



WOLFPACK

volume 1



Wolfpack Vol. 1

ABOUT WOLFPACK

Version : 1.10
Release date : 23 May 2014
Arma3 Version : 1.18

Required add-ons

- Community Based Addons A3 (CBA)

Optional/Recommended add-ons

- Advanced Combat Radio Environment (A.C.R.E.)
- Commanders Tablet (cTab)

DESCRIPTION

Wolfpack is a multiplayer (14 slots) special operations campaign consisting of ten challenging assault, demolition and reconnaissance missions. Wolfpack is released in two volumes with five missions each.

Features

- Challenging and Immersive gameplay in a lively area of operations
- Detailed SpecOp style briefings (ingame and PDF/TXT for forum briefings).
- Optimized for dedicated server play.
- Challenging opponents

STORYLINE

June 2034, Altis is in turmoil. The island has been cut off from the outside world due to economical and physical blockades. The local populous has grown impatient with the government and the AFF in particular. Several demonstrations have resulted in the deaths of tens of civilians.

The government was losing control rapidly and called in the help of CSAT. A mistake that would cost them dearly. CSAT saw a golden opportunity to get a much needed foothold in the Mediterranean area. The AAF requested a single battalion of CSAT Infantry. Instead CSAT send the entire 2nd brigade and soon CSAT outnumbered AAF by 11:1. Altis government realized that they lost control completely and stepped down. CSAT General Tehrani has since been in power and controls all of Altis and Stratis.

CSAT is now proven a serious threat to the European region. As diplomatic efforts have not lead to the anticipated result, NATO decided to send a rapid task force to free both islands from CSAT oppression.

.DEVGRU has been ordered by J.S.O.C. to take out several high value threads on Altis before the NATO campaign commences. Wolf has been tasked with executing 10 missions over a period of 3-4 weeks. Your first mission commences 11 June.

AUTHOR

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CREDITS & ACKNOWLEDGEMENTS

This MP campaign was carefully put together with the assistance, support and scripts from the following individuals/groups:

- Nopryl (www.nopryl.no)
- Killzone Kid
- Mad T
- Rakowozz
- Shuko
- Naught
- Iceman77
- Larrow
- Anjan Riot
- Kylania
- Void
- Zealot

CHANGELOG

Version 1.10

Fixed: exfil features in all 5 ops
Fixed: Fire missions in Day 2 and 3
Fixed: 'Endmission' triggers
Added: vehicle pool from 1.18 update

Version 1.00

Initial public release



Wolfpack Client / Server information

SERVER

Recommend server settings for optimal gameplay

Difficulty : expert
Map : Altis (Vanilla)
Mods : CBA (Recommended: ACRE, cTAB)
Style : COOP
Slots : 14
Duration : 1-4 hours depending on style of gameplay

CLIENT

Required add-ons

- CBA A3 - Community Based Addons - <http://www.armaholic.com/page.php?id=18767>

Recommended client add-ons

- A.C.R.E. - <http://www.armaholic.com/page.php?id=19324>
- Commanders Tablet (cTAB) - <http://www.armaholic.com/page.php?id=22992>
- JayArma3Lib (Included in ACRE)
- ST-Hud for ARMA 3 - <http://www.armaholic.com/page.php?id=18949>



Missions

DAY 01 - THE PACKAGE

Our area of operation lies north of Athira. JSOC expects a HVT to arrive and inspect the CSAR Frini base tomorrow. Wolf will eliminate the HVT once he arrives at the base. Due to the sensitive nature of this mission, detailed objectives will be given on a need to know basis once you have reached the RV. Our local on the ground will do an extensive briefing.

DAY 02 - KAJMAN FIRE

CSAT has taken over the Abdera Airfield and turned the airfield into a helicopter base. The base is home to the 127 AAC Squadron with 6 or 8 Kajman Attack helicopters and to the 17 Air Support Group.

The Kajman is a formidable opponent and can do some serious damage to the upcoming campaign.

About one kilometer north east lies the village of Krya Nera. This used to be a little fisherman's village until CSAT stationed a small fleet of attack vessels there.

Primary objective: Abdera Airfield, sabotage all Kajman Attack helicopters stationed at the airfield.

Secondary objective: Krya Nera Naval Base, take control of the Naval Base and wait for further instructions.

DAY 03 - SWITCH OFF

CSAT's primary communications station is situated on the outskirts of Kavala. It is essential we disrupt communications before we commence the NATO invasion. The nearby power station provides power to the Kavala region, including the communications station. We need to take both out in order to be sure that CSAT's ability to communicate is disrupted.

Primary objective: Sabotage the communications station.

Secondary objective: Sabotage the power station.

Detailed information and intel will be provided for whilst en-route.

DAY 04 - TOP SCREEN

CSAT's propaganda campaign is out of control. Their fear and retribution series broadcasted on television and radio has caused grave concerns both locally and abroad. We need the local populous on our side once the invasions commences. We need to shut down the Altis Broadcasting Company (ABC) in the Capital of Altis, Pyrgos. Sabotage the ABC headquarters. You'll be filled in on the specifics once you are close to the objective.

DAY 05 - BULLSEYE

Maj. F. Kallaziz's replacement has arrived in Pyrgos, Maj. Farrokhzad. We know very little about Maj. Farrokhzad. According to Nikko, the major has already made his mark by having tens of civilians arrested. Supposedly there is a public hanging the day after tomorrow. CIA and MIS are working hard to get more intel about this guy. So it looks like your Wolf troops are going back to Pyrgos. Your objective is to find intel on Maj. Farrokhzad.