



A3M PMC Simulator

Total Modification Version

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www.A3MilSim.Com

Description:

A3M PMC Simulator is a multiplayer mode designed to simulate working as a Private Military Contractor in a conflict zone. You take the role of an Independent Contract Operator brokered by Orion Private Security Group. With a meager starting balance in your bank account and standard-issue sidearm from OPSG, you deploy upon your contractual duties in Altis at the C-12 North compound, an Astral Corporation Research, Development and Communications compound in the NE region of Altis. You will be required to carry out security and paramilitary operations pursuant to your contracts with OPSG, and you will be paid based on performance per operation.



To: CONTRACT OPERATIVE
From: Orion Private Security Group (OPSG) HR
Date: 4/26/2030
Subject: Welcome Aboard!

Greetings! We're pleased to have you on our team!

Orion Private Security Group is a U.S. Based private security firm that ranked 456th in Forbes fortune 500 list of 2027. Astral Corporation, a large Alternative Medicine and Scientific Research company based in the United States that ranked 12th in Forbes Fortune 500 list of 2027, has retained OPSG's services to secure Astral's operations in Altis. OPSG has also managed to obtain small contracts with the local paramilitary police force, known as the Altis Armed Forces.

OPSG supplies a base set of equipment, typically in the form of a basic Pistol Belt, a sidearm (pistol), and some ammunition. OPSG will, on occasion and when deemed necessary by OPSG corporate administration, provide limited supplies of ammunition and equipment free of charge, based on the best interest of obtaining a successful outcome of the operation.

OPSG has secured a vendors contract with Lazarus Military Supply, who acquires various exotic weapons and special equipment and offer them to us at extremely low rates. Any contractor wishing to upgrade his or her gear is responsible for the expense, but may use OPSG's vendor and special contracts to acquire military grade weaponry for use in the field of duty. Please note that often times, class III (NFA) weapons run at a premium rate due to the legal processing and international restrictions.

As a contractor brokered by OPSG, you will be issued an international bank account through Pursuit Bank. Through OPSG's special partnership with Pursuit Bank, they've developed a software that will allow you to submit your time and activity reports directly to OPSG's HR department through the bank's website, which will in turn allow OPSG to immediately bill Astral Corp's HR Department and pay you for services rendered! Such are the benefits of working for a top tier security organization!

We hope you enjoy your employment with our organization! Welcome Aboard!

Sincerely,

-Orion Private Security Group
Human Resources Dept.

Roles & Command Structure:

The A3M PMC Simulator is designed to be played by clans or groups of friends who play together, and have a defined leader. It is **NOT** designed for “public” type deployments, and is **very** susceptible to both hacking and trolling. The Team Coordinator (Clan Leader) has control of a majority of things in this mission, including the operational budget and the purchase of vehicles and aircraft. There are a variety of instances where the honor system is employed...For example, the mailbox: anyone can access it, and for a time your purchase is available for “stealing”. Such features reinforce the need to play this mode with people you know to get the best benefit.

1. Team Coordinator:

The **Team Coordinator** is the top slot in the multiplayer role selection screen, and carries the rank of “MAJOR”. Essentially, the Team Coordinator is also a **business owner**. The Team Coordinator has full control of the company’s budget, and must constantly use discretion and business sense in all aspects of operation as a Private Security Company. In A3M PMC Simulator, everything has a price, right down to the individual rounds fired and gallon of fuel used. Labor is calculated when a vehicle is repaired, and Jet fuel is calculated at a different cost than fuel when your new helicopter lands for service. Every piece of equipment purchased and lost has a serious impact on the future of the company. The Team Coordinator must consider all of these things, while at the same time providing adequate company stock to keep the staff equipped, healthy and happy and everything in decent repair.

Traditionally, the Team Coordinator is also the player who routinely accesses the Email system to accept contracts, and strategically accepts them based on many factors, including realistic estimation of the workforce’s capabilities, the equipment on hand, etc. See more about the Secure Email System in the “Accessing the Internet / Secure Email System” section of this document.

2. General Contractor:

The General Contractor is the heart and soul of the Private Security Group, and his or her responsibilities vary greatly from operation to operation. While it may seem like the Team Coordinator gets to have all the fun, there is a great deal of fun to be had as a General Contractor! Depending on your company’s policy, you may be provided with weaponry and ammunition at the company’s expense, or you may be given the option / requirement to purchase your own. A full features online store exists to cater to your tacticool needs, and equip you for the next mission! Some things, the company doesn’t have the option to buy, and customization is your duty! Purchase new body armor, helmets, clothing and accessories at your ability / leisure. Additionally, you may find fun and unique ways to spend your money while roaming about the map, most notably in cities.

3. Medics:

Medics are ACE 3 enabled medics, and carry the full responsibility of providing medical care to

wounded soldiers. The need for this is elevated by the fact the death means one of two things: A team mate loses thousands-of-dollars' worth of gear, or, surviving team members are stuck managing a dead body or the dead guy's gear until the new spawn can come and claim his remains. This means that saving lives is a top priority, and a VERY important job!

Budget, Bank Account and Making Money:

Dual Budget System

In the PMC Simulator, there are **two** separate running budgets. The Team Coordinator has control of the Operation Budget. This budget, by default, starts at \$12,000,000.00 (You can change this in the Mission Parameters). The Team Coordinator may purchase vehicles, aircraft and armor with this budget, as well as advance funds to any or all players. Additionally, every time a player refuels, rearms or repairs a vehicle, the cost of parts, labor, ammunition and fuel are calculated based on the amount needed, and charged to the Operational Budget. The cost of Fuel and the Hourly Rate of Labor can be adjusted via the Mission Parameters.

Parallel to the Operation Budget that is controlled only by the Team Coordinator, every player has a personal bank account, in which he or she may use to purchase equipment for use in the field.

With every contract mission completed, **two payouts occur**. The first, a payout of rating points to the player, which he or she must then submit in the form of a "Time Sheet" via the Pursuit Bank Interface, the rating points are converted and deposited into the player's bank account as payment for services rendered. The multiplier for rating points can be adjusted via "Mission Parameters". The second payout occurs immediately, and is applied to the operational budget balance. This can only be spent by the Team Coordinator on vehicles or aircraft, or may be "advanced" to players via the button.

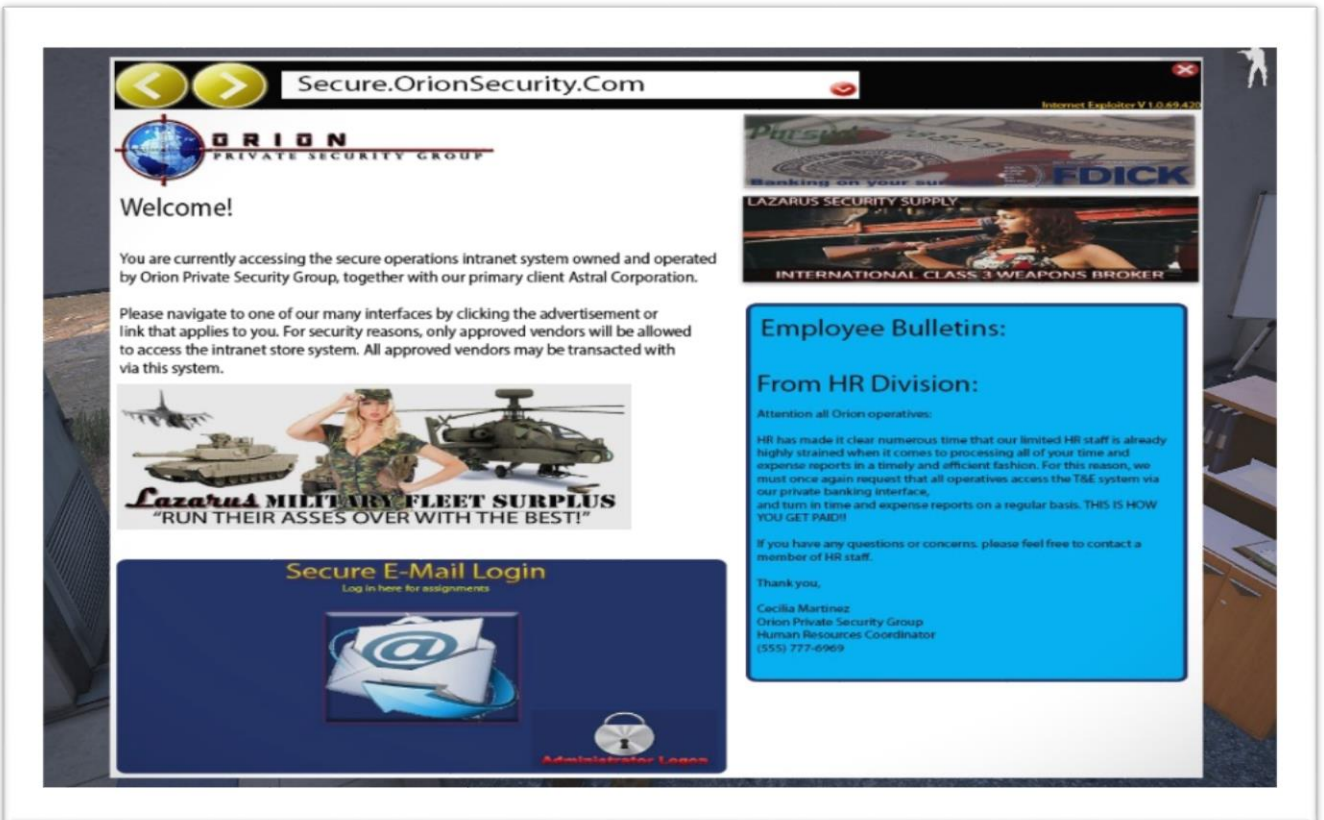
Rating Points: The Behind - The - Scenes Currency of the PMC Simulator

The payout system in the PMC Simulator is based off of performance. Rating is added in a static amount for completing various contracts, and in the Arma default amounts for kills. The more kills during a mission, the more money you'll make. Doing negative things will COST rating, such as killing team mates, killing civilians, etc. It is possible to achieve a negative rating, which would then make the player unable to acquire additional funds until sufficient good work was done to bring the rating back to a positive. Alternately, a player may buy out of a negative rating by submitting a timesheet with the negative rating, which will subtract the payout multiplier x the negative rating from the player's account to cover for the bad behavior. If the player doesn't have the funds to cover the bad behavior, the player may find themselves with a negative balance in the bank, unable to purchase even something as small as ammo.

Accessing the Internet / Secure Email System:

In the PMC Simulator, a laptop is your connection to everything that matters. In addition to the all-important banking interface, you can "Shop Online" for weapons, ammunition and all other equipment, "Check Email" to review and accept contracts on behalf of Orion Private Security Group, and additional

actions (Mainly for the Team Coordinator). All of these modules are summed up in a graphical representation of a secure website. Simply click a link on the “home page” to access the module you desire.



Bank Account:



The PMC Simulator features a persistent bank account for all players. This balance will persist through server restarts and over different servers running the mission. To access the bank account, visit a Computer and access "Personal Banking" via the Action Menu. You will be presented with the "Pursuit Bank" interface, where you will need to sign in prior to submitting your Timesheet, as well as view your account balance and debit amount of recent purchases.

As mentioned above, in order to earn money, you must earn rating points by successfully completing missions and killing hostile enemies. Killing innocents or friendlies will severely impact your rating in game, therefore negatively impacting your account balance.

After completing a mission, or whenever you have rating points built up and ready for deposit / conversion to money in your bank account, simply visit HQ or another location (Such as a safe house) to access a laptop and open the Pursuit Bank Interface, then click the "Submit Timesheet" button to collect your payment.

E-mail System:



The primary method for accepting contracts in the PMC Simulator is via the “WarMail Encrypted Email Service”.

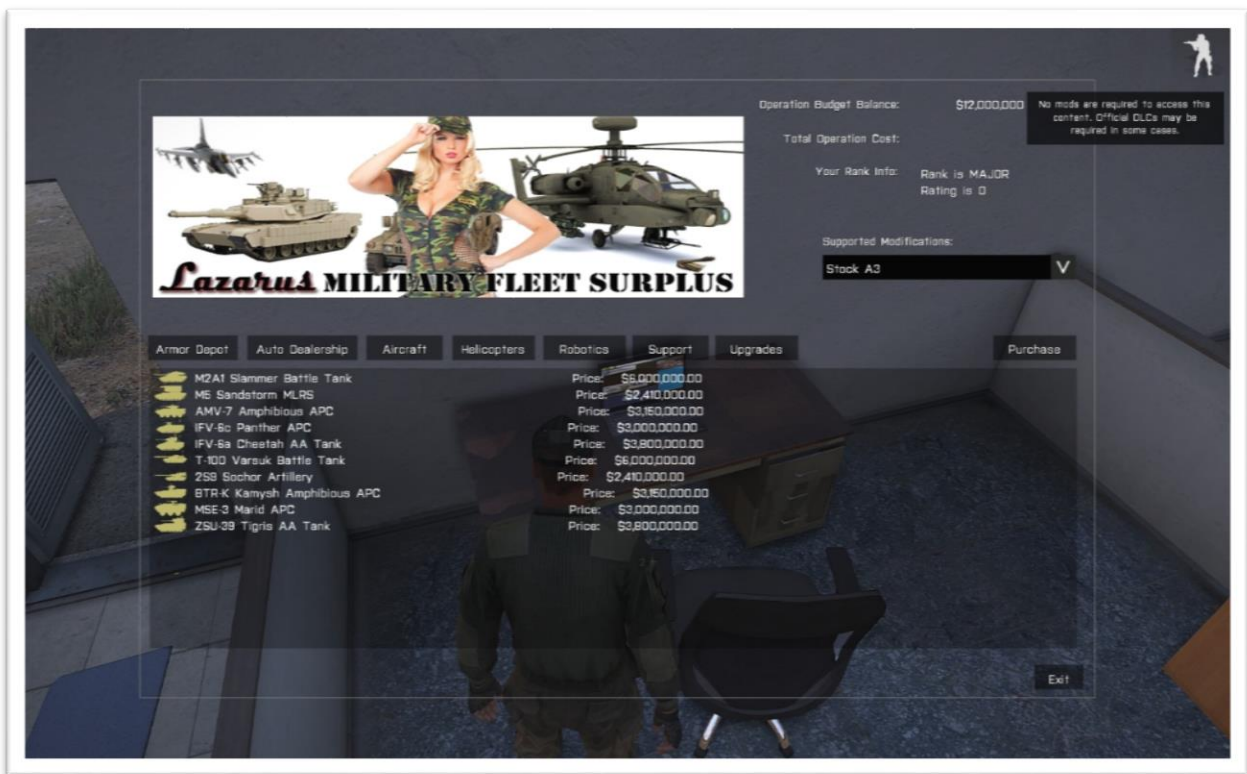
The “**From:**” line designates the client the contract is offered by.

The “**Body**” will describe the contract situation, the contract pay for the company and the RP payout for each player (Not counting performance RP).

To accept a contract, DOUBLE CLICK the line of the contract you want to execute, you will receive a hint that confirms the select. Then click “Accept Contract”.

The Team Coordinator can cancel ALL missions via the admin panel.

Fleet Management:



The Team Coordinator is responsible for the reasonable purchase of Fleet (Vehicles and Aircraft), Support Assets, Company Supply and Upgrades for the company facilities. The Team Coordinator must carefully plan every operation and allocate assets accordingly, so that adequate assets are available for every mission. To purchase a vehicle or aircraft, click the appropriate button on the main screen and then double click the vehicle or aircraft you would like to purchase. Click the “Purchase button” to process your order. Vehicles will be delivered to the C-12 compound, in the field east of the C-12 Main Gate. It is marked clearly on the map with “Fleet Delivery”. Aircraft will be delivered to the Astral Corporation Owned Molos Airfield in the NE corner of Altis. Supply and Autonomous Vehicles will be delivered at the Readiness Area, or other location disclosed via hint at the time of purchase.

PMC Simulator supports several modifications to add to the realism of the PMC Simulator experience. In order to utilize a modification, select it from the drop down, and then select the category indicated. If no category is indicated, the modification is present in several categories. Nevertheless, this drop-down works like a filter, and will show you the contents of the mod selected.

All vehicles and equipment have been painstakingly researched, and are priced at real world market values of 2015. Some equipment is estimated based on close counterparts.

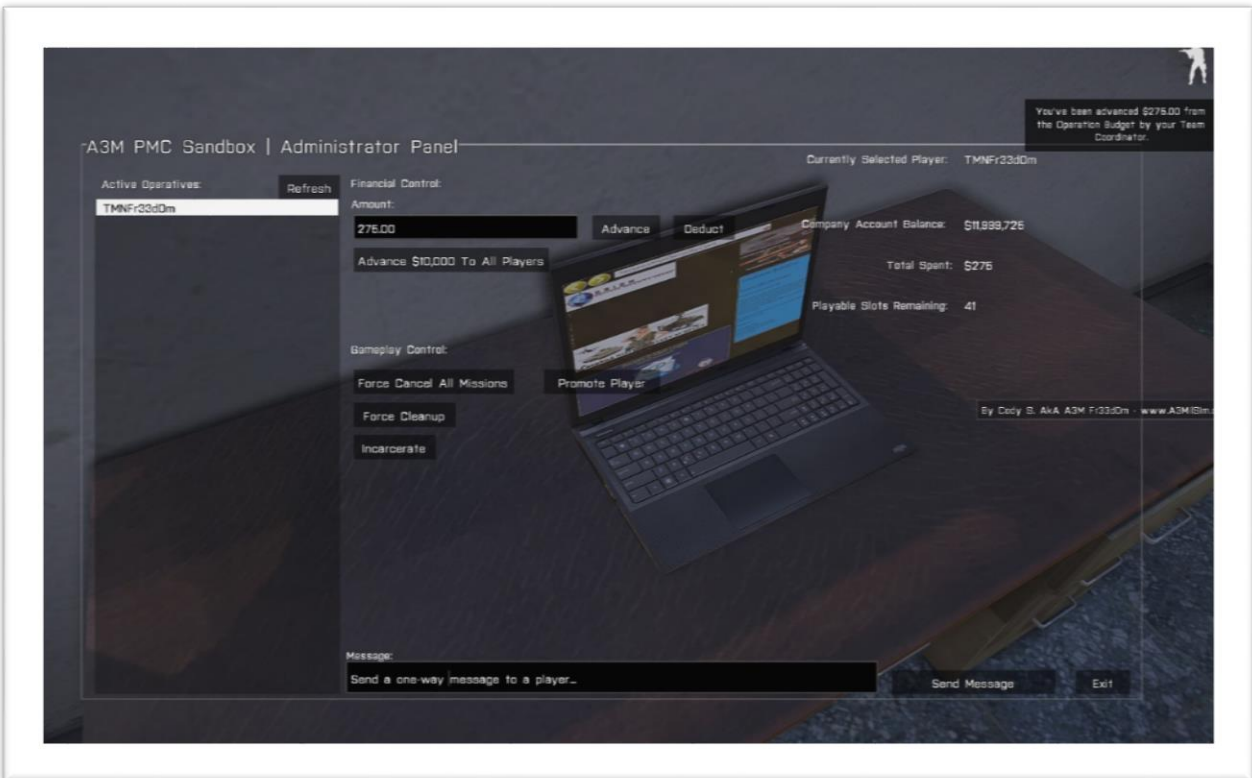
Shopping Online & Personal Purchases:



To access Lazarus International Security Supply, access a laptop and select “Access Internet” from the action menu. Click on the Ad for “Lazarus Security Supply”. You may then purchase a weapon, ammunition, vests, bags, electronics, medical supplies and other items from the corresponding categories by double clicking the weapon you want and then clicking “Purchase”. Once you have made your purchase, you will need to wait the “Delivery Time” for your equipment to be delivered “via freight” to the large delivery locker in the C-12 Operations Headquarters (The Big Green Locker with the big yellow arrow over it.)



Administrator Logon (Admin Panel):



The Administrator Logon can be accessed by clicking the small lock icon at the bottom of the main internet screen. If you are a company officer, you may access this panel. This panel allows the Team Coordinator to do some critical things:

Advance / Deduct Funds: Utilizing the player list on the left, double click the player who is to receive or be deducted money. Type an amount into the “Amount” box in the form of a decimal. It is good practice not to use anything less than 1.00, and avoid using change (1.99). Once you have entered a valid amount, click “Advance” to deduct the money from the company account and add it to the player’s bank account. Press “Deduct” to remove the amount from the player’s bank account and credit it to the company account.

Advance \$10,000 to all players: This “Fast Track” button quickly advances 10,000 dollars to everyone in the game. Why \$10,000? This is about enough to buy a serviceable rifle and a decent set of gear. This is not JIP compatible, so late players will not receive the funds on joining.

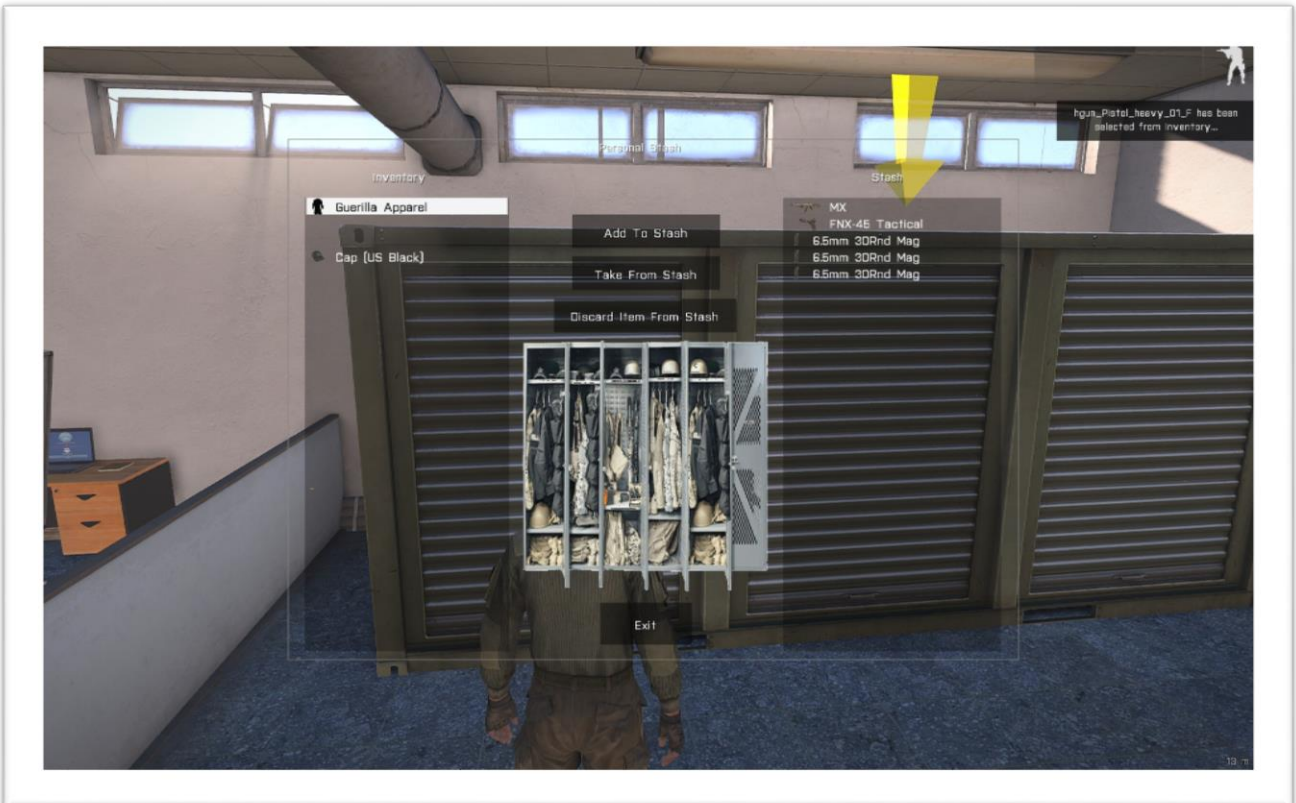
Force Cancel All Missions: Does what it sounds like, runs through a script that cancels all missions and issues an order to all players to return to base.

Promote Player: Utilizing the player list on the left, double click the player who is to receive a promotion. Then click this button. The player will be promoted to “Major” for the session, and will be allowed to “control” the company with the Team Coordinator. The authority is terminated at session disconnect. The promoted player will have all the authority of the Team Coordinator, and is used to simulate a company with additional officers, partners, etc.

Force Cleanup: Another button that does what it sounds like it does, the “Force Cleanup” module will force the server to find and remove every dead thing on the map. This should only be done if bodies are cluttering up the base, or the server performance is being degraded by bodies that the automatic body remover isn’t cleaning up for whatever reason.

Incarcerate: Utilizing the player list on the left, double click the player who is to be incarcerated. Click the button to teleport them to a jail cell in the C-12 detention facility.

Personal Stash



The Personal Stash is a way to persistently store your hard earned gear over disconnects and server restarts. While this functionality is also provided by ALiVE, some limitations are remedied by this method. To store your gear, double click an item from your inventory and click “Add To Stash”. To retrieve it, highlight an item in stash and click “Take from Stash”. To discard an item, the item must be in stash. Double click it and click the “discard from stash” button to delete it. Personal Stash is accessed via the Action Menu at the deliveries box, at gun shelves, or at safe houses.

NOTE: Currently, Personal Stash does NOT support storing the contents of vests or backpacks. You must store all the contents from a backpack or vest before storing the backpack or vest, or you will lose the contents.

Fast Travel:



Fast Travel between the C-12 Compound and Molos Airfield can be facilitated by utilizing the HEMTT Transport's action menu option to "Fast Travel". The user will experience a short loading sequence, followed by a teleportation to the destination.

Wildfire Protocol Safe houses:

On the map screen, a series of large, orange triangles depict seven locations strategically located throughout Altis. These locations, known as "Wildfire Protocol Safe houses", provide generally safe locations for Orion teams to retreat to in the event of prolonged or severe combat. Wildfire Protocol safe houses are equipped with medical equipment, limited ammunition supplies, a laptop with internet access (Purchased items will still be delivered to the C-12 compound) and two empty supply lockers nearby on the property which can be filled with any kind of supplies deemed necessary by the Team Coordinator of OPSG staff. One of which is also access to personal stash.

Other Facilities & Features:

C-12 Facility

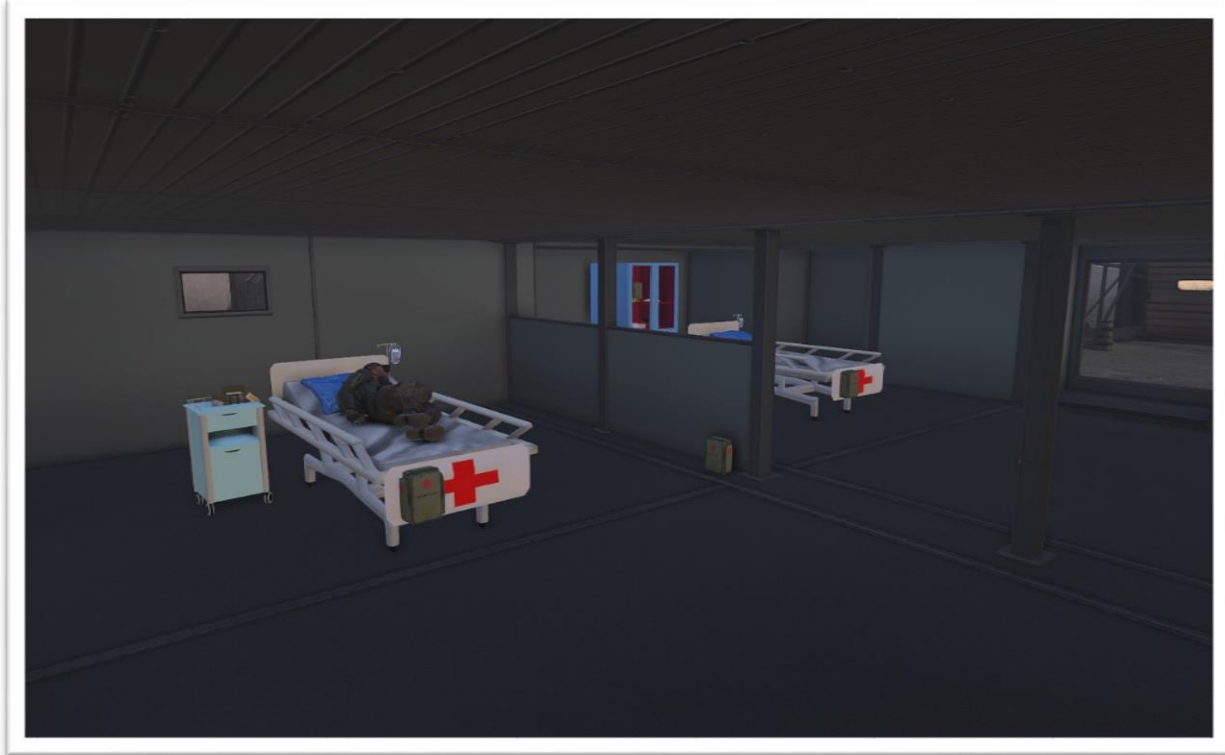


The C-12 Facility is a Biomedical Research Facility owned by Astral Corporation that has been allocated partially to Orion Private Security Group for operations in Altis Theatre.

The C-12 Facility is equipped with a medical and detention / interrogation facilities as well as office facilities for the Operations HQ, and mechanical facilities for vehicle service. It is equipped with a helipad in the western end of the compound, and all security gates are equipped with RFID sensors for automatic operation.



C-12 Field Hospital:



If you are “killed” in combat, you will wake up in a hospital bed at the C-12 Field Hospital. Getting revived at the field hospital isn’t free, and you’ll be deducted an insurance deductible for every revival. The hospital beds also serve as Ace Medical “vehicles”, and the patient can be loaded as a passenger, the physician takes the “Driver” slot. Both player’s inside this “Vehicle” should enable ACE advanced medical features.

By default, the ACE 3 medical modules are set to the most advanced / difficult settings. You are encouraged to DePBO this mod to change the ACE3 settings to best fit your preferences.

ACE 3 Medical supplies are for sale via the online store, ACE 3 mod filter, and then click “Medical”.

Operations HQ:



The Operations HQ is a Role-Play encouraging center for operational planning and downtime actions like shopping online. The OHQ is the location of the Mail Locker (Where things purchased are delivered) and where several Laptops can be found for access to the internet.

The Conference Room supports MP Compatible slideshows, and can be changed with a little editing. Every chair is sit-down enabled. Change the slide from the projector on the table.



The Eastern-Most office is the Team Coordinator Office. This laptop will host any TC Specific Actions (If Any).

Water coolers will refill your stamina!

All televisions are MP Compatible, and can be turned on and off!



Detention Center:



The OPSG Detention Center is a holding and interrogation facility. With lockable doors and a “Security Mode” feature, as well as a fully functioning 2 way mirror interrogation room, some interesting things can happen in here!

To enter security mode, find the Warden (At parade rest in the main room) and look at the bookshelf behind him. Use the action menu to enter the observation room or enter “Security Mode” which will add the option to lock and unlock most doors in the facility via the action menu. To remove all the actions, select “Security Mode Off”.



Automotive Service Center:



At the automotive service center, you can repair, rearm and refuel anything that sticks to terra firma, from 4 wheels to tracks. Simply enter the yellow light marked area, and the service center will calculate the damage sustained and the real-world equivalent of the approximate time it will take to repair it (You won't actually have to wait this time) and then calculate the cost of parts and labor.

For the re-arm stage, the service center will calculate how much ammo was used out of each weapon, and then charge an amount for the ammo that needs to be replenished, saving the ammo that wasn't used. The ammunition / rearmament price calculated is based on generic real world approximation per round / magazine.

In the final stage, the service center will refuel your vehicle based on how much fuel was used, and the cost of fuel (adjustable in the mission parameters).

Upon completion of the service regimen, the total bill will be displayed to the driver of the vehicle, and will be debited from the OPSG Operational Budget. If there is less than 5k in the operation budget at the time of the service center visit, the service will be denied.

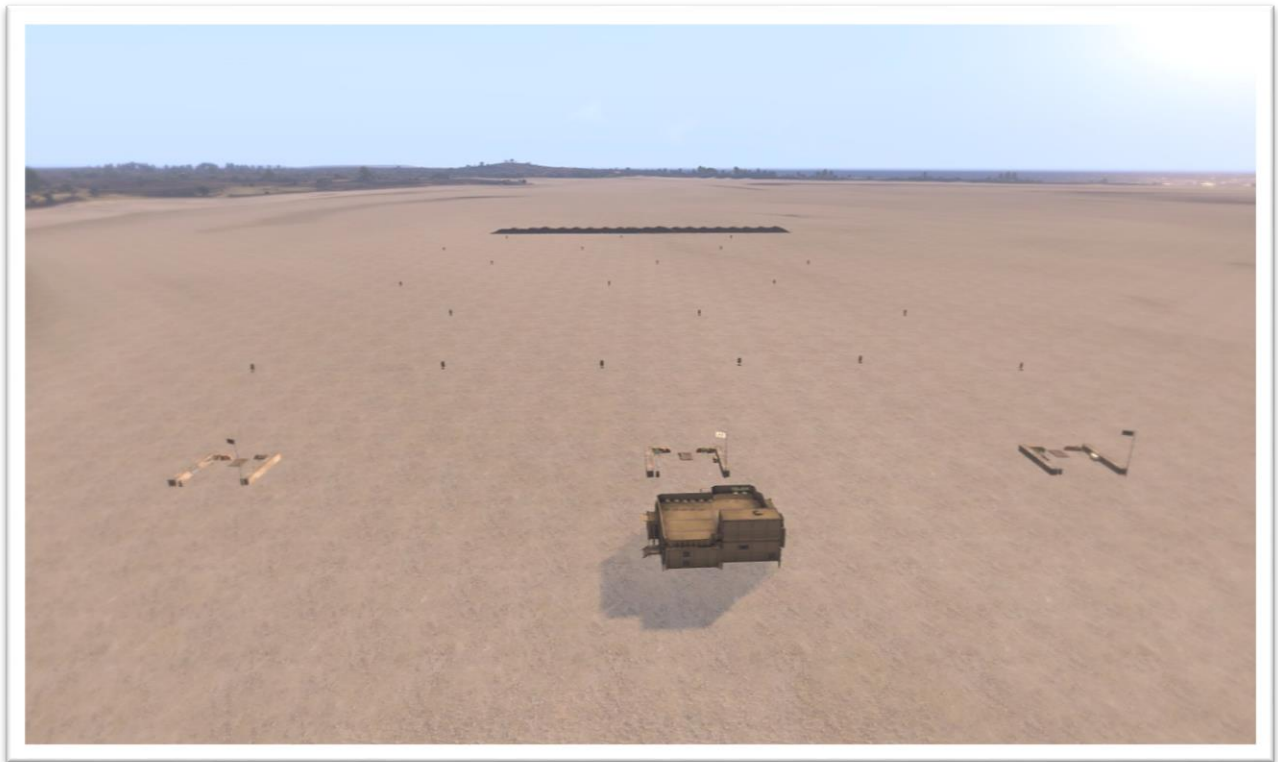
Molos Airfield / Aircraft Service Center:



The airfield works much like the ground vehicle service center, in that it calculates parts / labor, the cost of rearmament (proportioned to aircraft grade equivalents), and the cost of refueling (The price of jet fuel can be adjusted in the mission parameters).

Fly into the helipad area and wait for the ground crew to begin waving you in. Upon touchdown, another member of the ground crew will come to your helicopter and service it. Upon completion, you will be free to continue operations, and OPSG will be billed the service fees.

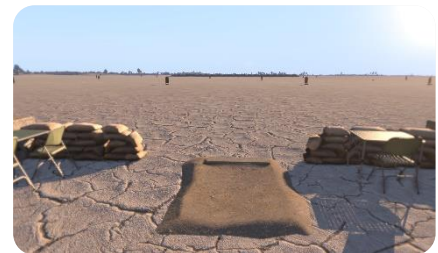
Altis Rifle Club



The Altis Rifle Club is a fully functional 3 lane pneumatic range with scorekeeping and manual target control.

Marked on the map and located ESE of the C-12 facility, the Altis Rifle Club is a perfect place to practice shooting at various ranges as well as qualify with a weapon.

To Use: Approach the laptop computer atop the Observation Structure and take a seat. Use free-look to access the “Range Control” via the action menu, and then have your shooter take a place on lane A, B or C (Marked by white flags at each shooting position)





Click “All Targets Down” to set the range for a program.

Click “Automatic Reset Off” to set targets to stay down after being shot. This is very important when running a program!! Click “Automatic Reset On” to make targets pop back up automatically after every hit. This is a great mode for practicing by yourself.

Each column of controls on the Pneumatic Range Control Panel represents the corresponding lane as you see it, and as labeled.

The POP 40 Program is designed to replicate the real US Army M4 Rifle Qualification Program, and will spawn a programmed volley of targets, including some double targets, in sets of 20 – 10 – 10 (20 prone, unsupported, 10 prone supported, 10 from a kneeling or crouched firing position). Typically, a shooter is limited to 20 rd. magazines, and is only allowed 40 shots. The final score is calculated by targets popped / targets hit.

The POP 7 Program is a slow, beginner level program, best for teaching the basics of weapon usage. Random 40 is a WIP, and not yet functional.

Manual Control allows the Range Master to pop each target individually for 3 seconds each. This allows the Range master to execute a custom course on the fly. The buttons are labeled the range of the target, and are arranged according to the position of the targets on the lane.

Check score will display the current score for the corresponding lane, and reset score will reset it to 0.

Mission Walkthrough / Strategy Guide:

VIP Escort Contract

Contract Offered By: Astral Corporation

Corporate Payout: \$50,000.00

RP Payout: 300 (Per Player)

Difficulty: Low – Medium (Subject to ALiVE randomization. Threat does not scale)

The player who starts the mission will have an Astral Executive spawn as a member of his or her group. All players will receive a task designating the VIP's randomized destination. Your job is to select the safest method to deliver your VIP to his destination, and get him there safe. If he dies, you fail.

The executive will be adorned with the "Protected Asset Management" actions.

Threats / Features:

- **Possible IED or Contact in route (ALiVE)**
- **Possible Unscripted Contact (ALiVE)**
- **Random chance for small enemy ambush at destination.**
- **Strategy: Consider a helicopter for best rate of success. Travel in armed convoy otherwise. Clear destination prior to arrival.**

High Value Shipment Escort / Delivery Contract

Contract Offered By: Astral Corporation

Corporate Payout: \$75,000.00

RP Payout: 500 (Per Player)

Difficulty: Low – Medium (Subject to ALiVE randomization. Threat does not scale)

A box truck will spawn just out front of the C-12 HQ on the road. All players will receive a task designating the vehicle's randomized delivery destination. Get the truck to its destination in one piece. If the truck is destroyed, you fail.

Threats / Features:

- **Possible IED or Contact in route (ALiVE)**
- **Possible Unscripted Contact (ALiVE)**
- **Random chance for small enemy ambush at destination.**
- **Environmental Threats...watch for rocks! Don't wreck!**
- **Strategy: Always Armed Convoy Escort. Airlift is an option.**

Traffic Enforcement Checkpoint

Contract Offered By: Altis Armed Forces

Corporate Payout: \$150,000.00

RP Payout: 1500 (Per Player)

Difficulty: Medium (Subject to ALiVE randomization. Threat does not scale)

All players will receive a task designating the location of checkpoint C-12 North, located north of the Altis Airport on the main highway. Upon reporting to the checkpoint, a mission will begin in which a series of randomized drivers, entering randomized vehicles and having randomized situations and behaviors.

Threats / Features:

- **Car Bomb Possibility.**
- **Drug Runner Possibility.**
- **Drunk Driver Possibility.**
- **Illegal Immigration Possibility.**
- **Ambush Possibility. Watch out for infantry ambushes!**
- **Checkpoint Runner Possibility. Patrol the area!**
- **Possible IED or Contact in route (ALiVE)**
- **Possible Unscripted Contact (ALiVE)**
- **Strategy: Shoot bombers before they detonate! Or take cover fast! Always check cars in this order: Inspect Vehicle, Backscatter, and Greeting. An air unit on call isn't a bad idea. A patrol vehicle is a great idea. If a lot of action happens at checkpoint, people are more likely to avoid it and attempt to run it. Checkpoint alone is a bad idea. Checkpoint with friendly AI is a difficult proposition.**

Hostage Rescue I (Snatch and Extract)

Contract Offered By: Astral Corporation

Corporate Payout: \$2,000,000.00

RP Payout: 2000 (Per Player)

Difficulty: Medium (Subject to ALiVE randomization. Threat scales to player count. Level per x10)

All players will receive a task indicating the last known location of an Astral Corp Executive. All players will have a new marker on their map as well, which depicts the location of the Astral Executive in real time by way of an emergency transponder voluntarily implanted sub dermally in most Astral Corp executives working abroad in dangerous countries for reasons just like this. The executive will be held by violent captors, so surgical extraction of the VIP is a requirement. Once the fighting starts, the hostage may break free and run for his life. The Emergency Transponder should keep you informed on his location via the map at all times. Mission scales based on how many players are in the game at the time the mission starts. For every 10 players, another wave is spawned, with the maximum amount spawning at 20 players.

Threats / Features:

- Hostage in close proximity to enemies. Use discretion.
- Possible IED or Contact in route (ALiVE)
- Possible Unscripted Contact (ALiVE)
- Strategy: Scout the area first, use stealth when possible. Flashbangs are your friend. Move fast! They may kill the hostage if they feel the situation deteriorating.

Terrorist Cell Raid I (Assault Compound) & II (Assault City)

Contract Offered By: Altis Armed Forces

Corporate Payout: \$2,000,000.00

RP Payout: 2000 (Per Player)

Difficulty: Medium (Subject to ALiVE randomization. Threat scales to player count. Level per x10)

All players will receive a task indicating the location of the hostile forces. The location is not randomized, nor is the location or number of enemies. Master your strategical approaches, try new tactics, and grind away for the almighty dollar with predictable Raid missions. Raid missions scale based on how many players are in the game at the time the mission starts. For every 10 players, another wave is spawned, with the maximum amount spawning at 20 players.

Threats / Features:

- Possible IED or Contact in route (ALiVE)
- Possible Unscripted Contact (ALiVE)
- Strategy: Each location has strategic advantages / disadvantages when it comes to terrain. Use the geography wisely. These missions were created with "The Grind" in mind, they pay decent, risk is moderate, and things are relatively repetitive. Use raid missions to test new strategies, grind up new players, etc.

Stranded unit requires E&E Support

Contract Offered By: Sen. John McCain

Corporate Payout: \$1,500,000.00

RP Payout: 900 (Per Player)

Difficulty: Medium (Subject to ALiVE randomization)

All players will receive a task indicating the last known location of a N.A.T.O. unit that has lost communication capabilities. Proceed to the last known location as fast as possible, as you are literally in a randomized race with an enemy QRF. Depending on the luck of the draw, you may or may not have an advantage of distance to the target vs. the enemy force. Upon locating the force, extract the as fast as possible back to the C-12 compound. While every N.A.T.O. operative is important, the mission is failed if the commanding officer is killed. The commanding officer must survive.

Threats / Features:

- Possible IED or Contact in route (ALiVE)
- Possible Unscripted Contact (ALiVE)
- Strategy: MOVE FAST!! Helicopters are a great idea. Escort them out with air cover.

Premise Security Shift (T-9 Facility)

Contract Offered By: Astral Corporation

Corporate Payout: \$750,000.00

RP Payout: 1000 (Per Player)

Difficulty: Low / Medium (Subject to ALiVE randomization)

All players will receive a task indicating the location of the T-9 facility, where your outfit must arrive and perform a shift of premise security duty. Man the gate, the alarm, and the perimeter. Do not let any harm befall the workers as they go about their day, and make sure operations continue smoothly.

Threats / Features:

- Possible protesters
- Possible Enemy Ambush
- Possible IED or Contact in route (ALiVE)
- Possible Unscripted Contact (ALiVE)
- Strategy: Less than 5 people is a bad idea for this mission. Station one at the gate computer, two on the back side, and two on the front. Use ACE 3 to clear the protesters.

Dorida Hacker Den Raid

Contract Offered By: Astral Corporation

Corporate Payout: \$750,000.00

RP Payout: 950 (Per Player)

Difficulty: Low / Medium (Subject to ALiVE randomization, Threat scales to player count. Level per x10)

All players will receive a task indicating the hacker's suspected location. Prepare your raid and access the hacker's server cluster. One player must hack the console while others defend him.

Threats / Features:

- Possible IED or Contact in route (ALiVE)
- Possible Unscripted Contact (ALiVE)
- Strategy: This is an Attack / Defend style mission. Another Grind mission, but defense. Set up defenses, and prepare for the assault! This mission is pretty easy, just have fun!

Dignitary Speech Security

Contract Offered By: Astral Corporation

Corporate Payout: \$1,500,000.00

RP Payout: 2000 (Per Player)

Difficulty: Medium / Hard (Subject to ALiVE randomization, Threat scales to player count. Level per x10)

All players will receive a task indicating the randomly picked location (of three pre-set locations) where the speech will take place. Upon your arrival, the speech will begin. Keep the dignitary safe through the speech, running a tight security perimeter, and extract the dignitary when finished or at your discretion. The payout is affected by a bonus multiplier based on performance as it relates to the situation presented to you, for example, a mission where a randomly present sniper was (1) present and (2) didn't get to fire, (3) because he was killed. All three variables have an effect on the final payout.

Threats / Features:

- **Possible IED or Contact in route (ALiVE)**
- **Possible Unscripted Contact (ALiVE)**
- **Randomized Sniper with SniperAI (Presence, Location, hide time, aim time all randomized.)**
- **Randomized Suicide Bomber (Presence, Hide Time, Approach, All Randomized)**
- **Randomized Sleeper Shooter (Presence, Hide Time, Approach, All Randomized)**
- **Randomized Car Bomb (Presence, Detonation Delay, Type, All Randomized.)**
- **Randomized Coup (Presence, numbers, sleep time, approach, All Randomized.)**
- **Strategy: Doing this along is a terrible idea. At least 5 players are needed. Deploy counter snipers and do a drone sweep to look for snipers and suspicious groups. If you interrupt the dignitary's speech, it will cost everyone an RP penalty. This is still better than losing the VIP. If you encounter danger, get him off the stage! The dignitary will duck if someone shoots at him. Likewise, he will get scared if your forces open fire near him. Either way interrupts his speech! If the dignitary is killed by a sniper, the sniper must be captured! If he escapes & evades, there is further penalty.**

Protected Asset Management

Protected Asset Management is an extension of the basic AI orders available in Arma 3, designed to make advanced, team based close escort possible.

Get Down: The asset will assume a "crouch and cover" position for 3 seconds, allowing you to shoot over, around, or near the asset. Timing is important! You could kill your asset! Proper use of this feature can prove invaluable in asset management.

Follow Me: The asset will join the player's group, if not already a part of it, and follow the player. This is useful for transferring "Custody" of the asset between players.

Supported mods:

The Following Mods are **required**:

[ALiVE](#)

[Leights OPFOR Pack](#)

[ACE 3](#)

The Following Mods are **supported**:

[Task Force Arrowhead Radio](#)

[RHS: Escalation](#)

[Specialist Military Arms](#)

[HLC \(Toadie2k\) MP5 Pack](#)

[Apex Drakon](#)

[USS Iowa](#)

Known issues:

Some players may experience cropping of GUI Menu options. Work Around: Ensure via Arma display options that the "interface size" option is set to "normal" or "small". This should fix most cropping issues.

Scripts & Modules

- Features & Modules – By Fr33d0m
- A3M JIP Script – Handles JIP tasking
- A3M Economy Script (unreleased version, pending)
- A3M Bank Account Script (standalone unreleased, pending)
- A3M Sitting Script (Seats your ass in a chair, MP Compatible) (Standalone unreleased, pending)
- A3M Missions by Email Script (Email Interface to start missions) (Standalone unreleased, pending)
- A3M Detailed Animations – cinematic
- 3D Assets by Fr33d0m
- SniperAI By Fr33d0m
- Protected Asset Management (PAM) by Fr33d0m