PROJECT
REALITY
AN ARMA 3 MODIFICATION

QUICKGUIDE

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Preface

Dear Tester,

this quick guide is aimed at those who are new to Project Reality: Arma 3 and will guide them through the basics of gameplay and its underlying systems.
Beware that this guide is currently in a very basic shape and form and will be reworked to a complete guide once the mod has reached a later development stage.

In case of any issues please visit our GitHub Repository @ github.com/drakelinglabs/projectrealityarma3
Thanks for participating in testing and refining our mod.

Kind Regards,
PRA3 Development Team

Introduction

Project Reality: Arma 3 is technically a serverside mod and a very extensive gamemode. It's underlying systems have been built from scratch and almost none of the vanilla Arma 3 modules are in use. This means that even though the mod features a variety of custom features it does not require additional client mods and thus runs on the current vanilla Arma 3 build.

The goal behind PRA3 is to deliver a premier solution for a tactical, teamplay oriented PVP experience that is easy to get into but hard to master. Players will have a variety of tools and assets at their disposal to overcome the enemy forces and win simply by working as a team.

Project Reality: Arma 3 is the unofficial successor to the official version by the Project Reality Development team. Though the goal of the mod project has remained the same, the mod itself has been developed from scratch by some of the most experienced Programmers and Scripters from the Arma 3 Community.

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Step-by-Step Guide

Setting up Arma 3 for Project Reality: Arma 3

- Latest stable Arma 3 version is installed
- Pirated versions of Arma 3 **do not work** with PRA3
- Launch Arma 3 **without** any client-side modificiations

Joining a Project Reality: Arma 3 Server

- Arma 3 runs without any client-side mods
- Directly connect to the server IP provided in the PRA3 Discord (**#find_a_server**)
- Choose any of the free slots.

Joining a Project Reality: Arma 3 Playtest
- Directly connect to the server IP provided in the PRA3 Discord (**#playtestinfos**)
- Type in the password provided in **#playtestinfos** (Password changes each playtest)

Creating / Joining a Squad

- After joining the server you have to join a Squad
- You can create one via the spawn screen by typing in the name of the Squad first and then hitting '**CREATE**'
- You can join a Squad by clicking '**JOIN**' below the Squad list

Selecting a Kit

- After joining a Squad you can select the Kit of your choice. Beware that certain Kits only unlock after a certain amount of squad members has been reached.
- Squad Leaders should select the Squad Leader Kit
- Consider choosing vital roles like Medic before grabbing an Anti-Tank Kit
- You will have the ability to customize your Kit to a certain degree (WIP)

Deployment

- After selecting a Squad and Kit of your choice you can choose to spawn either at the Base, a friendly Rally Point, or at a friendly FOB.
- Select one of the spawn points by clicking on one of the spawn locations in the Deployment panel, located below the Kit Selection on the right side of the screen.
- When Rready, click on the orange Deploy button on the bottom-right of the screen
- Consider asking your Squad Leader where to spawn and if given location is safe to spawn. Squad Leaders, on the other hand should advise their Squad where to spawn.

Setting up Rally Points

- You have to be a Squad Leader
- Atleast one more team member is within a 10 meter radius of your location
- Scroll to highlight **"Create Rally Point"** via your action menu and hit space to deploy it

Setting up FOBs

- You have to be a Squad Leader
- Spawn an FOB crate at the flag in your base and transport it to the Place, where you want to set it up
- Scroll to highlight **"Create Rally Point"** via your action menu and hit space to deploy it

Capturing Control Points

- To capture neutral Control Points you have to be atleast two team members within the capture radius
- To capture enemy Control Points you have to have more team members in the capture radius than the enemy has.
- To fully capture the Control Point you have to first neutralize it and then capture it

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AN ARMA 3 MODIFICATION

Loading / Unloading Cargo in vehicles

- Each vehicle has a set amount of cargo space. MRAPS for instance have way less cargo space than transport trucks
- To drag an ammunitions box, aim at the box and select **"Drag Ammobox"** by scrolling
- If you wish to drop the ammuntions box again select **"Drop"** from the action menu
- Next move towards the vehicle you want the ammuntions box to be loaded in and select **"Load item in Vehicle"** from the action menu
- To unload a box, aim at the vehicle and select **"Unload Object from Vehicle"**
- Alternatively you can use the vanilla inventory screen to drag and drop ammuntion boxes or other inventory items into the cargo space of the vehicle. To unload, simply select the cargo object of your choice and press **"Unload"** on the bottom part of the cargo panel

Reviving & Healing (Medics Only)

- If severley hit, you'll start bleeding. To stop your soldier from bleeding, use the **"Bandage"** option in the scroll menu. If you want to bandage a friendly, aim at his body and make use of the same scroll menu action again.
- If a unit recieved too much damage they have to be revived. To revive, aim at their body and hold Left Mouse Button until the player wakes up again. The remaining time until completed revive, is indicated by a symbol on your screen. To fully heal them afterwards, use the heal action in the scroll menu and hold it until the player is at full health again, as indicated by the symbol on your screen

Game Mechanics

Advance and Secure Gamemode

In AAS, two opposing teams will battle over multiple Capture Points or short CPs. These CPs can be captured by any team, though they have to be captured in a set order. Both teams start in their Main Base which is a non-capturable Control Point. From there teams can go capture CPs. To capture a CP, the team has to have more units within a CP than the enemy team. If your friendly units try to capture an enemy CP they first have to neutralize it by staying within Capture Range of the CP (indicated by the marked areas on the map). Once neutralized, it is no longer in hands of any of the teams. From there either friendly or enemy forces have to hold the CP until fully captured. Having more CPs captured than the enemy at any given time will cause the enemies' Tickets to gradually decrease. Tickets are the resource to spawn players. Each spawn causes the team to loose one ticket.

Whoever causes the enemies' tickets to reach zero first will win the game.

Squads & Kits

Each team consist of multiple Squads. The squads are specialized in either Infantry or Support. Infantry squads consist of multiple infantry men but also more specialized roles like Autoriflemen or Medics. Squads are led by a Squad leader who is in charge of the Squads actions. He is able to command his fellow Squad members through the field and guide them to victory. Squad Leaders are supposed to communicate to plan the team's movement in grand scale. Communication really is key to being victorious.
Support roles vary from Pilots, Tank Crewmen and other special units. Roles are limited in their availablity meaning that some roles need to have a certain amount of squad members to be unlocked and are even limited to a certain number of squad members. For instance the Squad Leader kit needs atleast one Squad Member and is only available to one Squad Member.

Deployment

Each Team has a Base where all players can spawn. Additionally Squad Leaders can deploy Rally Points that will allow the Squad Members to spawn in the field. Squad Leaders can also create Forward Operation Bases or short FOBs, that allow the whole team to spawn closer to the front lines (depending on the position of the FOB).

Medic System

In case of combat it is very likely to get shot. In most cases you will end up being incapacitated if you've taken too many hits. At this point you have to get bandaged and revived by a friendly unit, preferably a Medic. If you've managed to survive a bullet hit make sure to bandage your wounds. Seek a medic afterwards to get fully healed.

Logistic System

In PRA3 you have the chance to load ammunition and emplacements into containers that can be transported by Transport Trucks or Helicopters. Small Ammo Boxes can also be transported by smaller vehicles like MRAPs.
Beware that all crates have a maximum cargo space that is indicated at the bottom of the cargo panel.

Vehicle Restrictions

As a regular Riflemen you will not be allowed to embark a Helicopter and use it for your own transportation. Instead request your Squad Leader to call in Air Transport from your fellow Helicopter Pilots. This restriction also applies to heavy assets like Tanks and APCs.