

# Attending “Operation Green Valley” for Arma Reforger

## Time & Place

Date: 2024-05-29 1545 UTC

Join server 1545 UTC

Slotting: 1555 UTC

Briefing 1610 UTC

Game start 1630 UTC

Please be there on time.

## Server address,port,password:

Server name: Arma Finland

Password: kotka

## Setup/Mods

### *1.Download mods*

[Download our core mod](#)

### *2.Test your connection to the server and your modpack*

Connect to the server.

You can test the missions on the server before the event.

### *3. Go visit Afi Teamspeak3 server and bookmark it*

### *4. Read the rest of this document*

# Special note:

If this is your first time attending an AFI TVT event - welcome.

All leadership related information and data is distributed by COYs, PLs and their attributed messengers. Once your community provides approximate strengths, you'll be given a slotting bracket on the roster from which you may choose your own slots.

## Rules:

1. **Enemy equipment.** Usage of enemy firearms and equipment is disallowed unless the mission maker specifies an exemption. An exception to this general rule is granted for medical equipment, hand grenades, other throwables and ammunition.
2. **Join-in-Progress (JIP)** is possible until the end of safe start. If you JIP, always ask your fellow players for instructions on how to proceed in-game. ,
  - **Missions Without Respawn**
    - New JIP players are not allowed to join the mission after the safestart time plus 5 minutes.
    - If you disconnect during briefing or gameplay, your slot is reserved. Only you can rejoin in your original slot as long as the mission is ongoing.
  - **Missions With Respawn**
    - Join-in-progress is always possible unless specified otherwise.
    - The specific behavior of JIP will depend on the details of the mission.
3. Use of text chat and map markers are disallowed, text chat can be only used for calling admin. Map markers are placed during the briefing phase, and deviation from planning must be acted on granularly at the player level by using communication devices available to you such as radios, flare signals, cell phones, messenger pigeons or local voice communication.
4. **Solo play.** Don't become separated from your squad or group intentionally. If you notice you've lost your friends, always try and find them and work as a team. Leaders should avoid sending single players to perform tasks unless they can be reasonably certain that the path is clear of the enemy. Administrative reasoning for rule 4: Solo gameplay doesn't produce an engaging gameplay experience for the players ordered to do so because of their vulnerability. You should always assume that the minimum unit size is 2 players.
5. **Ghosting**, stream sniping, out-of-game communication. It is unacceptable to do any of these.