

# WARFARE

## Capture the Island

### ■ OVERVIEW

Arma Warfare is a blend of a team-based multiplayer mission and realtime strategy included as a free update in the latest patch for Arma Armed Assault / Arma Combat Operations / Arma Gold Edition. Two sides (BLUFOR vs. OPFOR) fight for control of the whole map. The side that loses their headquarters, loses the game. Players capture cities to gain resources (supply points). Another resource - money - is gained from killing enemies and also in part from capturing cities. Each side has one commander, who can build a base and various buildings within and around it. Those are either factories and barracks or defense buildings and walls. As long as you have enough money, you can use the factories to build units, weapons and vehicles. These add to your team and you can command them normally. Defensive structures can be used to defend the base and the units stationed there. Players of each side are divided into 8 teams. The commander can give these teams missions and can specify tasks for the teams.



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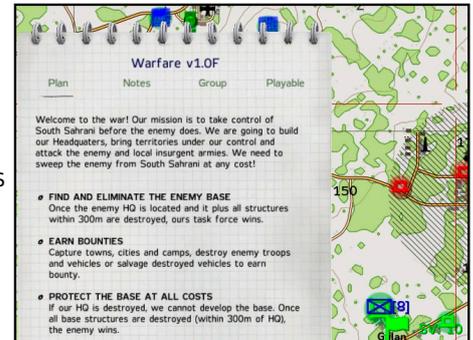
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# WARFARE

## GETTING STARTED

### RUNNING THE MISSION

To start a game, launch a multiplayer mission as usual. In the Create game screen select „Southern Sahrani“ island. The „Warfare v1.0“ and „Warfare v1.0 for 32“ players missions appear in the list on the right. Select them to play Warfare. Standard Warfare is the 16 player (8 vs 8) mission. Warfare for 32 players (16 vs 16) is recommended for higher performance systems. When playing online, the game also stores your game state in case of a sudden disconnect. Joining the server again on the same character slot will maintain your previous score and assets. As a fully dynamic mission with random starting locations and opposition, every game is guaranteed to be unique. The AI in this mission is able to act completely autonomously, meaning that you can play this game entirely on your own or with two teams of 16 players each, you will always have a full scale battle raging around you.



### USER INTERFACE

Most of the gameplay features of Warfare are controlled via the so-called „T menu“, accessible by pressing „T“ on your keyboard. There are four tabs on top of the menu: Team, Gear, Missions, Help and Vote.

#### Gear tab

is for buying and changing your personal equipment.

#### Team tab

is for buying vehicles, troops and to transfer funds to other players.

#### Vote tab

is for voting for a new commander.

#### Mission tab

allows you to take a mission, add a waypoint, request fire support, fast travel and the commander can command teams from here.

#### The Help tab

contains help for Warfare.



In the bar at the top of the T menu, you can see various statistics like your funds, missions etc. There is also an [X] icon to close the menu and , if you are in a place where you can build, a „Man at Work“ icon. If you click it, the building interface opens.

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## VOTING

After starting or joining a server running a new Warfare mission, you are presented with the Vote Commander screen (part of the T menu). The screen allows players to vote for either a human player or the AI to take up the role of the Commander for your side. There is one minute interval, during which the player, by clicking on any name in the player list, adds his vote to the total number of votes for the particular player. The number of votes is listed next to each player's name. To close the T menu, press the [X] icon in the upper right corner, or the Escape button on your keyboard. If you join a game that has already started, you will not see the Vote commander screen, but a new vote for a new Commander can be started any time using the Vote tab in the "T Menu".

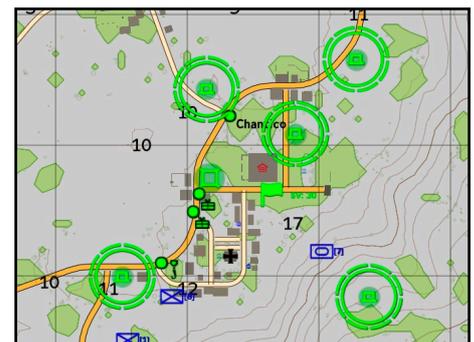


## YOUR BASE

The Main base is the place your HQ is located and you must defend it against the enemy. You spawn here in the beginning of the game and can always respawn at the HQ. Your main base also provides you with a persistent respawn location and a site for the Commander to place facilities where you can buy weapons, subordinates and vehicles. The base also serves as an economic center: it automatically generates supply trucks that travel to captured cities and generates income in both Money and Supply points.

## RESPAWN

As said earlier the main base also provides you with a persistent respawn location. If you die in a city with any friendly Camp(s) you may respawn in one. Each friendly Camp will appear with a circle on the map after you die. Simply click on this circle and that location will become your next spawn point. Note that you can respawn in the camps even if the Supply Depot is still held by the enemy. That's great for a quick reinforcement and it also avoids traveling when being killed during the city seizing.



## BUYING EQUIPMENT

Players and AI can equip themselves by a variety of weapons and additional equipment. Once the barracks are built at the main base the Gear tab of T-menu becomes available. You can access this feature in the main base or captured city camps. Check the right side of the in-game user interface where an icon appears once the store is accessible. In the Gear tab, double click on the equipment you want to buy and you'll see the total price calculation. Eventually approve the transaction. You can also sell back equipment but only if it belongs to



# WARFRAME

your side. The equipment you purchase will also be your starting kit when you respawn.

## WINNING

To win, your team has to destroy enemy HQ (or MHQ, if it is on the move) and all enemy buildings in a 300m radius around the HQ if there are any. Do not forget to defend your base too.

## MAIN BASE

### PLAYERS AND COMMANDER

Everybody can buy equipment, vehicles and troops from the base as long as the right factories are built (see „Structures overview“ below). The commander is the only one, who can build factories, however every player is able to build defensive structures (yes you can build your very own machinegun nest). The base is your persistent respawn location. The HQ also automatically generates supply trucks that travel to captured cities to generate Supply points and income. Your commander can decide to pack the HQ up into a Mobile HQ and move it. Other buildings left behind remain fully functional.



### STRUCTURES OVERVIEW

There are two types of structures: factories, built by the commander for Supply points, and defensive structures that cost money and everyone can build them. There is one special building - your HQ - your main objective to defend.

#### Headquarters

This structure is created when the MHQ is „deployed“. It is used for base construction. It automatically creates Supply Trucks and Salvage trucks. As long as the commander is within a certain radius of the HQ he can construct base facilities.



### FACTORIES

These are buildings where you can buy weapons, soldiers and vehicles:

#### Barracks

Player and AI teams can purchase soldiers, weapons and ammo here.

#### Light Factory

Player and AI teams can purchase non-armored and some lightly armored vehicles here. It is also possible to buy non-combat vehicles here.



### Heavy Factory

Player and AI teams can purchase armored vehicles and tanks here.

### Aircraft Factory

Player and AI teams can purchase helicopters here.

### Airport

The airport is in the north of the island. Only one side can own it and thus only one side at a time can build airplanes. Player can purchase fixed-wing aircraft here. This facility is located at the airport, so only one faction can control it at any time.

## DEFENSIVE STRUCTURES

These defensive structures can be built around your HQ and around the camps, build them and use them to defend your base:



#### Machine Gun Nest

Cost: 200

Classical machine gun. Effective against infantry.



#### Grenade Launcher

Cost: 300

Grenade launcher is effective against unarmored targets.



#### Heavy Turret

Cost: 500

Gun, that can easily pin down armored targets.



#### Anti-air Turret

Cost: 500

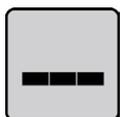
Your ultimate gun effective against airborne targets.



#### Artillery

Cost: 1500

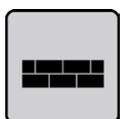
Artillery destroy buildings and armored targets. Can perform fire missions.



#### Short Wall

Cost: 25

Shorter wall obstructing movement. Serves as a cover.



#### Long Wall

Cost: 50

Longer wall obstructing movement. Serves as a cover.





## YOUR TEAM

All players and AI soldiers can buy subordinates, equipment and vehicles in the main base. You can access all available facilities through the Team tab in T Menu from anywhere inside the main base perimeter. In the Team tab you will find a list of icons, representing available factories from which you can buy subordinate units and vehicles. You can choose between buying the vehicle empty for your own or with a crew to extend your team. There is one exception: all the tanks don't have the tank commander, even if bought with a crew. Take his place for a great tank rally or buy additional crew member to increase tank's efficiency.



## NON-COMBAT VEHICLES

Warfare features several vehicles that serve a non-combat role. While they may not be able to blow up enemy tanks, they are vital for your economy. Keep an eye on them and protect them whenever you can. All of them except your headquarters can be bought in the Light Factory.

### Mobile HQ

This is the most important vehicle at the beginning of the game. Protect it at all costs as it is crucial for victory. It can be deployed into a headquarters (HQ), repacked and moved. It allows the construction of other buildings. Only the Commander may use these functions.



### Repair Truck

Repair trucks are able to repair vehicles and can also construct defenses outside the Main base perimeter. It can build all defensive structures including artillery guns.



### Salvage Truck

These vehicles salvage any nearby destroyed vehicles. Each player will receive a portion of the funds generated. If a player's team salvages a vehicle they will receive more funds.



### Supply Truck

The role of the supply truck is to travel between the Main base and captured cities. It is described in detail in chapter „Supply“ below.





## OBJECTIVES

### MISSIONS

Once you're ready to move out for some action, you can have a mission assigned to you by the commander or you can choose one yourself. If you want to get a mission from the list of possible missions, go to the Mission tab in the T Menu. On the right side of the map there's a list of available missions, sorted by distance from your current location. Hit the Preview button to focus the map on the mission's location, and press "Accept" if it sounds like the job for you. A waypoint to your new objective will appear on your HUD. You can now choose to either drive all the way to the mission location in whatever vehicles you've purchased or, if your side has occupied a town close to the target, you can also use the Fast Travel function (see below).



### TASKS

You can also be assigned to a specific task by your commander. The list of possible tasks follows.



#### Capture Cities

The team has to travel to the nearest enemy town and attempt to capture it. This mission is selected by default. The AI teams will choose a city if they do not receive any particular mission orders from the commander after a few minutes.



#### Patrol

The team has to patrol a selected area. After clicking on patrol, click on the desired patrol location on the map. Use this mission to defend bases or towns.



#### Move

The team has to move to a selected area and remain there. After clicking on move, click on the desired location to move to on the map.



#### Defend Base

The team is ordered to defend the main base from enemy attacks.

### SUPPLIES

Your base automatically generates Supply trucks and Salvage trucks. Both of these generate Supply points. The Supply trucks travels randomly to one of your cities (if you control any). As soon as it reaches the city's Supply depot, your side gains some supply points and money. The Salvage trucks, on the other hand, are used to salvage wrecks of any vehicles anywhere on the map. Each wreck salvaged gives your side some supply points. The game offers you one interesting tactic: to hunt enemy's Supply trucks - as he won't be able to generate Supply points, he will have trouble expanding his base.

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## Protecting/Attacking Supply Lines

In Warfare you can seek and destroy enemy Supply trucks. If you'll wait and ambush the Trucks, your enemy will quickly lose most of his tactical possibilities - as he won't be able to generate Supply points, he will have trouble expanding or moving his base. The enemy will also have less money for purchasing units. Note here, that strong armored or aerial units are quite expensive. You should also protect your own Supply trucks. If you find out that the enemy is trying this tactic on you, you have to deal with it somehow.

## Hard working

If you feel the Supply point numbers are not growing fast enough, you can take the matter into your hands. You can buy either Supply Truck or Salvage Truck in your Light Factory and board them. If you drive the Supply Truck to a Supply Depot in any of the cities, your side has conquered, you will get some money and Supply Points. It is also possible to buy a salvage truck and board it. You can then search for wreckage and by coming to it, you receive some money. In both cases, when you receive funds, all the players on your side receive some funds too. Members of your team receive more funds than other players.



## WAYPOINTS

When moving around the map, it is often useful to make your Waypoints. You can set Waypoints in the mission tab of the T-menu. Just click on the Add button in the Waypoint section and then click anywhere on the map. A yellow marker will appear in the map and a classic Waypoint marker will be visible in your in-game display. You can add further Waypoints by clicking on the map again. After the first Waypoint is reached the second one activates and so forth - you can have as many Waypoints as you please. It is also possible to edit the Waypoints position. Just drag it with your mouse along the map to its new position. If you want to delete all Waypoints click on the Clear button in the Waypoint section.

## FIRE MISSIONS

At Camps and your Main Base you can purchase artillery pieces using the construction menu. If you order your subordinates to man these guns, you can use the Fire Support function found under the Mission tab in the T Menu. First use the Set button to designate a location for a fire mission on the map. Then adjust the dispersion of the incoming rounds using the slider on the right. Finally press the Request Fire Mission button to have all guns in range commence their firing. Obviously manning more guns will result in a more devastating fire mission. Note that targets must be at least 1000m from your artillery to call a Fire Mission on them.





## CAPTURING CITY

Each city is surrounded by several camps and has a supply depot at the center. After capturing the Supply Depot you capture the town. You also get a reward. The reward depends on your distance from the Supply Depot of the town at the moment it is captured. If you chose the capture town mission for this particular town, the reward is a little greater. There are other special benefits described below.

### Camps

Camps are tactical positions located in and around each town and are marked on the map as a small square sitting on a line (green - friendly, blue - resistance, red - hostile). To capture a camp, walk into its command tent. A progress bar appears at the top of the screen. Stay alive until it depletes and the camp is yours. Once a camp has been captured you can use it to purchase weapon loadouts, construct defences, heal in the medical tent, and as a respawn site. Camps also reduce the time it takes to capture a town, so the more camps owned around enemy city, the better. All players (i.e. not just the commander) can build defensive structures around a captured camp. Just click on the „Man at Work“ icon in the top left corner of the screen to get to the building interface. Select a building, rotate it holding right mouse button and place it by clicking left mouse button.



### Supply Depot

If you want to capture a city, you have to walk to its supply depot and remain there until a bar at the top of your screen depletes. When you're close enough, a bar will appear in your HUD to indicate your progress at depleting this town's Supply Value, slowly turning it to your side's control. While the enemy were in control of the town, supplies delivered to the Depot will have slowly increased this value, making it more time consuming for you to capture. The longer you leave a town in enemy hands, the more dug in they become and thus, the longer it will take you to capture the city. Remember that capturing camps around an enemy city will significantly reduce the time it takes to capture that town.



## FAST TRAVEL

Once your side has taken control of a city, you no longer actually need to drive all the way from your current location to that city. When you and any of your subordinates are close to the main base or an occupied city's Depot structure, you can use the Fast Travel function. This allows you to travel to any nearby friendly city or base relatively quickly, without having to actually walk or drive there yourself. Open up the T Menu and press the Fast Travel button in the lower right corner. Green markers will appear on all nearby towns that can be used as a Fast Travel destination. Clicking on one of these markers will commence transportation, displayed on the map as a line closing in on your destination. Once there you can immediately press the button again and continue to Fast Travel to the next friendly town, spanning large distances with little hassle. Enemy towns cannot be used as Fast Travel targets, so ensure no towns end up isolated behind enemy lines.

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## COMMANDER'S HANDBOOK

If you manage to gather enough player votes you can be assigned as the Commander for your Side. In this role, you will be able to assign missions to squads and construct facilities and defences in the Main base.

### BUILDING THE BASE

The Commander has full control over the MHQ, or Mobile Headquarters. This vehicle can be deployed at any location to become the Headquarters structure, which in turn allows you to build additional structures (see Building interface below). Keep in mind that facilities require Supply Points to be constructed, while defences only cost you cash. The HQ can be packed up into an MHQ again and redeployed at another location, where additional bases can be constructed. The buildings left behind at your old HQ will remain functional until destroyed. The HQ (or MHQ while in transit) is the most important object in the entire game. Without it you cannot construct any base facilities. If it's destroyed along with all nearby base facilities (300 meters from HQ), the enemy will win the game.



### Supply Points

Supply points are earned by Supply Trucks. These trucks travel between your HQ and random friendly cities. Whenever they arrive at a City they will increase the Supply Value. Increased Supply Value makes Cities harder to capture and they will also generate more revenue. Each town has a maximum Supply Value that can be reached. For larger Cities this value is higher. In addition to receiving income every minute, teams also receive some funds every time a Supply Truck arrives in a town.



### Money

Players gain Money for Supply truck travel, mission completion and killing enemies. If you're running out of cash or your side wants to fill your team with expensive units, it is possible to transfer funds between players. Go to the Team tab in the T-menu. Choose a player you want to transfer the funds to in the drop-down menu in the upper right corner of the screen. Then move the slider on the left from the drop-down box to set the amount. Finally click on „Transfer“ button to have the funds transferred.



### Building Interface

The building interface can be accessed via a „man at work“ icon in the top right corner of the T menu (next to the [X] icon). The interface depicts your base from above and you can scroll it using moving your cursor to the edge of the screen. Down in the interface there is a brown strip, where you can see your current number of Supply points and Funds. There is also a help icon (a big „?“) and an Exit button. Below this strip you can see icons of individual buildings that you can build. (In the beginning you'll see only an icon of deploying your MHQ and defensive structures). To the left you see factories,



to the right there are defensive structures. Price of each building is indicated below each icon. „S“ means price in Supply points, „\$“ means price in money. Click on the building to select it for building - your cursor now depicts the building you want to build. Now you can position it on the terrain. If you want to change building’s orientation, you can hold right mouse button and move your mouse - that will rotate your building. Build it by left clicking.



## HQ AND FACTORIES



### Headquarters

Cost: 100 SP (deploy or pack up)

Once deployed it automatically creates Supply Trucks and Salvage trucks.



### Barracks

Cost: 100 SP

Player and AI teams can purchase soldiers, weapons and ammo here.



### Light Factory

Cost: 400 SP

Player and AI teams can purchase non-armored and light-armored vehicles here.



### Heavy Factory

Cost: 1000 SP

Player and AI teams can purchase armored vehicles and tanks here.



### Aircraft Factory

Cost: 1500 SP

Player and AI teams can purchase helicopters here.

## DEFENSIVE STRUCTURES

Defensive structures are built for money and anyone can build them. Not just the commander. See chapter Main Base above.

## COMMANDING TEAMS

Assigning missions to other squads can be done in the Command teams section of the Mission tab in the T Menu. Select one of the numbers, corresponding to a squad’s number, and select one of the available missions from the list. AI-controlled squads can also be assigned a type (role). This is their preferred squad specialization, which they will try to maintain as well as their funds allow. There are as many roles as there are weapon types in ArmA. You can change a team’s role in the „Type:“ drop-down menu.





The Commander can also assign missions to humans and AI teams. This can be done through the Mission tab in the "T" menu. From this screen the commander may change an AI team's role (for example: Infantry, Mechanized, etc.), or assign the following missions:



### **Capture Locations**

The team will travel to the nearest enemy town and attempt to capture it. This mission is selected by default. If you want to assign this mission you have to choose the city to capture as your mission, after which all the teams assigned to capture cities will be attacking this city.



### **Patrol**

The team will patrol a selected area. After clicking on patrol, click on the desired patrol location on the map. Use this mission to defend bases or towns.



### **Move**

The team will move to a selected area and remain there. After clicking on move, click on the desired location to move to on the map.



### **Defend Base**

The team is ordered to defend the main base from enemy attacks.

When you select a team, its current destination or patrol area will be displayed on the map in yellow. At the very start of the game, AI teams will not have a destination. After a little while they will choose one automatically. AI teams are also self-sufficient and don't need to be micro-managed. They will purchase their own units if they have funds and the appropriate factory is available. AI teams earn funds just like a regular player team: capturing towns, killing the enemy, etc.





## BEGINNER TIPS

- At the beginning of the game build a Barracks and a Light Factory immediately. Your teams need to grow fast in the beginning so do not waste money on base defences just yet - defences will be more important later in the game.
- The commander should send all teams to combat ASAP - they need money for equipment. Teams intended for use in heavy attack missions later (in Armored roles for example) should be on the front line immediately, earning money for equipment.
- Try to capture some cities ASAP. You need Supply Points! Building Barracks and Light factory is very simple and only 400 SP is needed for it. The Heavy Factory is very expensive and gaining enough resources can take a while. Do not let yourself get caught unprepared for an armor or airborne attack!
- Do not forget to defend your cities. The resistance is strong and attacks from unexpected directions.
- The best command control is achieved when all teams have at least one human player (leader). With Humans in the lead, you do not have to control the teams via simplistic, broad orders. Communicating with living players naturally leads to better results. If you are using AI-led teams, always assign them an appropriate mission. If one of your teams needs to use expensive weapons or equipment (e.g. helicopters) remember you can transfer the funds to them. Sometimes a team needs specific equipment in a hurry and saving resources along can take a long time.

## CREDITS

BASED ON: CTI concept by Mike Melvin

DESIGN: Mike Melvin, Bart van Paassen

PROGRAMMER: Mike Melvin

ADDITIONAL INTERFACES: Karel Mořický

GRAPHICS: Karel Mořický, Ivan Buchta, Patrick Melvin, Jan Pražák

MODELS: Marián Maar, Carsten Cordes, Johannes Wagner, Jakub Horyna

SPECIAL THANKS: To Lukáš Soukenka for models supervision and to all the BI grunts for spending their free time on the battlefield.



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