Antistasi Altis Official User Guide

Work in Progress

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Items highlighted in yellow are not confirmed/need clarification.

Items highlighted in green are not yet completed and are just rough notes.
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Starting Out

Antistasi Altis simulates the FIA fighting a guerilla war against a convention force, the AAF, in an attempt to take control of Altis. Because the focus of this scenario is a smaller more nimble force (the player) taking on a much larger more powerful force, non-convention and asymmetric tactics must be employed to be successful. This is especially true early on. Here are some tips for Antistasi players who are just beginning their quest to retake Altis:

First A Quick Note about Saving

The standard ARMA3 save feature is NOT SUPPORTED by Antistasi. The amount of data that needs to be retained to properly load Antistasi is not something the default ARMA3 save file can store efficiently. As you progress through the campaign the standard ARMA3 save files will get larger and load times will increase until files get corrupted or no longer load. It is recommended that you always use the Antistasi Persistent Save feature to truly preserve your progress. Some players have reported success with always persistent saving before exiting ARMA3 but using the standard ARMA3 save/load as an interim progress checkpoint instead of respawning at the HQ when dying.

Headquarters Location

Choosing a good place to station your HQ is a lot more difficult than you’d think. If you’re just starting your first game of Antistasi it’s best to just stick with the default HQ location as that is safe yet not super far from potential mission sites. Eventually, however, you will need to move your HQ further into Altis to get closer to enemy-supported towns and AAF assets. When you do decide to move your HQ, take the following factors into consideration:

1. Out of sight, out of mind. You want to be close to AAF assets and enemy-supported towns but not within range of enemy patrols. The enemy will dispatch patrols sometimes up to a kilometer away from anything they control (including towns). These patrols may just be one or two men with rifles that are easy enough to fight. But patrols can also include MRAPs or trucks filled with infantry. If you’re off on a mission when the base is discovered, it may not be possible to get back in time before Petros takes a bullet to the everywhere… Furthermore, if an enemy is within 500 meters of your base you will not be able to recruit units or squads. If the base is under attack, whatever you’ve recruited up until that point is all you have to defend your HQ.

   Tip: Enemies do not really patrol the high seas unless very near to a SeaPort. Use that to your advantage and hug the coastline to avoid trouble. Most roads stay away from the shore and there are often mountains in between the coast and the enemy that can further conceal your HQ.

2. Balance out having both AAF assets and enemy-controlled towns nearby. Missions requiring you to assassinate an officer in an AAF base will end very badly early on in the game. The easiest missions to start out with are simply gathering support for your cause in the local villages. Delivering supplies and rescuing refugees are not particularly
difficult even in the early game and they go a long way in winning the hearts and minds
of the citizens of Altis.

3. **Beware of roads.** Even though units you recruit will spawn on roads and it is much
easier to drive to HQs situated near roads, roads are also used by the enemy. Study the
routes most convoys will take. Supply and Money convoys will typically depart from a
base and then head to an enemy-controlled town. If your HQ is nearby to road that is
directly in between a base and a town, you’re much more likely to encounter enemy
traffic. Again this will probably include APCs and MRAPs which you do NOT want
around your base, especially early on.

4. **Air Assault counter-attacks** are a very serious threat to your HQ. A location that is
perfectly hidden from patrols and convoys may still be very exposed to enemy air
assaults, even if that assault did not intend to find/attack your HQ. As you capture areas
and flee from enemy counter-attacks, sometimes the enemy will send UAVs or attack
helis to assault the base in addition to the regular complement of infantry. If they do this
and your HQ is within a kilometer or two of the area you just attacked, it’s entirely
possible the HQ will be spotted and assaulted. Aircraft fly around their intended target
with a wide berth, and if a UAV spots your HQ from above, it will still launch ordinance
at it even if it is kilometers away from its objective. Make sure your HQ is hidden well by
tree cover if you plan assault anything within a couple kilometers.

5. **Flight path of enemy aircraft** is also important. Just like with convoys and roads,
placing your HQ between a point you assaulted and an enemy airport can be very
dangerous. In Antitstasi, all enemy attacks are actually launched from a base or airport,
not spawned out of nowhere. If you place and HQ very far from where you’re fighting but
the flight path for a counter-attack passes over Petros, the AAF will absolutely destroy
your HQ if it is not well defended against aircraft.

6. **NATO Support** can turn the tide of a battle and/or make your life much easier. Just like
with enemy attacks, friendly support is spawned from a carrier air group waiting off the
coast of Altis. If you ask for a supply drop, a helicopter will depart from its home carrier
loaded with supplies for you. If you place your HQ in between the carrier and many
enemy assets, it’s very likely this poor helicopter will get clobbered with anti-aircraft fire
and never make it to you. This is part of the reason why starting in the bottom left corner
of the map is a good idea for new players – it’s very close to the NATO carrier and their
support options have a very high chance of reaching you in that part of the island.

**Guerilla Tactics**

Ok, so you’ve placed your HQ in a good spot – let’s go blow stuff up. Before we get overzealous
and try to take a major AAF base, let’s come back down to reality. You’re a small group of
rebels with limited manpower and even more limited supplies. Attempting to storm and capture
something as small as an enemy seaport or outpost may appear easy, but even if you are able
to conquer an area like that the enemy will respond with massive overwhelming force to retake
the lost position. Even with skilled players cooperating together very well, it is very likely the FIA will not have powerful enough weapons or support to hope to fend off the counterattack. The most important concept for the early stages of the game is a guerilla warrior’s mantra: **Hit and Run!**

Hitting outposts and isolated/vulnerable points of interest on the map is still useful even if you cannot hold the territory you’ve taken. For starters, try to have a truck on standby or steal the enemy’s vehicles to load up equipment stores located next to the flag. When first starting out, you will have very few weapons to fight with, presenting a major disadvantage to assaulting and holding large locations. Stealing ammo, weapons, and equipment is the only way to increase the arsenal at your disposal. Quickly ambushing outposts, loading up the truck with supplies, and rushing back to base will be one of the most important things you do in the early game.

One other advantage to early successful raids is garnering NATO support. NATO is a powerful organization but they’re not going to just get involved in a little war on a tiny island. You need to prove you’re worth supporting before they put their own men on the line. As you gain popular support and show that you are capable of beating the AAF, NATO will support you more and more. This will come in handy when you start using the NATO support options.

**Use Supporting Fire!**

Mortar squads in Antistasi Altis are cheap and they are an absolute godsend. Some missions require you to take on outposts with multiple .50 caliber gun emplacements and armor support. Bringing a few squads of infantry, ordering them to open fire, and hoping for the best will often result in disaster. Sneaking up to the base with a pair of binoculars and ordering down hellfire from above is a much more elegant solution. People can play Antistasi many different ways, but if you can afford it I would highly recommend never leaving home without a mortar detachment supporting you. The ability to call down arty when you’re pinned down or stuck on an objective is just too useful to pass up.

A few useful tips on using mortars:

1. Firing mortars continuously and in large volleys will increase the chances of counterbattery fire. Eventually the enemy will figure out where your mortar truck is and send some ordinance of their own in that area. Be careful about abusing the same truck over and over again. If you can afford multiple trucks, buy 3 or 4 units and then spread them out around the map. Losing one to triangulation and counterbattery fire will be a minor loss if your fire support is spread out.

2. Mortars have a “barrage mode” that lets you cover an area with the munition type of your choosing by setting two markers on your field map. This can be useful to pulverize a hardened enemy position – but also be sure to try it with smoke rounds as well to provide a large screen of advance for your troops!

3. Mortars have a finite amount of ammunition UNLESS you place them next to your ammo supply box in your HQ. This essentially gives you infinite amounts of mortars (smoke and flares included). However, the biggest risk to this is giving away your position and
exposing your HQ to counterbattery fire. If this happens you could lose the whole mission because your mortar team got trigger happy.

4. Mortar teams are very small – only a mortar operator and a truck driver. This means they’re essentially defenseless. Be careful when moving your teams around in enemy territory. A patrol of two AAF soldiers can wipe out a mortar team easily.

5. Mortars don’t have infinite range. Make sure you confirm that your mortars can reach your area of operation before opening fire. You can do this by beginning to place a fire order with the mortar team in question. If the message “Invalid Range” comes back when you try to select an ammunition type – you’re out of range.

6. Physics are a thing in ARMA3. The further you are from your mortar team, the longer it will take for the mortars to reach their target. You can end up waiting well over a minute for rounds to reach their mark. Careful timing and planning needs to be taken if using smoke to cover an assault…

Undercover Mode

Undercover Mode is extremely important to new players as it prevents them from being picked off by enemy patrols from afar and allows the player to move somewhat freely around the island. However, bear in mind that you must abide by certain rules to maintain Undercover Mode.

1. You must be in civilian clothes (including hats, etc.) and you must not have a weapon out. Being naked does not qualify you for Undercover Mode; you must be in clothes marked as civilian. Probably because the AAF will just shoot you on general principle for having your “cash and prizes” out flapping in the wind.

2. If you are in a car you, must be in a civilian vehicle. However, if you have a squad riding in the back of a civilian truck and they are decked out in military gear you can STILL use undercover mode so long as they stay in the vehicle. They will put their guns away at least so they won’t return fire if shot at.

3. If you are in a vehicle and are spotted far from a road, that is sketchy and will likely result in you losing Undercover Mode.

4. If you get too close to a base, checkpoint, or other AAF-owned asset you will probably lose your cover.

5. Enemy guard dogs can immediately blow your cover when you are on foot. Note that the dogs seen in cities are not guard dogs, just friendly Altis pets. Generally guard dogs are found near enemy zones, hence making approaching bases etc. when undercover very dangerous.

6. Doing generally sketchy stuff like planting mines will make you lose your cover. However, you need to be spotted by a soldier or civilian in order for you to lose your cover.

Inevitably your cover will get blown somehow, if this happens regaining Undercover Mode will be a bit tricky:

1. You cannot go back into Undercover Mode for 30 minutes after being exposed on foot.
2. You cannot go back into Undercover Mode ever again in a vehicle that has already been exposed.
3. You cannot go back into Undercover Mode while being spotted by enemies whether in a vehicle or on foot.

**Starting out with Missions**

Guerilla warfare is not all about ambushes and killing the bad guys. You’re fighting on behalf of the citizens of Altis so you need to help them out as well. Doing missions in nearby towns is a great way to gather support and occasionally other bonuses as well. Here are some good missions to start out trying:

1. City Supplies (Logistics Mission)
2. Refugees Evac (Rescue Mission)
3. Capture the Outpost (Conquer Mission)
4. Kill the Traitor (Assassination Mission)
5. Destroy the Radio Tower/Ammo Truck (Destroy Mission)

These missions can be specifically requested from Petros by using his action menu. A screen will appear asking what type of mission you would like to do (this is the value in parenthesis next to each mission name). Note that there are different missions in each type, some of which are far harder. For instance, rescuing refugees from a town is much easier than rescuing prisoners from an AAF base. Avoid missions that ask you to do something in or around a major AAF installation! They are always more difficult than operating in towns.

More information about what each mission entails can be found in a subsequent section.
Antistasi Mechanics

Game Loop
Every 10 minutes Antistasi does a check/update of the scenario's situation and many things are updated or changed. Your money, HR, town ownership, arsenal, and more will be recalculated based on how the situation has changed since the last update. This also happens to your enemy as well. At the beginning of the game they start with relatively little resources (still far more than you) but since they own so many factories and resources they are able to replenish and grow their military hardware very quickly. Disrupting this flow of resource is very important. The longer you let the enemy sit on factories and towns the stronger they will become!

Victory and Defeat
Win and Lose conditions are very easy to grasp in Antistasi:

1. You win the game when over 50% of the population on Altis supports the FIA. Note that cities have different amounts of people living in them. Larger cities contribute more to victory than tiny villages.
2. You lose the game when Petros dies OR CSAT destroys eight towns (happens if you fail a CSAT Punishment Mission).

Vital Resources
There are five vital statistics in Antistasi that will change continually throughout the campaign:

Human Resources (HR): This represents the amount of manpower you have at your disposal. Purchasing entire squads or soldiers for your squad all cost HR. Of course, if no one wants to join your revolution it would be difficult to recruit a large army so the fastest way to gain HR is by winning the allegiance of the local towns. Additionally, you can immediately gain HR by either rescuing AAF Prisoners or saving Refugees. These are both randomly available missions throughout Altis.

Player Money (MP Only): Each player in a multiplayer game of Antistasi will have their own money account. They can use this to purchase vehicles and soldiers for their squad. Completing missions, killing enemies, stealing from the FIA (hurts your standing), or receiving donations from other players are the main ways to gain Player Money. Note that in singleplayer games this feature is not active as player money is just combined into FIA money and they are one in the same.

FIA Money (Commander Only): The commander (Petros) in a multiplayer game or the player in a singleplayer game will have access to the FIA's overall money account. This money is used to purchase vehicles, units, and squads, rebuild assets, deploy roadblocks, etc. The amount of money you receive for each 10 minute check-in depends mostly on how many towns and powered resources you own. Owning factories also contributes to the effectiveness of resources, thus increasing the money output indirectly by making each resource pump out more cash.
NATO Support: This value represents NATO's willingness to help you in your cause. This number maxes out at 100, so if you hit that level it is recommended that you use one of their services to benefit from their backing. More information about how NATO can help you is in a subsequent section, but suffice it to say that NATO is a very powerful organization and they can bring some serious advantages to the player if used correctly.

CSAT Support: This statistic, like NATO support, is not really something you can directly control. As you gain NATO's respect and succeed in conquering Altis, the AAF will ask for help from their international backer, CSAT.

Territory Types

In Antistasi Altis is classified into two types of territory: zones and towns. Both serve different purposes and must be taken by the player through totally different means.

1. **Zones** are areas of the map directly controlled and garrisoned by the AAF. They include Outposts, Bases, Airports, Powerplants, Factories, Resources, and Seaports. In order to conquer zones the player must storm them, approach the flag, and use the Take the Flag option to formally claim the zone for the FIA. At that point the zone will change to the FIA and they will start benefiting from having that zone immediately.

   The FIA will dispatch a garrison to this newly-captured location as soon as you take control of it. The size of the garrison is generally proportional to its importance. Airfields and bases get more troops and vehicles than an isolated outpost. NATO will send some of their own soldiers to garrison key zones as well. The size of the NATO garrison is proportional to the support NATO has for you at the time. Also note that depending on conditions the AAF may launch a counterattack. When and how strong the counterattack is depends on a number of factors discussed throughout this guide.

   If you lack the resources to capture a zone but still want to deny the enemy the benefit of it, you do have the ability to destroy the zone. Factories are easy enough to demolish given enough time and mortars. If you capture that factory later, you can always rebuild the zone for $10,000 to restore its benefit.

2. **Towns** are where you will find the residents of Altis trying not to get killed. Conquering towns involves convincing the people that they should back the FIA. The player has many options to do this. They can complete missions like delivering supplies, rescuing prisoners, killing AAF forces, and, crucially, controlling the power plant that gives electricity to that town. Altis residents get very annoyed when they have no power, denying power to AAF towns or supply power to FIA towns will go a long way in gaining and keeping the local population's support.

Power

All towns and most zones require power to fully function. In order to power a town or zone a player must own the nearby power plant and the zone/town itself. Antistasi will automatically shut off the power to towns and zones that the player does not own as a way of denying
resources to the enemy. Of course, the AAF will do the same to you. You can determine which power plants supply electricity to which areas based on distance to the power plant. As a general rule, whichever power plant is closest to the town or zone in question is the one supplying electricity to it.

**Zones**

There are 8 types of zones:

**Outposts**

This is a small fortified area where the AAF stations a garrison of troops and occasionally a vehicle. Exactly what equipment compliment the outpost will have varies on the outpost. Sometimes a tower with a .50 cal machinegun will be present. Sometimes just a few soldiers with some sandbags are all that defends the outpost. Scouting is key to make sure you bring the right amount of force to conquer an outpost. Outposts don’t have a very large direct impact on the FIA’s wealth but it does provide an area where you can garrison troops and watch enemy movements. Since attacked must originate from a base, if an outpost stands between an AAF attack and its intended target, the outpost will provide an extra layer of defense for you. Outposts do not require power to function.

**Bases**

Bases are a lot like outposts in that they are a place where a lot of troops reside. However, they are much larger, better defended, and generally have heavy weaponry. Taking a base requires a lot of resources and firepower. Expect to face many squads of infantry, APCs, tanks, air support, and mortar support. All of these things will be dug-in, well-placed, and potentially screened by minefields. Like outposts, they do not provide a monetary benefit to capturing but they do automatically spawn a sizeable garrison when conquered so they serve as a safe place to base your operations from. At least one base is required in order for NATO to provide certain services but more on that later. Bases do not require power to function.

**Airports**

Airports are like bases except they have the luxury of very close air support that can be scrambled at any moment. Much like bases, expect many soldiers and heavy weaponry to support their defense. You will also have to contend with helicopters providing support and reconnaissance almost immediately. Bear in mind, though, that these helicopters will start the attack on the ground; they must be manned and scrambled to be used. If you’re stealthy you can disable most of the enemy’s aircraft before they can be brought against you. After conquering an airbase you will receive a sizeable garrison complete with robust anti-air capabilities. NATO will also be able to provide you with additional services once you conquer your first airbase. Airports do not require power to function.

**Factories**

Factories produce money and many other advantages for whichever side controls them. In order to function at all they must be powered. Knocking out a nearby power plant is the same as disabling a factory, at least until the power is restored. Do note that factories are inhabited (or at least manned) by civilians. Pummeling a factory with mortars may lead to innocent casualties.
Of course, if you destroy the factory structure itself it will no longer provide resources to its owner. Similarly, you also have the option of murdering all of the factory’s workers to prevent it from operating, although this has consequences.

A powered factory will produce a considerable boost in income for the player with each 10 minute check-in. This also means that the AAF will not be getting this same advantage. Conquering many factories, and destroying the ones you can’t, puts an immediate strain on AAF strength. You can reduce the amount of armor and helicopters pester ing your troops by denying the enemy economic resources. Both FIA and AAF resources are calculated by multiplying existing resources by the number of factories owned. So, although resource zones generate cash for the FIA, capturing or destroying factories do more to harm the AAF’s production capabilities.

Factories also reduce the amount of weapons or equipment required to be stored in your Arsenal before that item is permanently added to your Arsenal view. Of course, items permanently supplied by your Arsenal will also be automatically given to troops and squads you recruit. See later in the guide for more information on how Arsenal mechanics work.

Resources
Resources are the main money generator for the FIA and they become even more powerful if used in conjunction with factories. It is helpful to think of resources as the base money-making zone and factories as a force multiplier. Resources are generally simpler zones to capture and have a much lower chance of civilian casualties. They generally lack large structures or large civilian worker populations and can often be quite remote. Like their factory counterparts they require power to function.

Power Plants
Power plants were already discussed in detail above. Like factories they can be destroyed and, of course, active factories are always powered. There are many power plants strewn across the map. Monopolizing electricity on Altis has an exponential effect the longer you control power plants. The cumulative denial of this resource to the AAF can be tremendous if strategic power plants are taken or destroyed before the AAF gathers too much strength.

Radio Towers
Radio towers are important for two reasons: AAF counterattacks and intercepting enemy communications. Just like factories or resources, radio towers can be destroyed to deny the enemy access to them. Each radio tower has a 3km range that allows it to relay communications between different zones in the island. This means attacking an enemy zone in radio communication with a major AAF base will elicit a major counterattack. On the flip side, if an enemy base or resource is not in communication with other zones, the player can attack that zone without fear of a major response.

The advantage of cutting lines of communication with other zones is available both with destroying or capturing radio towers. However, capturing a radio tower also has the added benefit of allowing the FIA the chance to intercept enemy radio communications. With each 10 minute check-in, Anti-stasi will also determine if the player is successful in intercepting enemy
comms. If successful, the composition and location of enemy patrols and other roving units will be revealed on the map. The information is only a snapshot of the moment in which communications were intercepted, so the information begins to go stale as soon as the enemy’s whereabouts are reported.

Radio towers do not require power to function.

**Seaports**
Seaports provide two key benefits: they are the only place where you can purchase boats and they lower the cost of purchasing vehicles for the FIA. The logic behind this is seaports allow for the shipping in of vehicles and resources at a lower cost, thus your land operations benefit from having easy access to the sea. In general, Antistasi does not have many features for sea-based warfare although the AAF will station a minigun attack boat near the seaport for defense.
Seaports do not require power to function.

Note that when capturing a seaport the enemy’s supply box will often have some interesting items in them that you can’t find anywhere else. Rebreathers and other sea-specialized gear are available at seaports.

**Towns**
As mentioned above, towns are an important part of Antistasi but they function very differently from conquerable zones. Since the FIA is fighting to free the people and not subjugate them, your job is to prove to the residents of Altis that the FIA is worth supporting. To do this, you must either disrupt and discredit the AAF or accomplish charitable acts for the people. Unlike bases and other zones, you cannot just kill the enemy and march into the center of the town and raise your flag. The residents will decide when they think the FIA is worth supporting. Each town has several important attributes:

1. **Population** – Population generally does not change throughout the campaign but it is a very important statistic because the more civilians support you the closer you are to victory. Antistasi is capable of modeling every citizen on Altis as an actual avatar if your server/computer is able to handle it. You can change this setting under game options, which will be covered later. The higher the population the more people you will see walking around the general vicinity of the town. Bear in mind that citizens may support the AAF and will report your position if they spot you (or blow your undercover if you’re seen doing something aggressive like plant mines or driving through the wilderness).
2. **AAF Support** – This is a percentage of the town’s population that supports your enemy, the AAF. At the start of the game, towns will support the AAF at 50% if playing on Recruit or Normal and 75% on Veteran and Elite. Regardless of difficulty, towns will start out with no support for the FIA.
3. **FIA Support** – This is the percentage of the town’s population that supports the FIA.
4. **Power** – Every town in Altis has access to power provided the nearest power plant is owned by the side that controls the town. Obviously, citizens who do not have power are less pleased with their owners because they can’t play ARMA 3 without electricity!
Capturing and Holding Towns

When the FIA’s support number is greater than the AAF’s number the town will change to the player’s control and begin providing you with money and HR. Note that this does not mean the town is permanently in FIA control. The AAF will still run operations in and around the town to win it back. Be sure to continually address missions that arise in your towns to avoid having them flip back to the AAF.

You can work the population’s opinion in two ways: Lower the support for the AAF (by disrupting their activities and destroying their assets) or raise the population’s support for the FIA. Of course, you can capture a town simply by doing a lot of good deeds for the population, but also disrupting the AAF’s control of the town helps to accelerate flipping the town to your side while simultaneously harming the AAF’s ability to make war.

There are several ways to change a town’s opinion of the FIA to your favor:

1. Completing missions in that town.
2. Conquering the local power plant and denying that town electricity.
3. Conquering zones near to the town like resources and outposts.
4. Just destroying AAF assets and killing soldiers near the town in general.
5. Minimizing civilian casualties and collateral damage in and around the town. However, bear in mind that there are two types of collateral damage: killing civilians directly by small arms fire (i.e. a very direct method). This will lower the population’s support for the faction responsible for killing the civilian(s). Indirect fire like NAPALM or playing with ACE active is counted by Antistasi as indiscriminate killings where the civilians do not know exactly who was responsible. In this case, both factions lose support from the population.

Tip: It’s important to note that missions to garner support for the FIA only appear in towns that are within 3km of your HQ. You can use this to your advantage by moving your HQ away from areas where you have all/most of the towns under your control. If these towns are not within the mission radius of your HQ then the AAF will not contest them. The AAF will have a shot at recapturing a town that is within the radius of your HQ where missions can randomly generate.

NATO and CSAT

NATO support is gained by successfully completing missions, conquering zones on the map, and just being successful overall. Do bear in mind that harming/killing civilians or losing territory to the AAF will harm your reputation with NATO and cause you to lose support points. Furthermore, requesting one of NATO’s services will also cost points, thus lowering your reputation. The effectiveness you get from a NATO service is proportional to your level of support. If you request an ammo box be dropped from a NATO chopper when they have very little support for you, they will not send you very many supplies. However, requesting ammo when they have 100 support points for you will result in a veritable arsenal dropping out of the sky!

On the flip side, CSAT is a fictional organization that serves as a counterbalance to NATO’s overwhelming power. The more concern CSAT becomes with your presence, the more they will
help the AAF with the same sort of advantages NATO gives you. Keep a close eye on this number as CSAT is not above deploying aircraft and tanks against you in a counter attack if you get too powerful. You have some indication of how strong the AAF will hit you (or counter you) based on how high the CSAT support number is.

**TIP:** Occasionally members of the international press will appear as they report to the rest of the world about the conflict on Altis. They can appear both in civilian and military areas depending on the CSAT/NATO involvement at the time. Killing them intentionally or otherwise will negatively affect your standing with NATO.

**Missions**

There are 21 types of missions in Antistasi that require a wide variety of tactics to complete. Some involve stealth and cunning, while others involve careful planning, yet others involve just pure firepower. Each mission is classified into a mission type and generally each mission type has at least one mission that will take place in a town and one that will take place in an AAF zone.

1. **Logistics**
   a. City Supplies (Town)
   b. Bank Robbery (Town)
   c. Steal Ammotruck (AAF Zone)
2. **Rescue**
   a. Refugee Evac (Town)
   b. Rescue POWs (AAF Zone)
3. **Assassination**
   a. Kill Traitor (Town)
   b. Kill Officer (AAF Zone)
   c. Ambush CSAT Spec Op Team (AAF Zone)
4. **Conquer**
   a. Take Outpost (AAF Zone)
   b. Take Roadblock (AAF Zone)
5. **Destroy**
   a. Destroy Downed Chopper (Wilderness)
   b. Destroy Armor/Arty (AAF Zone)
   c. Destroy Radio Tower (Varies)
6. **Convoy Ambush** (Varies depending on where you ambush)
   a. Supply Convoy
   b. Money Convoy
   c. Prisoner Convoy
   d. Destroy Convoy
7. **Defensive Missions** (These missions cannot be triggered through Petros and are based on the AAF’s reaction to your actions.)
   a. AAF Counterattack (Recently conquered AAF Zone)
   b. AAF Attack (Zone)
   c. Defend Petros (FIA HQ)
d. CSAT Punishment (Town)

The difficulty of each of these missions varies substantially depending on luck, time of day, strength of FIA/AAF, etc. Generally speaking, the FIA will meet more resistance and require more firepower for missions that involve an objective located in an AAF zone. This is not always true, but it is a generally helpful tip especially when first starting out.

Logistics Missions

City Supplies – By far the easiest mission in the game so long as you’re stealthy. This mission involves driving a truck to the center of a town and guarding it for 2 minutes while citizens grab its supplies. At the close of the two minutes the truck will magically run out of fuel, stranding you in the town. Be prepared to exfiltrate on foot or scout a nearby vehicle you can “borrow” to high tail it out of there. No enemy troops spawn specifically for this mission so as long as there are no patrols around, you may be able to pull this mission off without firing a shot. A couple of tips for this one:

1. Note that the truck can carry 3 passengers so if you’d like some extra firepower you can conveniently bring along two squadmates to support you.
2. You can go undercover in this truck right from your HQ and then drive carefree to your objective. However, upon reaching your objective and starting the 2 minute supply timer you will automatically lose Undercover Mode. Remember that if your supply location happens to be tended by a squad of enemy infantry!

Bank Robbery – This is one of the rarer missions in the game but it has the opportunity to provide the FIA with a big payout if successful. In order for the mission to appear the FIA’s headquarters must be near Kavala or Pyrgos and that city must be owned by the AAF. When it triggers the player will have to storm the bank building in that city and park/defend a truck provided by Petros close to the bank for two minutes while it is loaded with cash. The action to load the truck is the same as stealing supplies from an ammo box and the same rules about moving or leaving the truck still apply here as well. This mission will give a big boost to the FIA’s money but it will cost you some support from the local population since you are mostly stealing from their bank accounts! There are no negative effects from ignoring this mission.

Capture/Destroy Ammo Truck – This mission spawns an Ammo Truck near an AAF-controlled zone and tasks the FIA with either capturing it and returning it to base or destroying it. Normally these trucks will spawn in AAF outpost so they are relatively easy to take (in addition to giving you the opportunity to raid an outpost at the same time). If you’re able to capture the ammo truck as you raid the outpost itself you can amass a large amount of firepower in short order. As your Arsenal becomes better supplied with solid equipment, destroying the truck becomes a quick option to damage the AAF’s foothold in the area and local town support. A few mortars directed by a well-hidden FIA soldier can normally complete the destroy method of completing this mission.

Rescue Missions

Refugees Evac – This mission is similar to City Supplies but instead of bringing something in to the city, you’re taking something out. In this type of mission it’s once again best to be stealthy.
Approach the objective quietly and hop out of your vehicle. Inside of the building marked for this mission will be several refugees (I’ve seen as many as 6 or as little as 2). Approach them and from your action menu select “Order Refugee to Follow Me”. The beleaguered FIA supporters will join your squad and you can order them around just as you would a squadmate. When you reach your HQ with the refugees in tow you will automatically pass the mission. You will also receive an instant HR bonus for bringing these guys under your wing.

**Rescue POWs** – This mission is very similar to Refugees Evac except you now must contend with the garrison of a full AAF base instead of patrols outside of a town. The concept is still the same: find the beleaguered POWs, order them to follow you, and get out of harm’s way before the AAF comes down on you. If you’re clever and quick you can use stealth to sneak in and extract these guys, otherwise you will need a lot of firepower to suppress or destroy the forces typically found in an AAF base. Like Refugees Evac, you will receive an instant HR bonus after safely delivering the POWs to your HQ.

**Assassination Missions**

**Kill the Traitor** – This mission is a find and kill, plain and simple. Normally an enemy soldier marked as an officer will be in a building somewhere inside a town surrounded by a squad of infantry protecting him. Make the officer regret his betrayal and put a bullet in his head. This mission can be risky for several reasons:

1. You will definitely have to contend with a squad of prepared infantry to get to the officer and these can be CSAT spec ops who are formidable fighters. Occasionally you can see the traitor sitting near a window and snipe him, but this is rare.
2. Because the traitor normally posts up in a town so mortaring the building into oblivion is generally a bad idea. The chance for collateral damage is high. If civilians die your popularity with Altis and NATO suffers.
3. There is normally a truck parked right outside of the building where your objective is hiding. If the officer starts getting shot at he will make a run for it in the truck, making your life a lot harder.
4. If the officer gets to an enemy base after fleeing, it will accelerate the AAF’s timing for counterattacking one of your assets. This is because the officer has divulged the location of your HQ to the enemy.

Failing to attempt or attempting and then not killing the traitor carries a fairly significant penalty. It costs future money and HR gain and will make it more likely that the AAF will counterattack.

**Assassinate the Officer** – This mission is very similar to the Kill the Traitor missions except attempting to kill the Officer and failing will greatly accelerate the timetable for an AAF counterattack instead of a Defend Petros mission. This mission is also more difficult than its town-based counterpart as officers are generally located inside large AAF bases. This means that infiltrating the area where the officer is located is very difficult so stealth will require the cover of night, silencers, and probably NVGs. The player can alternatively attempt to mortar the officer into the ground since most AAF assets do not have many civilians nearby. Bear in mind that results may vary with mortars as the location of the officer within the base and the structure they are in may not be as easy to pound with arty as a normal civilian house.
Ambush CSAT Spec Op Team – This mission tasks you with finding and killing CSAT special operatives working with the AAF. The enemy CSAT team has established an observation post nearby to your HQ and will actively report FIA movements so long as they are active. Successfully completing this mission is as simple as finding the team and killing them. Be warned, however, that these are highly skilled soldiers with powerful long range weaponry.

Conquer Missions
Capture the Outpost – This mission comes in two varieties:

1. Capture an outpost out in the woods somewhere that will have a bunker with a few infantry units patrolling it. This will generally be an easy assault as there are not many soldiers and, depending on where the outpost is located, it may be just as easy as a few mortar rounds to complete the objective. However, bear in mind that if you mortar the outpost severely you may destroy the truck and supply box that are sitting next to the base. In this case you will complete the objective but miss out on critical weapons and supplies you could have stolen from the enemy. If the outpost looks easy to capture without mortars, it’s worth trying to keep the supplies/trucks intact.

2. Capture a checkpoint positioned on the road somewhere. In this case you will have to contend with two .50 machineguns encased in sandbag bunkers on either side of the road. You will also have a small squad of infantry roaming around close to the checkpoint. Other than the two guns which you can steal and the gear on the infantry you kill, there is no cache of weapons to bring back with you. Depending on how desperate you are for supplies, it’s generally just easier to drop a couple of mortar rounds on the checkpoint and return to base. If you’re lucky, two well-placed mortar rounds will drop both .50 cal guns as they are the main threats here.

Destroy Missions
Destroy Armor/Arty – This mission is simple to understand but can be difficult to achieve. When tasked with the Destroy Armor/Arty mission you generally need to venture close to an AAF base to seek out the heavy vehicle in question. From there it’s just getting something that goes boom onto the target before you’re spotted and killed. This mission will vary considerably in difficulty depending on the target vehicle’s location, time of day, and whether you have the firepower to destroy a hardened target from a safe distance.

Destroy Radio Tower – Destroying a radio tower normally goes hand-in-hand with capturing an outpost or base as the AAF likes to station troops near these strategic assets to keep them safe. You technically could always mortar a radio tower from a safe distance but they are actually rather resilient targets. Having a mortar perfectly hit a small, concentrated mass of steel and concrete to disable it will require more ordnance than you’d think. Couple that with the fact that firing too many mortars will attract AAF counter-battery fire and sometimes it’s best just to storm the garrison defending the tower and planting a satchel charge.

Destroy Downed Chopper – This mission is just like the two above except the time limit is a bit tighter and you may run into competing AAF forces trying to recover the chopper before you do. If the timing is right and you rush, this mission should be as easy as putting some explosives
near the chopper and pushing the detonate button. Speed is key – and often this mission is spawned in the wilderness of Altis so choose your mode of transportation carefully.

Convoy Ambush Missions

**Supply Convoy** – Supply Convoy is a classic guerrilla mission – strike at the enemy where they are vulnerable and seize their materiel to make yourself stronger. You have the option to destroy or steal the supplies that are traveling with the convoy but early on the extra effort to preserving the supply truck can go a long way for your Arsenal. Supply convoys, pretty much like all convoys in Antistasi, generally depart from an AAF base and then make their way to a town or another AAF zone. It’s not always obvious which route they’re going to take to reach their objective so it’s helpful to have observation posts spread around the map to spot the convoy’s movement for you as you plot your ambush. Typically a convoy will spawn with an MRAP or other light vehicle leading the pack, then the target vehicle, and finally anything from a truck filled with infantry to a full-fledged tank bringing up the rear. The location of your strike is critical here as nearby AAF forces will have no problem getting involved with a firefight you start if you attack too close to an enemy zone or AAF-friendly town.

**Money Convoy** – The Money Convoy mission gives you the option of either destroying everything in the convoy to deny the AAF the funds or using some finesse to actually hijack the money truck and bring it to base. Of course, bringing the truck to base will result in a nice cash bonus for the FIA, but whether you destroy or steal the truck NATO and the destination town will support the FIA less for this transgression.

**Prisoner Convoy** – This mission requires a delicate approach to pull off as you cannot just RPG the target vehicle into oblivion to succeed. Since the FIA’s own captured soldiers are the cargo here, it’s best to find a way to take out the lead vehicle (generally an MRAP or APC) and then disable the truck carrying the prisoners. Sniping the driver or hitting the engine block with a high-powered weapon will generally do the trick but this is infinitely more difficult than just pelting the vehicle small arms fire until it just stops moving. If you’re able to rescue the prisoners from the convoy and return them to your HQ you get an added HR bonus for every man you rescue.

**Destroy Convoy** – The Destroy Convoy mission follows a similar format as the other convoy missions except that you can just go with sheer firepower to annihilate anything traveling with it, preserving the target vehicle is not required. You also have the added advantage of being able to track where the convoy is on your map at all times which means a well-coordinated ambush is much easier.

Defensive Missions

**AAF Counterattack** – AAF counterattacks are triggered when the FIA takes a zone from the AAF. The size and response speed of the counterattack will vary widely depending on several factors like the proximity of the conquered zone to an AAF base, overall AAF strength, and other factors. Radio coverage is an important factor here as AAF zones that have been isolated from friendly forces by having no radio communication will not have the ability to call for help and thus normally do not trigger counterattacks. If a counterattack is imminent, Petros will dispatch a few units from HQ to help you but note that if you’ve taken a zone far from your HQ they may
not arrive in time. If the player is successful in fending off the AAF counterattack, Antistasi will display a message saying that the zone was “Consolidated”. When this happens the garrison units Petros sent will de-spawn at which point you will need to buy your own garrison to keep this zone defended.

AAF Attack – This mission is simply the AAF assaulting a position you hold in the attempts to take it back from you. Attacks are generally more frequent on FIA zones that are strategically important and close to AAF bases. Be prepared to repeatedly defend areas that are close to AAF bases. The frequency of this mission is calculated by a formula that considers the number of zones the FIA controls with their most recent tax income amount. This provides the base likelihood which can be diminished by completing certain anti-AAF side missions like stealing/destroying supply convoys and killing AAF officers. Thus, failing to assassinate officers, destroy convoys, and other disruptive operations will make it easier for the AAF to organize and attack. As the player progresses through their campaign, the frequency of AAF attacks will increase to the point where they are nearly constant regardless of the number of anti-AAF side missions completed.

Defend Petros (FIA HQ) – If the FIA is careless with where they place their HQ, a traitor escapes the wrath of the FIA, or a player fires too many artillery rounds when the arty unit is placed near the FIA HQ, the AAF may discover the location of your HQ. If this happens, the AAF will immediately call CSAT for support and CSAT will dispatch at least two choppers filled with spec ops infantry to attempt to kill Petros and end the revolution. If your base is well defended by anti-aircraft guns and a strong garrison, the AI should be able to defeat the CSAT attack without issue. Be careful, however, it only takes one well-placed bullet to end the game and any time Petros is in combat is very risky.

CSAT Punishment (Town) – When CSAT support levels get too high for the AAF (i.e. CSAT is panicking because their AAF allies are getting their butts kicked) they will send spec ops and fixed wing aircraft to FIA-controlled towns to punish the populace for supporting their enemy. CSAT will try to completely destroy the town and will kill everyone they find.

Not all defensive missions require direct player involvement. Garrisoning your zones with a strong force is often sufficient to fend off the attacking AAF. Bear in mind that AAF attacks often come in either the ground-based armor/mechanized infantry or air-based attack chopper/troop transport chopper variety (or even both). Just because a zone is protected by a “front line” does not mean the AAF will not airlift troops to a weak spot deeper in FIA territory.
Using Antistasi Menus and Features

FIA HQ
The FIA HQ consists of 6 components each with a unique purpose:

1. **Petros** – Petros represents the “life” of the revolution. If he is killed it is essentially the same as your HQ getting raided by overwhelming force and annihilating the resistance. Don’t let him die at all costs! Petros will also give you missions of a particular type of your choosing. Although Antistasi will randomly create missions for you, if you want to do a particular type of mission (logistics, assassination, etc.) you can choose that mission type from Petros.

2. **Vehicle Ammo Box** – The ammo box allows you to heal friendly units and repair vehicles that are within range of the HQ. The ammo box will also resupply vehicles with ammunition but NOT foot soldiers. You will need to manually order/control friendly units to rearm at the ammo box if you want to resupply them with ammo.
   a. You can store your items in the ammo box but they will periodically disappear. The ammo box is NOT for permanent storage. That is what the arsenal is for.

3. **Flagpole** – The mighty flagpole allows you to manage your HQ, recruit units, and buy vehicles. You can actually recruit units/vehicles from any flagpole you control provided there are no enemies nearby, but the HQ Management option will only appear when you select your HQ’s flagpole.

4. **Map** – The map allows you to change various game options (most critically it allows for a persistent save in singleplayer) and to view the map of Altis in a special mode. This special mode will give you additional information about the various zones in Altis. It will tell you the percentage influence you have over a town, whether or not a zone is powered, and whether or not a zone has radio communications with the AAF.

5. **Arsenal** – The arsenal is your ammo store and your armory. All items, weapons, ammo, supplies, etc. that you capture you will want to load into your arsenal. When you first spawn into the map you will want to check-in to the arsenal to equip yourself.

6. **Campfire** – The campfire serves as a beacon for you to find your way home but it also allows you to rest for 8 hours if you prefer to wait for different daylight/weather conditions.

**Petros Functions**
Apart from the requirement that he stay alive at all times Petros does not have very many special functions in your HQ:

1. **Request Mission** – If you use the Request Mission function, Antistasi will give you a list of the six mission types (i.e. not missions themselves). You will then be assigned a mission from the selected type immediately. This is helpful if you are waiting for a mission to spawn or do not want to complete any of the ones randomly created for you.

2. **Move HQ to Another Zone** – Note that this action is actually started from the HQ Management option found on the Flagpole. However, once you have begun the HQ movement activity Petros will become a member of your squad.
Vehicle Ammo Box Functions

The Vehicle Ammo Box is also a fairly simple component to the HQ. The Vehicle Ammo Box has really one function, the Heal/Repair/Resupply button. Clicking this button will:

1. Heal all soldiers near to the HQ to full.
2. Repair all nearby vehicles complete.
3. Replenish any nearby vehicles’ ammo to full.

The Vehicle Ammo Box DOES NOT replenish ammunition for foot soldiers. That can be accomplished via taking control of an AI soldier and rearming at the Arsenal.

There have been a lot of questions on the forums about whether depositing gear into this box will be saved and/or transferred to your arsenal. The answer is no, there is no saving functionality around the vehicle ammo box and it does not interact with the Arsenal.

Tip: If you have gear you want to put into the Arsenal but there is no space available, the easiest way to get around this is to load the gear you want to input into the Arsenal into a truck. Then drive the truck close to the Arsenal and choose the Transfer Cargo to Ammo Box function next to the Arsenal to automatically move all contents of the truck to your Arsenal.

Tip: If you have a backpack or vest that is filled with ammo/gear, the Transfer Cargo to Ammo Box feature does NOT unpack this gear for you. A backpack filled with 2 AT missiles will count only as a single backpack and 2 AT missiles added to your Arsenal. Your Arsenal will not track “Backpacks filled with 2 AT Missiles” as a distinct item – it will always separate out containers and contents.

Flagpole Functions – HQ Management

All of these options are available to the FIA commander only:

1. **Grab 100 Money from Pool (Multiplayer Only)** – If the commander is strapped for cash but wishes to purchase some soldiers of their own to run missions, they can pilfer some cash from the FIA’s general fun at the expense of standing with the FIA. Abuse this feature and you will lose personal score points, allowing other players to quickly catch up and overtake you in prestige with the FIA. This can mean you will lose your post as commander.

2. **In-game Members List (Multiplayer Only)** – This button will list all players currently on the server. This can be helpful if you join a server and are alone at the HQ wondering if anyone else is out in Altis fighting the AAF.

3. **Manage Garrison** – As the FIA conquers AAF zones you can be sure that your enemy will not take these losses lying down. Counterattacks will be frequent and sometimes vicious. Deploying a sizeable garrison to strategic zones can go a long way in preventing the AAF from reclaiming hard-fought FIA zones. Managing your Garrison is simple: simply select this button and then click whether you wish to Recruit or Remove a garrison. Antistasi will bring up your map and prompt you to select an FIA-owned zone.
you wish to Garrison. Upon selecting a valid zone, you will be prompted with a variety of
troop types that can be added to that zone for a money/HR price. If you selected
Remove Garrison, all soldiers that were previously garrisoned in that zone will be
removed and your resources will be fully refunded.

Tip: The AAF has a considerable amount of transport choppers and supporting combat aircraft,
so just because a strategic zone is far from the “front lines” does not mean it is invulnerable to
AAF attack! The enemy can and will use air superiority to strike at vulnerable points in your
defense.

4. Train FIA – Skill Upgrade – This function is absolutely essential to any successful
Antistasi campaign. Paying some money to upgrade your soldiers immediately proved
additional training to all future soldiers recruited to the FIA cause. This can mean things
from perceptiveness in combat to courage, to aiming accuracy and speed. Soldiers just
starting out as untrained recruits essentially serve as meat shields. Max-trained soldiers
see the enemy quicker and put accurate, suppressive, and lethal fire onto targets with
eases. Bear in mind that the AAF also has a training program of their own. As you
upgrade your soldiers they are seeking to do the same. The Skill Upgrade function also
determines what sort of clothing your soldiers will wear. T-shirts and jeans are gradually
replaced by military fatigues and armor as your soldiers receive better training.

5. Move HQ to Another Zone – The ability to move your HQ to another part of the map is
very important but it must be handled with care. A poorly placed HQ can spell disaster.
The process for relocating your HQ is as follows:
   a. Buy, retrieve, or otherwise procure a truck with the ability to load ammo box
      contents into itself.
   b. Drive the truck close to the Arsenal box and load all contents of your Arsenal into
      the truck from the action menu available to you when driving the truck.
   c. Select the Move HQ to Another Zone option from the HQ Management menu on
      the Flagpole.
   d. Petros will now join your squad. Order him into your truck and drive to the new
      location where you want to setup your HQ.
   e. Order Petros out of the truck and to the exact location you want build your new
      HQ. Use the action menu available on Petros to select Build HQ Here.
   f. If the truck with your Arsenal is close enough to your new HQ, the truck’s
      contents will automatically be emptied into your Arsenal. Otherwise you will have
to manually drive the truck up to the Arsenal and select the Transfer Contents to
      Ammo Box action on the Arsenal.

6. Rebuild Assets – If a factory or some other zone is destroyed during the course of
battle, the Rebuild Assets button allows the player to rebuild the destroyed area for
$10,000. For most campaigns this is a lot of money, so make sure to use caution with
mortars and other explosive ordinance when capturing zones you intend to make use of
yourself. The process to use the Rebuild Assets button is simple: select Rebuild Assets
from the menu and your map will be displayed. Then simply select the destroyed zone
you wish to rebuild. Note that only certain zones can be rebuilt like factories. If you mortar an AAF outpost or base into the ground the FIA will automatically rebuild at least part of the base but you cannot control what is rebuilt or how quickly it is done.

7. **Garage Access** – The FIA of course has their own garage filled with vehicles captured for the cause. The garage needn’t just include vehicles found on the streets of Altis or purchased from the HQ; APCs, tanks, and even helicopters can be stored in the HQ garage and used later in the campaign.

**Flagpole Functions – Unit Recruitment**
The Unit Recruitment screen will probably be used more frequently than any other in Antistasi. From here you can recruit units to join your squad. The quality of the troops fighting under your command will vary based on many factors, so take these into account to help plan for an appropriate mission given the quality of your brother-in-arms.

1. **FIA Training Level** – As mentioned in the previous section, the difference in effectiveness between troops with training level 0 and 19 is HUGE. A well-trained FIA soldier will stay alive longer, kill faster, and spot enemies much better than raw recruits. Also note that Training Level determines the apparel your soldiers wear. Low-level soldiers where t-shirts and shorts whereas elite-trained units will be in full camo gear and milspec protective clothing.

2. **State of your Arsenal** – Even an excellently trained soldier can’t do much without the proper equipment. If your Arsenal is well-stocked with weapons and equipment, then your soldiers will have the necessary tools of war to win.

3. **Soldier Role** – Training level will impact your units’ skills overall but this does not mean that FIA troops still don’t specialize. Each type of unit you recruit will have different combat capabilities. Skills like accuracy, spotting time/distance, aiming speed, reloading time, and others will all vary depending on the type of soldier you hire. Don’t ask your medic to take the 800meter shot to take out a traitor; similarly, asking a marksman to combat an MRAP will not end well.

You have 8 types of soldiers available to recruit for your squad:

1. **Militiaman** – The staple of the FIA. Militiamen are fairly poor all-around but are about half the price of any other type of infantry. These soldiers are typically equipped with assault rifles with decent optics for short to medium range combat, depending on your Arsenal of course. If the FIA has unlocked AA or AT missile launchers, militiamen have a chance to also spawn with this equipment. Whether they spawn with launchers is also dependent on training, poorly trained troops will not spawn with this sort of equipment.

2. **Engineer** – Engineers are mediocre combat troops but also carry a large pack of tools to repair vehicles. Anything from a flat tire on your truck to a badly damaged APC can be remedied in the heat of combat by an engineer.
3. **Autorifleman** – The king of suppressive fire, autoriflemen have large caliber, high capacity machineguns capable of suppressing an enemy from significant ranges. Given the weight of their armaments, autoriflemen will often fire through the ammunition quickly so make sure you watch their fire discipline.

4. **Grenadier** – Similar to a militiaman but a little less agile because of the grenades they carrier. A grenadier will have both hand-thrown and tube-launched grenades at their disposal. They are more expensive than militiamen so they’re not really worth recruiting in large quantities, but one or two can make short work of a group of disembarking infantry or a vehicle trying to make a run for it.

5. **Medic** – Absolutely essential in almost any situation, medics carry a combat lifesaving kit that gives them the ability to provide unlimited heals for their team. In addition, serious injuries that are too severe to be fully healed by a first aid kit can be completely remedied by a medic’s healing touch. However, they are pretty poor combatants for pretty much all tactical situations and typically carry submachineguns, making their effective firing range nearly useless. Nevertheless, keep at least one of these in your squad at all time and keep him alive!

6. **Bomb Specialist** – Bomb specialists are similar to engineers but they carry a backpack stuffed with explosives. Bomb specialists can both detect and defuse mines but also plant themselves. Whether APERS mines, AT mines, or good old fashioned satchel charges, the bomb specialists in your squad carry a wide diversity of stuff that goes boom. They can be absolutely deadly in Convoy Ambush missions with proper planning.

7. **Marksman** – Equipped with a high-powered sniper rifle and matching optics, marksmen can reach out and touch an enemy from beyond the effective range of a standard foot soldier. They are also excellent spotters. Keeping a marksman around will give you and your team a heightened sense of awareness, especially when traveling on foot. The weapons they carry tend to be very low capacity and they normally don’t carry very much weight so they run out of rounds quickly. They also have a fairly slow weapon reload speed, so make sure you use them for specific high priority targets and not suppressive fire.

8. **AT** – If there’s any chance at all that a hardened vehicle will appear when you’re out in the field, having an AT soldier in your ranks is required. AT soldiers are easily fatigued because of the weight they carry and typically don’t have excellent anti-infantry armaments. They do, however, carry several AT or AA shells and their accompanying launcher. AT soldiers will quickly complain about running low on ammo after firing a couple of rounds so don’t forget to use the auto-rearm feature in Antistasi to ask them to scrounge for enemy AT shells when there’s a quiet moment.
Also note that there are other attributes like commanding capabilities that apply to troops recruited for garrisons and HC squads.

Flagpole Functions – Buy Vehicle
After using this function you are prompted with a menu that asks whether you want to purchase a civilian or military vehicle.

Civilian Vehicles
Cheaper and less resilient than their milspec counterparts, civilian vehicles lets the FIA blend in with the local populace when traveling. This is a vital skill when first starting as you are almost always moving through enemy territory.

1. **Quadbike** – The quadbike has very limited space and can only seat two people. However, it is fast and can traverse uneven terrain and off-road conditions very quickly. It also has very few hitpoints so slamming into a rock when off-roading can seriously injure you and possibly disable the bike.

2. **Truck** – The workhorse of the revolution! The truck can house a full squad of infantry and can carry the spoils of an outpost back to base by using the Load Ammo Box Contents to Truck feature. This truck can also go undercover even with soldiers in the back. When not undercover, your squadmates can fire their weapons at the enemy while in riding in the back.

3. **Helicopter** – When you want to get around quick, you can’t beat a helicopter. Purchasing this expensive vehicle will allow the player to fly around the map in an unarmed helicopter. Much like ground vehicles, you can only go undercover in the civilian helicopter. Of course, when up in the sky it is much easier for you to be spotted and engaged by the AAF so traveling behind enemy lines or near to any AAF zones is very risky.

Military Vehicles
The player also has the option to buy a wide variety of military vehicles. Note that no matter what you or your squadmates are carrying you can never go undercover in these vehicles:

1. **Truck** – This is a large camouflaged multi-axel vehicle. It is slow and lumbering and painfully difficult to use in off-road conditions. However, it provides some additional protection when compared to civilian vehicles, can be used to offload supplies to your arsenal, and can carry a large number of soldiers. These vehicles are fairly common to the AAF so stealing them is often easier/more economical than buying them from the FIA.

2. **MG Truck** – An MG truck is essentially a pickup truck (known as an offroad in the game) with a .50 caliber HMG bolted to the back. It can take 3 soldiers – 2 in the front and one manning the weapon in the back.
3. **AA Truck** – Same thing as a MG Truck except swap the HMG for a static AA gun attached to the back.

4. **Mortar Truck** – Ditto for the Mortar truck except it has a single mortar in the bed of the truck.

5. **Off-road** – This vehicle can house 6 people but does not have the same ammo loading capabilities as its larger truck brother mentioned above. The Off-Road is excellent if driving in mountainous conditions as it has considerable horsepower to get up steep gradients. It also has a fair amount of protection and hitpoints so you can barrel through shrubs and the occasionally braindead pedestrian without worry about damaging yourself or the vehicle.

6. **Static AT/AA/MG/Mortar** – These vehicles are not mobile but rather spawn in a circular pattern around your HQ. If the enemy is coming and you still have time to prepare, peppering your HQ with these emplacements produces an enormous amount of firepower. You can also recruit HC or squadmates to man these defenses so you’re not stuck doing everything yourself. Note that in order to use the Static Mortar emplacement you will need to have someone in your squad man it. You can then request mortar fire from the squad menu like you would issue any other action to a teammate. Static emplacements do not disappear from persistent save loads or garbage cleans. When you purchase a static weapon it will remain there forever.

*Tip: Avoid saving your game with statics lying on the ground undeployed (i.e. in a backpack). Statics are only saved if in your Temporary Arsenal or deployed on the ground.*

**Map Functions**

**Game Options**

The game options screen comes with several functions:

1. **Civ Config** – This setting will increase or decrease the percentage of the real city population that spawns. A 0% set will spawn just one civilian in each city. 100% will spawn the entire population listed on your map in the village.

2. **Garbage Clean (Commander Only)** – This option will delete things like dropped weapons, magazines, clothing, etc. to improve performance. Note that this involves a massive check on all items in the game to see if they can be deleted. If you use this option it will freeze the game for a period of time but be patient, the function will eventually finish.

3. **Resign Comm. Career (Multiplayer Only/Commander Only)** - If a player no longer wishes to be the commander of the FIA they can click this button to resign their post and become a regular foot soldier.
4. **Persistent Savegame** – This is an extremely important function that allows either single player or multiplayer games to be saved. If you reload Antistasi after closing ARMA3 (singleplayer) or restarting the server (multiplayer) the “Load Persistent Save” option at the beginning of the scenario will restore all of your progress. When used in singplayer or as the commander in multiplayer, this function will save conquered zones, AAF assets and many more things. If used in multiplayer when not the commander, this button will save the player’s statistics, money, and outfit.

*Tip: The standard ARMA3 save feature is NOT SUPPORTED by Antistasi. The amount of data that needs to be retained to properly load Antistasi is not something the default ARMA3 save file can store efficiently. As you progress through the campaign the standard ARMA3 save files will get larger and load times will increase until files get corrupted or no longer load. It is recommended that you always use the Antistasi Persistent Save feature to truly preserve your progress. Some players have reported success with always persistent saving before exiting ARMA3 but using the standard ARMA3 save/load as an interim progress checkpoint instead of respawning at the HQ when dying.*

5. **Music ON/OFF** - Antistasi has a custom situational music script which dynamically changes the music depending on player’s stance and the time of day. Music is on by default in singleplayer, off in multiplayer.

6. **Reinit UI/Radio** – Select this option when the Y key or Statistics bar are not working.

7. **FPS Limiter (Commander Only)** – This option sets the minimum FPS ratio for the server in order to spawn civilians and garrisons. If the FPS threshold is breached, only attacking units will spawn. This feature has a minimum threshold of 1 civilian per town so you can never fully eliminate civilians from the game. It will also spawn a “minimum” garrison for zones. The FPS Limiter will also prevent players from recruiting additional units.

8. **Spawn Distance (Commander Only)** – This option will increase or decrease general spawn and despawn distance. Be careful with this option and use it in conjunction with the other two performance-related options. Singleplayer testing showed a loss of 10FPS when using max setting; multiplayer bandwidth loss has never been tested but is likely considerable.

*Map Info*

The Map Info function brings up the map of Altis but with additional information not normally find on your map when you’re in the field. Clicking on a town or a zone will display the support each side gets from the civilian population (when clicking on towns only), the total population (also only for towns), whether or not the location is powered, and whether or not the location has radio communication with the rest of the AAF.
Arsenal Functions

The Arsenal is an extremely important feature for Antistasi because it simulates the FIA's guerilla war against the AAF. As many people know, guerrillas often have to fight with fewer weapons and ammunition than their convention opponents. Through ambushes, careful target selection, and patience, the player can change this and grow the FIA into a well-supplied vicious fighting force!

The Arsenal has two components to it, a Temporary Arsenal (accessed by hitting the "I" button when standing next to the box, basically like any container of items) and a Permanent Arsenal (accessed by hitting the "SPACE" bar when standing next to the box, activates the special Arsenal UI).

1. The Temporary Arsenal is basically a savable storage box. When you deposit a truckload of armaments into your Arsenal using the Transfer Contents to Ammo Box feature, they will initially start in your Temporary Arsenal. When you take an item out of the Temporary Arsenal it is gone unless you place it back into the box (or you persistent save/load the game with the item in your individual inventory). This means if you pick items out of your temporary storage and lose them, you will have to replace that item by stealing it from the enemy or getting it from a NATO supply box. Of course, the more you pick from the Temporary Arsenal, the longer it will take to have that item join your Permanent Arsenal.

2. The Permanent Arsenal represents the items you have amassed enough of to be able to permanently let the FIA use them. This includes soldiers both you and other players can recruit. Unlocking anything in the Permanent Arsenal is instantly available to everyone. The amount needed for each item varies but basically once you have enough of the item it will appear in the special Arsenal UI and this means that you can always go back to the Arsenal to retrieve this item again no matter how many times you lose/destroy/expend it.

To start, the player will have very few weapons to choose from and even fewer types of equipment to complement their loadout. AT capabilities will be scare, optics will be non-existent, night ops will be very difficult because of a lack of NVGs. By taking outposts, raiding bases, and ambushing convoys, the player will have the ability to load their trucks up with the spoils of the enemy's ammo boxes (and also loot from dead soldiers).

As the player accumulates more equipment and dumps it into their Arsenal they unlock equipment to be a permanent fixture to your army's arsenal. This can happen by crossing a minimum item count threshold of items stored in your Temporary Arsenal. The amount of items needed to be in your temporary Arsenal varies depending on the particular item and how many factories you control. (Factories lower the number of items you need in your temporary Arsenal before it becomes permanent.)

Do note that the change to your Permanent Arsenal is not always immediate. If you started a game with 0 backpacks and then immediately found 100 backpacks and dumped them into your Temporary Arsenal, it may still take a few minutes to have your Arsenal update. This is because
for performance reasons Antistasi only does a check on the item count in your Temporary Arsenal once every 10 minutes. When you receive an update on the amount of HR and money you received for that 10 minute period, you will also receive an “Arsenal Updated” message if one or more items was also added to your Permanent Arsenal. When first starting an Antistasi campaign, this is quite an exhilarating feeling!

*Tip: The user interface for the Arsenal is the same thing as the standard BIS feature. Check their documentation for interaction and use.*

**The Arsenal and Recruiting Squads/Units**

Only items stored in your Permanent Arsenal will be available to recruitable units/squads. Of course, as you unlock better weapons and equipment in your Permanent Arsenal, your squads and units will be better equipped as well.

Generally, the player does not have fine control over what weapons/equipment friendly squads or individual soldiers spawn with. In some cases it is luck of the draw. This is largely because the nature of guerilla warfare is such that you don’t always have a standard loadout for every soldier; you must make do with what you have. As such, sometimes militiamen spawn with a decent rifle and poor optics. On the flip side, they may spawn with a high-powered rifle, great optics, and a compliment of an AT missile launcher and several rounds!

Additionally, unlocking things like radios and NVGs will greatly increase the effectiveness of your army. Once NVGs are available to your soldiers, running night operations becomes much easier (especially if you luck out and find a patrol of AAF without NVGs themselves). Similarly unlocking the radio for your teammates is a big help. If you lose line of sight with your soldiers for too long they may receive the “Away” status and wonder away from your squad. At that point you have to trust them to return to HQ on their own. But not every soldier is so loyal and may never return – some even join the AAF. If you can ask your soldiers to auto-rearm or supply them with radios, staying in contact when not within earshot is no longer an issue.

**The “Y” Menu**

The Y menu is accessible anywhere in the game, whether in combat or not, by pressing the Y button. There are many vital features available to the player from this screen.

**Fast Travel**

There are two types of Fast Travel: fast traveling for the player and fast traveling another squad using the High Command menu. When clicking on the Fast Travel button with no High Command (HC) units selected Antistasi will transport the player.

**To fast travel yourself,** click the Fast Travel button from the Y menu. Antistasi will then do a check to see if there are enemies within 500 meters of you or anyone in your squad. (This important to note - if you left a man behind near enemies, even if incapacitated, your entire squad cannot fast travel unless you dismiss that straggler.) If you are far enough from enemies the map will appear instructing you to click the FIA-controlled zone you want to go to. Antistasi will then check if the destination zone has enemies nearby and if it does not it will start the fast travel. Fast travel will teleport you, your squad, and, if you’re in a vehicle, it will transport the
vehicle as well. If you’re in a vehicle and your HQ is not on a road fast travel will teleport you to the nearest road to your HQ.

**To fast travel a HC unit**, enter into high command mode (CTRL+SPACE) and select that unit using the F keys. Then press Y, select the Fast Travel button and follow the same process as above. Antistasi will teleport that unit directly to the zone you have selected.

**NATO Options**

As your prestige with NATO grows, so will your opportunities to use them for support. Bear in mind that every time you call upon NATO you will spend some of your prestige in exchange for your help. On the other hand, you can never have more than 100 NATO prestige so it’s wise to strike a balance between relying too much on NATO and never using their significant firepower.

The strength/effectiveness of the NATO support will vary depending on how much prestige you have with them at the time of ordering the support. The number of tanks, strength of attack, amount of supplies all can swing across a wide range depending on how much respect you have with NATO.

**Attack Mission**

This type of NATO support is expensive but can be very useful if a diversion or quick strike is needed. Selecting this option will dispatch several NATO helicopters filled with soldiers to the AAF-controlled Airport or Base of your choosing. Bear in mind that NATO will send their choppers directly over your intended target, so if the enemy has a lot of anti-aircraft firepower at their disposal the attacking force may be killed before they even fire a shot. Attacks are best used as a supplement to an FIA assault. They are not an "automatic" win button for major offensives even if you order an attack with maximum prestige.

**Armored Column**

Antistasi largely prevents the player from amassing a large armor component to their army, but NATO’s Armored Column support can help a lot with that problem. By spending prestige on this option, you will order a few tanks to travel to and attack the zone of your choosing. This does not have to be bases or airports if you wish; it could be the middle of the woods if desired. The number of tanks dispatched can be up to 4 but may be less if you don’t have that much prestige with NATO.

In order to request an armored column you must first control at least one base on Altis. Upon requesting armor Antistasi will ask you which base you wish to spawn the tanks from. You will then be asked where on the map you want the tanks to go. The armored column will then move, using roads wherever it can, to your intended destination and a task for this NATO request will appear on your map. The task will contain the expiration time for the tank mission. Even if the tanks spend their entire mission time traveling to their destination but do not reach it before their mission expires, they will return to base. Remember this if they have a very long travel time.

The armored column will not appear in your HC bar, so you will not have the option to command them after you select their destination. Of course, the tanks will engage any enemies they encounter on the way to their destination and they will lazily patrol the area you ask them to go.
Tip: Because these tanks use roads wherever possible and do not move terribly fast, it is very difficult to time their arrival with an attack of your own. If you’re running an operation very far from your closest base, make sure you give the armored column PLENTY of time to get to the battle.

**Ammo Box**

This option is very inexpensive and is very helpful especially early on in the game. The Ammo Box option is simply some of NATO’s weapons, ammo, and military equipment packed into a box and shipped to the location of your choosing. After selecting this option you will be prompted with your map and asked to select the area you would like the delivery to be made. This will cause the NATO carrier group in the corner of the map or the nearest owned FIA airfield to dispatch a helicopter to your desired location.

*Tip: The helicopter will fly from the carrier in real time and, if it must fly across the entire island, will be very vulnerable to enemy AA fire. If your chopper requests rarely get completed, check what is in between you and the carrier – if it’s an airport or base, then the choppers are getting shot down.*

Upon reaching the location you selected, the helicopter will drop an ammo box attached to a parachute. Because the helicopter stays quite high in the sky, the parachute may carry the ammo box considerably further away from where you wanted the box to land. This can be a pain if you request a box be dropped close to the ocean (if the box lands deep in the water you’re basically screwed). It can also be a pain to find the box if it drifts into the woods. To help with this, yellow smoke will emanate from the box for a few minutes so it’s easier to spot.

*Tip: Although waiting for a chopper to fly all the way out to you may seem boring, it is VERY HELPFUL to be at the drop site when the helicopter arrives so you can see exactly where the ammo box lands. Ammo boxes and their contents disappear with persistent save loads or garbage cleans so be sure not to leave these boxes full of weapons idle for too long!* 

**Artillery Support**

Using the artillery support service will add anything between 4 mortar units to a powerful MRLS vehicle supplied by NATO to your support menu. The quality of the support of course depends on the amount of your NATO support before purchasing this option. You can use this feature just like you would any player-purchased mortar support except that the NATO artillery support is considerably more powerful. Before the Artillery Support function will begin you will have to own at least one AAF base and you will need to select which base will serve as the starting location for the artillery unit. Note that like any other ordnance it, the artillery does have a maximum range so if you are operating far from a friendly base you may not be able to call in rounds from NATO’s artillery platform.

Rather than the standard HE shells, illumination, or smoke shells, a top tier NATO-supplied artillery unit will provide cluster bombs, AT or AP mine rounds, laser guided ordnance, high-powered missiles and other options. Use these powerful weapons carefully, however, the vehicle is only available for a limited amount of time and it will run out of ammo quickly if you abuse it.
CAS Support
Purchasing CAS support will spawn a NATO attack chopper from either the NATO carrier or the nearest owned airport. The chopper will be added to your HC menu and you can order it to different locations around the map. The unit is set to engage at will by default so it will generally wreak havoc on the enemy if you send it to an area with AAF troop concentrations. Air units are vulnerable to small arms and, of course, AA fire – so it’s generally best to use CAS in conjunction with a coordinated attack and not as a lone gunner trying to thin out the enemy’s forces.

Bomb Run
Purchasing a bombing run from NATO will bring up your map and first ask you to choose what sort of ordnance you want to use in the run. You have the option of HE bombs, cluster munitions, and Napalm. After selecting the ordnance type you will then be prompted with your field map to assign an entry and exit point for the run. This is so the aircraft can calculate an approach vector. After selecting the direction and vector for the run, you will receive a message stating that the aircraft will deliver ordnance in roughly 30 seconds.

During this time there is a fixed wing CAS aircraft in the sky near to you that is vulnerable to AA and small arms fire. It is entirely possible that the aircraft is shot down before completing its run so make sure that the heaviest anti-aircraft defenses are eliminated before relying too much on NATO firepower. Additionally, electing to create an attack vector that starts in FIA controlled territory can limit the aircraft’s exposure to enemy fire.

The effectiveness of each ordnance type will vary depending on the circumstances. Napalm is excellent against infantry and offers a very bright illumination point if you’re fighting at night. It can also do serious damage to buildings. Cluster munitions cover a wider area but will not do much to armored targets. HE shells will do good all-around damage as they are high powered.

Tip: Exactly when the aircraft decides to begin dropping ordnance is a bit unwieldy. It may take practice plotting the entry and exit points for a run before you get a feel for exactly where bombs will fall as it doesn’t always correspond closely to where you select on the map. The entry/exit points are for establishing a vector and ROUGH target to bomb – do not click on each end of an airfield and expect the entire runway to be pummeled. You’ll get a quarter of the runway if you’re lucky.

NATO will flat out refuse to do a bomb run anywhere near civilian areas like towns for fear of collateral damage. This means you will likely be limited to using bomb runs on major AAF installations like bases and airports. I suppose you can use bomb runs in the middle of the woods as well if you want to start a forest fire.

Undercover ON
Undercover Mode is extremely important to new players as it prevents them from being picked off by enemy patrols from afar and allows the player to move somewhat freely around the island. However, bear in mind that you must abide by certain rules to maintain Undercover Mode.
1. You must be in civilian clothes (including hats, etc.) and you must not have a weapon out. Being naked does not qualify you for Undercover Mode; you must be in clothes marked as civilian. Probably because the AAF will just shoot you on general principle for having your “cash and prizes” out flapping in the wind.

2. If you are in a car you, must be in a civilian vehicle. However, if you have a squad riding in the back of a civilian truck and they are decked out in military gear you can STILL use undercover mode so long as they stay in the vehicle. They will put their guns away at least so they won’t return fire if shot at.

3. If you are in a vehicle and are spotted far from a road, that is sketchy and will likely result in you losing Undercover Mode.

4. If you get too close to a base, checkpoint, or other AAF-owned asset you will probably lose your cover.

5. Enemy guard dogs can immediately blow your cover when you are on foot. Note that the dogs seen in cities are not guard dogs, just friendly Altis pets. Generally guard dogs are found near enemy zones, hence making approaching bases etc. when undercover very dangerous.

6. Doing generally sketchy stuff like planting mines will make you lose your cover. However, you need to be spotted by a soldier or civilian in order for you to lose your cover.

Inevitably your cover will get blown somehow, if this happens regaining Undercover Mode will be a bit tricky:

1. You cannot go back into Undercover Mode for 30 minutes after being exposed on foot.
2. You cannot go back into Undercover Mode ever again in a vehicle that has already been exposed.
3. You cannot go back into Undercover Mode while being spotted by enemies whether in a vehicle or on foot.

Recruit Squad
Recruiting squads is an important feature when the FIA will be undertaking a major operation and player-controlled squads does not offer enough firepower to get the job done. The FIA has 8 types of squads at their disposal:

1. **Infantry Squad** – The pinnacle of your combat firepower. This squad is expensive both in money and HR but it is versatile and deadly when used correctly. The infantry squad is well balanced with medium and short range small arms capabilities plus decent AT armaments in case MRAPs or the like appear.

2. **Sniper Team** – This two-man team is comprised of a spotter and sniper. Absolutely brutal to patrols and groups of infantry, if deployed carefully they can suppress far more soldiers than their numbers would imply all while remaining hidden.

3. **Infantry Team** – This is the smaller, less equipped version of the infantry squad. When you want a lighter group of soldiers to help with an operation and don’t want to pay top dollar for an infantry squad, the team is a good second option.

4. **AT Team** – Spawns a 4-man group of soldiers with special equipment to counter armored units. As the AAF accumulates resources and CSAT support, it is likely that
they will purchase/manufacture increasingly heavy armored vehicles. These teams can be useful to pick off tanks and APCs that would otherwise tear your infantry squads apart.

5. **AT Truck** – A pickup truck with an AT static emplacement in the back. Use them if you expect armored vehicles to show up. The squad only consists of two soldiers and is vulnerable unless setup and expecting enemy armor.

6. **Sentry** – Not terribly well-equipped but they help keep your territory safe. Sentries can basically serve as lookout troops or makeshift vehicle crews for captured AAF armored vehicles. You don’t want to take them into battle on foot, but they will help disperse attacks or intercept AAF patrols and are inexpensive to field.

7. **AA Truck** – Much like the purchasable truck, this is an offroad vehicle with an AA static weapon bolted to the back. Vulnerable when redeploying or when faced with a mass of infantry. Be careful when moving them (as with any truck-based unit).

8. **Mortar Team** – The staple of your supporting fire contingent. This is simply a pickup truck with a mortar in tow. In order to use the weapon the mortar must first be disassembled and deployed on the ground. Luckily the AI is an expert at doing this and it happen in an instant. Like all other truck/static weapon combinations, this squad is comprised of an AT soldier and a mortar operator and is very vulnerable to even two-man enemy patrols.

After purchasing an infantry-based squad, you will have the subsequent option of purchasing a vehicle to accompany them. In most cases, clicking ‘Yes’ will supply the squad with a standard truck. Since sniper teams only consist of a sniper and spotter (and generally don’t get deployed to the middle of a road) they will receive a quadbike.

**Controlling Squads**

Squads purchased through the ‘Y’ menu are controlled using the High Command module (CTRL + SPACE). If the AI is having trouble carrying out your orders you also have the ability to take control of the leader of the squad to resolve whatever the issue is yourself. (This is covered in the AI Management section.)

The Mortar Team can be ordered around in the High Command module the same as other units. However, it also has the ability to fulfill fire orders issued by the player (i.e. orders to shoot mortars to a particular location). To place a fire order, into High Command mode (CTRL + SPACE) and then press SHIFT + Y to bring up the fire order menu.

**Vehicle Manager**

**Garage/Sell Vehicle** – This function allows you to deposit a vehicle near to your HQ into the FIA garage for safe keeping or to sell the vehicle for an immediate cash payout. To use this feature you must be looking at the vehicle you intend to garage/sell. Garaged vehicles will retain all damage that they have received so it’s helpful to repair them using the Vehicle Ammo Box beforehand. Retrieving vehicles deposited in the FIA garage can be done by the commander only and is possible in the HQ Management > Garage Access menu found in the Flagpole action list.
**Squad Add Vehicle** – This feature will allow the player to look at a vehicle with an HC squad selected to assign the vehicle to that HC squad. This is especially helpful if the player has amassed many armored vehicles and they would like AI-controlled squads to utilize the extra firepower in a major assault. To assign a vehicle to a squad, select the squad from the HC menu and then navigate to this option while looking at the desired vehicle. When you click this button, Antistasi will transfer control of the vehicle to the HC squad. From there you can order the HC squad to mount the vehicle and travel elsewhere using the Mount/Dismount button.

**Mount/Dismount** – This function is used in conjunction with the High Command (HC) module as it allows the player to tell a HC squad to mount or dismount their squad’s vehicle from anywhere in the map. To use this feature, select a unit from the HC unit bar at the bottom of the screen then press ‘Y’ and navigate to this button. After clicking the Mount/Dismount button a message will display in the top right corner of the screen indicating that the selected squad is mounting or dismounting their vehicle.

Note that this button works like a toggle. You cannot easily tell whether a squad is mounted or not unless you have visual contact with clicking this button when you want a squad to dismount but they are already on foot will make them mount. You will have to wait until the squad completes the mounting action before requesting that they dismount again.

**Squad Vehicle Stats** – This function basically answers the question “Can this vehicle run or not?” by providing you the vital stats on the integrity of the vehicle controlled by an HC squad. To use this, select the squad from the HC menu, press ‘Y’ and navigate to this button.

**Static Autotarget** – The static autotarget feature is mostly used for AA vehicles and static emplacements you deploy on the battlefield. Due to a restriction in the way AI-operated static/mounted weapons work in ARMA3, a static or truck-mounted weapon can normally only look in a fixed field of view depending on the direction the weapon is facing. The Static Autotarget feature will automatically help the AI point the AA turret in the expected direction that the aircraft will approach so they can engage the enemy more quickly and efficiently. It is recommended that any static or mounted weapon be given the Static Autotarget designation when it is manned by the AI to ensure that your dim-witted FIA comrade will bother to turn his head slightly to the side to engage when a wing of choppers is charging towards your position.

**Building Options**

The Building Options menu allows the player to place assets around the map either to deny territory or improve reconnaissance.

**Build Infantry/AT Minefield** – When these option are selected, the player will be prompted with the map and asked to select the location of where the minefield should be built. After selecting the location a squad of engineers with a truck will spawn at your HQ and will be available in your HC menu. Ordering them to the location you selected will have them travel to the minefield location and begin planting mines. The amount of mines planted depends on the amount of mines you have stored in your Temporary Arsenal. Your engineers will be very vulnerable both when traveling and when planting the mines. It may be a good idea to accompany them to the minefield site and provide over watch as they work. Of course this is not required; but they are a
very vulnerable unit if found by the enemy. As with real life, mines are indiscriminate killing machines, your soldiers will be killed and maimed by mines you place as well.

**Build Observation Post/Roadblock** – This feature works similarly to the minefield option but instead of placing mines, a squad will form that will travel to your chosen destination and remain there as either an OP or roadblock depending on whether you ordered them to a road or into the woods. When selecting this option on a road, a squad of AT soldiers and an MG truck will spawn. You can then use the HC module to order the group to the desired roadblock point. Bear in mind that if they are attacked en route they may be annihilated. If you’re placing a forward roadblock it is probably worth it to escort your troops there first and help them get setup. The same goes for an observation post. When building an OP, it’s helpful to select an area with an excellent view of the surrounding terrain. Unlike a roadblock, the OP will consist of a sniper team that will attempt to remain hidden. The OP will report any enemy movements it observes to field map. Note that the OP will not engage the enemy unless they are first spotted and engaged.

The player can also choose a fourth option to delete the Minefield/OP/Roadblock and be fully refunded the resources spent on it.

**AI Management**

The AI Management screen will be used very often as ARMA3’s AI can be infuriating and these functions can really help to overcome some of the more common AI issues.

**Temporary AI Control**

This function is invaluable as it allows the player to take control of any soldier or squad. If a squad of infantry riding in a vehicle is stuck in a rock, entering the HC module and selecting to control the AI manually can fix the problem quickly. Same goes for a soldier in your squad that found his way into a house and has absolutely no idea how to walk down a flight of stairs to get out. Using Temporary AI Control is easy.

First select the soldier or, from the HC module, unit. Then press Y and select from the AI Management menu Temporary AI Control. After entering Temporary AI Control Mode you will have 60 seconds of control over the AI before Antistasi automatically reverts your control back to your original player.

A few notes on this feature:

1. The attempt to take control of a soldier or squad will fail if you have more than one soldier or squad selected.
2. If the unit you control takes damage, Antistasi will automatically revert control back to your original soldier.
3. If you selected a squad from HC you will gain control of the squad leader.
4. An annoying side effect of taking control of another unit is that the AI will control your character in the interim – and the AI takes liberties with it... The AI controlling your character will order soldiers to rearm, engage, and move around. The AI may even just start sprinting your character off in a direction leaving you wondering where the hell you
are when you regain control of “yourself”. Be prepared to have to reassemble your squad after taking control of the AI when in combat.

**Auto Rearm**
The auto rearm feature will automatically direct your AI teammates to scavenge corpses of nearby soldiers (both enemy and friendly) for equipment. This includes ammunition, weapons, and random gear like helmets and radios. Unfortunately, soldiers who have a specific role like marksmen will not simply drop their sniper rifle and pick up an assault rifle even if they are complete out of ammo. Their special combat role takes precedence over being able to actually fire bullets. If a soldier is completely out of ammo but you really need them back in the fight, taking temporary control and rearming them yourself is probably the quickest solution.

You still have the ability to use the standard ARMA3 rearm radio command if you so choose. Auto rearm will not interfere with that functionality.

**Auto Heal**
Auto heal is another vital feature in the AI Management menu as it eliminates the need to micromanage units (especially medics) when soldiers get injured. Clicking this button will toggle the auto heal mode. When active all soldiers will automatically report when they are injured and medics will respond by designating themselves with a “Heal” status in your command bar. They will then head over the soldier and administer care. If in combat, medics may also throw smoke in front of the wounded soldier to provide some concealment while they work. After the medic has completed his work, he will be designated with a “Move” status as he attempts to retake his place in your formation.

If no medics are present, soldiers will try to heal each other with first aid kits.

Both soldiers and medics will attempt to revive incapacitated comrades as well. Though note that using a regular soldier and a first aid kit will revive the fallen man but not bring him back to full health. Only medics can fully heal units back to brand new.

**Dismiss Units/Squads**
If a squad or individual soldier is no longer needed, they can be dismissed via this button. First select the squad or unit from the HC or unit bar at the bottom and then click this button to dismiss them. The unit will not disappear but it will no longer be in your control and will wander off. You can dismiss units from anywhere in the map (i.e. you don’t need to be within a certain range of them). You can also dismiss units that are incapacitated because, let’s face it, sometimes the AI gets itself killed and it’s completely their fault.

Upon dismissing a soldier or squad you will be partially refunded the HR/money used to purchase them.

**Player and Money**
This menu is available only in multiplayer. It allows regular players to donate money to others in the FIA or to donate money to the general FIA pool. If playing multiplayer as the commander, you can also add or remove players from the server whitelist.
Native Mod Integration in Antistasi

TFAR: Radio integrated in Arsenal. Sound disabled when player is unconscious

ACE Medical: Will disable Antistasi revive system

RHS AFRF: FIA Loadout. CAUTION: The use of Persistent Save system with TFAR and RHS activated will make them mandatory in future.

FAQ

1. Can I port Antistasi over to another island?

Yes, but it will require some work. (About 30 minutes if you know what you’re doing.) You first need to change the zone arrays in initZones.sqf and then create markers in the new island.

2. Can I integrate X weapons mod into Antistasi?

Technically possible but a fair amount of work. Antistasi’s equipment system has a lot of custom coding surrounding it so it is not as simple as installing a weapon pack and loading the scenario. Since Antistasi is based on an “unlocking” system for your inventory, the weapons pack you want to use will have to spawn in order to be able to loot it and unlock each weapon. As AAF units have vanilla weapon loadouts, the only spots where a custom weapon can spawn are AAF ammoboxes. This means including a new weapon pack requires modifying Antistasi to spawn each weapon pack you want in AAF boxes. At this point, only RHS has been added automatically for players since many people have requested to be able to use AKs when they fighting as guerillas.

3. What about X AI script/mod?

AI mods are not supported and may cause problems. There is no way to know without trying it first. Antistasi has extensive AI scripting built in so it’s impossible to predict if another AI script will interfere.

4. Ok, so what mods WILL work with Antistasi?

Any client-side mod such as JSRS, Dragonfyre, and Blastcore. UI Mods should work.

5. My save game is corrupted! / Can I just use the ARMA3 standard save feature?

The standard ARMA3 save feature is NOT SUPPORTED by Antistasi. The amount of data that needs to be retained to properly load Antistasi is not something the default ARMA3 save file can store efficiently. As you progress through the campaign the standard ARMA3 save files will get larger and load times will increase until files get corrupted or no longer load. It is recommended that you always use the Antistasi Persistent Save feature to truly preserve your progress. Some players have reported success with always persistent saving before exiting ARMA3 but using
the standard ARMA3 save/load as an interim progress checkpoint instead of respawning at the HQ when dying.

6. Where is the persistent save game file located?

It is located in Arma 3 - Other Profiles\username.vars.Arma3Profile file. For example, c:\users\[user]\Documents\Arma 3 - Other Profiles\[a3 user]\[a3 user].vars.Arma3Profile

If you would like to transfer this save to another computer it should work if you overwrite the other persistent save file. However, since the personal garage is stored in a local VARs file you will lose any data associated with that.

[Credit to mike187 on Steam for this entry.]

7. How can I report a bug?

Please refer to this Steam forum thread for instructions.

8. Can you please include X feature in Antistasi?

This...

9. Where is my persistent save file located?

It is located in Arma 3 - Other Profiles\username.vars.Arma3Profile file. For example, c:\users\[user]\Documents\Arma 3 - Other Profiles\[a3 user]\[a3 user].vars.Arma3Profile

If you would like to transfer this save to another computer it should work if you overwrite the other persistent save file. However, since the personal garage is stored in a local VARs file you will lose any data associated with that.

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