



# ARMA

COLD WAR ASSAULT

**MANUAL**

## Warning: To Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extended use of video games on large-screen projection televisions.

## Epilepsy warning

**Please read before using this game or allowing your children to use it.** Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had an epileptic seizure. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child should experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion while playing a video game, discontinue use IMMEDIATELY and consult your doctor.



## Precautions During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

## Contents

Epilepsy warning .....	2
Contents .....	3
Installation .....	4
Introduction .....	4
Cold War Assault .....	4
Resistance .....	5
Main Menu .....	6
Mission Briefing .....	7
Plan .....	7
Notes .....	7
Gear .....	7
Group .....	7
Map .....	8
Compass .....	8
Game Screen .....	8
Views - Overview .....	9
1st / 3rd Person View .....	9
Weapon view .....	9
Command view .....	9
Controls .....	10
Infantry .....	10
Ground Vehicle Movement .....	10
Universal Controls .....	12
Action Menu .....	12
Attacking .....	12
Targeting & firing personal firearms .....	12
Standard weapons .....	13
Specialist sights .....	13

Other infantry weapons .....	14
Targeting & Firing Vehicle Weapons .....	15
Weaponry .....	16
Damage & Injury .....	17
Infantry .....	17
Vehicle damage .....	17
Squad command .....	17
Selecting units .....	17
Issuing Commands .....	18
Command Menu .....	18
Tank Command .....	21
Keyboard / Mouse Command .....	21
Command Menu - Tank .....	21
Vehicle Weapons .....	22
Air .....	22
Ground .....	23
Vehicles .....	24
Air .....	24
Ground .....	25
Options Menu .....	27
Controls .....	27
Multiplayer .....	27
Creating of multiplayer game .....	27
Joining an Internet game .....	27
Joining a Network Game .....	28
Choose your Affiliation and Role .....	28
Credits .....	29
End-User License Agreement .....	29

## Installation

Insert the *Arma: Cold War Assault*™ installation disc into your DVD drive and close the door. After a few seconds *Arma: Cold War Assault* will automatically begin to install.

If you don't have Autorun enabled, go to the Start Menu and select RUN. Type D:\setup (replace 'D' with the drive letter of your DVD) and hit [ENTER].

The installation program will start; follow the on-screen instructions for Installation progress.

*Arma: Cold War Assault*™ requires DirectX 8.0 on your system. You will be able to set up DirectX 8.0 during installation.

## Introduction

### Cold War Assault

The horrors of WWII are imminent. There are clashes over the Malden Islands from dusk to dawn and you are caught in-between. You must use all of the available resources in your arsenal to hold back the incoming darkness. Infantrymen, armored and air forces are at your command to fight back against enemy aggression. But at the start you are just a simple grunt who has to climb through the Army ranks...

You are in the Army now, Soldier! Your only hope is to survive everything you experience.



## Resistance

When Victor Troska came back to Nogovo, he thought the pain of war was left buried in his past. A former Special Forces career soldier, the adrenaline of combat and glory of victory that had pumped fire through his veins, no longer afflicted him. Tired of fighting and fatigued in his body and mind, Victor hoped the quiet island community would give him the peace his soul was craving. But his dream lies broken now. His worst nightmare returns when military forces land near Nogovo. The invasion is underway and Victor is the only man on the whole island with the necessary experience to raise a militia and repel the intruders from the shores of his home.

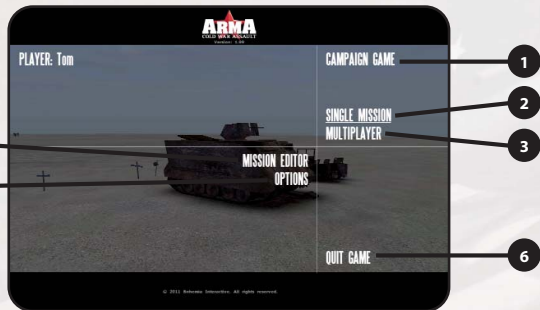
His peace is shattered and Victor is forced once again to take up arms and return to the life he had struggled so hard to escape. But when the hearts and lives of the innocent people of Nogovo are threatened, there can be only one honorable decision – resistance, at all costs. As Victor Troska, you will face heavy responsibility. Not only must you find a way to drive the invaders from the shores of Nogovo and return the island into the hands of its citizens, but you must do so with extremely limited resources.

The community on Nogovo is a peaceful one; the pastoral lifestyle and relaxed attitude of the region's populace means that, save from old hunting rifles or souvenir sidearms, there are no weapons to speak of. If you are to successfully bring freedom home, you must arm yourself and your fighting force – and the only source of weapons are from enemy forces. Scavenge armaments wherever you can. Hoard them from mission to mission, and do not waste your resources! You will need all the bullets you can lay your hands on as conflict escalates. Even more important than hardware are the lives of your militia. Dead men stay dead; only through careful command will you ensure that your men survive to return to the life that they are trying so desperately to protect. Victor Troska, responsibility rests heavily on your shoulders. Do your duty. The fate of Nogovo depends on you.

## Main Menu

### 1. Campaign

Reagan presides in the West meanwhile Gorbachev rules in the East. Glasnost will soon change the face of the world and peace is nearby.



But peace is not a popular option for everyone. A rebel faction armed with nuclear weapons seeks to deepen the Cold War chasm between Red and Blue. Permanently...

Participate in a fight which just erupts in the Malden Islands. Do your best to survive the conflict and win. Glory is awaiting you here.

### 2. Single Mission

Improve your tactics and fighting skills in single, vehicle or covert missions. Choose your mission and difficulty level (Cadet / Veteran).

### 3. Multiplayer

Connect your PC using TCP/IP network or Internet and take your place in multiplayer history.

### 4. Mission Editor

Create your own unique missions to play and share with your friends. See install DVD for manual and other documentation.

### 5. Options

Check Options Menu.

### 6. Quit

Quit playing *Arma: Cold War Assault* and return to Windows.

## Mission Briefing

At the start of most missions, Headquarters will debrief you about the situation on the battlefield and required goals for a successful mission ending. The briefing takes the form of a field diary divided in four sections. You can click and drag to move the diary, or double-click the top right corner to minimize it.

#### Note:

Some missions do not include a briefing. It is up to you to review your situation and react correctly while you have chance to do so.

## Plan

This section gives you an outline of the mission, specifically stating the objective/s you must achieve in order to get through successfully. Click on highlighted words or phrases to scroll the underlying map to focus on the subject.

## Notes

Here you will find more detailed information on your task ahead, including hints that make the mission easier or safer. As for the Notes page, click on any highlighted words or phrases to scroll the underlying map to focus on the subject.

## Gear

Complete list of the equipment you will carry into battle. Some alternative gear options may be provided, such as different personal firearms. Click the text above the image of the item you wish to view alternatives for, and then click the item you want to use from the displayed list. To check out the characteristics of any of your equipment, click the [i] icon underneath the image. If you're part of a squad, the arrows to the left and/or right of the name at the top of the page allow you to scroll through the equipment carried by other squad members.



## Group

The troop roster for the mission.

## Map

Press **[M]** to access the map at any time during mission. Right-click and drag or use **[2]**, **[4]**, **[6]** & **[8]** on the numpad to scroll the map and use numpad **[+]** and **[-]** keys or Mouse Wheel to zoom the map in and out. You can view detailed strategic information on your mission, including positions of enemies that have been observed, location of target buildings, vehicles or others. Double-click anywhere on the map to create a note. Type your entry and hit **[M]** when finished.

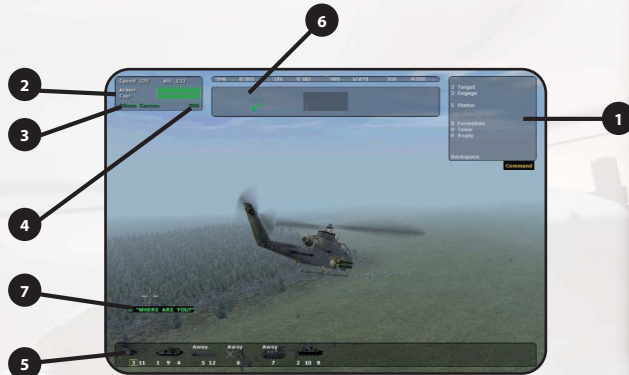
### Note:

Action on the battlefield does not stop when you pause to take a look at your map. Be sure that your location is secure before doing so, because you may be shot while trying to find your next target on the map.

## Compass

The compass at the top of the map indicates your current heading against North (the top of the map). You can call up the compass to check your orientation at any time in-mission by holding the **[G]** key.

## Game Screen



1. **Command Menu** – press **[F1]**  
**Help Menu** – press **[F1]**
2. **Vehicle Indicator**
3. **Current Weapon**
4. **Rounds Remaining**
5. **Armor Status**
6. **Scanner Array**
7. **Radio**

## Views - Overview

### 1st / 3rd Person View



1st Person View shows the world from the soldier's perspective. Out in the open you are able to look around in all directions using the mouse. If you are inside a vehicle, moving the mouse enables you to check out the interior (providing you have Mouse Look activated **[\*]**). Take a closer look at your surroundings by zooming in with the Right Mouse Button.



In 3rd Person View, you see the world from outside of your own body, as though through a virtual camera that is focused on you from approximately ten feet above and behind your head. If you are occupying a vehicle, this viewpoint is in the same position just a few feet further away to accommodate the size of the vehicle.



When occupying a vehicle and using 3rd Person View, moving the mouse pans the camera around while maintaining focus on the vehicle (providing you have Mouse Look activated **[\*]**).

To switch between 1st and 3rd person views, press **[Enter]** (numpad).

## Weapon view

Activate Weapon View with **[0.]** (numpad) or **[V]**. Weapon View gives the Infantrymen a much more accurate view of the world and is used mostly for targeting and firing a weapon (see Specialist Sights for more specific information). If you are positioned in the Gunner's seat of a tank, activating Weapon View will take you to the tank's targeting systems.

### Note:

Other viewing devices such as binoculars are selected through the Action Menu (see Action Menu).

## Command view

In a role of lone saboteur or Commander in charge of a squad, Command View is similar to 3rd Person View, but places the camera much further away. This gives you a wider view of the battlefield so you can check the position of enemies and each member of your squad. This allows you to make far more informed tactical decisions. Switch to Command View by pressing **[.]** key on the numpad and use the Mouse to move the camera **[+]** and **[-]** on the number pad to zoom in and out (see Squad Command for more information).

## Controls

### Infantry

#### Keyboard

Key	Action
W or ↑	Forward
E or ⇧Shift + W / ↑	Sprint
A or ←	Strafe Left
D or →	Strafe Right
S or ↓	Backward
⇧Shift + Direction Key	Move Fast
Q or Page Up / Z or Page Down	Lie Down / Stand Up
R or Home	Reload Weapon
←Return	Open Action Menu (see Action Menu)
0 - 9	- Call Command Menu and Select Menu Items (see Squad Command)
[ ] (numpad)	Switch Command View On/Off
V or 0 (numpad)	Switch Weapon View On/Off
Enter (numpad)	1st/3rd Person View
+ / -	Zoom In / Out (1st, 3rd Person View only)

#### Mouse

Button/Wheel/Movement	Action
Move Mouse Left/Right	Turn Left/Right
Move Mouse Up/Down	Look Up/Down
Left Mouse Button	Fire Gun / Throw Grenade Issue Move Command to Selected Troops (see Squad Command)
Mouse Wheel	Call Action Menu and Highlight Menu Items
Middle Mouse Button / Click Mouse Wheel	Select Action Menu Item
Right Mouse Button	Zoom In / Lock Target (depending on equipped weapon)

### Ground Vehicle Movement

#### Keyboard

Key	Action
Q	Slow Forward
W or ↑	Forward
E or ⇧Shift + W / ↑	Fast Forward
A or ←	Turn Left
D or →	Turn Right
S or ↓	Decelerate / Brake
⇧Shift + Direction Key	Move Fast
L	Switch Lights On/Off (Off available)
Tab <sup>⌘</sup>	Cycle Through Available Targets

#### Mouse

Button/Wheel/Movement	Action
Move Mouse Left/Right	Mouse Look - Look Left / Right Mouse Steer - Steer Left / Right
Move Mouse Up/Down	Look Up/Down
Right Mouse Button	Select Target / Lock On (see Targeting and Firing Vehicle Weapons)
Left Mouse Button (Target Selected)	Fire Weapon / Issue FIRE or CEASE FIRE command
Left Mouse Button (No Target Selected)	Move to point (providing you have assumed the role of Commander and you have a Driver on your crew)

### Aircraft Controls

#### Keyboard

Key	Action
W or ↑	Forward Helicopter only - Increase Rotor Speed (Mouse Steer On) Plane only - Increase Speed
E or ⇧Shift + W / ↑	Fast Forward
A or ←	Strafe / Turn Left
D or →	Strafe / Turn Right
X or Del	Rotate Left (while hovering)
C or End	Rotate Right (while hovering)
S or ↓	Decelerate Helicopter only - Decrease Rotor Speed (Mouse Steer On) Plane only - Decrease Speed
Q	Start Engine / Ascend
Z	Descend

Key	Action
G	Plane only - Raise / Lower Landing Gear
F	Plane only - Flaps Up / Down
Tab <sup>⌘</sup>	Cycle Through Available Targets

#### Mouse

Switch Between Mouse Look and Mouse Steer with numpad [\*] key

Button/Wheel/Movement	Action
Move Mouse Left/Right	Mouse Look - Look Left / Right Mouse Steer - Steer Left / Right (rotate if hovering)
Move Mouse Up/Down	Look Up/Down Nose Up / Down
Right Mouse Button	Select Target / Lock On (see Targeting and Firing Vehicle Weapons)
Left Mouse Button (Target Selected)	Fire Weapon / Issue FIRE Command

#### Note:

You may only have access to your vehicle's Targeting and Firing Systems if you are authorized to use them for example as sole occupant of a vehicle, Gunner or Tank Commander (see Tank Command and Targeting and Firing Vehicle Weapons).

## Universal Controls

Key/Button/Wheel/Movement	Action
Spacebar or Right Ctrl Middle Mouse Button	Cycle through available weapons Call Action Menu / Confirm Action
[1] / [2] / Mouse Wheel	Select Action Menu item
F1	Command Menu
G	Show Compass
* (numpad)	Toggle Mouse Look / Mouse Steer
M	Map (see Map for further Map controls)
+ / - (main keyboard)	Increase / Decrease Game Speed
Esc	Pause
H	Show Last Help Text

## Action Menu

Key/Button/Wheel	Action
Return / Middle Mouse Button	Open Action Menu
[1] / [2] / Mouse Wheel	Highlight Action
Return / Middle Mouse Button	Activate Action and Close Menu

## Attacking

Context-sensitive Action Menu is used for selecting and drawing your weapon or for selecting special weapons and ammo. It is also used to enter, change seats (1st Person View only) or disembark vehicles. Encountering a specific point in a mission will sometimes cause new options to become available in the Action Menu. When this occurs, Action Menu will automatically appear to allow you to activate new options. Action Menu also allows you to access functions not available through standard control keys. Press Return or Middle Mouse Button to call up the Action Menu and use [1] & [2] or the Mouse Wheel to underline action you want to perform. Once selected, press Return or Middle Mouse Button again to perform action.

## Targeting & firing personal firearms

Personal firearms can be targeted in several ways depending on the view you are using. For some missions where hard paced no-time-to-think action is required, the point-and-shoot method used in 1st and 3rd Person Views may be the best option. Alternatively, where stealth, cunning and intelligence are required, the more calculated approach of Weapon View may be more appropriate, especially if you are equipped with a specialist sniper sight (see Specialist Sights).

### In 1st/3rd Person View

In 1st / 3rd Person View, the crosshair in the center of the screen shows the approximate aiming of your weapon. The floating dot shows the actual point that your bullet would land at, not taking into account cross-wind or range to your target. A perfect shot can be achieved only when this dot is in the center of the crosshair. Note how, when you are running, the floating dot moves wildly and is more difficult to locate in the crosshair. To aim accurately in this view, you must slow down or

stop. Better yet, going prone braces your arms against the ground and gives you stability and less recoil reaction.

### In Weapon View



Weapon View

For even greater accuracy, switch to Weapon View by pressing [0] on numpad. This view shows your gun sights and allows you to draw a much more accurate aim on your target. If you have a weapon that is equipped with specialist sights, you will be able to aim even more accurately.

## Standard weapons

### The M16 Semiautomatic Rifle is the mainstay

Standard personal firearm of the US Army. Originally developed as a result of dissatisfaction with the M14 rifle, the M16 features several improvements in design over its predecessor. The heavier barrel with 1-in-7 rifling and muzzle compensator prevent muzzle-climb in semiautomatic operation. In this mode, three round short bursts are fired.

### AK74 Kalashnikov

Following injuries sustained toward the end of WW2, Mikhail Kalashnikov turned his talents to small firearms design. This move eventually led in 1947 to the development of the famous gun that came to bear his name. In 1974, Kalashnikov's original model was re-chambered and re-bored to fire modern 5.45mm cartridge. Many other design changes were made including addition of fittings for a recoil compensator and substitution of the magazine for a lighter-weight plastic variety. The AK74 was born.

## Specialist sights

### M 21

1. Looking through your sight in Weapon View, line up your target so that he is in center of the sight.
2. Zoom In / Out using [+]/[-] (numpad) until the horizontal hairs are lined up with the top and bottom of your target. This sets the sight to the range of your target. Calibrating the sight in this way ensures



Target unranged



Target ranged



Headshot

that your bullet will be delivered to the point indicated by the crosshair at center of the sight. Provided your quarry does not move you can now target a different area with a reasonable degree of certainty. Use this method to lower the chance of an alarm being raised when taking down an enemy with a deadly headshot.

### Dragunov

1. First you must find your range using the scale on the left side of sight. Line your target up to the scale. The point at which the height of the target matches the height of the scale gives you your range.
2. In the center of your sight are four chevrons, each of which gives you a guide as to how much to elevate the weapon given the distance of your target. Each chevron is approximate 250m distance from your



Target unanged



Target ranged



Headshot

position. Assume that your scale measurement indicates a target range of 750m. By lining your quarry up with the third chevron down (around 750m), you stand a good chance of an accurate hit. For any targets closer than 250m, use the normal crosshair in the center of the sight, which should ensure an accurate hit.

### Deflection Shooting – Hitting a Moving Target

One of the toughest challenges a rifleman faces is hitting a moving enemy. Not only do you have to contend with gravity and wind shear preventing you from making an accurate shot, but if the target is in motion it may be nearly impossible to hit him. Learn to fire a short distance ahead of the target, in a direction that it is moving. By the time the bullet reaches the target, the target will have moved into the premised line of fire. In these cases, you can often only make a best guess, but you will get more accurate as you gain more experience in this discipline.

### Other infantry weapons

To switch to another weapon in your arsenal or to switch your gun to burst or automatic fire mode, press **[Spacebar]**. The selected weapon / weapon mode is displayed in Status dialog at the top left of your screen. As for guns, other weapons such as grenades are thrown / fired using the Left Mouse Button.

### Special Weapons

Special weapons such as anti-tank mines, satchel charges, pipe bombs, mortars, etc., which require extra set-up actions can be accessed through Action Menu. Simply position yourself, access the Action Menu and select the weapon to be used.

#### Note:

You will automatically adopt the posture required to fire the selected weapon. This may affect your previous cover or concealment.

### Rocket Launcher

The Rocket Launcher is slightly different from other special weapons. Once equipped via the Action Menu, it is used much like any other standard weapon and can be switched with a gun or other weapon you are using. However, because of the launcher's weight and size, it will seriously decrease your mobility. If you have enough time, break down your weapon installation (via the Action Menu) before moving off. In addition, providing your target is within a certain range and you have the right type of Rocket Launcher, the weapon can be target-locked in the same way as some vehicle weapons (see Targeting and Firing Vehicle Weapons). Once a target has been visually spotted, lock the launcher using the Right Mouse button.

### Targeting & Firing Vehicle Weapons

#### Selecting a Target

Whether operating as Commander of a tank or Pilot of a chopper or plane, the same simple method of targeting armaments is used. On sight of your mark (enemy vehicle or trooper) which will be highlighted on-screen by a yellow box, select it as a target by right clicking on it with your mouse. Alternatively, press **[Tab]** to cycle between available targets.

Designation as a target is indicated by:



#### Locking Weapons

For the purposes of this guide, 'Locking' weapons refers to the process of bringing a weapon to bear on a target and maintaining that position until the target has been fired upon and destroyed or is out of range.

The 'Lock' process can be achieved in a number of ways: it may be as simple as a crewmember pointing a personal firearm out of a gunport, or as complex as an automated laser guidance system of an aircraft.

Whatever the system, each has its tactical advantages and its limitations. Once a target has been designated, your weapons are brought to bear. It may take some time for your weapons to become locked-to-target depending on your vehicle and the weapon used (select using **[Spacebar]**), as each class of weapon requires certain conditions to be fulfilled before a lock can be achieved (see Weaponry later in this guide for weapon specific information).

### Firing Vehicle Weapons

Once Weapons Lock is achieved (either by moving the vehicle and/or by allowing time for weapons targeting systems to do their work) and the target is within an effective range (not necessarily within sight), the target is indicated by:



Once lock is achieved, the preselected weapon can be fired upon or the command to fire can be issued by clicking the Left Mouse Button. If in command of a vehicle, it may be tactically advantageous to issue the command to fire before weapons lock is achieved. This will leave firing to the discretion of the Gunner who will wait until the target is in weapons range or your vehicle is correctly oriented before firing.

#### Note:

Remember that some weapons are not automatic and require manual reloading. This will take a while; no matter how well the crew is drilled.



## Weaponry

### Guided Missiles

Once Weapons Lock has been achieved, guided weapons may be fired at the order of the Commander or Gunner. Guided missiles have a theoretically unlimited field of fire but the targeting systems may depend to some degree on the orientation of the vehicle. Once locked, the missile will follow the lock to the target.

### Unguided Missiles

Unguided missiles are generally launched from fixed mountings attached to the body of a vehicle. Because of the inflexibility of launching system, targeting depends on the axis orientation of a vehicle in order to hit the mark. E.g. for a FFAR fired from a helicopter to make an effective hit, the helicopter's nose must be pointed directly at the target.

### Machine Guns

Vehicle-mounted machine guns are often attached via a pivot that allows the weapon a wide field of fire. In case of helicopter-mounted machine guns, this field of fire can be restricted somewhat by the body of the vehicle itself, requiring that the vehicle be correctly oriented before the gun can be fired at the target. Note that due to pivotal nature of gun's mounting, helicopter's orientation is not required to be as specific as that for unguided missiles. Tank-mounted machine guns have a still wider field of fire and require very little orientation of the vehicle or the tank turret in order to be brought to bear on their target.

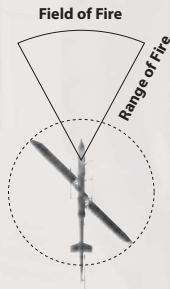
#### Note:

Pivot mounted machine guns will track a locked target as long as it is within the field of fire (see Locking Weapons).

### Tank Main Cannon

The main cannon of a tank has no limitation in its field of fire because of its rotational mounting. However, because of the long-range nature of the ammunition and the sheer scale of the weapon, it does have a certain minimum range, within which a shot may pass harmlessly over the top of a target.

**Field of Fire:** the left/right distance over which a particular weapon may be fired without moving of vehicle. E.g. FFARs mounted on a helicopter may be said to have a very small Field of Fire as they are launched from fixed, non-rotatable mountings and rely on the vehicle's orientation to be targeted. By comparison, a tank's main cannon has an unlimited field of fire as the tank turret can be rotated through 360° regardless of the direction or orientation of the tank itself.



**Range of Fire / Effective Range:** distance a projectile will travel before air resistance or lack of fuel (rockets) forces it to lose altitude / velocity. Although most projectiles are still lethal until they hit the ground, abort or come to rest, even after altitude/velocity decays and Effective Range is exceeded, it is still used as an appropriate measurement of a projectile or projectile weapon's range.

## Damage & Injury

### Infantry

This is War. Sooner or later you will get hurt if you don't learn to take care of yourself. Even if you don't instantly die after being hit, any injury you receive is likely to be seriously incapacitating. When you take a shot to any of your limbs, your operational capability will be reduced. A shot to the arms or shoulders is certain to affect your aiming capability; whilst damage to your legs may prevent your ability to walk (you might still be able to crawl). In the event of any injury, it's best to get yourself treated as fast as possible. While you're on your own, try to get to a Medic Tent or an Ambulance vehicle where a medic may be found. If you're part of a squad and one of your fellows is a medic, call him to you using the Command Menu, or try to get near to him so he can administer field aid. To begin the healing process, get yourself close to the medical unit, be it medic or ambulance, and choose the appropriate option from Action Menu.

### Vehicle damage

Some vehicles can take more damage than others depending on their armor. You would naturally expect an Armored Personnel Carrier to withstand many times more damage than a jeep because it comes equipped with armored plate where the jeep has none. The state of the vehicle's armor is shown in the Vehicle Indicator that appears when you occupy a unit. With each successive hit the armor becomes more damaged (shown by the Indicator becoming redder). More powerful weapons do more damage and your vehicle's armor will become less protective at a faster rate. When the Indicator becomes completely red, your vehicle is either damaged beyond all use or in imminent danger of explosion. You would be advised to evacuate it

before this point or risk loss of limb or even your life. It is possible to repair the vehicle, provided you can get to a support truck or can get one to come to you. Depending on your vehicle, this may not be an easy task. For land vehicles, reaching a support truck should not be a problem, but in the first place you have to locate it. In a helicopter, you are presented with the logistics of finding somewhere to land near enough to the truck for it to do its work. If you're flying a plane, chances are there will be nowhere to land and repair – best to eject before you go down in a fireball.

## Squad command

### Selecting units

When you are commanding a squad of men, each member of your detachment is assigned a number. To issue a command to a soldier, you must first select him. You can select or deselect each soldier in your squad by pressing the [F] key that corresponds to his number ( [F2] - [F12] ). E.g. you have six men in your squad and you want to select soldiers 4 and 5 – press [F4] and [F5]. Press [F4] and [F5] again to deselect them. To select or deselect your entire squad or invert your current selection, press the [←Backspace] key.



### Command View

In Command View ( [Numpad 1] ), in addition to keyboard commands described earlier, units should be selected by left-clicking on them. Alternatively, select a number of units by left-clicking and dragging out a selection box over the soldiers you want to command.

## Issuing Commands

### Movement

Movement commands can be issued in several different ways. The first most usual way, is to select the men that you want to move as described previously, then left-click on the point you want them to move to. Alternatively, issue movement commands through the Command Menu (see Command Menu). If your men have been told to maintain formation (RETURN TO FORMATION see Command Menu), your entire squad can be relocated simply by moving your character. First deselect all units, and then use normal Infantry movement to walk, run or crawl to your new location. Men in your squad will imitate your stance, pace and movement.

### Attack

Similar to movement commands, attack commands can be issued by mouse. First, select the unit you want to order to fire (see Selecting Units), then select their target through the Command Menu (F1) (see command Menu) and give the order to Engage (also through Command Menu). Pay attention to weapons your men are armed with and use them strategically. You don't want to work hard on getting a man into the right position to attack a tank if he's only armed with a rifle.

### Note:

Survival of your men is as important to them as it is to you. If they see an enemy trooper or vehicle, they will report it and they may also take evasive or aggressive action of their own free will, especially if you take too long to issue a command. They will not willingly get shot just because of your slow reaction or incompetence.

## Command Menu

[Backspace] or [F1] – open Command Menu

[0] - [9] (main keyboard) –

select options from the Command Menu.

1 Move  
2 Target  
3 Engage  
4 Get In  
5 Get Out  
6 Action  
7 Combat Mode  
8 Formation  
9 Team  
0 Reply

Backspace

Command

### Infantry

As well as facilitating the issuing of orders for movement and attack, the context-sensitive Command Menu allows you to issue specific orders to the squad or an individual under your command. Before issuing an order, select the man or men you want to carry it out, then press [←Backspace] to activate the Command Menu.

You can also use the Command Menu to respond and communicate with your CO if you are just a squad member rather than the leader.

### Return to Formation

When your squad become scattered, order them to regroup at your position by issuing RETURN TO FORMATION command.

### Advance

Advance a short distance using suitable cover / concealment available.

### Open Fire

Fire on enemy units within range and weapon capability.

### Hold Fire

Maintain target but do not discharge weapons.

### Fire

All selected units will fire on the specified target.

### Engage

Provided the HOLD FIRE command has been issued, advance to bring enemy into firing range and await fire command. Otherwise, advance and open fire as soon as target is in range.

### Engage at Will

Advance to enemy within firing range and attack as soon as the opportunity occurs.

### Disengage

Do not cease fire but fall back out from range of enemy weapons (and cancel ENGAGE and ENGAGE AT WILL commands at once).

### No Target

Cancel all targets.

### Scan Horizon

Make a quick recce of the area and report back.

### Watch Direction

Keep an eye on a specified compass direction. By specifying a different direction for each man, you can ensure that all approaches are covered.

### Report Status

Unit will give you a run-down of his position and any other relevant information.

### Mount

Instruct your squad to enter and seize control of any unoccupied vehicle in range (you normally have to be right beside the vehicle).

### Disembark

Get you and/or your squad out of a vehicle.

### Action

Access the Actions available to the selected unit. For example, if the unit is near object, such as ammo crates or vehicle, he may have new Actions available. This option works in the same way as your own Action Menu.

### Combat Mode

Combat Mode allows you to specify the attitude that your squad or an individual man will adopt for any advance or engagement they undertake:

### Stealth

Your men will stay out of sight of enemies and maintain silence as much as possible. Any advances will be made using all cover within reach.

### Danger

Yours troops become extremely careful – enemy contact is imminent; they must be ready to open fire immediately.



### Prone at Will

Issuing a PRONE AT WILL command causes the selected soldiers to follow your lead. If you go prone, so will they and will stand up when you do.

### Aware

This is the most common Combat Mode for your men when entering unknown territory. While it may be unnecessary to maintain complete stealth, it is prudent to keep your eyes open for trouble.

### Safe

There is no known danger. Your troops can relax a little and shoulder their weapons.

### Stand Up

Order your men to stand up.

### Get Down

Order your men to hit the ground.

### Formation

Specify the tactical formation of your squad.

-  Column
-  Staggered Column
-  Wedge
-  Echelon L.
-  Echelon R.
-  Vee
-  Line

### Team

To group your squad into tactical teams, first select the team members then activate the Command Menu and choose TEAM. In the next menu, hit **[9]** to ASSIGN a new codename to the team then choose the codename they are to be known by. E.g. Red team, Blue team, etc.

### Reply

Use reply menu to respond to questions and communications from your men and other teams on battlefield.

### Radio

In a few Campaign and Single Missions you will need to provide vital information to or communicate with other squads on the battlefield. This is accomplished using your radio set. First access your Map **[M]**, and then double-click Radio. Finally click on the message you want to send.

### Staying Alive - Hard Targeting

One of the most difficult tasks you will come across while on active duty will be just staying alive. Whilst in a danger zone, the simplest way to achieve this is to keep moving – become a hard target for enemy soldiers. If you must remain in one place for some time, become difficult to spot. Lie down on the ground so you don't create a profile against the horizon. Make sure you're in cover or at least in concealment, if your cover is deep enough, you may even remain undetected until you move again or discharge your weapon. Don't forget concealment in bushes and vegetation won't protect you from bullets – your safest bet is to get behind or underneath something solid.

Never stay in one place for too long. You'll eventually get spotted, especially if you make too much noise e.g. fire off a round. Once attention has been drawn to your position, move away quietly and fast as possible, moving from cover to cover using concealment wherever possible.

Never reload out in the open unless you have absolutely no cover or concealment around. For the time it takes to reload you're unarmed and stationary and therefore very vulnerable. Above anything else - observe. Avoid tunnel vision; keep your eyes open to both sides and behind as well as ahead so you don't get flanked. Use Command View often to give you a clear picture of surrounding threats (this is a luxury a real soldier does not have). The more observant you are, the harder you will be to sneak up on.

## Tank Command

### Keyboard / Mouse Command

Tank crew can be given orders using mouse and keyboard, precisely as if you were performing those operations by yourself (see Vehicle Movement and Targeting and Firing Vehicle Weapons).

Movement commands can be issued also using mouse provided no target is currently selected by clicking on the location you wish to move to. While useful for short-range maneuvers, this is somewhat limited when you need to quickly reach locations that are out of sight. In these instances you would be well advised to use the Command Menu.

Alternatively, activate the Map **[M]** and click on the point you wish to go to. This method is particularly effective for very long range maneuvers and advances.

### Command Menu – Tank

When you are commanding tank, all of your commands with the exception of FIRE and Weapon Selection, can be issued to your crew by Command Menu.

Because this system relies not only on your skills as Commander, but also on the skills of your crew, you can expect a much more accurate response from your tank than if you tried to manually operate all functions at once by yourself.

### Using the Command Menu for Tank Command

Press **[F1]** when you are in command of a tank to call up the Command Menu. Options are shown numbered from 1-0. Press the required button to issue a command. Some

options take you to deeper into the Menu System. To return to the Previous Menu press **[←Backspace]**.

## Command Menu - Tank Options

### Return to Formation

As Commander of a single tank, RETURN TO FORMATION commands your Driver to regroup with the rest of your troops. If you are the leader of a tank platoon, this command recalls other tanks to your actual position.

### Target

TARGET takes you down to the next level of the tank menu and shows you a list of all enemy units that have been spotted by you or your crewmen, or whose locations have been radioed in by other friendly units. Select target to fire upon by pressing the appropriate number key. Having selected your tank's target, your Gunner will bring the selected weapon to bear (select weapon using **[Spacebar]**).

Once the enemy unit has been target locked (see Targeting and Firing Vehicle Weapons), the FIRE command is issued in the standard way using the Left Mouse Button.

Don't forget it may take some time before you can fire weapon again, especially if it requires manual reload.

### Move

Select MOVE to issue instructions to the Driver based on compass direction. This is especially useful if you have just received new location instructions. E.g. Move 500m North East.

### Next Waypoint

The NEXT WAYPOINT command instructs the Driver to proceed to the location of the last order you received. You can see the waypoint in your field of view highlighted by a yellow box or indicated by a yellow triangle if the waypoint lies just outside of your field of view. Waypoint is recognizable from other battlefield indicators as it is accompanied by the word 'Move' and distance from your current location. This method of moving from point to point through missions is often quicker than attempting to reach your destination in another way.

## Vehicle Weapons

### Air

#### TOW (Tube-launched Optically tracked Wire-guided) Missile

Once target locked the TOW may be fired by the Gunner. There is no requirement for axis-orientation for attack vehicle provided the target is forward of its midpoint, as guidance systems leads the warhead directly to the locked target.

#### FFAR (Folding-Fin Aerial Rocket) Unguided

Absence of guidance system requires that attack craft must be axis-oriented and rockets can be fired from fixed tube mountings positioned at weapon pylons directly at target. Once the target has been indicated, using standard Target method (RMB), FIRE command has been issued (LMB) and aircraft is heading to target, Gunner will release rocket(s).

### Note:

If FIRE command is issued while weapons are still being locked, first FIRE command will be cancelled.

#### AT-6 SPIRAL Anti-tank Guided Missile

AT-6 tube-launched SACLOS (Semi-Automatic Line of Sight) anti-tank guided missile was developed specifically for Mi-24 Hind Soviet Heavy Gunship. Unlike wire-guided missiles, SPIRAL uses infrared and radio guidance systems. Although missile moves at estimated speeds of 450m/s, launching craft must maintain line of sight with its target the whole flight time. Thus, once the weapon is targeted (RMB) and FIRE Command issued, Hind must hold target in view until hit is scored.

#### AGM-65 Maverick

Maverick is an air-to-surface guided missile for tactical close air support. It can be fitted with one of two firing mechanisms. First type uses a fuse in the nose which triggers warhead upon contact with target. Alternatively delayed fuse penetrator allows missile to bury itself in its target before warhead explosion. This gives significant improvement in fighting against heavy armor. Guidance systems are either electro-optical or infrared.

#### M60 7.62mm Machine Gun

Fixed at left and/or right helicopter doors using M144 Armament subsystem, M60 machine gun has projectile muzzle velocity of 853m/s and effective range of 1.1km. Gun's mounting imparts a wide field of fire which is up to 180° on either side of the aircraft. Targeting uses standard method (RMB), once FIRE Command is given (LMB) appropriate Gunner will activate weapon and open fire as soon as the quarry comes within the field of fire.

### Note:

If FIRE command is issued while weapons are still being locked, first FIRE command will be cancelled.

#### M197 Three Barrel 20mm Gun

Firing at a rate of 730 rounds per minute ( $\pm 50$  rpm), the M197 has a field of fire of approximately 30° to each side of the central axis of the attack craft. This weapon can be targeted in a similar way to M60 machine gun – once target is indicated using standard Target method (RMB), FIRE Command issued (LMB) and target is within field of fire, Gunner will activate weapon and start a death rain falling upon enemies.

### Ground

#### HEAT (High Explosive Anti-Tank) Round

Fired from main cannon of a tank, HEAT round is specifically designed for armor penetration of ground vehicles, especially tanks. For targeting uses standard method (RMB), HEAT rounds are fired by Gunner after FIRE Command has been given (LMB). Once tank turret is pointed towards the target and the cannon is aimed the round is released.

#### SABOT

SABOT projectile uses outer casing designed to adapt sub-caliber ammunition to a larger caliber gun. This allows tanks to fire smaller caliber ammunition than their armaments may originally have been designed for, providing much more accurate fast moving shots with great kinetic energy.

## M240 Machine Gun

Mounted on the turret of M60 Patton series tank, M240 fires at a sustained rate of 100 rounds per minute. Designed to provide close quarter fighting capability, this gun supplements a tank's main gun.

## Vehicles

### Air



#### AH-1 Cobra Helicopter

AH-1 is all-purpose gunship, with all-weather fighting capability. Having flown over one million air hours through the Vietnam conflict, AH-1 has proved to be a workhorse of the US Marine Corps. Though upgraded and improved many times over during its years in service, the Cobra still meets its original design function: direct air support, anti-tank capability, armed escort and air-to-air combat.



#### UH-60 Blackhawk Helicopter

Possibly the most versatile helicopter of the Western Forces, Blackhawk is primarily designed for air assault, air cavalry and aeromedical evac. Despite its designation as utility craft, including transport capability of

up to fourteen fully equipped soldiers, Blackhawk also can carry weaponry and armor. In addition, modified Blackhawks served as command and control, electronic warfare or special ops platforms.



#### A-10 Thunderbolt (Tank Killer)

A-10 jet has excellent maneuverability at relatively low air speeds and altitudes and is developed as an extremely accurate anti-tank and ground support aircraft. Delivery systems include HUD (Head-Up Display) which gives flight information and LASTE (Low Altitude Safety and Targeting enhancement System) on the inside of windscreen. Other functions include day and night close air ground support and role of FAC (forward air controller).



#### Mi-17 (Mi-8MT) Helicopter

Mi-17 multi-role helicopter was developed at Mil Design Bureau as an upgrade to the outdated Mi-8 and can be distinguished from its predecessor by a starboard mounted tail rotor. Capable of carrying large cargo, even

with the back doors removed, Mi-17 can be retro-fitted to accommodate up to 24 executives or 30 troops and 20 wounded. Specific features include engine load-sharing system which increases output of shaft-turbine engines should its twin become damaged.



#### Mi-24 Hind Helicopter

Entering service in the late 1960's, Mi24 Hind gunship provided main force for air support in the Afghanistan War. As the Eastern equivalent to US Air Force Apache helicopter, Hind is designed to perform all operations from air-

to-air combat to air-to-ground and anti-tank capability. Helicopter is fitted with Overpressure system to transport up to eight troops through NBC (Nuclear Biological Chemical) conditions. Alternatively cargo area can be used as extra ammo storage.

### Ground



#### M151 A2 Jeep

Brought into service in late 70s, this .25 ton 4x4 utility vehicle has seen successful military service in 15 different NATO countries. The M151's flexibility of design means that it can easily be retrofitted as a Multi-Utility Tactical Truck (MUTT) or a Fast Attack Vehicle (FAV).



#### UAZ 469b

UAZ 469b is the Eastern equivalent of the US Jeep. This four-wheel drive vehicle is capable of 750km travel without refueling and can easily be fitted with light weaponry allowing additional functions as a fast attack vehicle.



#### M939 5T Truck

M939 all-purpose truck entered US Army service in the 1980s and is the latest in a long line of standard issue vehicles dating back to the 1940s. Powered by an 8.3 liter 6-cylinder turbocharged diesel engine, M939 can carry up to five tons of cargo or 11 fully equipped soldiers.



#### Ural Truck

Ural 375 has maximum range of around 600km between fuel stops and is powered by a ZIL-375 8-cylinder engine. Its main function is transportation of up to five tons of cargo. Alternatively it can transport up to 11 fully

equipped troops.



#### Praga V3S Truck

This Czechoslovakian-manufactured truck has many advantages for use in a warzone. Not only does it have extremely rugged design which gives maximum reliability over extremely rough terrain, but also can be easily fitted to fulfill wide range of functions as fuel truck or launch unit.



#### M113 APC

A revolution in APC (Armored Personnel Carrier) design, M113 can carry 11 soldiers plus Driver and Commander through hostile environments. M113 can be delivered to battle zone by air transport and drop, and also possess swimming capabilities through coastal zones. Suitable for rapid deployment scenarios, M113 is also usable as command post and mortar carrier.



#### BMP-1

Bronevaya Maschina Piekhota (BMP-1) was introduced in 1967 at a Red Square parade. A revolutionary vehicle, the BMP is the first armored unit to make the step from personnel carrier

to combat vehicle. With aggressive anti-tank and relatively high speed capability, this combat zone transport also provides visual systems and gunports for each troop member aboard, allowing them to add to the BMP's own firepower with their personal firearms.



### ZSU-23 Shilka

Shilka ZSU (Zenitaya Samokhodnaya Ustanovka) Self-Propelled Anti-Aircraft Gun features four liquid-cooled 23mm cannons which are capable of firing upwards to a range of 3000m. Targeting can be achieved either optically by vehicle crew, or electronically by on-board radar, which can be folded flat in transit. Although considered non-amphibious, the Shilka is capable of fording water up to a depth of just over 1m.



### M60 Patton Series Tank

Reliable and durable workhorse of the US forces, M60 Patton Series Tank has seen over 20 years of action, including incursions in both Sinai and Golan Heights during the Yom Kippur War. Criticized for its high profile and limited mobility through exceptionally rough terrain, the M60 has been upgraded many times and is now powered by Continental AVDS-1790-2C 750hp V-12 engine and an Allison CD-850-6/6A crossdrive transmission.



### M1A1 Abrams Main Battle Tank

Designed and built for the dangers of modern ground warfare, the M1A1 includes many features, which enhance its deadly offensive and enhanced defensive capabilities: Battlefield Override, NBC (Nuclear Biological Chemical) Overpressure system, Position Location Reporting Systems and Deep Water Forging Kit. 120mm main gun is capable of engagement ranges up to 4km, uses many kinds of ammunition and has a hit/kill ratio that equals or surpasses any other modern main battle tank.



### T55

T55 medium tank is one of the most internationally prolific pieces of tracked armor. It is currently in use by over a dozen countries and has seen action in military incursions from the invasion of Hungary in 1956 to the Arab wars with Israel in the late Sixties and early Seventies.



### T72 M1

T72 with its low profile is closely related to the T-64, which is produced solely for USSR armed forces. This tank includes several capabilities including fitment of additional armor or dozer blade for obstacle clearance and preparation of firing positions. It is powered by a V-12 multi-fuel engine that is capable of running on diesel, benzene or kerosene. For extension of operational range, the T72 can carry two 200 liter external fuel drums which can be tactically jettisoned if required.



### T80 BV

Featuring modified turret and ceramic armor, the T-80 is the first Soviet tank to be powered by gas turbine. It maintains the low profile of earlier tank designs and can be equipped with snorkels for deep fording operations (these are stowed behind the turret), one of which provides air intake to gas turbines. 1st generation reactive armor makes T80 extremely resistant across its frontal arc to all kinds of NATO ATGM (Anti-Tank Guided Missile).



### SCUD Launcher

This mobile wheeled launcher is capable of firing long-range ground-to-ground SCUD missile from far behind enemy lines. The Russian-made missile itself is capable of delivering high explosive, chemical or even nuclear warheads with devastating accuracy.

## Options Menu

Set Options for various graphic and sound adjustments by clicking and dragging sliders left or right.

## Controls

To re-map control keys for various actions available, simply click in the field that you want to change and delete its contents. Enter new key-binding and click OK. If at any time you want to return to original key settings, simply click the Default button.

## Multiplayer

Play *Arma: Cold War Assault* across Local Area Network or Internet using TCP/IP and enjoy battle experience to new depths of realism. Assume the role of a soldier in forces of East or West and carry out your missions as best you can. Battle simulation comes to life as soldier and vehicle AI within the game represents real human intelligence.

### Creating of multiplayer game

To create a network game, click on Multiplayer at Main Screen menu, and then click New. When game server and client have been created, choose the island and mission you want to play.

### Joining an Internet game

Every computer or server connected to the Internet has its own IP Address – a unique number that identifies that machine to the rest of net. Before joining an Internet game, you need to know the IP Address of the computer or server you will be connecting to (the host). Get the host to Email/IM this to you prior to commencing play.

#### Note:

If the host's connection to the Internet is terminated at any time during play, you may need to get a new IP Address from them as it may change upon reconnection.

Once you've done this, click on Multiplayer in Main Screen, and then click REMOTE in the top right corner. When requested, enter the IP Address you have been given and click OK. It may take a short while to establish connection, but if you have to wait more than five minutes, the connection has probably failed. In this case, press ESCAPE and try again. Once connected, you'll be presented with list of available games on that IP Address. If you're connecting to friend's PC, you'll only see the name of game they have created listed, but if you've connected to a large game server, you may see lots of game names in your list. Either way, click the name of the game you wish to join and click OK.

## Joining a Network Game

To join a network game that is about to begin, click Multiplayer on Main Screen, then click Join. *Arma: Cold War Assault* automatically detects any games running on network you are connected to and displays a list of them. Click the one you want to join in and click OK.

## Choose your Affiliation and Role

Whether you're hosting or joining Multiplayer game, you need to define on which side you will play and what role you will assume for that battle. When you reach Server Setup screen, choose your affiliation by dragging your name from the list on the left into an unassigned space in either East or West lists, then click OK.

On the next screen – 'Side Setup', you have to choose your role from the duties available for the selected mission. Drag your name from the list on the left onto an available position and click OK.

Available roles are indicated by 'AI' after role description. This means that if the role remains unassigned when the mission starts, AI will take control of that soldier.

### Note:

Even when you have selected your role within a side, your choice can be overridden by the game host or your Commander (by re-dragging names onto different roles). If roles are reassigned in this way, the role becomes locked and cannot be changed by players.

Click START to begin your battle.



## Credits

### Project Lead

Marek Španěl

### Programming

Jiří Martínek

Ondřej Španěl

### Graphics / Artwork

Kamila Clarová

Jan Hovora

Karel Matějka

Petr Pechar

Petr Víšek

### Design

Adam Bílek

Viktor Bocan

Jan Kraml

Vojtěch Novák

Tomáš Pulkrábek

Robert Štípek

### Landscape Editing

Štěpán Kment

Melanie Novotna

### Motion Capture Performance

Bohumil Trnka

### Additional Tools Programming

Ondřej Novák

Lubos Pacal

### Sound Effects

Beaufort Clifton Addison III

Ondřej Matějka

Robert Stevenson

### Original Music Score

Ondřej Matějka

### Additional Music (Seventh)

Luke Aldridge

Amy Dewhurst

David Lagettie

Michael Reid

Nathan Taylor

## End-User License Agreement

**IMPORTANT - READ CAREFULLY: YOU SHOULD CAREFULLY READ THE FOLLOWING END-USER LICENSE AGREEMENT BEFORE INSTALLING THIS SOFTWARE PROGRAM.**

This computer software program, any printed materials, any on-line or electronic documentation, and any and all copies and derivative works of such software program and materials (the "Program") are the copyrighted work. All use of the Program is governed by the copyright law and by the terms of the End-User License Agreement, which is provided below ("License"). By using the Program you agree to be legally bound by the terms of this license agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License is expressly prohibited. If you do not agree to the terms of this Agreement, do not install or use the Program. You may, however, return it to your place of purchase for a full refund.

### End User License Agreement

**1. Ownership:** All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, narrative, locations, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, any related documentation, and addons incorporated into the Program) are owned by Bohemia Interactive a.s. (the Licensor) or its licensors. The Program is protected by the Czech copyright laws, international copyright treaties and conventions and any other applicable laws. All rights are reserved.

**2. Limited Use of License:** the Licensor hereby grants, and by installing the Program you thereby accept, a restricted, non-exclusive license and right to install and use one (1) copy of the Program for your personal use. You may not network the Program or otherwise install it or use it on more than one computer at a time, except if expressly authorized otherwise in the applicable documentation. The Program is licensed, not sold. Your license confers no title or ownership in the Program.

### 3. End User's Obligations:

- A.** As a Subject to the Grant of License herein above, you may not, in whole or in part, copy, duplicate, reproduce, translate, reverse-engineer, modify, disassemble, decompile, derive source code, create derivative works based on the Program, remove any proprietary notices or labels from the Program or otherwise modify the Program without the prior written consent of the Licensor.
- B.** You are entitled to use the Program for your own use, but you are not entitled to:
- (i)** Sell or transfer reproductions of the Program to other parties in any way, nor to rent, lease or license the Program to others
  - (ii)** Publish and/or distribute the computer Program or any of its parts
  - (iii)** Exploit the Program or any of its parts for any commercial purpose including, but not limited to, use at a cybercafé, computer gaming center, computer aided training center or any other location-based site where multiple users may access the Program;

**4. License Transfer.** You may permanently transfer all of your rights under this License to the recipient, provided that the recipient agrees to the terms of this License and you remove the Program from your computer.

**5. Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program and any New Material. The Licensor may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program and any New Material.

**6. Limited Warranty.** THE LICENSOR EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM. THE PROGRAM IS PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT.

The entire risk arising out of use or performance of the Program remains with you. However it is warranted that the media containing the Program shall be free from defects in material and workmanship under normal use and services and the Program will perform substantially in accordance with the accompanying written materials, for a period of 90 (ninety) days from the date of your purchase of the Program.

**7. Limitation of Liability.** NEITHER THE LICENSOR, ITS PARENT, SUBSIDIARIES, AFFILIATES OR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM, INCLUDING BUT NOT LIMITED TO LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGE OR LOSSES.

**8. Miscellaneous.** The License shall be deemed to have been made and executed in the Czech Republic, and any dispute arising hereunder shall be resolved in accordance with the Czech law. You hereby acknowledge that you have read and understand the foregoing License and agree that the action of installing the Program is an acknowledgment of your agreement to be bound by the terms and conditions of the License contained herein. You also acknowledge and agree that this License is the complete and exclusive statement of the agreement between the Licensor and you.

## Notes:





Copyright © 2011 Bohemia Interactive a.s. All rights reserved. Arma: Cold War Assault™, Arma: Resistance™ and Bohemia Interactive™ are trademarks of Bohemia Interactive a.s. All rights reserved. All other trademarks are the property of their respective owners.