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Arma 3 kp liberation guide

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Create the FOB of your dreams with the help of in-game what you see that you get the system. Play in an immersive engine that not only punishes you for civilian casualties, but also reacts in a variety of ways. Fight aggressive and cunning hostile forces that react and adapt to your actions. Monitoring and working together or against independent guerrilla forces. Find out that each window is a threat thanks to the city's custom combat AI. Follow meaningful secondary goals that will benefit your progress. Never lose progress with a built-in server save system. Necessary Fashion These mods are essential if you want to use prepackaged missionfiles from the release tab or Steam Workshop. You can play on each card without any mods (the cards themselves) if you set the pre-installed to order in the kp_liberation_config file. Recommended Fashion These Mods are recommended by us, as they can enhance your gaming experience: Also you should think about using these mods as server mods: Advanced Rappelling Advanced Sling Loading Advanced Towing Recommended Complexity Settings I recommend using the following complexity settings for this mission (Your server user profile): Custom difficulties; DifficultyPresets class - CustomDifficulty class - class variants - groupIndicators-0; friendlyTags-0; enemyTags-0; FoundMines-0; Teams -0; Path-0 points; WeaponInfo-1; stancelndicator-1; ReducedDamage-0; Stamina-0; Crosshair-0 weapons; visionAid-0; Shake-1 camera; scoreTable-0; deathMessages-0; vonID-1; Map Condensent 0; autoReport-0; A fewaves-0; squadRadar-0; tacticalPing-0; s; aiLevelPreset-3; In the server confiscate file: forcedDifficulty and custom; Mission class - class kp_liberation pattern - Altice; Complexity is a custom; }; }; BI Forum Thread Steam Workshop This mission is just a continuation of a project based on but most likely abandoned, the mission from Greuh'bug. 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You've signed up with another tab or window. Reboot to update the session. You have signed up for another tab or or Reboot to update the session. You can't do this at this time. You've signed up with another tab or window. Reboot to update the session. You subscribe to another tab or window. Reboot to update the session. Page 2 You can't do this at the moment. You've signed up with another tab or window. Reboot to update the session. You subscribe to another tab or window. Reboot to update the session. View source share ... Community content is available under CC-BY-SA unless otherwise stated. Resources All resources are divided between the whole team. Try not to be too selfish. Note that since Liberation has become a little more common, there have been many modified versions that change the way resources work. This describes the basic version (and most common) resource system. If you are on a modified version, there will probably be some differences that you need to figure out on your own. Green Fist icon: This resource is used to create units on FOBs. It is commonly used to create infantry, but there are a few exceptions. You can get more manpower by capturing villages. This resource is based on a kind of cap system where your team can only spend a certain amount of it before you can no longer buy more. If an asset purchased with human force is destroyed, its full value will be returned to the resource pool, so there is no great reason to try to keep your team's workforce. Ammunition- Red Bullet Badge: This important resource is used to create armed vehicles or infantry with special weapons. This one is harder to get and goes away forever once spent, so try to keep it. Depending on the server settings, there are different ways to get a bigger cartridge. Most of them provide small ammunition to destroy enemy vehicles; 10 for light vehicles, 20 for armor, and 40 for helicopters and aircraft. However, the best way to get ammunition is through the capture of hostile military bases. Depending on the server, these military bases will provide more ammunition revenue, or simply generate boxes of ammunition. These cartridge boxes must be delivered to FOB and recycled to add ammunition to the team's resource pool. Some vehicles can be very expensive, so be careful what you spend it on. Fuel-Olive Fuel can icon: Similar to labor, but harder to obtain and mostly used to build vehicles. You can access this resource by seizing fuel depots. Like manpower, it is based on a kind of cap system where every active car is yours Built will drain a certain amount of fuel. With that in mind, make sure not to give up any vehicles in the middle anywhere, either repair and use them, or simply destroy them, otherwise they could limit the further construction of the vehicle. Pop cap: It's pretty obvious. It measures the number of friendly soldiers on the map, in addition to those who are idle time at headquarters. This includes AI and players. If it reaches the cover, no one can buy any any AI soldiers until the population goes down again. This has never been a problem for me, since most people don't want to go through the hassle of transporting an AI squad to where they are going, but just be careful if you notice the cross-border limit. Warning level exclamation point. color changes: This one is less resource and more measuring how much you are by the enemy. When the game starts this value will be at 0%, but it will grow as the team deals with hostile places on the map. As it rises, your opponent will slowly become better equipped. For example, at 0% alert on Altis, radio towers will be guarded by small teams of light shooters who wear only basic rifles and do not even wear helmets. At 100%, however, the towers will be guarded by heavily armed squads carrying several high-caliber MMGs and Marksman rifles. Similarly, fuel depots are moving from protection from basic technicians, some light shooters and irregular forces to tank protection and heavily armed infantry. The speed at which alerts are increased depends on which targets are attacked. If you attack a military base, you will increase the level of combat readiness much more than if you attacked, say, a radio tower. The only way to reduce alert is to perform secondary tasks such as FOB Hunting. For more information, see Secondary Goals. Intel- Blue Star icon: This is one important but rarely understood resource. Intel has one goal - to activate secondary targets that can lower the alert level. There are two ways to get information, three, if the server supports the search and rescue of a secondary target. First, it is the easiest, but the most tedious. If you are capturing a hostile sector that still has enemy soldiers in or around it, most of these soldiers will lay down their arms and surrender. If you go to one of these guys after he gives up, the Capture option should appear in your action menu if you are single or group leader. This action will add a prisoner to your group and you can give him orders as if he were an AI teammate. If you take a prisoner to fob, he will leave your group and sit down as a message appears on everyone's screen saying that the prisoner has been questioned, providing some information. If the prisoner is far enough away from you, he will leave your group, escape and you will not be able to get him back, so you should be with him for the entire trip. The second way to get information is by finding special intel elements. These items appear randomly in enemy-controlled locations, but I have found that they appear most often on enemy military bases, especially with barracks. To get this information, just to the document or laptop and look at it until the Take Intel option appears in the action menu. Click on it and you instantly add some intel to the overall pool. I won't go on search and rescue rescue because it's a secondary goal, and most servers don't provide it. This is.

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