

AMERICA'S  ARMY



TRAINING MANUAL



SPONSORS

America's Army owes a special debt of thanks to many groups and individuals. Of those who assisted in this massive undertaking, the following deserve special thanks for their support.



pragmatic





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Introduction

Do you have what it takes to guide a Soldier through a successful duty, excel at your training, and become part of the world's most powerful fighting force? Do you think you have what it takes to be a Soldier in the United States Army? In order to educate the American public about the U.S. Army and its career opportunities, high-tech environment, values, and teamwork, the U.S. Army has released the *America's Army* game. Recognizing that computer games and the Internet are great mediums for educating while entertaining, the U.S. Army has produced an exciting game in order to allow the public to virtually experience and learn about the U.S. Army.

America's Army introduces you to various combat military occupational specialties (MOS) such as infantry, and Special Forces. In the future, you can look forward to continued game expansion, including the addition of more U.S. Army careers. Discover a life filled with adventure and meet other smart, motivated people like you.

Overview

This document covers the basic setup and game play instructions for *America's Army*. *America's Army* is a cutting edge 3D online gaming adventure featuring realistic action you can play in both single and multiplayer settings. Team up with your friends and take on the enemy in this reality based Army combat game. In the game, you will start at Basic Combat Training, where you will learn basic weapons usage, and basic game tactics. From there you will be ready to play online, or if you choose to continue with advance training, you can also learn new skills and advanced play techniques for use online.

Note: The Entertainment Software Rating Board (ESRB), an independent, self-regulatory entity that provides comprehensive support services to companies in the interactive entertainment software industry, has rated this product (*America's Army*) "Teen (T)". This product has content that may be suitable for people ages 13 and older.



CHAPTER 1: Installation and Setup

America's Army is a massive project brought to you by the United States Army. With several years in the making, this project will introduce you to life inside the U.S. Army, from your first day in Basic Combat Training, to life as an American Soldier. In order to best experience this product; please be sure that you follow these instructions carefully.

This chapter covers:

- System Requirements
- Downloading and Installation
- Player Account Setup
- In-Game Setup

System Requirements

There are minimum system requirements for *America's Army*. Please ensure that your system meets at least the minimum system requirements or you may experience difficulties running the game. For better results, system specifications meeting or exceeding the recommended requirements is required. Note that each computer is different, and therefore performance may vary between systems.

The **minimum** system requirements for *America's Army* are:

- Pentium 1.5GHz or equivalent
- 384MB RAM
- English version of Windows 2000/XP
- 2 GB of uncompressed hard drive space
- DirectX 9.0
- 64MB 3D graphics card supporting transform and lighting*
- 4x CD-ROM
- 100% Compatible DirectX 9.0 soundcard**
- 56kbps Modem or other network connection

*Nvidia® nForce™ or other motherboard/soundcards containing Dolby Digital® Content Encoder required for Dolby Digital® audio.

The **recommended** system requirements for *America's Army* are:

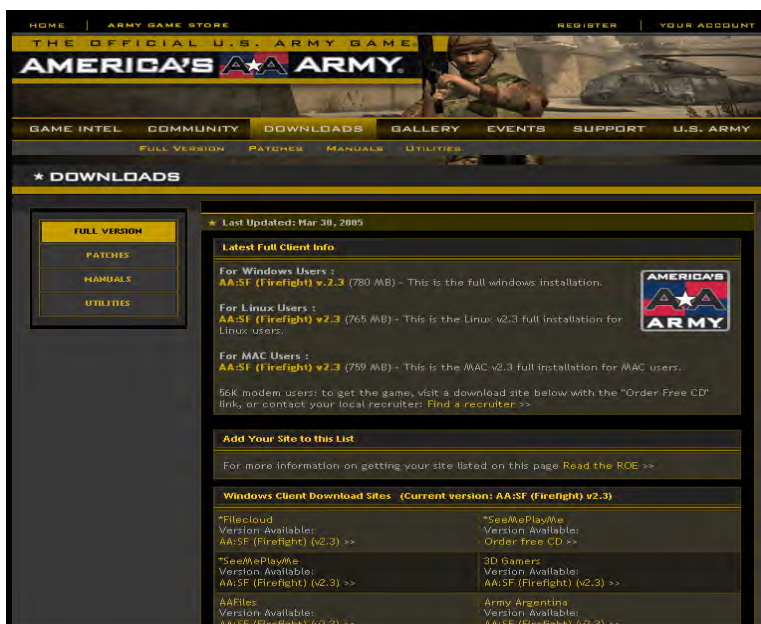
- Pentium IV 2.0 GHz or equivalent
- 512MB RAM
- English version of Windows 2000/XP
- 2 GB of uncompressed harddrive space
- DirectX 9.0
- 128MB 3D graphics card supporting transform and lighting*
- 4x CD-ROM
- 100% Compatible DirectX 9.0 soundcard**
- Broadband Network Connect

*The only resolutions supported by *America's Army* are: 800x600, 1024x768, 1152x864, 1280x960, 1280x1024, 1600x1200. **NOTE:** Other video resolutions are supported by the game engine, and will work. However, we cannot guarantee that every image will fit properly on resolutions other than those listed above.

**Nvidia® nForce™ or other motherboard/soundcards containing Dolby Digital® Content Encoder required for Dolby Digital® audio.

Downloading and Installation

DOWNLOAD: *America's Army* can be downloaded from the links provided at www.americasarmy.com/downloads (shown below). If this is your first time installing the game, you will need to download the full version. If you are upgrading the game, please download the latest full version or patch for your **current version** of *America's Army*. **NOTE:** the current version of your game is indicated in the upper right hand corner of the game's main menu, additionally, some releases may only consist of a full install rather than a patch.



INSTALLATION: Since *America's Army* is updated periodically, the full version you downloaded may not be up to date. Therefore you must update with a patch, which should be available on the sites specified above. The following are steps on how to do a clean install of the game, and how to upgrade the game with a patch.

Fresh Install of *America's Army*:

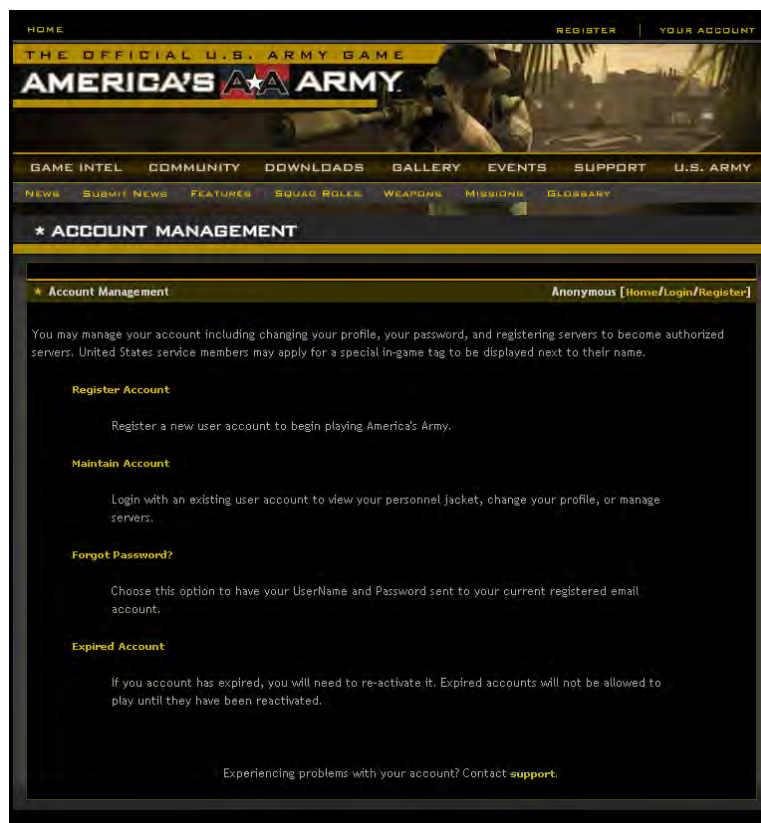
1. Download the most recent version of *America's Army*.
2. Once download is complete, double-click on the file, it will automatically begin the installation process.
3. Follow the on-screen instructions.

Patching an existing copy of *America's Army*:

1. Download the APPROPRIATE file (ie: Full Install, or patching from 1.9.0 to 2.0.0, requires the "1.9.0 to 2.0.0" patch.)
2. Double-click the file when downloading is completed, it will automatically begin the patching process.
3. Follow the on-screen instructions.

Player Account Setup

To play *America's Army*, you will need to setup an account. This can be done by going to <http://login.americasarmy.com/>. You can also access this by going to www.americasarmy.com, and clicking on the register button in the top right corner, or by clicking on the CREATE ACCOUNT tab in the PERSONAL JACKET section of the in-game interface. Once you have done this click on register account, and it will bring you to a site where you can enter in your username, and email address (shown below) **NOTE:** A user name must be unique and contain only alpha-numeric characters, spaces, and file-system safe symbols.



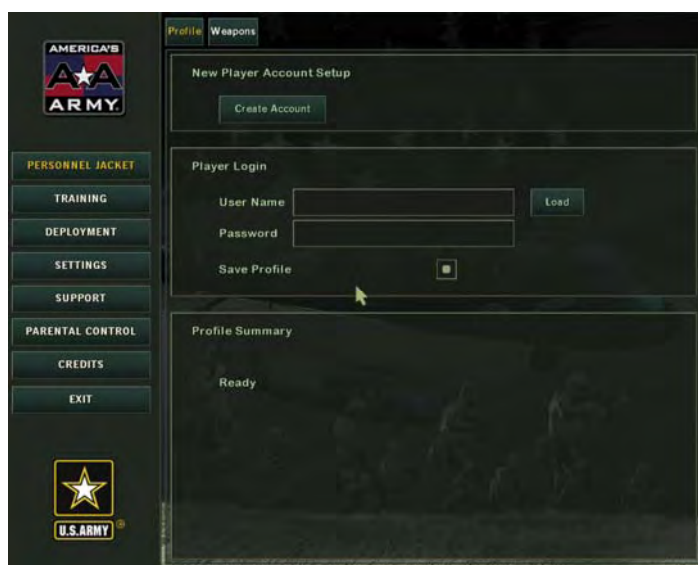
Once you have finished entering in your information, click “NEXT”. An email will be sent to the email address you entered, whereby you will need to respond in order to confirm your account. Additionally, you should change your password into something that you can remember, yet hard for someone else to figure out.

In-game Setup

Start up the game once installation is complete. You will be brought to the main menu (shown below), which lists the game's version number in the upper right hand corner, and eight options. For now we will focus on the PERSONEL JACKET, and SETTINGS options. The other options will be discussed in chapter 2.



LOAD: Click on PERSONNEL JACKET. The default screen will be a load screen where you can enter in your username and password. Once you have entered both, click submit, to log into the game. This is necessary since your in-game settings are specific for this log-in. Please note; the main menu options are now available on the left of the screen. See screenshot below



SETTINGS: Upon successful login with your username and password, click on the SETTINGS button. This will take you to the settings screen where you can adjust your in-game settings based on your preference. Note: You can increase system performance by adjusting your video settings. Below are brief descriptions of each setting. Once you have adjusted the settings to your preference, you can now begin the training phase of *America's Army*.

VIDEO: You can adjust the screen resolution, texture detail, decal, shadow, and other performance intensive/enhancing settings through this menu. The following are descriptions for each video setting:

<u>Setting Option</u>	<u>Description</u>
Render Device	Selects which video card is used by game.
Resolution	Selects the screen display resolution.
Color Depth	Choose between 16-bit vs. 32-bit color.
Full Screen	Toggles full screen mode vs. windowed mode.
Gamma/Contrast/Brightness	Gamma corresponds to the RGB color intensity, contrast corresponds to the video contrast, and brightness adjusts the onscreen glare.
Texture Detail	Adjust world texture detail
Character Detail	Adjust detail of character models
World Detail	Change optional geometry and effects.
Physics Detail	Changes physics simulation found in the game.
Dynamic Mesh LOD	Adjusts how aggressively character and vehicle detail are rendered at a given distance.
Decal Stay	Decals are things such as bullet holes, and burn marks. The more that exist within the game, the greater decrease in performance.
Character Shadows	Adjusts the shadow details.
Decals	Toggles weapons scaring effects.
Dynamic Lighting	Toggles dynamic lighting.
Detailed Textures	Toggles detailed textures.
Coronas	Toggles coronas.
Trilinear Filtering	Toggles trilinear filtering. High performance computer recommended.
Projectors	Toggles projectors.

Setting Option

Foliage

Weather Effects

Fog Distance

Description

Toggles foliage.

Toggles weather effects

Adjust the fog distance in the game.

AUDIO: The audio section allows you to adjust main menu, and in-game sound options.

Setting Option

Music Volume

Effects Volume

Audio Mode

Low Sound Detail

System Driver

Reverse Stereo

Message Beep

Volume (Voice)

Enable in-game

Enable on IRC

Team Message Only

Voice Options

Description

Adjusts the main menu music volume.

Adjusts in-game volume (e.g.: explosions, etc)

Selects between various audio modes

Toggles low sound detail

Toggles OpenAL sound driver.

Toggles reverses the stereo.

Toggles the message beep found in-game.

Adjusts in game voice volume.

Enable in game voice.

Enable sounds on internet relay chat (IRC).

Toggles team messages only.

Opens voice options.

INPUT: The input section allows you to customize in-game controls such as keybinds, mouse sensitivity, and allow use of other interfaces such as joystick.

Setting Option

Configure Controls

Description

Clicking on this button will open up a screen where you can customize your controls. You can do this by clicking on the action you want to customize, and then pressing the key you want to bind the action to. More details about in-game controls can be found in Chapter 2.

Auto Slope

Toggles auto slope. Your view will automatically slope up or down when you walk on a slope.

<u>Setting Option</u>	<u>Description</u>
Invert Mouse	Toggles inversion of your mouse' Y-axis.
Mouse Smoothing	Smooths the movement of your mouse.
Reduce Mouse Lag	Reduces lag generated by your mouse.
Enable Joystick	Enables joystick support.
Mouse Sensitivity (In-Game)	Adjusts in-game mouse sensitivity.
Mouse Sensitivity (Menu)	Adjusts the mouse sensitivity when in the menu screens.
Mouse Smooth Strength	Adjust the amount of smoothing.
Mouse Acceleration Threshold	Adjust the amount of movement needed to accelerate mouse movement.
Weapons Effects	Toggles the force feedback for event
Damage Effects	Toggles the force feedback for event
Vehicle Effects	Toggles the force feedback for event
Pickup Effects	Toggles the force feedback for event

GAME: The game settings will allow you to adjust in-game actions and connection settings.

<u>Setting Option</u>	<u>Description</u>
Weapon Switch on Pickup	Toggles on automatic weapon switch when you pick up a new weapon.
Toggle Lean	Turns on toggle lean.
Walk Zoom	Toggles automatic walk when you zoom-in.
Connection	Selects your connection type (e.g.: ADSL, etc)
Dynamic Netspeed	Toggles dynamic netspeed.
Preload Player Skins	Toggles preload player skins. Can improve performance, but increases load times. Must have at least 512MB of system memory.
Speech Recognition	Toggles speech recognition.

HUD: The HUD (Heads-Up Display) allows you to customize your HUD layout. The functions of each HUD element are discussed in chapter 2.

Setting Option

Description

Hide HUD	Toggles HUD on/off.
Show Ammo Count	Toggles ammo indicator.
Show Weapons Info	Toggles Weapon Info (e.g.: FIX JAM, etc)
Show Grenade Info	Toggles grenade load out indicators.
Show CEM	Toggles CEM (combat effectiveness meter).
Show Player Info	Toggles player info.
Show Timer	Toggles in-game timer.
Show Accessories	Toggles accessory indicators (e.g.: NVG, etc)
Show Objectives	Toggles mission objectives
Crosshair	Select crosshair.
HUD Scaling	Adjust the size of the HUD objects.
HUD Opacity	Adjust the opacity of the HUD objects.
Custom HUD Color	Adjust the HUD colors.

DEMO: This mode allows the game to display an in-game demo if left idle for a certain amount of time. To do this, check the ENABLE DEMO MODE box, and enter the amount of idle time (seconds) that must elapse before the demo mode starts. Below is a screenshot of the demo screen.





CHAPTER 2: Playing the Game

Before you jump online and go against other players, you must complete training. Like soldiers in real life, you must learn the ways of the U.S. Army before you can see combat. This chapter will guide you through the controls, and actions needed to survive basic training in *America's Army*. Upon completion, you can jump online to play with other players, or proceed to advance training to unlock new features in the game such as Advanced Marksmanship School, Airborne School, Ranger School, and Special Forces.

This chapter covers:

- Main Menu
- In-Game Controls
- Heads-Up Display (HUD)
- Basic Training
- Deployment
- In-Game Menus

Main Menu

As shown in the previous chapter, the main menu is your gateway to the various features of *America's Army*. The main menu has eight options: PERSONNEL JACKET, TRAINING, DEPLOYMENT, SETTINGS, SUPPORT, PARENTAL CONTROLS, CREDITS and EXIT. Below is a picture of the main menu, followed by descriptions of each option. **NOTE:** Roll over text is provided for additional information about the function of menu buttons.



PERSONNEL JACKET: The personnel jacket allows you to register a new user name, login with your username/password, as well as customize your weapon if you are Special Forces qualified.

TRAINING: This option opens up the training menu, allowing you to select various training missions. Completion of basic training is required before you go play online. Other training missions are optional and are described later. More detailed information about training can be found in the training section of this chapter.

DEPLOYMENT: To play online, the deployment menu is used. It provides a server browser, and filters to select a server and map that you want to play on.

SETTINGS: Allows you to adjust video, audio, input, HUD, game, demo settings as discussed in chapter 1.

SUPPORT: This menu provides you with information if you are having trouble with playing *America's Army*. Additional support can be found in the FAQ/Troubleshooting section of this manual.

PARENTAL CONTROL: This option allows parents to filter out features of the game for their children. Blood effects, advanced marksman, and language filters and lockout are available, and can be password protected.

CREDITS: View U.S. Army, and Developer credits

EXIT: Exit the game

In-Game Controls

This section covers the basic controls found in *America's Army*. These controls can be classified as: movement, combat, communications, or miscellaneous. For the purpose of this manual, the controls are always with respect to the default settings. The following are descriptions of each command. Additionally, a keyboard map is provided after this section. The map also includes additional controls for the game.

MOVEMENT: These controls allow you to move your character in the *America's Army* world. Additionally, they can also allow you to adjust your orientation and stance.

<u>Command (key)</u>	<u>Description</u>
Move Forward (W)	Move forward
Step Left (A)	Step left
Step Right (D)	Step right
Move Backward (S)	Move backward
Lean Left (,)	Lean left, roll left (in prone position)
Lean Right (.)	Lean right, roll right (in prone position)
Run/Walk (Shift)	Toggles between running and walking*
Sprint (ALT or Double Tap W)	Sprint
Crouch (C)	Crouch (press C again to stand up)
Prone (X)	Lay prone (press X again to stand up)
Jump (SPACE)	Jump

***NOTE:** Running is your default speed. When running you cannot use your weapons sights (e.g.: iron sights). Additionally shots are relatively less accurate compared to when you are stationary. Walking is slower than running, generates less noise, and allows you to use sights while moving. Your accuracy is also improved compared to running but is still less than when you are stationary. Sprinting is the fastest method of movement however you are not able to use any weapons.

COMBAT: The combat commands are used when engaging in combat, and/or interacting with the environment.

<u>Command (key)</u>	<u>Description</u>
Fire (CTRL or Mouse Left Click)	Fires selected weapon
Secondary Fire (Mouse Right Click)	Secondary fire mode
Reload (R)	Reloads weapon
Supported Mode (H)	Supported mode for some weapons.
Zoom (Z)	Zooms in with some weapons
Fix Jam (F)	Fixes a jammed weapon
Rifle Weapon (1)	Switches to rifle, swap weapon*
M67 Fragmentation Grenade (2)	Switches to M67 grenade
M83 Smoke Grenade (3)	Switches to smoke grenade
M84 Stun Grenade (4)	Switches to stun grenade
Incendiary Grenade (5)	Switches to Incendiary grenade
Door Breaching Charge (6)	Switches to door breaching charge
M9 Pistol (P)	Switches to M9 pistol
Night Vision Goggles (V)	Toggles night vision goggles
Drop Weapon (Backspace)	Drops weapon
Action/Use (E)	Use object, or perform action
Range Up (Mouse Wheel Up)	Increase range of sights
Range Down (Mouse Wheel Down)	Decrease range of sights
Binoculars (B)	Toggles binoculars
Swap Hands (1)	Swaps hands..
Set Mission Objectives (O)	Allows squad leader to set an objective

***NOTE:** If you only have one primary weapon, pressing the 1 key will shoulder your weapon. If you have a second primary weapon (e.g.: picked up weapon), you can swap between weapons by pressing the 1 key.

COMMUNICATIONS: Use these commands to communicate with other players while playing in game.

Command (key)

Talk (T)

Team Say (Y)

Report In (U)

Call Medic (M)

Description

Send message to players.

Send message to your teammates.

Report in your location

Shouts out “medic”. *

Command (key)

Cycle Communications (G)

Description

Allows you to choose between various forms of communications. More on communications Chapter 3.

*Shouts can be heard by all players (enemy and friendly) within a certain distance around you.

MISCELLANEOUS: The following commands fall under multiple aspects of the game. Some provide in-game information, while others allow you to input additional commands.

Command (key)

Open Console (~)

Scoreboard (F1)

Class Selection (F2)

Team Selection (F3)

Show Objectives on HUD (F4)

Vote for Votekick (F5)

Show Stat net (F6)

Take Screenshot (F9)

Description

Opens up console to enter in command

View scoreboard

Class selection screen

Show mission goals and select side

Toggles mission objectives on HUD

Vote for a votekick*

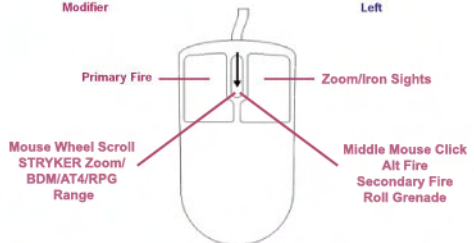
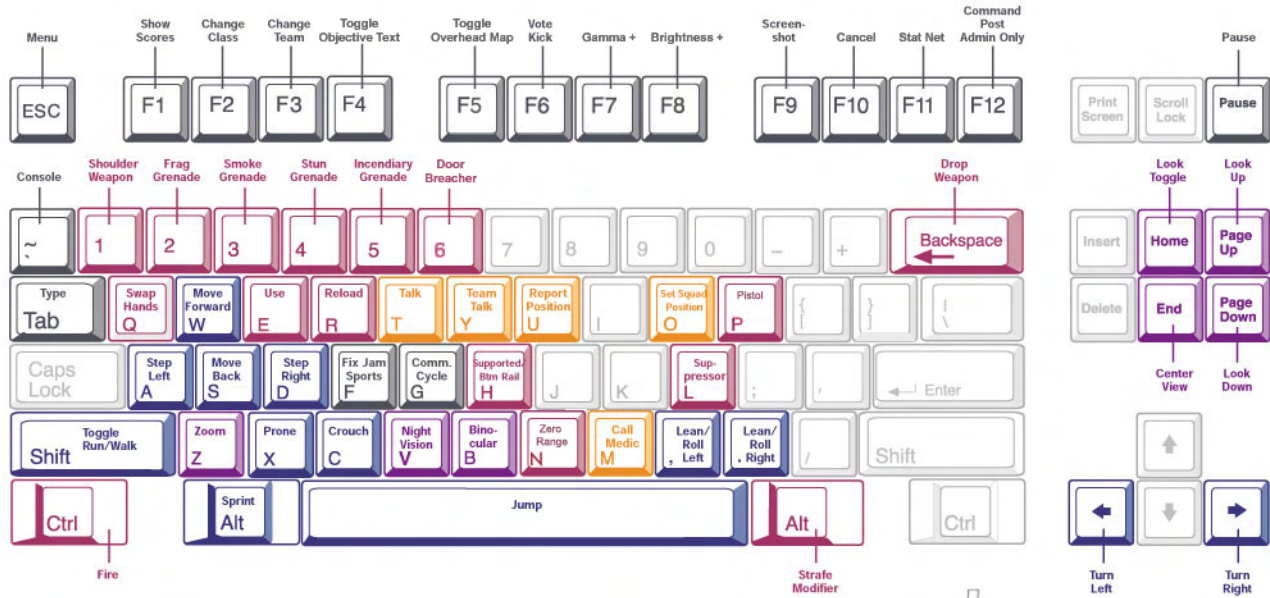
Shows stat net

Take a screenshot

On the next page, the keyboard map is provided. Please note that these are the default keyboard commands.

*Votekick only works when a votekick has been initiated. To initiate a votekick, open up the console and type: votekick [player name] [reason number]. Votekick reasons are: 1) Player is idle 2) Player is violating ROE 3) Player has used foul or abusive language 4) Player is spamming chat.

America's Army Keyboard Map



- Game Options
- 1st Person Controls
- Character Movements
- Weapons
- Communication Options



Heads-Up Display (HUD)

The HUD provides the player with immediate information pertaining to their status as a soldier. It shows health, stamina, combat effectiveness, objectives, mission time, player class, rank, ammunition, weapon, accessories, compass heading, and provides crosshairs to aim your weapon. These functions can be customized in the SETTINGS menu allowing the player to determine how much of the screen should be taken up by the HUD icons. Below is picture of the HUD. Each icon numbered relative to its description.



HUD Key

1. **Chat icon:** Shows your current communication mode (e.g.: shout, global, hand signals, etc). This feature is discussed in Chapter 3.
2. **Messages:** Player messages, and server messages are displayed here.
3. **Compass:** The compass displays your heading, and also displays icons pertaining to your teammates.
4. **Objectives:** Mission objectives are shown here.
5. **Rank/Time/Location:** Your rank relative to your squad mates, mission time and current map location is shown in this corner.



HUD Key (continued)

6. **Inventory:** Accessories in your inventory are displayed here. (e.g.: NVG's)
7. **Stamina and CEM:** Your stamina meter, and combat effectiveness meter (CEM) are shown here. CEM is discussed in Chapter 3.
8. **Stance and Health Indicator:** Your stance is shown here. It will indicate if you are standing, crouching or prone. The color of this soldier image also tells you your health. **GREEN** = healthy, **YELLOW** = wounded, **RED** = critically wounded. Additionally a flashing blood drop will appear over this image if you are bleeding.
9. **Grenade Inventory:** Shows how many grenades you have.
10. **Target ID:** When your crosshairs are over a target, the target description is shown here. You need to be close enough to the target for this to appear. This includes displaying if a target is breachable or not.
11. **Weapon Status Indicator:** Your primary weapon is shown here. Ammunition, modes of fire are shown as well. The current weapon is always the one with the biggest icon.
12. **Crosshair:** Use this to aim your weapon or actions.

Training

Before going online, players must complete basic training. This can be accomplished by clicking on the TRAINING button from the main menu. From here, you will be required to pass the Rifle Range, Obstacle Course, U.S. Weapons Training, and the Shoot House. Be sure to be **ONLINE**, and **LOAD** your username and password before you do your training and **SUBMIT** your results after each component of the training course. Without submitting results, your mission data will not be recorded. To play online you must pass training and submit your results online. You can retry these courses any number of times. The training menu is shown below.



By default, the current TOUR should be on BASIC TRAINING. Begin your training with the MARKSMANSHIP mission. When you pass marksmanship, proceed to the OBSTACLE COURSE, then U.S. WEAPONS, and finally URBAN TACTICAL TRAINING. The following are descriptions of each training mission. The success of each mission depends on you!

MARKSMANSHIP: By definition a soldier must be able to fight. Your rifle is your weapon, and therefore you must qualify as a rifleman before you go into combat. The mission begins with a briefing by your drill sergeant. **FOLLOW HIS DIRECTIONS**, or you will have to restart your training. You will pick up your weapon, and then proceed to the firing position. On the drill sergeant's order, he will allow you to familiarize yourself with the M16A2 by firing in the standing, crouching and prone positions. Once you have expended all of your ammunition, the test will begin.

You will have 40 rounds of ammunition, and will be required to fire 20 shots in the standing, and 20 shots in the prone position. Missed shots (e.g.: you missed the target, or didn't shoot the target in time) will be counted against you. You will engage pop-up targets like before.

To qualify as marksman, you must score a total of 23/40. To receive the sharpshooter badge, you must score 30/40. While a score of 36 or more will give you the expert badge. Note: To qualify for advanced marksmanship school, you must score 36 or more. If you have trouble aiming, please refer to Chapter 3 on how to use iron sights.



OBSTACLE COURSE: The obstacle course will help you maneuver your character in the game by requiring you to perform basic movement tasks such as running, crawling, and climbing. Once again, listen to the drill instructor, and do not do anything without his permission. He will walk you through the course once, and then you will run the course again for time. Complete the course within the time frame to pass.



U.S. WEAPONS: Here you will get to familiarize yourself with a few other weapons found in *America's Army*. Once again, follow the instructions of the drill instructor. He will walk you through the capabilities and specifications for each weapon. You will get to use the M249 Squad Automatic Weapon (SAW), M203, 40mm grenade launcher, and get to throw the M67 fragmentation grenade, and M83 smoke grenade.



SHOOT HOUSE TRAINING: As more of the world's population moves into an urban environment, so will the majority of battles be fought in urban areas. Therefore soldiers must train for the possibility of having to enter buildings, positively identify between friend or foe, and acting accordingly. In shoot house training you are provided with either an M4A1 assault rifle or M9 pistol along with flashbang grenades. You must proceed through each room and identify and clear any enemy targets. Be advised friendly targets are inside, and the targets are randomized after each run through the course.



Once you have finished you can continue with additional training such as Airborne School, and Ranger School or click on the DEPLOYMENT button from the main menu to play against other players online. For more information about online play, see the next section.

Deployment

Once you have finished basic training you can proceed to the deployment menu to play online against other people. Click on the DEPLOYMENT button from the main menu. It will bring you to a screen, which is similar to the TRAINING menu. From here you can select a specific map, or you can click on one of the tabs at the top to open up the server browser. The browser allows you to view all servers playing your version of *America's Army*, and you can activate filters to look for specific maps, and servers. Below is the picture of the initial DEPLOYMENT screen.



The six tabs will allow you to access various components of the deployment screen. MISSIONS, as stated above allows you to select unit specific missions. Please note that some missions require you to finish certain advanced training before you can play. The INTERNET tab allows you to access the server browser (shown on next page), the LAN tab allows you to set up connections via LAN, CHAT allows you to chat using IRC, SERVICES provides you with information about getting your own server, and finally FILTERS, allows you to adjust settings to screen for maps or servers when using the server browser.

SERVER BROWSER: Below is a screenshot of the server browser window. The By default, the server list will be by server name, however by clicking on the tabs above, you can organize the list by map name, number of players, or ping. To populate the browser with servers, click on the REFRESH button. The SPECTATE button allows you to spectate a server. To join a server, you can double click on the server within the browser, or highlight the server, and click the JOIN button. From here you can also access the FILTERS menu by clicking on the FILTERS button. Lastly, you can enable PUNKBUSTER (PB) by checking the PUNKBUSTER box. For more about PUNKBUSTER (See Reference 3: Punkbuster).



Below the server browser you will see two other windows. The left window shows the server setting, while the right window shows the players who are residing within that specific server. Additionally, you can type in server passwords in the PASSWORD box.

Note: When loading up a game, Punkbuster will need to authenticate and possibly update itself, therefore it may take some time (2-4 minutes) to complete this process. You can also manually update by using PBWeb.exe (see PB FAQ)

In-Game Menus

When playing online, you will have access to other menus that provide you with additional information and features found within the game. For instance, the scoreboard will provide you with information in regards to how well you and your team is doing. The class selection menu allows you to choose a player class, as well as view who is occupying other classes within your squad. For more information on the differences between player classes, consult Chapter 3. Lastly, you can see the mission briefing and choose sides by looking at the briefing screen. Below are screenshots and descriptions for each menu, as well as icon descriptions found in the in-game menus. **Note:** At the bottom of each in-game menu are three buttons: SETTINGS, DISCONNECT, and EXIT GAME. These allow you to go to the settings menu, disconnect from the server or exit the game respectively.

SCOREBOARD: The scoreboard shows both sides of the team. From left to right, you will see a players honor (see Chapter 3), avatar (if any), rank, class, medic option (if any), username, score, goal points, leader points, enemy kills, how many times the player was killed in action (KIA), rules of engagement (ROE) violations, and ping.

Scoreboard (Official Server) 2.3.14

Assault 2/7 02:51

Class	Player Name	Score	Goals	Leader	Enemy	KIA	ROE	Ping
74	MSgt.MECU=VX9=	85	50	35	10	-20	0	29
38	Falconford	65	40	15	30	-20	0	26
81	[11-B]Laureano	-49	0	0	0	-20	-49	29
71	[BBR]_InsUW	20	20	-15	0	-40	0	16
84	[LGOP]White_Falcon	-282	0	-5	10	-30	-282	33
49	(TVB)Oldroar	20	20	-15	0	-50	0	21
70	dag1b66	0	0	0	20	-30	0	30
79	[Jason]	60	50	0	50	-40	0	33

Defense 3/7

Class	Player Name	Score	Goals	Leader	Enemy	KIA	ROE	Ping
52	DocNartman	0	0	0	0	0	0	86
71	[172]Sinnister	170	85	45	50	-10	0	31
40	[Dev]IceMan	140	40	100	40	-20	-20	27
63	Grey_Death	0	0	0	0	-10	0	29
91	[172]SSG_Gaddy	41	41	0	20	-30	0	24
42	=BoneCrusher=	20	0	0	30	-10	0	24
82	sir33ki	60	30	20	40	-30	0	30
80	--JOS--AF_AMMO	50	20	10	30	-10	0	19
51	[172]Wolf609	50	50	0	20	-30	0	35

SPECTATORS

Class	Player Name	Score	Goals	Leader	Enemy	KIA	ROE	Ping

SETTINGS DISCONNECT EXIT GAME

CLASS SELECTION SCREEN: The class selection screen allows you to choose your class. The left column shows the different classes available. If a user name is not next to a class, it is considered vacant. To select a class click on the select button. If you are medic certified, and would like to be a medic, mark the “Request Medic Class” check box. The right hand column shows all players who have not selected a class. Their honor and the time remaining to select a class is shown next to their names.

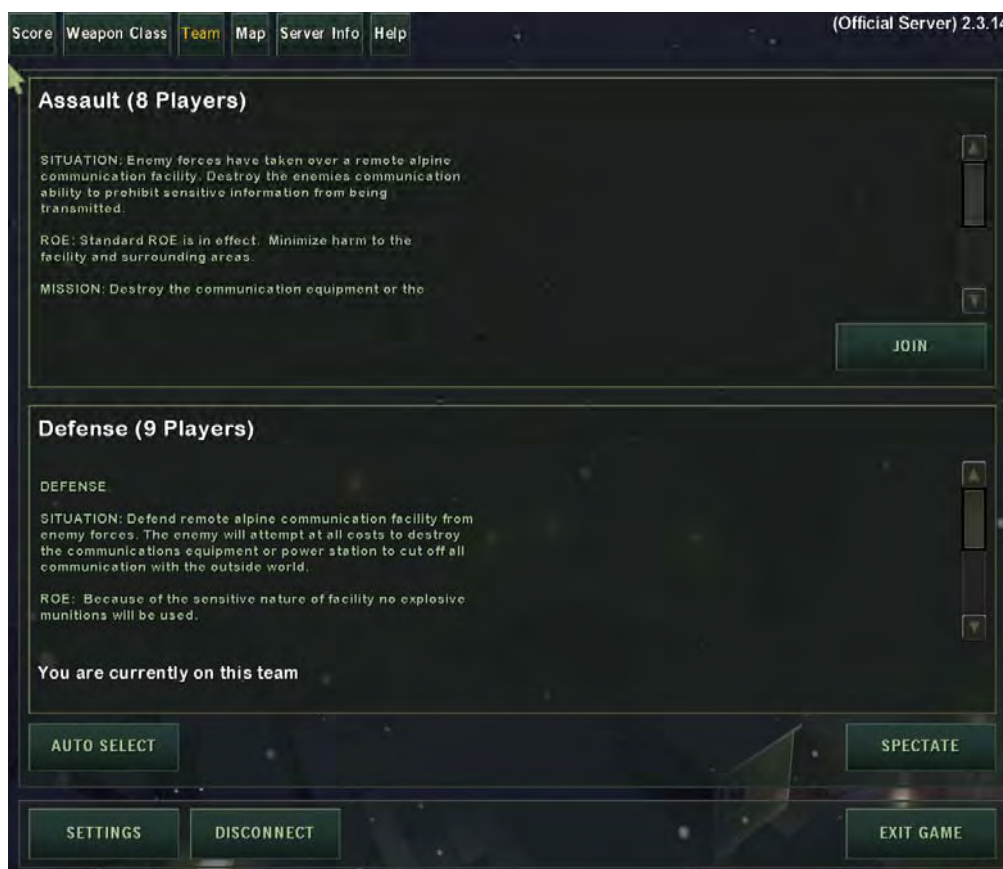
Priority for class selection is given to players with the highest score from the previous match, and highest honor (see Chapter 3 for explanation of Honor), with more emphasis towards your score.

Note: Some classes may not be available, since they require additional training. Classes such as advanced marksman, or Special Forces slots are some examples. Additionally, if you would like to deselect a slot, click on the deselect button next to your name. For more information on the different classes of players in *America’s Army*, see Chapter 3.



TEAM SELECTION SCREEN: The team selection screen allows you to choose sides, and view each sides mission briefing. Additionally at the top of each briefing shows the number of players on each side. Most servers will have auto-balance on, meaning the game will automatically balance each side. Therefore you may not get on the team you want despite selecting it.

To join a team, click JOIN. If you do not want to choose you can always click on AUTO SELECT. To observe a game, you can click on the SPECTATE button. When switching teams, click on the JOIN button for the team you want, or to stay on your current team, click on the REMAIN button.



Map Screen: For an overview picture of the map, click on the MAP tab at the top. This image provides details on mission objectives.




















Help Screen: The help screen provides game tips, which you can cycle through by using the next and previous buttons as shown below.




CLASS ICONS AND AVATAR: In the in-game menus, you will find many icons, and may wonder what they mean. Below are a sample of such icons, and their description.

CLASS ICONS

	Master Sergeant		Rifleman
	Sergeant First Class		Grenadier
	Staff Sergeant		Automatic Rifleman
			Advanced Marksman
			Medic
	Captain		Indigenous Forces AK-74
	Special Forces A		Indigenous Forces RPG
	Special Forces B		Indigenous Forces SVD
	Special Forces C		Indigenous Forces RPK
	Special Forces Z		

AVATARS

	Dev Team Member
	Army Dev Team
	Beta Tester
	U.S. Army Active
	U.S. Army Reserve
	SCI
	U.S. Navy
	U.S. Air Force
	U.S. Marine
	U.S. Army Retired
	U.S. SF
	EvenBalance
	Ultimate Arena



CHAPTER 3: Combat

Now that you know the basics of *America's Army* and have completed the basic training course, you need to know how to fight. Although the basic training course has shown you the bare essentials of how to move, shoot, and interact in the world of *America's Army*, there are still many things that you need to know before you can be a successful player. Topics such U.S. Army organization, aiming communications and using weapons, life saving, and so on are covered in this chapter.

This chapter covers:

- Infantry Squad Organization
- Aiming and Using Weapons
- Grenade Throwing
- Night Combat
- MILES Training
- Combat Life Saver (Medic)
- Honor and Rules of Engagement (ROE)
- Target Identification
- Combat Communications
- Navigation
- Mission Objectives
- Wounded
- Combat Effectiveness Meter (CEM)



Infantry Squad Organization

The mission of the infantry is to close with the enemy by means of fire and maneuver to defeat or capture him, or to repel his assault by fire, close ¹combat, and counterattack.¹ In *America's Army*, you begin your career as a soldier in a standard infantry squad. A U.S. Army infantry squad consists of 9-13 soldiers led by a staff sergeant. Each squad is composed of 2 or more fire teams. Each fire team consists of four men, led by a sergeant. A fire team is comprised of 2 riflemen, one being the team leader, a grenadier, and an automatic rifleman. Sometimes a squad can be enhanced with advanced marksmen depending on the mission requirements.

PLAYER RANKS



SQUAD LEADER: The squad leader holds a rank of staff sergeant. Staff sergeants are armed with either an M16A2, or M4A1. They are equipped with binoculars as well as an assortment of grenades. Grenade load outs will vary based on mission requirements, and rules of engagement. As a squad leader they direct fire team movements, therefore must know where their team leaders are located at all times. The compass will always show the location of each team leader. Fire teams are designated A, B, C, or D, and are shown as an icon on the HUD compass.



FIRE TEAM LEADER: The team leader holds a rank of sergeant. Sergeants command one of the 4-man fire teams in each squad. A team leader is armed with either an M16A2 or M4A1. They are provided binoculars and can see where their team members are via the HUD compass.



PRIVATE: Other members of the squad have a rank of private. They can be riflemen, automatic riflemen or grenadiers. Depending on their class, they will have different weapons, which are discussed on the next page. These members can only see the location of their team and squad leaders on the HUD compass.

***NOTE:** You may be promoted when a leader is lost in combat. The next page describes various classes with their default ranks.

¹ FM 7-8: Infantry Rifle Platoon and Squad, 22 August 1992

PLAYER CLASS



AUTOMATIC RIFLEMAN: The automatic rifleman (AR) is wields the M249 Squad Automatic Weapon (SAW). This soldier provides high volumes of fire due, however at the cost of weight. An AR can play a support role by deploying the bipod on the SAW to improve the weapon's accuracy. Automatic rifle are designated as AR on the class selection menu.



GRENADIER: The grenadier is a basic rifleman with the added ability launch grenades. A grenadier is armed with the M203, which is an M16A2 with a mounted M203 grenade launcher. The M203 can fire 40mm high explosive, which have an effective kill radius of about 5-meters. The grenadier class is abbreviated as the letter "G" on the class selection screen. Below is a picture of a grenadier.





RIFLEMAN: The rifleman is the basic component of an infantry squad. They are armed with either an M16A2 or M4A1. They tend to be equipped with more grenades (e.g.: fragmentation, smoke, stun) compared to their counterparts since they carry less equipment than their counterparts. Their abbreviation is “R” on the class selection menu.



ADVANCED MARKSMAN: The advanced marksman is issued a highly accurate rifle. They are the squad’s designated marksman and therefore are used to provide accurate long-range rifle fire with either the M24 SWS or M82A1 rifles. Due to the nature of their mission, they have also been issued the M9 Beretta Pistol. Advanced Marksman is designated as “S” on the class selection menu. Note: You **MUST** complete Advanced Marksmanship School to select this class.



Aiming and Using Weapons

America's Army strives to be realistic, and therefore aiming and using weapons in the game are, to an extent, modeled after the real things. There are some details which was not covered in basic training which are covered here, such as how to aim using iron sights, and using other features of certain weapons.

Two main factors influence how well you can aim your weapon: 1) Lining up your sights, and 2) your combat effectiveness. Lining up your sights is a skill that is acquired through training and practice. However combat effectiveness is characteristic that is affected by both intrinsic and extrinsic factors such as your stance, health, movement speed, aiming devices, bipods, and the combat environment.

In *America's Army*, two types of aiming devices are available. The standard aiming device is the iron sight. These are sights built in on your weapon. Some sights are adjustable, while others are not. A subtype of iron sights are the 3D iron sights, which is a graphic enhancement of the game. Currently only a few weapons have 3D iron sights. The second type of aiming device consist of the optical devices (e.g.: scopes). These scopes can be magnified or not magnified. Therefore characteristics will vary between types of scopes.

For the most part, rifles, and pistols in the game are easy to use. However there are some weapons which have special characteristics, such as rocket launchers and recoilless rifles. These weapons have a back blast effect area; therefore care must be taken when using weapons like the RPG-7, AT4, and BDM.

AIMING WITH IRONSIGHTS: To aim with standard iron sights, you must put center of the aiming aperture onto the target as shown in the picture below. In the second picture, a red dot marks where the bullet will hit. Please note that this red dot does not appear in the game, and is only used to aid describing this process.





Lastly, the recoil of the weapon can affect your aim. The M16A2 tends to recoil up and to the right. Note the elevation of your rifle is affected by your breathing rate.

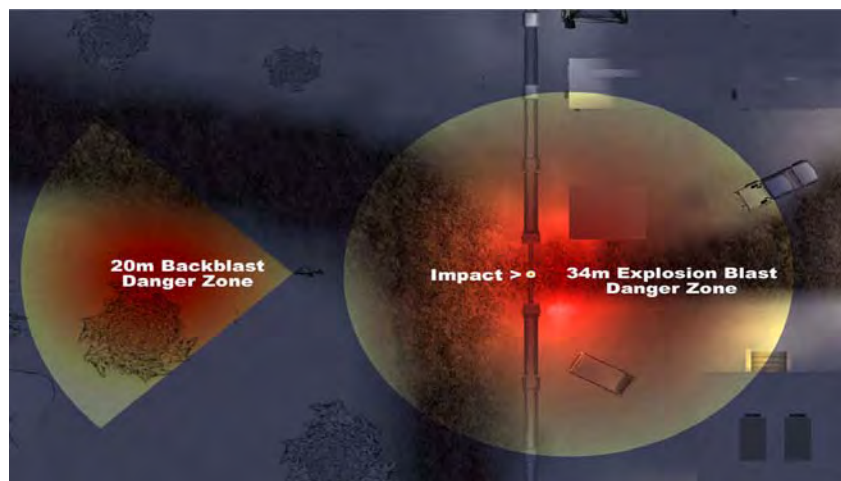
3D IRON SIGHTS: Since *America's Army 2.0*, the 3D iron sights have only been introduced to the AKS-74U, M4A1, RPG-7, AT4, and BDM. These work in the same manner as the previous iron sights, however more accurately model the effects seen in real life. 3D iron sights are similar to the original sights, and work the same way.

SCOPES: In *America's Army*, the advanced marksman rifles and SOPMOD M4A1's are provided with scopes. The advanced marksman rifles are equipped with high power scopes, while the M4A1 SOPMOD can be equipped with the various optics. To aim with these scopes, just put the crosshair or red dot over the target and shoot. Below are pictures of view you would see when aiming with these scopes.



View from an M4A1 with reflex sight. Note the red dot.

ROCKET LAUNCHERS: In *America's Army*, anti-armor weapons such as the RPG-7, M136 AT4, and the M141 Bunker Defeat Munition (BDM) are as much of a threat to friendly forces as they are to the ENEMY. This is due to the devastating blast radius of the warhead, as well as the back blast area. Therefore, one must make sure the front and back of the weapon are clear of friendly forces before firing. Below is the damage area of an M136 AT4.



Another feature of the RPG-7, AT4, and BDM is the ability to adjust the iron sight's elevation. Adjusting elevation allows you to compensate for the distance (range) of a target. To do this, press the range up or range down key (default mouse wheel up and down respectively) to increase or decrease the elevation respectively. In the lower left hand corner of your HUD, displays the preset ranges in increments of 100 meters (red box in screenshot) These values will cycle as you range up or down. Below is a screenshot of what you might see with a BDM.



Grenade Throwing

There are two methods of deploying a grenade: 1) throwing, and 2) rolling. The default method is throwing, which allows you to deploy a hand grenade as far as possible. To access the rolling function, select the grenade, and press the secondary fire button. To arm a grenade, press and hold down the primary fire key in either of the deployment modes. You will see your character pull the pin. In throwing mode, you will notice that your characters left arm is stretched out which can be used as an aiming reference. To throw the grenade, release the primary fire key.

Cooking a hand grenade is when you release the safety spoon before throwing the grenade. This allows the fuse to burn a few seconds before you throw it, thereby allowing a shorter time to detonation when it lands near the enemy. To do this, press and hold down the primary fire key to arm the grenade. Then press (while holding down the primary key) the secondary fire key. You will hear a "SPRING" sound which is the spoon coming off of the grenade. The grenade is now LIVE as shown in the lower right hand corner of your HUD. You can count to 1,2 or 3 seconds before throwing the grenade. Counting more than 3 seconds is risky and is not advised.

The grenades found in *America's Army* consist of four types: fragmentation, smoke, stun and incendiary. The throwing characteristics for each grenade are the same however the performance characteristics of each grenade greatly differ; therefore care must be taken when throwing them.

M67 FRAGMENTATION GRENADE: This is the standard fragmentation grenade used in the U.S. Army. It contains high explosives that send fragments to kill or wound those who are unfortunate enough to be around when it goes off. The M67 has a fuse of 4-5 seconds.

M83 SMOKE GRENADE: The smoke grenade is used to conceal movement by creating a cloud of white smoke for a given amount of time. The fuse on the M83 lasts for 4-5 seconds.

M84 STUN GRENADE: The M84 is stun grenade. It is also known as a flash bang grenade. It creates a bright flash, loud sound and concussive effect to disorient occupants of a room. It is most effective when used in enclosed areas. The M84's fuse lasts for 2 seconds.

INCENDIARY GRENADE: The incendiary grenade is an anti-material weapon. It can burn for several seconds and has a fuse that lasts for about 4-5 seconds.

***NOTE:** Grenades can also be rolled. To do this, select a grenade, press the right mouse key to change between rolling and throwing.

Night Combat

For missions that involve low-light conditions, soldiers are issued the AN/PVS-7D night vision goggle (NVG). These goggles amplify light several thousand times and display them shades of green. Pressing the “V” key can activate NVG’s. Note: peripheral vision is reduced and light sources are amplified by the same magnitude when using NVG’s.



Note the limited field of view.

MILES Combat

The U.S. Army strives to create a training environment that is close to reality as possible. The Multiple Integrated Laser Engagement System (MILES) is one method used by the U.S. Army. This system incorporates coded lasers to simulate bullets. When the laser strikes a sensor on a soldier, it will either result in a short “BEEP” sound to report a wound, or a long constant “BEEP” to signify a kill. Additionally MILES grenades are also used. These rounds are non-lethal and can also activate the MILES sensors. Training maps in *America’s Army* are normally played as MILES maps. Therefore no live rounds are fired. For more information about MILES, see Reference 1.

Combat Life Saver

The Combat Life Saver (CLS) treats wounded soldiers. This class is not to be mistaken with a real life combat medic, since medics are not allowed offensive weapons. In *America’s Army* they are denoted by the cross in the class selection/scoreboard menus, a medic bag on their backs, and a cross icon in their HUD accessories. To be a CLS, you must complete the 4-part CLS course (see Chapter 4), and check the “Request as Medic” box in the class selection screen. On the next page, a picture of a CLS is provided.



Typical combat lifesaver and the combat lifesaver bag.

As stated, the CLS is capable of healing injured soldiers. To do this, one must first find the injured soldier. When found, walk up to the soldier, and press and hold down the action key until the process is completed. Soldiers will often times yell “Medic”. Your HUD compass will show a red blood drop, which designates where the injured soldier is. Soldiers can bleed out, therefore quickly make your way to them. Note that you have a limited number of medical supplies, therefore combat lifesavers should triage patients based on their severity. This is provided by the target ID indicator. Injured soldiers are classified as Mild, Moderate or Severe. The more wounded soldiers you treat, and the faster you treat them will determine the amount of points you receive. See Chapter 4 for more information.

Honor and Rules of Engagement

There are rules in war, and therefore U.S. forces are governed by rules of engagement. Violating the rules of engagement (ROE) will have negative effects on your career as a soldier. In *America's Army*, a system to display the amount of time you put into playing the game is called honor. Honor is based on the total amount of points you have gained while playing. The more points you accumulate, the more honor you will have. Honor, as stated in Chapter 2, helps you get priority during class selection. Additionally, some advanced training missions have an honor requirement (e.g.: Special Forces).

As stated honor can go up by being successful in *America's Army* however it can easily go down when you violate the ROE. ROE is cumulative, and adds negative points to your overall score. This in-turn can cause your honor to go down. You can receive ROE violations by injuring friendly forces, or civilians. Therefore it is very important to know what you are shooting at. The amount of ROE you get for injuring friend forces is proportional the amount of damage you did, and when you did it. Injuring a teammate within the first 40 seconds of game play can result in a large amount of ROE, and automatic death.

Target Identification

In the previous section, you were introduced to ROE. Here is a short guide on how to identify friend vs. foe in order to prevent you from getting any ROE violations. Additionally, with the inclusion of Special Forces in *America's Army*, Indigenous Forces (IF) are also found in the game. Be advised, IF are considered friendly forces, despite using non-U.S. weaponry. Below is a picture of all three types of combatants in *America's Army*.



On the left, a typical enemy fighter, the right is a U.S. Army soldier in arctic camouflage. See page 58 for an image of an indigenous fighter.

OTHER TIPS: Here are some other tips, which may come in handy.

- Enemy machine gun tracers are **green**
- U.S. Army machine gun tracers are **red**
- Enemy grenade launchers generate smoke trails
- M203 does not generate a smoke trail

Note: On Multiple Integrated Laser Engagement System (MILES) maps, Opposing Force (OPFOR) wear Kevlar helmets, however have gray camouflage.

Combat Communications

Communications is crucial to the success of an operation. In *America's Army* there are five types of communications. They are: radio, shout, whisper, global and hand signals.

RADIO: In the game radio communications cannot be overheard by ENEMY, and have unlimited range. This is the default communication method.

SHOUT: Both friendly forces and ENEMY can hear Shouting. However it has a very short range. The medic call is also a shout, therefore one must be careful when shouting, and/or calling for a medic when ENEMY is around. Additionally, throwing a grenade will cause your character to yell "FRAG OUT". To temporarily disable this feature, press the RUN/WALK key (default SHIFT key). When walking your soldier will not yell "FRAG OUT" when throwing a grenade.

WHISPER: Whispering has a very short range and can still be heard by both ENEMY and friendly forces.

GLOBAL: Global is used to send a radio message to both ENEMY and friendly forces.

HAND SIGNALS: Hand signals are completely silent, however you are limited to what you can say, and the player you are communicating with needs to see your hand signals to understand. The following are hand signals used in *America's Army*.



STOP!

Raise fist to head level

MOVE OUT!

Extend arm overhead, and swing from shoulder.

**READY**

Hold the fist out with thumb up and nod.



NEGATIVE!

Extend the arm parallel to ground, hand open, and move the arm the body, in a throat-cutting action.

**DOUBLE TIME!**

Raise the fist to the shoulder; thrust the fist upward to the full extent of the arm and back to shoulder level; do this rapidly several times.

LOOK THIS WAY!

Extend the arm toward the desired direction.

**AFFIRMATIVE!**

Extend the arm and fist, with thumb pointing up.

GET DOWN!

Extend the arm at a 45-degree angle from the side, above the horizontal, palm down, and then lower the arm to the side.



Navigation

Navigation is essential in real life, as it is in *America's Army*. To get from point A to point B, requires some basic essentials, which one must learn, and be proficient in. In *America's Army*, you are provided with a compass on your HUD. This compass shows the location of specific teammates (e.g.: squad leader, team leader, fire team members) based on your position in the squad. Additionally it provides the heading and elevation of mission objectives, which are designated in the order they are displayed on your objectives list (also on your HUD). Simply line the objective, or player in the center of your compass, and walk towards it. Arrows next to the icons alert the player that the specified objective is above or below the player. Below is a screen shot of the HUD compass. Note the teammate and objective icons. **NOTE:** the adjacent arrows showing objective A and B are both above this player. Additionally in *America's Army 2.4*, some maps feature **random objectives**, therefore they may be in a different location compared to the previous round.



Mission Objectives

All missions in *America's Army* feature an objective. Completing objectives is the best way to gain points. Some maps feature a single objective, others have multiple objectives. New in version 2.4 is the addition of random objectives and inventory objectives. Objectives can be completed by either moving to the specified location, pressing the USE key on an objective, or destroying an objective by using the appropriate weapon. When you have completed the mission by fulfilling the necessary requirements, a "MISSION COMPLETE" message will appear, and the round will end. Descriptions of each objective type is described below.

Single objectives: Completing this one objective will result in victory for your team.

Multiple objective: Some missions require the completion of more than one objective. These may require prepping an objective before performing a separate action in order to complete it. For example, the UH-60 Blackhawk on SF CSAR needs to be prepped first, and then destroyed. This counts as two objectives.

Random Objective: This is a new addition in version 2.4. Objectives will appear within a set number of locations. Your HUD will let you know where it is, therefore use your HUD compass. Additionally, random objectives can be used in conjunction with random spawn points, which means you may start on different parts of the map.

Inventory Objectives: These are objectives that you can pick-up. Picking up an objectives adds it to your inventory. Usually you must find, pick-up and move this objective to an extraction point. Additionally, you can transfer this objective to another player. To do this, the other player must press the USE key while facing the player who is holding the objective. This is analogous to healing a person when they are a medic.

Non-Playable Character (NPC) Objective: NPC's are characters that are usually scattered throughout a map. Some maps will require you to interact with one of the NPC's.

NOTE: Mission objectives can be any combination of the above descriptions. Therefore one map may involve interrogating an NPC to find an inventory objective, which you must take to an extraction point. The HUD crosshair is your best friend, therefore learn to use it fast and efficiently.

Wounded

When you are hit (e.g.: by a bullet), the effects will have a stun effect. The magnitude of the stun effect is dependent on where you were hit. In the unfortunate event that a player becomes wounded, they are shown their health status in the lower right corner of the HUD. The soldier icon's color depicts the general health of the player. Green meaning healthy, yellow meaning wounded, and red meaning critically wounded. In cases where a player is bleeding, a flashing red blood drop will appear over this icon. A player can call for a medic only when they are wounded. Medics can restore a small amount of CEM, and stop bleeding. Below are descriptions of each health status.

GREEN: Healthy, can run at full speed. Stamina and CEM recharge at normal rates. Maximum stamina and CEM based on posturing and movement speeds.

YELLOW: Moderately wounded. Slower running speed. Stamina and CEM recharge slower, and the allowed maximum for both are reduced based on posturing and movement speeds.

RED: Severely or critically wounded. Movement speed is very slow. Stamina and CEM recharge rate is greatly hindered, while the allowed maximum for stamina and CEM is lower than when moderately wounded. In most cases, one hit from any weapon can kill the player, including from a flashbang.

Combat Effectiveness Meter

In the lower right hand corner of the HUD are two meters. The one furthest to the right is the combat effectiveness meter (CEM). While the one adjacent to the left of the CEM is the stamina meter. High CEM translates to greater combat effectiveness. As you move around, and engage in combat, your CEM may go up or down. Additionally, the recharge rate of the CEM is effected by the amount of your stamina. When the stamina meter is empty, CEM recharge rate is zero. As stamina increases, the CEM recharge rate increases as well. Additionally, you will notice a blue bar that caps off the amount of CEM. This displays the current maximum amount of CEM you can achieve. This value can be increased or lowered based on your stance, movement, combat environment or using weapon enhancements (e.g.: scope, bipod). When wounded, the maximum value is reduced. A medic may be able to restore SOME CEM, if they get to you in time. Below are the descriptions of the effects of various levels of CEM.

CEM Level
ZERO-LOW
(0-25%)

Description

Zero or Low CEM occurs when you are wounded, or moving at great speed such as sprinting. This also includes jumping. The effects of low CEM can be seen in your ability to jump, and your ability to shot. Fire control is greatly affected, since Players are not able to compensate for their breathing, and the effects of recoil while shooting.

MODERATE
(25-50%)

Moderate CEM occurs when you are walking or running. This value allows for average fire control ability and movement capabilities.

HIGH
(50-100%)

High CEM occurs when you are usually motionless, and in some cases using weapons aids (e.g.: bipods, iron sights, scopes). This level of CEM provides the best accuracy.

Other factors to consider are your location to team leaders, and the combat Environment. When you are next to a team leader, you will get a CEM boost.

When in combat, bullets may fly by your head, and explosions may go off near you. These can temporarily drop your CEM. However you can use this against your enemy by providing suppressive fire near, at or around them. This would minimize their combat effectiveness which could allow you to gain combat superiority over the enemy.

Lastly, when you pick up enemy weapons, you will incur a CEM penalty since you are using an unfamiliar weapon.



CHAPTER 4: Advanced Training

In *America's Army*, you have the ability to further your training by taking part in Combat Life Saver School, Advanced Marksmanship School, Airborne School, Ranger School, and Special Forces. Each of these additions to *America's Army* provides the player with new maps, weapons, equipment and skills. However to gain these benefits, one must first pass the training courses. Additionally some of the training courses have prerequisites that must be met before you can access these missions.

This chapter covers:

- Combat Life Saver School
- Advanced Marksmanship School
- Airborne School
- Ranger School
- Special Forces Assessment and Selection Process (SFAS)

Combat Life Saver School

To become a CLS, you must complete the 4-part CLS School. As a CLS, you must utilize both your mental and physical skills to save lives. Part 1-3 of CLS School is an academic component that covers basic first aid (airway management, bleeding control, and treating for shock). Part 4 of CLS School allows you to test your newfound skills out in the field as shown below.



Once you have completed the three-part program, you will be allowed to mark the “Request as Medic” box in the class selection menu. To learn more about how to play as a medic, see Chapter 3.



Advanced Marksmanship School

To be a U.S. Army Advanced Marksman, you need to first qualify as EXPERT at the rifle range (36 or more). Once you have qualified as expert, you can attend the Advanced Marksmanship School, and train using the M24 SWS, and M82A1 SAMR. The training course emphasizes accurate shooting, and begins with weapons familiarization for both of the weapons. The test involves using “one shot” to hit a target. Only one shot is given since the motto is: “on shot, one kill”. Below is a screenshot of the training mission.



Picture of the M24 SWS at the Advanced Marksmanship School



Picture of the M82A1 SAMR at the Advanced Marksmanship School

Airborne School

After basic training, you are eligible to become a paratrooper by attending the Airborne School in Ft. Benning, GA. You will conduct a practice jump from the 250 foot tower, and then a live night jump from a C-17 Globemaster III cargo plane. Upon completion, you will receive your jump wings, and become a paratrooper. Being airborne certified is a prerequisite for Ranger and Special Forces School.



The 250-foot tower at Ft. Benning, GA.



Jumping out of a C-17 at night.

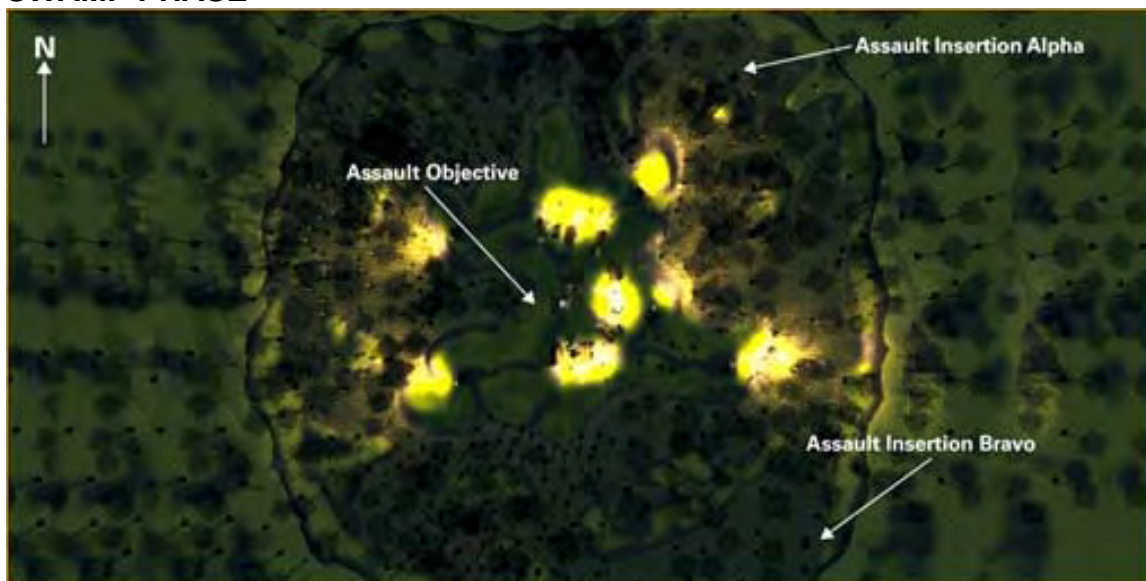
Ranger School

Once you have completed Airborne School, you can now attend the Ranger School. As an U.S. Army Ranger, you will be eligible to play on new maps such as Weapons Cache, and Radio Tower. Additionally you are issued an M4A1 equipped with a reflex sight. However, before you get any of these benefits, you must complete two phases of Ranger training, which are the Mountain phase, and Swamp phase online. To do this, play on Mountain Ambush and Swamp Raid. Once you have completed these maps, you will earn the coveted Ranger tab, and be able to play these new maps.

MOUNTAIN PHASE



SWAMP PHASE



Special Forces Assessment and Selection Process (SFAS)

Being airborne qualified and having an honor level of 15 allows you to be eligible to be the best of the best, which is, a Green Beret. The training starts out at Camp Mackall, and you will be introduced to the Special Forces MOS's. From there you will proceed to a classroom and learn about aircraft, vehicle, weapons identification (AVWID). Lastly, you will be transported by Blackhawk Helicopter to the Escape and Evasion course where your objective is to sneak by simulated OPFORs without being detected. Upon completing of this course you will be granted the ability to play as a Green Beret on Special Forces maps. For more details about the features associated with Special Forces, see Chapter 5.



Screenshot of Camp Mackall during the AVWID



Screenshot of the Escape and Evasion Course



CHAPTER 5: Special Forces

In 2003, *America's Army: Special Forces* was released. This component of *America's Army* was used to introduce the public to U.S. Army Special Forces, also known as the Green Berets. New features, and equipment were added to the game for those that chose to qualified and play as a Green Beret within the game. This chapter will provide additional detail of the elements involved with being a Green Beret in *America's Army*.

This chapter covers:

- Background
- A-Team Organization
- Weapons Mods



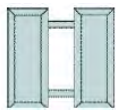
Background

Special Forces (SF) commonly referred to, as “Green Berets” are strategic, multipurpose forces capable of rapid response to various contingencies throughout the world. Their mission is to organize, train, equip, and direct Indigenous Forces in unconventional warfare and foreign internal defense. For this reason, they possess foreign language and orientation skills. Most SF Soldiers work on a 12-man Operation Detachment “A” (SFODA), sometimes called an A-Team. Special Forces Soldiers are either on a real-world mission or training for one. Their missions are conducted worldwide and usually classified. They range from Combating Terrorism to Humanitarian Efforts. Because Special Forces teams can be the first point of contact in negotiations with foreign or guerilla parties, they must keep the highest level of professionalism at all times. To be eligible to play as a Special Forces Soldier, you must complete the Special Forces Assessment and Selection Process (SFAS). SFAS consists of both the Weapons Identification training, and Escape & Evasion training maps. If you do not complete SFAS, and choose to play on a SF map, you will only be allowed to play as an Indigenous Forces (IF) Soldier. As stated above, SF specifically train and fight with Indigenous Forces. Therefore either as an SF or IF Soldier you are experiencing what it is to be in the world of U.S. Army Special Forces.



A-Team Organization²

Special Forces groups are organized in small teams of 12 men—a.k.a. Operational Detachment Alpha (ODA). A typical Green Berets Team structure usually consists of a commander and detachment commander, plus 5 pairs of specialists. For more information, beyond the descriptions in this manual, go to your **America's Army\System** folder and run **SF_MOS_Videos.exe** to view 7 information vides about each MOS. These teams can change according to the type of mission. In *America's Army*, A-Teams use the M4A1 SOPMOD but weapons can vary depending on mission requirements.



SPECIAL FORCES OFFICER (18A): Each ODA needs a team leader on missions. The 18A is a Commander (Captain) responsible for mission organization, outfitting the team and debriefing the mission objectives.²



WARRANT OFFICER (180A): The 180A acts as the Assistant Detachment Commander. He prepares to take the lead whenever the Captain is absent or non-functional, or if a mission calls for the ODA to be split in two teams.²



WEAPONS SERGEANT (18B): Weapons Sergeants are the weapons specialists. They're capable of operating and maintaining a wide variety of U.S., Allied and other foreign weaponry. Some of your tasks might include maintaining proficiency with all foreign high-density light and heavy weapons; selecting weapons placements and sites; assigning targets and areas of fire.²

² http://www.goarmy.com/special_forces/team_members.jsp



18C-ENGINEERING SERGEANT: Special Forces Engineering Sergeants are specialists across a wide range of disciplines. Some of your tasks may include working in demolitions, explosives, land and water navigation duties, field fortification, bridging, rigging, reconnaissance and sabotage operations.²



18D-MEDICAL SERGEANT: Special Forces Medical Sergeants are considered to be the finest first-response/trauma medical technicians in the world. Though they're primarily trained with an emphasis on trauma medicine, they also have working knowledge of dentistry, veterinary care, public sanitation, water quality and optometry.²



18E-COMMUNICATIONS SERGEANT: Special Forces Communications Sergeants operate every kind of communications gear, from encrypted satellite communications systems to old-style, high-frequency (HF) Morse Code systems. They also have serious computer/networking skills and know several computer languages.²



18F-INTELLIGENCE SERGEANT: Since many SF missions require being behind the lines in hostile areas, each team is given an 18F Intelligence Specialist. The 18F collects and evaluates information for transmission, and supplies vital data on the enemy.²



18Z- OPERATIONS SERGEANT: The Operations Sergeant is responsible for the overall organization, functionality and training of an SF team. He makes sure the team is outfitted correctly and supports the ODA commander (18A).²

NOTE: Not all specialists are used in *America's Army* at this time, and/or may not all be depicted in-game depending on the mission.²

² http://www.goarmy.com/special_forces/team_members.jsp

INDIGENOUS FIGHTER (IF): As noted in previous sections about the SFODA, A-Teams also operate with INDGENOUS FORCES (IF). These fighters are recruited and trained by these A-Teams. A-Teams can train up to a battalion sized IF unit, therefore one must be familiar with IF. The IF is armed with indigenous weapons, such as the AKS-74U, RPK, and RPG-7.

IF are considered friendly forces, therefore knowing the difference between an IF vs. enemy forces is crucial. Additionally, IF may not be equipped with the latest equipment and thus need to work closely with the SFODA to achieve maximum effectiveness. For example, IF do not carry NVG's, therefore on night maps their vision is limited, and should rely on the SFODA for NV capabilities. Conversely, IF have available to them the RPK, and RPG-7, which in most cases are more powerful than the SF weapons. Therefore teamwork between IF and SFODA is essential.



Note: Green helmet, and tan jacket. In the game, IF look similar to this.

Weapon Mods

As a member of the Special Forces, you are entitled to modify your weapon based on mission requirements or personal preference. These modifications can be accessed from the main menu by clicking on the PERSONNEL JACKET button, and then clicking on the WEAPONS MODS tab.

Since in *America's Army*, from the perspective of players, they will always be U.S. Army, the enemy version of the M4A1 SOPMOD would be a modified AKS-74U. This will bring you to the screen shown below:



Each window serves a purpose which helps you view and choose your weapons mods. The following are the descriptions relative to the numbered windows above. For more information on the weapon mods, see Reference 1.

1. **Weapon Viewing Window:** Rotating image of your weapons and selected mods.
2. **Weapon Skin/Team:** Change the camouflage scheme or see what the weapon's enemy counterpart looks like. (e.g.: AKS-74U)
3. **M4A1 Description:** Description of the M4A1 carbine.
4. **Weapon Mod Viewing Window:** Rotating image of selected mod.
5. **Weapon Presets:** Different mod schemes can be saved to Set 1-5. Select any set number, and customize your mods accordingly.
6. **Rails:** Open drop down boxes to select a mod for each specific rail. Note that some mods can only be used on certain rails, and some mods cannot be used in conjunction with another mod (e.g.: M203A1 and bipod)
7. **Mod Info:** Clicking on button displays information about the selected mod.



Appendix A: Maps and Gear

America's Army has numerous components, which could not be covered in the chapters found in this manual. The reference section helps to provide any additional details, which were not found in these chapters. For instance, weapons specifications and characteristics, as well as map/mission information are provided here.

This section includes:

- U.S. Weapons
- ENEMY Weapons
- U.S. Equipment
- Infantry Maps
- Airborne Maps
- 75th Ranger Regiment Maps
- Special Forces Maps

U.S. Weapons

The regular U.S. Army has an arsenal of various weapons, from small arms to anti-tank weapons. Every Soldier in the U.S. Army is proficient with his/her standard rifle, the M16A2. However as you have learned in U.S. Weapons training, every Soldier experiences other weapons in addition to the M16A2. As a Soldier advances in their career, new opportunities become available allowing them to use new weapons, and modify their weapons for specific missions.

With the addition of *America's Army: Special Forces*, new weapons and modifications have become available. Although some of these weapons are only accessible if you have completed certain training requirements, nevertheless, there are still many new and exciting things to try out. The addition of the M9 pistol for all advanced marksman will provide this class of Soldier a self-defense capability. Additionally, use of ENEMY weapons when playing as an Indigenous Forces Soldier will allow you to use the RPG-7 anti-tank weapon, and AKS-74 assault carbine. Last but certainly not least, once you have completed Special Forces training you will be able to use the M4A1 SOPMOD, which allows you to modify it to your needs. Additionally, as a Special Forces advanced marksman, you will have access to the Special Purpose Rifle (SPR). The following are all U.S. weapons that are found in *America's Army*.

M16A2 ASSAULT RIFLE



FEATURES: Semiautomatic, or burst fire only

CALIBER: 5.56x45mm NATO

AMMUNITION CAPACITY: 30 round box magazine

RATE OF FIRE: 12-15rpm (sustained), 45rpm (semi), 90rpm (burst)

RANGE: 800m (max), 550m (effective)

MUZZLE VELOCITY: 975m/s

LENGTH: 39.63in

M4A1 CARBINE

FEATURES: Semiautomatic, or automatic only

CALIBER: 5.56x45mm NATO

AMMUNITION CAPACITY: 30 round box magazine

RATE OF FIRE: 12-15rpm (sustained), 45rpm (semi), 90rpm (burst), 700-1000rpm (automatic)

RANGE: 274m (max)

MUZZLE VELOCITY: 924m/s

LENGTH: 29.9in with stock extended, 26.8 with stock collapsed

M4A1 SOPMOD (SPECIAL OPERATIONS PECULIAR MODIFICATION)

FEATURES: Semiautomatic, or automatic only, rail interface system

CALIBER: 5.56x45mm NATO

AMMUNITION CAPACITY: 30 round box magazine

RATE OF FIRE: 12-15rpm (sustained), 45rpm (semi), 90rpm (burst), 700-1000rpm (automatic)

RANGE: 274m (max)

MUZZLE VELOCITY: 924m/s

LENGTH: 29.9in with stock extended, 26.8 with stock collapsed

M16A2 / M203 GRENADE LAUNCHER

FEATURES: Semiautomatic, or burst fire only, grenade launcher, leaf sight
CALIBER: 5.56x45mm NATO, and 40mm high explosive grenade
AMMUNITION CAPACITY: 30 round box magazine, grenades vary
RATE OF FIRE: 12-15rpm (sustained), 45rpm (semi), 90rpm (burst), grenade is single shot only and must be reloaded after each shot
RANGE: M16 component, 800m (max), 550m (effective); M203 component, 350yd (max for area target), 150yd (max for point target),
MUZZLE VELOCITY: 975m/s
LENGTH: 39.63in

M249 SQUAD AUTOMATIC WEAPON (SAW)

FEATURES: Automatic only, bipod
CALIBER: 5.56x45mm NATO
AMMUNITION CAPACITY: 200 round belt
RATE OF FIRE: 725rpm (cyclic), 85rpm (sustained)
RANGE: 1000m (max effective)
MUZZLE VELOCITY: 915m/s
LENGTH: 40.94in

M24 SWS

FEATURES: Bolt action, bipod, 8x scope

CALIBER: 7.62x51mm NATO

AMMUNITION CAPACITY: 5 round internal magazine

RATE OF FIRE: NA

RANGE: 800m (max effective)

MUZZLE VELOCITY: 853m/s

LENGTH: 43in

M82A1 SAMR

FEATURES: Semiautomatic, bipod, 10x scope

CALIBER: 12.7x99mm (.50 cal BMG)

AMMUNITION CAPACITY: 10 round box magazine

RATE OF FIRE: NA

RANGE: 1800m (max effective)

MUZZLE VELOCITY: 893m/s

LENGTH: 57in

MK 12 MOD 0 SPECIAL PURPOSE RIFLE (SPR)

FEATURES: Semiautomatic only, 8x scope, bipod, detachable suppressor

CALIBER: 5.56x45mm NATO

AMMUNITION CAPACITY: 20 round box magazine

RATE OF FIRE: 12-15rpm (sustained), 45rpm (semi)

RANGE: 800m (max), 550m (effective)

MUZZLE VELOCITY: 948m/s

LENGTH: 39.63in

*The firing rate of the SPR is slower in *America's Army* compared to real life due to gameplay concerns.

M9 BERETTA PISTOL

FEATURES: Semiautomatic only

CALIBER: 9x19mm NATO

AMMUNITION CAPACITY: 15 round box magazine

RATE OF FIRE: NA

RANGE: 50m

MUZZLE VELOCITY: 365m/s

LENGTH: 8.54in

M136 AT4 LIGHT ANTI-TANK WEAPON

FEATURES: Single-shot, disposable

CALIBER: 84mm High Explosive Anti-Tank (HEAT)

AMMUNITION CAPACITY: Single rocket in disposable tube

RATE OF FIRE: Single use

RANGE: 300m

MUZZLE VELOCITY: 285m/s

LENGTH: 40in

***BEWARE BACKBLAST!**

M141 BUNKER DEFEAT MUNITION (BDM)

FEATURES: Single-shot, disposable, extendable tube

CALIBER: 83mm High Explosive Dual Purpose (HEDP), with follow-on fragmentation grenade

AMMUNITION CAPACITY: Single rocket in disposable tube

RATE OF FIRE: Single use

RANGE: 15m-500m

MUZZLE VELOCITY: NA

LENGTH: 32in (not extended), 54in (extended)

***BEWARE BACKBLAST!**

M67 FRAGMENTATION GRENADE

FEATURES: Can be thrown, or rolled

FUSE LENGTH: 4-5 seconds

FILLER: 6.5 oz composition B explosive

CAPABILITIES: 5m (lethal radius), 15m (casualty radius), however fragments can fly as far as 230m

M83 WHITE SMOKE GRENADE

FEATURES: Can be thrown, or rolled

FUSE LENGTH: 4-5 seconds

FILLER: 11oz of Terphthalic Acid

CAPABILITIES: Generates white smoke

AN-M14 TH3 INCENDIARY HAND GRENADE

FEATURES: Can be thrown, or rolled

FUSE LENGTH: 4-5 seconds

FILLER: 26.5 oz thermate (TH3) mixture

CAPABILITIES: Generates molten iron for incendiary effects

M84 STUN GRENADE

FEATURES: Can be thrown, or rolled

FUSE LENGTH: 1-2 seconds

FILLER: 4.5g of Magnesium Mixture

CAPABILITIES: Generates blinding flash and sound effects

Enemy Weapons

In AA:SF, you will go against various weapons. These counterparts of the weapons you use are also accurately simulated. However, what you see as an ENEMY weapon in the hands of its owner will actually have the same damage capacity and capabilities as the U.S. counterpart. For example, if you see an ENEMY with an AK47, the damage it can do and its firing characteristics are the same as the M16A2. However, if you were to pick up the ENEMY weapon and use it, the game now recognizes the weapon as an AK47. Upon doing so, the game will cause this weapon to do damage and have the firing characteristics consistent with an AK rather than an M16. It must be noted, that there is a **penalty** for picking up foreign weapons. (ex: CEM)

AK-47 ASSAULT RIFLE



FEATURES: Semiautomatic, or automatic only

CALIBER: 7.62x39mm

AMMUNITION CAPACITY: 30 round box magazine

RATE OF FIRE: 600rpm (cyclic), 40rpm (semi), 100rpm (auto)

RANGE: 300m (max)

MUZZLE VELOCITY: 710m/s

LENGTH: 34.2in

AKS-74U

FEATURES: Semiautomatic, or automatic only

CALIBER: 5.45x39mm

AMMUNITION CAPACITY: 30 round box magazine

RATE OF FIRE: 600rpm (cyclic), 40rpm (semi), 100rpm (auto)

RANGE: 300m (max)

MUZZLE VELOCITY: 710m/s

LENGTH: 28.94in (stock extended), 19.29 (stock retracted)

AKS-74U SPETNAZ MODIFICATION

FEATURES: Semiautomatic, or automatic only, BS-1 suppressed grenade launcher and assorted optics.

CALIBER: 5.45x39mm

AMMUNITION CAPACITY: 30 round box magazine

RATE OF FIRE: 600rpm (cyclic), 40rpm (semi), 100rpm (auto)

RANGE: 300m (max)

MUZZLE VELOCITY: 710m/s

LENGTH: 28.94in (stock extended), 19.29 (stock retracted)

AK-47 / GP30 GRENADE LAUNCHER

FEATURES: Semiautomatic, or automatic only, grenade launcher

CALIBER: 7.62x39mm

AMMUNITION CAPACITY: 30 round box magazine

RATE OF FIRE: 600rpm (cyclic), 40rpm (semi), 100rpm (auto)

RANGE: 300m (max)

MUZZLE VELOCITY: 710m/s

LENGTH: 34.2in

RPK

FEATURES: Semiautomatic, or automatic only

CALIBER: 7.62x39mm

AMMUNITION CAPACITY: 100 round box magazine

RATE OF FIRE: 600rpm (cyclic), 40rpm (semi), 100rpm (auto)

RANGE: 300m (max)

MUZZLE VELOCITY: 710m/s

LENGTH: 40.75in

MOSIN-NAGANT

FEATURES: Bolt-action, scope
CALIBER: 7.62x54mm
AMMUNITION CAPACITY: 5-round internal magazine
RATE OF FIRE: NA
RANGE: 800m (max)
MUZZLE VELOCITY: 860m/s
LENGTH: 40.15in

DRAGUNOV SVD

FEATURES: Semiautomatic, scope
CALIBER: 7.62x54mm
AMMUNITION CAPACITY: 10-round box magazine
RATE OF FIRE: NA
RANGE: 800m (max)
MUZZLE VELOCITY: 830m/s
LENGTH: 48in

VSS VINTOREZ

FEATURES: Semiautomatic, or automatic, scope, integrated suppressor

CALIBER: 9x39mm

AMMUNITION CAPACITY: 10-round box magazine

RATE OF FIRE: NA

RANGE: 300-400m

MUZZLE VELOCITY: 290-300m/s

LENGTH: 35.19in

MARKAROV

FEATURES: Semiautomatic (cannot be used in-game)

CALIBER: 9x18mm

AMMUNITION CAPACITY: 8-round box magazine

RATE OF FIRE: NA

RANGE: 15-20m

MUZZLE VELOCITY: 430m/s

LENGTH: 6.33in

***NOTE:** This guns is merely a 3rd person model, and cannot be selected or picked up from the battlefield.

RPG-7

FEATURES: Single shot, Reloadable, antipersonnel and anti-armor capabilities

CALIBER: 85mm High Explosive Anti-Tank

AMMUNITION CAPACITY: Varies

RATE OF FIRE: Single shot

RANGE: 500m

MUZZLE VELOCITY: NA

LENGTH: 37.8in (unloaded), 52.6in (loaded)

***BEWARE BACKBLAST!**

PG-7VR TANDEM WARHEAD RPG

FEATURES: Fires from RPG-7, tandem warhead design, bunker defeating capabilities

CALIBER: 105mm Tandem HEAT warhead

AMMUNITION CAPACITY: Varies

RATE OF FIRE: Single shot

RANGE: 200m

MUZZLE VELOCITY: NA

LENGTH: 51.41in (rocket length)

***BEWARE BACKBLAST!**

RGD-5 FRAGMENTATION GRENADE

FEATURES: Can be thrown, or rolled

FUSE LENGTH: 4-5 seconds

FILLER: High explosive

CAPABILITIES: 5m (lethal radius), 15m (casualty radius), however fragments can fly as far as 230m

RGD-2 WHITE SMOKE GRENADE

FEATURES: Can be thrown, or rolled

FUSE LENGTH: 4-5 seconds

FILLER: NA

CAPABILITIES: Generates white smoke

ZARYA STUN GRENADE



FEATURES: Can be thrown, or rolled

FUSE LENGTH: 1-2 seconds

FILLER: NA

CAPABILITIES: Generates blinding flash and sound effects

PIPEBOMB IMPROVISED EXPLOSIVE DEVICE (IED)



DESCRIPTION: Enemy IED commonly used to breach doorways. It has a 5-6 second fuse, and a minimal effect area. However it is advisable to stay away from the door when this goes off.

U.S. Equipment

In addition to all the weapons employed by the U.S. Army, U.S. Soldiers are also equipped with many other types of gear and equipment. Some of these items are standard issue, others are issued on a mission-by-mission basis. Since the ENEMY will vary from region to region, so will their equipment. There are no references to ENEMY equipment and gear in this manual.

MODULAR LIGHTWEIGHT LOADBEARING EQUIPMENT (MOLLE)



DESCRIPTION: MOLLE standards for “Modular Lightweight Loadbearing Equipment.” It is the current standard issue loadbearing system in use by the regular U.S. Army. It allows a Soldier to customize their load out according to their needs. The heart of the MOLLE system is the MOLLE vest. It is worn by all members of the squad, but each Soldier class will have a different configuration. Riflemen, for example, only have magazine pouches, while automatic riflemen have large pouches to hold the 200-round ammo boxes for their SAW. Grenadiers have 40mm grenade pouches on their chest, in addition to their magazine pouches for their M16. The MOLLE vest also accommodates the attachment of a butt pack, and 2 canteens.

Other loadbearing equipment are also portrayed in *America’s Army* and may be seen on other classes of soldiers when operating in other environments. Other vests include: the LBV (Load Bearing Vest), and ALICE (All-purpose, Lightweight, Individual Carrying Equipment) compatible gear. Different kinds of vests have no effect in *America’s Army*.

INTERCEPTOR ARMOR



Description: The new Interceptor Armor is now the standard issue kevlar vest worn by all frontline U.S. Army troops. It replaces the older PASGT vest, which did not provide adequate protection from gunfire. The new armor in its standard configuration is resistant to 9mm rounds. If upgraded with the Small Arms Protection Inserts (SAPI), the vest becomes resistant to multiple hits from 7.62mm NATO ammunition (same as the rounds from the M24).

***NOTE:** In *America's Army*, body armor is considered, however do not reflect real life performance specifications due to gameplay concerns.

PASGT-HELMET



Description: The PASGT (Personal Armor System Ground Troop) helmet is the standard issue helmet. It is designed primarily to protect a soldier's head from injury due to fragments. However, it does provide some protection from gunfire. The PASGT helmet can also mount night vision goggles when equipped with a mounting bracket.

AN/PVS-7D NIGHT VISION GOGGLES (NVG)



Description: The AN/PVS-7D night vision goggles (NVG) is a single tube, generation 3+ night vision system with simulated stereoscopic vision. It is mounted on the PASGT helmet via a bracket. It is used during low light conditions, and operates by amplifying existing light (starlight, moonlight) thousands of times. The AN/PVS-7 series also comes equipped with an infrared illuminator for zero light conditions. Additionally, it can be upgraded with a compass display and magnification lense.

BINOCULARS



Description: The binoculars are issued to squad and team leaders. These will be handed down through the chain of command if any of the leaders are eliminated. They provide 7x magnification, and come equipped with laser protection.

NOTE: Smaller versions of binoculars are available to other units in the game such as Rangers.

T-10C PARACHUTE



Description: The T-10C parachute is the standard parachute used by the U.S. Army today. It is manufactured out of 1.1 oz rip stop MIL-C-7020 G type I nylon fabric. Additionally a T-10R reserve parachute is used as a backup to the T-10C.

MULTIPLE INTEGRATED LASER ENGAGEMENT SYSTEM (MILES)



Description: The Multiple Integrated Laser Engagement System (MILES) provides the U.S. Army with the ability to simulate combat without using lethal bullets. In MILES training, coded laser beams are fired rather than bullets. MILES can be used with infantry, and armor. The coded laser beams assure that an M16 does not kill an M1 tank. The system uses eye-safe lasers to engage targets. When a player is being wounded, he will hear intermittent beeps from his MILES harness. If he is “killed”, the MILES system will report by sounding a long beep.

AGP-DB14 DOOR BREACHING CHARGE



Description: This is a field-constructed charge used to breach doors. However some doorways may be too strong for this charge, and would require heavier weaponry (e.g.: BDM). The charge has a 5-6 second fuse, and requires a few seconds to place onto the door.

M4A1 SOPMOD KIT



Description: The Special Operations Peculiar MODification (SOPMOD) kit provides U.S. Special Forces with the ability to customize their M4A1. The heart of the system is the Rail Interface System (RIS). The RIS allows aiming devices (lasers, optical sights, and iron sights), M203A1 grenade launcher, flashlights, and fore grips to be attached. Descriptions of mods are on the following page.

M68 AIMPOINT



Description: This sight has reduced peripheral vision, but a larger field of view. It is mounted on the top rail of the M4A1 and replaces the carrying handle. The sight uses a red dot configuration. The M68 has only 1X magnification; therefore it is primarily intended for short or medium ranged combat. Long-range engagement will require a scope with greater magnification.

TRIJICON REFLEX SIGHT



Description: The Trijicon ACOG Reflex Sight is intended for short range engagements. It is mounted on the top heat shield rail, forward of the carrying handle. The uses a radioactive element known as tritium as an illumination source for the sight. A red triangle or dot is projected onto the advanced true-color lens, allowing for clear and precise shooting at short ranges. Additionally, a fluorescent fiber light gathering system built into the sight automatically adjusts the brightness of the dot depending on ambient light available. Since this is a reflex sight both eyes can be used when aiming, allowing most of one's peripheral vision to be retained.

TRIJICON 4X ADVANCED COMBAT OPTICAL GUNSIGHT (ACOG)

Description: The Trijicon 4X Advanced Combat Optical Gunsight (ACOG) provides the M4A1 the ability to accurately engage targets at long ranges. This sight is essential in large open areas. This scope attaches to the main rail of the M4A1, replacing the carrying handle. The scope uses crosshairs as an aiming device, and also has backup iron sights built into the top of the gun in case of damage to the optics. These crosshairs are also illuminated by tritium, for low light visibility.



Infantry Maps

Infantry is largest compared to other branches in the U.S. Army. Units such as the 10th Mountain Division, and 172nd Separate Infantry Brigade, are all infantry units. To take part in missions involving these units, one must at least complete basic training. Infantry units conduct operations in various environments from mountainous regions of the world, to the confined spaces of the urban areas. Therefore infantry must be able to adapt to ever changing conditions of today's battlefield. The following are all infantry maps shown in *America's Army*. More information can be found in the mission briefings.



Infantry Training Brigade: When training to become infantry, you will go to Ft. Benning, Georgia to train at the McKenna MOUT center. You will go against simulated ENEMY and engage them using MILES gear.

- McKenna MOUT



10th Mountain Division: The 10th Mountain Division (DIV) is a light infantry division based at Ft. Drum, New York. As a light infantry division it is capable of deploying to any trouble spot in the world within 96-hours after notification. As the name implies, the 10th Mountain is capable of conducting operations in mountainous terrain, which was exercised during Operation Enduring Freedom. The 10th Mountain Division has been deployed many times since then, and has taken part in the ongoing operations in Iraq and Afghanistan. These maps include:

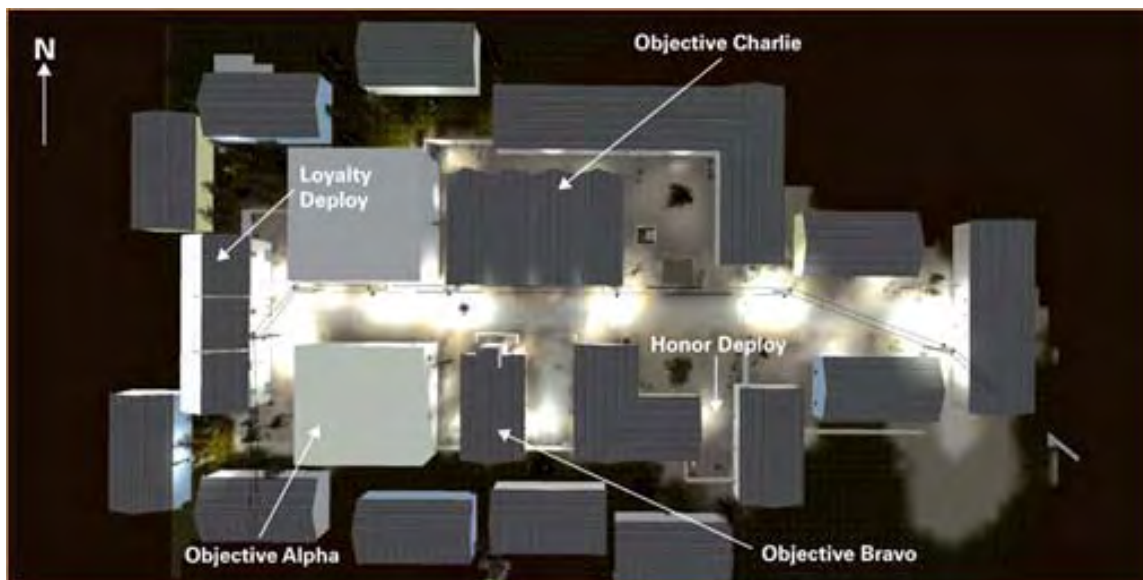
- Collapsed Tunnel (MILES)
- HQ Raid (MILES)
- Insurgent Camp
- River Basin (MILES)



172nd Separate Infantry Brigade: The 172nd Separate Infantry Brigade (BDE), also known as the "Snow Hawks". This unit is based at Ft. Wainwright, Alaska, and is trained for cold weather combat. As a separate brigade, it is self-sufficient, and does not require support from a parent division sized element. Today, the 172nd is current being transformed into the next Stryker Brigade Combat Team

- Border
- Bridge Crossing
- Bridge Crossing Special Edition
- Mountain Pass
- Mountain Pass Special Edition
- Pipeline
- Urban Assault

MCKENNA MOUT (INFANTRY TRAINING BDE)

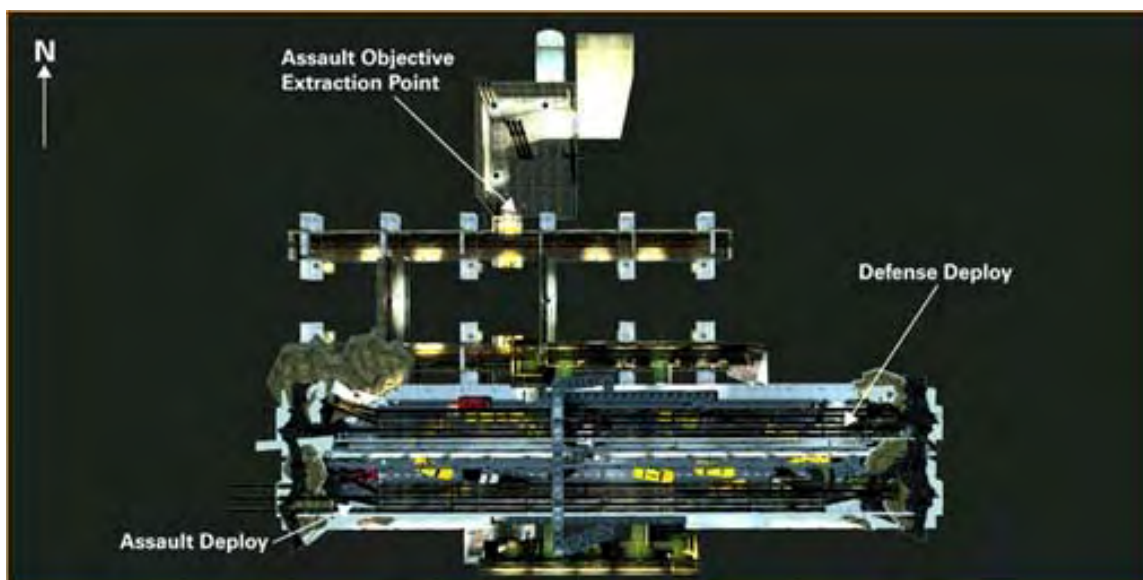


TEAMS: LOYALTY, and HONOR

ENVIRONMENT: MOUT

WEAPONS: M16A2 (MILES), M249 (MILES), M83, M84, and M67 (MILES)

COLLAPSED TUNNEL (10th MOUNTAIN DIV)

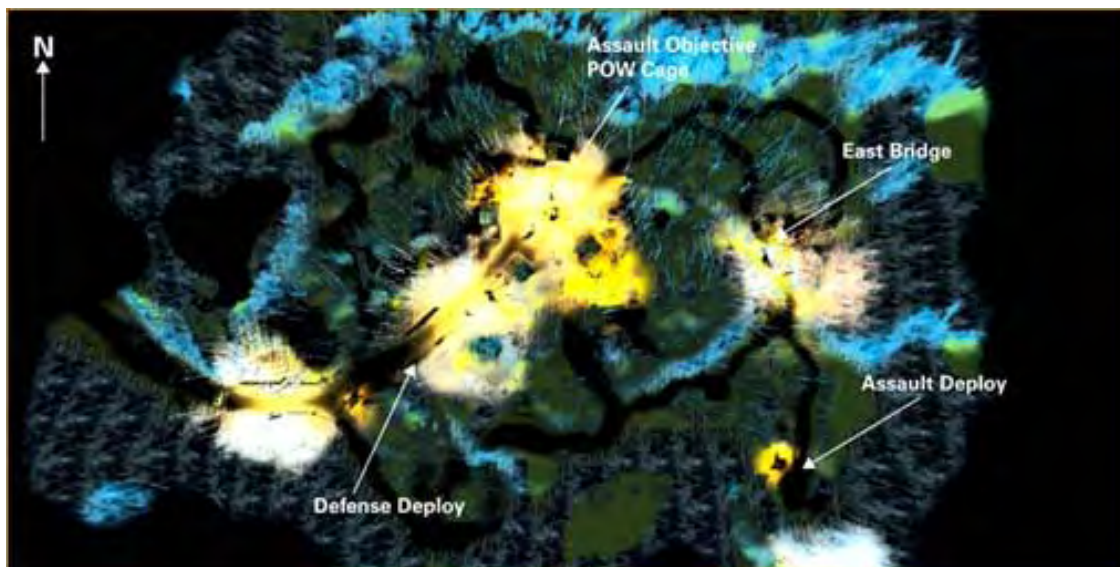


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: MOUT

WEAPONS: M16A2 (MILES), M249 (MILES), M83, M84, and M67 (MILES)

HQ RAID (10th MOUNTAIN DIV)



TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: WOODLAND

WEAPONS: M16A2 (MILES), M249 (MILES), M83, M84, and M67 (MILES)

INSURGENT CAMP (10th MOUNTAIN DIV)



TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: MOUNTAIN

WEAPONS: M4A1, M203, M249, M24, M82A1, M83, M84, and M67

RIVER BASIN (10th MOUNTAIN DIV)

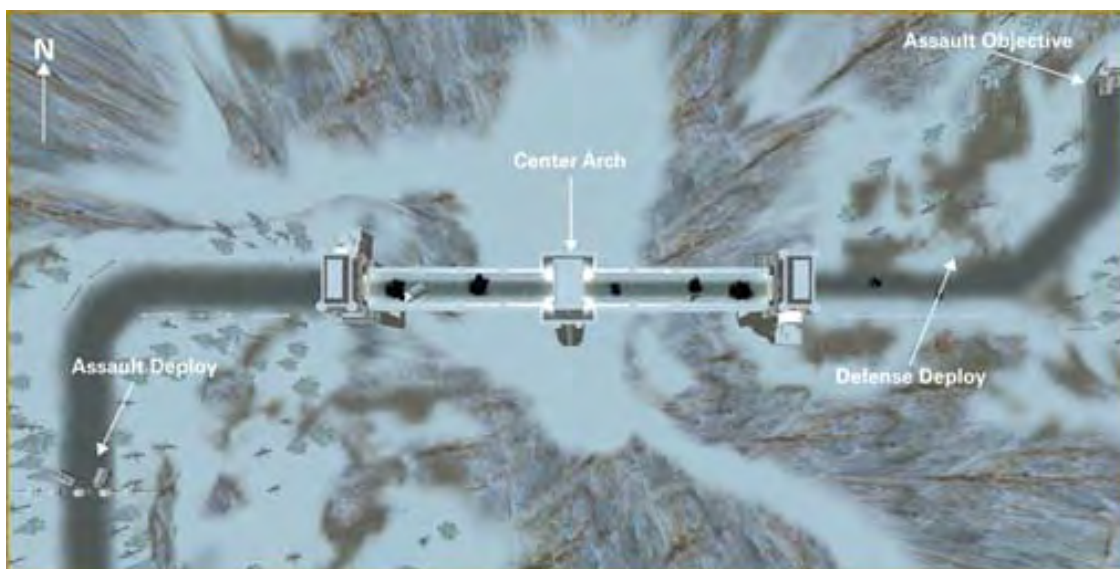


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: OPEN

WEAPONS: M16A2 (MILES), M249 (MILES), M83, M84, and M67 (MILES)

BRIDGE CROSSING (172nd SEP BDE)

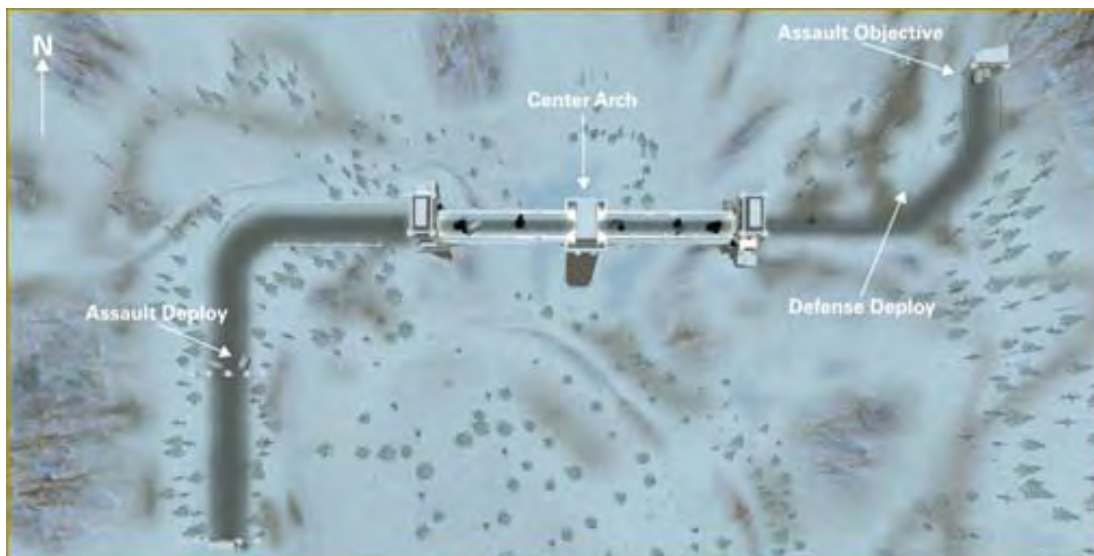


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: ARCTIC

WEAPONS: M16A2, M203, M249, M24, M82A1, M83, M84, and M67

BRIDGE CROSSING SE (172nd SEP BDE)

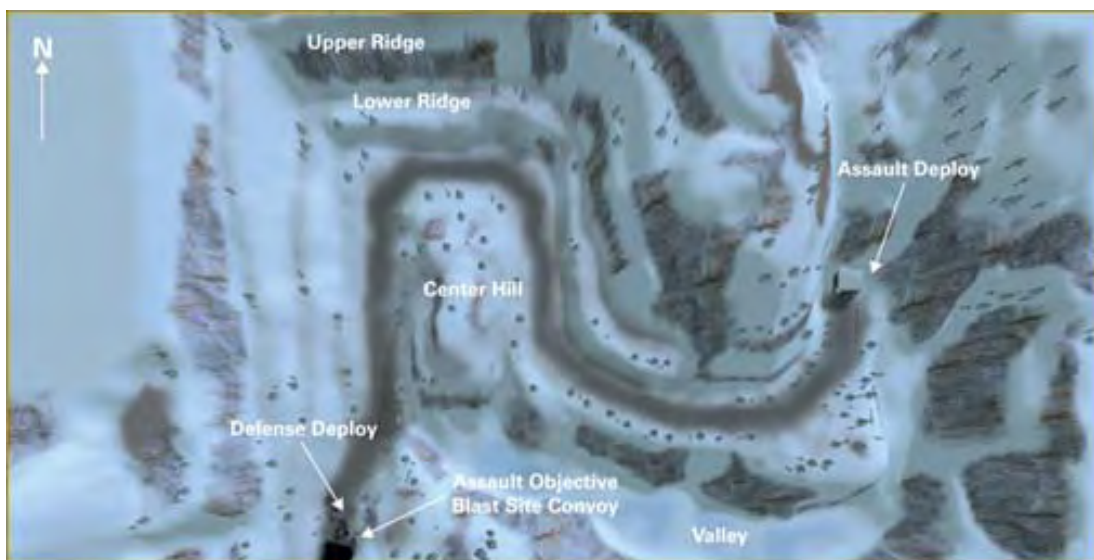


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: ARCTIC

WEAPONS: M16A2, M203, M249, M24, M82A1, M83, M84, and M67

MOUNTAIN PASS (172nd SEP BDE)

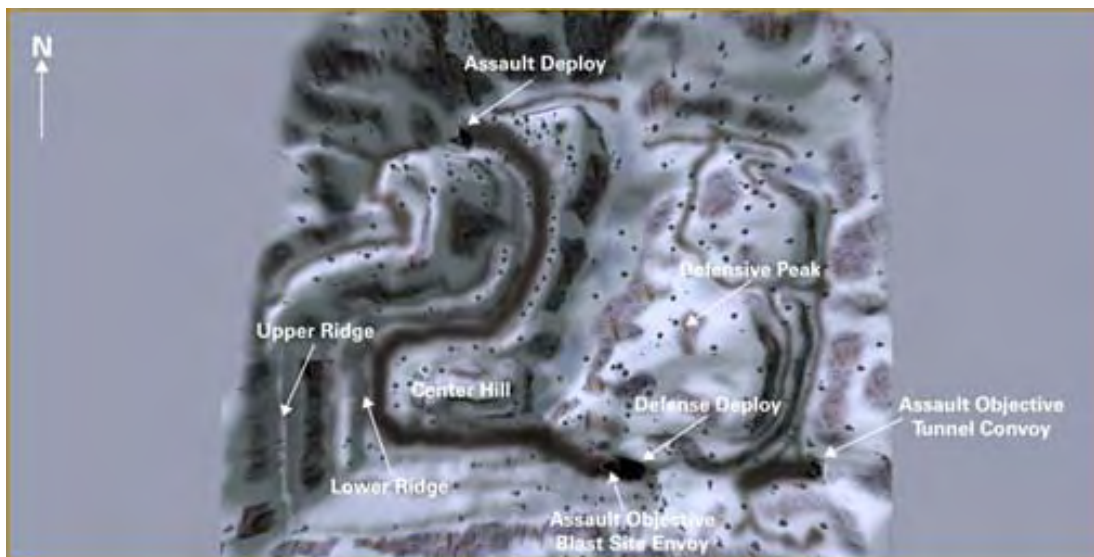


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: ARCTIC

WEAPONS: M16A2, M203, M249, M24, M82A1, M83, M84, and M67

MOUNTAIN PASS SE (172nd SEP BDE)

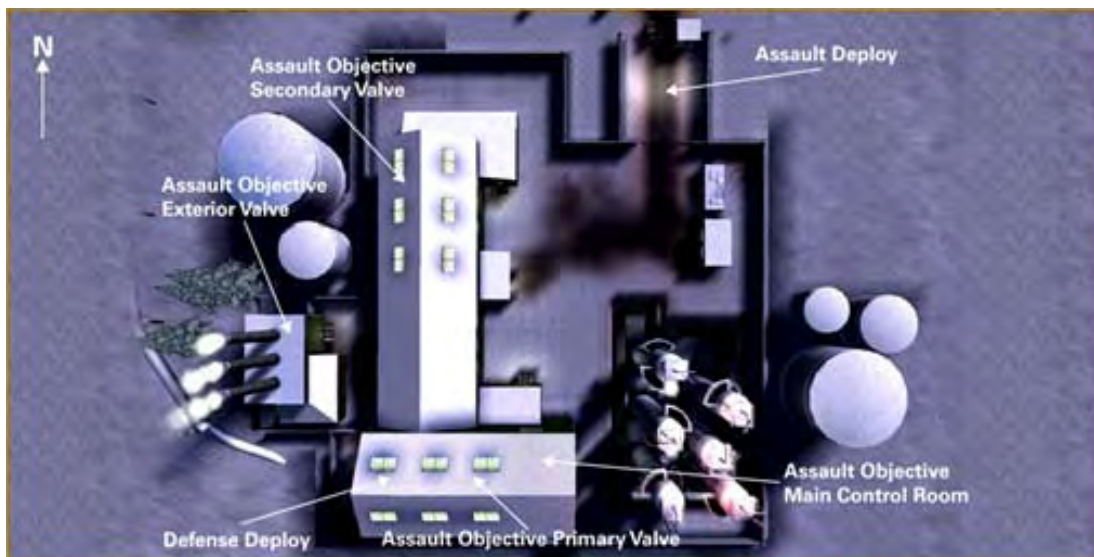


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: ARCTIC

WEAPONS: M16A2, M203, M249, M24, M82A1, M83, M84, and M67

PIPELINE (172nd SEP BDE)

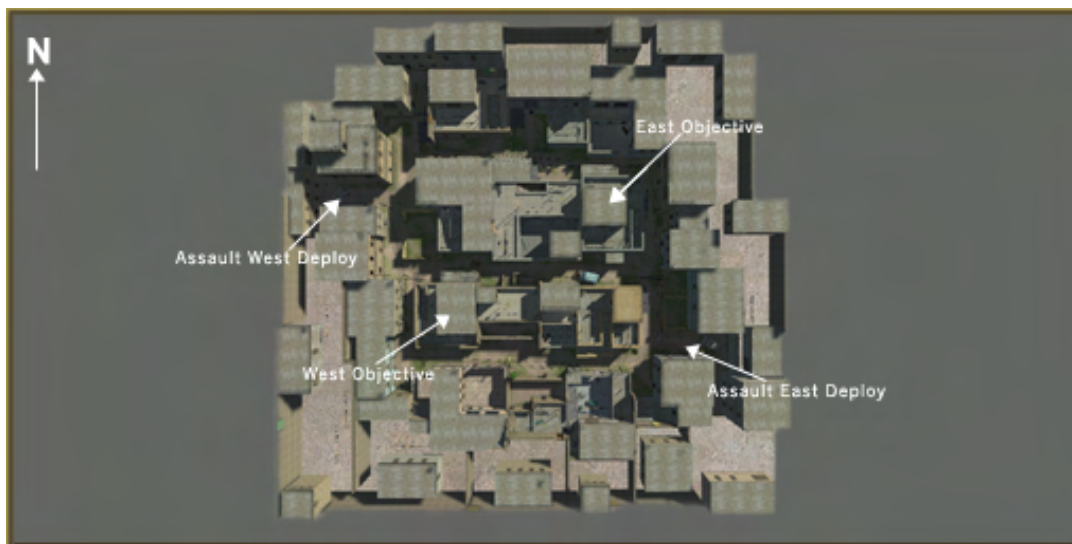


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: ARCTIC

WEAPONS: M16A2, M203, M249, M83, M84, and M67

URBAN ASSAULT (172nd SEP BDE)



TEAMS: ASSAULT WEST, and ASSAULT EAST

ENVIRONMENT: URBAN

WEAPONS: M16A2, M203, M249, M83, M84, and M67

BORDER (172nd SEP BDE)



TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: DESERT VILLAGE

WEAPONS: M16A2, M249, M24, M83, M84, and M67

Airborne Maps

Once you have passed Airborne School, you will be eligible to join the 82nd Airborne Division, which is the only active airborne division in the U.S. Army. These maps involve jumping out of a C-17 cargo plane, parachuting into your operational area to conduct various missions including airfield seizure.



82nd AIRBORNE DIVISION: The 82nd Airborne Division consists of 3 parachute infantry brigades. On any day, one brigade is on a mission ready cycle, able to respond to an emergency and deploy anywhere in the world within 18 hours of notification. Their primary mission is airfield and seaport seizure. Once they land on the ground they operate as a light infantry division using light wheeled vehicles, and towed artillery. The maps where you can play as 82nd Airborne include:

- Field Landing Strip (FLS) Assault
- Joint Readiness Training Center: Farm (JRTC Farm)

FLS ASSAULT (82nd AIRBORNE DIVISION)

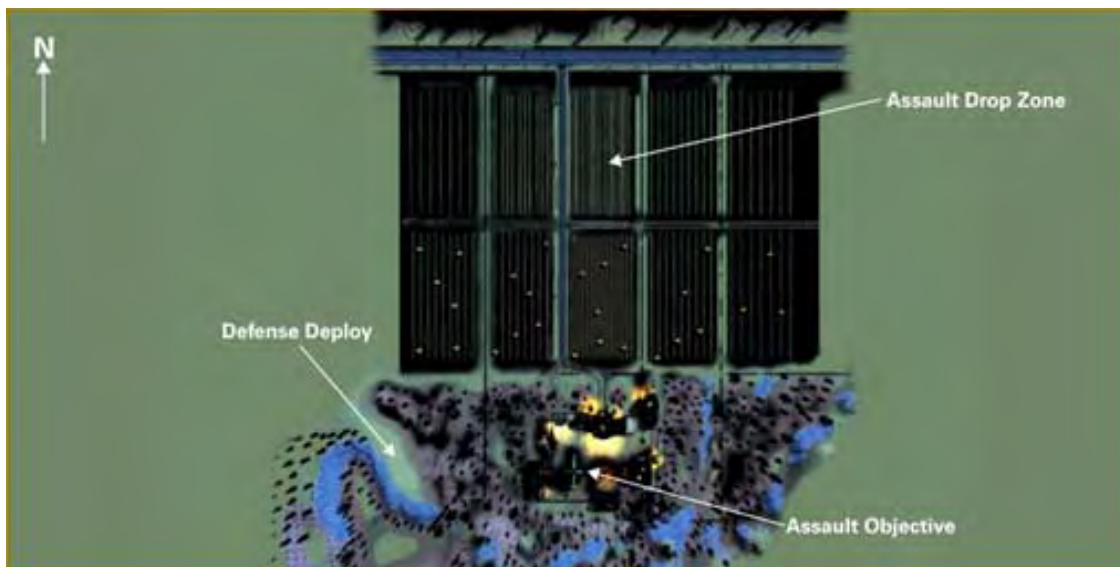


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: WOODLAND

WEAPONS: M16A2 (Assault Only), M249 (Defense Only), M83, M84, and M67

JRTC FARM (82nd AIRBORNE DIVISION)



TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: FARMLAND, NIGHT

WEAPONS: M16A2 (MILES), M249 (MILES), M83, M84, and M67 (MILES)



75th Ranger Regiment Maps

Here you can train to become a U.S. Army Ranger, and join the 75th Ranger Regiment. To earn the Ranger tab, you need to complete Mountain Ambush, and Swamp Raid online. From there you can join up with fellow Ranger's and fight against insurgents on Radio Tower, Weapons Cache, and Weapons Cache SE. As a Ranger rifleman, you will be equipped with an M4A1 upgraded with the Trijicon Reflex Sight. However, it is important to note, that you must be airborne qualified before you can become a Ranger.

RANGER SCHOOL: To become a Ranger you must first be airborne qualified. From there you will attend Ranger School and complete the mountain and swamp phase of training. The maps include:

- Mountain Ambush (MILES)
- Swamp Raid (MILES)

75th RANGER REGIMENT: After completing Ranger School, you can play on maps reserved for elements of the 75th Ranger Regiment. These maps can take place in any terrain, from mountains to in-door environments. Therefore players must be flexible and aware of the pros and cons of these different types of terrain.

- Dusk
- Radio Tower
- Weapons Cache
- Weapons Cache SE
- Woodland Outpost

MOUNTAIN AMBUSH (RANGER SCHOOL)

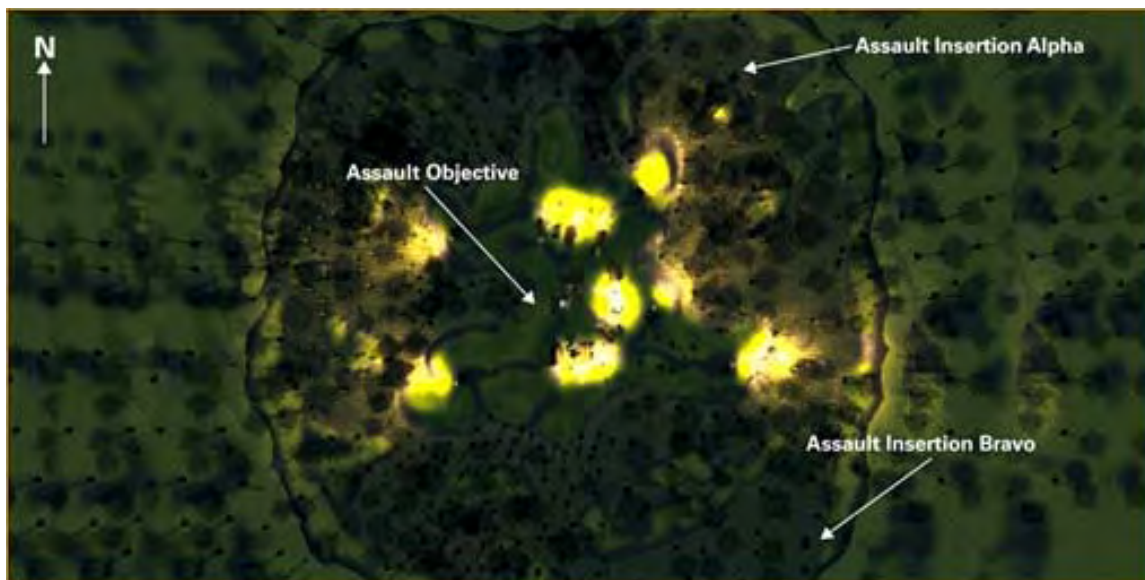


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: MOUNTAIN, WOODLAND

WEAPONS: M16A2 (MILES), M249 (MILES), M83, M84, and M67 (MILES)

SWAMP RAID (RANGER SCHOOL)

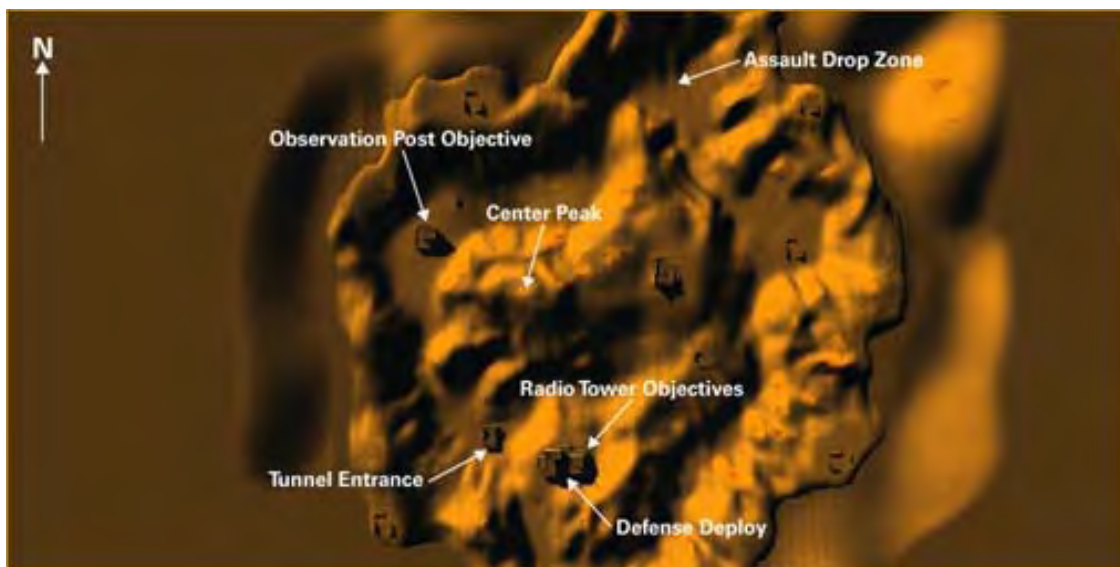


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: SWAMP, NIGHT TIME

WEAPONS: M16A2 (MILES), M249 (MILES), M83, M84, and M67 (MILES)

RADIO TOWER (75th RANGER REGIMENT)

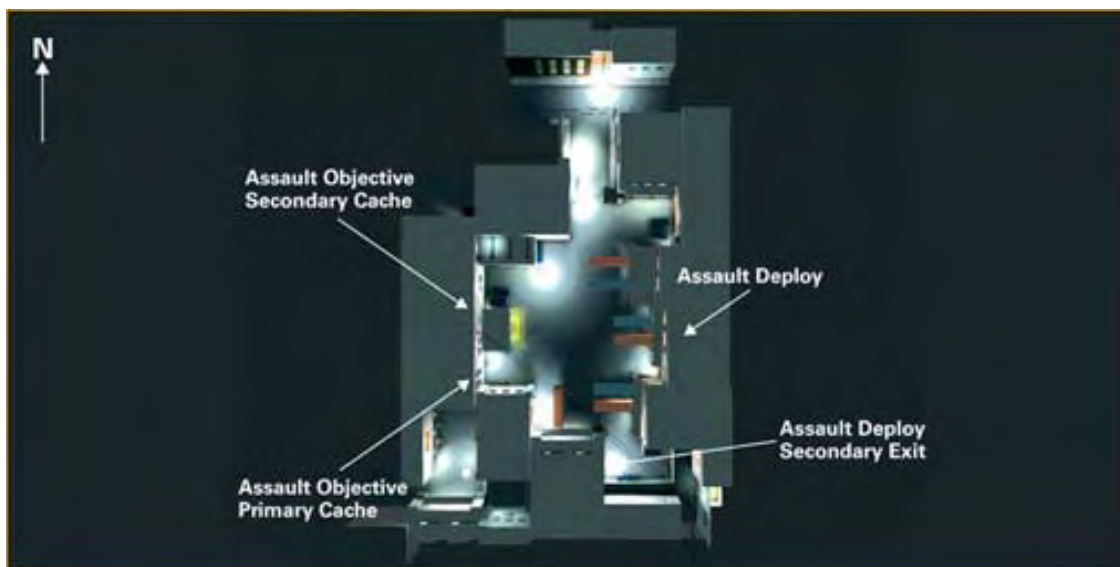


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: MOUNTAIN

WEAPONS: M4A1, M249, M203, M24, M82A1, M83, M84, and M67

WEAPONS CACHE (75th RANGER REGIMENT)

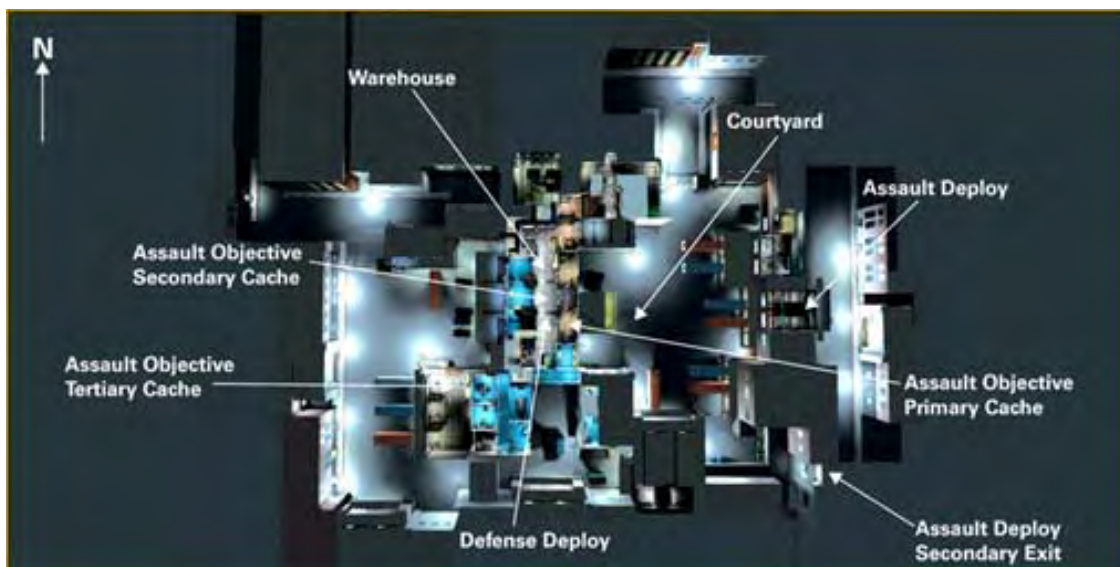


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: IN-DOOR

WEAPONS: M4A1, M249, M203, M83, M84, and M67

WEAPONS CACHE SE (75th RANGER REGIMENT)

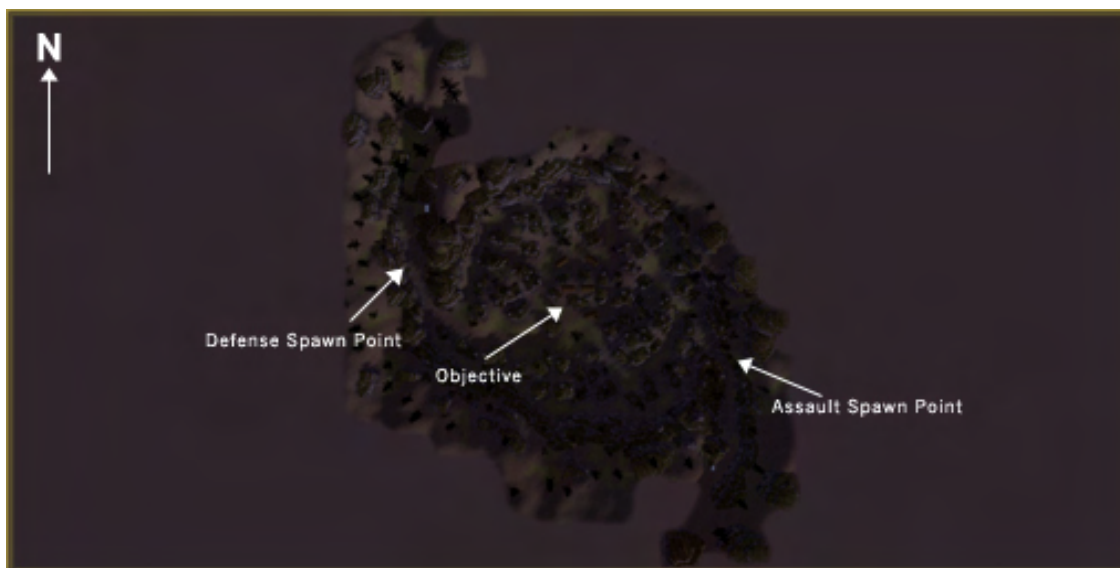


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: IN-DOOR

WEAPONS: M4A1, M249, M203, M83, M84, and M67

WOODLAND OUTPOST (75th RANGER REGIMENT)



TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: WOODLAND, NIGHT TIME

WEAPONS: M4A1, M249, M203, M24, M82A1, M83, M84, and M67

DUSK (75th RANGER REGIMENT)



TEAMS: ESCORT and AMBUSH

ENVIRONMENT: URBAN, DUSK

WEAPONS: M4A1, M249, M24, M83, and M84



Special Forces Maps

As discussed in previous chapters, the U.S. Army Special Forces (SF) conducts a variety of missions such as special reconnaissance, counter terrorism, direct action, unconventional warfare, or foreign internal defense. Many of these missions will overlap, therefore the map classifications below are generalizations since a direct action mission against terrorists can fall under both the direct action and counter-terrorism categories. Below are descriptions of the missions that SFODA's can perform.

SPECIAL RECONNAISSANCE: These intelligence-gathering activities monitor as much about the enemy's movement and operations as possible.

- SF Recon

DIRECT ACTION: Direct Action missions are short duration strikes that are used when Special Forces want to seize, capture, recover or destroy enemy weapons and information or recover designated personnel or material.

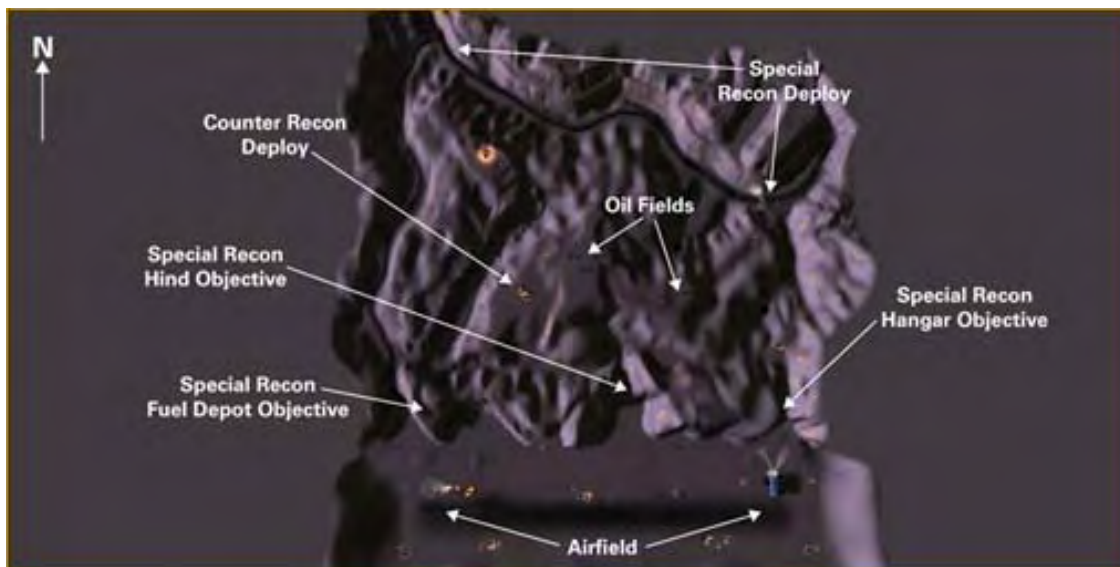
- SF Arctic
- SF Blizzard
- SF Combat Search and Rescue (CSAR)
- SF Courtyard
- SF Dockside
- SF Extraction
- SF Hospital
- SF Oasis
- SF Pipeline
- SF Precious Cargo Recovery (PCR)
- SF Sandstorm
- SF Taiga
- SF Water Treatment
- SF Village

UNCONVENTIONAL WARFARE: Special Forces are often deployed to preclude, preempt and resolve terrorist incidents abroad. They prevent, deter and respond to terrorist activities and train other nations' military in the basics of fighting terrorism.

FOREIGN INTERNAL DEFENSE: This mission is used to organize, assist and train the military and national defense forces of foreign governments to protect their citizens from aggressors.

COUNTER-TERRORISM: Special Forces are often deployed to preclude, preempt and resolve terrorist incidents abroad. They prevent, deter and respond to terrorist activities and train other nations' military in the basics of fighting terrorism.

SF RECON

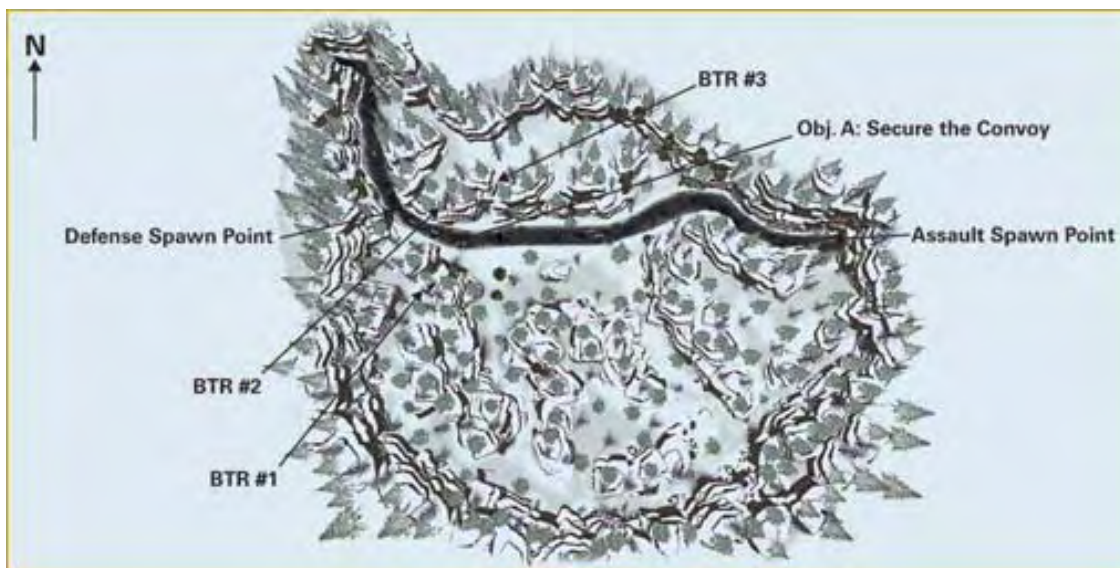


TEAMS: RECON, and COUNTER RECON

ENVIRONMENT: MOUNTAIN, NIGHT TIME

WEAPONS: M4A1 SOPMOD, SPR, M83, M84, M67, AKS-74U (IF), RPK (IF), RPG (IF), VSS (IF)

SF ARCTIC



TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: ARCTIC, WOODLAND

WEAPONS: M4A1 SOPMOD, SPR, M83, M84, M67, AN-M14 TH3, M136 AT4, AKS-74U (IF), RPK (IF), RPG (IF)

SF BLIZZARD

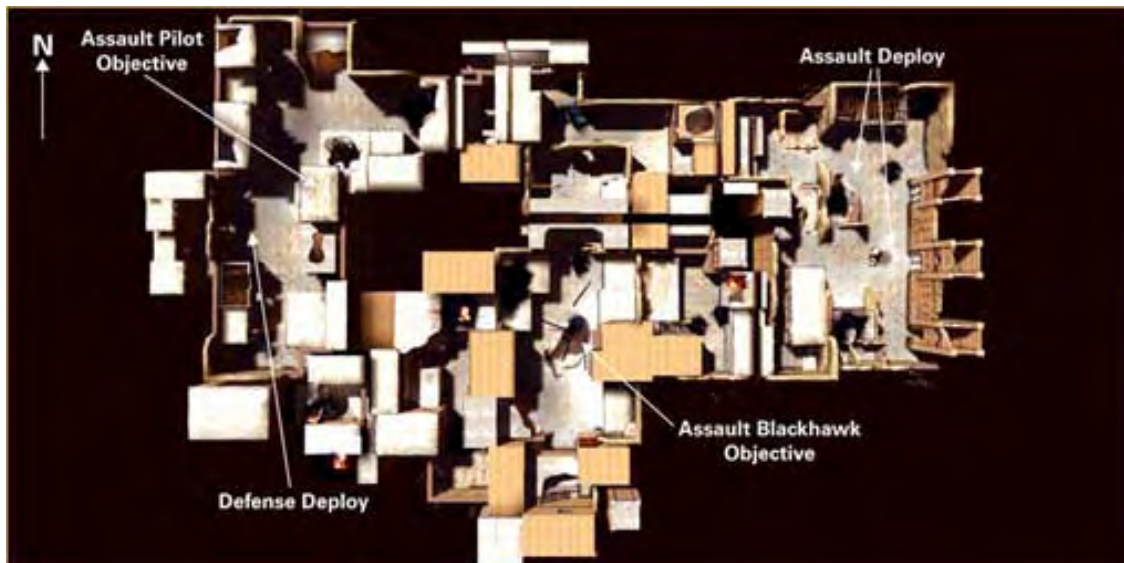


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: ARCTIC, WOODLAND

WEAPONS: M4A1 SOPMOD, SPR, M83, M84, M67, AN-M14 TH3, M141 BDM

SF CSAR



TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: URBAN TERRAIN

WEAPONS: M4A1 SOPMOD, M83, M84, M67, AN-M14 TH3, AKS-74U (IF), RPK (IF), RPG (IF)

SF COURTYARD



TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: URBAN TERRAIN

WEAPONS: M4A1 SOPMOD, M83, M84, M67, AN-M14 TH3, AKS-74U (IF), RPK (IF), RPG (IF)

SF HOSPITAL

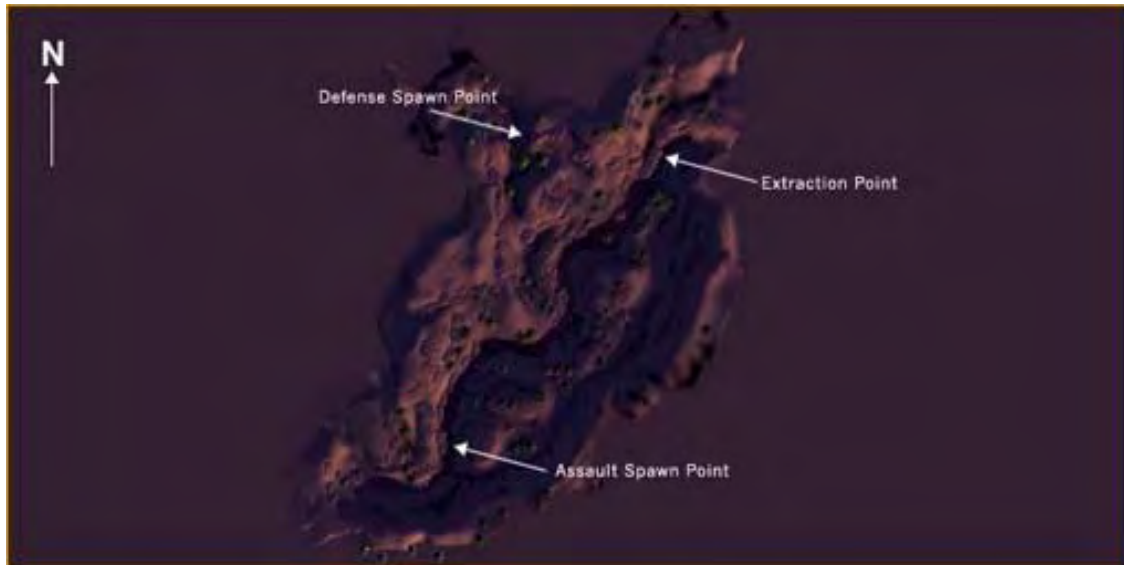


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: URBAN TERRAIN

WEAPONS: M4A1 SOPMOD, SPR, M83, M84, M67, AKS-74U (IF), RPK (IF), RPG (IF), VSS (IF)

SF OASIS



TEAMS: RECON, and COUNTER RECON

ENVIRONMENT: MOUNTAIN, RIVER

WEAPONS: M4A1 SOPMOD, SPR, M83, M84, M67, AKS-74U (IF), RPK (IF), RPG (IF), VSS (IF)

SF PIPELINE



TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: IN-DOOR, NIGHT TIME

WEAPONS: M4A1 SOPMOD, M249, M83, M84, M67, AN-M14 TH3

SF PRECIOUS CARGO RECOVERY (PCR)



TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: URBAN TERRAIN

WEAPONS: M4A1 SOPMOD, SPR, M83, M84, M67, AN-M14 TH3, M141 BDM

SF SANDSTORM

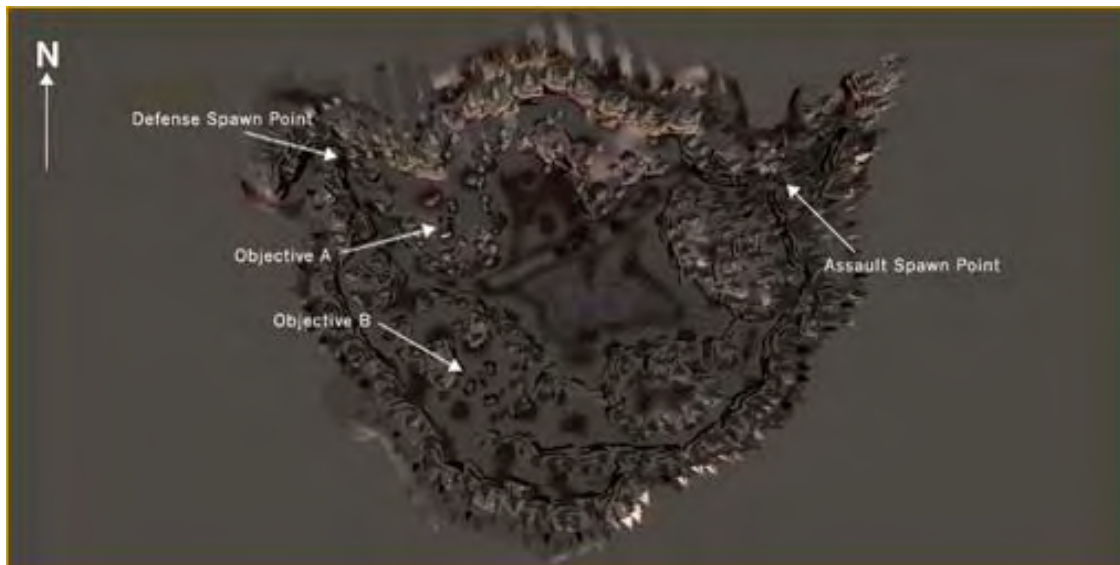


TEAMS: ASSAULT WEST and ASSAULT EAST

ENVIRONMENT: URBAN TERRAIN, SANDSTORM

WEAPONS: M4A1 SOPMOD, M83, M84, M67, AN-M14 TH3, AKS-74U (IF), RPK (IF)

SF TAIGA

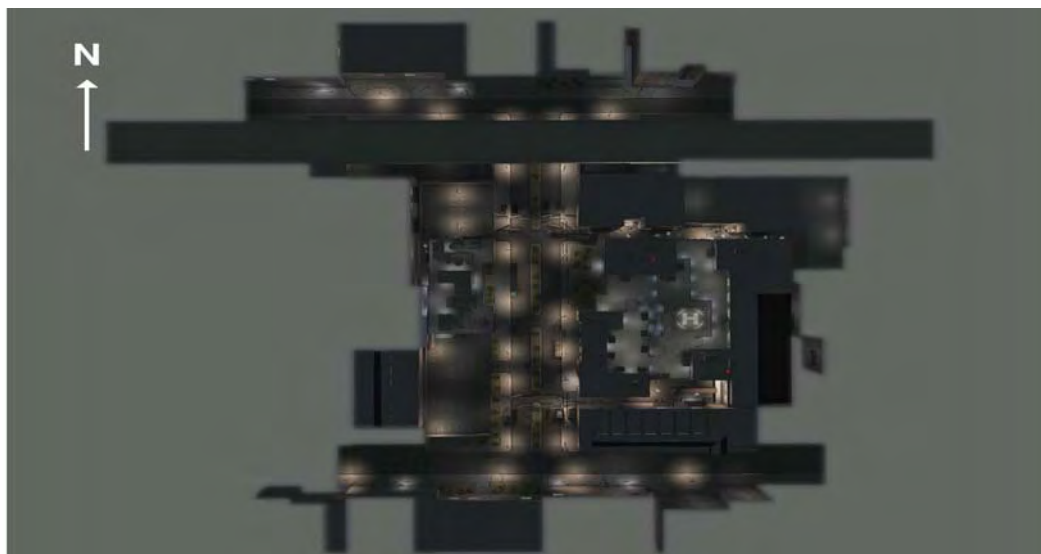


TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: ARCTIC, WOODLAND

WEAPONS: M4A1 SOPMOD, SPR, M83, M84, M67, AN-M14 TH3, M136 AT4, AKS-74U (IF), RPK (IF), RPG (IF), VSS (IF)

SF WATER TREATMENT



TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: URBAN TERRAIN, IN-DOOR

WEAPONS: M4A1 SOPMOD, SPR, M83, M84, M67, AN-M14 TH3, AKS-74U (IF), RPK (IF), RPG (IF), VSS (IF)

SF VILLAGE



TEAMS: ASSAULT and DEFENSE

ENVIRONMENT: URBAN TERRAIN

WEAPONS: M4A1 SOPMOD, M83, M84, M67, AN-M14 TH3, AKS-74U (IF), RPK (IF), RPG (IF), VSS (IF)

SF DOCKSIDE

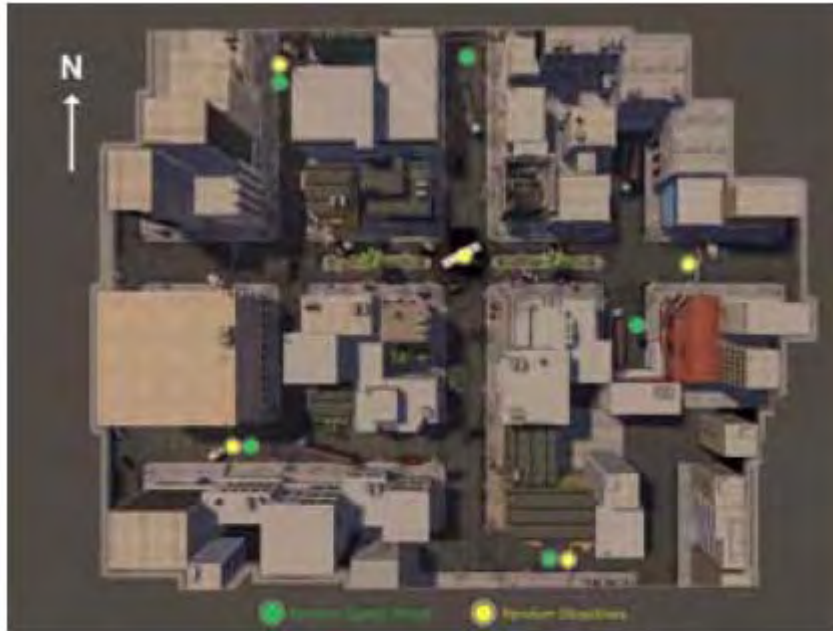


TEAMS: ASSAULT WEST and ASSAULT EAST

ENVIRONMENT: URBAN TERRAIN

WEAPONS: M4A1 SOPMOD, M83, M84, M67, AN-M14 TH3, AGP-DB14

SF EXTRACTION



TEAMS: ASSAULT ALPHA and ASSAULT BRAVO

ENVIRONMENT: URBAN TERRAIN

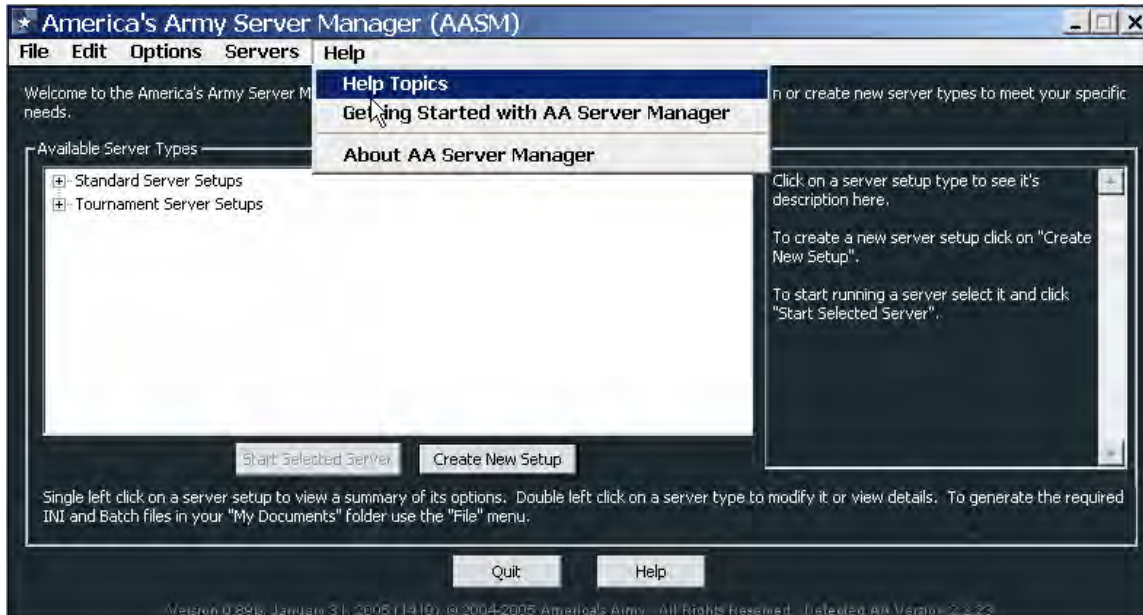
WEAPONS: M4A1 SOPMOD, M83, M84, M67, AN-M14 TH3, AKS-74U(IF), RPK(IF), VSS(IF)



Appendix B: Servers

Servers are available for rental. If you are interested in renting your own personal server, please go to the MAIN MENU and click on the DEPLOYMENT button. From there click on the SERVICES tab at the top. This should provide you with the necessary links.

America's Army also supports the ability to set up your own server. There are two ways to set up a server. 1) *America's Army* Server Management (AASM), or 2) Manually edit the ini files. For detailed information, please refer to the AASM documentation which is available on the *America's Army* website. Below is a screenshot of the AASM interface for familiarity.





Appendix C: Punkbuster FAQ

Punkbuster (PB) is an anti-cheat program created by Evenbalance, and integrated into *America's Army*. This program automatically updates to prevent cheating on official and leased official servers. Below is an FAQ for Punkbuster.

Do I have to use PB?

No. You will still have the choice of using it or not, it will remain optional. If you don't trust us that's OK, or if you just don't like PB no problem - you don't need to use it. But in order to play on Official servers, you must have PB enabled.

Does PB cause lag?

In general, no. Unless you are on a very low bandwidth connection like 56k you should not have any lag. If you are on 56k PB may indeed influence your game play, especially if your PB software is being updated or a screenshot is being requested.

Do I have to update my hardware to be compatible to PB?

In general, no. However, PB does push your operating system far more than other programs. In case your PC is running close to the minimum specs of the game there could possibly be some issues, yes. But there is no reason to assume that this will be the case for everyone. And if you do have issues you are welcome to contact us and we'll see if it's possible to fix this in some way.

Why don't cheaters just hack PB and make it useless?

PB is software like every other, and can be hacked, naturally. We have one main advantage though: PB can be updated within minutes and new versions are distributed. The PB System is designed so that PB Servers request and download new PB versions from PB Master Servers, and distribute these new versions to every client that is connected and running an old version. This auto-update process can not be deactivated and works in the background. As I said before, you will usually not notice that this is happening. So even if some cheater spend their time hacking PB... we can put out a new version very quickly, and detect these attempted PB hacks. cheaters caught for attempted PB hacks will also be globally banned by us so they will not be able to play again (in AAO I guess they'd need to sign up again).

What if I'm incorrectly detected by PB and flagged as a cheater?

While we do our best to prevent this from happening, it can happen and has happened as well in the past. Players are welcome to contact us as soon as such a thing happens. We will then conduct direct testing with them, and if we find that there is a false violation we will fix this and make a news announcement about it as well stating that admins should give players the benefit of doubt and assume they were not (caught) cheating.

Does PB scan my hard disk?

PB does not scan your hard disk. PB scans your memory, and if it finds a working cheat there you will be busted.

Does PB send any private data somewhere?

PB will not send any private data from your PC to any server. The only things it will send is:

- a) screenshots if requested by the server
- b) pb violations (something like "hey, this punk is using a cheat, bust him") which will result in you being kicked from the server

I still don't trust you... how can I be sure that you are not sending out private data?

PB is not open-source, so you will not get a chance to look at our source-code in anyway. However, look at it from this point of view. PB is being integrated into games, and this is not done for free. It does cost the producer money. What do you think will happen if information is published that PB does indeed send out private data on purpose? I think you'll agree that companies will no longer request PB support, and we'd be out of business in no time.

Also, we have a privacy statement on our website. Unlike most other programmers who offer software for download, we tell people in public that we take their privacy very serious - I doubt most of the freeware programs you run on your PC do that. If you still don't trust us look at it this way: PB has been around for several years now. I doubt we would be where we are now if there are concerns about it. And you still have the choice to not use PB.

I still have many questions about PB, can I read more about it?

Sure. We have documentation available for both clients and admins on our website at <http://www.evenbalance.com> - note that these are currently only for Q3 engine based games and that there may/will be changes in AA:O due to the Unreal Engine being quite a bit different.

I would like to report a potential cheat or hack, can I?

Sure.

Mail us at research@evenbalance.com and we will look into it.

How do I know if I must update Punkbuster manually?

Most time Punkbuster updates automatically. If you can't connect to a server it might be a Punkbuster related issue. Contact the support staff to get more information. #aa-support.

How do I manually update Punkbuster?

Go to your system folder in *America's Army* and find the PB folder. Double click on PBWeb.exe, and follow the on screen instructions. Or you can visit <http://www.evenbalance.com/index.php?page=dl-aa.php> and follow the instructions on this page.

PunkBuster kicked me for "undefined reason", what does that mean?

Whole kick notification is this: "KICK NOTIFICATION: 'User Name' has been kicked for an undefined reason: YOU HAVE BEEN PERMANENTLY BANNED FROM THIS GAME SERVER VIA PUNKBUSTER ... GLOBAL PUNKBUSTER GUID BAN 'kick code' ". To see the reason why you were kicked, visit this link: <http://www.evenbalance.com/publications/aa-pl/index.htm#violations>

Why does it take so long to authenticate?

Sometimes PB needs to update itself, this can take 2-4 minutes to complete. If this does not work, you may have to do it manually. Go to www.evenbalance.com to find and download the correct updates. Follow the directions provided.

Does PB have any problems with other running applications?

Some problems do have issues with PB, they are listed below:

Get Right
DU Super Controler
Macro Toolworks
Girder 3.2
PRTG Traffic Grapher
MS Office: ctfmon.exe
CyberCorder: cybrcrdr.exe
Paessler Router Traffic Grapher: prt4.exe
3dnasys.exe
mIRCStats

Closing those programs, or any like them that contain user or kernel level debuggers should stop the problem.



Appendix D: Offline Commands

There may be times where you would like to practice offline. You can do this by using the following commands. Additionally, you are able to summon various weapons, characters, and equipment on any map which can enhance your familiarity of the game. To type in these commands, open up the console by pressing the tilde button (~). Below are the command – command descriptions.

Single Player Commands

behindview 1/0 - For 3rd person on/off
freecamera 1/0 - For 3rd person, independently rotating view on/off
fly - To fly
ghost - To fly through objects
fov X (FOV 85 is default) - To change field of view
playersonly - Toggles freezing effects(ex: muzzle flash)
slomo X = (SLOMO 1 is default) - To change timerate
setspeed X = (1 is default) - To change player speed
setjumpz X = (325 is default) - To change player jump
walk - puts you back on the ground, counters fly/ghost
entropy - Toggle invincibility on/off
SetCameraDist(#) - Set camera distance
CheatView(x) - See what actor x's view is
Changesize – change players size, 1 is default
ViewSelf - Target Camera on player
Amphibious - Underwater mode
Invisible - Toggle Invisibility
AllAmmo - Give player ammo for all weapons
wpnrecoil - Toggle recoil on/off
changewpnfov X (FOV 85 is default) - To change field of view
judas - Toggle perfect accuracy
wpnaccuracy - Toggle perfect accuracy
rend perbone - Adds wireframe to the characters body kinda, not sure exactly, see it with behindview or freecamera
rend skin - Toggles skin. Doens't render enemies, only renders teammates that have helmets, and the bullets that they have in their gun's chamber.
teleport - Teleports your player to the place on the map you are looking.
switchlevel <mapname> - Goes to the map specified
[i]freeze X - X is number of seconds. Freezes the frame after X amount of seconds
lockcamera - Detaches the player from the camera. The camera sits where the player was last looking and the player is free to roam.

Single Player Commands (continued)

setgravity X - +X for antigravity, -X for standard gravity. I think -1000 is default
viewbots - Views from the next summoned character
viewclass <class> - Goes to that particular class of character

Multiplayer Cheat Commands

mpcheat class X where X is a command below

(Note: Do NOT change class before jumping out of the airplane in airborne missions.)

bdm – bunker defeat munition

d – door breacher

r - M16A2

m - Modded M4 without M4 Mods

m4m - Modded M4 with m4 Mods

m4a1auto - Ranger M4A1

ma - Ranger M4A1

ar - M249

g - M16A2/M203

at4 - AT4

s - M82

s24 - M24

spr - Special Purpose Rifle

m9 - M9 Pistol

sf - Modded M4A1 (or AK74SU)

ak - AK47

ak74su - AK74

gp - AK w/ launcher

rpg - RPG7

rpk - RPK Light Machine Gun

svd - Dragunov sniper rifle

mos - Mosin-nagant sniper rifle

v - VSS "Vintorez"

sl - Squad Leader

ft - Fireteam Leader

rct - recruit (no weapons)

mpcheat binoc - To get regular binoculars

mpcheat binoc 1 - To get regular binoculars

mpcheat binoc 2 - To get Radio Tower binoculars

mpcheat freecamera 1/0 - 3rd person, independently rotating camera on/off

mpcheat behindview 1/0 - 3rd person, dependently rotating camera on/off

mpcheat god - To get god mode

mpcheat ghost - To get ghost mode

mpcheat nvg - To get night vision goggles

Multiplayer Cheat Commands (continued)

mpcheat walk - Puts you back on the ground, counters fly/ghost
mpcheat medic - To get medic patches
mpcheat medic X - To get the specified number of medic patches when X is a #(max is 254)
mpcheat paramsammo 1/0 - for unlimited ammo on/off
mpcheat fov X (90 is default) - To change field of view
mpcheat slomo X (1 is default) - To change the speed of the game

Useful Commands

agphud 0/1 - Hides/shows HUD
exit - Exit to desktop
quit - Exit to desktop
relaunch - this *should* relaunch the game, but actually it only exits.
flush - Clears out graphics memory
dumpcache - Clears out the cache
getres - Tells screen resolution and color depth
getcurrentres - Tells the current resolution
setres WxHxD - Set the resolution and color depth. ex: SetRes 800x600x32
memstat - Memory statistics
obj list - Gives a summary of memory usage
netspeed xxxx - Sets netspeed to different setting
lanspeed xxxx - Sets lanspeed to different setting
open xx.xx.xx.xx - Join a server directly through IP
open xx.xx.xx.xx?password=xxxxx - Join a sever directly through IP where the xxxxx is the password
open xx.xx.xx.xx?admin_password=xxxxx - Join a server as an admin if you put in the admin password
playerlist - Useful to start a votekick on someone with weird characters in their name, you would then votekick ## #" (## = the number beside the playername)(third # = reason for vote kick) to initiate a votekick
reasonlist - Gives the 5 reasons for votekicking
reconnect - Rejoin the server
disconnect - Leave the server
togglefullscreen - Toggle windowed/full-screen mode
preferences - Allows you to see various settings. Do not try to edit Aliases, only keybinds. Sometimes makes game crash.
suicide - To kill yourself
setsensitivity X - Does exactly what it says, Sets Mouse sensitivity to X
setmousesmoothing X - Unsure what exactly changing this variable will do.
setsmoothingstrength X - Sets mouse smoothing strength to this number

Useful Commands (continued)

setsmoothingmode <0 or 1> - Turns on or off the two smoothing variables. NOT related to 'reduce mouse lag'

keybinding <key> - Shows the keybinding for that particular key.

stat fps - Provides frames per second

stat net - Provides connection info

stat game - Provides performance timings in milliseconds

stat render - Provides rendering information

stat hardware - Provides in-depth modeling information

stat karma - Provides Karma information

stat all - Provides large (HUGE) amounts of game info

stat none - Shuts stat info off



Frequently Asked Questions

The FAQ section is here to help answer some common questions asked by the community. A more in-depth FAQ is found on the *America's Army* website at: www.americasarmy.com/support/faq_win.php. If these do not help you, it is recommended to seek additional help in the forums, which are also found in on the *America's Army* website.

Unable to install the game

Make sure you have administrator's rights when installing the game.

Verify your computer meets the requirements of the game. For example if your computer runs out of disk space during the installation this would cause an error during the installation.

Game does not start or has an error when it attempts to start.

America's Army uses Microsoft DirectX®. It is possible you may have an issue with DirectX that was caused during the installation of another game or program. Make sure you have the latest version of DirectX installed on the computer. Additional information about DirectX can be found at <http://www.microsoft.com/windows/directx/default.aspx>

Make sure all other programs are closed when you attempt to run the game.

If computer is over clocked try reducing the speed back to the computers correct settings to ensure that the over clocked settings are not causing the issue.

If the above does not resolve your issues you can try uninstalling the game and deleting the America's Army folder. Restart your computer and then reinstall the game.

Problems with video

Verify that your video card meets the minimum requirements to run America's Army. Your video card must be able to render Direct 3D®. Check your video card manufactures web site and insure that you have the latest video drivers for your video card.

Problems with sound

Verify you have the latest sound drivers for your sound card.

Problems connecting to a online game server

Verify that you are running the latest version of the game by visiting <http://www.americasarmy.com/>.

Which internet ports are required to be open when hosting an AA game server?

The internet ports currently required to be open for America's Army are listed below:

UDP - 1716, 1717, 1718, 8777, 27900

TCP - 20045, 20046, 20025

UDP ports 1716 for the game, 1717 for the gamequery, 1718 for the master server query, 8777 for the standard UT query, 27900 for GameSpy, TCP ports 20045, 20046 for the Auth server, and 20025 for the AA Browser (MBS).



Glossary

<u>Term</u>	<u>Definition</u>
AA:SF	America's Army: Special Forces
AFK	Away From Keyboard
AK	"Avtomat Kalashnikova", a Soviet-designed assault rifle. (AK47, AKS74U)
AR	Automatic Rifleman or Rifle (M249)
ASE	All-Seeing Eye (server browser)
A-Team	A 12-man Special Forces team
Bandwidth	The maximum amount of electronic throughput on a connect at the slowest point (usually expressed in Kbps or Mbps - higher is better and 1 Mbps = 1000Kbps)
BDM	Bunker Defeat Munition
bpc	Bottom PC on Insurgent Camp
Bunny Hop	Tactic of hopping on the move
Camper	A player who sits in one location for a period of time. Generally, defensive camping is considered good form, while camping while on assault is considered bad form.
CO	Commander
Cook	The burn time from a grenade fuse before throwing.
cp	Central Peak on Mountain Pass, and Radio Tower. Also Control Panel on Pipeline.

<u>Term</u>	<u>Definition</u>
cqc or cqb	Close Quarters Combat or Close Quarters Battle
DoD	Department of Defense
EPW	Enemy Prisoner of War
FAQ	Frequently Asked Questions
FARP	Fueling and Rearming Point
Flank	Left or right of a position
FLS	Field Landing Strip
FM	Field Manual
FOV	Field Of View
fps	Frames Per Second
Frag	Fragmentation Grenade
FTL	Fire Team Leader
FTX	Field Training Exercise
g1	Good One
g2g	Got to Go
gg	Good Going
gj	Good Job
gt	Good Try

<u>Term</u>	<u>Definition</u>
HE	High Explosive
HEAT	High Explosive Anti-Tank
HEDP	High Explosive Dual Purpose
Hooah	U.S. Army slang term used by Soldiers that generally means something “good” but could mean anything except “no”.
HQ	Headquarters
HUD	Heads-Up Display
IED	Improvised Explosive Device
IF	Indigenous Forces or Indigenous Fighter
IP	Internet Protocol; generally refers to the servers address
IRC	Internet Relay Chat
ISDN	Integrated Services Digital Network, a type of internet connection.
Jumper	A player who has fallen off the bridge.
lpc	Lower PC on Insurgent Camp
LAN	Local Area Network
LOF	Line of Fire
LOL	Laughing Out Loud
LOS	Line of Sight
Main	Main valve on Pipeline
METT-T	Essential planning factors: Mission, Enemy Terrain, Troops and Time
MG	Machine Gun
MILES	Multiple Integrated Laser Engagement System

GLOSSARY

<u>Term</u>	<u>Definition</u>
MOS	Military Occupational Specialty
Nade	Grenade
NCO	Noncommissioned Officer (Corporal, Sergeant, Staff Sergeant, etc)
Newbie	Generally this is a new player
n00b	Derogatory slang for a player who does something stupid, often repeatedly, and who may be a new player
np	No Problem
nt	Nice Try
NVG	Night Vision Goggles
ODA	Operational Detachment Alpha or A-Team
ENEMY	Opposing Forces, ie: the enemy
Ping	The time it takes for data from your computer to go to and from a server in milliseconds. (lower is better)
PLF	Parachute Landing Fall
PLT	Platoon
Pri/Prime	Primary valve on Pipeline
Rambo	Person who runs by himself to attack the ENEMY, often derogatory, also known as "lone wolf"
RL	Real Life
ROE	Rules of Engagement

<u>Term</u>	<u>Definition</u>
RPG	Rocket Propelled Grenade
RPK	Ruchnoi Pulemet Kalashnikova, the equivalent of the SAW
SAW	Squad Automatic Weapon
Sec	Secondary valve on Pipeline
SF	Special Forces
SFODA	Special Forces Operational Detachment Alpha
SITREP	Situation Report
Smoke	Smoke Grenade
SOP	Standard Operating Procedures
SOPMOD	The M4A1 that the Special Forces use. Stands for Special Operations Peculiar Modification.
Sound Off	Say something so other teammates know you are alive.
SQD	Squad (8-12 Soldiers)
SSG	Staff Sergeant
SVD	Snayperskaya Vintovka Dagnonova; Russian made advanced marksman rifle.
TC	Technical Circular
tpc or upc	Top computer or Upper Computer respectively.
TK or TKer	Team Killer, a person who kills their teammates.
TM	Technical Manual
ty	Thank You
XO	Executive Officer (second in command)



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Aberdeen Proving Grounds

California Army National Guard

Camp Guernsey
Wyoming Army National Guard

Camp McCain
Mississippi Army National Guard

Center for National Response

Combat Maneuver Training Center

Defense Language Institute

Ft. Belvoir
Night Vision & Electronic Sensors Directorate

Fort Benning
U.S. Army Ranger School
U.S. Army Infantry School
U.S. Army Sniper School
U.S. Army Airborne School

Fort Bliss
U.S. Army Air Defense School

Fort Bragg
Special Operations Command
18th Airborne Corps
82d Airborne Division

U.S. Army Special Forces Command
Special Operations Command (SOCOM)
John F Kennedy Special Warfare Center and School

Fort Campbell
U.S. Army Air Assault School
101st Airborne Division (Airmobile)

Fort Drum
10th Mountain Division

Fort Hood
3rd Armored Corps
1st Cavalry Division
4th Mechanized Division

Fort Huachuca
U.S. Army Military Intelligence School

Fort Irwin
National Training Center
11th Armored Cavalry Regiment

Fort Jackson
Victory Brigade

Fort Knox
1st Armor Training Brigade

Fort Leonard Wood
U.S. Army Chemical School

U.S. Army Engineer School
U.S. Army Military Police School
U.S. DoD Humanitarian Demining Training Center

Fort Lewis
1st Special Forces Group
1st Brigade, 25th Infantry Division
3d Brigade, 2d Infantry Division
75th Ranger Regiment

Fort Sam Houston
Brook Army Medical Center
U.S. Army Medical Department Center & School
91W Health Care Specialist School

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