ARMA 2 MULTIPLAYER GUIDE

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WELCOME TO MULTIPLAYER

Introduction

ArmA 2 is the 3rd generation of B.I's Military Simulator which has been evolving as a game engine for over 8 years now. It isn't your typical 1st person Shooter in terms of scope and mod-ability. It is exceptionally customisable with a large variety of 3rd party content available for free which a lot of veteran servers utilise.
The engine itself is capable of delivering a wide variety of game-play experiences, everything from CQB PVP to full blown all arms Co-oP at Company Level. In addition there are servers that run behind closed doors and servers that are fully open to the public player. All this creates additional issues when trying to connect to the multitude of servers out there.

Intention

This document is intended as basic guide to resolving the frustrating issues that many gamers new to ArmA2 Multiplayer environment try desperately to resolve.
The document is still very much W.I.P and will constantly be updated during the life of ArmA 2 to reflect any changes important to the Online Gamer.

It contains

- **Download links for the applications you will need.**
- **Tutorials on how to set up those applications.**
- **Installation of add-ons & Mod's.**
- **Creating custom shortcuts to run those Mod's.**
- **Other miscellaneous information that may be of use.**

To some this guide may state the obvious. If you fall within that category thank yourself for attaining such a level of competence and pass on the wealth of knowledge you have to others who haven't.
If certain information is badly explained or omitted, then please let me know so I can add or edit that section.

Expected Behaviour

Servers have to be paid for by somebody. These “Somebody’s” have been good enough to make their server available to you and with that good will gesture there are certain expectations placed upon you as a guest of that server and that community.

As an adult you shouldn’t need an explanation as how one should behave, however many gamers who come to a community gaming site unfortunately aren’t mature and need it spelling out in Capital letters. Specifically for those who cannot understand what "Behaving like an adult" means, the following bullet points should help

- No disrespectful behaviour towards other players.
- No racism/bigotry or crude offensive humour.
- No intentional ruining of missions or game play.
- No intentional Team Killing
- No cheating or malicious hacking

Please bear in mind that players on a server come from a wide variety of religious, cultural and social backgrounds.
Server Admin’s have varying degrees of experience and standards, some are absolutely great at what they do and some are tyrannical idiots.

If you are not sure, ask before you act.

Enjoy

DOWNLOAD CENTRE

Title	Link	Comments
MUST HAVES		
Voice Comm.		
Teamspeak 2	TS 2 Client download	Download the client and the updated binary
Teamspeak 3	TS 3 Client Download	32 or 64 bit versions
Mumble	mumble.sourceforge.net	Not a well organised site
Ventrilo	Ventrilo client download	32 or 64 bit versions
Community Tools		
Yoma's add-on Sync	yoma-addonsync2009	Use Latest version
Six Updater	six-arma-updater	
7-Zip File Unpacker	7-zip.org	Many downloadable files are 7z compressed
Gamers Tools		
Fraps	download Fraps	
Playclaw	download playclaw	
TrackIR		
Miscellaneous		
ArmA2 Tactics techniques & procedures	http://ttp2.dslyecxi.com/	Manual about how to play the role of a soldier ingame
"Mission Type" Manuals		
Check this thread	Mission Manuals	Collection of mission manuals

Tutorials for

- **Setting up your Voice Comm. Clients**
- **Installing & setting up Yoma's add-on sync**
- **Installing Mod's and Add-ons**

And more

Are explained in the this document

IMPORTANT LINKS

Title	Link	Comments
MUST HAVES		
Official		
BI Forums	forums.bistudio.com	Official ArmA 2 Official Forums
BIS Wiki	community.bistudio.com/wiki	Official Wiki site
3rd Party		
OFPEC	ofpec.com	Long established editing site.
Armaholic	armaholic.com	Quality News site with Download section covering add-ons, mod's, patches etc
ArmedAssault.info	armedassault.info	
For Game Servers see	Server Info	

FINDING A SERVER

Introduction

The engine has built in functionality to find and connect to game servers using the internal **Gamespy Browser**
There is however no official documentation to explain the functionality of it, or the information that can be gathered from it and what we find on our server is many players joining that simply haven't understood the information on there

Gamespy Browser

LEGEND

Green Dot

The server is running the same version as you, there is no password and if EqualModrequired is switched on, you are using the same -mod params.
This does not mean you have any add-ons that the server requires.

Orange Dot

Password protected

Red Dot

The server is using **"EqualModRequired"** and your -mod parameters are different to the server
or
You have add-ons loaded that the server doesn't have and that server has key verification switched on

X Incompatible version of the game

SORTING

You can sort the list out by selecting any of the Fields

- Host
- Type
- Mission
- Status
- Players Ping

This will then sort the database out in alpha numeric order, so for example, if you want to see the list sorting it with lowest ping first, then simply left click on the ping tab, so the white arrow points up, as in the screen shot

FILTER

One of the most important search systems you have for finding a particular server that suits your needs is to use the “Filter” Function.
If you add text to the host field, it will filter for that segment of text in the host field of each server.

This is very useful, not only to find the server name but it can also be used to find a server that runs a particular mod, or maybe even a particular service if the server Admin’s have added such text to their host name

In the following screenshot I have entered the text “YAS”, which could be used in the hostname by some servers to indicate that they have a Yoma Add-on Repository.
I could have filtered for “ACE” and that would have returned all the servers that have “Ace” as part of their hostname

The output of the filter “YAS” can be seen here

If you look at the bottom of the reporting screen, you can see the full host name of the highlighted server, **-=Kellys Heroes=- ArmA2 ACE2 Dedicated Server YAS[HTTP]**
This is partially blocked in the main table segment? You will also notice that **=Kellys Heroes=** also has ACE as part of its host name which you would then presume means they run ACE mod.

Don’t forget to clear your filter after using it

You are now armed with enough knowledge to sensibly select a server that fulfils your needs providing the server admin used a sensible hostname.

REMOTE

If you have the IP address of the server you want to connect too, you can use the remote connection facility within the browser to.
Hit the remote tab
And fill the fields in with the required information

- Communities that run multiple servers will have different port numbers,
- Communities that do not publicly display their presence on Gamespy will have to use remote connection

Having entered a remote IP address and selected OK, you will then only have 1 server listed in your browser, if it is switched on.

Other Locations

If you are looking for a specific server you can search in the two following locations

- B.I Forums, squads and fan pages
- Server Directory

ADDONS & MODS

What are they

Add-ons are custom content created by the community.
They can:

- Add additional content
- Add new functionality
- Change behaviour of objects or effects
- Fix game engine issues

The actual add-on is packed into a **.pbo,** which is a custom file extension created by BIS
It often comes with another special file which uses the extension .**bisign**.
The .bisign is a signature verification file and is used by dedicated servers to verify that you have the same version of the add-on as the server, therefore it is important that you do not delete this paired .bisign file.

Mod's are simply a collection of add-ons that are designed to work with each other to create an overall modification of the original game (which we shall refer to as the "Vanilla" version).

Where do I get them

- ArmAholics (Links available from Important Websites
- Armed Assault.Info (Links available from Important Websites
- BI Forums ArmA2 Add-ons & Mods complete
- A Yoma add-on repository (see this link Yoma's Add-on Sync
- Using the Six Updater tool (see this link Six Updater
- Individual Community sites for compilation packs (Add-on packs)

How do I install them

Note: Never place custom add-ons in your ArmA2/Add-ons folder,
This is bad practice.

For Mod's

Most "Mods" come complete with their own installer, some will automatically detect where your ArmA2 install is, some will ask you to point to it. Simply follow the instructions and the Mod will unpack itself and create the desired folder structure for you. Some even create a desktop shortcut for you.

For Add-ons

Download your add-ons to a central storage folder somewhere on your hard drive.
Then you need to create the following Folder file structure (using the names highlighted in bold) in your ArmA2 root

@MyAddons/
- **/addons** (Inside the @MyAddons/ folder)
- **/docs** (Inside the @MyAddons/ folder)
- **/dta** (Inside the @MyAddons/ folder)

Userconfig

1) Unpack your desired add-ons (They often come in .rar or 7z packed file types, link for the unpacker is available in our Download centre
2) Copy the **.pbo** and **.bisign** files into the **"@MyAddons / addons"** folder.
3) Some add-ons have a dta folder, if it does copy the entire contents of the dta folder into your **@MyAddons/dta** folder
4) Some add-ons use a "Userconfig" file, simply copy the content of such folders into your new **"ArmA2 /Userconfig"** folder that you have just created
5) Copy any .txt, .pdf, readme documents into your "**@MyAddons / docs"** folder.
6) Read and follow the instructions in the Readme Files, especially if the add-on comes with a Userconfig folder
7) Disregard any "Key" folders or **.bikey** files these are specifically used on dedicated servers and you don't need them

How do I Load them

To load the add-ons you have just installed, you need to create a copy of your ArmA2 exe shortcut and edit the copy. If you intend playing on a multitude of ArmA2 servers which all use their own custom content then it may be well worth creating a folder on your desktop to hold multi ArmA2 shortcuts in. This will save cluttering up your desktop

It is important to also point out that there are 3rd party tools available that will allow you to load these add-ons but I shall save that content for a later date

Creating a custom shortcut

1) Locate your ArmA2 shortcut on your desktop
   It is most likely named **"Launch Arma2"**
2) Right Click on the shortcut and select **Send To / Desktop (create shortcut)**
3) Right click on the newly created shortcut and select the **"Properties"** tab
4) Edit the text to something meaningful
5) examples
   a. **"ArmA + @MyAddons"**
   b. **"WW2 Mod"**
   c. **"UK Forces"**
   d. **"Tactical Gamer"**
6) Then select the **"Shortcut"** tab
7) Navigate down to the "Target" field, this is what you need to edit
   Your target field will look something like
   C:\Program Files\Bohemia Interactive\ArmA\ArmA.exe
8) Add the following code to the end of that line
   -mod=@MyAddons
9) Your Target line should now look like
   C:\Program Files\Bohemia Interactive\ArmA\ArmA.exe -mod=@MyAddons
10) Select **"Apply"** and then **"OK"**

You have now

- Created your first Custom mod folder
- Added content to it,
- Created a shortcut to start the game, loading the add-ons in @MyAddons folder

Simply double click the new shortcut to start your game

It is important to note, that if an add-on requires another add-on, (This is called addon-dependancy) then it is important in what order you load them in your shortcut.
For example
ACE requires **CBA**
ACEX requires **ACE**
So we have to load them using the correct precedence

e.g -mod=@CBA;@ACE;@ACEX

Additional Info

F.A.Q

Q: **How do I load more than 1 mod folder at once?**
Answer: Edit your -mod start-up parameters in your shortcuts target field, as per the example below, using a semi colon to separate the Mod's as per the following example

-mod=@MyAddon1;@MyAddon2;@MyAddon3

Q: **What is the "@" character used for?**
Answer: The character **@** is unofficial but generally used as the first character in the name of a Mod folder

Q: **Why do servers use ADDONS?**
Answer: Server Admin's select 3rd party content to run on their servers to accommodate the wishes of their regular players. Good 3rd party content can enhance game play, add functionality. To a group of players who have been playing the BIS Vanilla version this can be a refreshing and welcoming change. Whatever the reason, it's their server and they decided to use it, as a player at some point you will want to use it too, especially as it's all free

Specific Mod's

This is not a complete listing of Mod's currently available or work in progress. I have listed some, just to give you an idea what is out there

CBA

Community Based Add-ons

Website: http://dev-heaven.net/projects/show/cca
BI.Forum: http://forums.bistudio.com/showthread.php?t=78622
BIKI:
-mod params **-mod=@cba**
Comments: This could be described as a core add-on module containing functions and systems and is used as a building block for other mods.

ACE2 MOD

Advanced Combat Environment v2

Website: http://dev-heaven.net/wiki/ace-mod2
BI.Forum:
BIKI: wiki/ACE2
-mod params **-mod=@cba;@ace;@acex;@acex_pla;@acex_sm**
Comments: Full conversion, modern warfare

BW MOD

Bundeswher Mod

Website:
Bi Forums: http://forums.bistudio.com/showthread.php?t=88669
Biki:
-mod params:
Comments: Country Mod (German)

CAA1 PROJECT

Website: http://dev-heaven.net/wiki/cbp-caa1
Bi Forums: http://forums.bistudio.com/showthread.php?t=92897
Biki:
-mod params:
Comments: Add-on project that imports content from ArmA 1

OP HALF MOON PLA MOD

AkA OHPLA mod

Website:
Bi Forums: http://forums.bistudio.com/showthread.php?t=92504
Bi Forums: http://forums.bistudio.com/showthread.php?t=78348
Biki:
-mod params:
Comments: Country Mod (Chinese).
There is also a plug-in version of this for ACE2 (@acex_pla)

OP NORTH STAR

Website: http://ons.armaholic.eu/
Bi Forums: http://forums.bistudio.com/showthread.php?t=82533
Biki:
-mod params:

Comments: Country Mod (Canada)

SWEDISH FORCES PROJECT

Website: http://anrop.se/news.php
Bi Forums: http://forums.bistudio.com/showthread.php?t=92375
Biki:
-mod params:
Comments: Country Mod. (Sweden & Norway) Requires CBA

SLX MOD

Website:
Bi Forums: http://forums.bistudio.com/showthread.php?t=84968
Biki:
-mod params:
Comments: Game play enhancement mod originally designed for single player. Requires CBA

VTE MOD

Website: http://tactical.nekromantix.com/
Bi Forums:
Biki:
Other Forums: http://www.armaholic.com/forums.php?m=posts&p=69335#69335
-mod params **_mod=@cba;@vte**
Comments: Vietnam Era Mod. Requires CBA

COMMUNICATIONS APPLICATIONS

Teamspeak 2

Teamspeak 2 is a very old but still very popular communications application used widely within this community. There is now a Teamspeak 3 version however it is still in beta and it lacks some of the functionality of TS2.

INSTALLING

Download the client, as per the link in the Download centre

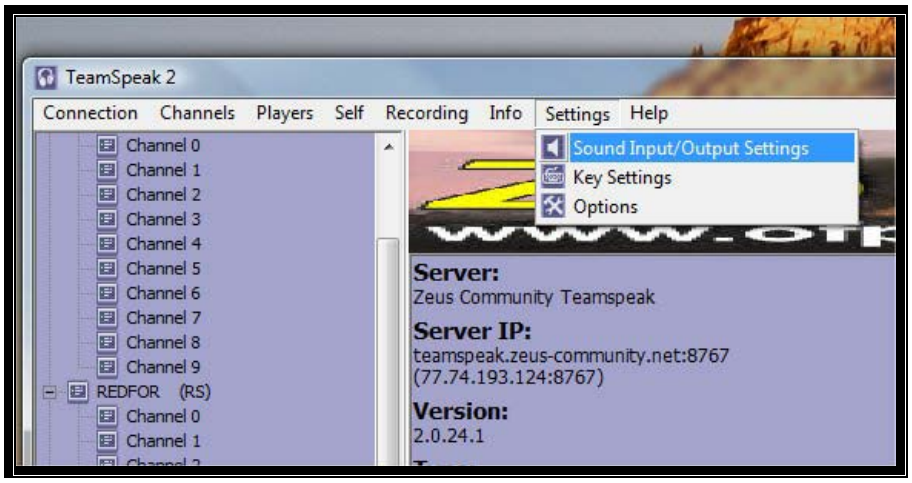
1. Install it as per any other windows application
2. If you have a microphone make sure it is plugged
3. Now set up your push to talk key as described below

Setting Up Your – Push to talk – key

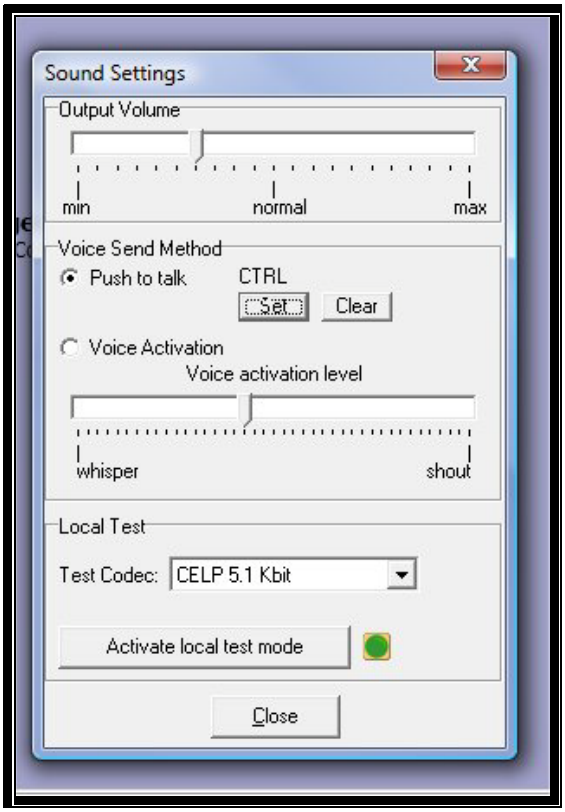
By default Teamspeak is voice activated, this can be very annoying to other players, so community's tend to prefer you to use the **"Push to talk"** setting, where you need to press a key to talk over Teamspeak

To assign a key

<< LEFT CLICK >> on **"Settings"** and then **"Sound Input/Output Settings"**



And the following window should pop up



<< LEFT CLICK >> on **"Push to Talk"**
<< LEFT CLICK >> on the **"Set"** button

A small window will pop up, asking you to select a key
<< PRESS >> the key or mouse button that you want to assign.
Most members use **"Left Ctrl",** however that key is used by ArmA and you would need to remap that key in ArmA.

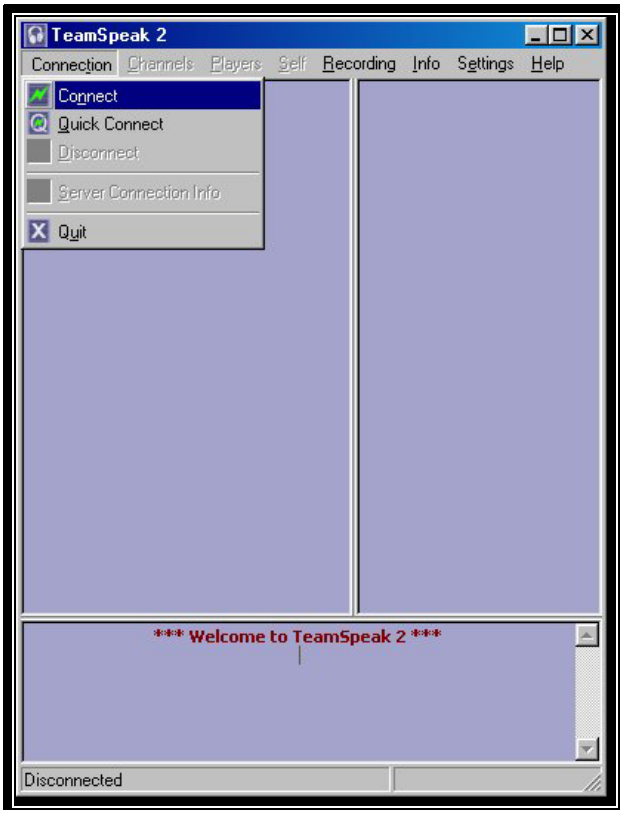
You now need to test if your microphone is working

1. In the same menu, select "Activate local test mode"
2. Press your "Push to talk key" and talk into your microphone
   - You should hear your voice through your headphones/speakers
   - If You do not, then you microphone probably isn't set up in your Operating system and you need advice on how to do that, ask on the forums
3. Once you have completed this section you are then ready to add a Teamspeak 2 server to your TS2 Address book so that you can join it.

A list of some ArmA2 community TS2 servers and their IP's can be found here Dedicated Server Listing

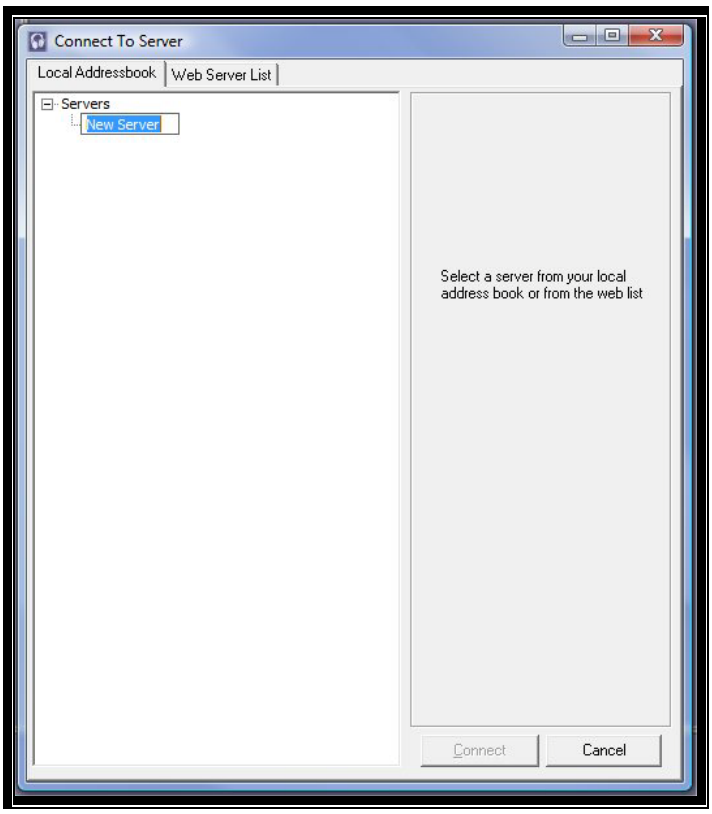
ADDING SERVERS

- Start Teamspeak
- **<< LEFT CLICK >>** **"Connections"** tab
- **<< LEFT CLICK >>** **"Connect"**

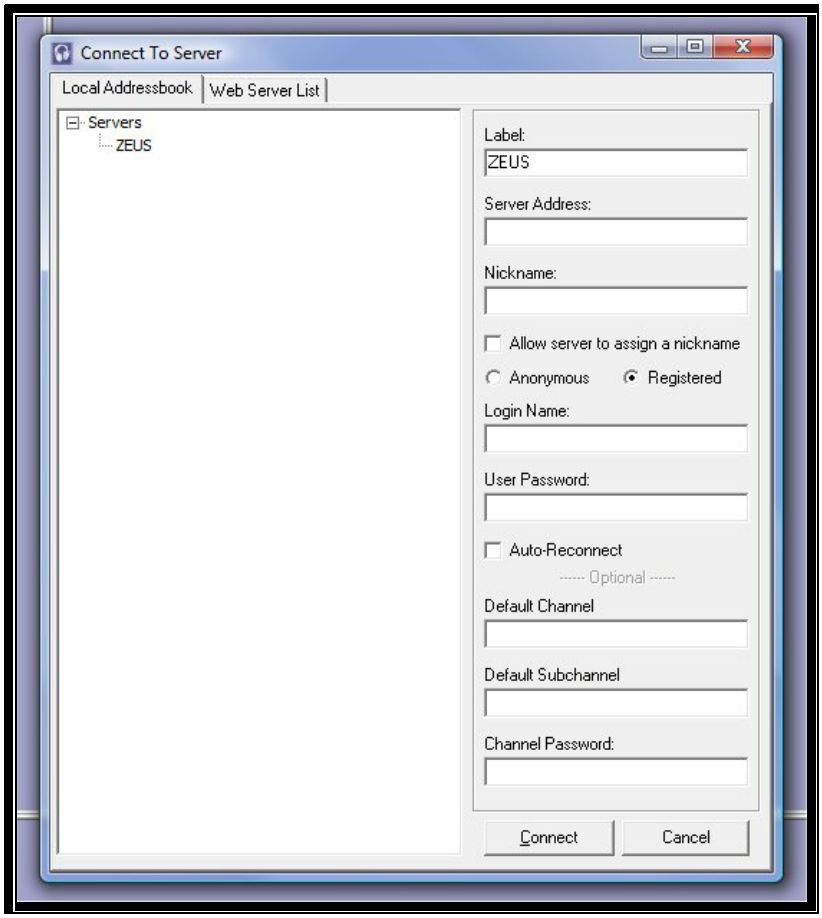

TeamSpeak 2
Connection
Channels
Players
Self
Recording
Info
Settings
Help
Connect
Quick Connect
Disconnect
Server Connection Info
Quit
*** Welcome to TeamSpeak 2 ***
Disconnected

b) Select **“Local Address book”**
<< **RIGHT CLICK** >> in the white space and select **“ADD Server”**

c)
Edit the text box that is created, replacing “New Server” with for example **“ZEUS”** and then key << **ENTER** >>



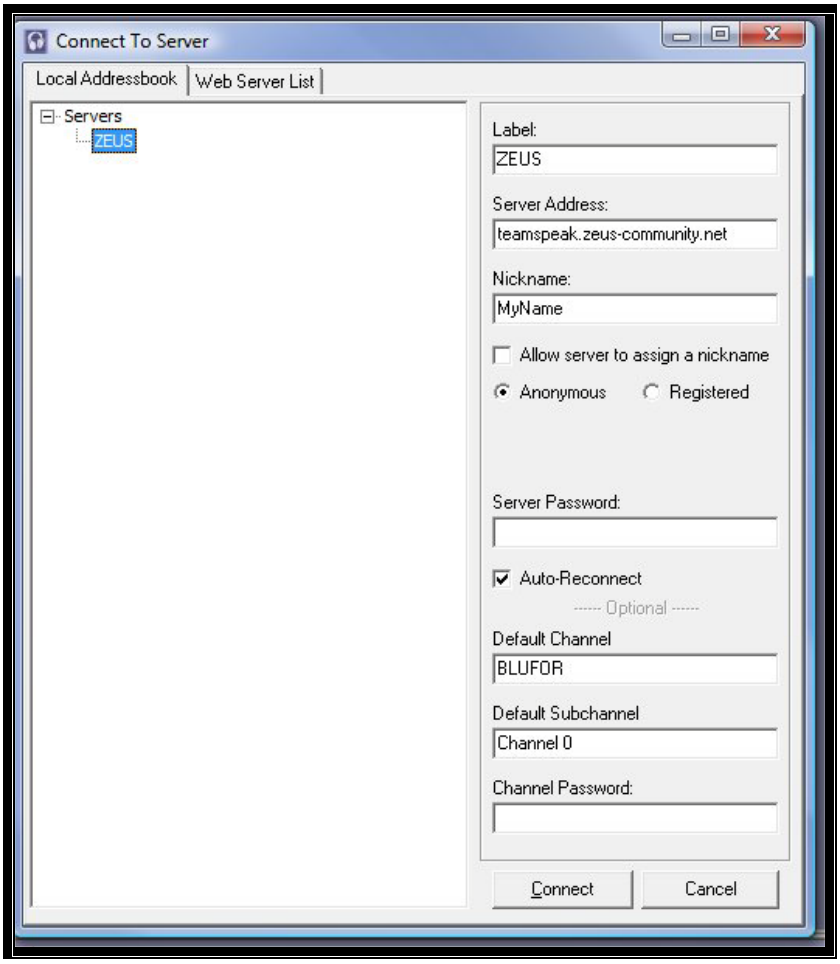
d)
<< RIGHT CLICK >> **"ZEUS"** and a new window will open on the right hand side which you will then be able to edit



Select the **"Anonymous"** button
Select the **"Auto-Reconnect"** button.
And then copy & paste the IP into the server address field. The example below is for the Zeus TS 2 server

Server Address: 77.74.193.123
And then type your name into the **"Nickname"** field

e)
The Teamspeak window should then look like



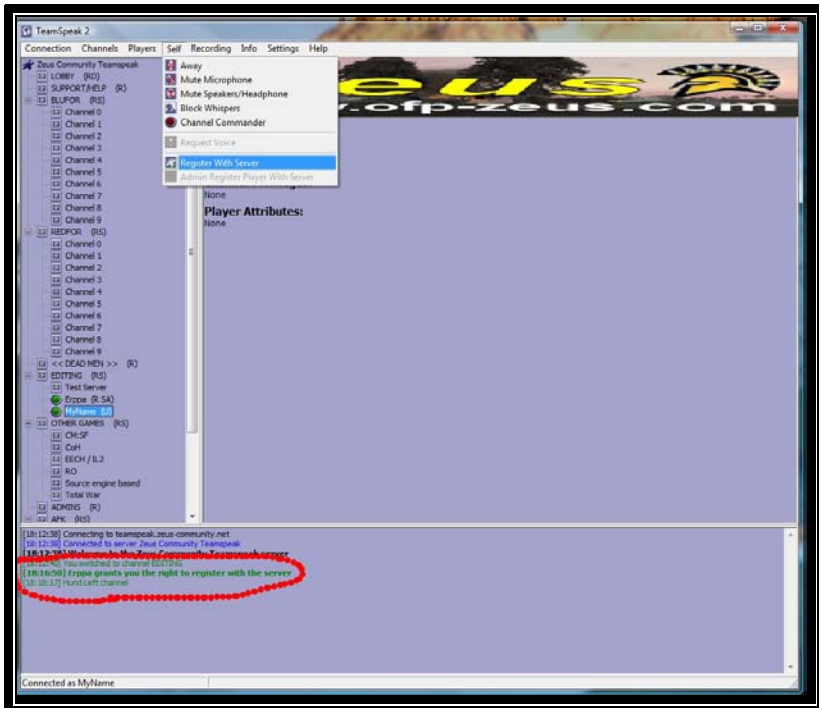
You can then **<< RIGHT CLICK >>** on **"Connect" and Join the server**

Once you have connected to the server you may then ask an admin to grant you **"Registration rights"** (This is not necessary, but if you plan on plan on regularly playing on a particular server it is advisable as you may get additional functionality)

REGISTER WITH THE SERVER

Once you have been granted registration rights, carry out the following actions:

- **<< LEFT CLICK >>** the **"Self"** tab
- **<< LEFT CLICK >>** **"Register with Server"**



A small pop-up window will then appear
Type in your name
Type the same password in both the Password boxes (at least 6 characters)
And then **<< LEFT CLICK >>** **"Register"**

You should then hear a voice over Teamspeak saying "**Registration Complete"**

<< LEFT CLICK >> on **"Connection"** and then **"Connect"**
Select the **"Registered button"**
Enter your login name and your password
Then **<< LEFT CLICK >>** on **"Connect"**
You will then automatically log back into the server as a registered user

FUNCTIONALITY

The most common functionality used on Teamspeak 2 servers are

- Whisper to
- Channel Commander

Using these particular functions in various ways you can talk directly to an individual or group of players on different channels and define a specific key to do just that.
This allows groups such as Fire teams or Squads to sit in their own channel but still stay in voice comms with other groups.

To experiment with this functionality, select
Settings >> **Key settings** >> **Add**
And set up a key binding for it

I would specifically set up keys to do the following.

- **Whisper to** >> **Chan. Commander** >> **In Channel Family**
- **Toggle** >> **Chan. Commander**

Whisper to Chan. Commander in Channel Family
Allows you to talk to every player who has their channel commander (Red Light) turned on
This is the most typical function used for group leaders to talk with the mission commander

Toggle Chan. Commander
Setting a key to do this will enable you to switch channel commander (Red Button Indicator) on or off without the need to minimise out of the game

Teamspeak 3

Teamspeak 3 is in early Beta stages; it was only released in December and will become more popular eventually replacing TS2 servers as it develops.

INSTALLING

To be added at a later date

ADDING SERVERS

FUNCTIONALITY

Mumble

To be added at a later date

INSTALLING

ADDING SERVERS

FUNCTIONALITY

Ventrilo

To be added at a later date

INSTALLING

ADDING SERVERS

FUNCTIONALITY

ARMA TOOLS

Yoma's Add-on Sync

This tool will enable you to

- Grab the latest ArmA2 beta
- Update any mod folders or add-on packs that supporting servers use
- Update itself
- Start additional applications when you start the game
- Allow you to configure custom mod start-ups per server

It is a very powerful user friendly tool.

INSTALLING

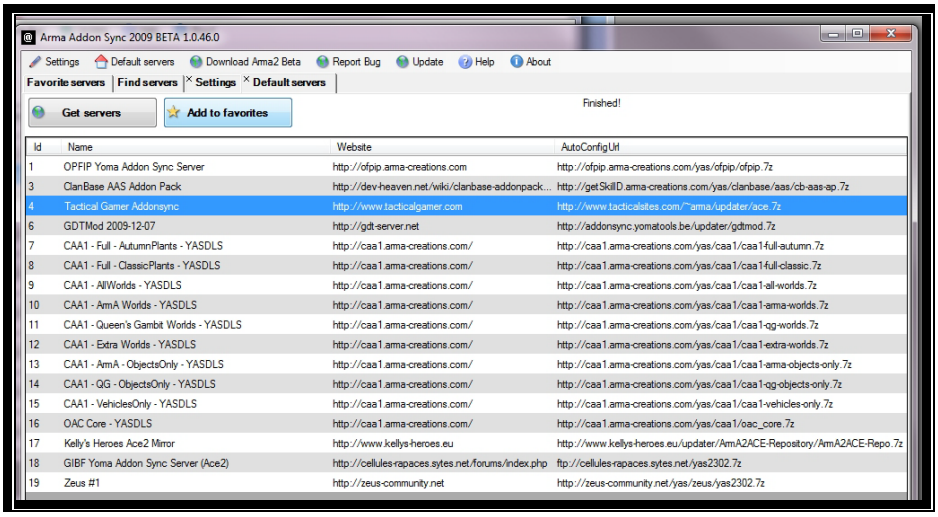
Download the application, the link is available in our (Download centre)
Install the application
You will get an error message during the install if you do not have ArmA1 installed, ignore this error

Start Yoma Add-on sync
Uncheck "Arma1 is installed on your PC", if it IS NOT
You will then need to add the servers that hold the add-on repositories that you want

ADDING A SERVER

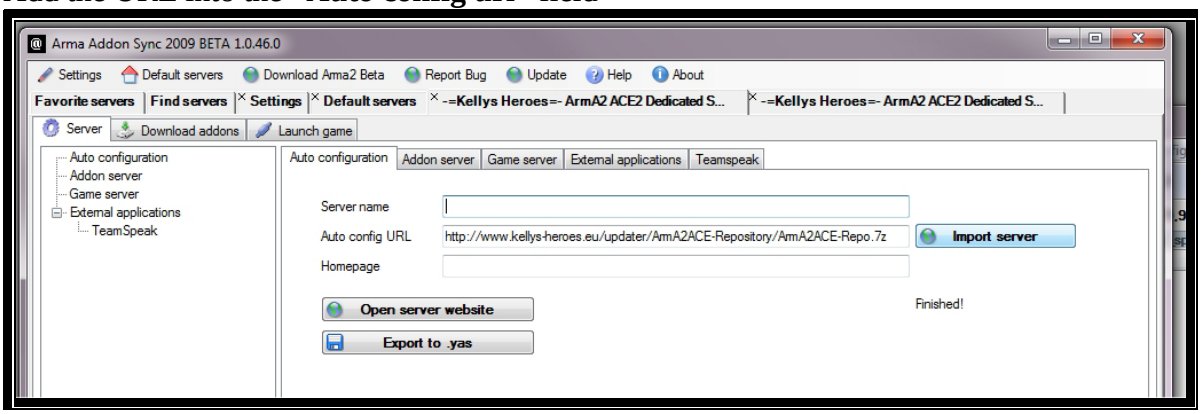
You need to add a server to your “Favourites”; there are two methods for this

If your desired YAS server is in the defaults server list then you can simply highlight it and select “Add to Favourites” As Per the following screenshot.

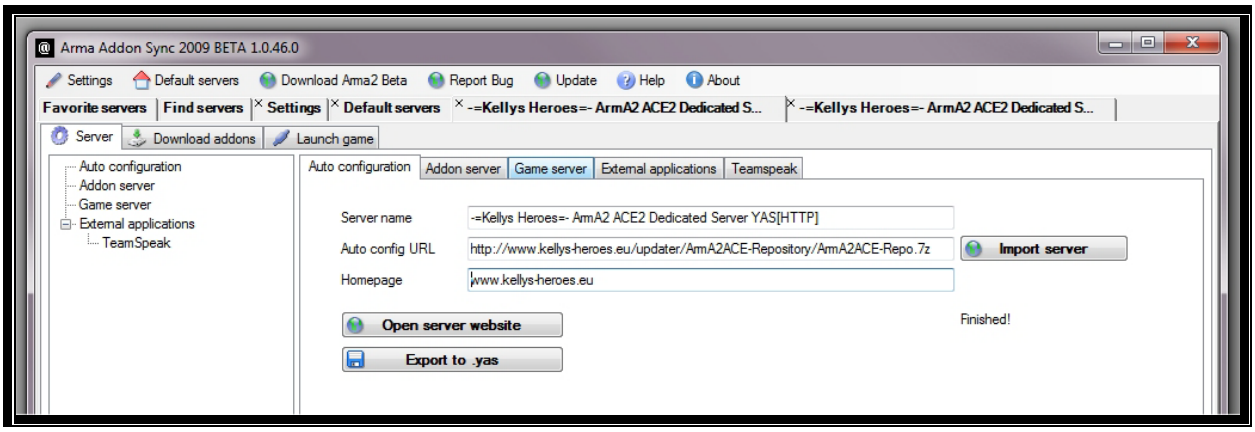


The second method is to manually add the server if you have their YAS repository URL

1) Select **Favourite servers** >> **New Server** and make sure the **“server”** tab is selected
2) Add the URL into the **“Auto config url”** field



3) And then select **“Import Server”**
   The form’s fields will then automatically get populated

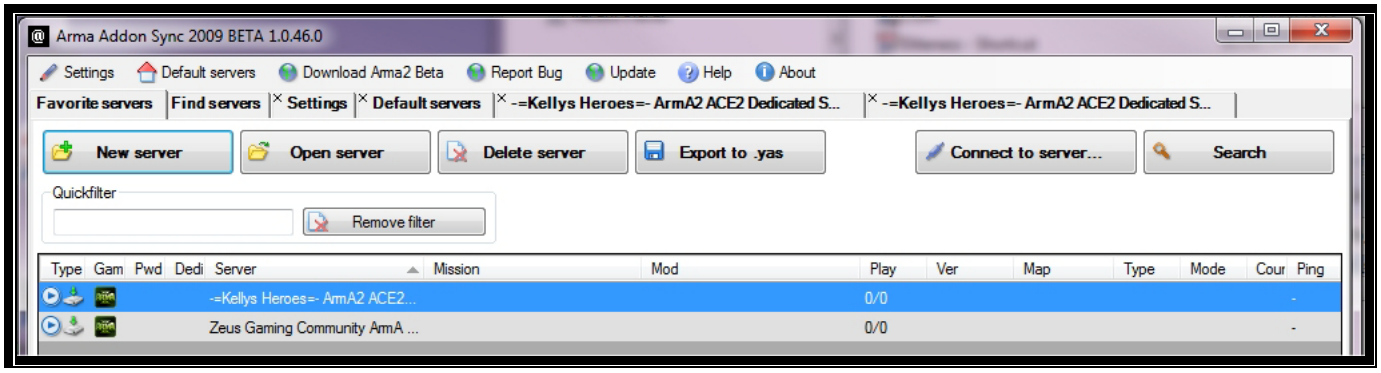


FUNCTIONALITY

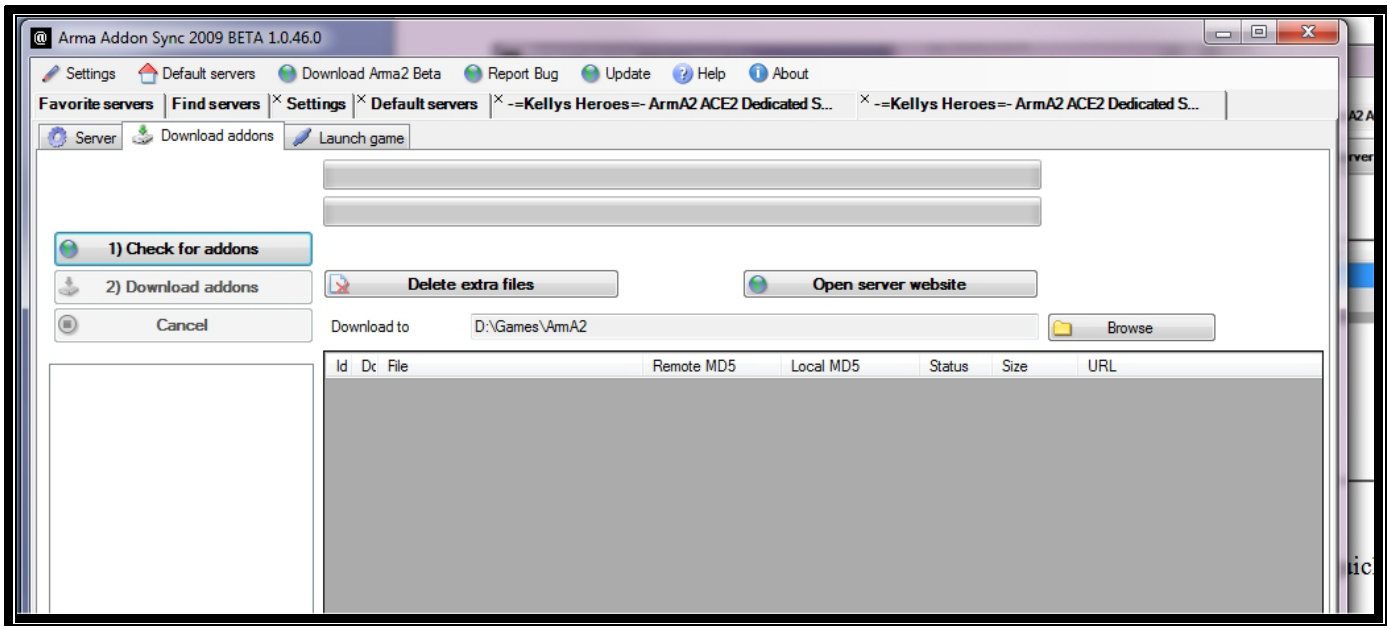
Yoma's is capable of doing much more than download an add-on pack, however for now this is the most important function you will need is being able to download add-on packs

Downloading add-ons

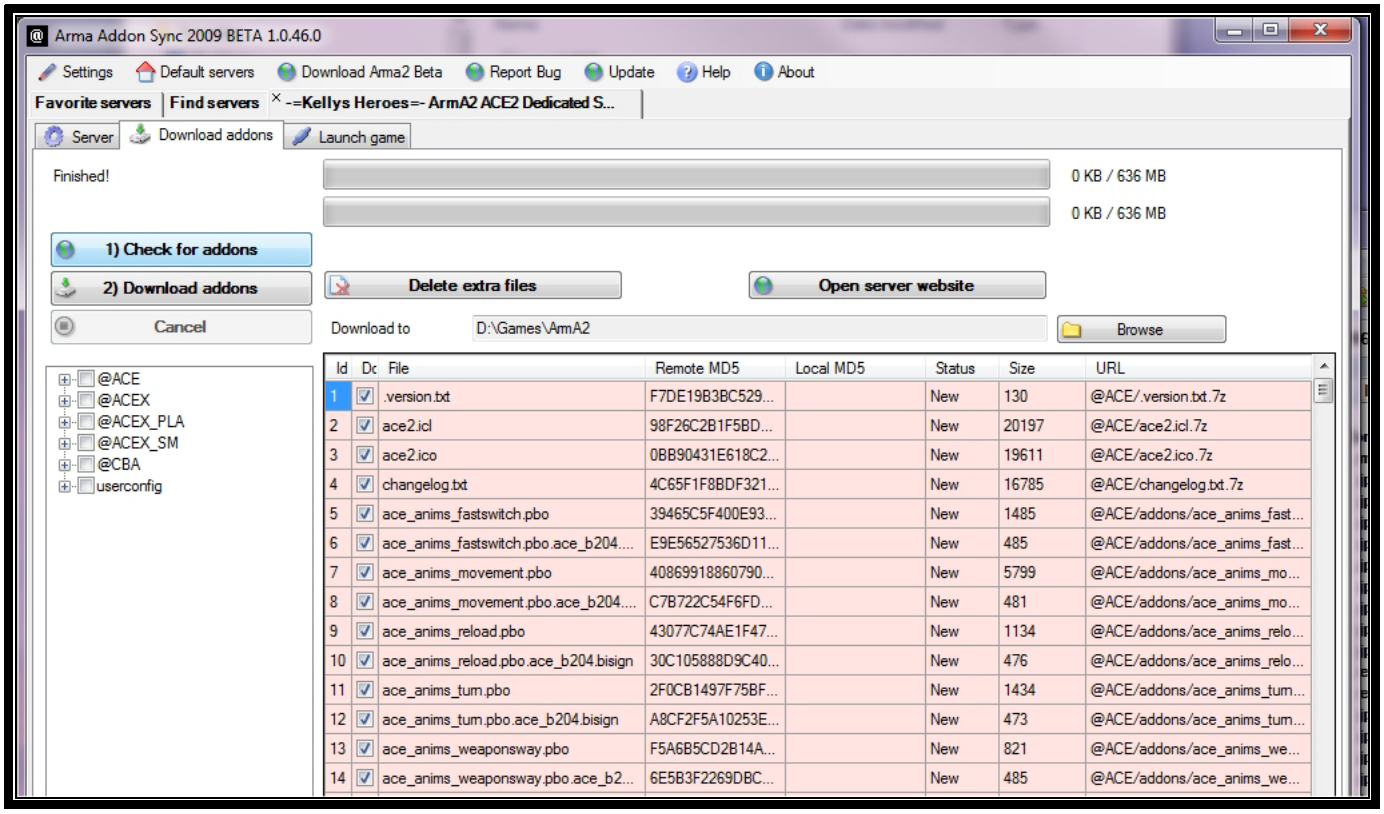
Select your Favourite servers tab, highlight a server and then select **"Open Server"**



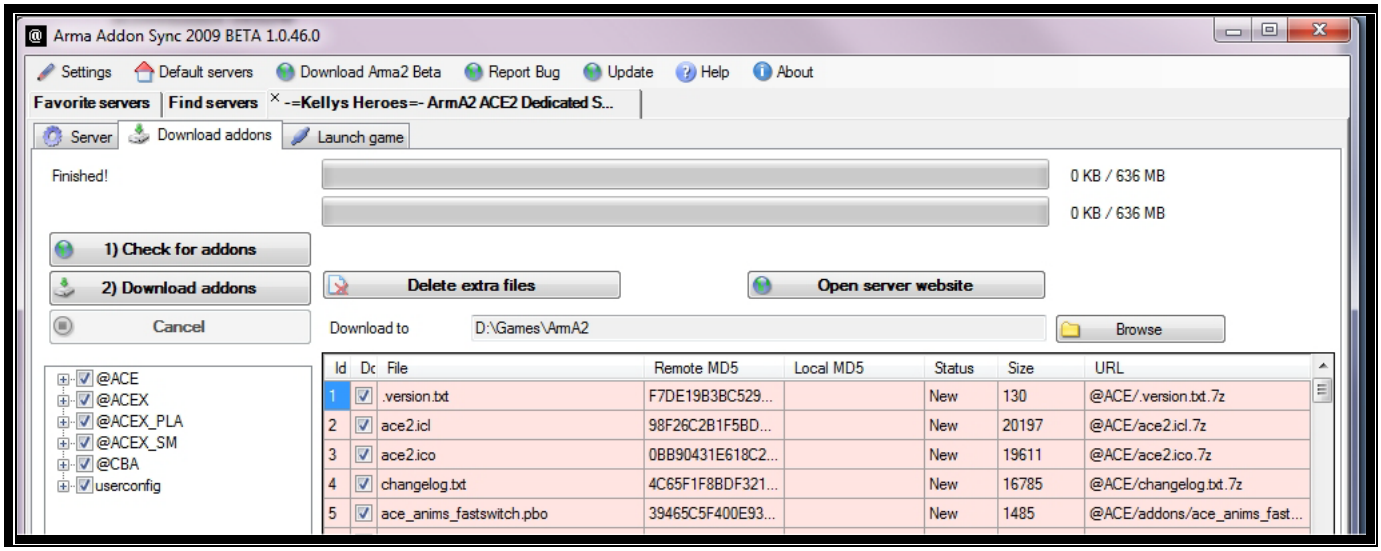
You will then be presented with the **"server"** tab screen, select the **"Download Add-ons"** tab and you will get a similar window to the screenshot



Now select **"Check for Add-ons"** a few seconds later and you will get something similar to the screenshot below



Make sure you check all the boxes in the left hand column, as per the following screenshot



And then select download add-ons.

Your add-ons will then automatically download and unpack themselves into your root ArmA2 install in their respective mod folders.

To launch these add-ons, you need to set up a shortcut, which is explained here Creating a custom shortcut

Six Updater

To be added at a later date
For now, see these links

Homepage: http://dev-heaven.net/wiki/six-arma-updater/Six_Updater_Suite
Documentation: http://dev-heaven.net/wiki/six-arma-updater/Documentation
Quickstart: http://dev-heaven.net/wiki/six-arma-updater/Quickstart
Download: Download centre

INSTALLING

ADDING SERVERS

FUNCTIONALITY

GAMERS TOOLS

Fraps

Fraps is a long established application, link for the file is available from our Download centre
It is free to use, it does however give you the option of paying for a version that has more functionality.

INSTALLING

A link for the latest version file is available from our Download centre
If you are having problems, visit this FAQ page

FUNCTIONALITY

- Benchmarking Software
- Mutiple Screen Capture
- Realtime Video Capture

PlayClaw

This application comes with a 15 day trial. If you want to use it after that, you will need to pay for it.

INSTALLING

Download the file which is linked from our Download centre
Installing plug-ins is covered on this page Playclaw support

FUNCTIONALITY

- Capture screenshots, capture game video with optional recording game audio
- Adjustable video recording frame rate and file sizes
- Output in multiple formats
- Various helpful overlays: Ventrilo/Teamspeak overlay, performance overlays, video recording statistics, GPU thermal sensors
- New! Teamspeak 3 overlays
- No slowdown with multicore CPUs
- Plays nice with Vista and Win7

TrackIR

This is the premium affordable head tracking solution. It requires additional hardware as well as software.
Read more about it http://naturalpoint.com/trackir/

INSTALLING

The hardware and software comes as a package, however updated software is available from the Naturalpoint website

FUNCTIONALITY

links your actual head movement in three-dimensional space to your in-game view!
Video TrackIR and Arma2

REFERENCE

Dedicated Server Listing

Some Established servers

Zeus

Game Servers	**IP's**	77.74.123.124:2302	**Zeus #1 server**
	Game play	Coop & A&D	
	Gamespy Filter	Zeus	
	Time zone	Western Europe	
Comm. Server	**Type:**	Teamspeak 2	**Function** **Whisper to Channel Commander in Channel Family** required by Group leaders
	IP:	77.74.123.124	
	Password:	None	
Add-ons & Mods	**What**	Ace & Zcommon	
	Where	Yoma add-on repository http://zeus-community.net/yas/zeus/yas2302.7z (see Yoma's Add-on Sync for details on how to use)	
Requirements	Open to Public but requires add-ons and connected to our Teamspeak 2 server		
Comments	• We run 2 weekly sessions, Thursdays and Sundays at 19:30hrs UK time • We have been around for 8 years and are well established • We have a manual to help set you up		
Links	**Website**	http://zeus-community.net/	
	BI Thread	Gaming Night Thread	
	Manual	Zeus Community Manual	

Kelly's Heroes

Game Servers	**IP's**	78.129.202.206:2502	
	Game play	Coop	
	Gamespy Filter	Kellys	
	Time zone	17:00 to 0:00hrs G.M.T	
Comm. Server	**Type:**	Teamspeak 3	
	IP:	78.129.202.206:9987	
	Password:	bigjoe	
Add-ons & Mods	**What**	ACE mod on Ace Server	Client Side Effect & sound mods optional on both Public Servers
	Where	ACE Yoma add-on repository http://www.kellys-heroes.eu/updater/ArmA2ACE-Repository/ArmA2ACE-Repo.7z Other Addons Yoma add-on repository http://www.kellys-heroes.eu/updater/ArmA2Community-Repository/ArmA2Community-Repo.7z Please note, URL's are case sensiutive (see Yoma's Add-on Sync for details on how to use)	
Requirements	Must have ACE to play on ACE server. We encourage all players to join TS3. No inexperienced (rookie) pilots allowed when server full.		
Comments	We try to provide a friendly environment & server to the ArmA2 community where they can enjoy teamwork and have a laugh in the meantime. Membership open to everyone who is 16+, who likes to play as a team and is mature enough to understand when we are serious and not. **Clan Leaders** [KH]Jman - [KH]Pauld - [KH]ClothEars - [KH]Cross		
Links	**Website**	http://www.kellys-heroes.eu/updater/...ma2ACE-Repo.7z	
	BI Thread	http://forums.bistudio.com/showthread.php?t=73615	

	RSS Feed	http://www.kellys-heroes.eu/forum/rss.php	
GOL Clan			
Game Servers	**IP's**	www.gol-clan.net	
	Game play	Coop	
	Gamespy Filter	gol	
	Time zone	GMT: late afternoon to late evening	
Comm. Server	**Type:**	Teamspeak 2	
	IP:	www.gol-clan.net	
	Password:	daimbar	
Add-ons & Mods	**What**	GOLII and GOLIslands	
	Where	http://www.gol-clan.net/?p=downloads	
Requirements	To play certain missions GOL mods are needed, and to get the best experience join the Teamspeak server		
Comments	To see what we can do simply check us out on youtube		
Links	**Website**	http://www.gol-clan.net/	
	BI Thread	http://forums.bistudio.com/showthread.php?t=75437	
	RSS Feed		
159th Combat Aviation Brigade			
Game Servers	**IP's**	174.34.133.130:2302	
	Game play	Coop	
	Gamespy Filter	159	
	Time zone	C.S.T	
Comm. Server	**Type:**	Ventrilo	
	IP:	208.101.2.32:5456	
	Password:	flyboy	
Add-ons & Mods	**What**	CBA,ACE,ACEX,Zeus Ai, Group Link 4, JTD Fire and Smoke.	
	Where	Links provided @ http://159thcab.com	
Requirements	Must Have ACE, everything else is highly recommended but optional.		
Comments	Aircraft are free for all to use, and no voice comm requirement to fly either. Join us on Vent for more tactical play/more teamwork. Recruiting Active skilled pilots for flight Ops.		
Links	**Website**	http://159thcab.com	
	BI Thread		
	RSS Feed		
6th Sense			
Game Servers	**IP's**		
	Game play	Coop	
	Gamespy Filter	6thsense	
	Time zone	Western Europe	
Comm. Server	**Type:**	Mumble	
	IP:	Avail on registration	
	Password:	Avail on registration	
Add-ons & Mods	**What**	ACE	
	Where	http://updater.dev-heaven.net/categories	
Requirements	http://6thsense.eu/arma2_join http://6thsense.eu/arma2_rules		

Comments			
Links	**Website**	http://6thsense.eu/	
	BI Thread		
	RSS Feed		

10th Special Forces Group

Game Servers	**IP's**	75.102.10.2:2316	
	Game play		
	Gamespy Filter	10th	
	Time zone	Eastern Standard Time, -5 GMT	
Comm. Server	**Type:**	TeamSpeak 3	
	IP:	ts.jsoc-gamer.org	
	Password:	No password required	
Add-ons & Mods	**What**	ACE, ACEX, CBA, Zeus AI, and others	
	Where	Yoma add-on repository http://www.yoma.jsoc-gamer.org/Addons/10thpack/10th.7z (see Yoma's Add-on Sync for details on how to use)	
Requirements	Most Current Version of ACE is required. Require personnel using Aviation Assets be on our Communications Server. Team killing and wanton destruction prohibited. Please apologies if an accident occurs.		
Comments	Our unit values organized team work above a high kill score. **Our Mission** "Our mission is to provide the most realistic computer environment in which our membership can enjoy utilizing team work and military tactics to successfully complete Arma II game missions without those sessions being ruined by immature players." **Our Vision** "Our organization's vision is to be one of the most respected and well known Arma II units in the gaming community."		
Links	**Website**	http://www.jsoc-gamer.org/	
	BI Thread	http://forums.bistudio.com/showthread.php?t=85553	
	RSS Feed		

World-Gamers.co.uk

Game Servers	**IP's**	**Not Given**	
	Game play	Warfare amongst other types of gameplay	
	Gamespy Filter	**Not Given**	
	Time zone	**Not Given**	
Comm. Server	**Type:**	TS2 & TS3 Beta	
	IP:	**Not Given**	
	Password:	**Not Given**	
Add-ons & Mods	**What**	ACE2	
	Where	**Not Given**	
Requirements	**Not Given**		
Comments	Register on website to get more information 3 ArmA 2 servers (Running ACE2, warfare and missions)		
Links	**Website**	http://www.world-gamers.co.uk/home/	
	BI Thread		
	RSS Feed		

Special Boat Service			
Game Servers	**IP's**	81.19.223.207:2302	
	Game play	Capture the Flag and Deathmatch	
	Gamespy Filter	SBS	
	Time zone	United Kingdom Server	
Comm. Server	**Type:**	TS 2 / TS 3	
	IP:	81.19.223.207:8767	
	Password:	On request on server or website	
Add-ons & Mods	**What**		
	Where		
Requirements	Respect for your fellow players, Abuse will not be tolerated and dealt with immediately.		
Comments	Sponsors of the APL Arma Pvp Leauge @ www.Armaleague.com		
Links	**Website**	http://www.sbs-clan.co.uk/	
	BI Thread		
	RSS Feed		

Community name			
Game Servers	**IP's**		
	Game play		
	Gamespy Filter		
	Time zone		
Comm. Server	**Type:**		
	IP:		
	Password:		
Add-ons & Mods	**What**		
	Where		
Requirements			
Comments			
Links	**Website**		
	BI Thread		
	RSS Feed		

CHANGE-LOG

Change log		
Date	**Changes to**	**Comments**
3rd Jan 2010		**Initial Release**
4th Jan 2010		**Added to Server Directory**
6th Jan 2010		**Updated links to Kelly's Heroes Yoma Add-on Repository**
8th Jan 2010		**Added to Server directory**
10th Jan 2010		**Added to Server directory** **Added a section for tools that display overlays and create game-play video's**