Requirements:
- Have A.V.A mod installed, ava-1.19.3-2.3.6.jar or above
- Render view distance 8 or lower

Game Style
Complete the missions and escape!
You will be respawning with your chosen *preset.

Alliance of Valiant Arms Controls and Configuring Preset

Story, kind of.
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The purpose of the mission
You and your squad is sent for the infiltration of a unknown facility in far North controlled by the NRF troops to investigate the lost of the previous ally recon rangers in the nearby region, along with some dangerous non-human being that were identified by the civilians.

The entry
You planned to do an invade from the aqua collector of the water plant, the terrain does not allow the entry of air vehicles so prepare well for a short airborne.

. . . . . . spoiler
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5 Difficulties can also be selected. Different difficulties will affect the following:

	Friendly Fire	Reduced Ally Damage	Mob Difficulty (mob damage/accuracy scaling)	Kit dropping chance (healing/ammo supply)	Natural Health Regeneration	Daylight	Crosshair Enabled	Max Lives
Beginner	False	True	Easy	30%	True	Bright	True	5
Easy	False	True	Easy	25%	True	Less Bright	True	4
Normal	True	True	Normal	20%	True	Normal	True	3
Hard	True	False	Hard	15%	False	Less Dim	True	2
Challenging	True	False	Hard	10%	False	Dim	False	1
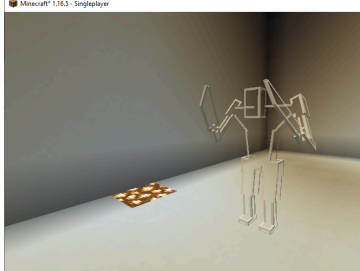
Rules:
- Do not activate the same controller twice
- Dead players (spectators) should not go past any unreached checkpoints
- Do not use grenades to destroy objectives (glass)
- Reload the world will cause issues, possibly caused by some command block ticking issues

Objective interactions:
- Mobs will drop green ammo kit and red healing kit
- Controllers are the blocks that look like a yellow panel, press E to start activating them, make sure there's only one player activating it at the same time so you don't duplicate activation!

Types of enemies:

Picture	Description	Health	Damage	Speed
	Zonda Most common robot produced by Redshield Technology, does not have any outstanding attributes but can be lethal when swarmed.	Low	Low	Medium
Stealth Mode Exit Stealth Mode	Raum The 2 block tall robot produced by Redshield Technology sometimes enters a half-stealth mode where can be well-mixed into the nearby terrain. Has overall moderate attributes, should probably be taken out first when engaged.	Medium	Medium	Medium

|				
	Barbas A giant variant robot produced by Redshield Technology. Has relatively high damage and health. The big hitbox and high amount of health may block the attacks against other robots.	High	High	Low
	NRF Soldiers With unknown reasons, NRF troops has lost the control to the facility and is trying to evacuate while sending some robots and the rest of the men on a train to nowhere. They don't like the robots, but that does not mean they are welcomed to see you and your squad. They are able to disarm C4 planted by the EU soldiers, however they might want to kill you first as their priority.	Medium	High	Medium
	Mutated NRF Soldiers A type of mutated NRF soldier that acts better than normal human beings. Their Reminton870 can be very deadly in very close range, however they move in a slow speed and the lack of accuracy in mid-long range has become one of their weakness.	Very High	Very High	Low

Levels

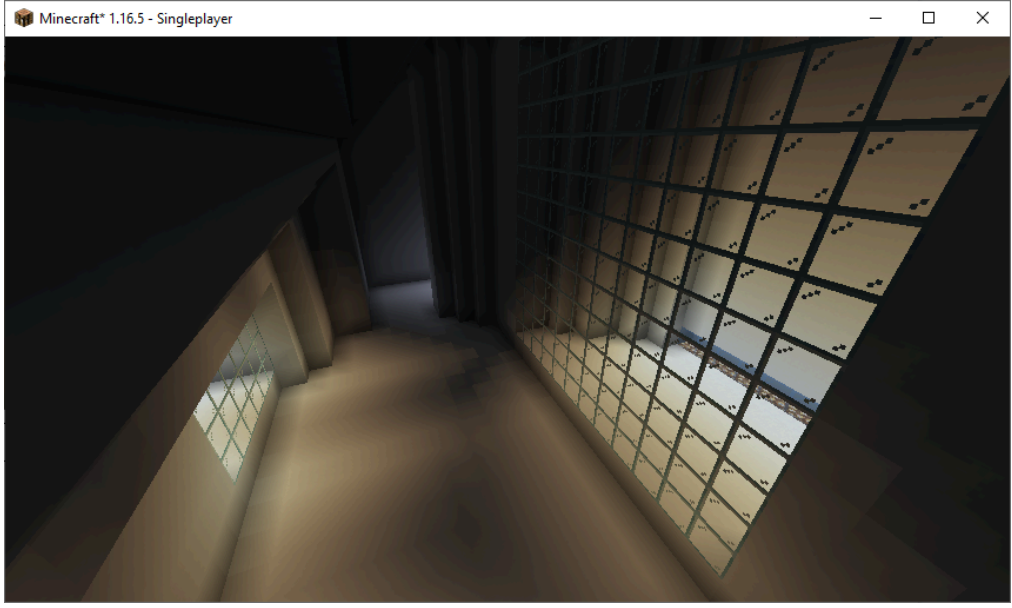| Level	Target
1	Close the main gate of the facility and leave the lobby.
2-1 (A)	Use the C4 at the center of the storage to destroy the glass wall.
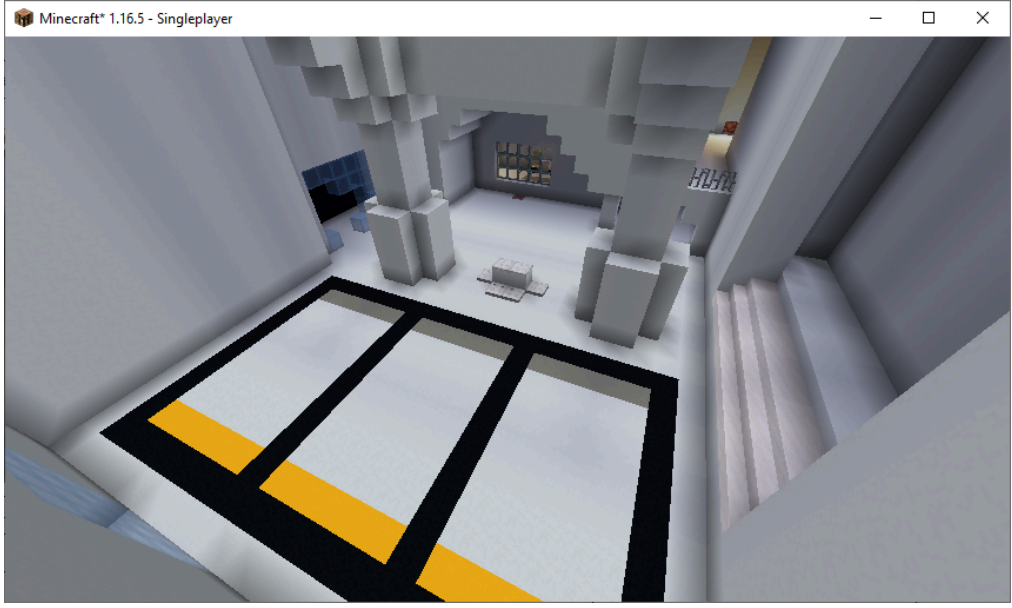
2-1 (B)
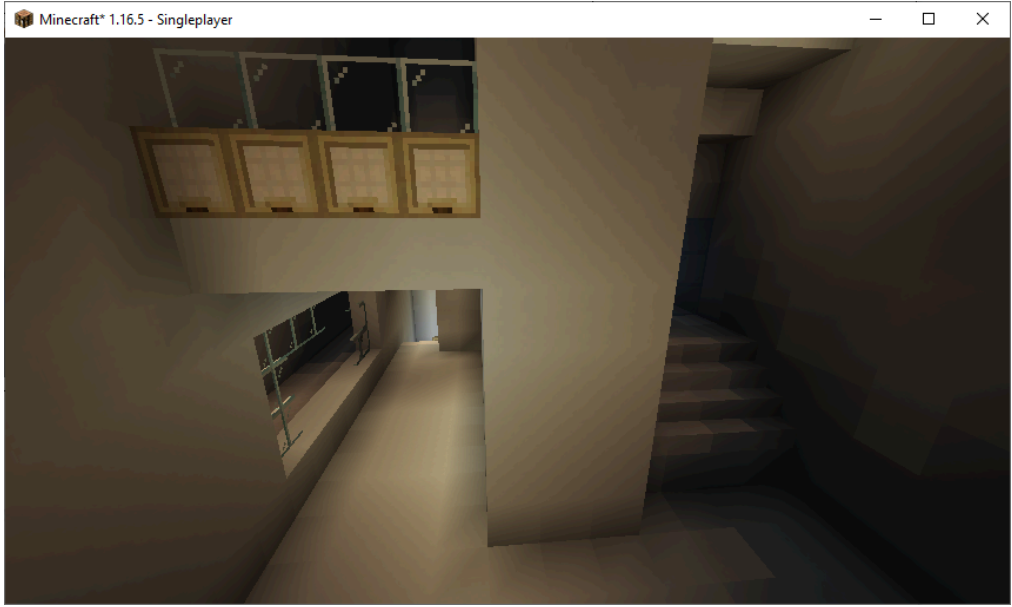
Rush through the narrow path.

2-2

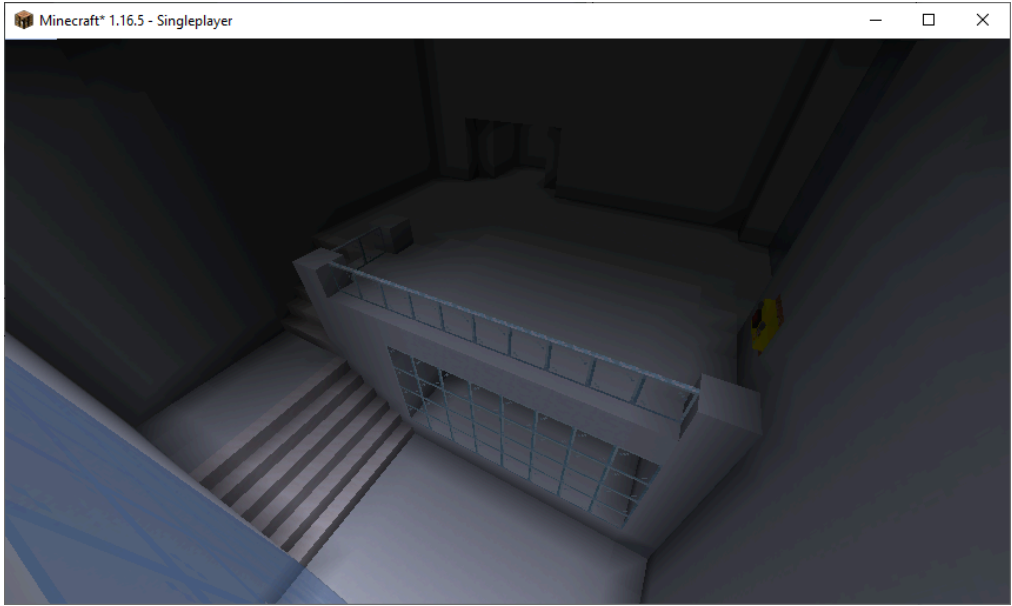Return back to the center of the facility.

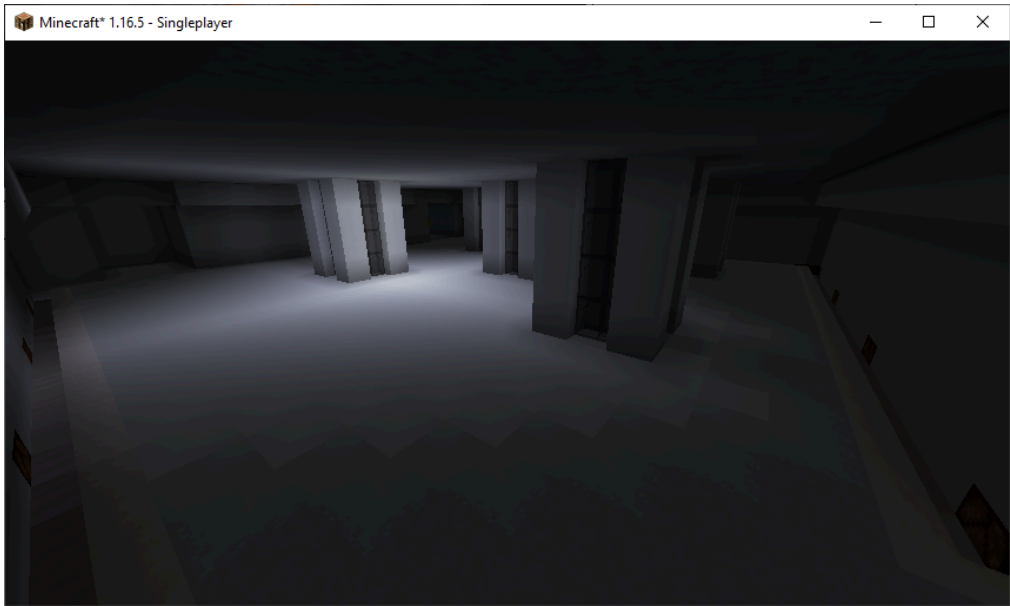|	
 3-1	Destroy the bridge with C4
 3-2	Open the gate to the train station

3-3

Reach the other side of the station

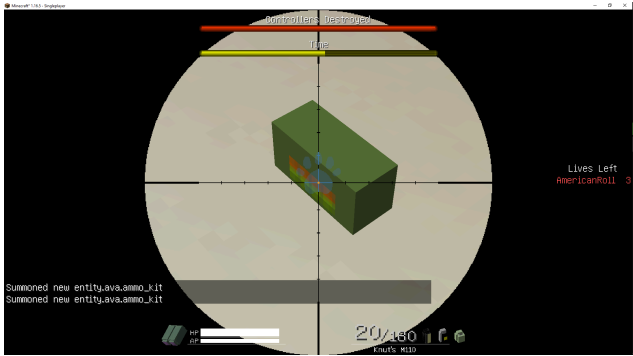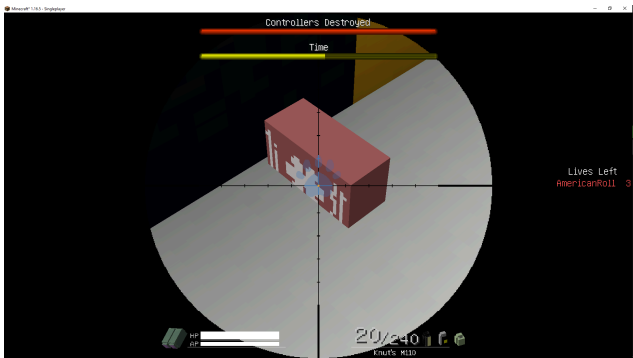| 4-1	Open the gate to the next area
4-2	Break through the defense of the remaining NRF troops,
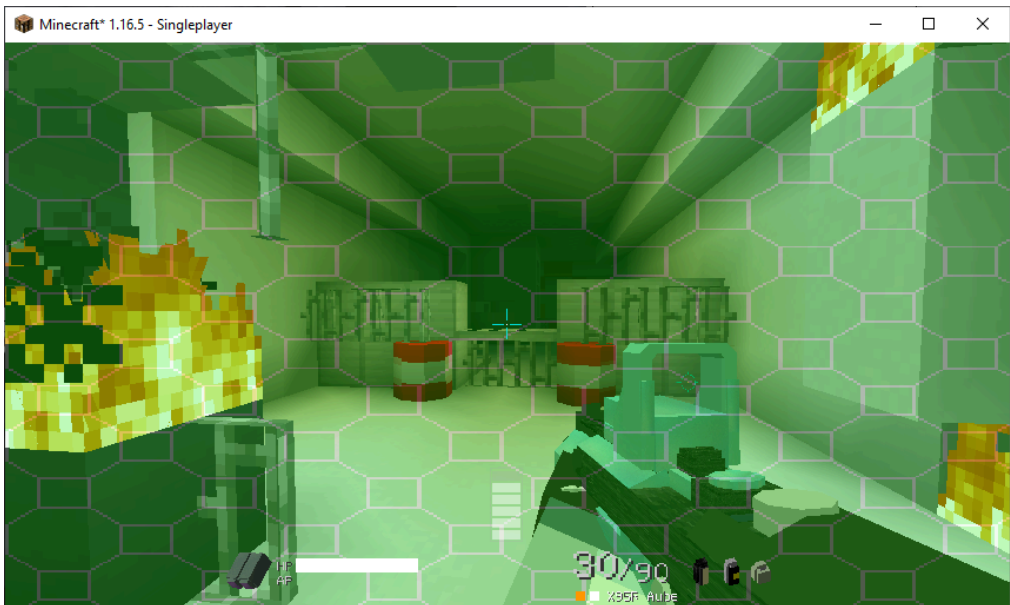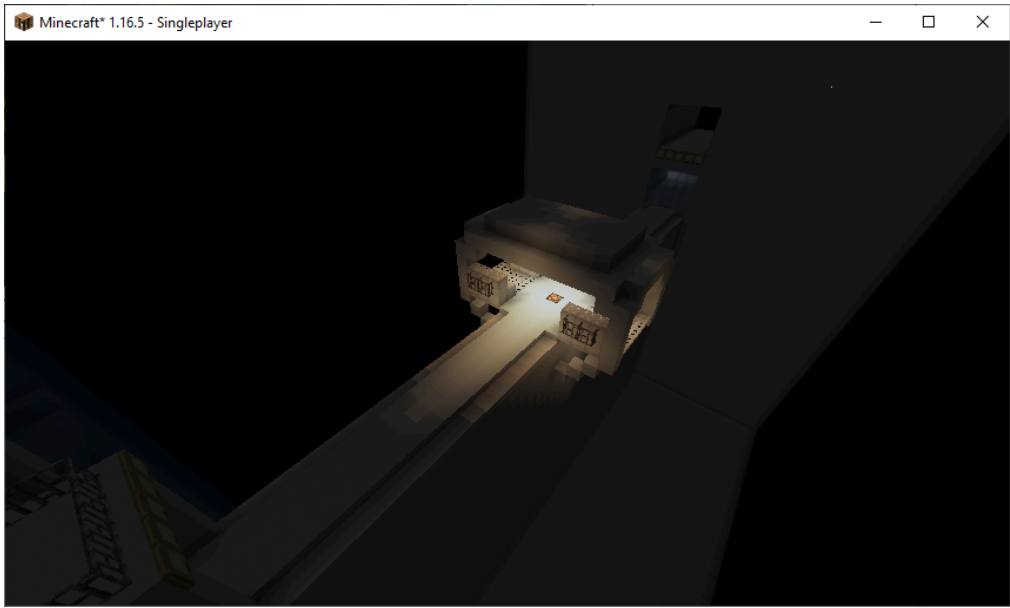
4-3	?????
	Secret path with no intel… be careful.

Map Objects
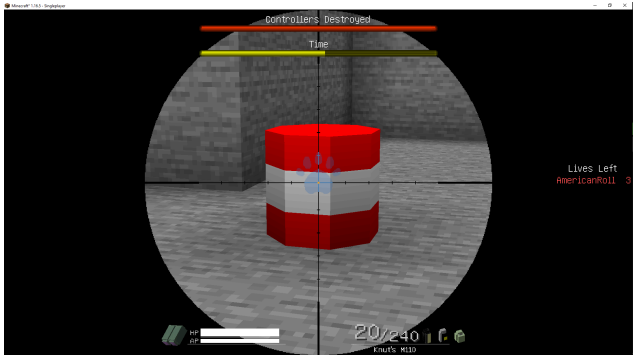
	Ammo Kit Dropped by mobs Provides ammo to the currently holding weapon when colliding.
	First Aid Kit Dropped by mobs Provides health when colliding.

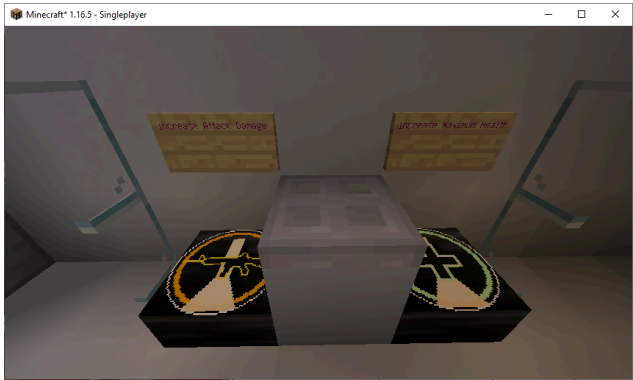|	
	Explosive Barrel Found in maps Explodes and damages nearby entities after receiving a certain amount of damage.
	Controller Found in maps Hold E to interact. Do not activate the same controller twice as it might cause issues.
	C4 Spawner Found in the missions Spawns C4 for the team to use.
	C4 Found in the missions Hold left-click to plant.

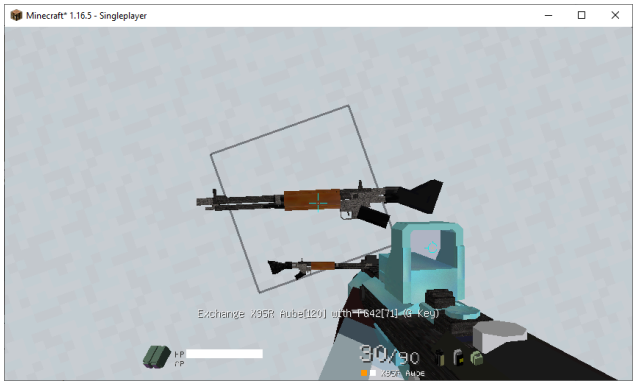|	
	Site Found in the missions Plant C4 on the site to destroy the controller and complete the mission.
	Upgrade Station Found in the missions Increase one of your stats (attack damage/maximum health) while standing on it. Consumes 1 exp level.
	Dropped Weapon Dropped by dead players or dead soldiers Exchange the currently selected weapon in the main hand with the weapon on the ground.

Enjoy