

Attending “Thunder Before Dawn”



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Time & Place

Date: 2025-09-27 1545 UTC

[Worldtime](#)

Join server 1545 UTC

Slotting: 1555 UTC

Briefing 1610 UTC

Game start 1630 UTC

Please be there on time.

Server address,port,password:

Address/port: a3.armafinland.fi:2202

Password: kotka

AfiSync can handle connecting here automatically.

Teamspeak3 address:

ts3.armafinland.fi

Discord where planning will be done:

[Community events discord](#)

[ORBAT](#)

[AFI quality of life quick guide](#)

Images & AO





Fluff/Propaganda text

From ChDKZ propaganda office:

Comrades of Chernarus!

The hour has come. The invaders march into our land, waving their lies and hiding behind their machines of war. They call themselves “peacekeepers,” but every villager knows the truth: they are here to silence us, to steal our freedom, and to chain our children under Moscow’s boot once more.

But we are not afraid. We are the Chernarussian Movement of the Red Star, and we have risen again! Our fighters know the forests, the hills, and the villages, every path is ours, every field is ours, every farmhouse is a fortress. The occupiers believe their tanks make them strong, but steel cannot conquer the will of a free people.

Now, we stand together beneath a new name, a promise that cannot be broken:

Thunder Before Dawn.

The thunder is our struggle, the storm that rages in every heart that refuses to kneel. The dawn is our victory, the light that will come when the Red Star shines over a free Chernarus once again.

Already, the world is watching. Every bullet we fire, every ambush we spring, every banner we raise proves that the people of Chernarus do not bow. We fight not for pay, not for empty promises, but for the land beneath our feet and the blood of our ancestors.

The Russians bring darkness, but we bring the thunder. And when their machines are broken and their soldiers scattered, the dawn will be ours.

Comrades, the time is now! Rise, fight, and carry the Red Star forward. The Thunder Before Dawn has begun!

From Kremlin:

To the people of Chernarus:

Order and peace are under attack. Criminal extremists calling themselves the Chernarussian Movement of the Red Star seek to drag your homeland back into bloodshed. They claim to fight for “freedom,” but their actions speak the truth: assassinations, kidnappings, mortar strikes on civilian villages. They thrive in fear, chaos, and lies.

Russia has answered. The Motor Rifle Troops of the Russian Federation have deployed to restore stability, secure your homes, and end the reign of terror. Our mission is not conquest, it is protection. We come to rebuild roads, protect towns, and ensure that families can live without fear of midnight raids or mortar fire.

The extremists shout of revolution, but their revolution brings nothing but hunger and graves. They call themselves liberators, but they hide among civilians and use them as shields. Their banners of the Red Star are drenched in the blood of their own countrymen.

This operation carries a name that speaks to the truth of our mission:

Thunder Before Dawn.

The thunder is the storm we bring down upon those who threaten peace. The dawn is the safety and stability that follows once the criminal gangs are broken. We will dismantle their weapons, destroy their strongholds, and restore the light of order.

Do not be deceived by their false promises. Stand with peace, stand with stability, and know that the Russian Federation will not abandon you. The Red Star is not the future, it is a chain.

Thunder Before Dawn has begun, and with it comes the promise of order, security, and a brighter tomorrow.

Setup/Mods

1. Download mods

[You can use AfiSync for it!](#)

Make sure to select the correct modpack named: armafinland.fi *event name*

Or your own community may have provided an alternative way to download the mods in some cases.

[Afisync guide](#)

or

Download the right html [here](#), when it is available.

2. Test your connection to the server and your modpack

Connect to the server using Afisync by clicking “Join Server” on the correct modpack. You can test the missions on the server before the event.

Make sure you have the 1.-1.0.334 TFAR teamspeak plugin installed:

[Download and install correct plugin here if you have a different version!](#)

Make sure to Install it while teamspeak3 is turned OFF and disable other plugin versions!

3. Go visit Afi Teamspeak3 server and bookmark it

4. Read the rest of this document

Mod and Game Mechanic Info

[AFI Quality of Life Quick Guide](#)

Volume and View distance adjustments

You can directly adjust audio volume and view distance (within mission parameter limits) with F1-F4 keys.

Suppression and weapon sway

AFI utilizes suppression and weapon sway mods. Shots landing near cause vision anomalies and increased weapon sway. Firing weapons rapidly also increases weapon sway.

Markers

[We use Sweet Markers System](#). You cannot set markers during play.
[How to save markers as cypaste array](#)

Ace3 A-Medical

We use [A-medical](#)

Safestart time

Each mission has a timer during which units cannot be damaged or fire their weapons. Some special rules may be imposed in the briefing notes by the missionmaker to be in effect during this time.

Admin Call

You can contact admins using “call admin” -action in the esc menu while in mission.

JIP

If the mission does not have respawn, then new JIP players cannot join the mission after safestart time + 5 minutes.

Your slot is reserved for you if you disconnect during briefing or during game. Only you can return to your slot as long as the mission is ongoing. Your avatar will remain in the game and may be harmed during the time you are disconnected.

JIP in respawn missions is always possible, but precise behavior depends on the mission.

Radios

You are unable to pick up enemy radios.

You can change radio channels easily from the self interaction menu and from briefing notes.

Friendly forces

You can easily see your sides equipment ,vehicles and troop positions during the briefing from the briefing

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. Flow of the game evening

The evening host and admins organise the session. They are responsible for how the evening runs and make final decisions in unclear situations. The host is responsible for guiding and informing players. Admins make decisions about matters on the game server. Help the evening run smoothly and follow the instructions of the host and admins. If you need an admin's help during the game, you can pause the menu with the ESC key and use the **Call Admin** button.

2. Issuing orders

Leaders of your side gather for briefing in a separate channel. Give the players who accepted command responsibility the quiet they need to prepare the plan. If you are not playing a leadership role, move to the channel reserved for your squad and wait for your orders. Stop unnecessary chatter on the channel when your leader begins issuing orders.

3. Chain of command

Obey your leaders. Our playstyle is based on a command hierarchy within which we cooperate to achieve a common goal. If you disagree with your leader, take the leadership role yourself next time. Do not lone-wolf or openly disobey.

4. Join-In-Progress (JIP)

Joining in progress is possible depending on the mission. When you rejoin the game, always ask other players for instructions before doing anything. Rejoining a single-life mission after death is strictly forbidden.

5. Enemy equipment

Using enemy weapons, equipment, radios or vehicles is forbidden unless the mission briefing explicitly allows it. Especially equipment that requires special training breaks immersion. When in doubt, ask the leaders.

6. Lone-wolfing

Do not move alone behind enemy lines. Hunting for cheap kills runs counter to our group-oriented playstyle.

If you are alone or separated from your squad, return to friendly forces. If you are cut off and encounter the enemy while moving alone, avoid contact and circle back to your squad by a route where contact with the enemy is unlikely. If the enemy overruns you, try to hide and preserve your virtual life.

No one is ALLOWED to be ordered to operate alone outside friendly formations or into the enemy's rear. A single player MAY be ordered to move between friendly squads, but the principle must always be that the distance can reasonably be assumed free of enemies.

Point men and forward scouts MAY be used, but they should not be sent outside the formation.

Reasons: Lone players operating behind friendly forces force leaders to tie up players for rear security. Avoiding lone-wolf tactics allows as many players as possible to participate at the centre of the action.

7. Ghosting

Using spectator functionality or players' external streams to gather information about the enemy or friendly forces is strictly forbidden. If you use out-of-game information or pass information to a player in the mission by routes other than our TeamSpeak taskforce radio channel, you are breaking the community rules.

Example: you tell a friend on Discord that you were already killed, or that the enemy is behind the next tree.

8. **Fair play**

Do not cheat or act unfairly. All behaviour that violates fair play in community games is strictly forbidden. This covers hacks and scripts as well as exploiting game bugs and using unfair communication channels. For example, do not use bugs to reach locations you shouldn't be able to, and do not secretly communicate with a teammate in another VOIP program to pass info they couldn't otherwise have. Meaningful games require adherence to gentlemanly rules.

Example: It's obvious a Toyota Corolla shouldn't be able to send a T-72 tank into orbit after a collision. However, due to the aging game engine in Arma 3, such things are possible. Do not exploit any game bugs.