

# **TRENCH MONKEYS**

**-DYNAMIC RECON OPERATIONS-**



## **FIELD MANUAL**

## 1.0 Introduction

Welcome to the Trench Monkeys. A small detachment of the Dutch Special Delivery forces [DSD].

Our server runs the World at War scenarios. Even when logging in as one player, The AI will make it interesting for you. There will always be something to do soldier.

This server is set up to be a hardcore server. There are almost no Quality of Life mods attached to it.

## 2.0 Server Rules

Keep it clean and simple. No racist comments, no nasty shit. Enjoy the game but report cheating when suspected. We should work together in a tight knit group and bickering will get us all killed.

This is a Coop, and Single Player server. Is the server empty? No problem, you will team up with some A.I. who will, hopefully, assist you.

## 3.0 The Missions

Mission are generated dynamically. Missions in the same area will never be the same. There are several well known areas like Altis, Tanoa, Malden and Chernarus for example. The missions can be during daylight, dusk or dawn.

## 4.0 The Objectives

Every new situation brings new objectives. The system generates a mission on the fly. It usually consists of reconnaissance, neutralize, inspect, eliminate and gathering intelligence. The maps and mission system is brought to you by the Dynamic Recon Ops people.

## 5.0 Feeling Green?

Remember a few things, this is a combat simulation. Know the keys you are pressing and remember which one does what. Some quick tips, after running and your stamina is low, take some time to rest. Got earplugs? Use them. Remember to use the self-interaction menu for the ACE3 system. Healing, Peripherals, Gestures and Weapon Addons are all hidden under that key.

The windows key interacts with items lying around, such as explosives.



## 6.0 A Modded Server

As with all, most, servers, this server is modded with some of the world's finest mods. From the good old fashioned ones, we all came to love, to some of the newest without losing the hardcore feel.