure Action

In this dialog you can configure the selected action, you can assign numerous control methods to each action. Most of them by simply pressing the desired input (or moving the desired input). Some exceptions (like mouse) are listed on the right side of the dialog and you need to drag and drop them to the action field in order to bind it.

A Few tips:

- if a keyboard/mouse input has more than one function assigned to it, it will be marked red, to find out which other input has been assigned to it, double click it in the controls dialog. As long as there are no actual control issues it is possible to keep it as is, sometimes it's beneficial to have two functions assigned to the same key/mouse input.
- various key combinations are supported: hold the first switch key (eg shift or alt) and tap the additional action key.
- double tapping keys for input is supported: quickly double tap a key in the configuration dialog to simply assign a double tapped key.
- you can not use the Delete key to remove controls from an action as the

Delete key is also a supported input option, you always need to use mouse and the Delete button.

Mouse settings

You can configure the orientation of vertical axis of the mouse and vertical and horizontal mouse sensitivity.

Controllers/Joysticks/Driving Wheels

Compatible Joysticks and/or driving wheels can be used with ArmA 2 for optimum control and enjoyment. You can configure multiple different joysticks and controllers at the same time. There are two main types of devices supported: configurable controllers (which is most general purpose sticks and wheels) and controllers with schemes (which is basically Xbox controllers for Windows).

To manage your controllers go to Options - Controls and select Controllers button there in the main Controls screen.

You will see a list of all supported controllers split into two categories: Customizable Controllers and Controllers with schemes. Note that your controller may be shown in both but you can freely enable it for the usage type you prefer.

Customizable controllers are basically all controllers which can be freely mapped to any action using the Configure action dialog. You can also adjust the sensitivity for each analogue input provided by pressing the Customize button.

Some of the controllers can be used in different modes based on schemes. This is mostly the case with Xbox controllers for Windows. If you enable this mode, the scheme will define all aspects of the controller configuration and there's no other way to configure it. To access Scheme configuration scheme, press Customize button when you have selected any enabled controller with a scheme.

TrackIR

ArmA 2 is one of the premier first-person shooters to fully support Naturalpoint's TrackIR system that tracks movement of your head using infrared technology. For more information on TrackIR, please visit Naturalpoint's website at ***http://www.naturalpoint.com/***.

Game Options

Various game options can be changed:

- **Language** - to select the language of in game texts (requires restart of the game), available only if your game version is sold in multiple languages
- **Subtitles** - to enable or disable subtitles for in game dialogs
- Radio subtitles - to enable or disable subtitles for in game radio communication
- **Blood** - to configure the level of blood displayed in the game
- **Aiming dead zone** - your weapon cursor floats in a certain zone in the middle of the screen, you can change the size of this zone or completely disable this behavior by scrolling the slider to the very left
- **Head bob** - the head of your character moves realistically as he travels on foot, you can tune the strength of this effect or disable it completely by moving the slider to the very left

Difficulty

Four difficulty modes are available within ArmA 2, namely Recruit, Regular, Veteran and Expert. The difficulty menu, that you can activate by pressing the Difficulty button in the Game options dialog, allows you to fine-tune most of their settings. Note that in a multiplayer game, the difficulty settings of the host applies to all players in that session.

In the list of settings there are two columns: the setting description and the setting for each difficulty level.
If a setting is red, you cannot change it
in the particular difficulty at all

and you need to play on lower difficulty settings instead. All the other settings can be enabled or disabled to match your personal preferences.

Below the settings list you are able to set the difficulty of the AI units, both on your side and the enemy's side. This affects how smart the AI units are in general, how fast they aim and how accurate they fire at their target.

Player Profile

When first entering the user profile menu, you are given the option to select a different profile, edit an existing profile **Edit**, delete an existing profile **Delete** or create a completely new one **New**. Note that the majority (but not all) of the settings and user files (such as custom missions, game saves) is stored in a different user directory for each profile.

Vehicle Controls

Various types of key presses are recognized by the game: single tap, double tap and hold. Also, various combinations of two different inputs are possible and for many actions it is possible to use both analogue and digital inputs.

This section refers to default controls, please note that you can view and configure the controls freely in Options - Controls at any time in the game.

In vehicles it's also possible to use the mouse to steer and look around the same as for infantry units by holding Alt (double tapping to toggle between the two modes).

The Numpad keys are used to control the camera direction at all times and * on the Numpad can be used as an alternate method to toggle freelook, mode which also changes if your camera direction control is permanent or will auto center again.

Note, that your vehicles need fuel and often may also need repair.

Driving Vehicles

Keyboard

- W Forward
- Shift + W or E Fast Forward
- Q Slow Forward
- A Turn Left
- D Turn Right
- S Brake/Reverse

Mouse

- Move Mouse Left/Right: Aim Left/Right
- Move Mouse Up/Down: Aim Up/Down
- Left Mouse Button: Car Horn

Armed and Armored Vehicles

It's important to understand that very often military vehicles are crewed by more than one person. For example in tanks, the crew consist of commander, gunner and driver. Each of them has a different role in the vehicle.

Commander

The commander is often equipped with radar that shows enemy targets (red). Commander can assign orders to the driver and gunner.

Orders to driver are:

- Q Slow Forward
- W Forward
- E Fast Forward
- A Turn Left
- D Turn Right
- S Halt / Reverse

Order to gunner are:

- T Next target
- Ctrl + LMB: Fire/Cease Fire
- Ctrl + F: switch weapon
- Right Mouse Button: Target Object

Action menu

- Lights on/off
- Turn in/out

The tank commander often has a machinegun mounted on his turret. LMB fires from the commander's machinegun, F changes weapon mode (if possible).

Did you know: If the commander is not present, the gunner is in command but there's no functional radar.

Gunner

- F switch weapon
- LMB: fire
- RMB: lock target

Aircraft Controls

Piloting aircraft is not easy and especially in this area practice makes perfect. Despite the aircraft controls being simplified to be a level similar to the normal infantry controls in ArmA 2, it requires a lot of experience to truly master aircraft in the game.

Similarly to other armed vehicles, certain aircraft types contain multiple human controlled positions, typically pilot and gunner.

Mouse controls

- Move Mouse Left/Right: Default Turn (Yaw or Rudder Left/Right, based on current speed)
- Move Mouse Up/Down: Nose Up/Down
- Double tap Alt or ✳ on Numpad to change between mouse steer and mouse look modes

Keyboard controls

- Ⓐ Helicopter Bank (Yaw) Left
- Ⓓ Helicopter Bank (Yaw) Right
- Ⓦ Tilt Down (Forward)
- Ⓢ Tilt Up (Backward)
- Ⓧ Rudder Left
- Ⓒ Rudder Right
- Ⓠ Helicopter Increase Height / Plane Increase throttle
- Ⓩ Helicopter Decrease Height / Plane Decrease throttle
- 2x ⧵ Activate auto hovering (available also in the Action menu)
- ⧵ Deactivate auto hovering (available also in the Action menu)

Actions

There are certain specific actions usually available when in aircraft and accessible from the action menu by rotating the Mouse Wheel:

- Landing Gear Up/Down
- Eject
- Auto Hovering
- Flaps
- Manual Fire

Flying Helicopters

Here are some tips for beginners and experts on how to control helicopters efficiently.

Flight Controls

There are 3 controls in a chopper :

- Cyclic
- Collective
- Rudder

Cyclic controls the attitude of your chopper, it is the stick in the middle of the cockpit, between the legs. It banks the airframe left and right, and pulls nose up or down.

Collective control the global sustentation of the blade, so basically, when it is pulled, the chopper gains altitude, when it is pushed, the chopper loses altitude.

Rudder controls the power applied to the tail rotor or the differential of power applied to both main rotors in contra-rotative helicopters (like the Ka-52). It makes the chopper change direction without banking or changing attitude.

Typically, the controls in a chopper are found like shown in the picture below :

Flight controls have secondary and in some cases, tertiary effects. Only a few of them are modeled in ArmA:

- pulling the nose up at significant speeds causes the helicopter to gain altitude
- the opposite is true, when you push the nose down to gain speed, you lose altitude
- the rudder loses authority when speed increases due to the forward velocity **pushing you straight**, up to a point where it has nearly no effect
- by pulling power in from the ground, the aircraft will want to turn the opposite way to the blades turning, this is an effect of torque. Counter it by using the tail rotor (anti-torque rotor).

Landing tips:

- Ensure the area under your chopper is clear of trees, building or other obstacles. Since it is difficult to look directly down, you will want to pick a suitable landing area before your final descent.
- Helicopter gets damaged if you drop down full speed from a hover higher than 4m above ground, so land smoothly.
- 80m is a perfectly safe altitude for parachute drop at any speed. You can drop from lower at lower speeds.

Emergency Landing

When you lose the engine, you can still try to survive the landing using this procedure:

- Immediately reduce thrust (Ⓩ or Page Down keys by default) and level flight
- Keep the descent key pressed
- Engage auto-hover to reduce horizontal speed
- When at approx 30 meters height and less than 30kmph forward speed, increase thrust and land

Dropping troops off in a combat zone

Avoid flying directly over the area of engagement if possible to prevent yourself from becoming a target. Keep the engine running

You can eject from the helicopter on the ground if you use the **eject** command and not the **get out** command, the engine will remain running so the helicopter allows for an almost instant take off.

Gunner controls for Cobra

The machine guns (M134) can be aimed using the mouse. You can even target

outside of the cockpit's visible range by using the gun's CCTV (press right mouse button to activate).

FFAR rockets are for taking out vehicles, but they are non-aimable, so as gunner you need to wait for the pilot to bring your crosshairs in line with the target. The best method for using them is to give weapon authority to the pilot, who is the one in the best position to use them. Pilot can use **Manual fire on** in his menu to gain weapon authority.

Hellfire missiles - Anti-tank missiles. Ideally used at range using the pop-up technique : The pilot hides behind an obstacle, in hover, then gains some altitude **pop-up** for the gunner to detect targets (easily through radar by using TAB when targets are hot, ie moving and red on radar, or harder on non-moving target, white on radar, where the gunner needs to manually right click on them). After acquisition, pilot goes back into cover, so that time exposed remains low. Finally, pilot pops-up again and the gunner shoots the missile. Ideally, pilot should also point the chopper's nose onto the target to increase the hit probability. Pilot goes back into cover after the shot.

Short / Vertical Take Off and Vertical Landing

VTOL-capable aircraft blend a helicopter's advantage of landing and taking off from small areas with the speed of normal aircraft. In such aircraft, you start in normal flight mode, where the controls are similar as for normal fixed-wing aircraft. Once you engage user action **Auto-hover**, the aircraft will enter the hovering mode, which has the same controls as a helicopter. Note that engaging VTOL by

Auto-hover does not stabilize the aircraft as in the case of helicopters.

If you disengage VTOL flight, the aircraft will start increasing speed automatically. If you activate VTOL when flying in normal mode, the aircraft will decelerate rapidly. Based on your speed, decelerating to full stop and hovering may take some time.

You may fly in VTOL mode with F-35B attack fighter and MV-22 Osprey convertoplane.

Did you know? …
…Fuel consumption of VTOL flight mode is significantly higher than normal.

General Gameplay Information

Mission Briefing

The briefing screen is displayed before the start of most missions and it contains important information regarding the objectives of your mission. Some locations in the briefing text have been underlined and clicking these will take you to the corresponding location on the map. The map notepad has several other tabs next to the main briefing text:

● **Notes** - extended background notes and information for the mission.
● **Group** - a list of all members of your squad. As the squad leader you can also access each member's **Gear** section from here.

Gear

The gear screen lets you organize your gear and the gear of your subordinates. It is also how you pick up items you find in the environment or drop items onto the ground.

In the top-left corner of the gear screen there is a list of all objects around you that you can interact with. These can be members of your squad, ammunition crates, dead bodies, etc. Selecting any of these objects shows you the items they hold.

The **Available items** list below this shows all items that are nearby in the environment. These items can be placed into an inventory by dragging it to one of the objects in the list above. Pressing **Take** will place the item directly into your own inventory.

You can get more information on a certain item by clicking on its picture. With an item selected you are also able to **Drop** it to the ground.

Did you know …
… that when you drop a weapon, you will automatically drop all associated ammunition?

Map

In the Recruit and Regular difficulty modes, your position will be displayed on the map. A higher difficulty setting will require you to scan your environment for landmarks such as buildings, trees, and landscape contours, in order to determine your location on the map. Note: you should use the map to read the terrain around you, enabling you to use it to your advantage when engaging or evading the enemy. Very often you will have a tactical advantage when you attack an enemy force from an elevated position, such as a hill.

The map is divided into grid sectors, with both latitude (vertical lines) and longitude (horizontal lines) indicated numerically. Zooming in on the map will increase the accuracy scale by dividing the map into smaller sub-grids. Mission briefings and radio communications often refer to certain grid coordinates, so it's a good idea to train using this tool. Often you can also have a GPS, which allows you to read out your position on every difficulty settings.

Did you know …
… you can move map elements like the watch around by pressing then holding your left mouse button and moving the mouse? Double-click to zoom them.

Combat

Don't be fooled by the fact that ArmA 2 looks like other first person shooters. Forget some of the tactics you might use in other games and try to think and behave as in real life combat, where the cost for every single mistake is often extremely high, where every bullet can kill.

Movement

Combat postures

ArmA 2 features three distinct combat postures, each with its own strengths and weaknesses. It's up to you to determine the most suitable one for each situation. Going prone on the ground will give the enemy only a very small target to fire at and your aim will be much steadier, but you will be significantly slower when moving. Standing allows you to run and sprint from cover to cover, but you expose your full body to the enemy and your aim will be less steady. Crouching takes a little bit of both. By default, Z is prone, X is crouch and C is stand.

Movement speed

Another choice you have whilst moving is how fast you want to go. Sometimes it may be prudent to very carefully patrol an area and you will want to walk slowly. Not only does this give you time to scan the environment for enemies, but you also avoid tiring which affects your aim amongst other things. Running is faster than walking and the game's default movement speed. It nicely balances speed and the impact on your stamina. There are situations where even running is not speedy enough, such as when you're running away from an armed grenade. This is when you can use sprinting. Be aware though that sprinting a long distance tires you very easily, which in turn affects your aim.

Raising and lowering weapons

Instead of always walking around with your weapon raised, you may choose to lower it. You can do this by double clicking the Left Control key. To raise your weapon again simply press fire action (default Left mouse button) or double click the Left Control key again.

Stepping over obstacles

To step over smaller walls or any other low obstacle, you can press the V key when facing them from close distance.

Leaning

Close combat is often the most dangerous part of an infantryman's fighting career and he'll want to use every tool at his disposal to accomplish his mission and survive it. Leaning is one such tool. By leaning around the corner of an object you can peak around it, fire your weapon and still keep most of your body covered. Default keys are Q to lean left and E to lean right.

You can also lock into the lean position with slower movement speed to be ready to peak around the nearest corner by double tapping Q and E.

Swimming

As a soldier you have been trained to swim in order to save yourself from drowning. You may not be fast and it's possible you will lose some of your equipment after some time in the water, but at least you can handle getting back to shore after you've parachuted into the ocean.

Views

ArmA 2 allows you to view your controlled character or vehicle in the following ways:

1st Person View

This is the default view mode, which lets you view the game from your character's perspective. It is the most realistic and immersive mode, and is ideal for controlling characters on foot.

3rd Person View

Gives a greater view of your surroundings, and is particularly useful when controlling vehicles. Using the Veteran or Expert difficulty settings, 3rd person view is disabled. Recruit and Regular modes allows you to toggle between 1st and 3rd person view by pressing **Numpad Enter**.

Weapon View

All weapons in ArmA have realistic scope and iron-sight views, which can be used to accurately engage targets at a range of distances. The default method of switching to this view is to single-click the right mouse button. Note that you may also hold the right mouse button to perform different action: concentrate on the middle of the screen with more zoomed out view, higher focus and also to hold your breath for a short period of time.

Ammunition in ArmA 2 has a set ballistic trajectory, so learn at what distance each weapon's sights are leveled.

Optics/Ironsights leveling on distance:

50m > MP5, pistols
100m > AK74UN, M4/M16 with Aimpoint, ACOG sights or suppressor
120m-400m > M4SPR
150m > Grenadelauncher ironsights (M4 with ACOG 200m)
200m > SVD, KSVK, AK74PSO
300m > AK74, AK74GL, AK74U, M16A2, M16GL, M16A4, M16A4GL, all G36, machineguns
500m > M107

Orientation

To make sure you have full situational awareness at all times, the following options are available to you:

Compass and directions

When communicating in a squad, two different methods are used to indicate direction. The first method is based on a standard compass and uses a 360 degree system to indicate direction; 000 = North, 090 = East, 180 = South, and 270 = West. Use the numbers on the outer ring of your compass to get an exact reading. This method is often used when issuing a movement order.

The second format is based relative to the current movement of your group and refers to front, right, left and back. This method is most commonly used to indicate the direction of a target or object.

Used to indicate your current direction or the direction of an object or enemy contact. It is especially effective if used in combination with the map view. Vehicles with a target radar on board display your compass heading at the top of the screen. Note: the Cadet mode will also display a yellow line on your compass, indicating the direction of your current waypoint.

Peripheral vision

To support your orientation and situational awareness, ArmA 2 features peripheral vision indicators. These are small rectangles indicating the direction of known enemies, as well as friendly or neutral objects. These dots appear to the edge of your screen, indicating the general direction of objects in-range, outside of your current view angle. Note that this is not a kind of radar but it is a simulation of real world peripheral awareness that is much higher than a limited computer monitor can provide.

For the lowest difficulties it's possible to allow these rectangles to also appear on screen on various characters and vehicles to make it easier to distinguish foes from friends.

GPS

Some missions provide you with a GPS device in your map view. This

device displays the exact grid reference of your current position, so you can cross-reference it with your map. To help you further with locating your position on the map, The GPS displays altitude above sea level and your orientation (azimuth).

Targeting and Firing

As in real life, your weapon is never fully stabilized. The amount of motion depends on your stamina and posture. Going prone or crouching always allows you to shoot more accurately, and also limits your weapon's recoil effects. Your character's stamina is reflected by the intensity of his breathing and also health status.

ArmA 2 simulates weapon ballistics, which means bullets will take time to reach their target, and are also affected by gravity. Remember this when firing at targets over a long distance, and in particular when firing at moving targets.

Your current level of precision is indicated by your weapon cursor: the closer it appears to be the more accurate you are.

If you want to get the most out of your aiming, try concentration mode. In this mode you hold your breath and focus your attention on one particular area for an accurate hit. By default, this mode is mapped at holding the right mouse button (note that holding and pressing a button are not the same thing).

Action Menu

The Action Menu automatically appears when a new action becomes available, listing the specific action and the appropriate button to activate it.

First Aid

Administering first aid

When you are a member of an elite team trained to handle first aid, you stay alive after hits which would otherwise eliminate you. Instead, you become severely injured, which is indicated by a blurred red view. Severely wounded soldiers bleed, and if first aid or proper healing is not administered in time, they may die.

In the event of severe injury, you may call for help as usual (radio **Action - Heal at medic**). When someone is assigned to provide first aid to you, you will see a blue **first aid** icon marking his position. In the event you are healed by a medic, you will return to a state of full combat readiness. Healing takes less time the more experienced the medic is.

If your teammate is hit, you will see the red **first aid** icon on your HUD indicating his position, unless you play on high difficulty. You may approach him and start administering first aid by user action **First aid**. In case you need to interrupt the healing, you may cancel the process by the user action **Cancel first aid**.

When you double-tap forward key Ⓦ, you may start crawling and you can shoot. However, you cannot reload your weapon or use the weapon sights.

Battlefield clearance

Severely wounded soldiers may be dragged or carried away from the spots under fire. To drag someone, approach him and aim your cursor on the upper part of his body. Start dragging by activating user action **Drag**. When you change your stance to standing while dragging by pressing Ⓒ, you will put the wounded buddy on your back. It takes some time, but you then move faster and can use your personal weapon. You may cancel dragging or carrying either with the user action or by changing your stance to low Ⓧ or prone Ⓩ.

Combat Tactics

When on the battlefield, one of the most important aspects isn't simply the thought of killing the enemy, but rather preventing the enemy from killing you. Think before you act. Here's a list of some good tactics that could you help survive on the battlefield, and beat your enemy.

Get Down

- Lay prone whenever possible. It reduces your silhouette and the target it represents, plus it steadies your aim.
- If you can't lie down, try to crouch.
- Don't get caught with the horizon or open sky behind you; it makes your silhouette easy to recognize and target.

Stop to Fire

- You cannot fire while sprinting in the game at all. You may do so while

walking but for higher accuracy it's always better to stop and even better to crouch or go prone.
- Your aim is less accurate if you are breathing heavily after running. Wait to calm down first for more accurate aim and note that you may also want to hold your breath for a few seconds.

Look Around

- Scan the area to your front as well as sides, rear and above - avoid tunnel vision. The main reason flanking is so effective is because of tunnel vision.
- Sun and other bright lights can adversely affect your eyesight, so be prepared that attacking enemies with the sun behind them poses a significant disadvantage to you.
- You can look around while moving by holding **Alt**'and moving the mouse simultaneously.

Take Cover

- Reload only behind full cover.
- Don't get so suppressed that you can't peek out of cover. The enemy might walk up and shoot you.
- Use cover and concealment whenever possible, when running or taking cover. The enemy can't see you coming if there is a tree between the two of you.
- A bush is concealment, not cover, since bullets can and will go through bushes. The same can apply for certain other materials, for example a wooden wall is not good cover either.

Combat Movement

- When moving under fire, zig-zag randomly. This gives the enemy less opportunity to target you.
- Don't stray in front of a buddy or you might get shot in the back.
- Keep moving. It forces the enemy to look for you and try to predict what you are up to.
- When stopping, do so behind partial or full cover.
- If you stay stationary too long, the enemy is going to send someone to flank you.

Confuse the Enemy

- Try not to be predictable when moving from cover to cover - all the enemy has to do is aim and wait for you to run into his sights.
- When firing from behind cover, change firing positions/places to keep the enemy from predicting where you will appear next.
- Use smoke to conceal your movement.

Communication

There are various methods of communication in both single player and multiplayer of Arma 2.

When operating in an AI controlled squad, there's often no need to use these report functions all the time. However, when playing multiplayer with people who might not speak English, these simple commands can be used as an effective form of communication during a mission.

Usually, combat communication between units is done from Quick command menu activated by Spacebar.

Subordinate unit

Hold Spacebar (or press to show the menu permanently) and select on of the following messages to say:

- Copy
- Repeat
- Done
- Fail
- One less
- Where Are you
- Radio - mostly used for long range communication and other more advanced communication (like requesting artillery support or air strikes), the content of this menu depends on the current situation.

As commander, your commanding menu is already full of commands but for instant access to communication options use 5 and 0. However, the radio is still available in the Quick command menu.

Taking Command

There are multiple methods of commanding troops at your disposal. Every one of them can be handy in certain situations and may well suit different playing styles.

You can see the commanding bar at the bottom of your screen showing you all your subordinates, their designated number and status.

Quick Command

Hold **Spacebar** to activate the Quick Command system temporarily or press **Spacebar** to display it permanently. Your cursor will now change to command mode and is context sensitive, which means its functionality and appearance changes depending on what you point at with the cursor. You select any particular unit by clicking the left mouse button on it (hold **Shift** and click if you want to select the entire team this unit belongs to).

Complex Commands

There are multiple options to switch to command by pressing numbers. You may do this also during Quick Command mode.

By default, you will have everybody selected after you enter quick command mode.

You may also command any subordinate unit by simply pressing the F key associated to its designated number.

You can also order your selected subordinates using the command cursor (unless it is pointing on your squad member):

- To move somewhere by clicking on any position on the terrain
- To engage a target by clicking on the target
- To mount a vehicle by clicking on the vehicle
- To watch in a direction or on a unit, vehicle or object if you click while holding left **Alt**
- To hold fire by clicking anywhere while holding Control

If you want to issue multiple orders to your subordinates, hold Ctrl before giving them the order and they will remain selected and wait for further orders.

After you release **Spacebar** (or press it one more time if you are in permanent commanding mode), all units are deselected and you return to normal mode.

More complex commands can be accessed any time by using complex commands. You may have some communications options available in the commanding menu even as a single or subordinate unit. To invoke the Complex Command Menu at any time (also when in the Quick Command mode) press Backspace to display the root menu of complex commands or you can also press directly associated number on the main keyboard to enter directly command menu dedicated to particular area:

- 1 Move
- 2 Target
- 3 Engage
- 4 Mount
- 5 Status
- 6 Action
- 7 Combat Mode
- 8 Formation
- 9 Team
- 0 Reply
- Backspace

When in the menu, you can use keyboard shortcuts - numbers for commands and F keys for unit selection - to quickly navigate at any time or you can alternatively use mouse wheel to select, Left mouse button to confirm selection and Right mouse button to move one level back in the menu or press number key (from the main keyboard, not Numpad) to directly issue associated command or open related sub-menu of commands.

Note that you can also type a sequence of numbers to directly issue more complex commands. Example: If you have a subordinated unit 2, pressing F2 , 1 , 1 will issue command Return to Formation.

Teams

There are 5 different color groups, to which you can assign your units for quick selection if you command larger numbers of units.

In some missions units may already be preassigned to teams, but as a commander you can also assign units to a team at any point whilst you're playing.

- Select the units that should become a team and select **Assign** (9) from the commanding menu. Now assign the units to a particular team color (the white team is used for any unassigned units).

To select the entire team (alternatively, if you already have the entire team selected, you can deselect them using the same method):

- Hold Shift and click by mouse using Commanding Cursor on any team member.
- Hold Shift and press F key of any team member.

Tactical View

Numpad switches between normal view and tactical view. In tactical view you see your nearby area from above and you can use all commanding techniques available in normal commanding view to command troops. The tactical view allows the commander to zoom the camera out to show a greater detail of the world around them, this allows for a more strategic real time commanding of troops.

Note: In order to be able to switch to tactical view, 3rd person view should not be disabled in your difficulty settings.

Conversations

It is also possible to talk to various characters in the game (soldiers, civilians). This option is indicated by Talk to icon when you point at the character with the cursor (note that unless you want to threaten the character it is recommended to lower your weapon -2x LCtrl). You initiate the talk using action menu. Sometimes conversations with you can be initiated by the other party automatically.

During conversations, you may be given options to choose from. These are shown in the form of a communication menu where you can either press the associated numbers or use mouse wheel to mark the selection and left mouse button to confirm it.

Support Units

Support can be divided into four categories:

Medical Support

When injured, you can inform the rest of your team using the Command Menu option **Status** > **Injured**. To receive treatment you can walk over to a medic, ambulance or field hospital, and select **Heal at …** from the Action Menu. If you are unable to move, or can't find a medic, you can call out for one using the Command Menu option **Call support** > **Medic!**. If you are the subordinate in a squad, your commander can also send a medic to your position.

- As a commander, assign a medic to injured squad members by selecting the injured soldier and calling radio **Action - Heal at medic**
- If you are an injured commander, select medic from your squad and order him to come close to you. When medic gets close you will get action **Heal** in your action menu.

Ammo Resupply

High-tech weaponry is worthless without the proper ammunition, and an extended firefight can drain your ammo in seconds. Tanks and helicopter gunships can head back to base to replenish their ordinance, but an infantry squad has to be much more cautious about their rate of ammo consumption. Getting bogged down in stalemate engagements, and over-extending a mission's duration, should be prevented at all costs. If absolutely necessary, it is possible to pick up weapons and magazines from fallen friendly or enemy troops. You can do this by walking up to a corpse, and using the action menu to pick up any of the weapons or magazines.

Vehicle Support

Due to their size and tactical importance, vehicles are far from immune on the battlefield. As well as damage sustained, vehicle crews also have to monitor their fuel consumption, and should therefore refuel wherever possible. However, their ability to quickly break away from enemy contact often allows vehicles to receive support out of the range of direct enemy fire. The ammo, repair, and fuel trucks that provide this support are vital to the success of any combined arms operation. Move your vehicle close to any of these support units, and select the appropriate action, to either repair, rearm, or refuel your vehicle.

Strategic Command

ArmA 2 contains several large-scale singleplayer and multiplayer scenarios, in which the player needs to cope with the strategic aspects of large-scale warfare. You will become a commander of an independent group or a whole fighting force, which will bring about unique abilities and open up the features which will help you to deal with opposing forces in a huge battlespace.

Supports

If you are in the role of group commander, it is sometimes possible to call in various kinds of support, ranging from an artillery strike to overhead cover by aerial reconnaissance drones. Newly available support options are indicated by semi-transparent white icons on the right edge of the screen (Note that green icons indicate the availability of specialized structures in your base). It's possible to call in support by accessing the option **Communication** > **Request support** in the Quick Command system (hold **Spacebar**). Once a support option is highlighted, you may either confirm its target in the 3D world by **LMB** or you may return back in the menu structure by pressing **RMB**.

Following support types can be available:

- Artillery and mortar strike - Several indirectly shot rounds will hit the target location. Howitzer shells cause more damage than mortars, which are suitable for suppressing the enemy or taking down light targets and infantry. Artillery is also capable of shooting laser-guided ammunition

(mark the strike location near the target, and use your laser designator for precise shell guidance). You may also get access to self-propelled artillery vehicles, which may relocate and deploy on a better position.

- Close Air Support (CAS) - A flight of attack planes will approach the target location and drop the ordnance. It is possible to paint the targets with a laser designator in the event that a precision strike is required.
- Air reconnaissance (UAV) - You may request an overhead pass from an Unmanned Aerial Vehicle (UAV), which will uncover most of the visible targets in the area. Time of availability is limited. In the scenarios where the base is available, it may contain a UAV Terminal. You may approach it and activate the drone camera view.
- Transport - If you need to be extracted from a hot spot, this support may become very useful. A helicopter will fly to the designated landing zone and wait for your team to board. Once aboard, activate your map [M] and assign the insertion point by **LMB**.
- Fast Transport - This support is specific for large-scale scenarios, where it is possible to get transported from one strategic location to another together with your subordinates. Once this feature is activated, available destinations are marked on the map. Confirm the destination by clicking onto an available location with **LMB**.
- Supply drop - In some cases, urgent resupply is needed. Call in this support and assign drop zone with **LMB** either directly in the game world or in your map. Several ammo boxes will be dropped by parachute.

Icons:

- Artillery strike
- Mortar strike
- Close Air Support
- Transport
- Fast-travel
- Supply drop
- Air reconnaissance (UAV)

High Command

Switch between squad and high commanding by **Ctrl + Spacebar** or **Win APP** key (if you are allowed to take the role of high commander).

In some cases, e.g. when you become a main commander in a large-scale scenario, you may command whole groups in a similar way as your subordinates. Group selection and controls are similar to unit management described in the **Taking Command** section of this manual.

You may notice that groups are represented by simplified NATO unit markers, which vary according to the side, size and type of a group. Enemy groups are also marked in this way when High-level Command is active.

Groups can be controlled either in the 3D world or in your map. Your map offers some additional commanding options:

- Add multiple waypoints for a group by holding **Ctrl** when assigning waypoints.
- Move the waypoints by dragging them by **LMB**.
- Click on a waypoint with **RMB** to activate the menu which enables you to change a waypoint's properties. This way, you may change e.g. the group's formation or combat mode.
- **Interact** option in high-level command menu is context sensitive. You may use it to load or unload infantry from vehicles or assign an enemy to be attacked by selected group.

Remember that simply attacking from the front is usually far from the best solution. In order to become a successful commander, abide by the following rules:

- Always try to flank and outmaneuver your enemy.
- Never let infantry advance alone through the open without the support of combat vehicles.
- In urban areas, combat vehicles need to be protected by infantry.
- Attacking side needs at least 3:1 advantage in numbers.
- Reconnaissance is important. Use UAV to scout the objectives whenever it's available.
- If you meet heavy resistance or get into trouble, it is safer to call in artillery or CAS support.

Unit description:

∙∙	Unit size
⊠	SidesUnit size
	Unit type

Sides:

▭	◇	▯
BLUFOR - USMC, Local Army	OPFOR Russia, Insurgents	NEUTRAL Independent, Guerrillas, Civilian

Unit type:

⊠	⊠	⊠	⊟
Infantry	Mechanized infantry	Motorized infantry	Armor

⊠	⌄	▫
Artillery	Reconnaissance unit	UAV drone

Unit size:

∙	∙	∙∙
Single	Section	Team

∙∙∙	▭	⊓
Squad	Platoon	Company

Features available in large-scale battles

Both singleplayer and multiplayer large scale battles are based on a concept of fighting for large territory. Each fighting faction has its base, where the command post and supportive structures can be found. The key objectives are to capture all the territory and to destroy enemy structures and forces, especially the enemy base.

A well developed base enables you to purchase weapons and vehicles, or assign subordinates to your team. It's possible to expand the base, build defenses or various special structures with unique functions (radars, UAV terminals, artillery), but everything costs supplies and money.

Resources can be gained by establishing a logistics network among the captured strategic locations (towns, villages) and the base, by accomplishing various military tasks or hitting the hostile forces. Civilian populations or local guerrillas may be present in some of the scenarios.

High Commander

Main commander is the strategic leader of the whole force. He is responsible for building the base, strategic planning, assignments and compositions of subordinate groups, and handles the biggest share of force's assets and resources. The specialized Main commander is responsible for the following:

- subordinate groups command
- management of resources on a strategic level
- building base structures, including the base defenses

- group type assignments for AI-lead teams
- handling of the specialized supports

Voting for commander

In large-scale battles, you may take part in deciding who will be the supreme commander of your force. It is possible to vote for AI supreme commander.

The vote menu appears immediately after the beginning of some of the scenarios, but you may access it in your Diary any time. If another player starts the vote, you will be notified by the HQ operator on a radio network. In that case, you may access the Voting dialog in Diary and take part in the vote.

Locations

Base

Your base should be protected from the enemy. It is an area of 300 m radius from the HQ structure, containing a number of buildings which are sources of troops, vehicles or special combat equipment for your side. It also serves as the main respawn point.

Strategic locations

You fight for territory, which is represented by the strategic locations (mostly villages and cities). There is a central structure in the center of the town, and several defensive positions on the location's outskirts. You capture them by being present inside them or in their close vicinity. Capturing is indicated by a progress bar.

Territory provides the income of supplies and money. Each territory location has a supply value, which increases as the logistic network is developing. Your side's supply trucks travel between towns and bases to generate supplies.
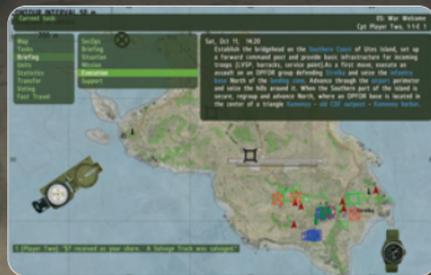
High commander can change the city management in favor of either defense or logistics. He can access this feature by **LMB** click on the city icon in the map, or by the user action near the location's central depot. High defense ratio will invest supplies into building the protective garrison patrolling the area. Increase of logistics ratio generates more supplies and enhances the speed of fast-travel.

Defenses

A perimeter around the strategic locations is defended by several fortified bunkers. These bunkers can be captured separately from the city itself, this isn't necessary but capturing them will speed up the capture of the city as a whole. All team commanders may buy weapons or construct static weapons and defenses on these locations; a medical tent is available there. Once the city is captured, all bunkers in the perimeter also become captured by the side which captured the city center.

Airstrips

Airstrips contain a special hangar, which is marked on your map. This structure enable you to access attack planes. Airstrips cannot be captured, they only serve as a landing spot for fixed-wing aircraft sent there for your disposal.

Special structures

Construction interface

You may access the Construction interface in your base or around the defensive structures, **Construction** action is added in suitable places. Construction is used mainly in large-scale scenarios, where it allows the main commander to expand the base. Some structures can be constructed only in the base or by the main commander, but static weapons, defenses or simpler structures are available also to team commanders. In large-scale scenarios, construction

costs you resources, some structures (e.g. radars) consume resources in order to maintain its functionality, but they can be **turned off** by user action when approached.

Look around with the mouse, control the camera with movement controls, holding **Shift** decreases the speed of the camera. If you select a structure in the menu, its preview appears in position of a circular construction cursor. Whenever the preview model is green, it can be placed by **LMB**. When the preview model turns red, it is either on too steep a slope, overlaps existing structures or is outside the perimeter. The preview model can be rotated by holding **Ctrl** and dragging, or rotated in 45º steps when holding **Ctrl+Shift**.

The structure can be repaired by hovering the construction cursor over the damaged structure and pressing **Ins**. You can dismantle the structure by **Del**; in that event, part of its supply resources will be returned to your supply pool.

Structures

Indication of close functional structures

If there's a possibility to use the features of special structures, it is usually indicated by the green semi-transparent icons on the right edge of your screen, similar to the indication of available support.

Team equipment and management

Buying gear

You may purchase a variety of weapons as supplied by the quartermaster in particular scenarios. It is possible to buy weapons in the Barracks (typically in your base) or in defensive structures around the strategic locations your side has captured. When buying is activated, you can buy weapons in the modified Gear dialog showing your funds and weapon costs. You may also equip yourself with specialized loadouts (e.g. machinegunner, sniper, anti-armor specialist).

Enrollment of units and vehicles

Purchasing units and getting new soldiers to your team can be done in your base, provided the appropriate structures have been built. Barracks allow you to enroll soldiers, Vehicle Supply Points give you access to fighting vehicles and armor. You may purchase helicopters on the Helipad; attack planes can be bought only on the airfields. If you lose transportation far from your base, you may buy empty motorbikes and unarmed vehicles in the central structures of the captured locations. On the base, vehicles can be purchased empty, with full crew, or with vacant commander position in case you would want to use the vehicle yourself.

- **Mobile Headquarters** - HQ is the most important structure which enables communication with teams and construction of other buildings. It can be deployed or return to mobile vehicle form by assembling it, which is an option available only to the main commander. When deployed, a base perimeter is established. Once it is destroyed, the scenario is usually lost.
- **Barracks** - This structure allows you to be issued with various weapons as well to enroll soldiers to your team. It is also used by other team commanders to enroll their troops in the large-scale scenarios. Barracks can only be built within the bases.
- **Light Vehicle Supply Point** - Enables purchase of transport vehicles, trucks and light transport vehicles. Can be built only within the bases.
- **Heavy Vehicle Supply Point** - Provides access to the armored personnel carriers, fighting vehicles and tanks. Can be built only within the bases.
- **Helipad** - Enables purchase of transport and attack helicopters. Can be built only within the bases.
- **Hangar** - This structure is available only on airports in large-scale scenarios. Once captured, it is possible to purchase ground attack aircraft.
- **First Aid** - Provides healing capability needed to return wounded soldiers to full combat readiness. Can also be built outside the base.
- **Vehicle Service Point** - Provides infinite supply of repair, ammo and fuel to vehicles. Can also be built outside the base.
- **Anti-air radar** - This structure reveals aerial targets in a radius marked on your map. Can be built only within the bases.
- **Artillery radar** - This structure helps you to locate enemy artillery. Can be built only within the bases.
- **UAV Terminal** - Provides the fighting force with access to UAV drones.
- **Artillery and mortars** - These structures provide indirect fire support. Although they may be constructed outside the base, their availability is limited.
- **Static weapons** - It is possible to construct a wide range of static machine guns, grenade launchers or rocket launcher pods in the base perimeter.
- **Fortifications** - You can build sand barriers, lines of sandbags, obstacles or barricades to gain extra cover or the protection of indirect fire in open terrain. These structures are available also in strongpoints in large-scale scenarios.

Transferring resources and units

You may transfer funds and units to other team commanders using the dialog in your Diary. Note that transferred units do not change their position, their new superior needs to order them to relocate.

The success of your friends and comrades on another part of the area of operation can sometimes be more important for your side's victory than your own performance.

Refitting

There are various means of healing yourself or your team members in the large-scale scenarios:

- You may heal in medical tents near the city defenses. Note the tent can be destroyed and it's not possible to reconstruct it.
- It is advisable to either keep a medic in your team, or even to purchase an ambulance vehicle.
- Healing is provided for free.

If your vehicle is damaged or out of ammo or fuel, you may buy the repair or supplies:

- Refit it in the Vehicle Service Point on your base. You activate the refitting by action menu items **Rearm**, **Repair** and **Refuel**.
- You may also use central structures in captured strategic locations to refit your vehicle.
- If you plan a larger armored maneuver, you may also purchase support and ammo trucks in Light Vehicle Supply Point and keep it in a convenient spot behind the front line.

Tasks

- Mission assignment in Warfare
- Types of missions, principles of accomplishment
- Choosing a mission
- Request mission

Fast travel

This feature offers you a simplified and accelerated way to get close to the action. Once you activate **Fast travel** action, a 2D map with available locations appears, select the destination location using **LMB**. You may travel only to the neighboring cities. Fast-traveling enables you to also transport your team members and vehicles, but it costs you money according to the size of your team.

Respawn

Wherever a scenario contains strategic locations to fight for, you have the option to respawn on territory you control. You are allowed to choose from respawn points in towns and villages you control, or you may also choose to respawn at a base. Once the map appears, you need to choose before the countdown ends, otherwise you would be respawned in your base.

Team requests

You may contact other team commanders via the communication menu or by talking to them. You may request help with your current mission or to allow you to join their team. Other players may refuse your requests. If you become a subordinate, you may talk to the team leader again to leave the team. AI will always accept your join request.

Ending statistics

Debriefing of large-scale battles contains an overview of the resulting statistics of the scenario:
- Name of winning faction
- Accomplished victory condition
- Statistics:
- Units / Vehicles / Structures - purchased|built / lost.
- Cities held - end state, ? reached maximum, ? number of looses / captures.
- Most points - unit with most points is displayed.
- During the game, player's side statistics are accessible in the Diary.

Advanced Editing and Users Community

http://community.bistudio.com - The Community Wiki is an excellent source of information and troubleshooting guidance for all aspects of the game, it also contains a large amount of information and guidance for anyone wishing to explore enhanced mission creation or addon/mod creation using the free to download official or community made tools.

http://forums.bistudio.com - Bohemia Interactive's forums are an excellent place to seek out information on all aspects of the game, as well as a means to become involved with the very active and productive modding community or squads playing the game in multiplayer.

Troubleshooting

Game Updates

It is recommended to keep your game updated to the latest version.

Game Updates and Patches contain various bug fixes and other improvements and may also contain additional content for the game. Visit http://www.arma2.com to see if there's a new update available. Note: When you apply an official BI patch, make sure you have all the original game files intact, if you've altered any of the official game files the patch is prone to failure.

Technical Support

Before contacting our technical support, please prepare a detailed specification of your computer and an exact description of the problem. It will help us to provide you with support in a fast, efficient way.

Information Required:
Computer model (CPU, CD-ROM, RAM, Video/Sound card, DirectX version, Windows version).

In order to get this information, please go to **Run** in your Windows Start menu and type 'dxdiag' in the command line then press the enter key.

The DirectX diagnostic program will start.This will show you all the relevant driver files installed on your system.

In order to receive a text file of this information, please click the button **Save All Information**. You can then save a text file with all the information we require on your hard drive.

You will then be able to send this information to us via e-mail.ContactsVia e-mail at: *techsupport@bistudio.com*

Please use the email address provided. All support enquires to the company address, or phone number(s) cannot be answered by our staff.

For more information and updates please visit: *http://www.arma2.com*

Useful Links:
http://community.bistudio.com - The Community Wiki is an excellent source of information and troubleshooting guidance for allaspects of the game, it also contains a large amount of information and guidance for anyone wishing to explore enhanced mission creation or addon/mod creation.

Credits

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Ewan McLaren
Kendrick Ong
Edmund Watts
Gail Whitmore
Scott Williams

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"Note: model - voice"

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Voice: Joachim Benloulou

MSgt Matt "Coops" Cooper
Actor: Diop Cherif
Voice: Daniel Brown

SSgt Randy "Icecold" Sykes
Actor: Ryan James
Voice: Matthew Blood-Smyth

SSgt Brian "Scarlet" O'Hara
Actor: Michal Pekárek
Voice: Howard Lotker

Sgt Chad "Robo" Rodriguez
Actor: Gunther Doe
Voice Jeffrey Smith

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