



HELLENIC ARMA COMMUNITY VIRTUAL



HELLENIC WARFARE MOD



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AUROTATION

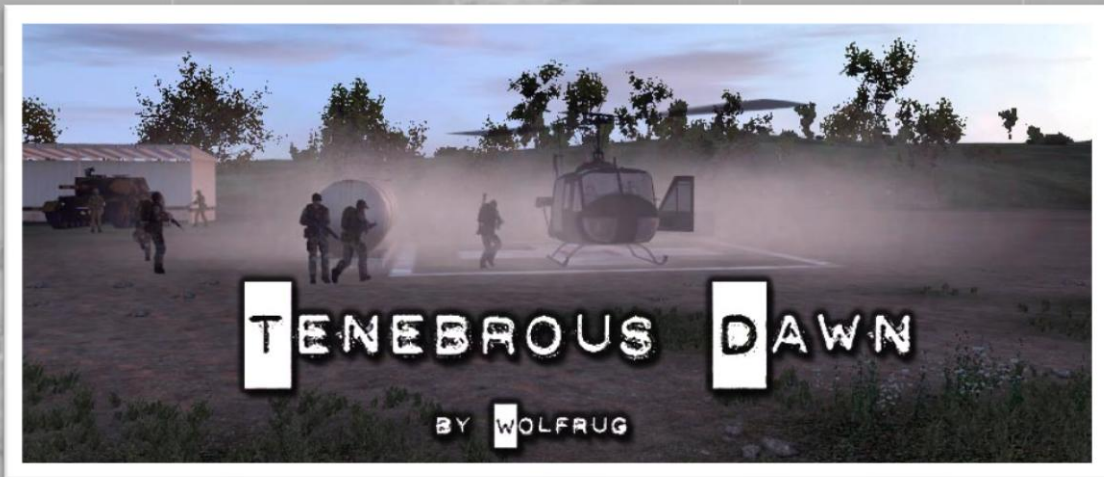


Mission Name	Autorotation
Mission Type	SP (Single Player)
Author	UH60MG
Required Addons	HWM (Version 4.0)
Arma Version	1.14
Island	Sahrani
Player Side	BluFor

Target is an SLA base. The base consists of a supply depot, a barracks and a command centre. Your flight of two Apaches will be designated Delta. Delta 2's objective for this sortie will be: the farmhouse command post, the APCs parked at the depot. A single strafing run with rockets should easily achieve all objectives. Latest intelligence suggests the base has limited AA defenses and they will not be able to respond in time if you strike hard and fast.

You must take down that command post, Delta 2, we're counting on you.

TENEBOUS DAWN



Mission Name	Tenebrous Dawn
Mission Type	SP (Single Player)
Author	Wolfrug
Required Addons	HWM (Version 4.0)
ArmA Version	1.14
Island	SaraLite (South Sahrani)
Player Side	BluFor

Overview:

Fly your Huey in a daring rescue of captured Greek soldiers, providing transport, gunship support and intel for a team of ZMAK operatives on the ground.

A little about the mission:

This mission is an attempt at a gunship mission where you control a Huey, providing transportation and cover fire for a team of special forces operatives on the ground. The story goes that you are a NATO contingent of Greek forces on the island, just about to pull out (just like the Americans), when suddenly the SLA strikes deep inside your territory, taking hostages.

The mission offers several difficulty levels, as well as various 'cheats' that can change the experience quite a lot - including the ability to play as the ZMAK leader! There is also a rudimentary system that allows you to order the ground troops to stop, advance, and move to location - use this to navigate the ZMAK operatives to the hostages, once you find them. The keys are bound to the teamswitch keys, default T, Y and U -> you can also use the radio though.

Hints and tips:

- There are various cheats you can write in the beginning to make things smoother. A list of them will be provided at the end of this document with descriptions. But do play through the mission once before ;)

- Your chopper is pretty tough, but your gunners might not be. Don't stay put for too long, or they'll get killed real quick - turn the helicopter around if one of your door gunners bite it. There are replacement gunners if both are killed, but after that you'll be weaponless!

- You will have some radio options to use once combat begins: Gunner target closest and Repair damaged turret. The first one will order your gunners to target whomever is closest to your helicopter that you are aware of - use this liberally to free your hands from having to give the orders manually! Repair damaged turrets will repair the machine guns if they get hit - if you see the guns hanging down and not shooting (although the gunner is alive), use this to repair them.

- The ZMAK team and the gunship automatically share all target information. Since it's easier for the ZMAK to see ground targets, it might be useful to place them in a position where they can overwatch the town to give you information...

- Exercise caution! Try to keep the ZMAK alive by clearing out most of the enemy strongpoints -before- having them move into the town. Do this by ordering them to move somewhere or by ordering them to Hold.

- This is a combined rescue and total annihilation mission; the objective is to completely wipe out the enemy presence AND to save the hostages; only if all the ZMAK are dead will HQ tell you to cut and run with whomever you can save.

- If the mission is too hard for you, try an easier difficulty level, or use one of the cheats to prevent certain events (such as reinforcements coming). Work your way up!

- When you've finished it as the Huey pilot, why not try the same mission as a gunner or the ZMAK leader? ;) See the cheats section for more information! Note: a particularly good cheat is the NoTwo cheat -> this skips the briefing AND picking up the ZMAK team, letting you get right into the action!

Good luck!

Cheat lists

NOTE: all cheats are CASE SENSITIVE! If they are written correctly, a radio message will tell you the cheat is 'activated'

ZMAK - Teamswitches you into the ZMAK leader, and skips the briefing. Fully playable and completable as so too - although you will have no control over the chopper (except that you can still teamswitch to the chopper pilot).

NoBriefing - Skips briefing

Invincible- Makes the current player invincible (yes, really invincible, nothing can kill you, not even sitting inside a burning, exploded helicopter). Note that if you want to play as e.g. the ZMAK leader, you should first use that command before typing in this one, so that the right "Player" gets it.

Superhuey - Makes the Huey hardier. Does not make it entirely unbreakable, since that's sadly impossible (it'll explode and stop working if you crash into the ground, even though it still shows up as "whole"), but at least you won't have to worry about losing gas and dropping out of the sky due to small-arms fire. Also adds a KPVT for fun. Switch to it like you normally change muzzles.

NoSix - Finished the 6th objective for you - that is, the reinforcements.

NoEscape - Prevents the enemy team leader from trying to escape with the captives, giving you as much time as you need to attack.

Night - Makes it 9 in the evening (daaark).

Day - Makes it 12 in the day.

Gunners - Lets you play as the two Huey gunners (and the chopper pilot). Not a lot of fun, but hey, why not?

NoMusic - If you don't want any music to play during the mission, this is your cheat. Will still let you play your own music e.g. via HULK Oggplayer or somesuch (i.e., it's not just a "0 fademusic 0" command).

ListCheats - Just lists all the cheats if you forget them.

NoTwo - Skips the briefing and the ZMAK-pickup objectives, landing the whole ZMAK team in your chopper from the get-go. Good for consecutive play-throughs when you can't be bothered to waste time before the action.

OPERATION ARES



Mission Name	Operation Ares
Mission Type	SP (Single Player)
Author	Mathias Eichinger
Required Addons	HWM (Version 4.0)
Arma Version	1.14
Island	Sahrani
Player Side	BluFor

Sergeant, your task for today is to spearhead an amphibious invasion of marines. You are ordered to land by boat at the Airfield on the left flank. Another Squad of ZMAK will land at the right flank. Fog prevents own air support as well as enemy flying activity, thus we are seizing the chance to slip in an invasion force undetected.

Your first objective is to dispose of the 3 enemy Shilkas present, which would cause high losses to the marines otherwise. After that, give the signal for the marine landing and prepare for an enemy counterattack. Remember that you can call the second squad of the ZMAK to your position for assistance as often as you need it by using your radio. The mission is accomplished once the airfield has been secured and the neighboring village of Pita and its Garrison are cleared of most enemy troops.

MOTORIZED PATROL



Mission Name	Motorized Patrol
Mission Type	SP (Single Player)
Author	UH60MG
Required Addons	HWM (Version 4.0)
Arma Version	1.14
Island	Sahrani
Player Side	BluFor

The SLA has struck, overwhelming the Royal Army Corp defenders at Corazol. They have taken several towns, the whole of North Sahrani is now at risk. Enemy infantry is already testing allied defenses from the South, there are reports of sporadic skirmishes. Zulu squad has set up a defensive position near the capital and is ready to move. Helicopter gunships from Delta group are providing close air support.