Welcome to the Multiplayer Open Beta for Broken Arrow.

The scope of this beta is to test multiplayer and everyone can join. We're aware many players haven't had the chance to play in the closed beta and the game doesn't currently hold players by hand in explaining how to play - so we've put this short document together.

It serves as a useful guide to get started and learn the basics. Should you still have trouble, please join our discord channel: Broken Arrow has a big and helpful community and plenty of experienced players willing to lend a hand and teach newcomers.

1. GETTING STARTED

1.1. HOME TAB
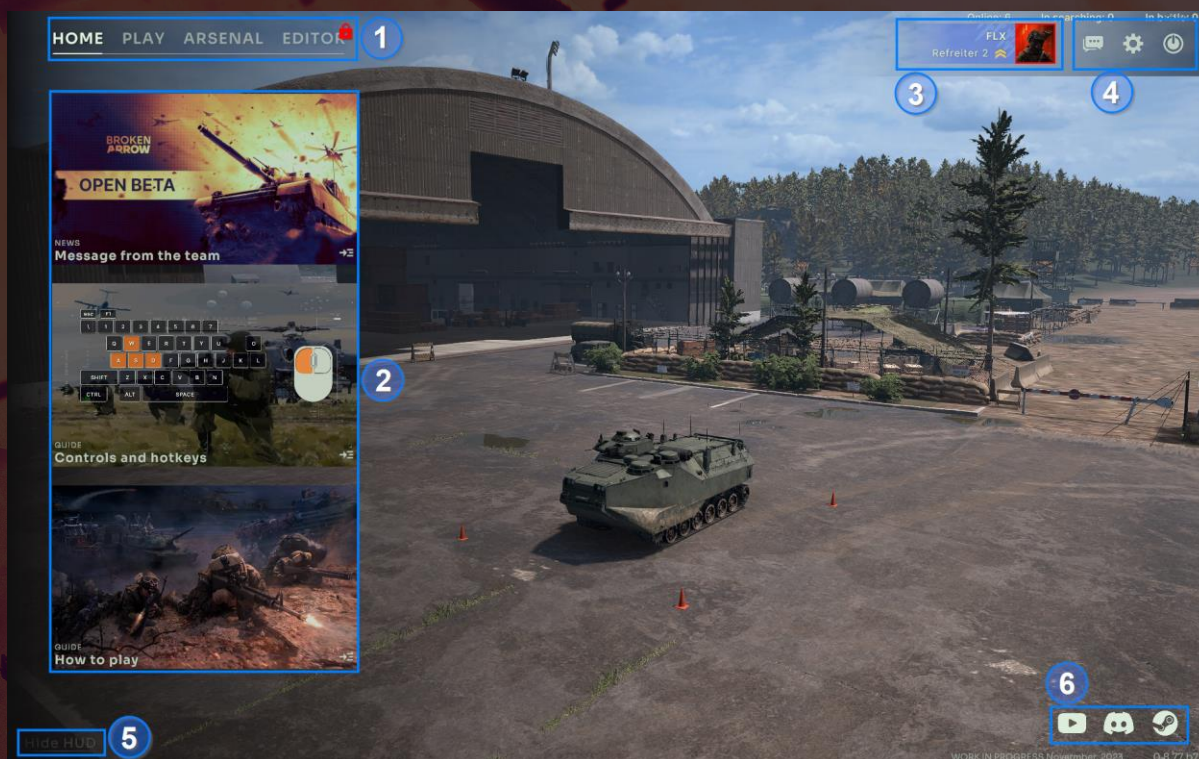
1) The 4 main tabs of the main menu. The Editor tab is locked during the beta.
2) This section contains short guides. Later it will be filled with news about the game, tournaments, etc.
3) Your profile, click on it to consult statistics and customize it.
   Note: Many elements are still placeholders here.
4) Buttons to open the chat, access to the parameters and leave the game.

5) You can hide the HUD to take screenshots of the units. Re-activate the screenshot by clicking the Broken Arrow logo that will appear at the bottom left corner of the screen.
6) Links to our Youtube channel, our Discord channel and the Steam page.

1.2. HOW TO FIND A MATCH

Most features are locked during the multiplayer beta test. The only possibility is to click the multiplayer button to access the list of lobbies (1) or click this button to create your own (2). You can also click the auto-join button to rapidly enter a random lobby with available slots.

Broken Arrow features an automatic matchmaker so the lobbies are used to gather your teammates only. Your opponents will be selected by the matchmaker.

1) The parameters of the lobby:
- Standard match is the main multiplayer game mode supported by the automatch, the final game will also contain custom matches.
- If you set your lobby to private it will not be visible in the list of lobbies any more.
- If you don't specify a nation for your team the matchmaker will assign a nation different from the opposite team once a match is found.
- Mirror matches are forcefully authorized in the beta.

2) The list of players in your team. You need 5 players before you can launch the search.
3) The button to launch the search once all players are ready
4) The chat to communicate with your teammates

1) The host of the lobby is marked with a crown. If he leaves the lobby another player obtains the role.
2) All the players must indicate that they are ready to launch the search
3) This indicates the nation and deck specialization that you will play.
4) The host has the ability to kick players out.

If a nation has been specified you can choose which deck you want to play with in advance.
Note: *There is a bug in the beta, if you modify your battlegroup while sitting in a lobby, the update will not be taken into account when you launch the match. You need to leave and rejoin the lobby for the update to be taken into account.*

Once a match is found you must vote for the map (1) and you still have the possibility to change your deck (2).
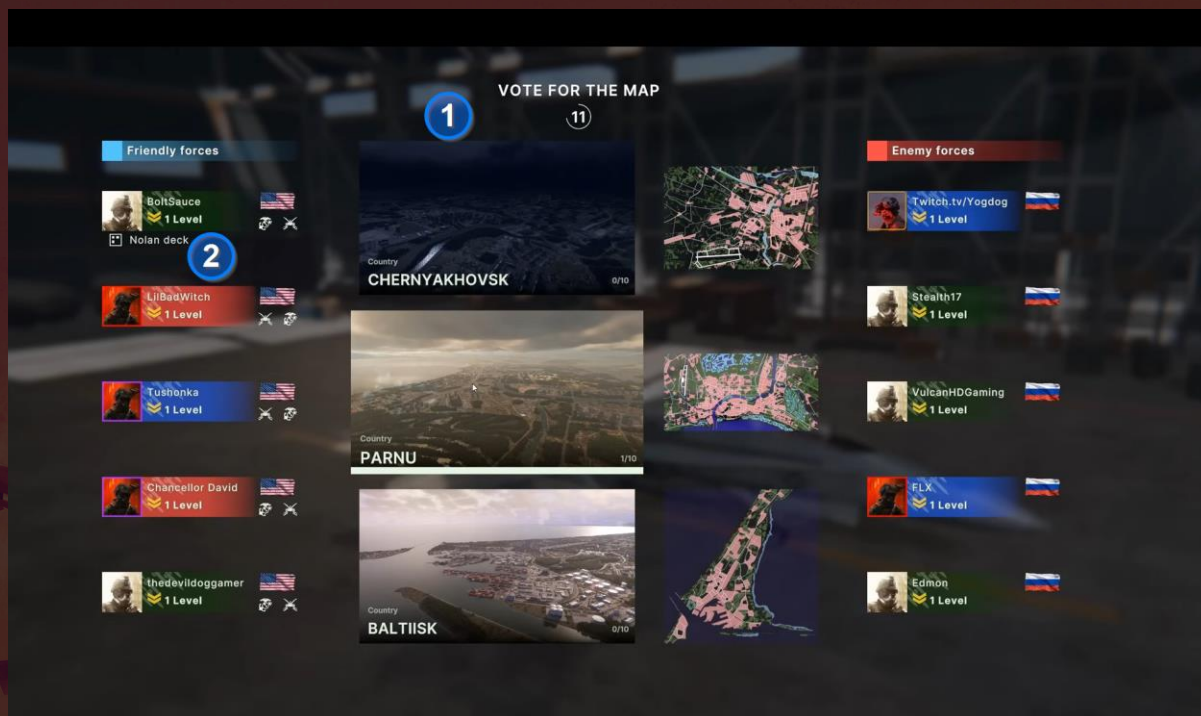
1.3. Battle interface

1) The reinforcement menu: this is where you call units on the battlefield.
2) The match ends at the end of the timer or if a team captures all the objectives.
3) Communication markers: select one of the markers and validate a position on the map with the left mouse button to communicate with your allies.
4) Minimap

5) Selection panel: summary of all the units selected. You can click one of the icons or press TAB to give orders only to one unit without losing your selection.
6) Status Panel: detailed information about the unit currently selected.
7) Action panel: give commands to your units with this panel.

Units' Label
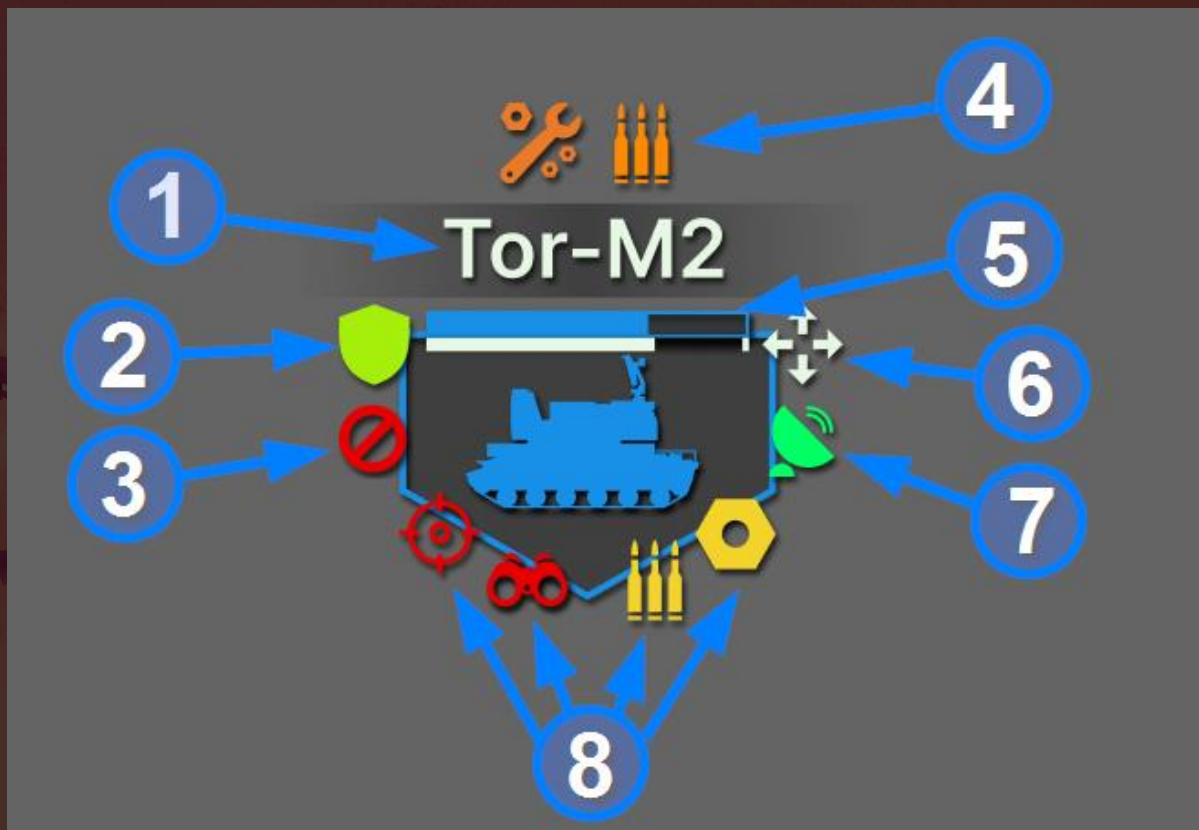
1) Name of the unit. You must place your mouse cursor on the label or select the unit to see it.
2) Cover indicator. This icon is displayed when the unit is hidden in a forest
3) Return fire indicator. This icon is displayed when the return fire mode is activated
4) Resupply/repair indicators. Displayed if the unit is resupplying ammunition or is being repaired. Place your unit next to a supply crate to resupply/repair it.
5) Health bar. When it's empty the unit goes boom.
6) Aiming/reload progression: indicates that something is in progress, the icon next to the bar indicates what it is.
7) Radar: this icon appears when the radar is active. This means that your units can detect and shoot planes much further away but can be targeted by anti radiation missiles.
8) Critical effects: they can be minor(yellow) or major (red). More about it in the chapter "game rules" below.

1.4. ARSENAL TAB

The hangar allows you to explore all the units of the game. In the beta it is limited to the units of the 4 playable specializations.

1) The list of units and filters
2) Statistics of the units
3) Customization choices

The statistics panel has 3 button at the top right:

M109A6 Paladin — 150

	Top	Rear
	20 20	20 20
Front		Sides
30 30		20 20

14 | 1000 | 1 | 65 | 20 | 35000

M284

Aim time:		10 - 12 sec
Reload time:		8 - 10 sec

Munitions:

155mm Cluster x24 ⌄

155mm smoke x9 ⌄

155mm Copper... x3 ⌄

Customization options

Loadout — Cluster +0

M109A6 Paladin — 150

	Top	Rear
	20 20	20 20
Front		Sides
30 30		20 20

14 | 1000 | 1 | 65 | 20 | 35000

M284					
	3800m	x24	75	12	210m
	3800m	x9	1	1	210m
	3800m	x3	75	12	150m
M2 Browning	800m	x500	20	1	10.6m

Customization options

Loadout — High Explosive rounds +0

1) Pin the statistics panel to display 2 side by side and make comparisons
2) Unit visual customization
3) Compact/detailed mode. The compact mode gives you a rapid overview of the most important values while the detailed mode shows all the details as its name indicates.

1.5. BATTLEGROUP CREATION

In Broken Arrow you don't play with all the units at the same time. At launch the game will contain more than 300 different units and thousands of customization possibilities.
You need to decide which units will compose your battlegroup before the battle starts. This is the equivalent of preparing your deck in a collectible card game.

It is difficult to prepare a battlegroup if you don't know how the game is played in the first place.

So you can launch a multiplayer match without creating a deck. In that case a default deck will be assigned to you.
You can play a bit with the default deck and then modify it to your liking once you have a clearer view of how you want to play.

To access deck creation click the Arsenal tab and click the army builder button. The beta only contains 2 specializations per nation but the final game will contain 5 for each side each containing a completely unique roster of units.
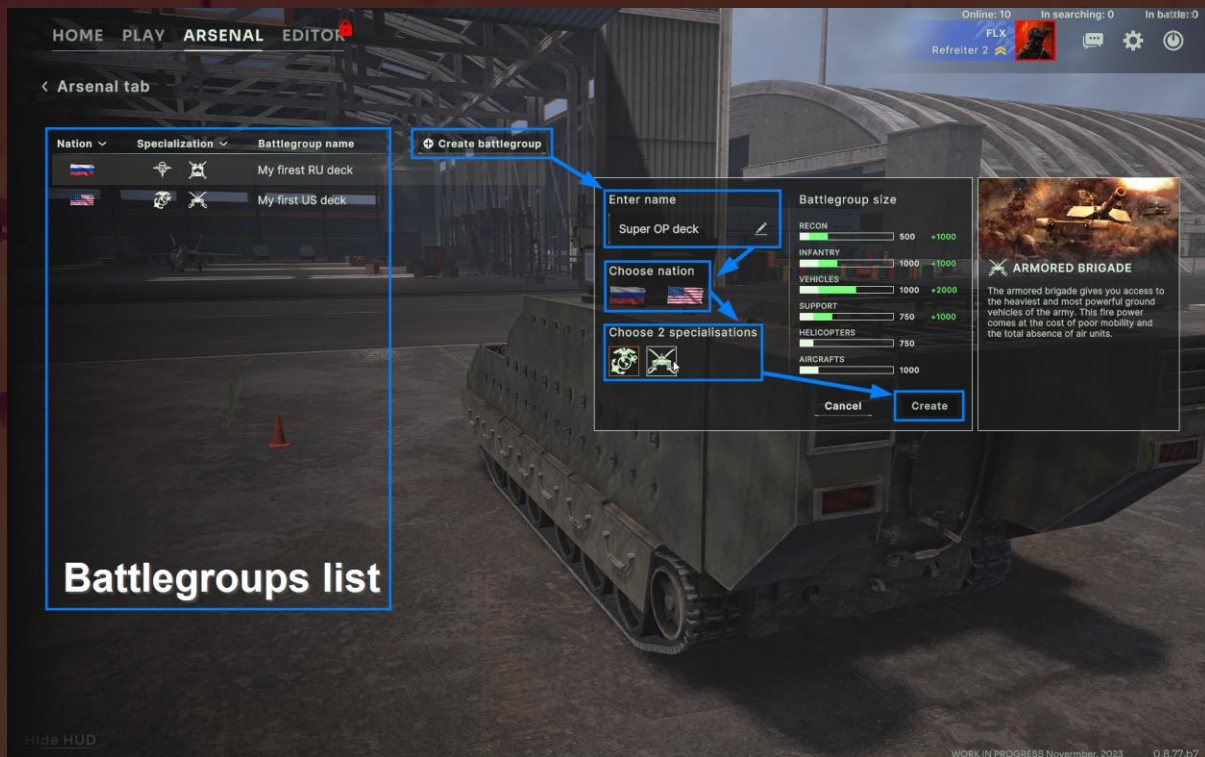
Click on the name of a category or an empty slot to start adding units to it.
Each category has a maximum number of points defined by the specializations you have

Add units to the slots by drag and dropping or with a double click. The amount of points available in the category corresponds to the total price of the units you have added.
The price of units is the yellow number.

Infantry can come accompanied by a transport. The price of the transports also counts in the category but it is possible to have less transports than the number of infantry units.

Note: It is not necessary to totally spend exactly all the points of your deck, do not upgrade units just to reach the maximum value if you don't think it's necessary.
However the formula calculating the upkeep during the match takes into consideration the total value of the deck so if you have the possibility to fit one more unit in your deck you should do it.

2. HOW TO PLAY

There is no definitive answer to this question and you should try different tactics during the beta. We're all here to learn so don't be afraid to try new or unusual things.
Test, fail, adapt, overcome!

Here are some bases to help you go through this process faster:

2.1. COMMUNICATION

You will play with 4 teammates so individual performance matters but communication is key.

Join our Discord server
There is no better way to communicate with your team than talking together.
We highly recommend joining the official discord server where you can meet other players and team up together in one of the multiple voice channels provided.
https://discord.gg/official-broken-arrow-273391624892186624

Markers
There are 4 buttons above the minimap.These are communication markers.
Warning / Attack / Defend / Supplies

Click on the button then click somewhere on the ground to place a marker. You can remove a marker with a right click on it and move it with a drag and drop with the left mouse button.
The default shortcut to place markers are F1 ; F2 ; F3 ; F4
You can have up to 5 active markers at the same time and they disappear after one minute.

Chat

You can open the chat window by clicking this button in the top right corner of the screen.

You can resize the window by dragging and dropping the bottom left corner.

Remember to remain courteous when you exchange with other players. We will ban from the beta any person behaving badly.
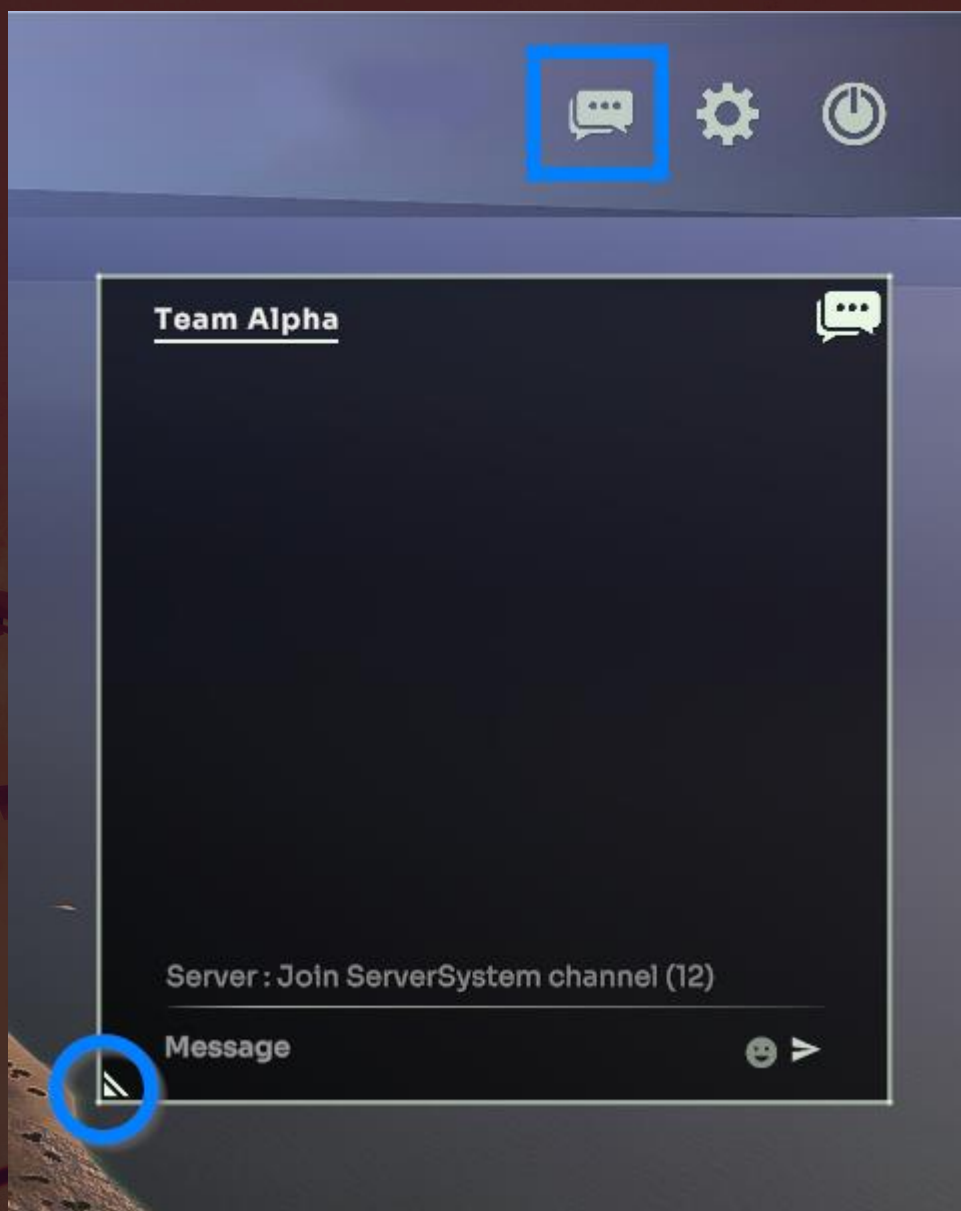
2.2. GAME RULES

Victory conditions
- Your team wins the battle if you manage to capture all the objectives simultaneously.
- Your team wins the battle if you hold more objectives than the opposing team at the end of the timer of 45 minutes.

Deployment
The match begins with a pause of 60 seconds to choose the first units that you will deploy.
At the end of this delay the units that you have ordered will start to spawn.

Units spawn one by one with a short delay between them. Units waiting to be spawned are represented by a "ghost" like that with a black icon and semi-transparent 3D model.

MTVR

Reinforcements, Income, Upkeep
In the top left corner you can find the reinforcement menu.

1210
+300

The yellow value is your reserve of points, every time you call reinforcement the value of the unit is subtracted from your reserve.

The white value is your income, this is the amount of points you earn per minute. Points are added every second so if you have an income of 300/min you gain 5 points every second.

The more units you have on the battlefield the lower your income will be. This is called the upkeep. Your income reaches 0 when you have 50% of the total value of your deck deployed on the battlefield.

Units destroyed come back to your deck after a while but you continue to pay their upkeep until they become available again in your deck.

You can refund units by clicking the back to base button in the action panel (shortcut B). The unit moves back to the spawn point and it is refunded when it arrives.

Depending on the amount of damage it has sustained and the quantity of ammo expended. The minimum refunded value will never go below 20% of the initial price.

Transports

Infantry units can come on the battlefield on foot but they are extremely slow so it is better to call them in a transport.
There are two ways to do it:

- Open the infantry tab of the reinforcement menu and click on an infantry unit. A new column will appear with the list of available transports. You can put multiple infantry squads in a single transport if the number of seats is sufficient.
- Open the helicopter, plane or support tab, select a truck, transport helicopter or cargo plane and a new column will appear with the list of all the units that can be transported. Depending on the transport you can carry a mix of infantry, vehicles and supplies.

Supplies

"Amateurs talk strategy. Professionals talk logistics." Napoléon Bonaparte

Keeping your units resupplied is a key element of the game. This resource can be bought when you order a cargo truck or helicopter.

Click on the supplies card to buy 1000 Kg of supplies
Ctrl+Click buys 4000 Kg
Shift+Click buys the maximum value limited by your money or the truck capacity.
You can see the gauge next to the truck filling up to indicate how much extra weight you can add.
Order your truck to unload somewhere to create a supply dump where units can be rearmed and repaired. Once a unit is fully repaired the critical effects are also removed.

Be careful, supply dumps are extremely volatile and explode as soon as something hits them. So keep them out of sight of the enemy.
when you select a supply dump there are 4 functions in the action panel that you can deactivate:

Share your supplies with teammates

Heal infantry

Repair vehicles

Refill ammunition

Critical effects
When vehicles are hit they lose hit points but there is also a probability that they will suffer a critical effect that is displayed on the unit label.
The probability is proportional to the amount of damage and some weapons like infantry RPGs and cluster munitions have a bigger chance to trigger critical effects.

Critical effects can be minor (yellow) or major (red)
There are 4 types of critical effects impacting different capabilities of the vehicle.
From left to right:

- Targeting: aim time is increased and accuracy reduced
- Detection: you lose detection power
- Reloading: your weapons reload slower
- Mobility: the vehicle moves slower and can even be totally stuck

Detection

By default enemy units are invisible. The distance at which an enemy is detected depends on a number of factors.
- Your optics value determines the base detection range.
- The stealth value of the enemy divides this distance.
- Units in cover are twice harder to detect.
- The more forest or smoke you try to look through the shorter your detection range is.
- Shooting with non suppressed weapons reduces your stealth
- Being detected reduces your stealth. So it's harder to hide once you have been spotted.

Hold Alt key to display the line of sight tool. It is still in the works and requires improvements but can already help to understand the line of sight between buildings.

Armor penetration

There are two types of damage in the game: kinetic and explosive.
Vehicles can have different protection values against these two types of damage.

Kinetic projectiles gain penetration when they are fired at close range. The statistics panel displays minimum and point blank penetration values.

Explosive projectiles keep the same penetration regardless of the distance.

When a vehicle is hit by a kinetic projectile, compare the armor value with the penetration.
-   If the penetration is superior or equal to the armor the projectile apply full damage to the target
-   If the penetration is inferior to the armor the damage is reduced proportionally down to 10% when the penetration is 50% of the armor value.
-   If the penetration is inferior to 50% of the armor value the munition is ineffective and cannot be used.

Explosive projectiles always deal some damage regardless of the armor they hit but the damage value is greatly reduced.
The damage curve is a gaussian but here are a few pointers:
-   If your explosive penetration is equal to the armor you apply 50% damage

- If your explosive penetration is twice the armor you apply 80% damage
- If your explosive penetration is half the armor you apply 20% damage

Both kinetic and explosive projectiles follow the explosive rule against infantry, helicopters and planes.

2.3. ARTILLERY

To order an artillery strike you need to click the fire mission button in the action panel. It opens an interface where you can choose the parameters of the strike:

- Type of munitions: default / smoke / laser guided
- Duration : Short / Medium / Long
- Mode: Point target / Line / Creeping barrage

Note: Be careful, HIMARS use laser guided rockets but in the beta invalid types of munition are not grayed out so if you validate the fire mission with regular ammunition selected nothing happens.

2.4. LASER GUIDANCE

Some units like snipers are equipped with target designators and some munitions can be laser guided.

Designate a target with the laser and any projectile detecting the laser mark with its seeker will lock onto it and autonomously track this target.

When a projectile locks onto a laser mark a red line appears between the projectile and the target.

Example of laser guided projectiles:

- Hellfire missiles (Cobra/viper helicopters)
- PrSM ballistic missile (HIMARS)
- Mortars and howitzers generally carry a few laser guided rounds
- Smart bombs

2.5. PLANES CONTROLS

Planes are controlled like the other units but have some restrictions:
- They cannot be resupplied on the map, they need to be sent back to base.
- You must send them back to base before they run out of fuel otherwise the pilot is forced to eject.
- They do not see ground units on their own
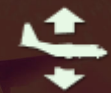
Most planes can fly in high or low altitude. Flying low makes you harder to lock onto by long range surface to air missiles but you need to fly high to drop bombs and make diving attacks. Heavy planes like IL-76 and Tu-160 can only fly in high altitude.

Activate the afterburner to improve the performance of the aircraft at the cost of a much higher fuel consumption.

Select the bombing or strafing run and validate the position and orientation of the strike with a drag and drop on the map.

Use the precision strike order (shortcut P) to fire cruise missiles and drop smart bombs. You can press the button or the shortcut multiple times then validate multiple positions on the map to attack multiple positions at the same time.

2.6. RADARS AND SEAD

Some anti aircraft units are equipped with radar. Activating this ability doubles the detection and shooting distance against planes flying high and gives +25% against helicopters and planes flying low.

In return activating the radar makes you a target for anti-radiation missiles. These missiles carried by planes and some helicopters automatically lock onto the radar emissions of your unit to destroy it.

It takes 5 seconds to activate the radar but it can be turned off immediately, in which case the anti-radiation missiles will miss their target.

When the radar is active a green radar icon appears on the label of the unit.

2.7. OTHER ABILITIES

Active protection Systems

Some of the most advanced vehicles are equipped or can be upgraded with active protection systems (APS).

These systems fire canisters at incoming projectiles to destroy anti tank rockets and missiles.

APS have a limited number of charges and need to reload for 5 seconds after each interception. The vehicle can be normally hit during this cooldown.
APS charges can be rearmed with supplies.

Decoys

Helicopters and planes can drop decoys to lure incoming missiles.
The number of uses is limited and aircrafts that run out of decoys are extremely vulnerable.
Helicopter decoys can be rearmed with supplies.
Left click on the decoy button to activate the ability.
Right click on the button to switch the automatic mode ON/OFF

Passive countermeasures

Units can be equipped with passive countermeasures which reduces the probability of missiles to hit them. The probability to evade the missiles is indicated as a % next to the icon in the statistics panel.

Defensive smoke

Infantry and vehicles can be equipped or upgraded with smoke grenades/dischargers.
Press X to trigger the ability and surround your unit with a thick cloud of smoke that breaks line of sight.

Sprint

Assault infantry units can use the sprint ability to momentarily increase their speed. This can be used offensively to charge the enemy or defensively to break suppression and go back to cover.
Infantry cannot fire on the move if they are actively sprinting.

Return fire

You can order your units not to shoot unless fired upon.
This is very useful for recon units like snipers to avoid revealing their position.