

The Quick Start Guide To United Operations And Much More



Glad to see you want to come play at United Operations.

United Operations is an open democracy with regulars (voted members) and officers (voted staff). We have no administrative staff, ruling cabal, or otherwise governing authorities. All actions done within the community are by the regulars, and for the regulars. The officer staff, voted for by regulars, are regulars first, and officers second. We believe this democratic method of administering a gaming community allows for the best equal footing, as well as a free and open forum for everyone to enjoy a military simulation community while still having fun.

United Operations is not a clan; it is a community. There are no requirements to play here, beyond following our standards of play. If you are a new player, you will find that our players thrive to enjoy military simulation gameplay; and shun excessive attitudes and actions which you may see in other servers or games.

United Operations is established to serve as a community for fostering teamwork, simulation and cooperation in gaming. We are a mature community bound by a set of common principles:

- 1. We believe that the virtues of friendship, fun, professionalism, respect, cooperation, teamwork and courtesy are more important than power.**
- 2. Factions will not be tolerated.**
- 3. All regulars will be respected enough to have a common influence on the direction and administration of the community.**
- 4. Gaming involving tactical play and simulation is most fulfilling - although we welcome diversity in moderation.**
- 5. We value merit over title and action over pretense. All of our regulars are valuable assets in their own way, and will excel within their domain.**
- 6. We are a free community - monies will never be requested of our regulars, and those who ever do donate will never benefit from it.**
- 7. Freedom of speech - no regular will be penalized for expressing his opinions. This is a community of mature people.**
- 8. We value the input of regulars, and we are eager to devote our time and effort to educating and welcoming new additions.**

A screenshot from the video game ARMA2 showing a tactical combat scene. Several soldiers in camouflage gear are positioned in a field of dry, yellowish-brown grass. One soldier is standing on the left, looking through a scope. Another is crouching in the center, aiming a rifle. A third soldier is lying prone on the ground to the right. In the background, there are rolling hills and a large, hazy mountain range under a bright, orange-hued sky, suggesting a sunset or sunrise. The overall atmosphere is somber and tactical.

Intro to United Operations

Welcome to United Operations.

You have found the server for the best tactical ARMA2 gameplay. This PDF was made for the new people of United Operations so that you could get the hang of it and understand what goes on here in the United Operations Community. So sit back, relax and continue reading the PDF presented by UO's PR Department.



The Fundamentals of UO

Click the Text to Be Linked

[United Operation's Charter](#)

[United Operation's Officers](#)

[United Operation's Forums](#)

[United Operation's Youtube](#)

[Teamspeak](#)

[Sever Info](#)



United Operation's Structure

Members -Standart players here at UO

Regulars- Can vote/ Represent the core of the community.

Regular

UO

Officers - Expert volunteers oriented to perform a defined task within a category of expertise

Administrator

Game Server

GS

F

Moderator

Public Relations

PR

WS

Web Service

Mission Maker

MM



Getting Set Up

Click the Links to Follow

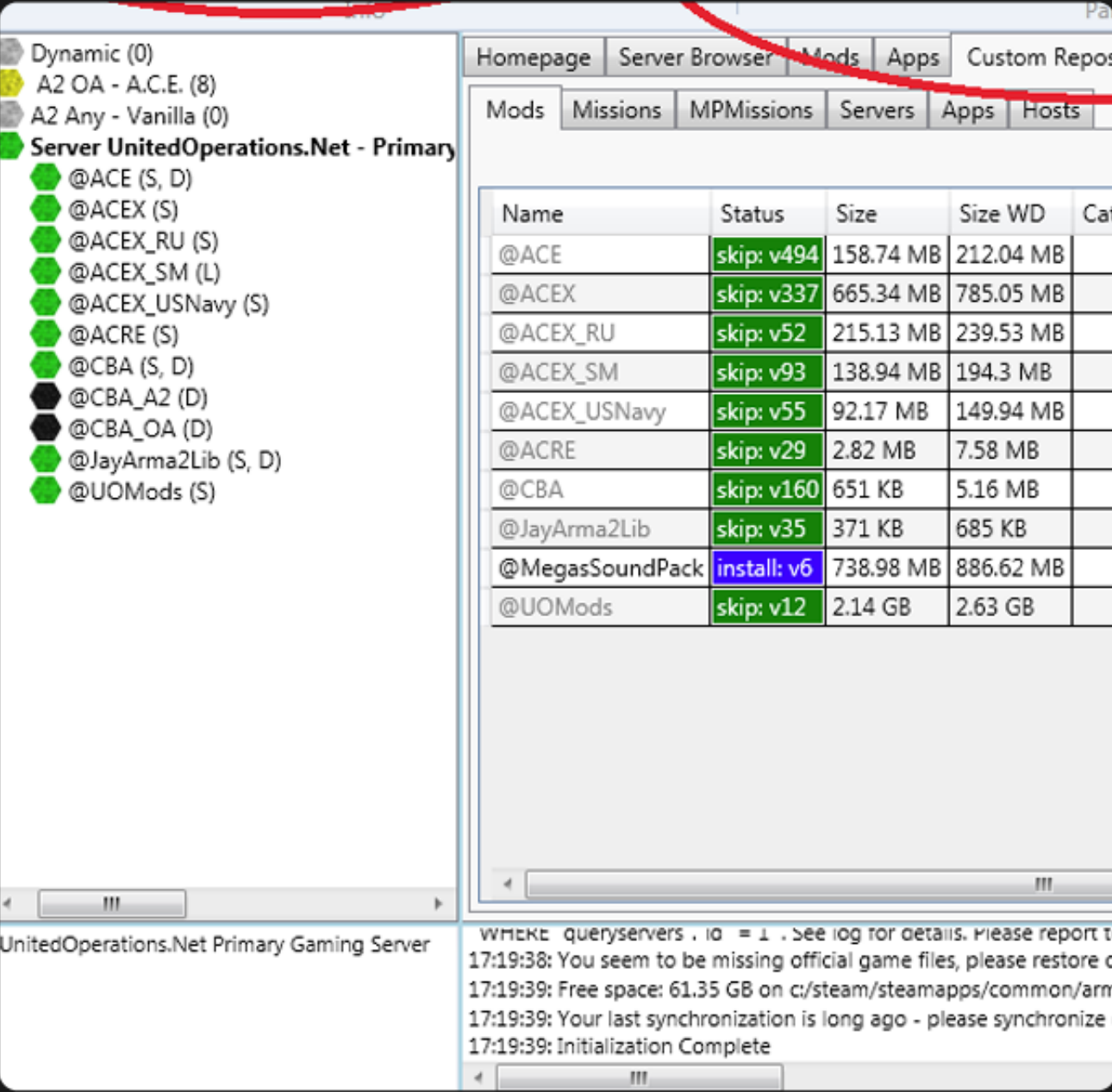
Six Updater Download Link

United Operations Repository Link

Pre-Installation Steps

Install and Update Six Updater

Launching to play on a United Operations Server



The screenshot shows the United Operations Server interface. On the left, a list of mods is displayed under the 'Server UnitedOperations.Net - Primary' section. On the right, a table shows the status of these mods. The table has columns for Name, Status, Size, Size WD, and Cat. The status for most mods is 'skip: v[version]', while for '@MegasoundPack' it is 'install: v6'.

Name	Status	Size	Size WD	Cat
@ACE	skip: v494	158.74 MB	212.04 MB	
@ACEX	skip: v337	665.34 MB	785.05 MB	
@ACEX_RU	skip: v52	215.13 MB	239.53 MB	
@ACEX_SM	skip: v93	138.94 MB	194.3 MB	
@ACEX_USNavy	skip: v55	92.17 MB	149.94 MB	
@ACRE	skip: v29	2.82 MB	7.58 MB	
@CBA	skip: v160	651 KB	5.16 MB	
@JayArma2Lib	skip: v35	371 KB	685 KB	
@MegasoundPack	install: v6	738.98 MB	886.62 MB	
@UOMods	skip: v12	2.14 GB	2.63 GB	

UnitedOperations.Net Primary Gaming Server

WHEN: queryservers . id = 1 . See log for details. Please report to
17:19:38: You seem to be missing official game files, please restore o
17:19:39: Free space: 61.35 GB on c:/steam/steamapps/common/arm
17:19:39: Your last synchronization is long ago - please synchroniz
17:19:39: Initialization Complete

What do you need to know to play with us?

- * We use our custom set of modifications, including ACE, ACRE and a multitude of custom mods and maps.
- * You must be on TeamSpeak with ACRE working properly to play on our servers.
- * We prefer tactical gameplay and realism over shooter run-and-gun gameplay.
- * Keep global chatter to a minimum when slotting and briefing. Do not use global text channels in game.
- * Always listen to whoever has volunteered to be the commander for a mission.

What will get you banned?

- * Team-Killing will never be tolerated.
- * Lack of effort to work as a team and follow orders.
- * Bad attitude and disrespect towards other players.
- * Attempting to derail or otherwise disrupt gameplay.
- * "Lone Wolfing" or otherwise ignoring the teamwork aspect of how UO plays.

Events

The PR office tries to schedule an event or session every two alternating weeks.

We try to get TvT (Team vs. Team) sessions every alternating two weeks on Saturday then Sunday then so forth. We also do sign up events, Jointops (with other communities), and many more...

TvT sessions (Team vs. Team)- Everyone can join in at anytime (JIP) no sign up needed to join in, just hop in the main server and join Teamspeak. Annoucement will be posted prior to the event.

COOP sessions (Player vs. AI)- Everyone can join in at anytime (JIP) no sign up needed to join in, just hop in the main server and join Teamspeak. Annoucement will be posted prior to the event.

Signup Events- Everyone can join in, BUT needs to sign up on the forums when the announcement is posted. On event day any extra slots could be filled when no-shows happen.

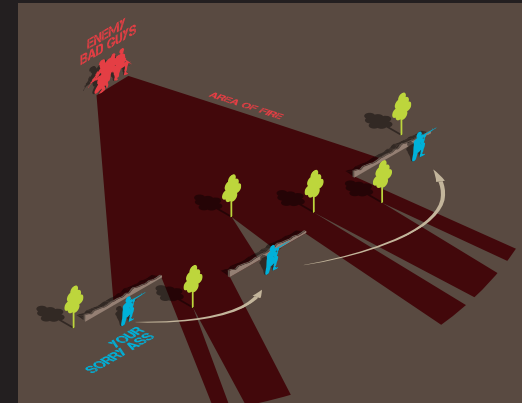


Events at UO

2. MOVING AND SHOOTING

Woah buddy, we are moving up in the world! You know the absolute retard-level basics, I guess now it's time to show you what it's all about. The concepts in this bitch are all about survival - moving from cover to cover and not dying so much. Focus on that last bit, surviving a mission is more important than raising your kill count - nobody will care about your massive score if you are the only medic and you fucking die from the first bullet someone shoots your way.

MOVING



Move from cover to cover, or concealment to concealment. You should always always do this, when you're in a zone where it's even remotely possible someone might shoot at you. If you're under fire do it in a series of small rushes. Try to plan ahead so you don't find yourself having to backtrack to move forward like a

retard. This also means that at all times you need to be aware of cover around you so you can run for it when the shit hits the fan.

Maintain good interval. Grenades and machine gun bursts should never take out more than one person in your fireteam, if it does it means you're a bunch of trench queers.

Conserve your stamina. Don't sprint if you don't have to or you'll end up being shot in the face while huffing and puffing like an asthma-inflicted mommy boy because you couldn't hit the side of a barn with your flailing arms. When you sprint, do it in bursts (from cover to cover). This also means that when you hold your breath to steady yourself for a scope, don't pretend you have an oxygen IV in your arm. It's for shooting not using it as tremor-inducing binocular.

Take a knee at halts. Kneeling or crouching lowers your exposure, which makes it harder for someone to hit you from a distance. Get into the habit of taking a knee any time that you're halted for more than a second or two. If you expect to be stationary for a longer period of time, you may want to go prone, find better cover or concealment, or both.



Walk when the situation warrants it. Walking allows you to keep your weapon up and ready to fire, and allows you to move slowly, deliberately, and with a great deal of

caution. Walking is the standard movement mode when in urban or otherwise tight environments. It allows for a very high level of situational awareness and movement coordination to be achieved. Note that you can walk at two different speeds, via holding or not holding the 'shift' key.



Use shadows for concealment at night, but only when in close proximity to the enemy. Shadows, combined with very slow and deliberate movement, can make it hard to spot someone. However, be warned that this effect relies on two things - one, that the enemy is close enough to you that they see shadows the same place that you see them, and two, that the enemy has shadows enabled on their system. If either of those are not true, shadows won't help you at all. It's a gamble at times, but as long as you assume that the enemy may still see you, you can minimize the risks.

Don't skyline yourself. Skylining is basically when you silhouette yourself against the sky to show what a giant dumbass you are much to the delight of the enemy and to the chargin of your fireteam who has to deal with your subpar intellect for what is likely to be a very short time before you turn into a pitiful bird. A mark worthy of the shame and uncleanness you should feel the rest of the of the night. If you absolutely must cross a ridge and think the enemy might be looking that way, go prone and try to cross the ridge where vegetation provides some amount of concealment.



SHOOTING

Your fireteam leader might say these four phrases which you will learn to obey. Weapons Hold means only fire if there's an immediate threat to your or a friendly, as in the enemy taking aim at your right now. Often used for stealth or when setting up good





approaches. Weapons Free means shoot on sight. You should still do contact reports in both cases as always. Cease Fire means stop fucking shooting and Check Fire means stop firing and check you're not trying to gun down friendlies.

There's two kinds of reloads, the dry reload which means you fire until it goes click and then switch the empty mag for a full one and the tactical reload which means switching out a mag that's not empty for one that's full so you don't run out of bullets in the middle of the fight. Use common sense and cover for deciding which one to choose and if you're shooting something important like a Mark-19 you will yell out to your fireteam "Mark-19, reloading, cover me" so they know an important damage dealer is going down for a few seconds. Keep a mental tally of the amount of mags and how many of them are half-empty so you don't find yourself using the rifle as a club in the middle of a shootout.

CONCEALMENT

This is important - concealment is what will keep you alive most of the time, unless you hide behind something that you think is safe but really it isn't. Here are examples of proper concealment:



HOW TO STAY ALIVE INDOORS

Stay as far inside the room as you can get while still being effective. You want to try to position yourself so that your muzzle does not extend out to where others can see it. You also want your muzzle flash and muzzle smoke to be inside the room as much as possible.



Go prone if you need to move around a room. This means you can move by windows undetected so there's less of a chance of a grenade or a sniper's bullet ruining your genius ambush plan.



Always try to position yourself at and look out from the left side of a window, so that only your rifle and part of your body is visible. Placing yourself on the left side of the window means that, as a right-handed shooter, the majority of your body will be protected by the wall.



3. BUDDY SYSTEM



Okay so you are getting smarter and smarter every page. Wow, you might actually turn out alright. In this section we are going to touch the meat of the game - teamwork. These are the basics, the foundation of all the other shit. Whether you are a commander of missions, or some other fancy ass dude, these basic teamwork principles should always be in the back of your mind.

LOVE YOUR BUDDY

The buddy team concept ensures that every person has at least one other person looking out for them at all times. It simply means that you always move with, watch out for, and fight with another person at your side. Setup your buddies in the fireteam before you begin the mission.

In the standard four man fireteam, two people have special roles. One is always the leader, the other is anything from a medic to light anti-tank to an automatic rifleman. The other riflemen are buddies with one of the special roles, so the leader should never be buddies with say the medic.

Your basic responsibilities to your buddy teammate are:

STICK WITH YOUR BUDDY

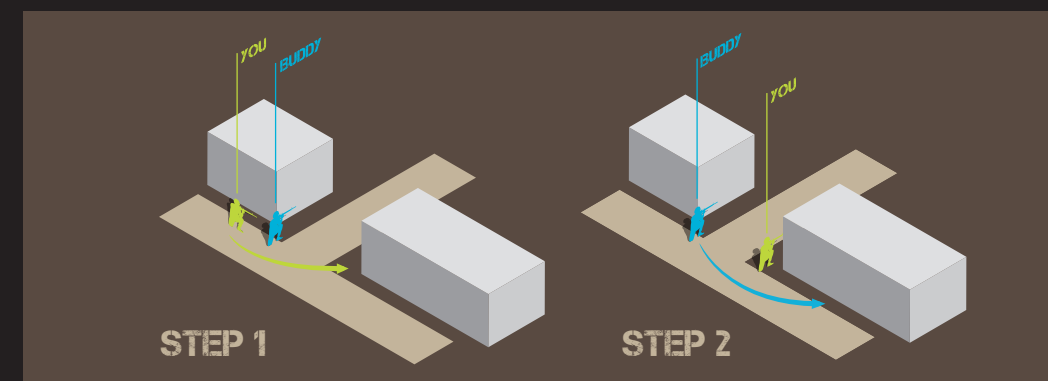
When they move, you should be with them. Together you are far more effective than apart, you should never go solo. The smallest unit is always the buddy team.

COMMUNICATE WITH YOUR BUDDY

If it's important, let them know. If you're moving, say so, so that they can know to cover you. Good communication keeps everyone working together and aware of each other's status.

COVER YOUR BUDDY

Cue off of your buddy's movements, sector of observation, and so forth. If they're watching one way, cover the other way. If they're going to cross a danger area (ie: street), cover them as they move.



PULL YOUR BUDDY OUT OF THE FIGHT IF THEY GO DOWN

If you are incapacitated, you can count on your buddy to come to your aid. Likewise, if your buddy is incapacitated, you know to step forward and do your part to save him or contribute towards someone else, such as the medic, saving him. This may entail dragging him out of a danger area, carrying him to a medic, using smoke to conceal his position, or simply killing whoever tried to kill him. Remember that you are no good to him dead - if the tactical situation does not allow you to immediately help him, your task is to help make the situation more favorable - typically accomplished by killing the enemy, or coordinating with others to help kill or suppress the enemy.

If your buddy is hit, a rapid assessment must be made as to whether he is dead or wounded, and whether the situation allows for you to safely pull him to cover. A dead teammate can wait, whereas a wounded one may need immediate attention from a medic and your action may be the deciding factor between life and death.

If your buddy goes down, call out to the other fireteam buddy team and get them to cover you while you drag him to safety. Once you've made it to cover, call out for a medic (see communication section for details) and ensure that your buddy is treated. Depending on the tactical situation, you may want to stay to provide security to the medic or move back to the fireteam and continue fighting. If your buddy is dead you join the other buddy team in your squad for a nice threesome. If your buddy respawns and comes back to your location, then you switch over to him again.





4. FIRETEAMS

Well now you have a friend! Isn't that cute? But hold on, there's more! Your buddy and you are part of a larger team - the fireteam. This is a whole new concept you must get used to, and this section will cover it in detail. You need to know the concepts in this bitch even if you don't tend to lead fireteams yourself as there are some parts that you will be expected to know on a more epic level.

FIRETEAMSTER

Fireteams are the fundamental combat element, they are a four-man (or possibly up to 6) team that operate as a cohesive unit in their own TS channel. One person in the fireteam will be the leader (and must set himself as channel commander on TS). Usually one other person will have a different role like medic or AT and the other two will be riflemen. Before the mission starts the overall commander will give each fireteam a task to perform and the fireteam leader will direct his fireteam to fulfil it. During the mission the overall commander and the fireteam leaders will communicate directly to each other using the channel commander feature.

Your basic responsibilities as a fireteam member are:

KNOW YOUR FIRETEAM

In the mission select screen the fireteams will be differentiated by letters. As a member of the first fireteam you will see an A above your fireteam during the role selection menu. This means you're part of fireteam A/fireteam Alpha. You need to remember which fireteam you are and also who is in it, especially who is the leader and who is your buddy. Use TS overlay so you can see who is talking in your fireteam.

You're required to listen to the people who're set up as leaders of a fireteam or overall commanders. If you don't you'll be shortly removed for being a useless slob and you can have fun on pubbie servers with the rest of the mindless BF crowd. You can see who is in your fireteam by going to the map screen and viewing the unit tab. You should check this during quiet times to update yourself on who is the member. If you join a fireteam mid-mission, announce it clear and loud to the fireteam on TS and find yourself a buddy. When you pick a fireteam at the start of the mission, fill missions from top to bottom. Don't pick some random ass slot with only one other dude in the same team.

PRACTICE FIRE DISCIPLINE AND KNOW THE RULES OF ENGAGEMENT

If you're the gunner on a jeep and start firing at a road sign or some shit not only do you waste ammo you also let the enemy know which way we're coming and might us get us flanked. Similarly if we're stealth approaching, it's not okay to fire at the enemy on sight unless the enemy is taking aim/shooting.

MAINTAIN SITUATIONAL AWARENESS

Most importantly keep in mind where other friendlies are so you don't shoot at them. This also means not being a dumbass and running across lanes of friendly fire and getting yourself killed. Don't ever cross in front of the gun line of another person, regardless if it's during combat or not. The enemy WILL try to flank you, so pay attention to your sides and back or you'll die like a bitch. You will also maintain appropriate interval with others in your fireteam. Bunching up gets people killed. Keep several meters of interval between yourself and other players at all times, this lessens the chance of gang-rape by grenade/machine gun.

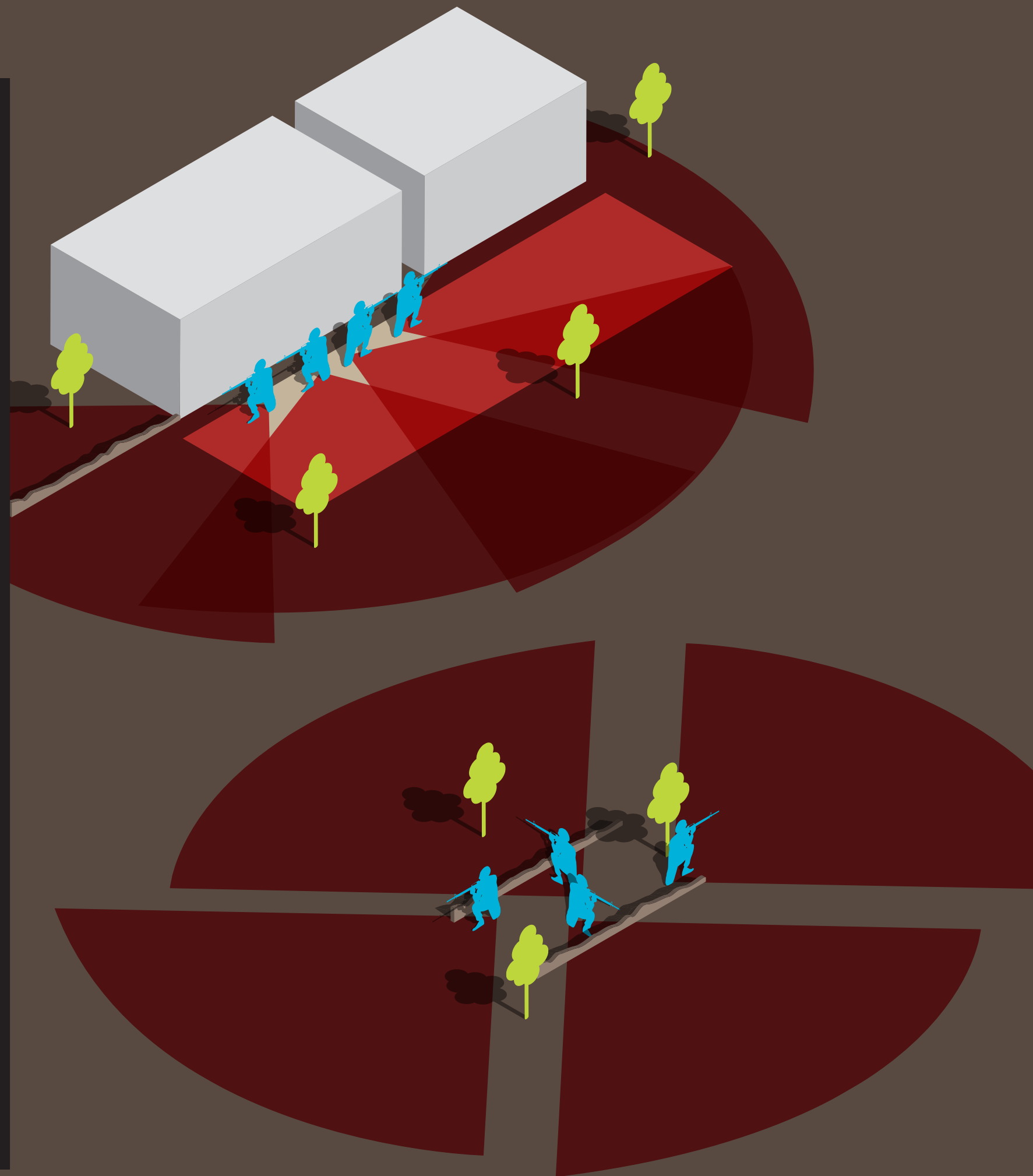
COVER YOUR SECTOR

360° security is needed at all times. This means that with a fireteam, every person should be observing/covering a different area. This is something which will be expected of you to do automatically and dynamically as you move around.



COMMUNICATE PROPERLY

At all times you are expected to scan for, spot, and call out enemy contacts. If you see an enemy that hasn't been called out on TS, ALWAYS call it out immediately. If the enemy hasn't seen us, do a contact report before you begin firing in case the leader decides to say fuck it and wants to go around instead of being dragged into a firefight. Information on how to properly do this is in the Communications section. In addition





you will be concise on comms. Don't fucking jibber-jabber useless shit and drown out important info, even if it's dead silent on TS you still keep your trap shut because you never know when someone is about to yell contact left and you don't want to be the person who garbled their contact report because you'll be yelled at if you're lucky and kicked if you're not.

ALWAYS WORK AS PART OF A BUDDY TEAM

See the previous section.



HELP WOUNDED FIRETEAM MEMBERS

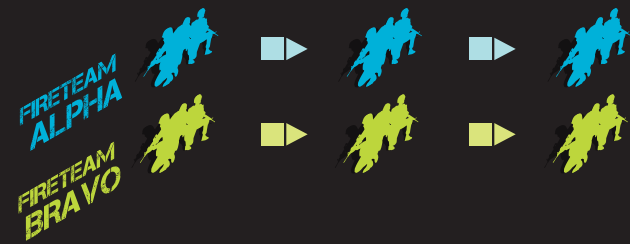
You do not leave wounded fireteam members behind ever. You drag or fireman carry them to safety, while the rest covers the person doing the dragging and wait until a medic has healed him.



DISPERSION

Maintain good interval. Bunching up gets people killed. Try to keep at least five meters between yourself and any other players whenever possible. Ten meters is even better. Doing this will help to minimize the impact of enemy artillery, grenades, mines, other explosives, and the initial burst of fire from a surprise contact.

SAFE TRAVEL

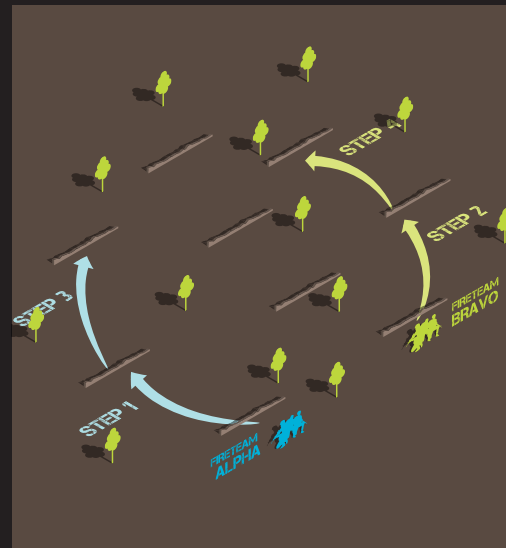


Travelling is simply moving from A to B in some sort of a formation.

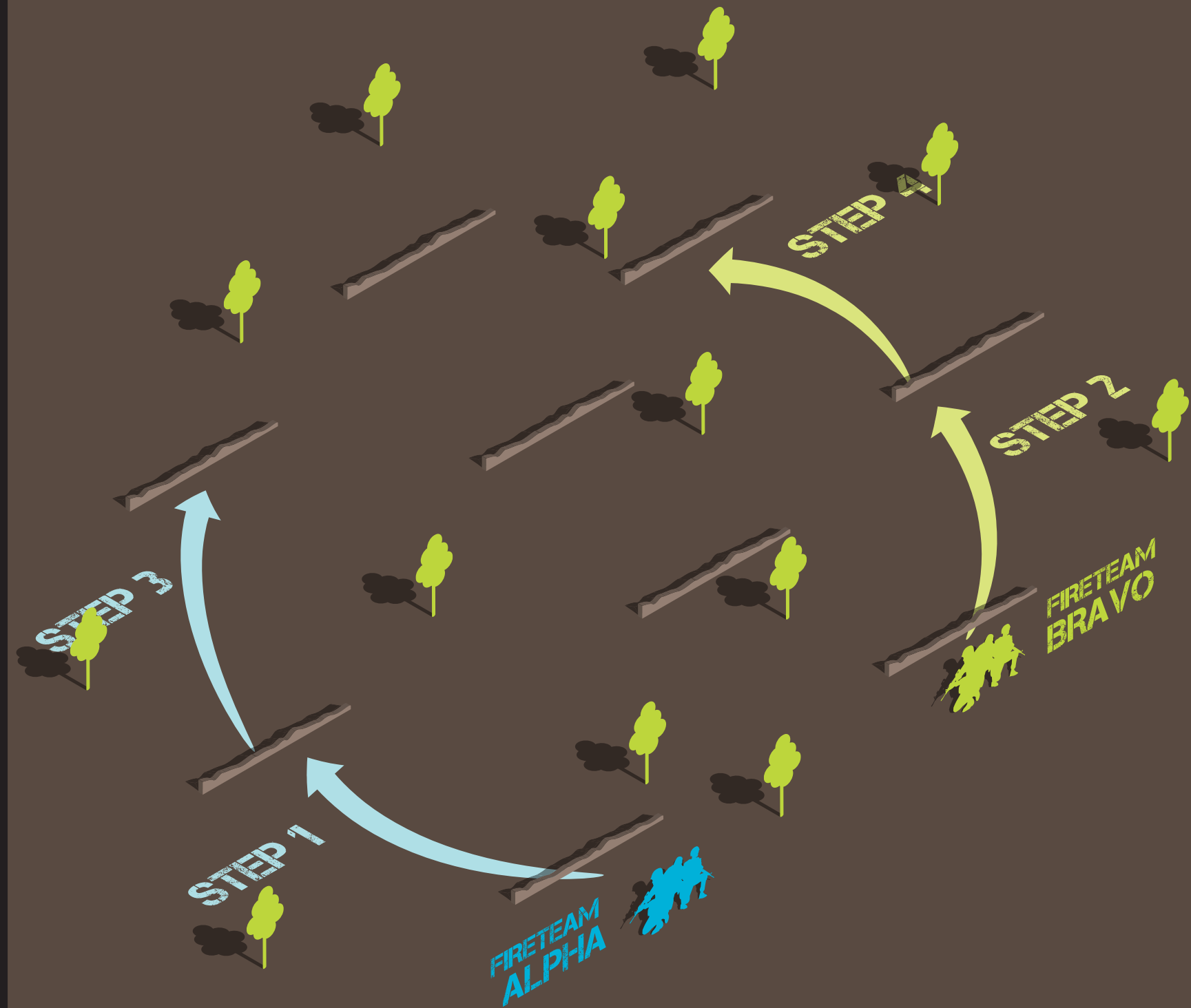
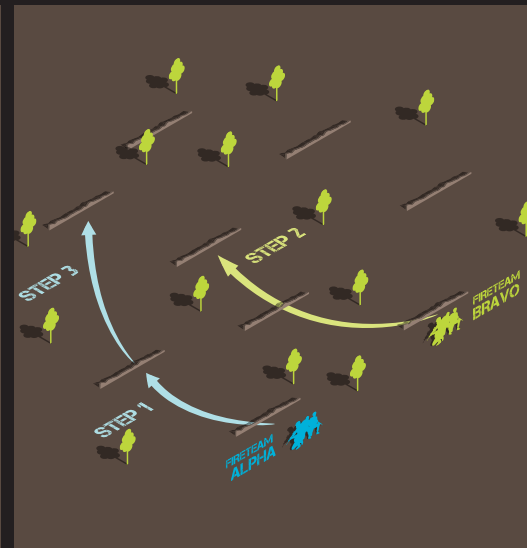
Travelling Overwatch is basically the same with more space, when moving via travelling overwatch, particularly as a multi-fireteam squad, one element is designated as the lead or “guide-on” element. This element controls the rate of movement or speed of advance, with other elements “guiding” off of them. If this element halts, the whole formation halts. If they move, the formation moves.

Bounding Overwatch is the de-facto “Standard Infantry Movement Technique”. It is one of the most fundamental combat movement skills practiced and happens to be one of the easiest to employ as well. The basic principle of bounding overwatch is that one element is always stationary and covering the movement of the other element(s). The two types are Successive Bounding Overwatch and Alternating Bounding Overwatch.

SUCCESSIVE



ALTERNATING



5. COMMUNICATION

C: 5th Fireteam
OC: 3rd Fireteam
Team (U)
Woogles (U)
Time: 09:38

Well fuck me, you are quite the killer now! We are almost done here and you can go off on your murder rampage. In this section we will cover something that is very important - Communication. It's all very well to have fireteams and buddies and shooting faggots, but if you can't fucking talk like a normal person then all this shit is for nothing. Read this section carefully and soak it all in, and you will greatly minimize the amount of anger and yelling that will go your way should you fuck up.

4 (Spatial): "Do we have the gear, with only one RPG and two rounds"



SHUT THE FUCK UP

The number one thing to remember in regards to communication is shut the fuck up. You people gossip like little girls about the most insane shit and it gets people killed and then they spend the next 10 minutes as an avian camera because you garbled the contact report for the rest of the fireteam. Even if no one is saying anything over TS, people might be talking over the command feature so be goddamn silent unless you have game-relevant info to share. When you do talk, be clear and concise and don't spend minutes detailing stuff you could have said in three words.

BE IN THE RIGHT CHANNEL

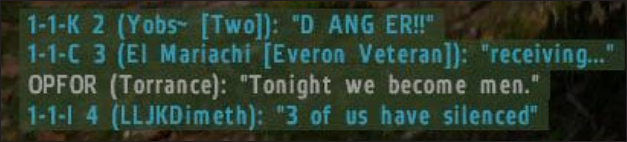
It's your responsibility to make sure you are where you are supposed to be and that you have keybinds installed so you can effortlessly switch back and forth if need be. In general this means that if you're in the first fireteam you go to the 1st fireteam channel on TS and so. When in doubt check where others in your in-game fireteam go and follow them. You may notice that after everyone is set up in the correct channel and you go from role selection to the briefing screen that it's quiet on TS and nothing happens for a minute or two. This is because the leaders are planning the mission and putting down map markers. If you start fucking around with the markers or causing a lot of noise on the fireteam channel so you garble command chat, this means it'll just take even longer before the mission starts.

SET YOURSELF AS CHANNEL COMMANDER IF LEADING

All channels must have a channel commander. The "Channel Commander" feature of Teamspeak 2 lets anyone who is set as a channel commander talk to all other channel commanders at the same time, regardless of what channel (ie 1st Squad or Air Element) they're in. Think of the "Channel Commander" functionality as a sort of "Platoon Radio Net". Only squad and section (ie air, armor) leaders who need to talk to other leading players should talk over the command channel. If you're a channel commander your green dot on TS turns red. If you're talking over channel command you must preface whatever your saying with Command, so the other people will know it's not their fireteam talking. "Command, this is Bravo Fireteam, be advised we're entering the town from the north-east"

TEXT CHAT

You can talk about whatever you want in the text chat, just shut the fuck up on TS.



WOUNDED

Getting wounded means you'll need help or die a slow loud death. Let people in your fireteam know by saying "Playername wounded, marked my location on the map as "playername medic". If there's not a medic in your fireteam it's the responsibility of your fireteam leader to use the channel commander feature to alert a medic to your need.



CONTACT

The contact report is arguably THE MOST IMPORTANT THING IN THIS GODDAMN GAME. It goes like this, you see an enemy and you tell your fireteam in this manner:

ALERT ORIENT DESCRIBE EXPOUND

ALERT - Just the word Contact

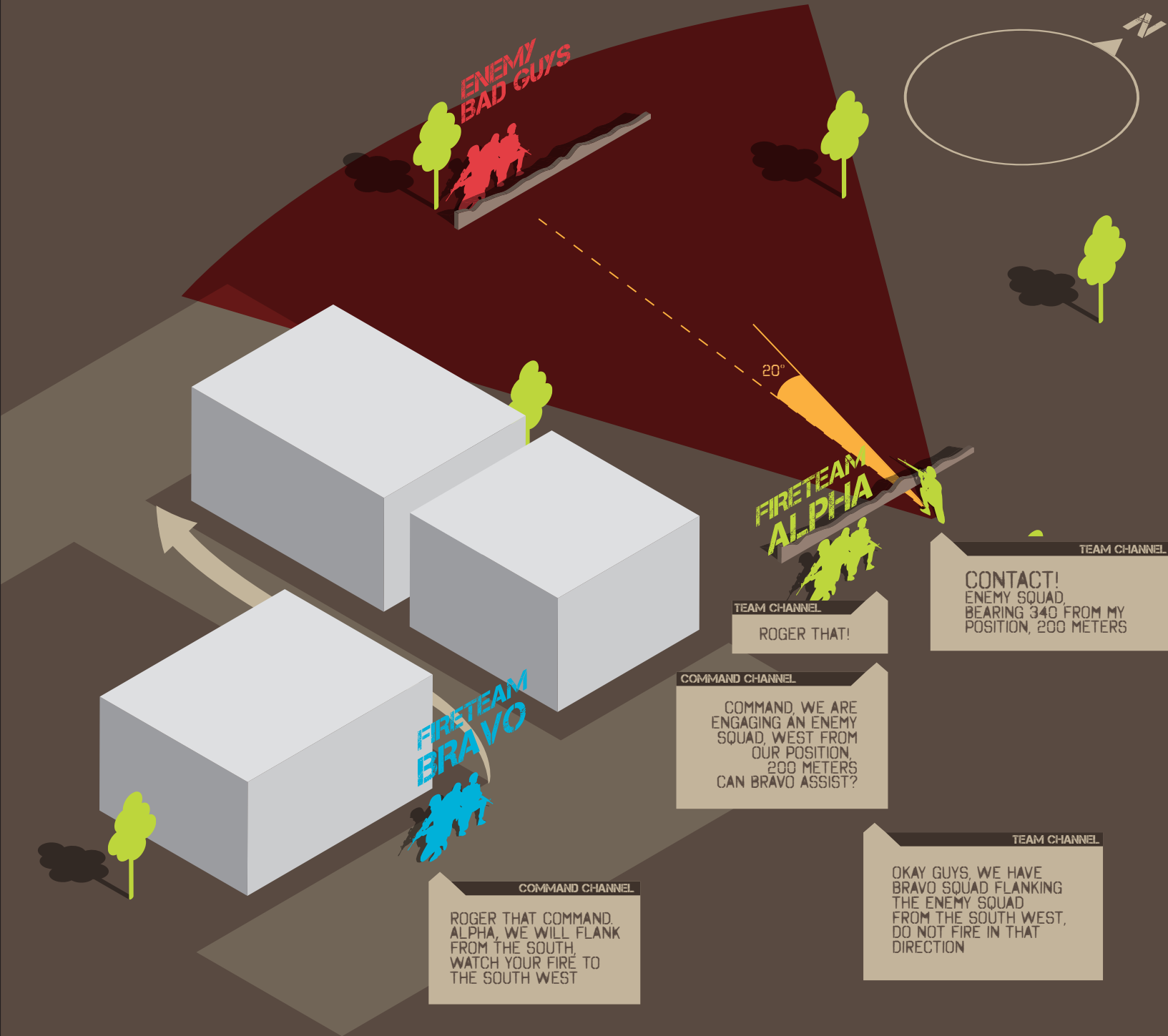
ORIENT - Compass directions/Bearings

DESCRIBE - Short phrase indication what the hell - BRDM, infantry squad, technical

EXPOUND - Concise relevant info.

EXAMPLES:

- "Contact, North-West, sniper, in the second story window of the brown-roofed white-walled building at the crossroads."
- "Contact, bearing zero eight five, T-72, hull down behind the rise 200 meters to our front, looking the other way. "
- "Contact left! Machinegun bunker, dug into the palms across the river due West, middle cluster, 400 meters."





LINGO:

COPY/ROGER/WILCO - Standard acknowledgement.

RADIO SILENCE / BREAK, BREAK, BREAK - Means shut the fuck up so command can talk or so you can listen for a vehicle engine etc.

ON ME - Command by the element leader to tell his element members to form up on him and follow him. Typically prefaced with the element name, ie "Bravo, on me!"

HOLD - Used to control movement. "Hold" is ordered when a unit needs to make a temporary halt. Oftentimes used to maintain cohesion between multiple elements.

SET - Said to indicate that an element is in position. If Bravo One is tasked with securing an intersection before Bravo Two crosses, Bravo One FTL would say "Bravo One set" once his fireteam was positioned to provide cover. Can be used by buddy team members as well to coordinate low-level movement.

CEASE FIRE - Used to cause a temporary lull in the shooting. Cease Fire is used when all enemy are seemingly dead and no further shooting is necessary. Individual players can continue firing at living enemy soldiers at their own discretion, under the assumption that the person giving the order did not see that there were still living enemies.

CHECK FIRE - A "Check Fire" command is given when it's suspected that a friendly unit is being fired upon by friendlies. Cease Fire can be used in that situation as well, as long as the person giving the command makes it clear that friendly units are possibly being engaged by friendly forces, but "Check Fire" specifically is meant as a way to cut off potential friendly fire.

FRAG OUT - Warning call given when throwing a grenade.

GRENADE - Warning call given when an enemy grenade has been thrown at friendlies.

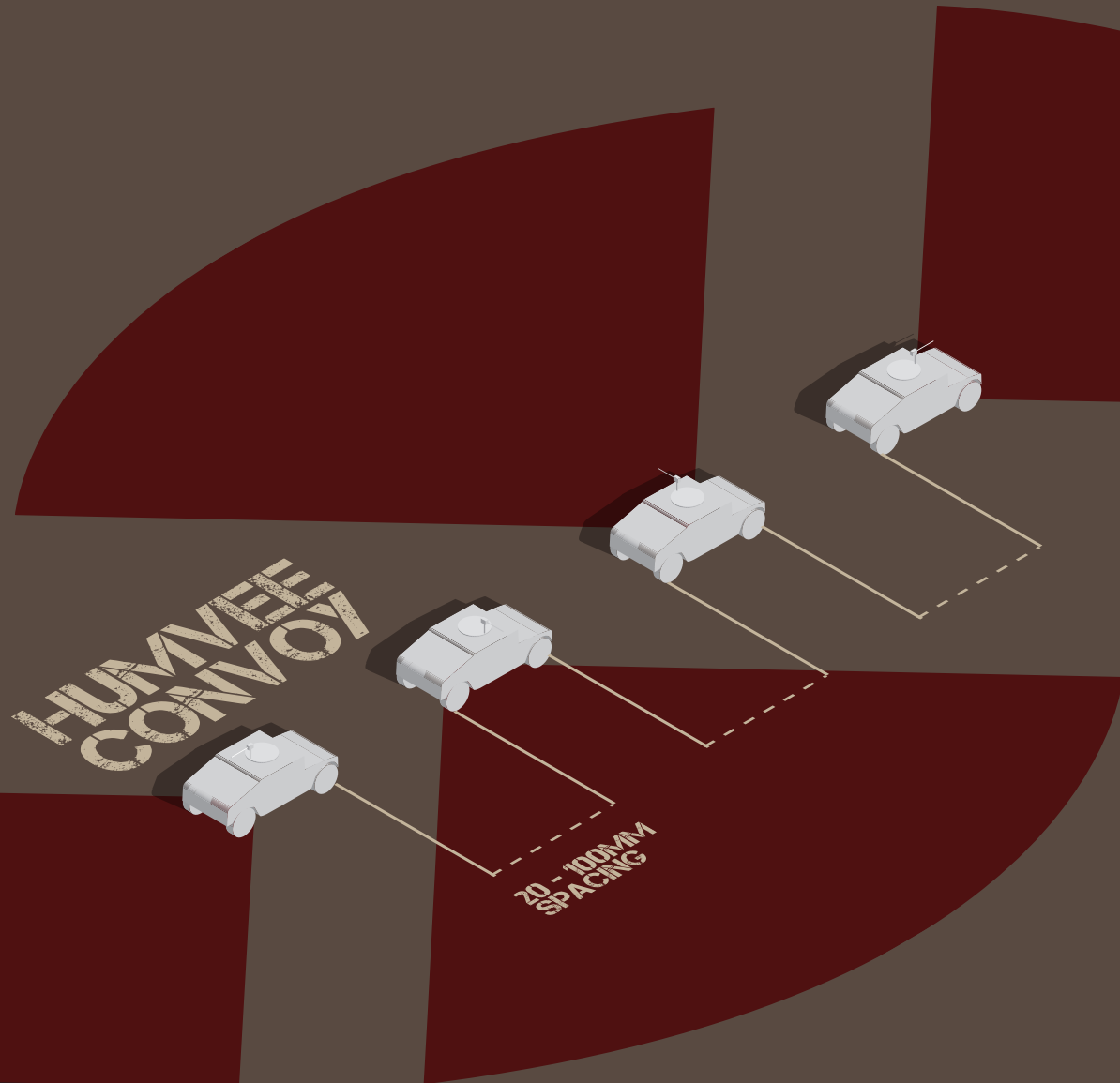
MOUNT UP / REMOUNT - Command given to order players to mount into their assigned vehicles. "Remount" is sometimes given after players have temporarily dismounted, such as when providing security at a halt.

DISMOUNT - Players who are not driving or gunning on a vehicle will exit the vehicle on this command.

BAIL OUT - All players in a vehicle will exit the vehicle on this command. This is considered to be an emergency command.

GO, GO, GO! - Passengers of a helo disembark at this command from their element leader or the aircraft crew. This can also be used when mounting up into a helicopter during an extraction. In that situation, the senior element leader confirms that his troops are loaded and accounted for, then says 'Go, go, go!' to indicate to the helo pilot that he should take off. Finally, it can be used to signal the start of a paradropping sequence from a helicopter or airplane.





6. ADVANCED TACTICS

Well look at this, you're almost done. Now we just need to cover some super cool advanced shit you can do with vehicles and shit. Just read this over, try to absorb it so you can show everyone just how amazing at this tactilol thing you are.

KILLING A CONVOY

When ambushing soft vehicles, shoot for the tires and drivers. Flat tires make it almost impossible to move with any decent speed. Dead drivers add confusion to the mix, and require that someone get out of the vehicle and then back in as a driver to continue on. Doing that effectively under fire without having your head shot off is difficult at best. Hit the lead vehicle first, then the trail vehicle, then work up and down the rest of the convoy. Stopping the lead vehicle with fire can cause the rest of the convoy to temporarily halt and compress until the convoy can make the combat decision to drive around the disabled vehicle.

Taking out the trailing vehicle can prevent the convoy from reversing out of the kill zone. This is more pronounced the tighter the terrain is. Trying to block in a convoy like this in the open desert may not work well, but in a constricted valley or urban environment it will be highly effective. Stay away from knocked-out vehicles. Secondary explosions in ArmA2 can wipe out infantry with ease.

BEING A CONVOY

When in a vehicle a fireteam should set it self up this way:

FIRETEAM LEADER - Navigator

AUTOMATIC RIFLEMAN - Passenger

ASSISTANT AUTOMATIC RIFLEMAN - Turret gunner

RIFLEMAN - Driver

As always remember to maintain proper interval. If the convoy must stop there's two basic ways to stop which the leader should yell out on TS over channel command, drivers should be able to do this automatically by watching what other vehicles do.



GOONGRATULATIONS!

Yaaaaaay! You are now officially a cool person and is a welcome addition to the server. You know what, let's just take a moment to step back and think about what we've done today, what you have learned. You just went from being a complete fucking scrub that wouldn't be able to kill a dead duck, much less some ruskie with an actual brain, to - and this depends on just how much you've learned - a fucking awesome killing machine. I'm jealous, I wish I was a newbie again so I could read such incredibly awesome guide as this and became the ultimate awesome dude. You know what you should do right now? Get on the fucking server and play your little tactilol heart out. You earned it.

However, if you skipped over to this page without atleast reading all this shit once then fuck you. Seriously, you little dipshit, I didn't spend the entire fucking week putting this shit together just so you can download this fucking PDF and quickly flick through the pages. You are a bad person, a terrible, horrible person and I hate you.

THANKS TO:

Big thanks to Dslyecxi and his Shacktac guide, from where some of the info and pictures were sourced. You can find it at <http://ttp2.dslyecxi.com/>