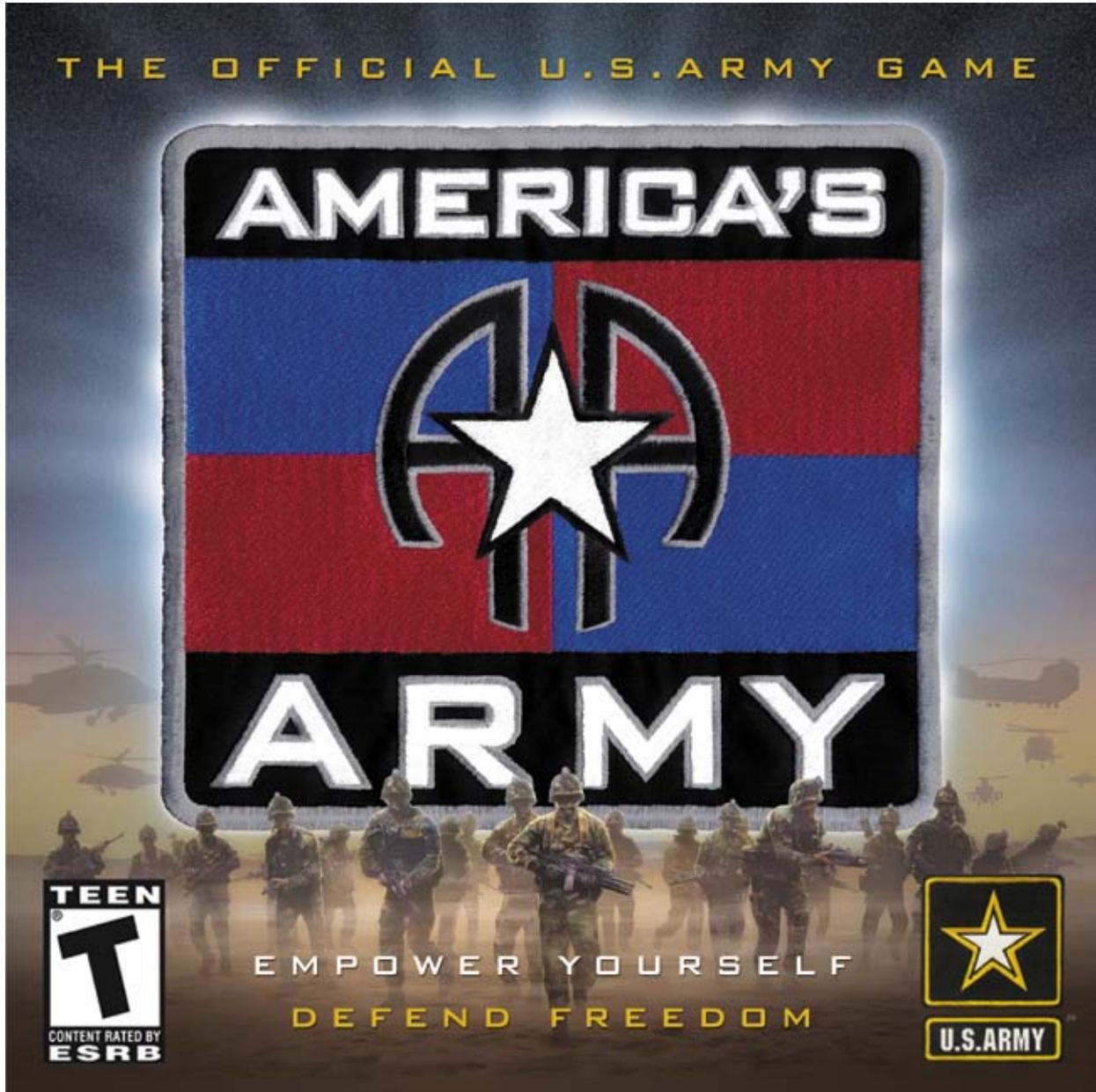


# AMERICA'S ARMY: OPERATIONS



## Instruction Manual

## SPONSORS

*America's Army* owes a special debt of thanks to many groups and individuals. Of those who assisted in this massive undertaking, the following deserve special thanks for their support.



U.S. Army



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EPIC GAMES

*America's Army: The Official U.S. Army Game*

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## Introduction

Do you think you have what it takes to guide a soldier through a successful tour of duty, excel at your training, and become part of the world's most powerful fighting force? Do you think you have what it takes to be a soldier in The United States Army?

In order to educate the American public about the U.S. Army and its career opportunities, high-tech environment, values, and teamwork, the U.S. Army is releasing the *America's Army* PC game; two game titles that communicate with each other. Recognizing that computer games and the Internet are great mediums for educating while entertaining, the U.S. Army has produced an exciting game in order to allow the public to virtually experience and learn about the U.S. Army.

*America's Army* begins by introducing you to the infantry career class. In the future, you can look forward to continued game expansions, including the addition of even more Army careers such as Special Forces, Aviation, and Military Police. Discover a life filled with adventure and meet other smart, motivated people like you.

## Getting Started

*America's Army: The Official U.S. Army Game* is a massive entertainment project brought to you by the United States Army. With three years in the making, this project will introduce you to life in the U.S. Army, from your first days in Basic Training to life as U.S. Army soldier. In order to best experience this product please be sure that you follow these instructions.

### **System Requirements: Operations**

There are minimum and recommended system requirements for *America's Army: Operations*. Please ensure that your system meets at least the minimum system requirements or you may experience difficulties running *America's Army*.

The *minimum* system requirements for *Operations* are:

Pentium III / 766MHz  
128MB RAM  
Windows 98/ME/2000/XP  
DirectX 8.1  
32MB 3D Graphics card supporting hardware transformation and lighting  
600MB disk space  
4x CD Drive  
DirectX 8.0 compatible sound card  
56Kbps modem or faster net connection

*America's Army: The Official U.S. Army Game*

The *recommended* system requirements for *Operations* are:

Pentium 4 1.4 GHz  
256MB RAM  
Windows ME/2000/XP  
DirectX 8.1  
64MB GeForce3 or similar 3D card  
1GB disk space  
4x CD Drive  
EAX 3.0 compatible sound card  
Broadband network connection

## ***Installing the Game***

Before you install, make sure you have DirectX 8.1 (or later) installed on your system.

Installation of *America's Army: Operations*

- Double click the *America's Army: Operations* self-extracting zip.
- Run the AA:O installer and follow the onscreen instructions.

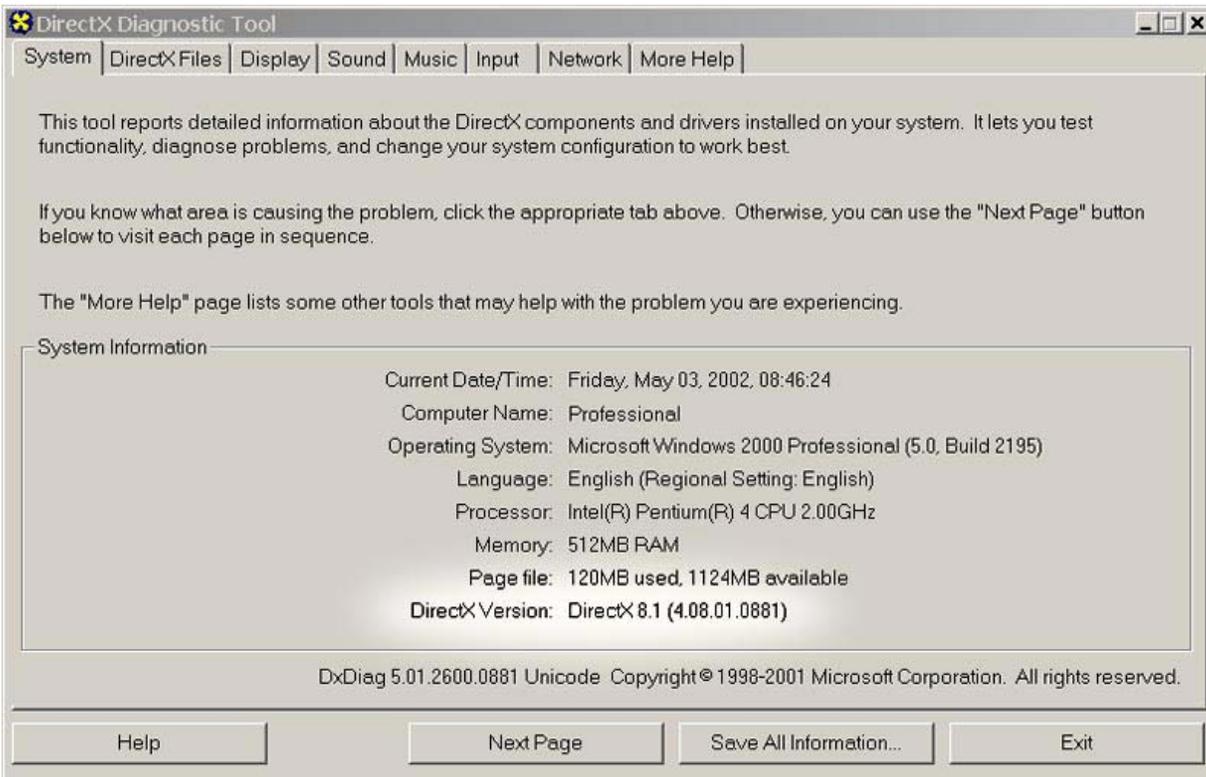
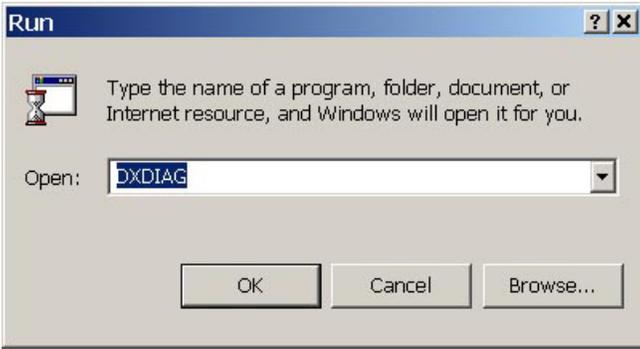
. To determine what version of DirectX is installed on your system, please do the following:

1. Click the 'Start' button on the Windows bar and select 'Run'.



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2. In the Run Window type 'DXDIAG' and hit 'OK'. This will launch the DirectX diagnostics tool and tell you your version of DirectX.



If you do not have version 8.1 or later, you can find the files you will need at <http://www.microsoft.com/windows/directx/default.asp> To install DirectX 8.1 double click on the executable and follow the on screen instructions. Remember, you must restart your computer after installing DirectX 8.1. DirectX 8.1 is a requirement for *America's Army: Operations*. DirectX 8.1 will not run on Windows NT or Windows 95 platforms, therefore *America's Army: Operations* does not support platforms running those operating systems.

### ***Updating critical drivers***

A driver is a program that controls the devices on your computer. Every device on your computer has an associated program or driver, including the printer, joysticks, disk drives, keyboard, the mouse, and most importantly, for games such as *America's Army*, the video and sound cards. It is a good idea to make sure that  
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you have all the latest drivers installed for your computer and its devices. Without the most current versions of drivers installed on your computer, you may experience problems running *America's Army*. Please refer to your specific hardware manufacturers' websites to obtain the most current versions of any drivers you may need.

## **Video Card**

It is a good idea to make sure that you have the very latest version of the drivers for your video card. Start by going to the website for your video card manufacturer. From there they should have a 'Downloads' or 'Tech Support' section. *America's Army: Operations* requires at least an nVidia GeForce® 2 GTS Pro or an equivalent DirectX 8.1 video card that supports hardware transformation and lighting. It is imperative that you are running the latest drivers on your video card. Failing to update your video drivers could cause machine lockup or corruption of data.

If you need to download the latest drivers, they can be found on the following websites for some of the more popular cards:

nVidia®: <http://www.nvidia.com/>- GeForce® Series

ATI® Technologies Inc.: <http://www.atitech.com/>- Radeon® Series

Matrox®: <http://www.matrox.com/>- Matrox® G550 series

## **Sound Card**

To obtain the most current version of drivers for your sound card, go to the website of your sound card manufacturer and look for the section where the driver downloads are located. If you do not know what kind of sound card you have, right-click on the 'My Computer' icon and select the 'properties' option from the pop up window. Click on the 'Device Manager' and open the 'Sound, Video, and Game Controllers' option. You will see your sound card listed here. *America's Army: Operations* requires a sound card that supports DirectX 8.1. It is highly recommended that you update the drivers for your sound card to ensure that sounds play properly.

Here is a list of websites to some of the more popular manufacturers:

Creative Labs: <http://www.creative.com>

Turtle Beach: <http://www.turtlebeach.com>

## **Technical Support**

If you experience any problems running *America's Army*, you should be able to solve these problems by following the steps for installation and updating drivers in this manual. Should you experience any further difficulties, you can visit the *America's Army* website (<http://www.americasarmy.com>) and use the following resources:

- FAQ:
- Forums (Technical Support Section)
- Live chat with Technical Support Staff (Java)
- Email support

Check the America's Army website for these and additional resources.

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## America's Army Overview



*America's Army* consists of two interactive game titles: *Soldiers* and *Operations*



*America's Army: Soldiers.*



*America's Army: Operations*

*America's Army: The Official U.S. Army Game*

## Operations: Defend Freedom

*America's Army: Operations* is a cutting edge 3D online gaming adventure featuring realistic action. You can play in both single player and multiplayer adventures. Team up with your friends and take on the OPFOR (Opposing Force) in this reality based Army combat game.

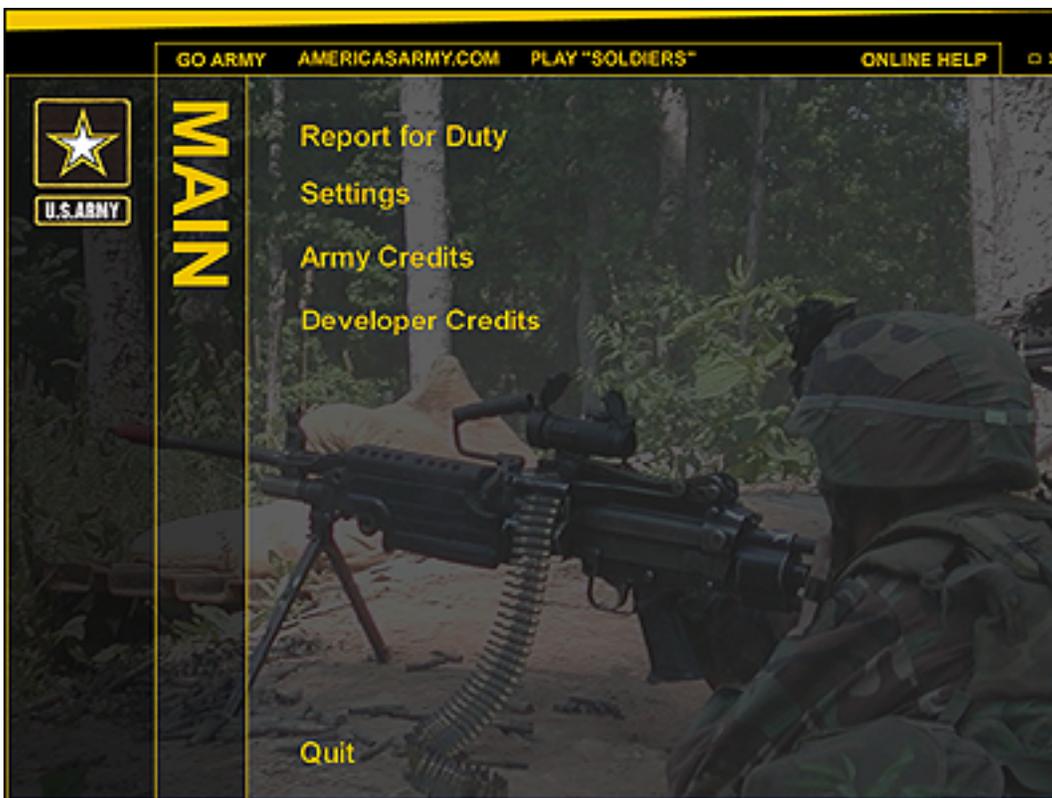
In the *Operations* game, you will start in Basic Training where you will learn basic weapons usage, world navigation, and even authentic Army tactics. From there you will be ready to play online, or, if you choose to continue with advanced training, you can even learn new skill sets and advanced play techniques for use online.



Note: The Entertainment Software Rating Board (ESRB), an independent, self-regulatory entity that provides comprehensive support services to companies in the interactive entertainment software industry, has rated this product (*America's Army: Operations*) "Teen (T)". This product has content that may be suitable for people ages 13 and older.

## Main Menu

The Main Menu is where you will access the major functions of *America's Army: Operations*.



The *Operations* Main Menu.

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## **The options of the Main Menu are:**

**Report for Duty** – In the single player portion of *Operations*, you **must** progress through various training missions, beginning with Basic Rifle Marksmanship and the Obstacle Course (Basic Training) . You will notice that as you progress through the training missions, further missions and Tours of Duty will become available for you to play. Once you have completed your basic training, you will qualify to participate in the multiplayer portion of *Operations*. If you choose to continue your training, you can go on to advanced training missions, such as Airborne or Sniper School (available in future releases). Some advanced training missions, such as Sniper School, will require a high level of performance in previous training schools. For example, in order to qualify for Sniper School, you must have previously completed Basic Rifle Marksmanship earning a qualification of “Expert.”

Every soldier is required to pass one Advanced Individual Training evaluation. For example, as an infantryman, you must complete the McKenna MOUT course (Military Operations in Urban Terrain). After completing MOUT training, you are no longer a trainee. You now join the ranks of U.S. soldiers – and can begin your multiplayer experience by selecting a Tour of Duty with an Army unit.

There are four steps to connect to an online game server:

### **Step 1: Create an Online Soldier**

Before you can play in an official U.S. Army server online, you will need to create an online soldier, and authenticate, or register, your online username. Authentication is required only once. From the *Operations* Main Menu, you will need to select the ‘Report for Duty’ Option. From the ‘Report for Duty’ menu, your first option will be to ‘Create a New Online Soldier’. Selecting this option will open your web browser and connect you to an official Authentication Server, where you can register your name. Please ensure that you are connected to the Internet before selecting this option, as registration and multiplayer gaming are an online function of *America’s Army: Operations*. Once your name is registered, no one else will be able to use your online name, and you will be able to upload your training information to the game servers. This online registration is a service of HomeLAN and their exclusive Handlebank™ technology. For more information about HomeLAN, you can visit their webpage at <http://www.homelanfed.com/>. In addition to the other services HomeLAN offers, you can choose to sign up for their statistical gathering service, that will keep track of your online performance and E-mail you regular updates so that you can keep track of your *Operations* progress.

**Note:** Online soldier information is protected information. This information serves only for gaming purposes and will never be revealed to the US Government or its agencies by HomeLAN or its affiliates without the expressed written permission of the player. See Privacy Act Statement on <http://www.americasarmy.com> for more information on this topic.

### **Step 2: Soldier Login**

Once you have created an online soldier, you use this option to log in to the authentication server using the unique username and password you selected in Step 1. If you have already created an online soldier, you can skip to this section to log in before connecting to a game server.

### **Step 3: Soldier Training**

This section of *Operations* serves as a record of the missions that your online soldier has completed successfully, and which missions are available for play online. Scrolling through the screens will give you background information on the Tour you are playing in, the School you are training in, and the specific Missions you would like to play.

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#### **Step 4: Find Online Games**

Once you have completed your training, and have selected a mission you would like to play online, you can select this option to find the specific game server you would like to connect to. You can play *America's Army: Operations* online, by clicking on the GameSpy Arcade icon Launch GameSpy Arcade and Go to the *America's Army: Operations* Room. Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side.

#### **Finding and Joining an *America's Army: Operations* Server:**

Once you're in the *America's Army: Operations* room you can meet or greet other players and find servers. The top half of the application will list all of the available servers, including the number of people playing and your connection speed (measured by something called "ping." The lower your ping, the better.) Double-click on a server of your choice to join. *America's Army: Operations* will launch and automatically connect you to the server you selected.

If you have problems using Arcade, whether installing the program, registering it, or using it in conjunction with *America's Army: Operations*, consult our help pages, located at <http://www.gamespyarcade.com/help/> or e-mail us by using the form located at <http://www.gamespyarcade.com/support/contact.shtml>

**Settings** – This option allows you to customize your game controls, audio properties, video options, Heads Up Display, player properties, and other [Game Settings](#).

**Army Credits** – These are the official U.S. Army representatives that aided in the creation of *America's Army: Operations*.

**Developer Credits** – These are the people that created *America's Army: Operations*.

**Quit** – Leave *America's Army: Operations* and return to your desktop.

### **Game Settings**

**Player Controls** – This option allows you to set key assignments for any function in the game. You can learn more about this section by looking at the [Keyboard Map](#) section below.

**Video Settings** – Adjust your video resolution and other video settings here

**Audio Settings** – Adjust your audio settings here.

## **Player Modes – Single and Multiplayer**

### ***TOUR / MISSION Descriptions***

There are several tours of duty available for play in *Operations*. The available Tours include Basic Training, Infantry Training, 172<sup>nd</sup> Separate Infantry Brigade, 10<sup>th</sup> Mountain Division, Sniper School, Airborne School, 82<sup>nd</sup> Airborne, Ranger School, and 75<sup>th</sup> Ranger Regiment.

Each tour contains several missions that may be either single player training missions, or missions designed for online play.

### ***Single Player Mode - Training***

Just as real U.S. Army soldiers must undergo Basic Training before heading off on a tour, you **must** need to complete some basic training missions before joining in the *America's Army* online Tour missions. The training missions will teach you how to navigate through the virtual world, and familiarize you with the use of your weapons, communications gear, and other game equipment. As you complete each of the Single Player Training Missions, you will be prompted to upload the results of your training to the [Authentication Server](#). *Until you have completed all of your single player training missions, and successfully uploaded the results to the Authentication server, you will be unable to play online.* As you complete your Basic Training, other advanced individual training missions will be unlocked, such as the Airborne and Sniper schools. While you will still be able to play online, you will not be able to use these advanced skills in multiplayer games until you have completed their associated single player advanced training missions.

### ***Multiplayer Mode – Online and LAN play***

Once you have successfully completed your Basic Training, and have uploaded the results of your training missions to the Authentication server, you will be able to enter the online world and play with others on the Internet. Multiplayer game types are focused on teamwork and the U.S. Army's Core Values, and each mission will have its own set of unique objectives. Players, like soldiers, must abide by the Laws of Land Warfare and associated Rules of Engagement, or ROE. *In order to unlock the rest of the available online Missions and Tours, you will need to successfully complete your MOUT (Military Operations in Urban Terrain) training in an online server competing against at least one other soldier.* With all of your required training completed, you will be ready to join up with a virtual Army unit. When you first join an online server, you will be given a short mission brief using the Army's METT format (Mission, Enemy, Troops and Terrain). You will also have the option to select which squad, or team, you would like to play with. Each team will have its own mission-specific ROE and objectives. Regardless of which team you decide to join, you will always play as a U.S. Army soldier.

### ***Mission Completion***

A mission is ended when all the required objectives have been completed, the timer has run out, or when all of the members of one team have been eliminated. When a round has ended, a status screen and scoreboard will be displayed

## **Team Roles and Qualifications:**

### **Roles Available for Online Play:**

#### **TEAM/SQUAD LEADER**

PRIMARY WEAPON: M16A2 / M4A1



U.S. Army soldiers work as members of a team. Every team needs direction, and that's where the Team Leader comes in. Armed with the M16A2 rifle or M4A1 carbine, the Team Leader is the one responsible for what the team does -- or fails to do.

#### **GRENADIER**

PRIMARY WEAPON: M16A2 with M203



The grenadier is a key member of the U.S. Army fire team. Armed with an M16 and M203 grenade launcher, the grenadier can deliver accurate fire at point and area targets from medium to long distances.

#### **AUTOMATIC RIFLEMAN**

PRIMARY WEAPON: M249 SAW

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Armed with the M249 Squad Automatic Weapon, the Automatic Rifleman (AR) combines awesome firepower with quick maneuverability. The SAW gunner is essential in providing both supportive fire from long distances, as well as overwhelming volumes of fire in the attack. No fire team is complete without the Automatic Rifleman.

## **SNIPER**

PRIMARY WEAPON: M24 SWS / M82 Barrett

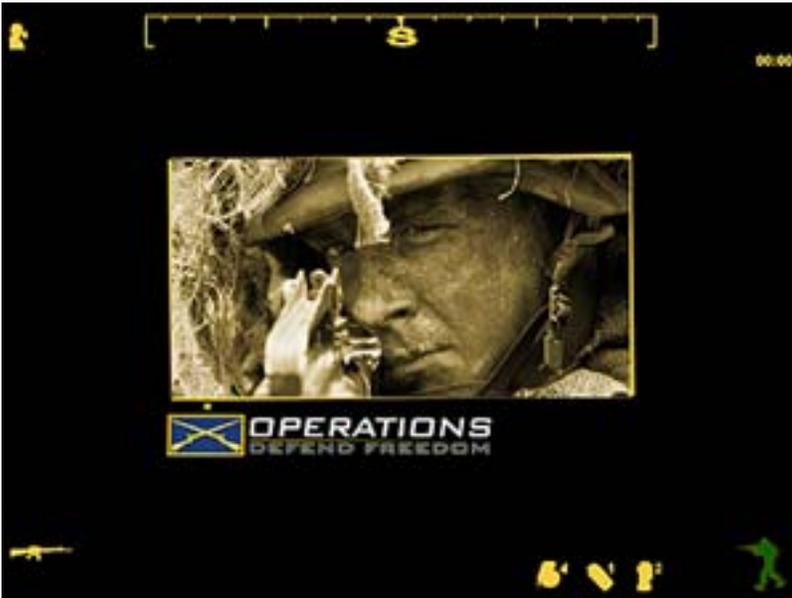


Relying on stealth and patience, the Sniper is specially trained to employ either the hard-hitting M82 Barrett or the pinpoint accurate M24 sniper rifle. The sniper can be used in the offense, striking individual targets from great distances - or as a reconnaissance element. You must complete the Infantry Sniper School to become a U.S. Army Sniper.

## **World Interaction**

### ***The Heads Up Display***

The Heads Up Display, or HUD, is the overlay you see during the game that tells you the status of your character, your equipment, and other important game related information. The general areas of the HUD include the compass, chat icons, weapon status, and movement/position indicator.



This is the *Operations* Heads Up Display, or HUD

**The Compass** – The compass, displayed at the top of your screen, serves not only to show you your direction, but also contains several pieces of important gameplay information. If there is a remaining objective, the objective's location will display on your compass for ease of navigation. As a squad leader (with the rank of Staff Sergeant), you will be able to see the location of your Fire Team Leaders on the compass. As a Fire Team leader (with the rank of Sergeant), the locations of the soldiers will be displayed in the compass. As an Infantry soldier, you will see the locations of your commanding officers in your compass.

**The Chat Icon** – See the section on [Communications](#) for more information on this icon, which is located in the top left corner of your screen.

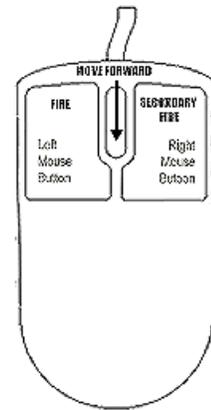
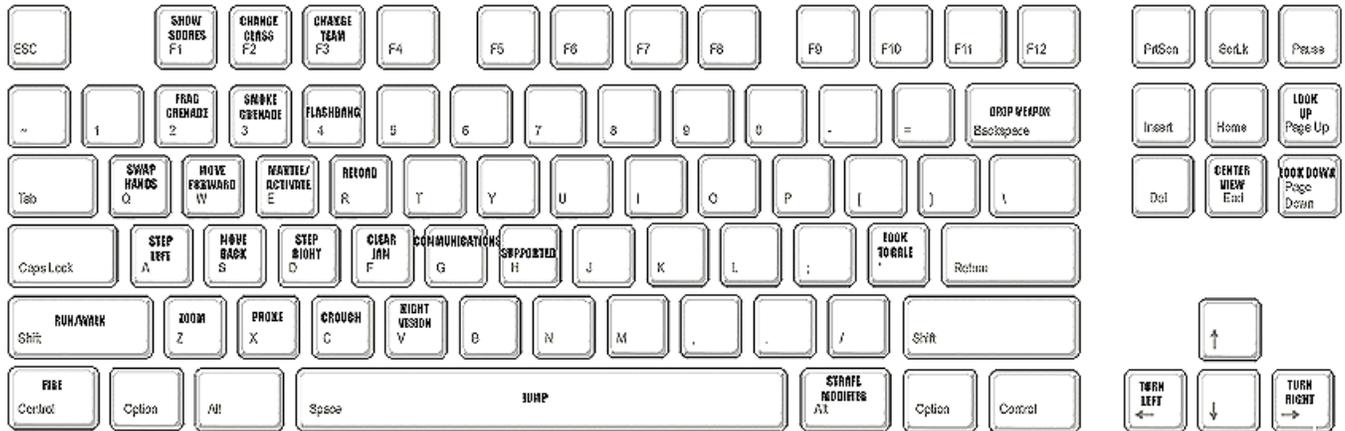
**Weapon Icons** – The weapon icons are displayed in the bottom left corner of your screen. These icons will display representations of your primary weapon and secondary weapon if you are carrying a secondary weapon on your shoulder. To the right of the weapon icon is the ammunition icon, which displays a measure of how much ammunition is left in your backpack, as well as how many bullets are left in the current loaded magazine. Above the weapon icon is an indicator that will display the status of your current weapon, such as which firing mode you are currently in, if you need to reload, or if the weapon is jammed.

**Movement / Position Icon** – The movement icon is displayed in the bottom right corner of your screen as a representation of which position you are currently in (standing, crouched, or prone) as well as your current speed (walking, running, or sprinting). For more information about this icon, see the section on [World Interaction, Movement](#) below.

**Inventory Items** – The inventory items also display in the bottom right corner of your screen and appear around the movement/position icon. Inventory items include Fragmentation Grenades, Smoke Grenades, Flashbang Grenades, and Night Vision Goggles, or NVGs. With these icons, you will see how many of each type of grenade your character is carrying, as well as if you are wearing the NVGs on your current mission.

## Keyboard Map

Listed below are the default keyboard controls for *America's Army: Operations*.



**ArmyOps**  
Keyboard Layout

### Default Keyboard Assignments:

Look toggle - Apostrophe  
 Look up – Page Up  
 Look down – Page Down  
 Center view - End

Run/walk - Shift  
 Move forward – W / Mouse 3  
 Move backward - S  
 Step left - A  
 Step right - D  
 Jump - Space  
 Crouch - C

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Prone - P  
Turn left – Left Arrow  
Turn right – Right Arrow  
Lean left – comma  
Lean right - period  
Strafe mode - Alt  
Activate / Use - E

Fire - Mouse1 / Ctrl  
Secondary Fire - Mouse2 / Enter  
Zoom – Z  
Supported Mode - H  
Reload - R  
Clear Jam - J  
Swap hands -x  
Drop Weapon - Backspace

Communications Mode Toggle - G  
Night Vision - V  
Show Scores - F1  
Pause - Pause  
Change Team - F3  
Change Class - F2  
Screen Capture - F9  
Quit - F12

You can manually adjust the default controls by selecting the ‘Settings’ option from the Main Menu and then selecting the ‘Controls’ option.

The Single Player portions of *Operations* will also help train you to use the various commands and controls available to you.

## **Game Play**

### **Movement**

With the default settings, you can use your mouse to look, aim and turn around in your environment. Your movement is controlled using the keyboard.

#### **Speed: Walking, Running, and Sprinting**

Walking is the slowest method of movement, but is quieter than the other forms of movement. Running is the default speed at which you move about the world. You can toggle between walking and running by pressing the Shift Key, and your movement icon will display your current speed in the bottom right corner of the screen. Sprinting is the fastest method of movement available in *Operations*, and you can toggle to sprint mode by double tapping and holding your forward movement key. Note that while you are sprinting, your weapon accuracy is extremely limited, and you would be more prone to an accident. To prevent this from happening, your weapon is automatically lowered when you enter

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sprint mode, and will remain temporarily unavailable to you until you return to a running or walking state. Your overall speed of movement will also be affected by the encumbrance of the weapons and inventory you are carrying, as well as the extent of any current injuries.

### **Position: Standing, Crouching, and Prone**

Your movement/position icon will also display whether your character is standing, crouching or prone, crawling on the ground. Note that the lower you are to the ground, the slower your movement will be, but the more accurate and stable your firing will be and the quieter you will be when advancing toward a target. There are fast and slow modes of walking while crouched, as well as low and high crawl modes available when your character is prone.

### **Opening doors**

Many doors can be opened in *Operations*. You can open a door by standing in front of it and pressing the 'use' key, which is set to the 'E' key by default. To stop a door at any point in mid swing, or to close a door that has already been opened, simply press the use key again while standing in front of the door. Note that the lower you are to the ground, the slower a door will be opened. There are several other forms of useable equipment within *Operations*, and most will function in the same manner as doors.

## **Communications**

Good communication with your teammates is essential to the successful completion of a mission. In-game communications allow you to chat with other players online, communicate with your team, and signal to other players that you are ready to play. To scroll through the various modes of in-game communication, press the 'G' key. To use the selected mode of communication, press the number of the designated message you would like to send, or press the 'T' key to type in a personalized message.

### **Talk / Chat**

By pressing the 'T' key you will be able to talk or chat with the other people online.

### **Radio**

Use the radio to send messages to only those players on your team.

### **Whisper**

A whisper is a message that only those close to you can hear.

### **Global Chat**

Global chat allows you to chat with everyone in the game.

### **Hand Signals**

In *America's Army: Operations* you are able to make authentic U.S. Army hand signals. When you give a hand signal in the game, your character will make the animated motion, but there is no audible indication that you are communicating with those around you. This silence is often the tactical advantage you will need to complete a mission.

## Combat

While tactical movement and good communication skills are often essential to the successful completion of a mission, the U.S. Army exists to defend freedom, and employing force in combat is an important element of their job.

## Weapons Firing

**Crosshairs** – To assist in aiming and target identification, there are several crosshairs available from which you can choose. The crosshair will default to the color of your HUD, and will switch to a red color if targeted on the Opposing Force, or green when targeted on a Teammate. If you wish, you can select that no crosshair be displayed. Be careful! Intentional firing upon a Teammate is a serious crime and may result in your incarceration in the U.S. Army Disciplinary Barracks at Ft. Leavenworth. Repeated violations may result in removal or banning from official U.S. Army game servers by HomeLAN Army Game Administrators (AGA).

**Zoom Mode** – Any weapon with a scope will be able to zoom in to an increased magnification when you press the Zoom key, or ‘Z’. Pressing the Zoom key on a weapon that does not have a scope will bring the weapon’s sights to eye level, displaying the “iron sights” of the weapon as in the image below right. This method of aiming aids in your accuracy while firing, similar to employment of actual U.S. Army weapons.



Scope Mode – Just like a real sniper, your scope will rise and fall with your breathing



This is the view looking down the “iron sights” of the M-249 Squad Automatic Weapon.

**Supported Mode** – Some weapons, such as the M249 and the M82 have a stabilization bipod on the front of the gun. You will be much more accurate if your bipod is deployed and your weapons is supported, but your range of movement will be severely limited.

## Weapons Management

**Reloading** – Reloading ammunition is accurately modeled after actual Army weapons. Fire discipline is essential to success on the battlefield since ammunition is not limitless. Like the real Army, you are issued a basic load of ammunition for each mission. Once your first magazine is expended, the act of reloading is not instantaneous. Pressing ‘R’, the Reload Key, begins the reload process, which takes longer for some weapons than others.

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**Clearing Malfunctions (“Jams”)** – The weapons in *Operations* simulate a realistic level of malfunctioning appropriate for that particular weapon in terms of frequency. . While it is an unexpected occurrence, all weapons will randomly malfunction at one time or another. To remedy the problem press ‘F’ for Fix Jam.

**Dropping / Picking up weapons** – Your soldier will start with a standard Basic Issue of weapons depending on his position in the squad. If you should run out of ammunition, or wish to fight using a different weapon, you can pick up any weapon that has fallen to the ground by pressing the ‘Use’ Key. When you pick up a secondary weapon, that weapon will be stored on your shoulder. You can press the ‘Swap Hands’ Key to switch between your current and shouldered weapons. Note that in order to use a grenade, you will need to shoulder your current weapon. If you already have a secondary weapon on your shoulder, you will be unable to shoulder your current weapon and your grenades will therefore be temporarily unavailable to you. If you wish to drop the weapon you are currently carrying, you can press the ‘Toss Weapon’ Key and empty your hands. Players should also be aware that picking up a sniper rifle in battle only allows you to employ the weapon but does not automatically make you a qualified sniper.

## Weapons

*America’s Army* contains weapons modeled directly from the real U.S. Army’s arsenal. You can use the standard M16A2, the M82 sniper rifle, or the M-249 Squad Automatic Weapon. You can even pick up enemy weapons in combat, if desired. These weapons were modeled to be absolutely realistic in performance and design.

### U.S. Army Weapons

The basic arsenal of the modern American soldier features the following weapons.

#### M16A2



Capacity: 30 5.56 mm rounds

Range: 550m

The M16A2 is the standard issue rifle for the United States Army. Lightweight, durable, and always dependable, the M16A2 is capable of firing in either semiautomatic mode or three-round bursts.

#### M4A1



Capacity: 30 5.56mm rounds

Range: 550m

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The M4A1 is a shortened variant of the M16A2 rifle, yet packing the same firepower. Ideal for close quarters combat, the M4A1 is the perfect combination of firepower and compactness.

### **M16A2/M4A1 with M203 attachment**



Capacity: single 40mm grenade

Range: 350m (point)/150m (area)

The M203 is the weapon of choice for the fire team. Mounted under the M16A2 or M4A1, the single-shot M203 fires 40mm grenades with a devastating blast radius. Because the grenades only activate mid-flight, the M203 is most effective at engaging medium to long-range targets.

### **M249 SAW**



Capacity: 200 5.56mm rounds

Range: 1000m

The M249 Squad Automatic Weapon forms the basis of firepower for the fire team and is the weapon of choice for the Automatic Rifleman. The M249 is an accurate and durable battlefield weapon.

### **M24 SWS**



Capacity: 5 7.62mm rounds

Range 800m

The M24 is the standard issue sniper rifle of the U.S. Army. The venerable M24 is a bolt-action sniper rifle firing 7.62mm rounds. The M24 is lightweight, reliable, and extremely accurate. Simple in design, it is renowned by many as the best sniper rifle in the world.

### **Barrett M82A1**

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Capacity: 10 50 cal rounds

Range: 1800m

The M82A1 Barrett is a magazine-fed, semi-automatic sniper rifle. Capable of engaging individual targets and equipment at distances of over 1km, the Barrett packs a powerful punch. The M82A1 is equipped with a 10-power scope, 10-round magazine, and bipod. When you really need to reach out and touch someone - or something - nothing beats the M82A1.

## **Opposing Force Weapons**

*America's Army* also features highly realistic models of common enemy weapons.

### **AK-47**



Capacity: 30 7.62mm rounds

Range: 300m

The "original AK" or "Kalashnikov" has been the OpFor's weapon of choice, dating back to 1947. Where it lacks in muzzle velocity and accuracy, it gains in producing high volumes of fire. The AK47 is capable of sustaining a cyclic rate of fire up to 600 rounds per minute in automatic mode.

### **AKS-74U**



Capacity: 30 5.45mm rounds

Range: 300m

The AKS-74U is similar to the AK-74, but with a shorter barrel and folding stock. Originally designed for Soviet airborne troops, the AKS-74U combines the firepower of the AK-74, but with lighter weight and decreased range.

### **GP30**

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Capacity: single 40mm grenade

Range: 100m (point)/300m (area)

The OPFOR equivalent to the M203, the GP30 is a breech-loaded, single-shot grenade launcher that can be mounted underneath any AK-series assault rifle. The GP30 fires 40mm grenades, similar to the U.S. Army M203.

### **RPK**



Capacity: 30 7.62mm rounds

Range: 800m

A variant of the AKM assault rifle, the RPK light machine gun fires the 7.62mm round at a cyclic rate of 660 rounds per minute.

### **Dragunov SVD**



Capacity: 10 7.62mm rounds

Range: 1300m

As the primary sniper rifle for the former Warsaw Pact countries, the Dragunov fires 7.62mm rounds in single and semiautomatic modes. It uses both a 4x magnification sight, as well as iron sights.

## **Miscellaneous Equipment**

Included in most soldiers' supplies are the following pieces of equipment:

### **M67 Fragmentation Grenade**



The M67 is the standard-issue grenade used by the U.S. Army. Weighing 14 oz, the M67 can be thrown up to 40m by most soldiers, with a blast radius of up to 15 meters. It is effective against area targets outdoors as well as in clearing rooms.

### **M83 White Smoke Grenade**



The M83 smoke grenade is a key ingredient for concealing the movement of friendly forces. Weighing 19 oz, the M83 can be thrown up to 30m, producing a thick volume of dense white smoke lasting up to over one minute. While most effective outdoors the M83 should not be used in close quarters without protective masks.

### **Flashbang Grenade**



The flashbang grenade is intended to temporarily stun and disorient opposing forces by producing a blinding flash and a deafening bang. Use caution when using this indoors or in close quarters as they have a very short fuse, and you may suffer the effects of your own grenade if you are too close to the blast.

### **Kevlar Helmet**

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A Kevlar helmet is intended to protect the wearer's head from injury in training or combat. This is a basic piece of equipment for all U.S. Army Soldiers.

### **Rucksack**



A U.S. Army issue rucksack is necessary to store and transport any equipment needed for a particular mission.

### **AN/PVS-7D Night Vision Goggles (NVG)**



The AN/PVS-7Ds Night Vision Goggles, or NODS- Night Observation Device, are lightweight, hands-free, helmet-mounted devices that permit U.S. forces to operate under conditions of limited visibility. While you will be able to see very clearly in low light conditions while wearing the NVGs, your field of view is limited to 40 degrees.

### **Parachute**



A U.S. Army T-10C parachute will be yours after you have graduated from U.S. Army Airborne School. All paratroopers are trained to employ the T-10C for airborne insertions.

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# ***America's Army: Operations Developer Credits***

**Dr. Michael Capps**

Producer/Game Designer/Lead Programmer

**Alex Mayberry**

Creative Director/Art Director

Level Design Team

**Brian Ball** - Lead Level Designer

**Jim Brown**

**Scott Maclean**

**Jesse McCree**

**Travis Wiglesworth**

**LTC George Juntiff**

Design Consultant

Art Team

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**Jim Brown** - Additional Textures

**Christopher Chang** - Character Models

**Christian Chang** - Weapon/3D Models

**Scott Dossett** - Lead Animator

**Scott Maclean** - 3D Models

**Jesse McCree** - Graphic Design/3D Models

**LCDR Russell Shilling, Ph.D.**

Audio Engineering

Engineering Team

**Christian Buhl**

**Kevin Olson**

**Martin Robaszewski**

**Stephen Superville**

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**Evan Champlin** - Production Assistant  
**John Hiles** - Manager, Army Game Project  
**Rosemary Minns** - Executive Asst. Producer

Previous staff:

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**Jakob Jungels** - Art Intern  
**Alex Mohr** - Programming Intern  
**Patrick Shea** - Production Intern

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**LT Jeffrey DeBrine** - Masters Student  
**MAJ Stevan French** - Army Liaison  
**CPT Sean Hynes** - Masters Student  
**LT Skip Morrow** - Masters Student  
**MAJ Keith Perkins** - Masters Student

MOVES Institute, Naval Postgraduate School  
Director: **Dr. Michael Zyda**

**Julie Ahearn** - Video Production  
**Dr. Michael Capps** - Principal Investigator  
**John Falby** - Financial Officer  
**John Hiles** - Principal Investigator  
**Jimmy Liberato** - Network Administrator  
**Dr. Michael Zyda** - Principal Investigator

## **United States Army Credits**

Office of the Assistant  
Secretary of the Army for  
Manpower & Reserve Affairs

### **Honorable Reggie Brown**

Assistant Secretary of the Army  
and Program Proponent

### **Mr. John P McLaurin III**

Deputy Assistant Secretary of the Army and  
Program Executive Agent

### **LTC Mike Sullivan**

Resources and Marketing

### **LTC Tom Evans**

Resources and Marketing

### **Mr. Robert Stahler**

Marketing Headquarters U.S. Army, G1

### **MAJ Keith Hattes, G1 Project Officer**

Headquarters U.S. Army,  
Office of the Chief of Public Affairs

### **Mr. Paul Boyce**

National Media Army Public Affairs

U.S. Army Office of Economic  
& Manpower Analysis

### **LTC Casey Wardynski**

Concept Originator & Army Program Manager

### **MAJ Chris Chambers**

Assistant Program Manager

### **LTC George Juntiff**

Army Program Operations Officer

### **CPT Paul Kucik**

Program Analysis

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Game Media Public Relations

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**MAJ Ed Ackerman**  
Field Research Liaison Officer

**CPT Larry Dillard**  
Red Team Analysis

**COL Robert Gordon**  
Red Team Leader

**CPT Joanne Moore**  
Red Team Policy Analysis

**CPT Shannon Lyerly**  
Red Team Policy Analysis

**CPT Brent Wilson**  
Technical Consultant and Server Administration

**Dr. Scott Silverstone**  
Red Team Analysis

**CPT Bret Wilson**  
Red Team Competitive Analysis

**LTC Al Wilner**  
Field Research Liaison Officer

Units that Supported Development  
of the Game:

3rd Armored Corps  
1st Cavalry Division  
4th Mechanized Division  
18th Airborne Corps  
82d Airborne Division  
101st Airborne Division (Airmobile)  
10th Mountain Division  
Special Operations Command  
75th Ranger Regiment  
1st Special Forces Group  
172d Infantry Brigade

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Aberdeen Proving Grounds

Center for National Response

Combat Maneuver Training Center  
Defense Language Institute

Ft. Belvoir  
Night Vision  
& Electronic Sensors Directorate

Fort Benning  
U.S. Army Ranger School  
U.S. Army Infantry School  
U.S. Army Sniper School  
U.S. Army Airborne School

Fort Campbell  
U.S. Army Air Assault School

Fort Huachuca  
U.S. Army Military Intelligence School

Fort Irwin  
National Training Center  
11th ACR

Fort Jackson  
Victory Brigade

Fort Knox  
1st Armor Training Brigade

Fort Leonard Wood  
U.S. Army Military Police School

Joint Readiness Training Center

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