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## Arma 3 dynamic missions

Arma 3 &gt; General Discussions &gt; Theme Details best dynamic mission mod hi I was looking at various dynamic mission generator mods available for arma3. So far Alive or Duvs are the ones I keep reading about. which one do you think is better and why please? Note: This is only to be used to report spam, advertising, and problematic (harassment, combat, or rude) posts. Arma 3 &gt; Missions & Campaigns &gt; Topic Details Any good all-round singleplayer FORMER senders? I'm tired of playing the same old missions over and over again. Are dynamic dynamic singleplayer missions available, where every time you play is a relatively different experience? I'd like to play around with the aircraft as well if possible, since the new DLC jets are absolutely awesome. I'm not sure if there's anything out there that fits this bill. Thank you for your time. Last edited by JuggernautOfWar; May 26, 2017 @ 10:18pm Note: This is only to be used to report spam, advertising, and problematic (harassment, combat, or rude) posts. Description Non-silent RHS and other custom dependency shipments will be sorted later. SP and CO-OP Missions will be in their own category and will overlap Items (53) Registered Favorited Played Author: Ritesen Website Writer: Requirements: Community Based Addons A3 Island(s): Altis Playable Options: N/A Version: 04-16-y 2016 Date: 2016-04-24 10:03 Comments: (1) Rating: from Riten Description: Dynamic Air Combat Missions are just a random air mission generator, which means there is a base of random spawning events over Altis. There is always different position and size of the enemy group, so you can practice different variations all the time. This topic will be updated with new information & events/list features as my project moves forward. If you have any mission ideas, you can discuss. Status: There are 5 bases above the Jumper. Main airport where you're working at and 4 smaller bases - North, South, East, West base (each small base has its own defense system - AA/Tanks). At first you start with the five bases under NATO control. During the game CSAT will try to take control over 4 smaller bases, if they succeed, they will get their own defense in a taken base position (also the pointer on the map will change to CSAT flag and you will lose points). You can earn experience points by performing tasks and lose them if you crash your aircraft. Features: Death Camera, Respawn SP System. Pilot Profile & Ranking System Generator Missions Dynamic Indicators Dynamic Attack/Defense Base System Experience System Dynamic Weather System +time acc Virtual Traffic [wip] Installation: Export the .pbo file to the Steam/SteamApps/common/Arma 3/Missions folder. How to play: 1. Choose from the action menu (scrolling), the type of missions you want to play:- CAS missions (ground targets only) - Air-Air Missions (air targets only) - Multirole Missions (CAS mix and and consignments) 2. Go to the service area (check the pointer on the map), and then ask artificial intelligence for the plane you want to use. Just select from the action menu of the (scroll list) jet name. 3. Select Landing/Re-equipment request to stop random events. Keep in mind that you can't delete your current shipment, so you need to request a landing before the new task starts. Also, you should choose the type of missions when you are ready to fight. 4. Press the left Windows key to check the pilot's rank and information. Missions events: Defend/Escort A-164 Wipeout (Air-Air mission)- Your main task is to follow and defend A-164 while it is during its own work. - You'll get 4 experience points if the A-164 destroys its target and lands safely on base. - You mustn't attack ground targets, just keep the airlights safe. Eliminate Bandits (Air-Air Mission)- Your goal is simple, to destroy CSAT Aircrafts or helicopters. - You will get +1 experience point for each vehicle being destroyed (you will not get the point if you only damage it). - Vehicles will give birth at random location and random group size. - You will be able to follow your goals on the map (dynamic indicators). Destroy CSAT Tanks (CAS mission)- CSAT will throw tanks in random position. - You won't be able to shoot them if they are during the parachute flight (wait until they land). - Tanks will try to destroy one of NATO's nearest small bases (north/east/south/west. - 1 points of experience if they had one). - You will get +1 experience point for each vehicle being destroyed (you will not get the point if you only damage it). Destroy the laser target (CAS mission)- You will be called upon to assist the NATO Infantry during combat. - Your goal is to destroy the laser target. - The role of the attackers/defenders depends on the size of the teams, whether THE CSAT & NATO then they will attack NATO forces. - You will get +1 point of experience for destroying the enemy HQ Leader (one of the laser targets). Defend the NATO ship (CAS mission)- You will be asked to assist the NATO vessel during its routine patrol. - You will get points equal to the size of the attacking team (max. 4) - Work will be completed if the NATO vessel reaches the patrol point or is destroyed by Oplor ships. Defend Altis Port (CAS MISSION)- There are 8 ports over Altis under NATO control at the beginning - CSAT will try to attack randomly selected port if you lose 1 point and enemy will get their defensive ships to the point Taken. - If you take the port again, you'll get +1 point. - You will also get +1 point for each damaged enemy ship. Pilot upload menu: You can access the menu through the scroll action menu or by pressing the left Windows key. You can now select jets and missions from the menu. You can turn dynamic weather on/off. You can repair/rearp your jet through the pilot menu only if you are on the ground and near the service area. You can skip the time (1h). The pilot information was moved from the hint to the Pilot menu. ARMA 3 supported Aircraft addons list.: - A-10C Thunderbolt II - F-16C Fighting Falcon Autonomous - - X Black Wasp - F/A-18 Super Hornet - FC-37 Thunder - Su-35S Tinker E - Sukhoi Su-34 - Sukhoi T-50 - Sukhoi-22M4 - AV-8B Harrier II - F-14D Tomcat Standalone - F-15 Eagle Series Standalone - Eurofighter Typhoon AWS - A-164 Wipeout - Buzzard (AA/CAS) Changelog: v04-16-2016 Added G Fronces results. v03-30-2016Sypable ports repair errors Added F15E version v03-29-2016Small script update. Added Virtual Traffic (beta). NATO's patrol squadron soon, in moment they patrol without ammunition. Added startup/landing request \* You can't run engine without contacting ATC/asking permission (you should be warned if you just run engine and stopped if you move). \* You won't be able to taxi if NATO patrol squadron is just beginning. You'll have a few seconds. \* You can't land without permission. I'll warn you if you approach Altis Air Force Base and are shot down for landing without permission. \* Added Player Random Callsign (You can check it in the pilot menu). \* Indicator is added to the landing phase with player callsign and height/speed. Added USAF Planes (tagged USAF to list) v03-21-2016 Added option to customize enemy jet class names. v03-19-2016 Added pilot upload menu (open via action menu - scroll or use left Windows key). All scripts were moved to the dialog menu. You can now turn dynamic weather off/on. Now you can skip the time. Steam Workshop: - Subscribe Forum theme: - BI forum - Community Base addons A3 Use our website as a visitor. Visitors have the lowest download speeds and will download from our public file servers. If you would like to know how to download at higher speeds and you have to wait less when downloading check out the Armaholic subscription system. When you're already signed up and your account hasn't been upgraded within 24 hours, that means you may have forgotten to include your username. If this is the case please contact us as soon as possible! Type : Size: 1 MB Downloaded: 0 times Report file: Download problems from Armaholic? Enable javascript to be able to download from Armaholic please! Dynamic Combat Ops and Dynamic Recon Ops were great, but havnt have been updated in some time and it seems like the author stopped working on them. Page 2 16 comments comments