

Standard Operating Procedure for Zeus Missions:

While hosting a Zeus Mission or (Side Op), you are in charge of the story, the AI, and the overall experience of the players. Depending on how you set up your mission, you can be as hands on, or as hands off as you like. In the case of a simple assault mission, you can simply place down a few squads of enemy infantry, some vehicles, maybe a sandbag checkpoint or two and you've got a fully autonomous objective that the AI will defend. You don't need to do anything, grab a kit and go play with everyone else.

If you want to do something more complex, you may need to live Zeus the mission and micro-manage the AI more closely. It all depends on what you want to accomplish.

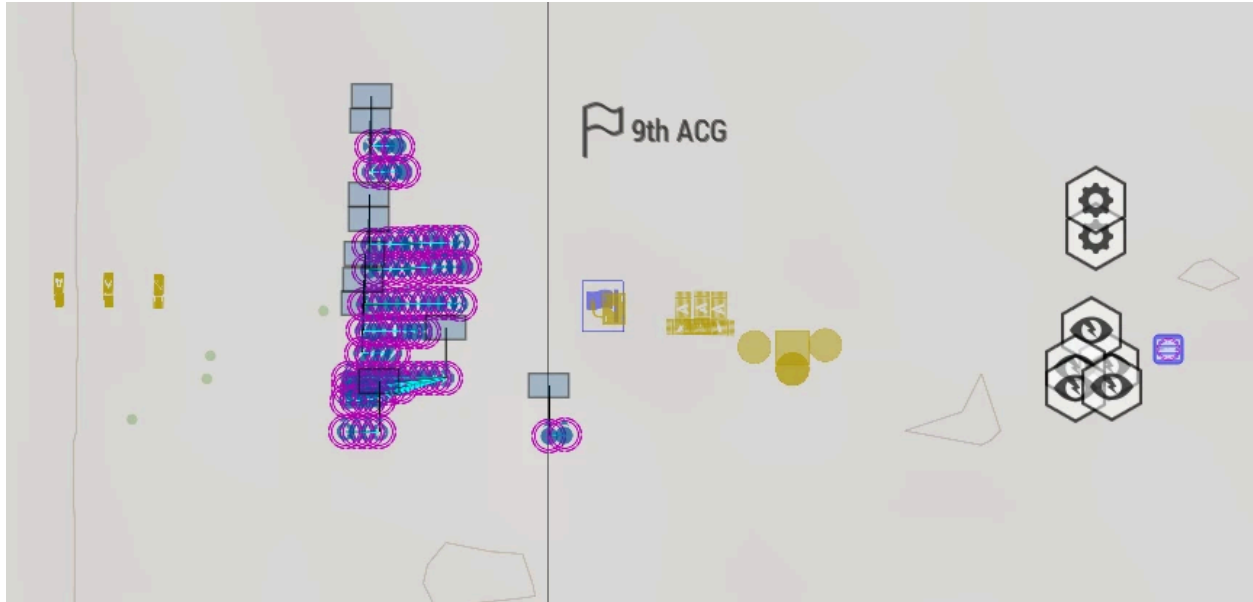
- Remember that as a Zeus or "Game Master", your primary job is to provide an entertaining experience for the players, not to play against them as if it was a top-down strategy game. Be creative, be fair, and everyone will have a good time.
- As a Zeus, you are a representative of the 9th Air Commando Group, and all missions you host reflect on us. If a new player joins our unit and the first thing they do is join your Zeus mission, that first experience could cause them to stay or quit, so manage your game properly.
- How do you let people know that you are hosting a Zeus Op? Put it on the Guilded Calendar, make sure you mark the color Orange to designate it's status as a side op.

How to Zeus:

One easy way to put together a quick mission for people to play on our servers is using the Arma 3 Zeus function. This is a game-master mode which allows you to place down AI units, vehicles, buildings, fortifications, and almost anything else the game has to offer in a live environment.

To host a Zeus mission:

- Log onto the server, enter the main lobby, and vote yourself admin using the vote button.
- Then, open the chat box and type #missions
- This will open a map and mission selection screen. Find the map you want to play on, find the "Zeus Template" for that map and select ok.
- Once the mission loads, choose one of the "Zeus" slots, and load the mission.
- Once you load in to the game, you'll find a simple base, some logistics trucks, and open arsenal, and a few other items necessary for game-play.



Zeus Template Base Camp

From here, press Y to enter Zeus mode, and let your creativity run wild.

Reference the ARMA 3 Wiki Article on how to use Zeus for technical notes on key binds and other functionality: https://community.bistudio.com/wiki/Arma_3:_Field_Manual_-_Zeus