

# Attending “Blueline 3”

## Time & Place

Date: 2025-02-01 1645 UTC

Join server 1645 UTC

Slotting: 1655 UTC

Briefing 1710 UTC

Game start 1730 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

## 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](#)

### *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 cypypaste 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. 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.
3. Use of text chat and map markers are disallowed by technical limitation. 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.