

America's Army Game Manual

Updated: 5/13/16



America's Army 3 Game Manual

AA3 Installation and Setup

The *America's Army* game provides civilians with an inside perspective and a virtual role in world's premier land force: the U.S. Army. The game is designed to provide an accurate portrayal of Soldier experiences across a number of occupations. In the game, players will explore progressive individual and collective training events within the game. Once they have successfully completed these events they will advance to multiplayer operations in small units.

★ This chapter covers:

- AA3 System Requirements
- AA3 Downloading and Installation
- AA3 Player Account Setup AA3
- Account Management Website

AA3 System Requirements

There are minimum system requirements for *America's Army*. Please ensure your system meets these requirements, otherwise you may experience difficulties running the game. For better results, system specifications meeting or exceeding the recommended requirements are necessary. Note that each computer is different, and therefore performance may vary between systems.

Minimum System Requirements

Operating System (OS)

- Microsoft Windows XP (with Service Pack 2) Microsoft
- Windows Vista

Processor (CPU)

- 3.0+ GHz Single Core CPU

Memory (RAM)

- 1GB RAM (Minimum)

Video Card

- Direct X 9.0c compliant Shader 3.0 enabled video card with 256MB RAM (NVIDIA 6600 or better/ATI X1300 or better)

Sound Card

- Direct X 9.0c compliant sound card

Hard Drive Space

- 5GB free hard drive space

Network

- Broadband Internet Connection

DVD-ROM

- 4x DVD-ROM (Disc Copies Only)

Recommended System Requirements

Operating System (OS)

- Microsoft Windows XP (with Service Pack 2) Microsoft
- Windows Vista

Processor (CPU)

- 2.4+ GHz Dual/Quad Core CPU

Memory (RAM)

- 2GB RAM

Video Card

- Direct X 9.0c compliant Shader 3.0 enabled video card with 512MB RAM (NVIDIA 7950 or better/ATI X1950 or better)

Sound Card

- Creative EAX 4.0 compliant sound card (Audigy 2, X-Fi series)

Hard Drive Space

- 5GB free hard drive space

Network

- Broadband Internet Connection

DVD-ROM • 4x DVD-ROM (Disc Copies Only)

AA3 Downloading and Installation

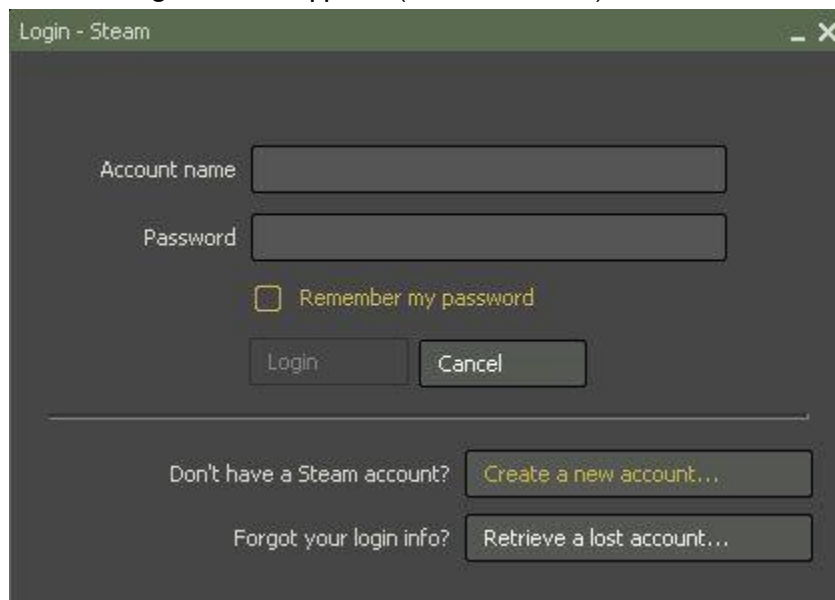
There are two ways to download and install *America's Army 3*: through Valve Corporation's Steam or from the *America's Army* Deploy Client. To select your download method:

1. Go to <http://www.americasarmy.com/downloads/>
2. Choose either to download *America's Army 3* through Steam or from the *America's Army* Deploy Client. From this point please read either the section "Installing Steam" or "Installing *America's Army* Deploy Client", depending on the download method chosen.

Installing Steam

NOTE: If you already have Steam installed on your computer, and already have a Steam account, please skip to section "Downloading *America's Army 3* from Steam".

1. To download *America's Army 3* from Steam, first you must install the Steam client.
2. Launch the Steam client.
3. When the login window appears (as shown below), click "Create a new account."



4. Read the next screen, "Important information about Steam accounts" and click "Next".

5. Read the Steam Subscriber Agreement and click "I Agree" if you agree to its terms.
6. Enter a new account name (as show below) and enter your password twice. Click —Nextll.

Steam - Create account

Please provide an account name and password.
Be sure to make your password something hard
to guess, and use at least 5 characters.

Account Name

Password

Retype password

< Back Next > Cancel

7. If your desired account name is unavailable, select one of the suggested account names or click —Backll to enter a different name.
8. Once your account name has been accepted, enter the email address that you wish to associate with your Steam account (as shown below). Your login information will be emailed to this address. Click —Nextll.

Steam - Create account

Please enter your email address. If you forget your password, you will be contacted via this address to verify your identity.

Contact email address

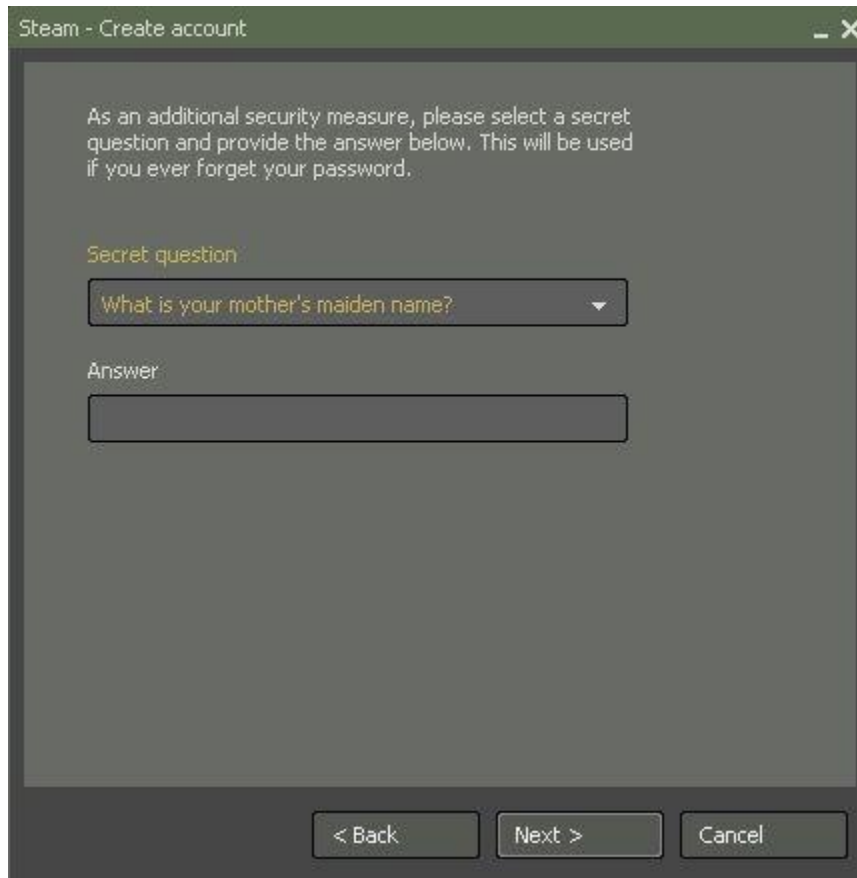
(must be a valid account)

Confirm email address

[View Valve Privacy Policy](#)

< Back Next > Cancel

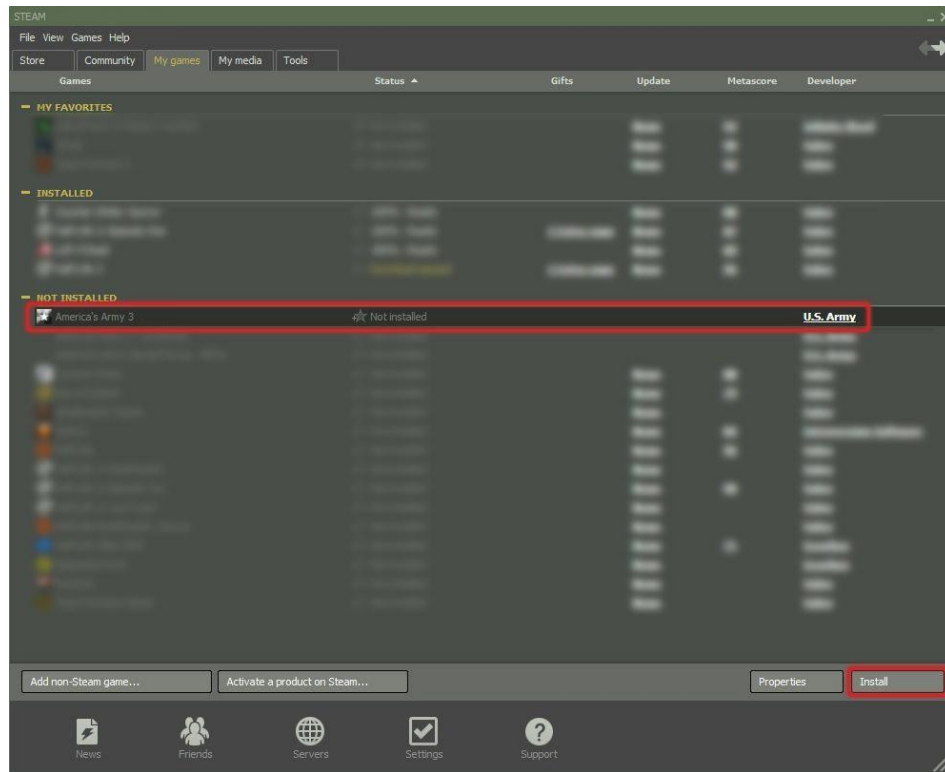
9. Select your secret question (required if you need to retrieve your account information later) and provide an answer (as shown below). Click "Next".
10. Review your account information and click "Next".



11. Click "Finish" and continue to section "Downloading *America's Army 3* from Steam" below.

Downloading *America's Army 3* from Steam

1. Locate *America's Army 3* in the 'Not Installed' area of the Steam 'My Games' list. Select *America's Army 3* and either double click it or click on 'Install'.



2. The first installation window will show you how much disc space is required for the installation, how much disc space is available, and the estimated download time.
Click 'Next' to proceed with the installation or 'Cancel' to cancel the installation.



3. This second window gives you the option to create a start menu shortcut and to create a desktop shortcut - select the appropriate options at your discretion. Click 'Next' if you wish to continue with the installation, click 'Back' to return to the previous window, or click 'Cancel' to cancel the installation.

- Create start menu shortcut to America's Army 3
- Create desktop shortcut to America's Army 3

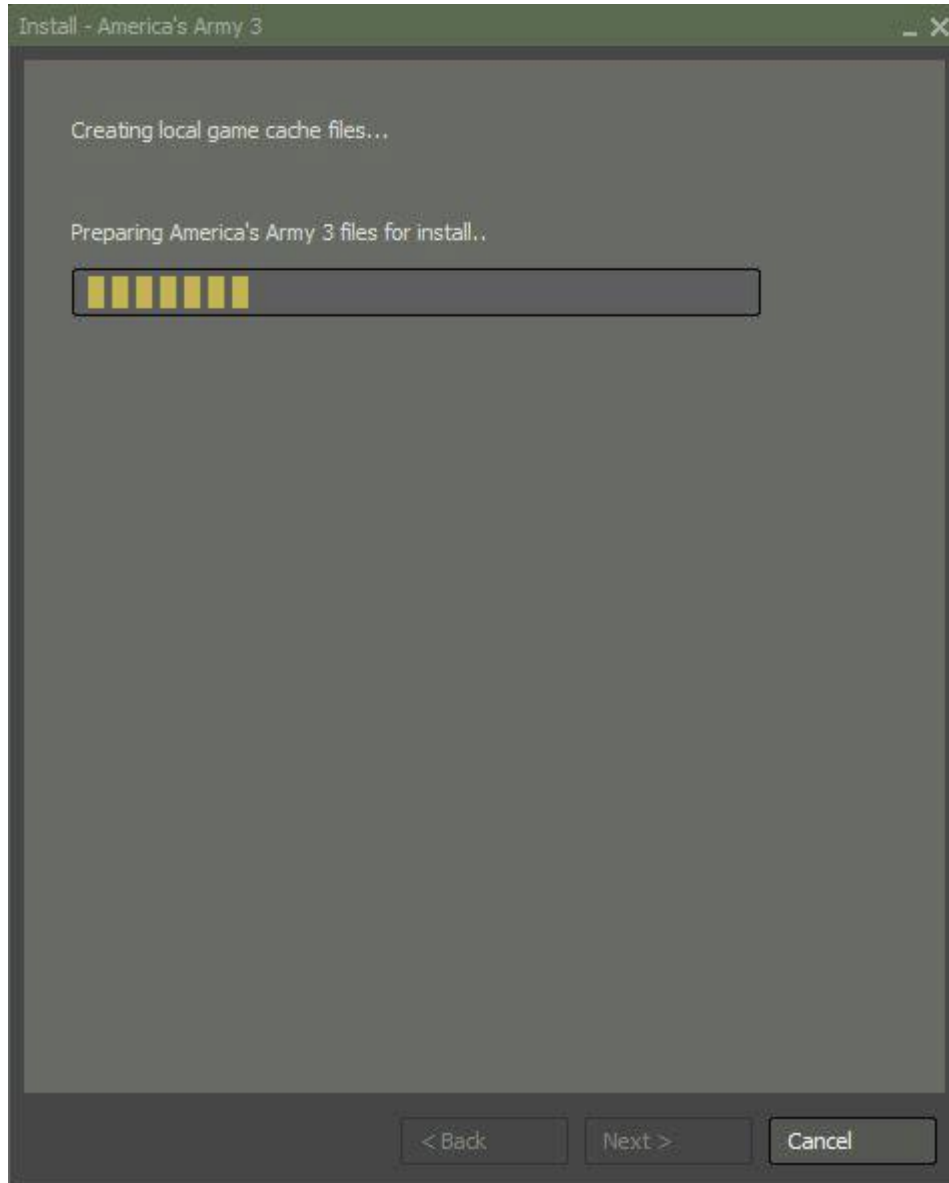
All files for this game will now be downloaded through Steam.

< Back

Next >

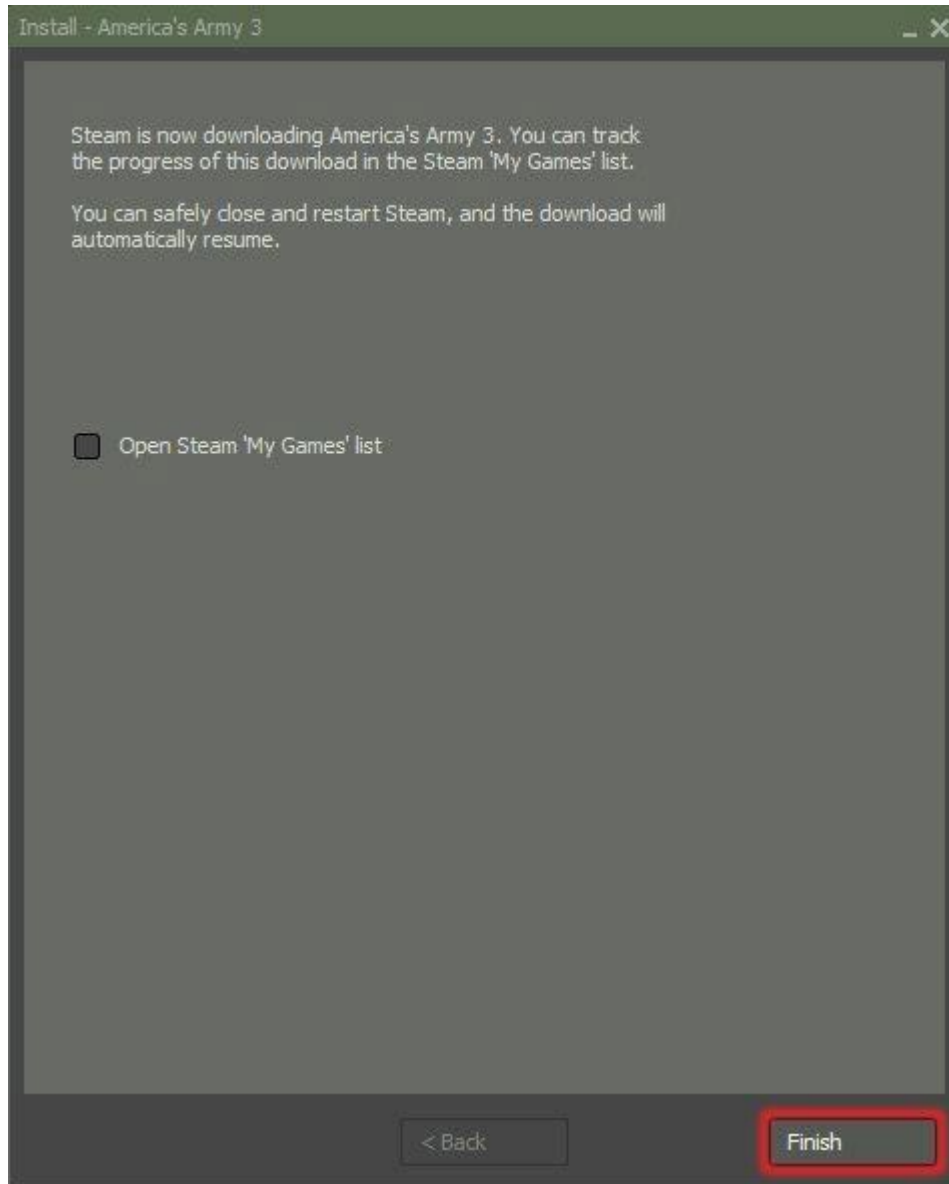
Cancel

4. The next window should appear briefly as Steam creates local game cache files. You have the option to click 'Cancel' to cancel the installation.

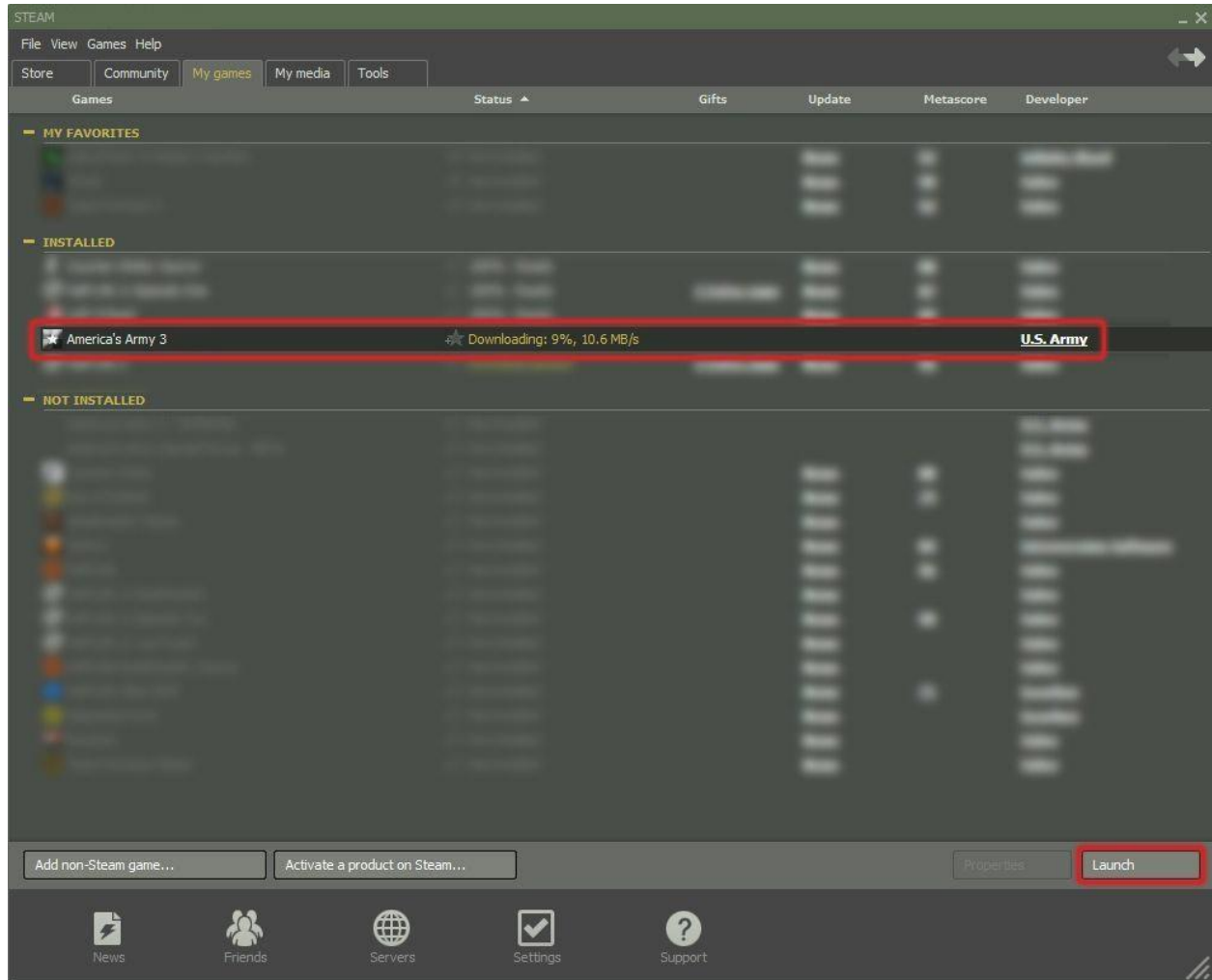


5.

The fourth installation window should let you know that Steam has begun downloading *America's Army 3*. Clicking 'Finish' will finish the installation setup. If you wish the Steam 'My Games' list to open upon clicking 'Finish' then select that option in this window.



6. The 'My Games' list should now show the progress of your download. When the download is complete, *America's Army 3* should be properly installed. To launch the game you can either double click on *America's Army 3* or simply select *America's Army 3* and click the 'Launch' button.



Installing *America's Army* Deploy Client

1. Select a download partner from the list provided and click the link given after "Version Available".
2. Download the *America's Army* Deploy Client installer.
3. Run the installer. (You may have to wait briefly for the installer to scan your system for necessary components.)

Downloading *America's Army* via the Deploy Client

1. When the installer has launched, click 'Download'.



2. You will receive a windowed prompt - "Are you sure you want to download *America's Army* 3?" Click 'Yes' to begin installation or click 'No' to cancel the operation.



3. Read the 'End User License Agreement' or EULA.

If you agree with the terms of the EULA, select the option "I have read and agree with the terms listed above" and then click 'Continue'. Clicking 'Cancel' will cancel the installation process.

EULA

ARMY GAME LICENSING AGREEMENT

PLEASE READ CAREFULLY.

This product is owned by the government of the United States of America and its use and reproduction are governed by the terms of this Licensing Agreement.

READ THE TERMS OF THIS AGREEMENT AND ANY PROVIDED SUPPLEMENTAL LICENSE TERMS (COLLECTIVELY "AGREEMENT") CAREFULLY BEFORE OPENING THE SOFTWARE MEDIA PACKAGE. BY OPENING THE SOFTWARE MEDIA PACKAGE, YOU ARE AGREEING TO BE BOUND BY

I have read and agree to the terms listed above

Cancel

Continue

News

America's Army is now on

Exclusive AA3 Closed Bet

America's Army 3 Deploy Check Support

fileplanet

Support

Options

Install

POWERED BY pragmatic

5.

Choose the install location. Click 'Browse' to select the location on your computer where you want to install *America's Army 3*. Click 'OK' once you have selected your desired installation location to continue with the installation process. If you wish to cancel the installation, click 'Cancel'.



A progress bar will display your current download status for *America's Army 3*. At anytime you may click 'Close' to cancel the download.

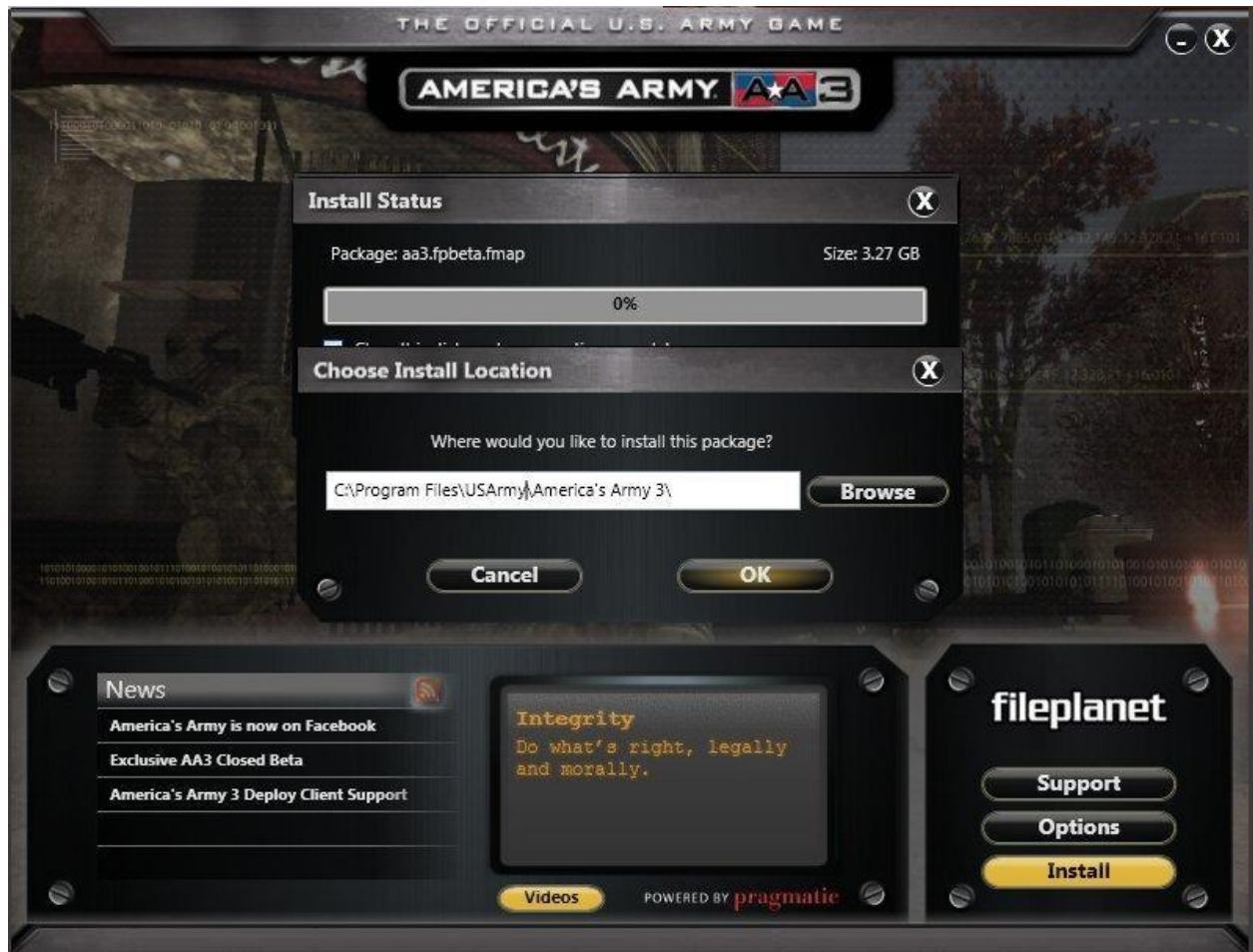


Installing *America's Army 3* via the Deploy Client

1. Once the download of *America's Army* is complete the "Download" button will change to an "Install" button. Click the "Install" button and answer yes/no to the install confirmation.



2. Select "Yes" and either accept the default install location or browse to a different folder.



At this point you will be asked to accept or decline the *America's Army* End User License Agreement. If you decline the install process will terminate.

3.



After you have accepted the EULA the installation process will begin.

4.



After the installation process is complete, the "Install" Button will change to a "Launch Game" button which, when selected, will allow you to begin your *America's Army 3* experience.

5.



AA3 Player Account Setup

To play *America's Army 3* you will need to setup a user account and create an *America's Army 3* soldier.

Create an Account

I. Launch *America's Army 3*

2. When the Account Login window appears (shown below), select "Create New Account".



ACCOUNT LOGIN v3.0.0

USERNAME:
[Redacted]

PASSWORD:
[Redacted]

Remember Login

LOGIN

AMERICA'S ARMY
AA3

CREATE NEW ACCOUNT Create a new America's Army account.

RETRIEVE ACCOUNT INFO Forget your account username or password?

PLAY OFFLINE Play in offline mode (LAN only).

EXIT GAME Exit America's Army.

Enter your user name and password to login.

As shown below, enter a new username, enter and confirm your password, and enter and confirm the email address you wish to associate with this account. Then click "Next".

NOTE - A username must be unique, containing only alpha-numeric characters and file-system safe symbols. It must be at least 3 characters long and no longer than 19 characters. It may contain no spaces. The password must be at least 3 characters long and no longer than 19 characters.

3.

ACCOUNT CREATION - 1 OF 4 v3.0.0

Username:
[Redacted]

Password:
[Redacted]

Confirm Password:
[Redacted]

Email Address:
[Redacted]

Confirm Email Address:
[Redacted]

Enter your desired AA3 Account Username and Password

PASSWORD STRENGTH:
[Four yellow bars]
NOT SET

Enter the Email Address you want to use for this AA3 Account

NEXT >> **CANCEL**

Select the country in which you live, and the state (if applicable). Enter your zip code and your birth date. If you wish to receive the *America's Army* Newsletter, please check the box (as shown below). Then click "Next".

4.

ACCOUNT CREATION - 2 OF 4 v3.0.0

Country: United States

State: ALABAMA

Zipcode: Click and hold dropdowns

Birthdate: January 1 1988

Receive America's Army Newsletter

OPTIONAL INFORMATION
All entries on this page are optional.
This information helps us keep you up to date on all America's Army news and events local to your area.

Check the box to receive periodic America's Army newsletters via Email.

«BACK NEXT» CANCEL

The next step is optional. If you possess an *America's Army 2* account in which you have earned an honor level of 20 or higher, please enter the *America's Army 2* username and password associated with that account. Doing this will award your *America's Army 3* soldiers with the "Veteran Service Ribbon" achievement. Click "Next" to continue or to skip this step.

5.

ACCOUNT CREATION - 3 OF 4 v3.0.0

AA2 Username:
[Redacted]

AA2 Password:
[Redacted]

Players of the original America's Army PC game (AA v2.x) may qualify for veteran AA player bonuses.

Enter your AA2 account credentials to link it to this new AA3 account.

If you do not have an original America's Army 2.X account, leave the text fields blank and click NEXT to continue.

<<BACK NEXT>> CANCEL

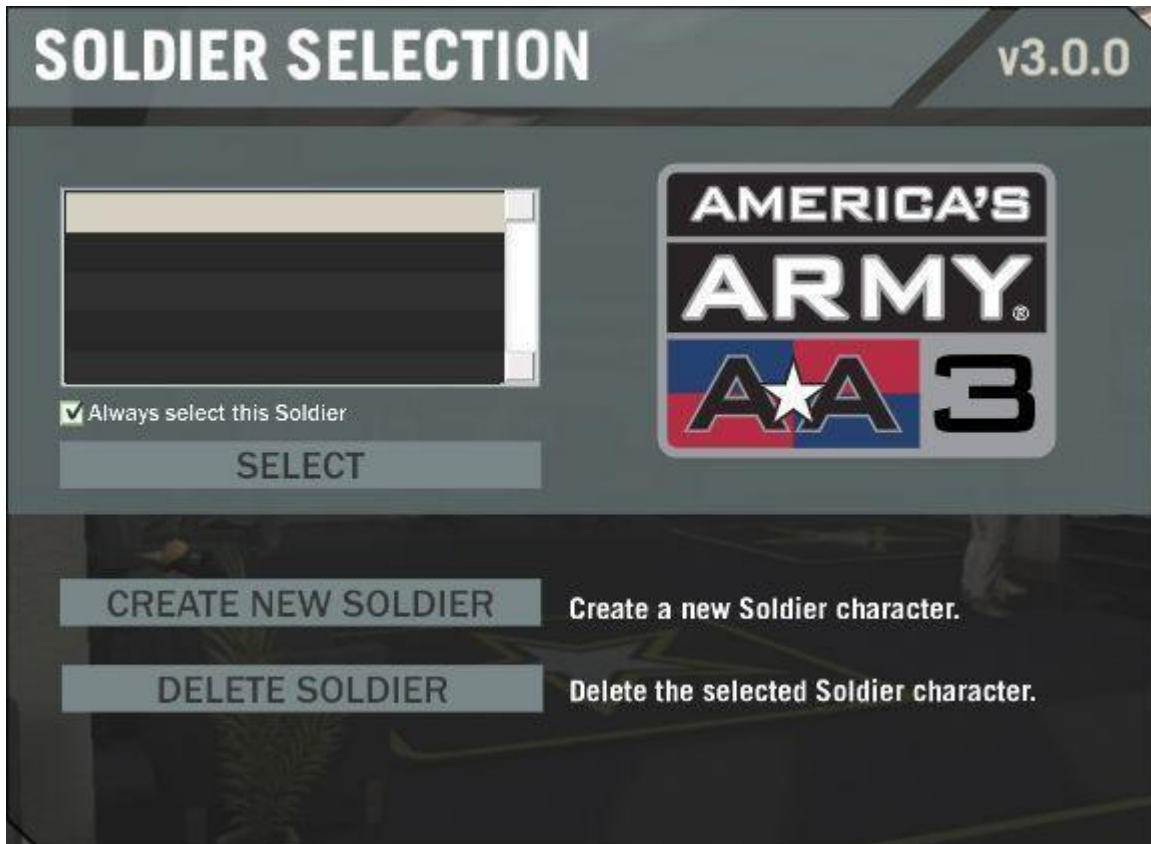
6. Finally, you will see an overview of the account you are about to create. If any of the information is incorrect, you may click "<<Back" to return to previous steps and correct that information. If you are satisfied with the account, click "Finish".

Create a Soldier

1. After logging into your *America's Army 3* account, you will be required to create a soldier to play. (You may create multiple soldiers on a single account).

2.

From the Soldier Selection screen (shown below), click "Create New Soldier".



Create a name for your new soldier. Click "Next" when done.

3.

NOTE - A soldier name must be unique, containing only alpha-numeric characters and file-system safe symbols. It must be at least 3 characters long, and no longer than 15 characters. It may contain no spaces.

SOLDIER CREATION - 1 OF 2 v3.0.0

Soldier Name:

Enter a name for your Soldier.

Soldier names must be at least 3 and at most 15 characters, unique, and can contain letters, numbers, and some special symbols.

NEXT >> **CANCEL**

4.

Select your soldier's appearance from a list of faces (as shown below). Click "Finish" to complete the process.



AA3 Account Management Website

The *America's Army 3* Account Management Website (AMW) is the central hub for all account related information.

Here you can create a new account, view the Awards, Achievements and Career Statistics of your own account and that of your friends.



THE OFFICIAL U.S. ARMY GAME

ACCOUNT MANAGEMENT WEBSITE™

AMERICA'S ARMY AA3

BETA

GAME INTEL | REAL HEROES | DOWNLOADS | COMMUNITY | SUPPORT | MEDIA | ABOUT | U.S. ARMY

Username:
 Password:

[Forgot Password](#)
 Character Search:

Home
 Servers
 Maps
 Register Account
 FAQ
 Support
 Feedback
 Report Abuse

AA3 AMW
 THE OFFICIAL AA3 ACCOUNT MANAGEMENT WEBSITE

- Manage Your AA3 Account
- List Game Servers

SET UP NEW ACCOUNT

Gameplay Activity

Total Registered Players	12319
Completed Basic Training	6423
Played Today	453
Number of New Monthly Users	2951
Number of New Users Today	0
Average Marksmanship	20.19
Avg. Daily Rounds	1,848,371
Avg. Daily Hours	97,210

Total Players

24 Hours Ago 12 Hours Ago Now

pragmatic

TEEN T

The presence of logos, URLs or other information identifying private companies or other non-Military entities does not constitute an endorsement.

The AMW Site is split in to the following sections.

Servers

The Servers page gives a listing of all *America's Army 3* Game Servers and details of the missions and players on them at any given time.

Maps

The Maps page gives details of currently available maps and the game servers that are supporting them.

Account Registration

The account Registration page allows players to create *America's Army 3* accounts without having to have installed the game.

Support

The Support page provides an email form to make Support Requests related to Player Account, Server or game issues. Requests made via this system will be responded to in a short period of time.

Feedback

The Feedback page provides an email form to make feedback comments related to Player Account, Server or the *America's Army 3* game. Feedback made via this system will be taken into consideration by the game developers for future releases.

Report Abuse

The Report Abuse page provides an email form to make complaints related to the conduct of other players. Requests made via this system will be responded to in a short period of time.

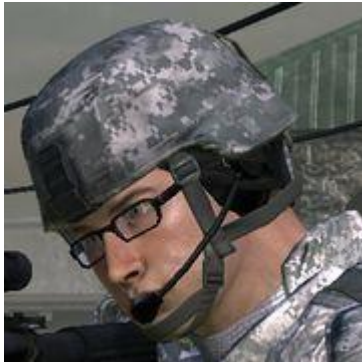
AA3 Playing the Game

Before you jump online and go against other players, you must complete training. Like Soldiers in real life, you must learn the ways of the U.S. Army before you can see combat. This chapter will guide you through the controls, and actions needed to survive basic training in *America's Army 3*. Upon completion, you can jump online to play with other players, or proceed to Advanced Individual Training to unlock new features in the game.

★ **This chapter covers:**

- AA3 Instant Action Menu
- AA3 Main Menu
- Player Controls
- Radial Menu System
- AA3 Heads-Up Display (HUD)
- Multiplayer
- AA3 In-Game Menus
- Honor and Advancement
- Achievements

AA3 Instant Action



Instant Action will allow players to experience the core *America's*

Army 3 game play before completing Basic Combat Training (BCT). Players may participate in live fire matches, but are restricted to specific roles and equipment. Players can elect to play Instant Action at any time from the initial install/launch of the game until they are BCT qualified. Players are considered Instant Action players if:

- The current Soldier has not enlisted.
- The current Soldier has enlisted, but they have not started Basic Combat Training.
- The current Soldier has not completed Basic Combat Training.
- The current Soldier has not completed an MOS training event.

Class Role Selection Restrictions

Players will be restricted to specific roles and weapons until they have completed BCT. The following rules apply to Instant Action Soldiers:

Instant Action players always pick last during role selection.

A player who is not enlisted will be restricted to an M16A4 with the A3 Iron Sight attachments. The player receives no grenades.

If the player has completed Weapons Familiarization, they will have access to the M249, M320, and various grenade types.

If the player has completed Combat Life Saving (CLS) Training, they will be able to perform CLS treatments.

If the player has not completed qualification for the weapon systems, when a class role for which they are not qualified is selected, the slot will immediately be changed to a Rifleman.

Once the player has completed BCT, they are no longer considered Instant Action players.

Note: Instant Action players can be identified by their distinctive glasses which are assigned to them while they are still in Basic Combat Training.

AA3 Main Menu

Soldier

Overview

The Soldier overview is the first screen the player sees when loading the game. The overview provides players with an overview of their career advancement, statistics, available training, and other data.

Achievements

The achievements page provides the player information about the various achievements in *America's Army 3*. From here, players can see the requirements for various achievements and any progress they have made on those achievements. Achievements are broken down into three categories: Coins, Ribbons and Badges/Medals. Coins can be won multiple times, and awarded for meeting milestones in multiplayer action. Ribbons, Badges and Medals are awarded primarily for excelling at training, but some are also awarded for some multiplayer activities.

Statistics

The statistics page provides information on player performance in multiplayer games. Players will be able to see where they have hit enemy players and where they have been hit. In addition, they will be able to see their in-game statistics on scoring and general performance in multiplayer games.

Training

Basic Combat

In the U.S. Army, Basic Combat Training (BCT) is a nine-week training course in which recruits go through the process of becoming full-fledged Soldiers. Throughout the process, they learn new rules, learn to trust themselves and understand what it means to be a Soldier in the U.S. Army. In *America's Army*, Basic Combat Training (BCT) is the formal introduction to not only U.S. Army Soldiering, but also to the core game mechanics used when playing the game. The training events throughout BCT strives to give the authentic feel of real Army training, while also providing the player with valuable tutorials on the basics of playing *America's Army*.

Successful completion of BCT allows access to Military Occupational Specialty (MOS) training, which allows the player to specialize in one of the class roles of *America's Army 3*.

MOS Training

After graduating from Basic Combat Training (BCT) as an 11-B Infantryman you can pursue a career to refine your skills in your chosen specialty, or to broaden your skills through other specialties and a secondary MOS. Other specialties will unlock additional equipment that you will be able to employ in online gameplay. A secondary MOS opens an entirely different skill set to you and your Fireteam, shifting the odds to your team's favor by employing other Army disciplines or assets to the battlefield. A secondary MOS usually requires more advancement points than 11-B specialty training but offers a wider career path.

Multiplayer

Internet

The server browser displays a list of all currently available servers. Two other viewing options are available, one under the Favorites tab, displays any server you have marked as a favorite using the Add To Favorites button at the bottom of the browser. The other tab labeled History shows a list of all past servers you have played on. After selecting a server, you may either click the Join button located in the lower right of the browser panel, or just double click the server name in the browser. The Refresh List button will update the list of servers.

Local

The server browser displays a list of all currently available LAN servers. There is an option to set your Soldier's name at the bottom of the browser, this defaults to the last Soldier name you logged in with. After selecting a server, you may either click the Join button located in the lower right of the browser panel, or just double click the server name in the browser. The Refresh List button will update the list of servers.

Locations

The Locations panel displays a list of all the current maps and places them onto the overall map of the Czervonian area. Each map has a small description, and clicking on the Details button located in the lower right of the panel will bring up much richer information and the option to explore the map in single player.

Go Army

About The Army

The U.S. Army, a key component of the U.S. Armed Forces, is made up of the best-trained, most dedicated and most respected Soldiers in the world — protecting America's freedoms at home and abroad, securing our homeland, and defending democracy worldwide.

A Soldier in the U.S. Army is the embodiment of physical strength, emotional strength and strength of purpose. As a Soldier, you will be combat-ready at all times, trained to counter any threat, anywhere and prepared to serve our country whenever and wherever you are needed.

Careers

Being a Soldier means you're always learning. In the Army, you can take advantage of many job and leadership training opportunities that will give you the skills to succeed in the Army and in life and the strength not only to follow but also to lead.

There is no limit to the opportunities in the Army so there's no limit to what you can learn and achieve. The Army strengthens you, and your future, with expert training in one of over 150 different jobs for Soldiers on Active Duty and over 120 jobs for Soldiers in the Army Reserve.

From working with computers to assisting physicians to fixing helicopters, there's an Army job right for you — providing the experience that will give

you an edge over those in the civilian world. The Army also offers you money for college and the chance to interview with America's top corporations.

Benefits

The training and salary you get as a Soldier are only some of the ways the Army strengthens you for tomorrow. The Army also offers money for education, comprehensive health care, generous vacation time, family services and support groups, special pay for special duties, and cash allowances to cover the cost of living.

Lifestyle

To be a U.S. Army Soldier is to be a part of the strongest fighting force in the world. You'll spend your days training, working and serving together to protect America's freedoms. But you'll also have time after work for family, friends and personal interests. From recruitment to retirement, the U.S. Army provides a unique and diverse lifestyle for Soldiers.

Real Heroes

"Real Heroes" are the means by which *America's Army* celebrates those brave men and women of the U.S. Army who have shown the courage and valor to warrant the title of Hero. *America's Army* Real Heroes attend public conventions such as the Virtual Army Experience (VAE), are the subject of a selection of Action Figures and interact with the public via the *America's Army* website.

Settings

Controls

The controls interface allows you to modify your player controls. When the desired changes have been made, click accept to apply the changes.

Interface



Through the interface settings panel, you can adjust the transparency of your HUD, the set-up of the chat box, radial menu colors, or whether certain HUD elements are contextual or always on. If a HUD element is set to contextual, it will only appear when something changes such as damage, equipment change, or similar events. An element set to always on, will show all the time. Elements set to always off will never appear.

Video



Users can use this panel to adjust their video settings to take advantage of their monitor and graphic card capabilities.

Audio



Users can use this panel to adjust their audio settings to take advantage of their sound card capabilities.

Account



Through this panel, players can make changes to their account settings, active Soldier appearance, and personal data.

Parental



The parental controls panel allows parents and guardians to eliminate a younger player from seeing blood and participating in Voice Chat. To put parental controls into effect the guardian must set up a password.

Exit

Change Soldier

This function allows players to change to a different Soldier.

Logout

This command will log the player out of the game and return the player to the login screen, allowing another user to log in with a different account.

Exit Game

This function will exit the game and return the user to Windows.

Player Controls

Movement

The game supports two main modes of movement, combat and tactical, within the three main postures: standing, crouching, and prone. Combat movement is on by default, and is louder but faster than tactical movement. Tactical movement is slow and methodical, reducing the noise associated with the player's movement.

Each mode affects the posture of the player which acts as a visual sign for other players.

Movement Commands

Command	Key 1	Key 2
Tactical/Combat Mode Toggle	Left Shift	DEL
Move Forward/Sprint (tap twice)	W	Up
Move Backwards	S	Down

Strafe Left/Roll Left (tap twice)	A	Left
Strafe Right/Roll Right (tap twice)	D	Right
Crouch	C	NUM1
Prone	X	NUM2
Sprint (while moving forward)	ALT	END
Lean Left	Q	INS
Lean Right	E	PAGE UP
Combat Slide (while sprinting)	C	
Combat Dive (while sprinting)	X	
Low/High Ready Toggle	B	PAGE DOWN
Action/Use	Space	Num0
Melee	LEFT CTRL	

Advanced Movement

Vault/Mantle

Vault: When the player approaches a small object, they can opt to vault, place a foot on the object and leap over the object.

Mantle: When the character places a hand down to get over larger objects than vaulting would allow.

Combat Roll

From the prone position, a player can roll left or right, by double tapping the "Q" or "E" keys.

Combat Slide/Dive

- While sprinting, if a player presses the crouch button they will perform a combat slide (akin to sliding into a base in baseball).

- While sprinting, if a player presses the prone button they will perform a combat dive. (akin to sliding face first into a base).

Contextual Actions

Actions based on location of player. Activate by using the Action/Use keys.

Action	Condition
Vault/Mantle	When within radius of and looking at a vault/mantle point
Pick-up Item	When within radius of and looking at an item
Door Interaction	When within radius of and looking at a door
Treat Soldier	When within radius of and looking at a wounded teammate
Take Objective	When within radius of and looking at an objective
Confirm/Secure Enemy	When within radius of and looking at a downed enemy
Ladder Interaction	When within radius of and looking at a ladder

Combat

Combat Commands

Also found in the main menu of the game under Settings\Controls\Equipment.

Action/Command	Key I
Fire Weapon	LeftMouseButton
Use Ironsights/Optic	Right Mouse Button
Fire Mode Toggle	Middle Mouse Button
Reload/Fix Jam	R

Weapon Swap/Select (hold)	F
Frag Grenade/Select (hold)	G
M320 Fire Mode/Select (hold)	H
Melee	Left Ctrl
Equip Primary Weapon	I
Equip Frag Grenade	2
Equip Smoke Grenade	3
Equip Flashbang	4
Equip Incendiary Grenade	5

Editing Controls

1. In the Main User Interface, click Settings.
2. In the Settings Menu, click Controls.
3. Make desired changes.
4. Click Accept to confirm changes.



Radial Menu System Interface Type

Standard

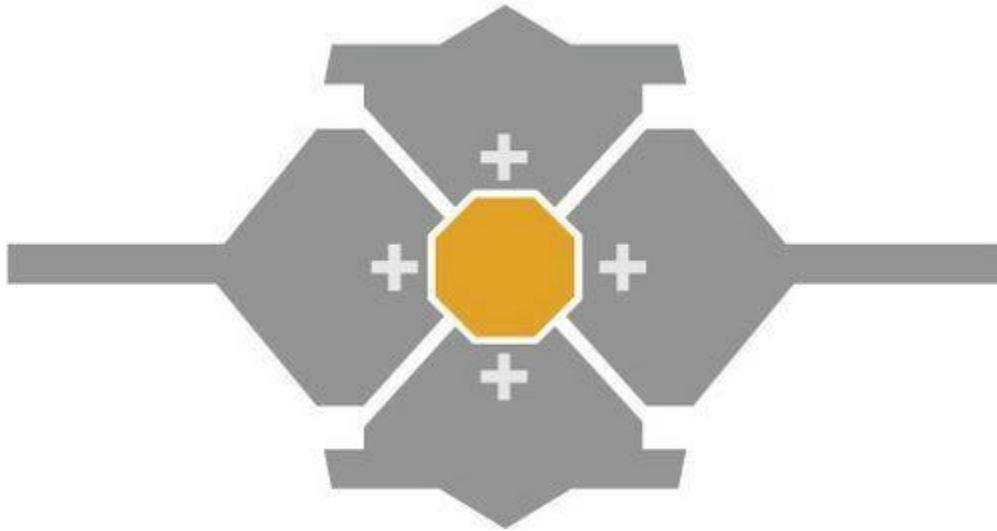
The standard radial menu system requires players to click to select items. The player will navigate to each blade and select to move to the next level of the menu.

Gesture

The gesture radial menu system allows players to highlight the item they wish to select, then release the button to activate it. A player who masters the movement required to select the item, can press the appropriate key and gesture in the direction to select the menu option.

Menu Types

Four Blade Menu



Eight Blade Menu



Radial Menus

There are a number of radial menus available in *America's Army 3*. Each provides access to equipment and a means to communicate with other Soldiers.

Communications Menu

Keyboard Commands

- Tap Z to use the Enemy Spotted command
- Press and hold Z to access this radial menu.



Weapon Menu

- Press and hold "F" to access this menu.



Grenade Menu

- Tap "G" to equip an M67 Fragmentation Grenade.
- Press and hold "G" to access this menu.



AA3 Heads-Up Display (HUD)



Heads-Up Display (HUD) Legend

1. Blue Force Tracker (BFT)
2. Location Indicator
3. Weapon Inventory
4. Stamina Bar
5. Anatomical Damage Model
6. Rate of Fire Indicator
7. Posture Indicator
8. Health Bar
9. Inventory Menu
10. Round Timer
11. Crosshair

Blue Force Tracker (BFT)



The Blue Force Tracker (BFT) is used by Soldiers to track the locations of other Soldiers, objectives, cardinal directions, and information vital to success in combat. A Soldier can adjust the viewing distance of the map by rolling the mouse wheel.

Location Indicator



The location indicator tells the Soldier what area of the map they currently occupy. If a player uses the Report Location command from the Communications Radial Menu, the player's current location is announced to the other players on their team.

Weapon Inventory



The weapon inventory shows a Soldier which weapons they currently possess, and how many magazines they have for each weapon. A player may have a maximum of six weapons in their inventory.

Stamina Bar



The stamina bar shows how much stamina the Soldier has left. Stamina is used for sprinting and holding breath. As a player does either of those actions, the stamina bar will get smaller. If a Soldier has depleted their stamina, they cannot hold their breath or sprint. If a Soldier is not doing an action which uses stamina, the stamina bar will slowly replenish.

Anatomical Damage Model



The anatomical damage model shows where a Soldier has been wounded. When a player has been wounded in a specific area, that area will turn red. Every Soldier wears body armor on their torso, and it is represented by the color gray. Body armor can take two to three hits before being compromised. When a Soldier's armor has been compromised, it will change from gray to black.

Rate of Fire Indicator



The rate of fire indicator tells a player the fire mode of the Soldier's weapon. The weapon can be in three states: Semi-Automatic, Burst, and Automatic.

- Semi-Automatic - One Bullet icon
- Burst - Three Bullet icons
- Automatic - Seven Bullet icons

Posture Indicator



The posture indicator shows if the Soldier is standing, crouching, or prone. The posture icon is filled if the Soldier is in a Combat Stance, and unfilled if the Soldier is in a Tactical Stance.

Health Bar



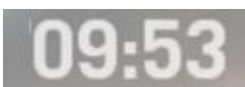
The health bar indicates the current health status of the Soldier. If the Soldier is bleeding, the potential lost health will appear as a series of lines in the health box. Depending on the condition of the player, the color of the health bar will change. Green indicates a healthy Soldier, yellow indicates a Soldier in poor condition, and red indicates a Soldier in critical condition. If the health bar drops below the line in the health bar, the Soldier will fall unconscious.

Inventory Menu



The inventory menu shows the Soldier's inventory included various grenade types, Improved First Aid Kit (IFAK), and other equipment.

Round Timer



The round time shows how much time is left in the current round.

Crosshair



The crosshair indicates the general point where your weapon is aimed. When you fire your weapon, the shot fired will hit somewhere within that space. Movement will cause the cross hair to expand, while crouching or going prone will cause it to contract. To be the most accurate, a player should utilize their weapon's sights by clicking the right mouse button.

AA3 Heads-Up Display (HUD)

Once you are playing the game, pressing the "ESC" key will bring up the In-Game Menu, shown in the lower-left corner of the image below:



You can navigate the In-Game menu by selecting one of the categories shown. The categories and the sections that they contain are as follows:

AA3 Mission

Multiplayer

AA3 Server

AA3 Settings

Exit

Honor and Advancement



Army Values

Living the Army Values

Many people know what the words Loyalty, Duty, Respect, Selfless Service, Honor, Integrity, and Personal Courage mean, but how often do you see someone actually live up to them? Soldiers learn these values in detail during Basic Combat Training (BCT), from then on they live them every day in everything they do — whether they're on the job or off. In short, the Seven Core Army Values listed below are what being a Soldier is all about.

Loyalty

Bear true faith and allegiance to the U.S. Constitution, the Army, your unit and other Soldiers. Bearing true faith and allegiance is a matter of believing in and devoting yourself to something or someone. A loyal Soldier is one who supports the leadership and stands up for fellow Soldiers. By wearing the uniform of the U.S. Army you are expressing your loyalty. And by doing your share, you show your loyalty to your unit.

Duty

Fulfill your obligations. Doing your duty means more than carrying out your assigned tasks. Duty means being able to accomplish tasks as part of a team. The work of the U.S. Army is a complex combination of missions, tasks and responsibilities all in constant motion. Our work entails building one assignment onto another. You fulfill your obligations as a part of your unit every time you resist the temptation to take "shortcuts" that might undermine the integrity of the final product.

Respect

Treat people as they should be treated. In the Soldier's Code, we pledge to treat others with dignity and respect while expecting others to do the same. Respect is what allows us to appreciate the best in other people. Respect is trusting that all people have done their jobs and fulfilled their duty. Finally, self-respect is a vital ingredient with the Army value of respect, which results from knowing you have put forth your best effort. The Army is one team and each of us has something to contribute.

Selfless Service

Put the welfare of the Nation, the Army and your subordinates before your own. Selfless service is larger than just one person. In serving your country, you are doing your duty loyally without thought of recognition or gain. The basic building block of selfless service is the commitment of each team member to go a little further, endure a little longer, and look a little closer to see how he or she can add to the effort.

Honor

Live up to Army values. The Nation's highest military award is The Medal of Honor. This award goes to Soldiers who make honor a matter of daily living, who develop the habit of being honorable, and solidify that habit with every value choice they make. Honor is a matter of carrying out, acting, and living the values of loyalty, duty, respect, selfless service, integrity and personal courage in everything you do.

Integrity

Moral & Ethical Behavior Based

Do what's right, legally and morally. Integrity is a quality you develop by adhering to moral principles. It requires that you do and say nothing that deceives others. As your integrity grows, so does the trust others place in you. The more choices you make based on integrity, the more this highly prized value will affect your relationships with family and friends, and, finally, the fundamental acceptance of yourself.

Personal Courage

Face fear, danger or adversity (physical or moral). Personal courage has long been associated with our Army. With physical courage, it is a matter of enduring physical duress and at times risking personal safety. Facing moral fear or adversity may be a long, slow process of continuing forward on the right path, especially if taking those actions is not popular with others. You can build

your personal courage by daily standing up for and acting upon the things that you know are honorable.



Army Values Scoring

Each Army Value correlates to actions a Soldier performs in game.

Neutralizing enemies will earn you score in Personal Courage for example. When you achieve a scoring opportunity, you will receive a notification on the HUD. If you achieve enough points in an Army

- Value, its level will increase. When you have advanced your Army Value scores, your total Honor level increases.

Loyalty is teamwork based scoring. Assisting teammates completing objectives, neutralizing enemies, and other actions earns you points in Loyalty. To earn Loyalty

points you must be linked to a teammate when they achieve a scoring opportunity. •

Duty is mission and objective based scoring and is earned when a player wins missions and completes objectives.

- **Respect** is scoring based on following orders and showing respect for others. Respect points are earned by actions such as completing leader-assigned objectives and securing enemy Soldiers.

- **Selfless Service** is scoring based on helping others and doing the right thing. Players gain Selfless Service points through such actions as performing medical care on fellow Soldiers, responding to injured and incapacitated Soldiers quickly and performing triage on fellow soldiers in the correct order.
- **Honor** is the average of all other Army values. When you achieve enough points in your Army Values scores, your Honor level increases. An increase in your Honor level earns a Soldier advancement points and increases the Soldier's rank.
- **Integrity** Integrity is the only Army Value which can cause points to be lost as well as gained. Integrity points are lost by harming fellow Soldiers, damaging military equipment, or harming incapacitated enemy Soldiers.
- **Personal Courage** is scoring based on courageous behavior by a Soldier. Players earn Personal Courage points from activities such as neutralizing enemies and completing objectives while badly wounded.

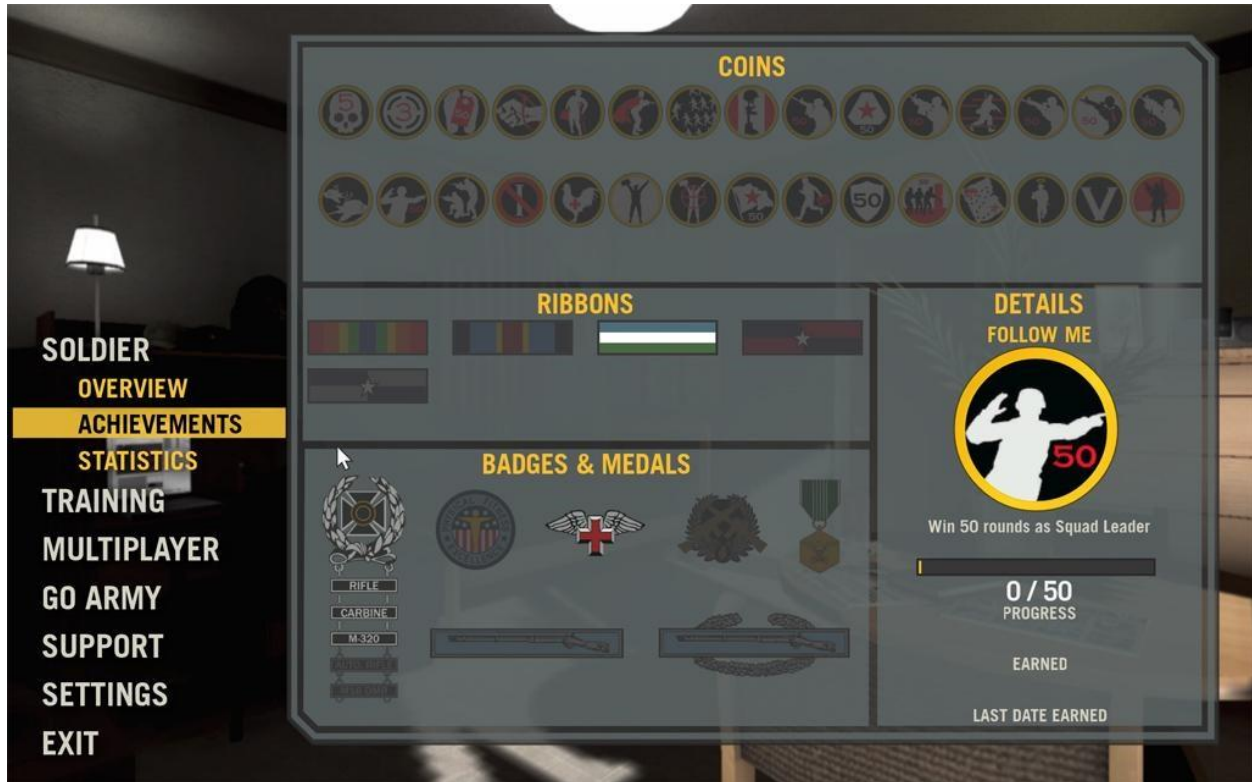
Advancement Points

Advancement Points are awarded for achieving the next level in Honor. By completing each training event, a player can earn a specific number of Advancement Points. Advancement Points may be spent to unlock MOS training events. When a Soldier graduates Basic Combat Training (BCT) they will have enough Advancement Points to unlock one MOS training. When a training event is completed, new equipment is unlocked and made available for use in multiplayer games.

Soldier Ranks

As players advance their Honor level, their rank will increase. Specific Honor levels earn the player a rank promotion.

Achievements



Achievements are rewards given to players for performing specific actions during gameplay. Coins can be earned multiple times. Ribbons, Badges, and Medals can only be earned one time.

- Coins
- Ribbons
- Badges and Medals

AA3 Tactical Engagements

Now that you have learned the basics of *America's Army 3* we can focus on more advanced game-play skills. Although the basic training course has shown you the bare essentials of how to move, shoot, and interact in the world of *America's Army 3*, there are still many things that you need to know before you can be a successful player. Topics such as U.S. Army

organization, aiming and using weapons, communications, life saving, and so on are covered in this chapter.

★ **This chapter covers:**

- U.S. Army Infantry Squad Organization
- Proper Use of Sights and Optics
- AA3 Grenade Throwing
- Combat Life Saving
- Wounds and Incapacitation
- Target Identification: Know Your Enemy
- Communications: Move, Shoot, and COMMUNICATE
- Mission Objective Types: Mission First
- Securing & Confirming Enemy Combatants
- Blue Force Tracker (BFT)

U.S. Army Infantry Squad Organization

The mission of the Infantry is to close with the enemy by means of fire and maneuver to defeat or capture him, or to repel his assault by fire, close combat, and counterattack. In *America's Army 3*, you begin your career as a Soldier in a standard Infantry squad. A U.S. Army Infantry squad consists of 9-13 Soldiers led by a Staff Sergeant. Each squad is composed of 2 or more Fire Teams. Each Fire Team consists of four men, led by a sergeant. A Fire Team is comprised of 2 Riflemen, one being the Team Leader, a Grenadier, and an Automatic Rifleman. Sometimes a squad can be enhanced with Advanced Marksmen depending on the mission requirements.

Squad Leader



The Squad Leader is in command of the squad and issues orders to the Fire Team Leaders. The Squad Leader is armed with either the M4 MWS or the M16A4, as well as an assortment of grenades. During the Battle Planning Phase before each round the Squad

Leader has access to the Battle Planner and can lay down simple orders for his Fire

Teams to execute. Although the Squad Leader is in command, he is a rifleman first and leads by example. The Squad Leader is designated with a Star Icon in the Role Selection Screen and is playable immediately upon creating an account.

Fire Team Leader



A Fire Team Leader commands one of the 4-man Fire Teams in the squad (Fire Team Alpha, Bravo, Charlie and Delta). He executes and disseminates the orders of the Squad Leader. A Fire Team Leader is armed with an M16A4 or an M4 MWS, as well as an assortment of grenades and is responsible for performing all the duties that are expected of the men in his fire team. The Fire Team Leader role is available immediately upon creating an account and is marked in the role selection screen with the Letter Designation of his Fire Team (A, B, C, D).

Rifleman



The Rifleman is the backbone of the US Army Infantry. Riflemen are disciplined, courageous, have extremely high morale, and they absolutely do-not-quit. The most versatile element of a Fire Team, the rifleman is equipped with either an M16A4 or M4 MWS and variety of hand grenades. The duties of a Rifleman include, executing the orders of his Fire Team and Squad Leaders, maneuvering and providing cover fire with his element, and completing his mission at whatever cost. The Rifleman role is available immediately upon creating an account and is designated in the Role Selection screen with the Single Round Icon.

Automatic Rifleman



Armed with the M249 SAWS (Squad Automatic Weapon System), the Automatic Rifleman combines devastating firepower with quick maneuverability. The Automatic Rifleman is essential in providing overwhelming volumes of suppressive fire from medium to long range. No Fire Team is complete without the Automatic Rifleman.

The Automatic Rifleman provides a Fire Team with a belt-fed light machine gun. The M249's high rate of fire, and large ammunition capacity gives a Squad/Fire Team a weapon that maintains a consistent rate of fire to provide cover for an advancing unit.

However, this weapon has its drawbacks, particularly weight. Due to this, the Automatic Rifleman is the slowest among the classes available. To unlock the Automatic Rifleman class you must achieve a "Basic" score on the M249 portion of

Weapons Familiarization. Automatic Riflemen are designated with the 3-Round Icon on the Class Selection menu.

Grenadier



The Grenadier is a key member of the U.S. Army Fire Team. Armed with an M16A4 and M320 grenade launcher, the Grenadier can deliver 40mm smoke and explosive rounds at point and area targets from medium to long distances. Although capable of providing support fire for the Squad/Fire Team, the Grenadier is a rifleman first and is expected to perform all the duties of a rifleman. In most missions each Fire Team is assigned one Grenadier. To play as the Grenadier you must pass the M320 portion of Weapons Familiarization with a "Basic" Score. The Grenadier class is marked with a grenade icon on the Role Selection screen.

Squad Designated Marksman



The SDM or Squad Designated Marksman supports the squad by laying down accurate rapid fire at distances beyond the normal engagement range of the Squad's Rifleman. The average Rifleman is trained to engage targets up to 300 meters away. A sniper engages targets beyond 600m while the SDM is trained to engage targets in "No Man's Land," the area between the capabilities of the two. Although the SDM receives much of the same training, he is not a sniper. The SDM is a rifleman and deploys as a member of a Squad. He maneuvers and engages with his Squad and never operates alone. To qualify to become a Squad Designated Marksman, you must score at least 36 or higher during Basic Rifle Marksmanship training. You can identify the SDM in the Role Selection Screen by the crosshair icon.

Proper Use of Sights and Optics

A3 Iron Sights



The A3 Iron sights are standard sights for the M16A4 and 4MWS. It is well suited for long range engagements, but its limited sight picture takes it less effective in close quarters situations. Lastly, the recoil of the weapon can affect your aim. The M16A4 tends to recoil up and to the right. Note the elevation of your rifle is affected by your breathing rate.

Used With:
M16A4
M4MWS

M68 Aimpoint



The M68 Aimpoint is a non-telescopic, reflex sight designed for close quarters combat. The larger sight picture provides a better view of the battlefield allowing Soldiers to use a "two eyes open" sighting method for quick acquisition of targets.

Used With:
M16A4
M4MW
S M249

ACOG RCO



The ACOG RCO (Rifle Combat Optic) is a 4x32 fixed magnification optic, which allows target confirmation at longer ranges than basic iron sights. The sighting tools on the optic allow a Squad Designated Marksman to determine the distance to a target. To determine the range to a target, line

up the hash mark that is the same width as the shoulders of the target.

Used With:
M16A4 DMR

M320 Leaf Sight



The M320 leaf sight allows a Soldier to fire 40mm grenades at precision locations. To use the M320 leaf sight, adjust the sight to the range of the target by using the scrolling with the middle mouse button. When the range is set, place the white hash mark just below the target.

Used With:
M320

Holding Breath to Improve Accuracy

To make long range firing more accurate, Soldiers can hold their breath while in sights. To hold your breath, you must be in sights. When in sights, place your dot or reticule over the target. Then press and hold "Space". Your sights will zoom in a small amount and your sight picture will stop moving. After firing, release the "Space" bar. Holding breath costs stamina. When your stamina runs out, you will lose the benefits of holding your breath.

AA3 Grenade Throwing

Grenades and Proper Use

The grenades found in *America's Army 3* consist of four types:

- Fragmentation
- Smoke
- Stun
- Incendiary

The throwing characteristics for each grenade are the same; however, the performance characteristics of each grenade greatly differ, therefore, care must be taken when throwing them.

Grenade Types

M67 Fragmentation Grenade

The M67 Fragmentation Grenade is the standard fragmentation grenade used in the U.S. Army. It contains high explosives that send fragments to kill or wound those who are unfortunate enough to be around when it goes off. The M67 has a fuse of 4-5 seconds.

M83 Smoke Grenade

The M83 Smoke Grenade is used to conceal movement by creating a cloud of white smoke for a given amount of time. The fuse on the M83 lasts for 4-5 seconds.

M84 Stun Grenade

The M84 Stun Grenade, also known as a flash bang grenade creates a bright flash, loud sound and concussive effect to disorient occupants of a room. It is

most effective when used in enclosed areas. The M84's fuse lasts for 2 seconds.

AN-M14 TH3 Incendiary Grenade

The AN-M14 TH3 Incendiary Grenade is an anti-material weapon. Containing a Thermate filler, the AN-M14 TH3 Incendiary Grenade can burn at temperatures in excess of 4,000 degrees Fahrenheit for several seconds and has a fuse that lasts for about 4-5 seconds.

Using a Grenade

Thrown



"Throwing" is the default method for deploying a hand grenade, which allows you to achieve maximum distance. In throwing mode, you will notice that your character's left arm is stretched out which can be used as an aiming reference. To throw the grenade, release the primary fire key.

Underhand Toss



The Underhand toss is effective for short range throws. To access the underhand toss function, select the grenade, and press the secondary fire button. The nonthrowing hand will change to a clenched fist (see image below). To arm a grenade, press and hold down the primary fire key. You will see your character pull the pin. When you are ready to toss the grenade, release the primary fire button.

Cooking a Grenade

Cooking a hand grenade is when you release the safety spoon before throwing the grenade. This allows the fuse to burn a few seconds before you throw it, thereby allowing a shorter time to detonation when it lands near the enemy. To do this, press and hold down the primary fire key to arm the grenade. Then press (while holding down the primary key) the Rate of Fire change button. You will hear a —SPRING sound which is the spoon coming off of the grenade. The grenade is now live. You can count to 1, 2 or 3 seconds before throwing the grenade. Counting more than 3 seconds is risky and is not advised. If you do not throw the grenade in time, it will explode.

Combat Life Saving

The Role of the Combat Lifesaver (CLS)

As a Soldier in the United States Army, you are the first link in a chain of trained professionals, delivering higher and higher levels of treatment. As the first responder, your initial care is crucial to successful treatment. To that end, it is your duty to be proficient in Combat Lifesaving skills. If your buddy lies injured on the battlefield, quite possibly the only thing that is going to save him is you and your ability to use the skills you learn in CLS training.

Every U.S. Army Soldier is issued an Improved First Aid Kit, or IFAK. This kit is a far more advanced medical kit than the typical basic first aid kit you may be familiar with in the civilian world. Your IFAK includes equipment to treat the most common life threatening battlefield injuries you will see in the theater. The treatments that require this equipment also are typically more severe requiring more than basic first aid. For instance, to maintain an open airway in an unconscious casualty, you should use the Head Tilt, Chin Lift maneuver. However, in the battlefield, you may have to continue treating other life threatening wounds.

Another item you will find in your IFAK is an Asherman Chest Seal. You will learn to use this device on a casualty that is suffering Tension Pneumothorax. Pneumothorax is the buildup of gases in the lungs caused by a "sucking wound" to the chest, allowing air to seep into the lungs and be trapped. The steady increase of pressure will cause the casualty to have increasingly shallow breathing until they cannot breathe any longer. By inserting this needle into the pleural space of the casualty, you can release that gas and save their life.

By practicing the treatments you are about to learn and mastering the contents of your IFAK, you will be an effective lifesaver and Soldier in the field.

Combat Lifesaving

Every Soldier who is Combat Lifesaving (CLS) trained is able to stop wounds Soldiers suffer on the battlefield from getting progressively worse. A Soldier who is bleeding will steadily lose health and if not treated quickly, could fall unconscious or even die. It is essential to the success of the mission that every Soldier is functioning to his or her best ability. That is where CLS treatment comes into the picture.

Identifying a Wounded Soldier

If a Soldier is wounded, he or she will appear as a red blood drop on a field of white on the Blue Force Tracker (BFT). If they are bleeding, their icon will flash. The sooner they are treated the less health they will lose. When a Soldier is wounded he or she will also lose some mobility or accuracy. Treating that Soldier will restore some of the lost mobility and accuracy.

Treating a Wounded Soldier

To treat a wounded Soldier, approach the Soldier and look at them. You will see a contextual prompt that will let you know when you are in range. Press and hold the space bar to begin treatment. You will see one progress bar for each wound the player has suffered. When a progress bar has filled, that wound has been treated and Combat Lifesaver will move on to the next wound automatically. If, for any reason treatment is stopped before a wound is treated, all progress on it will be lost unless the player resumes treatment within 10 seconds. Even if you have spent your IFAK on reviving a player (see below), there is no limit to how many times you can treat wounded players in a round.

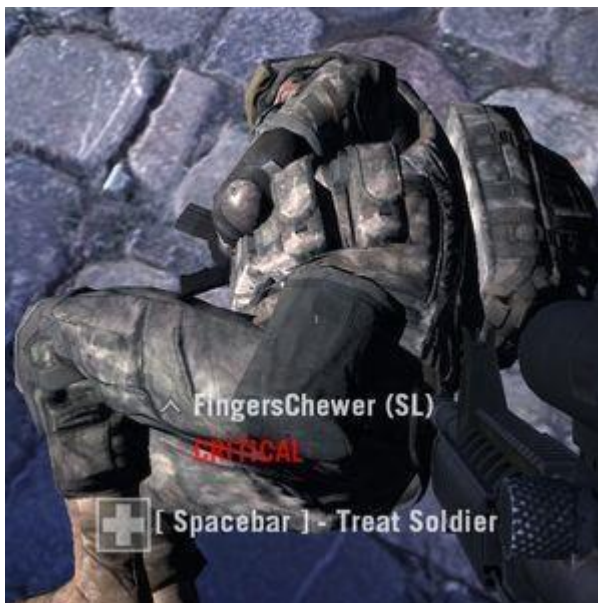


Reviving Incapacitated Soldiers

If a Soldier is incapacitated due to wounds or blood loss, they will remain lying on the ground unable to move. An incapacitated Soldier will show as a white blood drop on a red background on the Blue Force Tracker (BFT). It is your responsibility to revive the Soldier and return them to action. There are four symptoms that can incapacitate the

Soldier, as well as four treatments which can revive the player. Those symptoms and related treatments are:

Wound/Condition	Treatment
Pale Skin	Smelling Salts
Labored Movement	Splint
Shallow Breathing	Oropharyngeal Airway
Weak Pulse	Saline IV



To revive an incapacitated Soldier, approach them as you would a wounded Soldier. Press and hold "Space". This will bring up a radial menu with the four treatment options from above. Select the proper treatment and the Soldier will be revived. Note that a CLS trained player may only revive one Soldier per round. If you choose the improper treatment, your IFAK is used and you cannot revive the Soldier.

Another player must make the attempt.

Once revived, you will still need to treat the Soldier's wounds. Use the

standard treatment procedure for treating a conscious Soldier to treat their wounds.

Wounds and Incapacitation

Wounds In *America's Army 3*

The damage model in *America's Army 3* attempts to be as realistic as possible. Damage will affect player performance based on hit location and damage level. If a player takes enough damage or blood loss, they will become incapacitated. While wounds can impact a Soldier's performance, they also have body armor which can protect them from damage.

HUD Wound Notifications

Damage Silhouette

The damage silhouette provides players detailed knowledge of their current wounds. The damage model is broken down into the following locations:



- Head
- Chest
- Pelvis
- Left Upper Arm
- Right Upper Arm
- Left Lower Arm
- Right Lower Arm
- Left Hand
- Right Hand
- Left Upper Leg
- Right Upper Leg
- Left Lower Leg
- Right Lower Leg
- Left Foot
- Right Foot

Health Bar

The health bar provides an indication of the player's current condition. The health bar includes an incapacitation line. When the player's health bar reaches

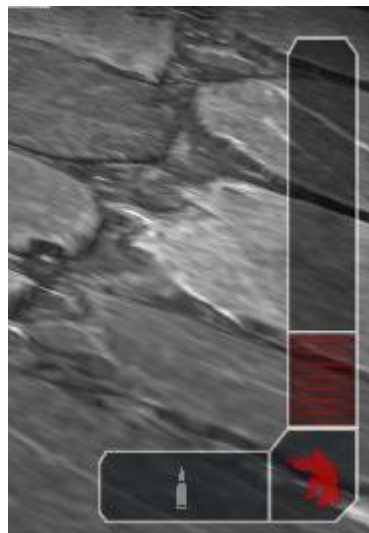
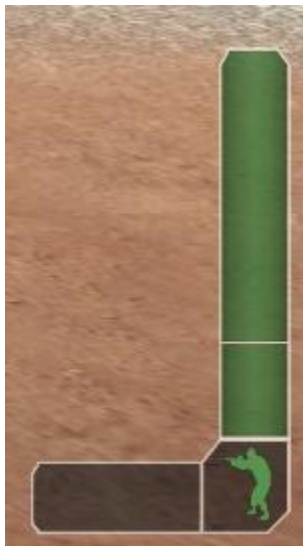
the incapacitation line, the player will fall unconscious. When the player's health bar is empty, the Soldier expires.

In addition to your health decreasing, there are other indicators of your current health status. The color of your health bar will change color as you suffer more wounds.

- Green - Health
- Yellow -
- Wounded Red
- Critical

Blood Loss

After being wounded, some wounds will cause initial damage. Soldiers will then suffer from blood loss, and lose health over time. Potential blood loss will appear as hash marks on the health bar. This represents the total amount of health that will be lost if medical treatment does not occur quickly.



Body Armor

All Soldiers wear body armor. Body armor is represented on the damage silhouette by a gray, filled area. When that area changes from gray to black, a Soldier's body armor has failed. Body armor can take three hits from a 5.56mm round before failing. Act accordingly when your body armor is compromised.

Effects of Wounds

When you are wounded, you will be slowed and lose accuracy. Where you are wounded affects your performance. Wounds to the arms and hands lower your accuracy in addition to your wound level, while wounds to your legs and feet cause additional movement penalties. Hits to the head are instantly fatal. Wounds to your pelvic region are fatal due to blood loss if not treated quickly.

The Effects of CLS Treatments on Wounds

When a friendly Soldier performs CLS treatments on a wounded Soldier, any movement or accuracy effects from the wounds are removed, but basic conditions from overall status still apply. If a Soldier is suffering from blood loss, application of CLS treatments will stop that blood loss.

Target Identification: Known Your Enemy

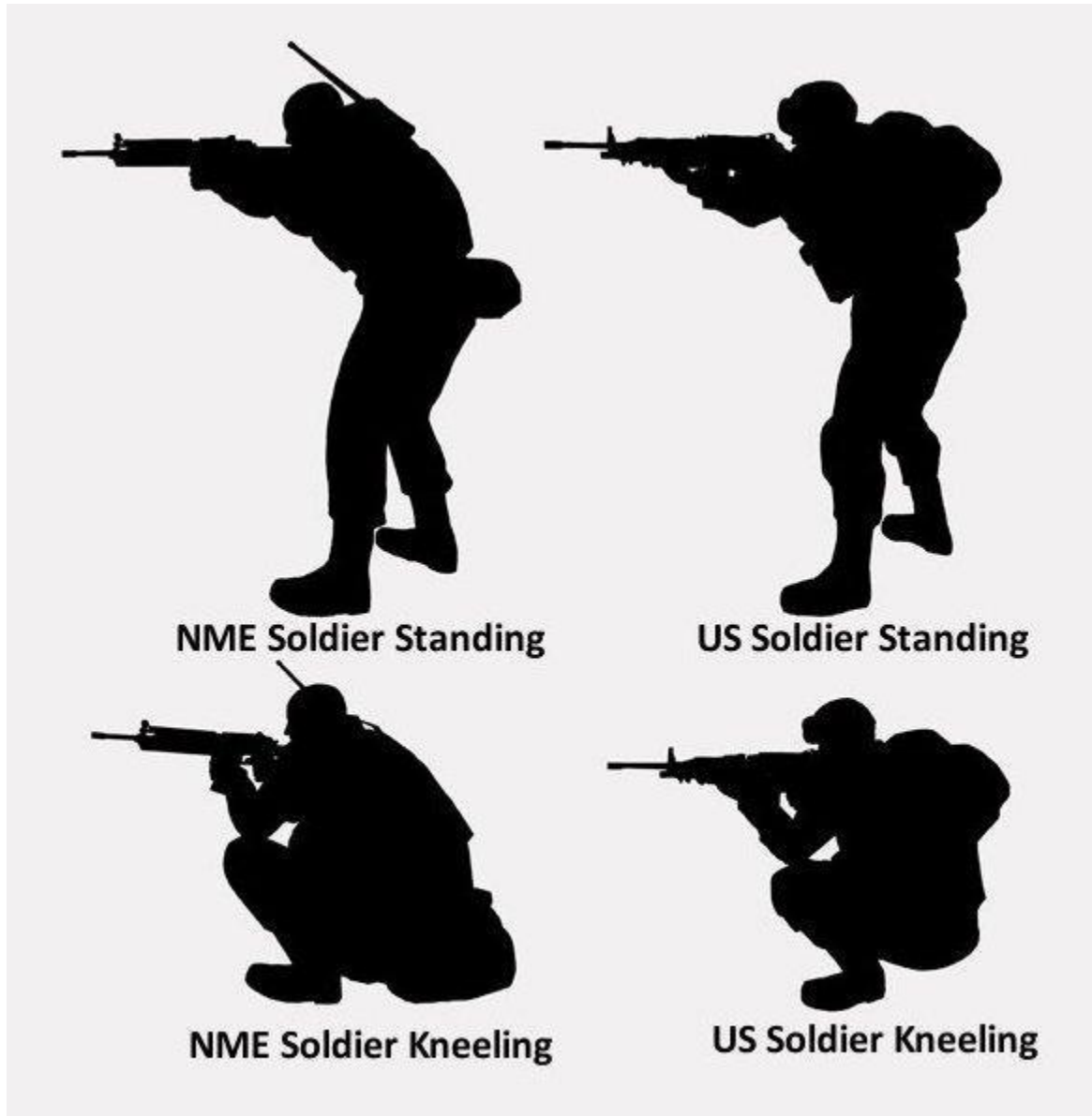
US Soldiers



Czerwenian Nocza Militarni zo ta Ekspedi (NME)



Silhouette Comparison



Communications: Move, Shoot, and COMMUNICATE

Communications Commands

Also found in the Main User Interface (UI) of the game under the menu Settings\Controls\Communication.

Action/Command	Key I
Voice Chat	V
Team Text Chat	T
Global Text Chat	Y
Report Your Location	U
Call For Medic	M
Mark Rally Point (Leader)	P
Enemy Spotted	Z

Communications Radial Menu

This menu provides players with the ability to communicate with one another without Text Chat or VoIP.

The following options are available by HOLDING Z:

Commo	Leader Commo
"Affirmative"	"Move Out"
"Negative"	"Fall Back"
"Thank You" (Home)	"Hold Position"

"Sorry" (End)	"Check your Assignments"
"Hooah" (NumPad 5)	"Spread Out"
"Follow Me"	"Form Up"
"Go, Go, Go"	"Great Job"
"Stop"	"Complete the Objective"
"Sniper"	"Complete Objective Whiskey"
"Watch your Fire"	"Complete Objective X-Ray"
"Good Job"	"Complete Objective Yankee"
"Cover Me"	"Complete Objective Zulu"
"Request Support"	
"Request Door Breach"	
"Request Report In"	
"Request Suppressive Fire"	
"Stun 'em"	

"Smoke 'em"	
"Frag 'em"	
"Secure the Area"	
"Southwest" (NumPad 1)	
"South" (NumPad 2)	
"Southeast" (NumPad 3)	
"West" (NumPad 4)	
"East" (NumPad 6)	
"Northwest" (NumPad 7)	
"North" (NumPad 8)	
"Northeast" (NumPad 9)	

Text Chat

While the chat box provides information about events in the game, it also allows players to communicate. In the upper left corner of the screen in-game chat is available for player communication. Players have two options for communicating through text chat: Say and TeamSay. Say is used to communicate with all the players in the game. To access Say, a player presses —Yll to open the console and type a message. When the player has completed typing the message, he or she presses —Enterll to send it.

TeamSay is used to send messages to their team only. To access TeamSay, press **T** to open the console, type a message, then hit **Enter** to send it.

Voice Chat

Communicating in-game exclusively through UI text-chat can be inefficient and risky for a player's virtual survival. VoIP can help overcome these teamwork barriers, promoting more spontaneous ad-hoc teamwork. Voice over IP or 'voice chat' is an important team communication feature that enhances teamwork and immersion. *America's Army 3* has integrated TeamSpeak 3 to allow players to communicate more effectively in game. Press **V** to use voice chat and speak to another player. You will need headphones and a microphone to take advantage of this feature.

Server Settings

Setting	Result
No VoIP	Voice chat is not used on this server
Team Chat	Players can only talk to their team members
All Chat	Players can talk to everyone

Muting Features

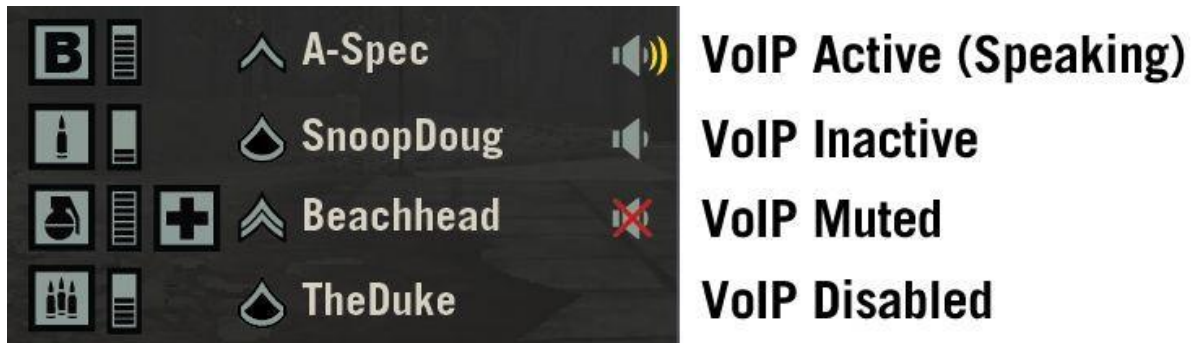
Players can mute specific players through the scoreboard, role select or battle planning screens.

Click on the Speaker icon to mute a player. (See image below.)

Players muted are kept in a global 'mute list' for that specific player account.

HUD Notifications

There are several icons in the Heads Up Display (HUD) that indicate a player's VoIP status.



The icons in the image above are used in the Role Selection and Battle Planning screens that appear before and between matches.



The image above shows the lower left corner of the screen during gameplay. Players using VoIP are identified in the white text above the Blue Force Tracker (BFT).

Parental Controls

Parents can turn off VoIP through the parental controls screen in the Main User Interface under the menu Settings\Parental.

Mission Objectives: Mission First

Take and Hold



Take and Hold objectives require the Fire Team to occupy an area and defend it from enemy players. If the enemy team has taken an objective it will appear red on the BFT or green if a friendly team has taken it. An objective which has been taken by enemy forces must be neutralized before it can be taken by friendly forces. If there are multiple friendly players in the take and hold area, the take and hold area will be controlled more quickly. Enemy players in the area will stop any progress.

Extraction



Extraction objectives require the fire team to retrieve a mission critical object and carry it to an extraction zone.

VIP



VIP missions require the Escort fire team to escort a specific player safely to an extraction area. The attacking team must subdue the VIP before he is able to be extracted.

Assault



Assault objectives require the Fire Team to interact with an objective for a short period of time to prep, activate or deactivate it. To complete an objective, press and hold "Space" when you receive the contextual prompt. The objective is complete when the progress bar fills.

Demolition



Demolition objectives require players to destroy a mission critical object. Typically this is done with an incendiary grenade. To complete the objective, the player must prepare the objective before destroying it. To prepare the objective, the player approaches the objective. A contextual prompt will appear when the player is within range. The player will press and hold "Space" until the progress bar fills. When filled, the objective has been prepared and any player can destroy the objective with an incendiary grenade.

Securing & Confirming Enemy Combatants

Neutralized Enemy



Knowing the composition of enemy forces is vital to the survival of your Fire Team. The location and current composition of enemy forces is unknown unless you, as a Soldier, keep your Fire Team apprised of the current combat situation. When an enemy is incapacitated or neutralized, you will not receive the traditional death message from most FPS games. When you Confirm/Secure an enemy Soldier, it provides information on the

scoreboard. It will provide their name, class role and

equipment. When the enemy is confirmed, the player will receive a death message indicating who neutralized the target and with what weapon. An icon will also appear on BFT, communicating the location of the downed enemy.



Incapacitated Enemies

Incapacitated enemies are still a threat to your team. If another enemy player is able to provide medical aid to an incapacitated enemy, they can be revived and return to the fight. When you find an incapacitated enemy, you must secure them. Once secured, you and your team will receive the same information for confirming an enemy. Harming or killing an incapacitated enemy is in direct violation of the Rules of Engagement and a violation of the Army Core Values.

Confirmed/Secured Enemies

When you approach an incapacitated or dead enemy, you will get a contextual prompt. To Confirm/Secure a downed enemy, press the space bar. You will then receive a death message and the scoreboard will be updated. In addition, the confirmed enemy will appear on the BFT.

Blue Force Tracker (BFT)



The Blue Force Tracker (BFT) is a computer/GPS based system that provides individual Soldiers and commanders with location information of friendly military forces.

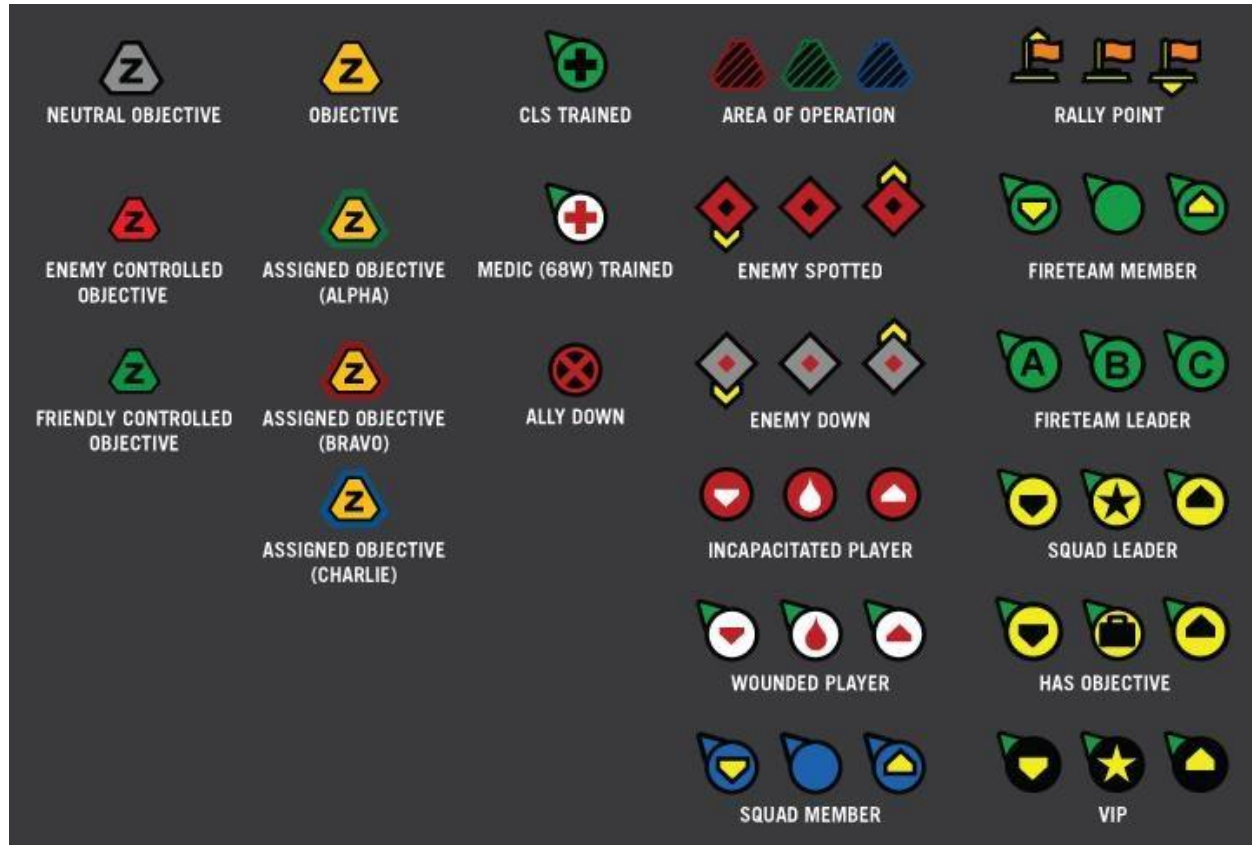
The Soldier based system continually transmits locations through a satellite terminal using satellite antennas either mounted on the individual Soldier or on their host vehicle. This allows the entire system to monitor the location and progress of friendly forces. This information is consolidated, and updated at a Tactical Operations Center (TOC) then

transmitted out to user stations in the field. The BFT system is invaluable in the reduction of friendly fire incidents.

The BFT can be used for route planning, becoming the map and compass for motorized units. The user inputs grid coordinates for check points, and turns along their intended route. This allows the BFT to warn the vehicle crew of upcoming changes in direction or their objective. The system also allows users to input or update operational graphics (i.e. objectives, obstacles, the location of mine fields, bridges that are damaged, etc.)

The Blue Force Tracker is used by Soldiers to track the locations of other Soldiers, objectives, cardinal directions, and information vital to success in combat. A Soldier can adjust the viewing distance of the map by rolling the mouse wheel. Icons on the BFT will inform players of important information.

BFT Icons



AA3 Training

Before you jump online and go against other players, you must complete training. Like Soldiers in real life, you must be fully prepared and equipped before you are fit for combat. This chapter will guide you through the different training levels that will allow you to advance your career in *America's Army*.

★ This chapter covers:

- AA3 Basic Combat Training (BCT)
- Military Occupational Specialty (MOS) Training

AA3 Basic Combat Training (BCT)

Basic Combat Training (BCT)

In the U.S. Army, Basic Combat Training (BCT) is a nine-week training course where recruits go through the process of becoming full-fledged Soldiers. Throughout the process, they learn new rules, learn to trust themselves and understand what it means to be a Soldier in the U.S. Army. In *America's Army 3*, Basic Combat Training (BCT) is the formal introduction to not only U.S. Army Soldiering, but also to the core game mechanics used when playing the game. The training events throughout BCT strive to give the authentic feel of real Army training, while also providing the player with valuable tutorials on the basics of playing *America's Army 3*.

Successful completion of BCT allows access to Military Occupational Specialty (MOS) Training, which allows the player to specialize in one of the class roles of *America's Army 3*.

BCT: PHASE I - RED

The Army makes sure every recruit is physically and mentally prepared to start Basic Training. Upon arriving at BCT, recruits are given a haircut, issued Army uniforms and are ready to start training. AA3 players must complete the Obstacle Course to move into White Phase. Successfully completing the Obstacle Course will unlock Basic Rifle Marksmanship.

Fit To Win Obstacle Course



Obstacle courses are used for physical fitness training to teach physical skills, improve conditioning, and instill confidence. The challenges the obstacles offer help develop and test basic skills. Success in combat may depend on a Soldier's ability to perform these skills. The Fit to Win Obstacle course features a variety of obstacles and is run against time. In this training course you will learn the obstacles and how to overcome them rapidly.

Standards

Achieve a GO by completing the Fit to Win course in the time allotted while observing the safety guidelines and following cadre instructions.

BCT: PHASE 2 - WHITE

Recruits go through Marksmanship and Combat Training and learn to rappel at the Warrior Tower. This training teaches vital Soldier skills and instills them with more confidence.

Standards

Complete Basic Rifle Marksmanship and U.S. Weapons Familiarization to move into Blue Phase. Completing White Phase will unlock Combat Lifesaving and MOUT.

Basic Rifle Marksmanship



Congratulations Soldier! You have made it through the first five weeks of basic training, and have entered White Phase. You spent the last two weeks in Basic Rifle Marksmanship training, mastering the use of the M16 rifle in both simulated and live fire exercises. You've zeroed and certified your weapon, and now it's time to prove your skills on the firing range and earn your rifle qualification.

Standards

In a simulated combat condition, while being presented with 40 targets, engage and hit 23 targets to qualify as a Marksman, 30 for Sharpshooter, or 36 out of 40 to qualify as an Expert that allows you to move on to training as a Squad Designated Marksman.

Weapons Familiarization Training Overview



During this training you will learn how to properly employ the M249 SAW, M67 Frag Grenade and the M320 40mm grenade launcher in AA3.

Standards

Visit each station and complete the challenges for each weapons system, while adhering to the stated safety guideline and following the instructions of the cadre.

Unlocks

- M67 Frag Grenade
- M249 Squad Automatic Weapon
- M320 40mm Grenade Launcher

BCT: PHASE 3 - BLUE

After becoming familiar with the use of automatic weapons and hand grenades in U.S. weapons training, recruits put their training to the test as they negotiate the Night Infiltration Course. After passing all their tests and challenges, they congregate for

Rites of Passage. Blue Phase culminates in an inspirational graduation ceremony. After completing Basic Combat Training, you may select an MOS.

Basic Combat Lifesaver

When a fellow Soldier is wounded, you may be all that lies between their death and a healthy recovery. It is your duty to render aid to fellow Soldiers and civilians who have suffered life threatening injuries. Combat Life Saving (CLS) training will provide you with the skills necessary to make that difference.

Standards

Listen to the instructor and complete the challenge presented. Master the skills of Combat Life Saving. **Unlocks**

- Improved First Aid Kit (IFAK)

Military Operations MOUT

Basic Combat Training prepares Soldiers to face a variety of unpredictable battlefield situations. Soldiers must be prepared to make split-second friend or foe decisions, particularly in urban settings where enemies can hide amongst the civilian population and other non-combatants. The MOUT course has been developed to help you master these skills.



Standards

Use the skills you have learned in Basic Combat Training to successfully complete the MOUT training course. **Unlocks**

- M68 Aimpoint

I I-B Infantry Military Occupational Specialty (MOS)

After graduating from Basic Combat Training (BCT) as a I I-B Infantryman you can pursue a career to refine your skills in your chosen specialty, or to broaden your skills through other specialties and secondary MOSs. Other specialties will unlock additional equipment that you will be able to deploy in online game-play. A secondary MOS opens entirely different skill sets to you and your Fire Team, shifting the odds in your team's favor by employing other Army disciplines or assets to the battlefield. A secondary MOS will usually cost more advancement points than I I-B specialty training but offers a wider career path.

Tier I MOS Unlocks

Advanced Rifleman

Cost: 25 points

Unlock: M4A1 MWS

The M4A1 Modular Weapons System (MWS) is a short barrel variant of the M16A4. This rifle offers both semi and fully automatic fire modes. It is best suited to Close Quarters Battle (CQB).

Automatic Rifleman

Cost: 25 points

Unlock: Softbag Ammo

The 100 round softbag is a lighter, smaller, and quieter counterpart to the large 200 round box for the M249. The softbag provides greater control of the weapon at the sacrifice of fire duration. Due to the limited ammunition, it often does not include tracer rounds.

Grenadier

Cost: 25 points

Unlock: M714 Smoke Rounds

The M714 40mm smoke round is a low velocity, ground marker that can be launched much farther than its hand grenade counterparts can be thrown. Most commonly used for obscuration and signaling, the rounds provide the Fire Team greater flexibility of movement and communication.

Squad Designated Marksman (SDM)

Cost: 25 points

Unlock: ACOG 4X Optic

The ACOG RCO 4X magnification optic, combined with the M16 Designated Marksman Rifle (DMR) allows the SDM to control the 300 to 1000 meter no man zone. This optic uses a fiber-optic intake across the top to provide a red-dot reticule.

Tier 2 MOS Unlocks

Coming Soon

U.S. Army Missions and Equipment

America's Army 3 has numerous components. Weapon specifications and characteristics, as well as map/mission information are provided here.

★ This chapter covers:

- AA3 U.S. Army Weapons
- AA3 U.S. Army Equipment
- 11B: Infantry Missions

AA3 U.S. Army Weapons

MI6A4 Assault Rifle



Specifications

Game Relevancy

Ammunition:

5.56x45mm NATO/M855

Max Effective Rate of Fire: 800

rpm

Weight:

3.77 kg

Length:

1006 mm

Range:

550 meters

Firing Modes:

Semi-Automatic

3 Round Burst

Ammo Capacity:

30-round magazines

Special Features / Attachments:

A3 Iron Sights Aimpoint

Mission Role / Assignment:

Infantry Rifleman

M4 Modular Weapon System (MWS)



Specifications

Game Relevancy

<p>Ammunition: 5.56x45mm NATO/M855 or equiv.</p> <p>Max Effective Rate of Fire: 750 rpm</p> <p>Weight: 2.52 kg</p> <p>Length: 838 mm (stock extended)</p> <p>Range: 500 meters</p>	<p>Firing Modes: Semi-Automatic Automatic</p> <p>Ammo Capacity: 30-round magazines</p> <p>Special Features / Attachments: Iron Sights M68 Aimpoint</p> <p>Mission Role / Assignment: Infantry Rifleman</p>
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M249 Squad Automatic Weapon (SAW)



Specifications

Game Relevancy

Ammunition:
5.56x45mm NATO/M855/M856
Tracer

Max Effective Rate of Fire:
750 rpm

Weight:
7.48 kg kg

Length:
1035 mm

Range:
1000 meters

Firing Modes: Automatic

Ammo Capacity:
200 Round Box
100 Round Softbag

Special Features / Attachments:
M68 Aimpoint

Mission Role / Assignment:
Automatic Rifleman

MI6A4 DMR



Specifications	Game Relevancy
<p>Ammunition: 5.56x45mm NATO/ Mk 262 "Match"</p>	<p>Firing Modes: Semi-Automatic</p>
<p>Max Effective Rate of Fire: Semi, 2-Stage Match Trigger</p>	<p>Ammo Capacity: 30-round magazines</p>
<p>Weight: 4 kg</p>	<p>Special Features / Attachments: ACOG RCO 4x32 Fixed magnification optic</p>
<p>Length: 1006 mm</p>	<p>Mission Role / Assignment: Squad Designated Marksman</p>
<p>Range: 600 meters</p>	

M320 Grenade Launcher



Specifications	Game Relevancy
<p>Ammunition: 40 X 46mm (Low Velocity)</p>	<p>Firing Modes: Single Shot</p>
<p>Max Effective Rate of Fire: N/A</p>	<p>Ammo Capacity: One 40mm Grenade</p>
<p>Weight: 1.7 kg</p>	<p>Special Features / Attachments: None</p>
<p>Length: 300 mm</p>	<p>Mission Role / Assignment: Grenadier</p>
<p>Range: 400 meters</p>	

M67 Fragmentation Grenade



Specifications

Features:

Can be thrown, or rolled

Fuse Length: 4-5

Seconds **Capabilities:**

5m (Lethal Radius), 15m (Casualty Radius),
fragments can fly as far as
230m

M84 Stun Grenade



Specifications

Features:

Can be thrown, or rolled **Fuse**

Length:

1.0 to 2.3 seconds **Capabilities:**

Generates blinding flash and disorienting sound.

M83 Smoke Grenade



Specifications

Features:

Can be thrown, or rolled

Fuse Length: 1 Second

Capabilities:

Produces a cloud of concealing smoke

AN-M14 TH3 Incendiary Grenade



Specifications

Features:

Can be thrown, or rolled

Fuse Length: 4-5

seconds **Filler:**

26.5 oz Thermate (TH3) mixture

Capabilities:

Generates molten iron for incendiary effects

AA3 U.S. Army Equipment

Improved First Aid Kit (IFAK)



Specifications

Features:

All soldiers complete training in Combat Lifesaving (CLS) and are equipped with an IFAK has basic medical supplies including gauze, bandages, tourniquets, and QuikClot. Each soldier is equipped with one IFAK which allows them to revive one incapacitated soldier per round.

11B: Infantry Missions






There are five Infantry Missions that are featured within the IIB Military Occupational Specialty (MOS). Each Mission has a number of game play types that completely change the nature of the mission objectives.

The available game play types are Take and Hold, Extraction, VIP, Assault and Demolition.

The pages below illustrate these Missions and the different styles of game play available to each.


AA3 Bridge

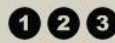
<p>LEGEND</p> <p>FIRETEAM SPAWN LOCATIONS</p> <p>Gold Team ① ② ③</p> <p>Black Team ① ② ③</p> <p>MISSION OBJECTIVES</p> <p>X Y Z</p> <p>Extraction Zones</p> <p>Black Z Gold Z</p> <p>N</p> 		<p>BRIDGE</p> <p>MISSION: EXTRACTION</p> <p>Gold Team: Secure & Extract</p> <p>Recover the briefcase containing sensitive intelligence information. Once secured, move to the designated extraction zone.</p> <p>Black Team: Secure & Extract</p> <p>Recover the briefcase containing sensitive intelligence information. Once secured, move to the designated extraction zone.</p> 
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<p>LEGEND</p> <p>FIRETEAM SPAWN LOCATIONS</p> <p>Gold Team ① ② ③</p> <p>Black Team ① ② ③</p> <p>MISSION OBJECTIVES</p> <p>X Y Z</p> <p>Extraction Zones</p> <p>Black Z Gold Z</p> <p>N</p> 		<p>BRIDGE</p> <p>MISSION: CLASSIC</p> <p>Gold Team: Assault</p> <p>Safely cross the bridge and reach the extraction zone in order to pass on time-sensitive information.</p> <p>Black Team: Defense</p> <p>Hold the bridge and prevent enemy forces from reaching the tunnel.</p> 
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LEGEND

FIRETEAM SPAWN LOCATIONS


Gold Team



Black Team



MISSION OBJECTIVES



Extraction Zones


 Black Gold

N




BRIDGE


MISSION: DEMOLITION

Gold Team: Destroy & Extract

Secure and destroy the enemy weapons cache in the central tower. Once destroyed, evacuate the area at the designated extraction zone.

Black Team: Defense

Hold the bridge and protect the secured weapons cache in the central tower. Prevent the enemy from destroying the evidence.



AA3 Pipeline

LEGEND

FIRETEAM SPAWN LOCATIONS

Gold Team


Black Team


MISSION OBJECTIVES



Extraction Zones


 Black Gold

N




PIPELINE

MISSION: CLASSIC

Gold Team: Assault

Secure the main control panel or disable all three main valves to prevent the enemy from sabotaging the facility's operations.

Black Team: Defense

Defend the facility and keep it fully operational. Prevent the main control panel and main valves from being compromised.



LEGEND

FIRETEAM SPAWN LOCATIONS

Gold Team
① ② ③

Black Team
① ② ③

MISSION OBJECTIVES

X Y Z

Extraction Zones

Black Gold

N



PIPELINE

MISSION: VIP

Gold Team: Escort

Safely escort a local national bearing facility technical information to the designated area for extraction.

Black Team: Ambush

Conduct patrol and search operations in all areas of the facility and interdict the facility expert transfer.



LEGEND

FIRETEAM SPAWN LOCATIONS

Gold Team
① ② ③

Black Team
① ② ③


MISSION OBJECTIVES

X Y Z

Extraction Zones

Black Gold

N



PIPELINE


MISSION: TAKE & HOLD

Gold Team: Secure & Defend

Secure and defend the facility's main three valves. Prevent the enemy from sabotaging the facility's operations by disabling all of the main valves.

Black Team: Secure & Defend

Secure and defend the facility's main three valves. Prevent the enemy from sabotaging the facility's operations by disabling all of the main valves.



AA3 Impact

LEGEND

FIRETEAM SPAWN LOCATIONS

Gold Team
① ② ③

Black Team
① ② ③

MISSION OBJECTIVES

X Y Z

Extraction Zones

Black Gold

N

IMPACT

MISSION: ASSAULT

Gold Team: Disable & Defend
Disable any enemy communication equipment found in the area. Prevent the enemy from re-establishing communications.

Black Team: Disable & Defend
Disable any enemy communication equipment found in the area. Prevent the enemy from re-establishing communications.

LEGEND

FIRETEAM SPAWN LOCATIONS

Gold Team
① ② ③

Black Team
① ② ③

MISSION OBJECTIVES

X Y Z

Extraction Zones

Black Gold

N

IMPACT

MISSION: VIP

Gold Team: Escort
Safely escort a local national bearing important intelligence to the designated area for extraction.

Black Team: Ambush
Conduct patrol and search operations along all major routes to the suspected extraction zone and interdict the agent transfer.

LEGEND

FIRETEAM SPAWN LOCATIONS

Gold Team
① ② ③

Black Team
① ② ③


MISSION OBJECTIVES

X Y Z

Extraction Zones

Black Gold

N



IMPACT


MISSION: TAKE & HOLD

Gold Team: Secure & Defend

Conduct search operations in the area for any enemy weapon caches. Once found, secure the cache until additional support arrives.

Black Team: Secure & Defend

Conduct search operations in the area for any enemy weapon caches. Once found, secure the cache until additional support arrives.



AA3 Alley

LEGEND

FIRETEAM SPAWN LOCATIONS

Gold Team
① ② ③

Black Team
① ② ③


MISSION OBJECTIVES

X Y Z

Extraction Zones

Black Gold

N



ALLEY


MISSION: EXTRACTION

Gold Team: Secure & Extract

Recover the briefcase containing sensitive intelligence information. Once secured, move to the designated extraction zone.

Black Team: Secure & Extract

Recover the briefcase containing sensitive intelligence information. Once secured, move to the designated extraction zone.



LEGEND

FIRETEAM SPAWN LOCATIONS

Gold Team
① ② ③

Black Team
① ② ③

MISSION OBJECTIVES

X Y Z

Extraction Zones

Black Z Gold Z

N





ALLEY

MISSION: VIP

Gold Team: Escort

Safely escort a local national bearing important intelligence to the designated area for extraction.

Black Team: Ambush

Conduct patrol and search operations along all major routes to the suspected extraction zone and interdict the agent transfer.



LEGEND

FIRETEAM SPAWN LOCATIONS

Gold Team
① ② ③

Black Team
① ② ③


MISSION OBJECTIVES


X Y Z

Extraction Zones

Black Z Gold Z

N





ALLEY


MISSION: TAKE & HOLD

Gold Team: Secure & Defend

Conduct search operations in the area for any enemy weapon caches. Once found, secure the cache until additional support arrives.

Black Team: Secure & Defend

Conduct search operations in the area for any enemy weapon caches. Once found, secure the cache until additional support arrives.



AA3 Ranch

LEGEND

FIRETEAM SPAWN LOCATIONS

Gold Team
1 2 3

Black Team
1 2 3

MISSION OBJECTIVES

X Y Z

Extraction Zones

Z Z

Black Gold

N




? = Randomly Selected

RANCH

MISSION: EXTRACTION

Gold Team: Secure & Extract

Recover the briefcase containing sensitive intelligence information. Once secured, move to the designated extraction zone.

Black Team: Secure & Extract

Recover the briefcase containing sensitive intelligence information. Once secured, move to the designated extraction zone.



LEGEND

FIRETEAM SPAWN LOCATIONS

Gold Team
1 2 3

Black Team
1 2 3

MISSION OBJECTIVES

X Y Z

Extraction Zones

Z Z

Black Gold

N




RANCH

MISSION: VIP

Gold Team: Escort

Safely escort a local national bearing time-sensitive intelligence to the designated area for extraction.




Black Team: Ambush




Conduct patrol and search operations in all areas of the ranch compound and interdict the agent transfer.






LEGEND

FIRETEAM SPAWN LOCATIONS



Gold Team





Black Team




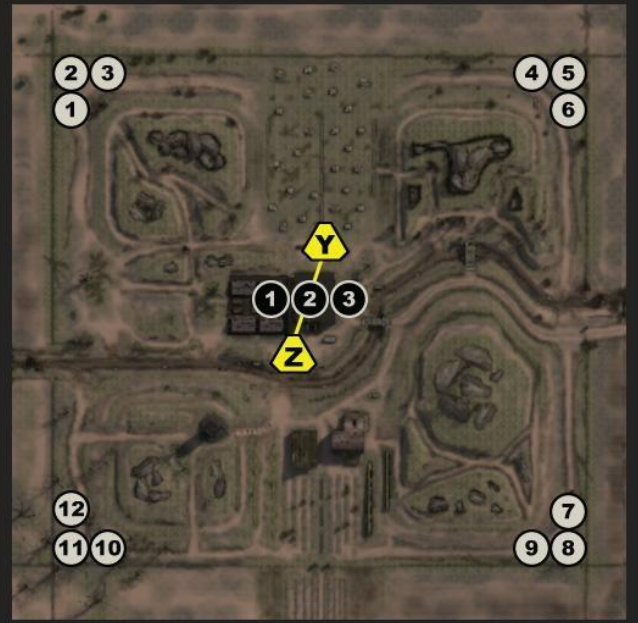
MISSION OBJECTIVES

Extraction Zones

 
 Black Gold

N




RANCH


MISSION: DEMOLITION

Gold Team: Assault

Destroy the two main electrical generators in the enemy base. Prevent the enemy from using this location for intelligence gathering.

Black Team: Defense

Defend the recently captured enemy base from being retaken by local insurgents. Prevent the enemy from sabotaging the base's power supply.



INTEL

★ This chapter covers information on:

- Odporzhia Region
- Czervenian Weapons and Equipment

Odporzhia Region

History of the Odporzhia Region



King Alexander III ruled Czervenia until the end of World War I, when the region splintered into smaller independent states known as the Odporzhia region. Throughout much of the Cold War, the Odporzhia region went relatively unnoticed by the United States, allowing it to develop independently.

In the late 70s, Republik Demokratzny za ta Ostregals (RDO) discovered petroleum resources in the Grakozhia Sea and caused a surge in the regional economies. Immigrants from

every continent arrived to take advantage of the economic growth, and the demographics of the region diversified. Czervenia tapped into that economic surge, using the influx of workers to develop its mineral resources along its northern border with Nordazhia in the Dymejo Bizelih range.

The regional economy stagnated due to unexpected changes in world markets and the economy failed, spreading poverty across the region in the late 90s. With the promise of restoring the region to its former glory, the Paredo zo ta Karoden zo Czervenia (PKC) came to power in Czervenia under a nationalist agenda. The PKC began a military buildup, manufacturing modern military equipment and expanding their army. While the PKC was developing its military, the RDO restored its economy by modernizing outdated equipment in their oil fields and developed a thriving technology

and tourism industry, making the RDO a hot spot for European and American tourists, especially students studying abroad.

Czerwenia's military buildup created a short lived and unsustainable economic boom in, and the economy stagnated due to corruption and nepotism. When the PKC's promises of a strong economy failed to materialize, the people of Czerwenia became discontent and it appeared the PKC might lose the next election. In a last ditch effort to maintain power, the PKC party leaders identified those considered lacking the proper dedication to the religious and patriotic institutions of Czerwenian culture. They collectively called those people the "indetrejan", or unwanted, and blamed the "indetrejan" for Czerwenia's economic woes. The Czerwenian army was mobilized to identify and remove the "indetrejan" from Czerwenian lands through any means necessary.



Fleeing the Czerwenian military, waves of refugees poured out of Czerwenia into the RDO. The RDO provided safe haven for the refugees and made a formal protest to the United Nations. PKC party leader, Kazimir Adzic responded to the protest saying, "My message to them is, not in two weeks, not in two months, not in two years, never! We must be clear that we will not surrender and we will not turn Czerwenia over to the invaders and those who support them in the south."

The PKC blamed the RDO for their economic woes, claiming the RDO used unfair trade practices and purposefully undercut Czerwenia business. PKC saber-rattling resulted in small skirmishes between RDO and Czerwenian forces over resource rights and claims the RDO were sheltering anti-PKC rebels. The conflict flared into a full fledged war when rebels bombed a national PKC oil refinery. The PKC promptly blamed the attack on the RDO military. Within hours of the bombing, Czerwenia declared war on the RDO and the Czerwenian Nocza Militarni zo ta Ekspedi (N.M.E.) invaded capturing RDO oil refineries and the cities of Obranavec and Ranaliv. N.M.E. forces have disrupted most means of travel, stranding American and European tourists in the middle of the conflict. The RDO's military, is small and lacks the means to drive back Czerwenia's modern and well trained military. The RDO has requested assistance from the world community, which The United States has stepped up to offer military aid.



Czerwenia and the Paredo zo ta Karoden zo Czerwenia (PKC)

The PKC arose during the economic boom of the past 30 years in backlash to the diversification of the region. While the PKC was not opposed to ethnic diversity that developed in the region, this minor party did protest the perceived failure of those groups to assimilate into the regional culture. Few Czerwenians listen to what the PKC had to say, gaining only 2.8% of the vote in most elections. This changed when the economy started to slow about a decade ago. Unemployment rose steadily and those affected by the depression looked for someone to blame. The PKC gave the public an easy ally, and quickly gained members among the poor and the disenfranchised. PKC leader Kazimir Adzic called for party members to keep watch for those who did not display the proper national character, forming a loose organization called Ta Stroarda (The Watchmen). Incarnations of Ta Stroarda would crop up across the country in every aspect of public life, but became most common on university campuses. While the PKC held little political power at the time, it stifled any discussion by attacking political thinkers, professors and anyone else who challenged the PKC philosophy.

Civil unrest had become common, making much of Czerwenia unsafe and became a major issue in elections. The PKC came to power on a platform of curbing the civil unrest and restoring the economy. After coming to power, they intensified their campaign against the "indetrejan", on whom they blamed much of the nation's social and economic woes. When the economy failed to strengthen after solid PKC rule, the PKC turned its ire on the RDO to the south, claiming that the cheap products from the south were harming the Czerwenian economy. When the PKC declared war on the RDO, President Kazimir Adzic declared that Czerwenia would not rest until the entire region was unified under the flag of one nation and the region was restored to its former glory.

Nocza Militarni zo ta Ekspedi (N.M.E.)

The Nocza zo ta Ekspedi (Military Expedition Force) is a branch of the Czerwenian military created to unite the Czerwenian region under the PKC. Every platoon has a political officer appointed by the PKC. These officers are members of Ta Stroarda, and hold an equal rank to the commanding officer. The Ta Stroarda to ensures military personnel show the dedication to the Czerwenian character, and have the authority to remove any military personnel from duty if they are deemed "slabil" or weak. This is used to maintain party control of the military and insure that orders are not questioned.

Those who show the greatest dedication to Czervenian character are recruited from the N.M.E. to serve in the Sozmoten Vilkas, the Czervenian Special Forces. The SV are made up of the most fanatical military personnel in the N.M.E., and that fanaticism combined with exceptional training makes the SV a fearsome opponent.

Republik Demokratzny za ta Ostregals (RDO)

The Republik Demokratzny zo ta Ostregals is a young nation but very proud of its history. When the RDO discovered oil in the Grakozhia Sea, an economic boom increased the wealth of every nation in Odporzhia. All the nations took advantage of the influx of workers, but the RDO was the nation that welcomed them openly. Unlike Czervenian, the RDO government made an effort to assimilate immigrants in their culture and governmental processes, and the RDO quickly became the center of culture and economic activity in the region.

When the economic collapse hit in the 90s, the RDO government realized that diversity was their strength. The programs initiated by Prime Minister Helena Procházková took the nation from financial ruin to prosperity. A thriving technology and tourism industry now defines the RDO. European and American tourists come every year to experience the culture from the unique architecture of the Buddhist monasteries to majestic Eastern Orthodox churches. The area is renowned for its arts and cuisine, and has some of the finest beaches in the region.

Sadly, this also made it Czervenian's first target. The triumph of the RDO was jealously watched by many Czervenians to the north and viewed as a challenge to Czervenian national pride. The PKC came to power in Czervenian, and Prime Minister Procházková and the parliament were unprepared for the events that followed. They realize neither their government nor the security force was prepared for the PKC onslaught, and they turned to the international community for help.

Nocza zo ta Sekuridat zo ta Ostregals (NSO)

Czervenian developed its military on with the goal projecting power, but the RDO focused on maintaining local stability and security. When skirmishes took place between the NSO and N.M.E., they were caught unprepared. While the NSO performs well as a law enforcement and peacekeeping organization, it was unprepared for the sheer brutality of the N.M.E.. Early losses during the war forced the RDO parliament to request military aid from the International Community. Answering the call, The U.S. Army moved quickly to train the NSO for war against a traditional military force.

Other Groups and Organizations Vojcito zo ta Oslobado ta Czervenia (VOC)

"They may have taken my arm, but not my will to fight!" -Major Milan Vujovic, VOC leader PKC militias and Czervenian forces drove out the "indetrejan" starting in the north, focusing first on the mining towns in the region. Many towns had been cleared of "indetrejan" by the time Czervenian forces were ordered to clear Domaskocha, a center of mining and ore processing in the region. Domaskocha catered to the needs of the miners and its horizon is filled with silhouettes of the ore processing facilities and mining equipment. Major Milan Vujovic served as the local military commander for the Domaskocha region and received orders containing a list of procedures of how to handle the "indetrejan" and to prepare for additional forces to assist him. He promptly arrested those soldiers who supported the PKC, opened the military armory, and armed the local populace. When the Czervenian forces arrived to clear the area, they expected to find a pacified populace; instead they met an organized militia in a fortified position.

The fighting in Domaskocha lasted a month, with the population holding its ground against Czervenian armor and air power. When the fighting ended, the Czervenian military claimed the populace had scattered to the mountains and Major Vujovic was dead. A month later, videos surfaced of Major Vujovic, missing his right arm but alive. From his hospital bed, he gave a speech calling for the people of Czervenia to rise up and liberate their nation from the PKC and their militias. His speech rallied the scattered Czervenian dissidents, and the VOC was born. Under the direction of Major Vujovic, the VOC fights Czervenian forces. The VOC strikes at the infrastructure of the PKC and has established a network of safe houses for those fleeing PKC oppression.

Ta Koveta Czerven

When the PKC organized the expulsion of "indetrejan", some people outside Czervenia embraced the idea. Refugees seeking safe haven illegally crossed the border and poured into RDO cities. The RDO was unprepared for the influx of refugees, and was unable to properly accommodate their needs. Shantytowns swelled to unimaginable levels in every city along the border with Czervenia. As the poor refugees sought the means to survive, a pro-PKC movement rose among those frustrated with the surge of refugees. The PKC rhetoric went mostly ignored within the RDO, but the movement found a charismatic voice in Radek Stojespal, and gained airtime on radio and television networks nationwide. In one broadcast, Stojespal was quoted, "Rats spread disease. They are cunning, cowardly, and cruel, and are found

mostly in large packs. Among the animals, they represent the rudiment of an insidious and underground destruction - just like the indetrejan among human beings."

Soon the hate speech flared into violence. In Obranavec, a shop owner was robbed while walking home near a shantytown. According to witnesses, when the shop owner fought back, the robber stabbed him, and then fled into a nearby shanty town. Local media broadcast the crime scene across the nation and showed the handful of coins the shop owner was murdered over lying in his own blood.

Word of the murder spread and Stojespal took to the airways saying, "These parasitic indetrejan are responsible for most of the nation's crime. The crime committed tonight only stands as an example of the threat to our society. The government is unable to deal with this infection. If that is the case, then it is time that we dealt with them ourselves. These invaders must be driven from our nation by any means necessary."

That night, anti-refugee protests flared into riots and violence against refugees across the RDO. The government moved quickly to put down the rioters, but by night's end 14 were dead and over 400 people were injured. The next morning, local authorities caught the murder suspect. He was not a refugee, but a native who fled into the shantytown to avoid capture. The public reaction to the violence was utter shock and the result of the government investigation sparked a national debate which soothed tensions in the nation. Stojespal responded, "I find it unimaginable that one of our own could commit such a vicious crime. It is clear the government is controlled by the indetrejan, and the RDO is the center of indetrejan power. Never forget the image of those coins covered in blood!"

From the events of that night, Ta Koveta Czerven (The Red Coin) was born with Radjek Stojespal as its leader with the goal overthrowing the RDO government and any other government that supports refugees. Koveta Czerven's tactics consist of bombing government institutions and organizations that assist refugees and violence against refugee groups. The movement is trying to obtain "a more thorough means to eliminate the indetrejan" which translates into chemical and biological weapons being used against refugee populations and their "collaborators."

Czervenian Weapons and Equipment

Obran NP Assault Rifle



Specifications

Game Relevancy

Ammunition:

5.56x45mm NATO/M855 or equiv

Max Effective Rate of Fire: 750

rpm

Weight:

4.35 kg

Length:

979 mm

Range:

450 meters

Firing Modes:

Semi-Automatic

3 Round Burst

Ammo Capacity:

30-round magazines

Special Features / Attachments:

Iron Sights Aimpoint

Mission Role / Assignment: Infantry

Rifleman

Obran KNP



Specifications	Game Relevancy
<p>Ammunition: 5.56x45mm NATO/M855 or equiv.</p> <p>Max Effective Rate of Fire: 750 rpm</p> <p>Weight: 4.25 kg</p> <p>Length: 840 mm</p> <p>Range: 300 meters</p>	<p>Firing Modes: Semi-Automatic Automatic</p> <p>Ammo Capacity: 30-round magazines</p> <p>Special Features / Attachments: Iron Sights M68 Aimpoint</p> <p>Mission Role / Assignment: Infantry Rifleman</p>

Obran LMK



Specifications

Game Relevancy

Ammunition:

5.56x45mm NATO/M855 or equiv.

Max Effective Rate of Fire:

850 rpm

Weight:

4.75 kg

Length: 979

mm

Range:

450 meters

Firing Modes: Automatic

Ammo Capacity:

200 Round Box

100 Round Softbag

Special Features / Attachments:

M68 Aimpoint

Mission Role / Assignment: Infantry

Rifleman

Obran MSP



Specifications	Game Relevancy
<p>Ammunition: 5.56x45mm NATO/ Mk 262 "Match" or equiv.</p> <p>Max Effective Rate of Fire: Semi, 2-Stage Match Trigger</p> <p>Weight: 4.5 kg</p> <p>Length: 979 mm</p> <p>Range: 500 meters</p>	<p>Firing Modes: Semi-Automatic</p> <p>Ammo Capacity: 30-round magazines</p> <p>Special Features / Attachments: ACOG RCO 4x32 Fixed magnification optic</p> <p>Mission Role / Assignment: Infantry Rifleman</p>

GS-36 Grenade Launcher



Specifications	Game Relevancy
<p>Ammunition: 40 X 46mm (Low Velocity)</p>	<p>Firing Modes: Single Shot</p>
<p>Max Effective Rate of Fire: N/A</p>	<p>Ammo Capacity: One 40mm Grenade</p>
<p>Weight: 1.7 kg</p>	<p>Special Features / Attachments: None</p>
<p>Length: 300 mm</p>	<p>Mission Role / Assignment: Infantry Rifleman</p>
<p>Range: 400 meters</p>	

U23A1 Fragmentation Grenade



Specifications

Features:

Can be thrown, or rolled

Fuse Length: 4-5

Seconds **Capabilities:**

5m (Lethal Radius), 15m (Casualty Radius),
fragments can fly as far as
230m

UI13 Stun Grenade



Specifications

Features:

Can be thrown, or rolled **Fuse**

Length:

1.0 to 2.3 seconds **Capabilities:**

Generates blinding flash and disorienting sound.

U72 Smoke Grenade



Specifications

Features:

Can be thrown, or rolled

Fuse Length: 1 Second

Capabilities:

Produces a cloud of concealing smoke

U108 Incendiary Grenade



Specifications

Features:

Can be thrown, or rolled

Fuse Length: 4-5

seconds **Filler:**

26.5 oz Thermate (TH3) mixture

Capabilities:

Generates molten iron for incendiary effects

AA3 Server Management

America's Army 3.0 Server Command Line Options:

Rev 0.2 May 21, 2009

Overview

The game's working directory must be the <install directory>/Binaries.

The basic command line is:

AA3game.exe server BaseMapName[Options] [MULTIHOME=x.x.x.x] [-CONFIGSUBDIR=<ini file name>]

Base Map Names and Available Missions by Map

The following maps are shipping with AA 3.0 and can be put in the —BaseMapName portion of the server command line:

- **Alley_day_cloudy** o Mission Type: CO,
Mission Variant: dev o Mission
Type: TAH, Mission Variant: east o
Mission Type: VIP, Mission Variant:
dev
- **Bridge_night_clear** o Mission Type: CLASSIC,
Mission Variant: devI o Mission Type: CO,
Mission Variant: devI o Mission Type: DP,
Mission Variant: devI
- **Impact_day_cloudy** o Mission Type: AO,
Mission Variant: devI o Mission
Type: TAH, Mission Variant: dev o
Mission Type: VIP, Mission Variant:
dev
- **Pipeline_dawn_clear** o Mission
Type: AD, Mission Variant classic o
Mission Type: TAH, Mission Variant:
dev o Mission Type: VIP, Mission
Variant devI

- **Ranch_day_fog** o Mission Type: AO,
Mission Variant: devI
 - o Mission Type: CO, Mission Variant:
devI
 - o Mission Type: VIP, Mission
Variant: devI

Options

Note: Options are placed immediately after the —Base Map Name and separated by a question mark (and the first option must be separated from the —Base Map Name by a question mark).

System Options/Features

- **?EnableTS3=Y/N** – Enables/Disables TS3. The default is set to enabled in the INI file.
- **?GLOBAL** - Enables official/authorized server. Mutually exclusive ?LAN option.
- **?LAN** - Starts a LAN server that does not authorize with the authentication system. It enables the LAN MBS system. It is mutually exclusive with ?GLOBAL
- **?MaxSpectators=##** - 0 through 6, inclusive. Controls how many spectators may watch the game.
- **?MaxPlayers=##** - 2 - 26, inclusive. Controls how many players may join the server.
- **?TimeLimit=##** - How long rounds are in minutes.

Mission Options

See list of maps and missions for details.

- **?MissionType=[type of mission]** - Types are mission dependent.
- **?MissionVariant=[xxxx]** - Name of mission variant. This is mission dependent.
- **?MissionSize=[size]** - Sizes are small, medium and large. For AA 3 only large maps are available.
- **?MissionTourID=inf** - Only infantry missions are available with AA 3.

Authentication Support for Global Servers

- **?AuthServerPassword=xxxx** - The password for your AA3 authorized or official server account.
- **?AuthServerUserName=xxxx** - The user name for your AA3 authorized or official server account.
- **?AuthServerIP=x.x.x.x** - The IP address for your AA3 authorized or official server account.
- **?AuthServerPort=x** - The IP address for your AA3 authorized or official server account. The default is 8777 and typically this is not used for standard installations.

Multihome Support (Multiple Server Instances)

Add **MULTIHOME=x.x.x.x** (where —x.x.x.x is the IP Address to bind the server to) to the end of the server line (be sure to put a space prior to the —MULTIHOME) after the last server option.

Custom Configuration Files

America's Army 3 uses the UnrealEngine 3 standard of completely unique sets of configuration files stored in separate subdirectories for those wishing to specify custom configurations on the command line. Each subdirectory must be created under the

AA3Game/Config directory (create a subdirectory of the primary —AA3Game/Config) subdirectory). You do not need (nor should) put the entire path as the value for this option.

Example: To store a customer specific configuration file for the customer —JohnsServer you would create a subdirectory —<AA3 Installer Directory>/AA3Game/Config/JohnsServerConfig and then add this to your server's command line: —-CONFIGSUBDIR=JohnsServerConfig. If the directory does not exist the game will automatically create it and populate it with the default configuration values.

Typically this would be used in conjunction with the MULTIHOME option or to run custom configuration options.

AA3 Punkbuster



Punkbuster (PB) is an anti-cheat program created by Evenbalance, and integrated into *America's Army*. This program automatically updates to deter cheating on Official and Leased Official servers.

- For further Punkbuster information and Troubleshooting please visit:
- Punkbuster FAQ or

Punkbuster's *America's Army* Support website

AA3 Offline Commands

There may be times where you would like to practice offline. You can do this by using the commands listed within this section. Additionally, you are able to summon various weapons, characters, and equipment on any map which can enhance your familiarity of the game.

★ This chapter covers:

- AA3 Single Player Commands
- AA3 Multiplayer Cheats

AA3 Single Player Commands

Here's a list of some useful commands. These commands must be entered in the game console. The console can be accessed either by hitting ~ or by hitting tab. After typing in a command, please press ENTER.

Console Command	Function
setres XXXXxXXXX	Sets the screen resolution to the desired screen resolution. You can change it to whatever you wish. Common screen resolutions are 800x600, 1024x768, 1610x1050.
Behindview 0	1st person camera.

camera 1st

First-person view camera.

camera 3rd

Third person camera positioned behind the player.

camera freecam

Third person free camera. It allows you to rotate the camera around the player and move rather than being locked behind the player.

fov <value>

Changes the field of view based on the value given. FOV defaults to 90, other recommended values are 30 or 40 for closer views.

givem4a1

Gives the player the M4A1. Click the mouse to shoot.

givem67

Gives the player the M67 frag grenade. Click the mouse to shoot.

giveobranknp

Gives the player the ObranKNP. Click the mouse to shoot.

**give weaponmod
<modname> <modlocation>**

Places the specified weapon mod in the specified location. Valid weapon mods are aimpoint, ironsights, and acog. The valid attach points are main, right, left, top and bottom.

tastetherainbow

Toggles on / off the rainbow lines that trace the shots fired from the m4a1.

toggleaimhelper

Toggles on / off the on-screen aim helper.

quit	Quits the game.
reconnect	Reload the current level / reconnect to the server.
open <mapname>	Opens a map.
SetMedic	Options: Medic and CLS - Tells server to grant the player with Medic or CLS Qualification.
Slingweapon	Slings the player's currently held weapon.
ToggleSai	Toggles the BFT on/off.
ResetSoundState	Sets all sound systems to normal defaults (no effects).
IsolateDryAudio	Turns off all special effects.
DisableLowpassFilter	Turns off lowpass (occlusion) filtering.
IsolateReverb	Plays only the reverb channel.
SetAirAbsorbtion 1.0	Sets the air absorption factor (distance HF filtering). 0.0 is none, 1.0 is real-world, anything else is your imagination.

ToggleReverbEditor

Brings up the reverb effect editor. Note that your reverb effects will be locked to the editor's settings until you call SetReverbLock false.

SetReverbLock true/false

Locks the reverb effects from being set by the engine based on player position. Bringing up the reverb editor automatically sets this to true. After you are done editing, be sure to call SetReverbLock false.

ToggleReverbVolumes

Turns on / off reverb volume wireframes in-game

Infiniteammo

Gives player infinite ammunition.

Makepawn

Creates an NPC pawn.

SloMo <value>

Slows the game down by a percentage, 1 being normal game speed. Example: "SloMo .5" = %50 of normal game speed.

AA3 Multiplayer Cheats

Sometimes enabling multiplayer cheats can be an aid to practicing individually or as a team. To setup an unofficial multiplayer game with cheats to work you must go to your AA3Game Config folder and find the file AA3Game.ini and open in wordpad.

Then do a search for bMPCheatsEnabled and set this value to true.

Followed by a search for [Engine.AccessControl]

From there start a new line and enter AdminPassword=X (where X is whatever you want)

Should look like this

```
[Engine.AccessControl]
```

```
AdminPassword=blah
```

You will want to create a server by going to your binaries folder and running myrunserver.bat, select the map then the mission type.

Then to connect to said game and have the cheats work start the game then from account login and on open up the console (~) and type open (IP address)?name=(whatever name you want)?adminpw=(enter Admin password you put into the ini file, is case sensitive)

Should look like this open

000.000.0.00?name=TestName?adminpw=blah Then to

type in the following commands:

- Open up the console by pressing the tilde key (~) •
type in the command at the prompt and hit enter when finished

Console Commands (Multiplayer)

enableallcheats - must enter first to get the cheats to work

Cheat Command	Options	Description
Camera <option>	<ul style="list-style-type: none"> • default • firstperson • thirdperson • fixed • fixedtracking • freecam 	Changes the current camera type to the option specified

<p>giveweapon <option></p>	<ul style="list-style-type: none"> • m4a1 • m16a4 • m249 • m16drm • obrannp • obranknp • obranlmk • obranmsp • m67 (frag) • m84 (stun) • m83 (smoke) • m18 (tactical smoke) • m14 (incendiary) 	<p>Gives the player the weapon specified.</p>
<p>giveweaponmod <option><rail></p>	<ul style="list-style-type: none"> • <u>Options</u> <ul style="list-style-type: none"> o ironsights o surefire o acog o aimpoint o xm320 • <u>Rail</u> <ul style="list-style-type: none"> o main o top 	<p>Attaches the specified weapon mod to the specified rail on the player's current weapon.</p>
	<ul style="list-style-type: none"> o bottom o left o right 	

god	N/A (toggle)	<p>Disables damage on the player who used it (damage-related effects remain).Based on the player's current state, this command will also automatically perform the following:</p> <ul style="list-style-type: none"> • Recapacitate player - if incapacitated • Treat all injuries, stop bleeding - if injured/bleeding
infiniteammo	N/A(toggle)	<p>Give the player infinite ammo on all weapons & items (grenades, medpacks, etc.).</p>
infinitestamina	N/A (toggle)	<p>Disables the stamina &encumbrance system for the player.</p>
fov <option>	<ul style="list-style-type: none"> • manual entry • 90(default) • 60 • 40 • 30 • 20 • 10 	<p>Changes the field of view based on the value specified. FOV defaults to 90, other recommended values are 30 or 40 for closer views.</p>
slomo <option>	<ul style="list-style-type: none"> • manual entry • 5 • 2 • 1 	<p>Slows the game down by the specified percentage, 1 being normal game speed. Example: "slomo .5" = 50% of normal game speed</p>

	<ul style="list-style-type: none"> • .75 • .50 • .25 • .10 • .05 • .01 	
shot	N/A	This will take a screenshot, as the current screen looks to the player(HUD, Console, ect. shown in shot).
ghost	N/A (toggle)	A 'NoClip' mode allowing the player to move in any direction (fly) without colliding with other objects, allowing it to go through such things as walls, props, and other players. NOTE: This is now a toggle, using the command a second time (when already ghosting) will reapply gravity and put the player back into 'walk' mode (with the player taking fall damage)
weaponmodloadammo <option>	<ul style="list-style-type: none"> • m715 • m433 	<ul style="list-style-type: none"> • Give m320 smoke round • Give m320 grenade round

Another option to access these and other various cheats is to hold down backspace and it will bring up a radial menu. *America's Army 3* provides this information for training and/or non-competitive purposes only, and in no way offers this information as an endorsement for cheating.