

MSO Player Guide

Version 0.8 for MSO v4.5

21 Oct 2012

(AEF)Wolffy, (AEF)Swedge, (AEF)Capt Cranky,
(VCB)Friznit, (VCB)Tupolov

[What is MSO?](#)

[Scenario](#)

[Execution](#)

[Mission](#)

[Coordinating Instructions](#)

[Combat Service Support](#)

[Command & Signal](#)

[JIP Reports](#)

[Frequently Asked Questions](#)



**TAKING ARMA2 CO-OP GAME PLAY
TO A WHOLE NEW LEVEL...**

What is MSO?

MSO stands for Multi-Session Operation. Although designed primarily as a framework for creating persistent, dynamic missions it is perfectly possible to play straight up. Unlike regular hour-long single-session missions that restart when the players disconnect, an MSO mission can persist for days. When you disconnect, your location, health, weapons and ammunition are saved for when you reconnect.

Unlike regular missions that have pre-scripted objectives, MSO procedurally generates enemy forces that are unpredictable and (semi) random. Players have to think beyond the mere tactical level and build up the intelligence picture, carrying out recce patrols to identify enemy locations and conduct deliberate attacks to neutralise them. Everything is persistent, including equipment, ammo, vehicles and even player lives.

Remember that MSO is a mission framework and mission editors can choose which modules to implement, so they might not all be functioning as described in this manual. Refer to the MSO mission editing guide for further details.



Ambient Environment

The MSO environment is a living, breathing world. Civilians go about their daily business, airports are fully operational and shipping lanes are buzzing with activity. Look out for shepherds tending to their flocks, they may be armed but don't mistake them for enemy. Wildlife abounds and wild dogs may even take a dislike to you and chase you down. On a few maps the ArmA2 Electrical Grid will be fully functioning.

Scenario

The scenario is entirely dependent on how the mission maker or server admin decides to set it up. MSO 4.0 offers a number of different options that can easily be set in the parameters before mission start. The enemy could be random patrols, convoys of heavy armour, terrorist cells fighting an insurgency amongst the civilian population or even an all out air war.

Just like in real life, mission goals are dependent on the enemy situation and ultimately it's up to the imagination of your Commanding Officer. Missions and tasks could include recon, fighting patrols, deliberate attacks on static positions, route clearance, constructing strong points, escorting friendly logistics moves or CQB clearance of towns.



Detonating IEDs can be achieved using gunfire or explosives. Reezo IEDs require more bang!

A small group or solo player might conduct a recon of possible enemy positions, building the intelligence picture for subsequent ops. Posting JIP Markers and an AAR allows the Commander to assess the situation and formulate a plan of action with the main fighting force at a later time. The following is an example scenario.

Execution

**- EYES ONLY -
MULTI NATIONAL FORCES**

OP01/01

DTG 270900Z May12
FORWARD OPERATING BASE

SITUATION

Ground:

The Area of Operations consists of rolling hills populated with several small built up areas and sporadic industrial installations. CIVPOP is active and normal life continues despite the current insurgency threat.

Enemy:

Following the recent conflict, remnants enemy armed forces augmented by local militia groups continue to operate against us. Political tensions have seen an increase in insurgent activity lead by militant terrorist groups. Militia and terrorist cells are armed predominantly with ex-soviet bloc weaponry and armoured vehicles, although they may also have access to some captured US small arms. The enemy is attempting to resupply and a number of logistics convoys have been sighted. The IED Threat is currently assessed as MEDIUM.

Mission

Intent: The aim is to bring stability to the Area of Operations, prosecuting any enemy activity, neutralising Terrorist Cells, clearing and securing built up areas and protecting the civilian population from harm.

Scheme of Manoeuvre: This will be achieved by finding and destroying enemy camps and weapons caches, ambushing supply convoys and systematically clearing towns and villages across the Area of Operation. Blue Force Tracker is in operation to aid situational awareness and Intel will automatically mark enemy locations on the map as they are spotted.



Enemy Populator: The intensity and type of the general enemy ‘overlay’ can be set in mission parameters. These will consist of random patrols and fixed locations at key points throughout the map. They will dynamically react to friendly forces strength, so if you drive around in a tank all day, expect to be met with equal resistance.

CQB Populator: CQB module will create enemies in buildings if players approach, and then will guard or patrol the area. It is perfect for COIN Operations and supports missions where there should be the immersion of no clear enemies!

IED, VB-IED, Suicide Bombers: The enemy are increasingly targeting BLUFOR troops through the use of Improvised Explosive Devices (IEDs). IED's may be hidden in objects such as trash/rubbish/garbage, tyre stacks, garbage containers, baskets, wooden pallets, civilian cars and rubble. IEDs are often placed near roads, buildings, building entrances or in cars (VB-IED). IEDs are likely to be detonated if soldiers/vehicles get within “striking” distance (10m usually, but it varies). IEDs range from grenade size blasts to the equivalent of a 125mm HE artillery shell. IEDs can be easily destroyed using well aimed gunfire or explosives. The threat level of each of these can be adjusted in the mission parameters.



A patrol stops short of an IED by the left side of a busy road into Zargabad.

If using Reezo’s excellent EOD add-on, IEDs maybe accompanied by “dickers”, who may or may not decide to detonate an IED. Some IEDs can be triggered by vehicles only. Radio controlled IEDs can be jammed using the THOR III device. Not all IEDs are radio controlled, some are triggered by proximity or pressure. Some IEDs can be detected or disarmed if you are an engineer or carrying a mine detector (ACE) or THOR III (EOD mod). Be careful though EOD mod IEDs cannot be disarmed (yet) and may go off if radio controlled.

Suicide Bombers add a new element to MSO operations. Now any civilian could be a threat to BLUFOR forces. Suicide bombers are not easily identifiable. BLUFOR experience teaches us it is likely that any bomber will be running directly at a soldier, they most likely will pretend to surrender, before shouting “Allahu Akhbar” - detonation is just seconds away.



A pile of tyres (seen on the right) represents a real IED threat in MSO based missions running the IED module.

Patrol Operations: Based on RoyEightySix's Patrol Ops 2, a number of taskings are available. You'll need a long range radio to contact base to get the tasking. You can access Patrol Operations via the self-interact key.. There is also an abort-function in case something goes wrong. Check your tasks on map after check in to see the task description. There is also the option for assigning tasks directly on dynamically generated MSO enemy locations

Air Patrol Operations: For pilots, MSO now introduces Air taskings. You need to be sat in an aircraft and can access Air Operations via the self-interact key.. There is also an abort-function in case something goes wrong. Check your tasks on map after check in to see the task description.

Warfare: The BIS Warfare scenario works very well within the MSO framework and can be used both in COOP or TvT modes.

Air Operations: BLUFOR and OPFOR air operations continue within the AO. Be aware that airports and helipads are under use at all times. Capturing these locations by placing BLUFOR units nearby to hangars and helipads will put a halt to OPFOR air ops. Runways should be kept clear of any obstructions including wildlife. Civilian aircraft still operate in the area and should not be engaged. See below for details on Close Air Support.

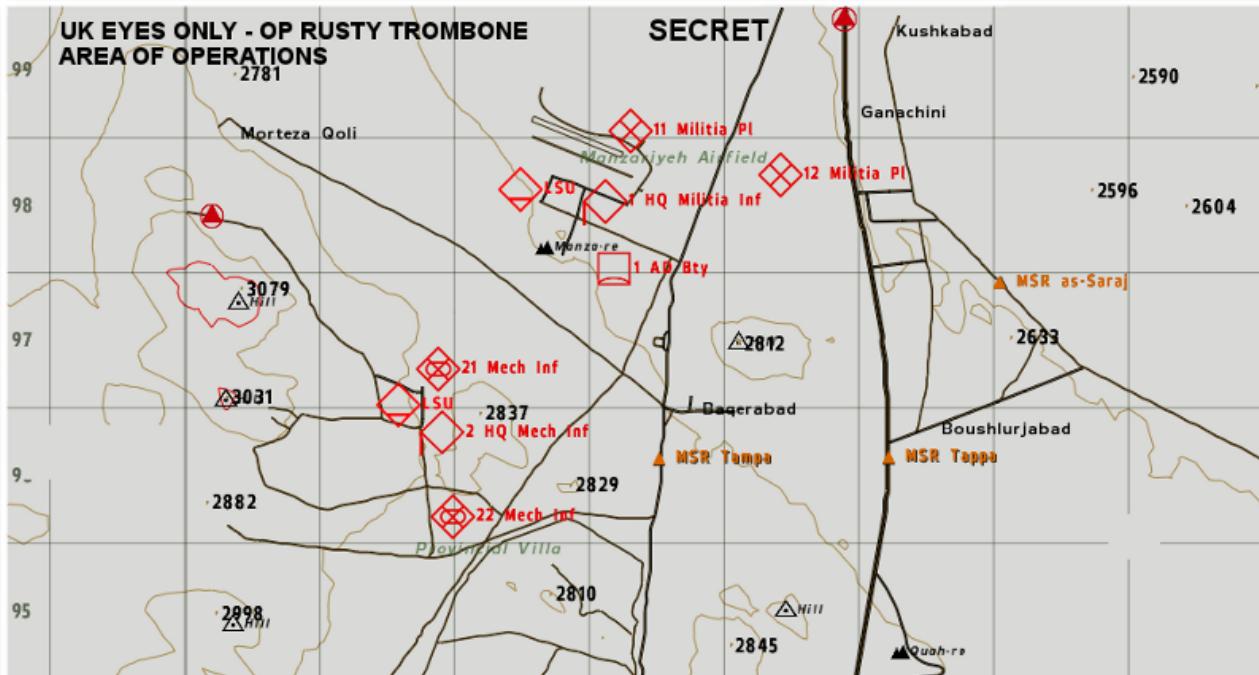
Naval Operations: BLUFOR and OPFOR naval operations continue within the AO. Be aware that boathouses, harbours and piers are under use at all times. Capturing these locations by placing BLUFOR units at that location will put a halt to OPFOR naval ops. Civilian boats and ships still operate in the area. Do not engage civilian shipping!

Map Markers

- Any Patrol or Air Operations taskings will have objectives identified on the map using an objective marker and the area of the operation highlighted in Red.

Coordinating Instructions

Locations: HQ and Medical Aid Post are initially located at the FOB, although they can be moved either by truck or packed into a suitable container and lifted by Support Helicopter.



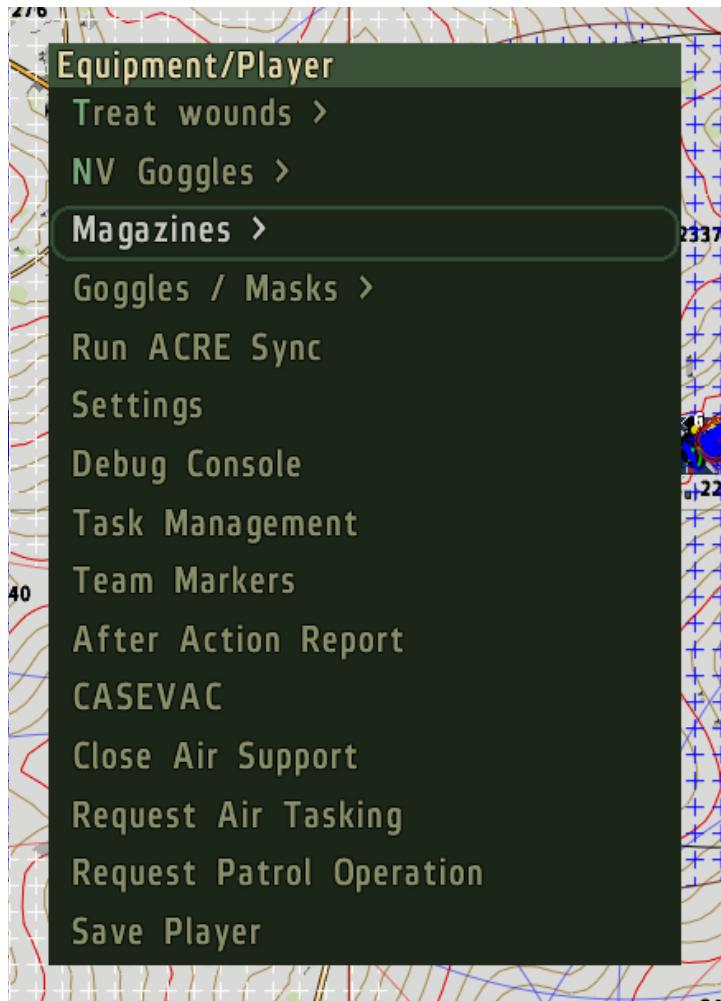
Medical: In case of severe injury, you may be able to get revived and can then heal up at a nearby Field Hospital or MASH tent. Worst case, you will respawn back at the FOB with the same weapons and kit. Note that you can only respawn a limited number of times in each 24 hour period, after which you will no longer be able to join the mission (1 – 999 depending on mission parameters).

Team Status: The Team Status dialog allows you to create, join and leave groups. This action is typically available from an HQ or Barracks (set by the mission editor). Recruitment is based on your current class and faction. If you are a BAF player, only BAF AI recruits will be available.

AI Assistance: Using the AI recruitment dialog, AI can be recruited to man static defences or created into a new group to make them autonomous. Team Leaders can recruit up to 6 AI units to join their group. This is handy when defending bases while players are disconnected. This action is typically available from an HQ or Barracks.

View Distance: The View Distance and Terrain Detail dialogue can be accessed via the Interaction Menu (Default: Right Windows Key).

Self Interaction Menu: The menu shown below is accessible when pressing the Right Windows Key. More options are available when opening this in the map screen. Some options are only available if you are a team leader or are carrying a long range radio. (Note: the top 5 menu items shown below are only available with ACE and ACRE)



The Self-Interaction Menu provides access to many of the MSO features

Debug Menu: The Debug Menu is for advanced users only and should not be used unless you are familiar with ARMA 2 scripting. It is used by administrators to check current enemy numbers, performance and to fix any in game issues if they arise.

Save Player: The Save Player function should be used to save player position and state to the database. This function will not be available if the database feature has not been enabled.

Task Management, Team Markers, After Action Report: These are only available if the self-interaction key is pressed while on the map screen. See the section *Command and Signal* for more information.

Combat Service Support

Offensive Support: Artillery and Mortars are available near the vehicle supply depot. These can be hitched or loaded into vehicles for field deployment. Each asset includes a small supply of ordinance that can also be loaded into a suitable transport.



Close Air Support: Commanders with a man pack radio (e.g. PRC 119) can request CAS by Attack Helicopters, Strike Aircraft, Predator UAV or AC130 Spectre Gunship. The aircraft will remain on station for approx 10 mins before RTB. CAS missions are only available once every few hours, although multiple CAS can be flown at once.

Satellite Uplink: Commanders with a man pack radio (e.g. PRC119) can request access to satellite coverage. Use the self-interaction key. Sat coverage is only available within 2km of the commanders position. Thermal, Night Vision and Normal images can be viewed by pressing 1,2,3 or 4 on the keyboard. Scroll wheel will zoom the camera in, while the arrow keys can move the camera focus point.

CASEVAC: Commanders with a man pack radio (e.g. PRC 119) can request CASEVAC. The request will be authorized and responded to based on the 9 Line request. Armed escort is available for hot LZs. CASEVAC will wait for all wounded (those unable to walk and at the LZ) to be loaded before returning to the base field hospital. CASEVAC missions are only available one at a time. (Note that the location of the field hospital marker is set by the mission editor).



Manoeuvre Support: Offroad and light armoured vehicles (e.g. Jackals) are available for personnel transport and limited movement of supplies such as ammo crates or mortars. Support Helicopters (e.g. Merlin) are also available for transporting personnel, shipping containers and defence stores. Look after them and be sure to bring them back in one piece as resupply of lost vehicles can take up to 12 hours.

Defence Stores: Various ready made kits are available at the FOB. These can be redeployed within the AO by loading them into the appropriate vehicles or slinging them under support helicopters like the Chinook. Kits include:

- Bunkers
- MASH Tent
- Razor wire
- Steel tank traps / Dragon's teeth
- Sand bag walls
- MG emplacements
- Cam nets



Construction: In some missions you may find a Construction Module instead of a spread of defence stores. In this case you can approach the vehicle and select the Construction action, which will put you in a 3D editor (similar to the Warfare COIN system). You will have a limited number of store 'points' for building but you can also recycle unused items.

Vehicle Repairs: it is important to husband the vehicle fleet carefully in order to ensure mission success. Every effort must be taken to return damaged vehicles to the FOB for repair, rearming and refuelling.

- Damaged tyres on wheeled vehicles can be replaced in the field (assuming you remembered to pack a spare tyre!).
- Motorcycles or ATVs that have flipped can be up-righted (approach it and use the action menu).
- Heavily damaged vehicles can be towed (this can also be used to up-right a vehicle if required).

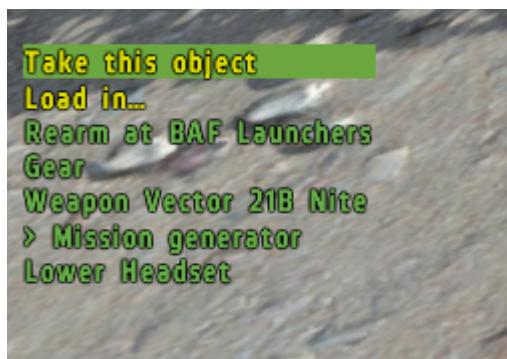
Combat Supplies: CSups such as back packs, ammo, weapons crates and defence stored will be resupplied by command HQ at periodic intervals. ACRE and EOD devices will be automatically added to ammo crates if those add-ons are being used. EOD THOR III devices are limited to a total of 3 per player, so use wisely. The default resupply windows are:

- Back packs – 60 secs
- Ammo & Weapons – 4 hrs
- Defence Stores – 8 hrs
- Logistics Vehicles – 12 hrs
- Combat Vehicles – 24 hrs



A brave EOD engineer (with a THOR III backpack) approaches a roadside IED during an IED clearance patrol near Zargabad.

Logistics: The logistics system enables you to carry, tow, air lift, store and view contents of vehicles and aircraft. You can transport and position building materials to build Forward Operating Bases (FOBs) and transport damaged vehicles back to base. Approach any suitable vehicle, ammo crate or defence store and appropriate actions will show on the action menu. You can lift, carry, tow, store and view contents of vehicles and containers. For example, fill a large ISO container with all the equipment and static weapons needed for a road block, then lift it by helicopter to the desired location.



R3F menu available when near an appropriate object

Note: If you are playing a version of MSO with ACE, the R3F Logistics system may have been disabled by the mission editor in favour of the ACE Logistics system. In this case, please refer to the ACE2 Wiki for

further information.

Command & Signal

Communication: In order to ensure effective sharing of intel and maintain situational awareness, it is important to make good use of the available communications reports. Markers and AARs must be posted after every significant activity. This will help Commanders formulate plans for subsequent ops.

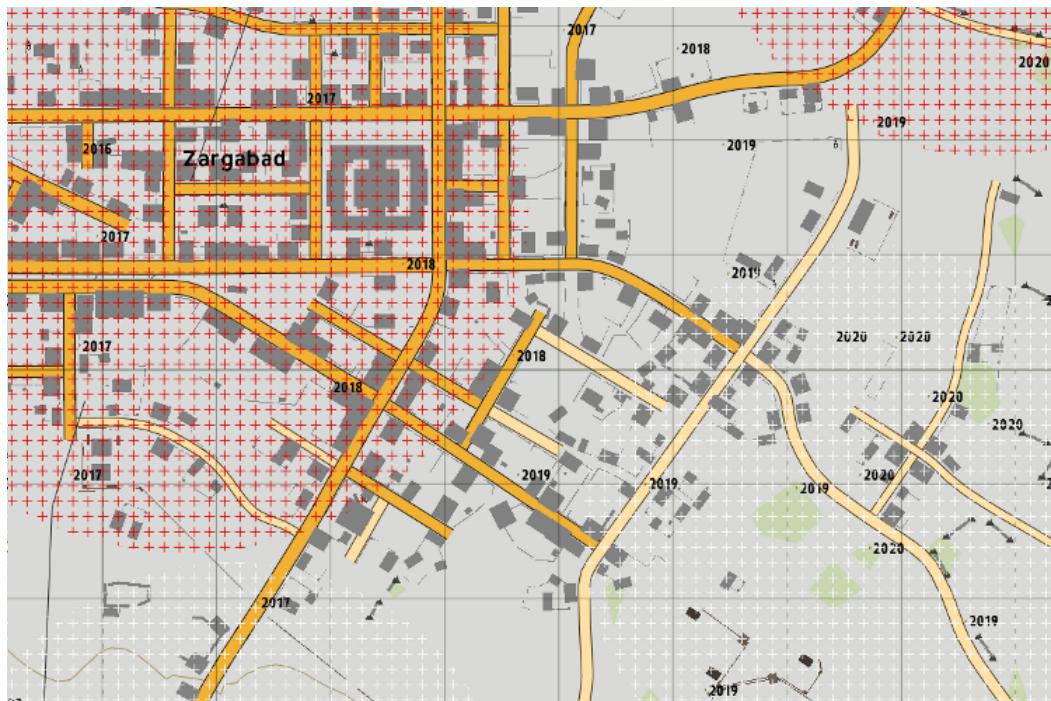
JIP Reports

- JIP Markers – Join In Progress Markers stay on the map even if you quit and rejoin the mission.
- JIP Tasks – Similar to JIP Markers, but they also add an associated task to the Secondary Ops Task List in the Map view, which can be selected by other players to carry out.
- AAR – After Action Reports are added to the Notes section in the Map View to keep everyone up to date on the current situation, casualties sustained and equipment destroyed.

To make use of the communications options, you need to be carrying a man pack radio (e.g. PRC-119) and in the map view. The Comms List can then be accessed via the Interaction Key (Default: Right Windows Key).

INTEL: If enabled player's maps will be updated with the latest intelligence received from a number of sources - HUMINT, Civilian HUMINT and SIGINT. Intel is reported for town locations only. BLUFOR AI or Civilians will report when OPFOR or GUERRILLA forces are detected within a town..

- Towns/locations start coloured in **WHITE** to begin with.
- When reported the players map will be updated, the location will be coloured in:
 - **RED** for OPFOR
 - **GREEN** for GUERRILLA/INSURGENT
 - **BLUE** for BLUFOR



- If SIGINT is enabled, then it is likely friendly forces intercepting enemy signals will identify when a location has been seized by the enemy. Again the map will be updated to reflect this with the same colour coding.

Logbooks: These are typically available on Notice boards, Notebooks, Laptops, or Satellite Phones and can be used by anyone to leave a quick message. To use the Logbook, simply select the action on the object, add your text and press submit. The Logbooks is not persisted between server sessions.

Mobile HQ: In some missions, you may have access to a Mobile Deployable HQ, usually in the form of a Stryker or LAV25 HQ vehicle. Once deployed, you can sign in at this location to set your spawn point.



Frequently Asked Questions

- **Why can't I fly/drive any vehicles?**

MSO implements an MP_Rights system that prevents all players from piloting certain vehicles by exception. This is set by the mission maker. It can be disabled altogether in the parameters at mission start.

- **Why can't I connect anymore?**

Most likely, you're trying to connect as a different class than you did the first time and this has been disallowed in the mission parameters. Make sure you choose the same class as you did at the beginning. On the other hand, if you have used up all your available lives, you'll have to wait until your lives regenerate or the mission is restarted.

- **What am I supposed to do?**

Go on a patrol. Recon an enemy position. Resupply the forward base. If you're alone, think what intel the Commander will need to plan future ops and work towards that goal. Make sure you mark enemy positions with JIP Markers and fill out your AAR's ASAP for the rest of the team to benefit.

- **Will the vehicles respawn?**

They'll only respawn if completely destroyed. If they are repairable, mark them on the map using JIP Markers and treat it as an objective to recover them.

- **What should I take with me on patrol?**

A mounted patrol should plan to be in the field for some time. Typical load outs might include a MASH tent, spare ammunition, a mortar, spare tyres, a radio and coloured smoke for marking your position.

- **Why is there so much mess at the base?**

Those are Defence Stores. It's building materials for constructing FOBs and Strong Points. Pack what you need in a shipping container (transported by heli) or in a truck and go setup an Artillery Fire Base on a hill top somewhere. Your team will really appreciate the support if you need to take down something big.

- **I'm respawning in an odd place, help!**

MSO doesn't handle respawn mechanics but just uses the vanilla 'base' respawn at the *respawn_west* marker. Any issues with respawn are likely due to the mission editor making changes.

- **The Logistics system isn't working, what am I doing wrong?**

Vanilla MSO uses the R3F Logistics system, which is described in this manual. If you are playing an ACE version, the mission editor may have disabled R3F Logistics in favour of the ACE Logistics System. In this case please refer to the ACE Wiki for details on how to use it.

- **Can I play on ArmA2Free? What about TvT?**

Yes, there are versions of MSO available that are not dependent on the CBA addon and can be played with ArmA2Free. There are also MSO scenarios for TvT or 3 sided BIS Warfare games.