This manual has been provided to the Project Reality Community to aid in understanding the PR: ArmA2 Gameplay. For more information on the specifics, please visit the forums at:

www.realitymod.com

As more versions are released this document will be added to, to hopefully create a substantial reference to PR: ArmA2.
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1 Options & Menus

Menus, Controls and Options

1.0 First start the PR: ArmA2 mod – here you will get a notice to initially set up your PR controls. Go to Options/Controls go to Project Reality controls and you will see 3 different PR controls.

1.1 Player menu by default T key
Interaction menu by default Space key
Display player name by default Left Windows key

1.2 Player and Interaction menu are very easy and intuitive for use. Simply activate it and choose the action you want in the menu or sub menu.

1.3 Player menu performs actions based on the player - like calling support or performing first aid or checking tactical information.
1.4 Interaction menu gives you possibilities to interact with other players objects or a vehicle.
1.5 **Display Player name** activates the name tag for your team mates near you for a short period of time.

1.6 **Question Box:**
Sometimes you may receive a question across the bottom of the screen, which requires a Yes/No answer from you. The default keys to reply to the question are F5/F6. It also supports other keys, but not all are displayed in the message.

It handles:
F5/F6
PgUp/PgDn (won’t work in briefing)
Alt+Y/Alt+N
Home/End

2 **Squad selection and options**

Squad selection and options are done via the **Squad Management** menu. This is activated by pressing the **PR Player menu key** then **Squad Management** or P on your keyboard.

Here you can create a **new squad** or **join** an existing squad. When you create a squad you are automatically the Squad Leader enabling you to recruit players from other squads or unassigned players by clicking on their name and choosing the relevant action required.

To rename your squad or use other options for your Squad, the squad member individually simply needs to press his name and perform the task required.

Also within here you can choose the Commander role.

To Exit from Squad management close the window by pressing **Esc** or **P** again.
3 Getting equipment

Armaments - getting equipment (weapons, ammo and other gear)

There are multiple ways of getting your gear in PR: ArmA2. Primarily you get your gear at the main base.

Armaments Dialog:
Use the interaction menu at the MB Crates and chose Armaments, which will open the Armaments dialog. The crates may also contain ammo via the Gear dialog, but all weapons (especially heavy and specialised weapons) must be obtained via the Armaments dialog.

The Armaments dialog provides restricted access to all weapons, ammo and equipment through limited kit allocations.

Upon death or after switching weapons, your old specialised weapons take up to 4 minutes to return to the pool (similar to respawn).
(Sniper=4mins, Launcher=3mins, MG/Grenadier=2mins, Rifleman=30secs)

You may not deliberately drop/stow your weapons or critical gear, or otherwise the dialog will issue an access time penalty, to prevent exploiting the weapon allocation limits.

Kit Selection:
In the Armaments dialog on the left side is the Kit selection area, here you can choose your kit. Some kits are limited and this limitation depends on the number of squad members or player members in general. Those you cannot use are greyed out.

Once you request a kit you are able to personalise this kit by changing your primary weapon, picking a preloaded backpack or changing some equipment you have on disposal of a specific class.

Gear/Weapon Selection:
In the Armaments dialog on the right the 2 panels are the Weapon, Ammo and gear selection area.
In v0.1, backpack contents cannot be altered from this dialog.
The Armaments dialog is only available at the weapon crates in the Main Base.
Forward Base and Forward Outposts only.

Mounted Weapon crates - supply points

In each base, there will be a Mounted Weapon crates supply point, at which you can take a crate. This is pre-packed with a specific static mounted weapon (e.g., MG, AT, AA, GL, Mortar), plus extra ammo boxes and sometimes materials to setup a small fortification.

Crates:

Some vehicles have (vehicle specific) unloadable crates containing ammo and medic gear only.

4 Voice Communications

Voice Over Net (VON) is used for audio communication. VON supports multiple channels for different purposes. By default, you activate VON via the Caps Lock key and switch channels using ‘<’ and ‘>’ keys. In Main menu/Options/Controls/Communication you can bind keys for each channel separately how you prefer.

There are 7 different channels:

- **Global** channel is for communication with all players including the opposing side.
- **Side** channel is for communication with all players on your side only.
- **Command** channel is communication between Squad leaders only.
- **Group** channel is squad level communication only.
- **Vehicle** channel is vehicle communication only.
- **Direct** channel is **NOT a radio** it is positional audio and can be heard by anyone close to you.

Anything you say on any other channel is also transmitted on Direct too, so if the enemy is near your position he will hear you talking as in Real Life.
5 Using the map

The ArmA player map is more advanced than in BF2 and it looks like a real topographic map.

The map is actually a 2D representation of the ground showing buildings, roads, trees, deserts, contours of terrain, etc.

Grid

The map shows a grid which represent latitude and longitude.

This grid has numbers across the top/bottom which is longitude and along the sides which is latitude.

You can zoom the map and depending on zoom level, you will have 2 digit or 3 digit grid numbers. When you have 2 digit numbers, it generally means one square represents 1km² and with 3 digit numbers, one square generally represents 100m².

Positioning

On GPS you will always have 6 digits, where the first 3 digits represent top/bottom grid numbers and the last 3 digits represent side grid numbers when you find it on the map just intersect top/bottom number with side number and you will get your position in square of 100m. For more precision check around you to see some object near you and try to find it on the map so you can be more precise.

If you are on the map when there are only 2 digits, you will only be able to roughly locate yourself within a precision of 1km. Sometimes this is good for faster use of the map to determine which zone to zoom for more details. In this case, the GPS will still show 6 digits but we only need to read 1st and 2nd digits for top/bottom grid number, then 4th and 5th digits for side grid number.

Contour lines

Contour lines represent the land height in 2D. With the help of contour lines we can see the height or slope of an area. When contour lines are closer together, that means the slope is higher and when there is more space between them the area is more flat. When the slope stop rising it is marked with a number which represent highest position on that point in metres and the number shows altitude above see level.

A single contour line altitude is constant, so if you follow that line it is the same altitude along the entire line in any position on map.
To determine altitude of a position you will need to count contour lines. Distance between contour lines depends on the zoom level and it is shown on the top left side of the map as contour interval.

Some contour lines are highlighted so there is no need to count every single contour line. The distance between highlighted contour lines depend on the zoom level of the map. For example on maximum zoom contour interval is 2m and every 5th contour line is highlighted which is $5 \times 2 = 10$ so highlighted contour interval in that case is 10m.

To determine altitude on some specific position, just count contour lines from nearest hill top and calculate it according to contour interval distance.

6 Providing First Aid

During battle, if you get wounded, and depending on how serious those wounds are, you can sometimes treat yourself with first aid for minor injuries however you will need a squad mate or a medic for more serious cases.
**First aid equipment:**
The 3 primary first aid equipment types are: Field dressings, Morphine and Adrenaline. You’ll find these in most crates and in the Medic’s medic backpack.

![First aid equipment image]

**Self Administered First aid:**
You can only treat yourself with light wounds. If you have been treated for serious injuries and are close to being healed, you will need help from your team mate or a medic to complete the treatment fully. In this case, you won’t be able to complete the final stage of your treatment yourself.

Select **Squad menu**, then **First aid (self)**, then **Diagnose**. You will get a diagnostic description along with further treatment required. Follow these steps but always use the **Field dressing** first, in order to stop the bleeding.

**First aid on others:**
You can also give First aid to your team mates too. This is done in the same way everything you need to do is via the **Interaction menu**. In some cases you can stabilise a team mate who is incapacitated and allow him to be mobile again, however in serious cases they will still need further treatment from a medic to complete the task. An incapacitated player can’t move so you must carry or drag him in to safe cover first. These options are also accessed via the **Interaction menu**.

Non medic players are not qualified as medics, so they will spend more time and assets to stabilise a person, sometimes this will be required, ie when a medic is not nearby and providing early treatment will prevent him from bleeding out and dying.
7 Medic class

The Medic is the only class that can completely heal a wounded soldier. For this he uses the same assets like the rest of the players, Field dressing, Morphine and Adrenaline. Additionally he is able to perform CPR to save lives.
The Medic uses the same First aid procedure described above. He may also collect & carry a Medic backpack which contains additional medic supplies and can supply team mates with it.

8 How to use vehicles in PR: ArmA2

In ArmA2 you have a various number of vehicles at your disposal for both sides. These range from simple transport cars or trucks to sophisticated armoured vehicles or attack Helicopters.
Everyone are able to use these vehicles, however armour and Helicopters require a Crewman or Pilot class to operate them. These are available at the Armaments crate or the vehicle itself.

To create as much as possible realistic handling and use, the vehicle can be left near you but empty. A script which counts human presence in a radius of 150m blocks it disappearance. So if for example you are using a Jackal with your squad and need to dismount the Jackal will be waiting for you as long is someone remains in the radius of 150m. This ensures that vehicles are looked after (Real Life you would never leave such a vehicle unguarded), and that if left carelessly they will be respawned for other use, and you will be left on foot.
If you want to use it just for transport from point A to B you should park the vehicle more than 150m of any possible route of movement in this case there will be no one to block the respawn of the vehicle.

Players need to be aware of this as you could end up without your vehicle if you don’t take care how you use it. Leaving you in the middle of a battle without transport which in turn will slow you down and give the enemy a huge advantage.
If this happens you will have to withdraw to the vehicle and rescue it by driving back. If the vehicle is damaged you will also have to repair it first. If none of those options are possible you will have to destroy it (Deny it from the enemy). You will however lose a ticket for that vehicle but the destroyed vehicle will be respawned.
Bad vehicle handling causes more problems than losing one so be careful how you handle them - they could be important for the end result of the battle.
9  Service Vehicles

Vehicle Maintenance

When you use vehicles in battle you use fuel, ammo or you could even be damaged in action.

To perform repair, refuel and rearm maintenance on your vehicle, bring it near a Support truck or Vehicle Service point in the Main Base. Exit the vehicle, use the Interaction menu, select Maintenance menu, then choose the action to perform, either: rearm, repair or refuel, depending on what you need.

If you are not at the Main Base, you can call for Support and someone can organise to bring a Support truck to you.

* Armed vehicles and Helicopters are initially empty of ammunition, so before departing the base, you should arm it first.

Mounted weapons:

Static mounted weapons also use ammo. To rearm them, you can use the same process as for vehicles or if the weapon has a suitable ammo box nearby, it can rearm from it directly. To rearm a mounted weapon, use the Interaction menu, select Maintenance menu, then Rearm.

10  Transporting Cargo

PR has a unique cargo transport system. All supplies and logistics are performed using actual physical Cargo Transport. For example, if you want Ammo supplies, you need a Static weapon on a location, you want to build fortifications somewhere, or to establish an FO, you will need to transport specific cargo to the desired location by a transport vehicle or helicopter. This is where teamwork becomes essential.
To load an object into a vehicle as cargo, **drag** the item you want to transport to the loading bay of the transport vehicle or helicopter, open the **interaction menu** and choose **Load Cargo**. You can load multiple items depending on the cargo capacity of the vehicle. Once you load all of your cargo you are free to transport it.

For certain small items, (eg: fuel can, ropes, etc), the object will load into the vehicle’s **hidden storage** compartments. However, most larger cargo items will load into 1 of the vehicle’s **cargo bays** here they will be visible once loaded. As a guide, for certain car-sized vehicles, you can load 1 medium sized box. For trucks, you can load 2 large boxes. For the largest helicopters, you can load 3 large boxes.

The **loading bay** is usually at the rear of the vehicle. When determining which vehicle an item will load into, it will use the nearest loading bay, not the nearest (centre of) vehicle.

When you bring your cargo to the desired location, you can **unload your cargo** by interacting with the vehicle. Open **interaction menu** and choose **Cargo** and then on the list of cargo items **choose specific cargo to unload**. You can unload items individually one by one allowing the player to unload in multiple locations.

Helicopter transport also have some additional features like the **Airlifting Rope** which can be used to transport not only supplies, but vehicles too. To do this you need to unload the coiled rope from the Helicopters cargo or a nearby helicopter supply box, attach the rope to the Helicopter, then take off. While hovering attach the cargo or vehicle to the rope to transport it.

When you arrive at the desired location, you need to be under 25m altitude to safely drop the cargo.

Another additional option is to **drop cargo by parachute**. Loaded cargo can be dropped by parachute but only when you are flying above 200m. During flight open interaction menu and chose option to drop cargo by parachute.
11 Base Deployment

A Base Deployment dialog (which is almost identical to the Respawn dialog) can be accessed at the main ammo crate (and usually main flag) at the MB only.

Whilst at the Armaments box in the Main Base press the Interaction key on the main ammo crate, you will then get a Base Deployment menu option to access the Base Deployment dialog.

From this dialog, you can spawn at a:
- FO,
- RP
or on some game modes, at a:
- zone
- or TE.

12 Forward Outpost (FO)

Forward Outpost (or FO) is a portable respawn point for your complete side. In it’s transportable (packed up) state, the FO Container is represented by a large container. Once it’s unpacked, it becomes a small fortification for your team.

FO Container - supply points

In each base, there will be an FO Container supply point, here you can take a container pre-packed with Defence stores and equipment to setup an FO bunker or simple Cam Net.

Transporting the FO Container:
You can transport the FO Container as cargo to wherever you want be it by ground or air.
For more details about how to transport an FO container, check the Transporting Cargo topic.
Build Boundaries:
Placement of an FO is limited. It cannot be placed within 1.2 km from the enemy MB or FB. This is to prevent possible Base rape tactics, also it has the same limit taken from PR: BF2 - 200 m from an objective.

In order to check the build boundaries and see where is suitable for your FO, just open the map, then open Squad Menu (T or mapClick, by default) and you will be shown a menu option called Show Build Boundaries. This will show you the map areas where you can’t place an FO. The markers will be hidden automatically after 30 seconds.

Setup FO:
Establishing an FO is performed by transporting the FO container to your desired location, unload the FO container, if needed you can drag it away from any obstacle. Deploying is simple and like everything else, interact with the FO crate using the Interaction menu and choose Deploy FO. You will need between 1 to 3 players for deploying and this number depends on the number of players on your side.
- From 1 to 10 you will need 1 player,
- from 10 to 20 you will need 2 players,
- more than 21 players you will need 3 players.

Fortifications at the FO:
An established FO can be turned in to a small FOB by building defensive structures and placing static mounted weapons within 200m around the FO bunker. You can chose between FO Bunker which is harder to destroy, and the FO Camo net which is better to conceal among the vegetation but easier to destroy.

Base Deployment:
You can spawn at the FO by using the Base Deployment dialog which is at the main ammo crate within the MB. From the FO you can’t use Base Deployment, but you can rearm yourself or change class via the Armaments menu.
**FO Spawn Blocking:**
Respawning on the FO will be **blocked** if there are 2 enemy present within **100m** of the FO.

**Destroy FO:**
To destroy a FO Bunker you will need 4 satchels directly on bunker. To destroy a FO Camo Net you will need to destroy the ammo crate (not the camo net itself), which you can achieve with two clips from a rifle. The FO could also be destroyed from a distance, so if your FO is too exposed, think about protecting it by building additional walls around it, this will then prevent a direct hit from a great distance. Note that you will need to destroy the FO Container separately if it was not already destroyed from the blast.

In certain missions, you may find some FO’s are already pre placed, in this case it should be relocated ASP or at the very least fortified if you need to keep it in the same position. A Pre placed FO works just like an ordinary FO only its starting positions are visible on the map, however once you relocate it the new location will be visible only to your side as normal.

**13 Rally Points (RP)**

*Rally Point* (or **RP**) is squad level forward spawn which has a limited number of spawn tickets (12), so basically it serves to simulate a larger unit group, more than just as a forward spawn. How does it work?

The RP’s major limitation, compared to other forward spawn methods, is it’s limited number of spawn tickets.

The RP could be placed on the objective itself even if inside zone radius but there is the catch. Any enemy present within a radius of **100m** will **block the spawn**, so you have to be careful with the placement of RP to keep it usable.
Sometime you are in desperate position and you need it close but it is more risky because it increases the possibility of being blocked by enemies. If you are blocked you have two options: first is to clear the radius of enemies present, or second is to repack RP then pull back to a more secure area and set it up again.

Every RP starts with 12 spawn tickets that represents a unit with 12 soldiers, which is independent of the size of your actual squad. The RP spawn ticket count is maintained even if you move the RP. Replacing the RP with another new RP pack will not reset the spawn ticket count either.

Deploying RP can only be done by the squad leader but anyone can carry the RP backpack. As squad leader, you can send someone to bring your RP backpack from the MB. You can get a RP backpack from the weapons menu in Armaments. If you already have a RP deployed you can’t take a RP backpack.

RP is deployed by dropping it on the ground, then use Interaction menu key on backpack and choose action for deploying RP.

RP can be easily destroyed by destroying backpack heap.

14 Forward Base (FB)

FB - full name Forward Base. FB is a static and is used as an extension of the MB (Main Base). Usually used on larger maps or for creating a balance issue on the map. The FB is set up by default in the mission design and is always at the same place. It is not necessary to be placed on a mission at all and if it was could work in a different way.

Always active FB is like the name says, a constant base - additional to the MB used mostly as stated on large maps. It could also be used for additional static bases like Air bases or similar.

Dependable active FB is dependent on objectives that you hold in the mission and is predetermined its by mission design. It can work either – one way/two way. One way means that it will be active for just one side but the other side can deactivate it capturing the dependable objective.
In Two way both sides can activate/deactivate the FB so one point being Red then Neutral (Green) and then activated as Blue.

It sounds complicated but actually you will find its not ingame. As the player you simply have to follow the chain and capture the objectives by order, activating/deactivating the FB happens automatically.

You will see the FB on the map Green being neutral and deactivated. Red/Blue meaning it is activated by one side.

Also you will see this in the Base deployment menu. If you activate a FB you will be able to spawn on it and therefore it will be shown in the menu. If the enemy hold it you will still be able to see it in the menu however you will not be able to spawn on it and it will be marked with a Red diamond. A Neutral FB is not shown in the Base deployment menu only on the map itself.

**Logic for FB activation** in the mission design - We have a zone of action or we could call it the frontline. It is represented with Attack and Defend markers on the map. When the frontline is near the FB it will be neutralized. Once your side advance and move this frontline forward in the direction of the objective chain the FB will be activated. This means the FB will actually only be activated behind the frontline and therefore out of the zone of action.

### 15 Hideouts (HO)

**HO** or its full name **Hideout** is used only by insurgents. It is actually a derived hybrid between a FO and RP, since insurgents don’t have FO’s nor RP’s. Insurgents have much more inferior weapons compared to coalition but they have more manoeuvrability and flexibility, so the HO feature serves as a feature for Insurgents only.

The HO will look the same as a RP and will be placed in the same way as a RP, except it can be used by the entire team, so it is not limited for use by a single squad and you don’t have to be Squad leader to place it.

You could send anyone from your team to place it. But it requires a minimum number of players nearby to deploy it. This number depends on the total number of players in game. Lowest number is 1, maximum number is 3 players needed.

It is used the same way as an RP, however there are 99 ticket respawns which **work for the whole team**.
16 Tunnel Entrance

A Tunnel Entrance (or TE) is a fixed spawn point marked on the map for both sides. It is used as a pre-placed forward spawn point in missions - for Insurgents.

It is not possible to remove them, but they can be destroyed. Once it is destroyed, the associated zone it is in cannot be spawned on, plus it cannot be repaired or replaced throughout the game.

The coalition side should aim to destroy these as soon as possible, this will make it harder for Insurgent rapid redeployment. Also, at the same time, Insurgents should use it to quickly establish a network of Hideouts, before the allies destroy all the TE’s.

Spawning at a TE will again be blocked by enemy presence within a radius of 100m, like the HO.

To destroy a TE you should place 2 satchels directly on it.

16 Game Mods

A&S - Advance & Secure:

Bi-directional, sequenced, grouped sector-based game mode.
Just like PR: BF2 you are attacking and defending markers. Attacking markers show you which flags your side can attack. These objectives can be neutral or in enemy possession.
Defend markers show which flag are possible to attack by the enemy and need to be defended.
A New feature in PR: ArmA2 is the possibility to turn on zone link and zone sync markers which can help to predict which flag to attack or defend next line of the objective or which flags are synchronised and need to be captured in pairs (To be able to advance or stop the enemy advancing if you are defending it.)
The Mission ends if you lose all tickets. (even with a lower number of tickets you could win if you capture all the flags before you run out of tickets).

A&D - Attack & Defend:

Uni-directional, sequenced, grouped sector-based game mode. Just like in PR: BF2 you are attacking and defending markers. Attacking markers shows you which flags your side can attack. These objectives can be neutral or in enemy possession. Defend markers show which flag you can be attacked by the enemy and should therefore be defended. A new feature in PR:ArmA2 is the possibility to turn on zone link and zone sync markers which can help you predict which flag will be for attack or defend in the next line of objectives or which flags are synchronized and need to be captured in pairs to allow the possibility to advance or stop the enemy advance if you are defending it. The Mission ends if you lose all tickets (even with a lower number of tickets you could win if you capture all the flags before you run out of tickets).

CI - Counter Insurgency:

Randomly placed caches, requiring defending by Insurgents and intel gathering, then destruction by Coalition side.

There is also an additional secondary objective which is like an objective in AAS, but slightly different in result. It’s considered to be a Watchtower or Observation Post. When this special zone is held by coalition, it will give them some additional IP and the ticket bleed (caused from this zone) will stop, but if it is held by insurgents, then it will become a ticket bleed to coalition with no IP benefits. So it’s in the interests of insurgents to hold this zone too.

You collect IP by killing one insurgent where you will get 1 IP. If you search his body you could find a notebook containing intel worth 5 IP.

The required IP for revealing the next cache depends on the number of players on the server and it is shown on the scoreboard as “Intel: 0/50” or similar.

After you reach needed IP you will hopefully find a map via a body search, which will reveal the next cache making it compromised. You will find the map in same way as notebook and it will become available after you reach needed IP.

Once you find notebook or map in player menu you will get an option to examine it and only after you examine it you will get 5 IP or reveal the next cache location.
You can only have 2 caches revealed at the same time, so in order to reveal the next one you need to destroy one first.

The mission will end when the coalition run out of tickets or when insurgents have lost all caches.

### 18 Zone (sector) capture times

About 7.5 minutes for 1 person.

The duration is scaled down for each extra person you have over the enemy presence count. So if you have 6 players in the zone and the enemy has 2 players in the zone, only 4 of your players will count towards the capture.

There is a maximum duration scaling benefit of 5 players. Any extra players are excluded.

**Linked zones:**
Linked zones make the base of AAS and means you have to capture zones in order how they linked within that chain.
Linked zones help us to focus the fight on specific areas and simulate the frontline, sometimes it could be multiple zones in a chain which can simulate breaking the frontline on a flank if the zones are not synchronized.

**Synchronized zones:**
Synchronized zones require you to capture all of the synchronized zones, before the next section of zones becomes available to you. All synchronized zones must be captured before the next section of zones becomes available for capturing.

**Dependent zones:**
Dependent zones mean that particular zones will need to be held before you can capture this particular zone. Sometimes multiple zones are required, sometimes only several of these are required.

This information is shown in status bar of the Respawn and Base Deployment dialogs, when you highlight a particular zone.
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July 2011

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