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Arma 3 antistasi guide.

The Chad's Guide to Mortars in Antistasi By yuhboyoye and 1 collaborators Hey there, this is a guide on how to take out every outpost in any antistasi map. You will learn the secrets of how to dominate every airbase and outpost you come across. Like a REAL Chad. THIS IS OUTDATED JUST JOIN THROUGH THE LAUNCHER AND LET IT SET UP YOUR MODS 1. Get the required mods Steam workshop collections & Launcher presets: Required for all scenarios: Required for RHS: Required for 3CB: Additional maps used on the server: Optional, but recommended: 2. Set up Teamspeak and TFAR 1. Download and install Teamspeak 2. Find and install the TFAR Teamspeak plugin. These come with the mod and can be found by right clicking the task force radio mod in the Arma 3 launcher and selecting "Open folder".The default location of this folder is: C:\Program Files (x86)\Steam\steamapps\workshop\content\1074106\20019431The plugins are inside the "teamspeak" folder.Install the Teamspeak Plugin by double-clicking task force radio.ts3 plugin 3. Open the addons list in Teamspeak (Tools> Options, then go to the Addons section) and enable Task Force Arma 3 Radio. Then hit "Reload all" just in case. 4. If you have a blue button on the plugin that says "Enabled" you should now be good to go. More detailed description on the TFAR website, but it might be a bit out of date. 3. Set up keys for Enhanced movement (optional) 1. Click the Enhanced Movement mod icon in the lower left corner of the main menu. 2. Doubleclick "Keys". 3. Select which user actions you want to bind the Enhanced movement actions to 4. Bind those user actions in the normal key configuration Note: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. So, you have a few towns, resources, factories and outposts under your control, a good amount of HR, money, equipment and even some armour assets. What's the next big step? Taking an airbase of course. Taking an airbase is your gateway to what I call the late game. It allows you to ungarage and use air assets, you have the chance to gain a couple armour and air assets, and you cement your hold on the region. It's a HUGE power spike. But it is not for the faint of heart. This won't be your usual outpost smash. Air Bases have multiple squads of infantry, MG towers, mortars and even stationary AA Armoured vehicles. There are no armour patrols. Only a stationary AA vehicle which can be anything. You can take and hold an airbase in many ways, but three things you absolutely must have: AA, AT, and a ton of infantry. Mortars and armour helps too. I would not suggest using any air assets as the air bases usually have AA sites. You will want to start with killing the enemy mortar, armour and MG towers first. Javelins make short work of armour Mortars can do wonders against the infantry, mortars, and MG towers. Once you soften them up, it's time to send in the infantry. Assist the infantry in killing off the remaining infantry and take the airbase. This is all easier said than done, it might be a process. It once took me an hour of dying, and sending waves of infantry to finally take it. But the ruthless amount of equipment and manpower it may take is all worth the reward. This is part of the victory conditions so either way, you need the air base. Arma 3 Antistasi is one of my favorite scenarios in Arma 3. Antistasi does a great job simulating a guerilla force throwing off their oppressors. A real underdog scenario with a way to overcome. But there's a lot of versions and confusion about Antistasi. People often say that it doesn't work or development stopped a while ago. So is it possible to find good/new servers playing Antistasi? Antistasi is a guerilla-style scenario in Arma 3 to overthrow your oppressors and establish yourself as the government. You slowly grow your forces as you take gear and recruit from the populous. You don't take over towns, but rather exert influence over them to gain control. It's persistent, so your vehicles and equipment will remain between sessions solo or with friends. Even if you've played Antistasi before I recommend reading through this guide. You may learn something useful. It took me many play-throughs to understand how to be truly effective. It can be difficult to understand what's doing on. Keep in mind this is a general guide and not a complete walkthrough. The original Antistasi developer has long since stopped work on the project. However, there are many different versions out there. The version I recommend and use is called "Antistasi Plus" and you can find it here. When it comes to getting started in Antistasi, I see a lot of people struggle with what to do and how to progress. They just go from objective to objective, causing chaos without any aim or goal. Keep this in mind. As a guerilla force, you will always be the underdog. There are situations where you have the upper hand. But the other forces can crush you if they so desire. The only thing you have that they don't is determination. You don't have to defeat them, as you can't. You just have to outlast your enemies. Each wave of air power the enemy sends upon you will tick down from an invisible number. Their resources are finite. The cost of the war can only go so high. At some point, the civilian leaders make the military surrender. This is your goal in Antistasi. Make the cost of war too high and gain support of the people. Playing in Antistasi it's important to have larger goals in everything you do. Your actions will cause influence the surrounding areas and news of your actions spreads to the whole island. As you start, your beginning gear will be extremely basic. Little to no body armor, pistols, and shotguns to start with. You can unlock weapons once you have reached the pre-set number in the parameters before the mission starts. There are two ways to get weapons and gear. Stealing from convoys and supply caches, or looting off of bodies. Your commander is Petros. Depending on your settings, if he dies, it's game over, or have all savings lost and rebuild somewhere new. He's the man everyone reports to and keeps the organization together. However, he's just an AI if there's any action he'll spring into action and likely get himself killed. That said, try to keep your base(Petros's hideout) safe and hidden. As the enemy discovers your operation area and base, they'll send a direct attacking force to take it out. A major aspect of gameplay is the aggression and war level. The higher the aggression, the harder the enemies will pursue you and with better equipment. Once you reach max aggression, the war level will go up. Each war level brings more aggression and heavier equipment. MRAPs become IFV's become MBTs and carpet bombing jets. Managing these are crucial. Your main objectives when starting are to build an arsenal and obtain funds. Weapons can be found in caches in factories and resources. If you're having a hard time, the police usually carry submachine guns, though at the rate they spawn this will take a while to get a supply. Your starting position can change how the flow of the whole game works. You'll want to be near a lot of objectives, and easy to get to place in a secluded area. I usually like to occupy warehouses or churches on a hill for easy defense. If your base is compromised, you may have to relocate it. Early defense is very difficult. Funds can be obtained by taking objectives, just don't expect to hold them. A unique thing about Antistasi is the persistence of the units in every base. Taking a sniper team to a hill and picking off people in a base can be a useful thing to do, assuming they don't send gunships and IFVs in your direction. Once you start to get some equipment and funds you can begin to start working on your mid-game. Early tips: -Loot everything, anything that can be looted should. -Don't stay in one place too long -Don't commit to any battle longer than you have to -Save your faction money for AI training -Keep the aggression down as much as possible, save the lives of enemy soldiers as much as possible. -Try not to die, it sounds obvious, but you lose your personal money if you do.

22/08/2020 · How To Use Mortars in Antistasi. Simple actually, Just buy the 2B14 'Podnos' or if you're feeling like a big boi, (on some Antistasi Workshop scenarios only) You can buy yourself a BM-21 MLRS and rain Soviet Payload"" on your enemies. Mortars and artillery are quite simple to use due to them having artillery computers so you smoothbrains can ... You need to add them to the Arsenal crate. There are 2 crates in your base. One empty and one filled (usually full.. you can't put anything into it). Put all your looted gear in the empty crate, than at the arsenal crate, there's an option "Load Crate" or something similar. It will transfer all the items in the crate to the arsenal crate. Please post any useful tips and tricks you know of for playing antistasi. Start with rescue and logistics missions, mainly supply drop/recovery, leaflet drops. Make sure to collect gear from any enemies you take out. Be selective of what you pick up in terms of 'loot'. You want to be unlocking items you want/need over useless things like ... In Antistasi you start with limited gear. If you find enemy equipment, like an assault rifle for example, you can collect enough to eventually "unlock" that equipment. In order to unlock a weapon, you must have a certain amount of a weapon stored in your arsenal. This depends on your parameters. The default is 25. Timestamps:00:26 - Arma 3 in general01:16 - Game installation + DLC01:37 - How to install the modpack02:26 - How to join the server02:54 - Role selection03:4... 22/12/2021 · Arma 3 Antistasi is one of my favorite scenarios in Arma 3. Antistasi does a great job simulating a guerilla force throwing off their oppressors. A real underdog scenario with a way to overcome. But there's a lot of versions and confusion about Antistasi. People often say that it doesn't work or development stopped a while ago. 12/09/2016 · There is a list also of other variables there, you can edit values in the sqf to make it default, otherwise you can use it as a code from console and LocalExec to "cheat" and change value for testing purpose. resources = money. Prestige = support. server setVariable prestigeNATO",5,true] 19/01/2016 · Antistasi is easily my favorite mod in all of Arma 3, especially once you get going and unlock stuff in your arsenal. But how do you get going? Here are a whole bunch of tips for beginners at Antistasi. 1. Location, location, location. Where your base is plays a huge role in how easy or hard your game will be at the start.



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