HUNT WALDO II
V2.0

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for the ArmA2 Community

Introduction

Do not ask me whether Hunt Waldo 2 is a mod or a mission. Actually I don't know.

Fact is, it has a little story, but gameplay differs each time playing thus 11 different missions are picked randomly and take place on random locations.

My main intention was primarily to put teamwork to the fore.
Ten different kinds of units with individual skills and individual weapon pools can only be effective in the framework of the other players.
So planning within a squad (which includes permanent communications) as well as organisation is vital to obtain mission goals and to keep the own death count as low as possible. Your death count btw is important for your success, unlike your kill count is uninteresting since the scoreboard is disabled.

Probably a reason to play this mission as part of a clan rather than public.

The Mission

Situation
Chernarussian military forces putsched the country's admin-istration almost three month ago. As a reaction US forces start an invasion today, Thu, July 11 2019, at the south coast of the country to hunt down the oppositions leader, codename 'Waldo'.

Briefing
Your mission starts at the U.S.S. Leo.
Our plan is first to take the airfield north west of the country.
If done so, supplement will fly in from beyond northern borders to set up a base on the airfield.
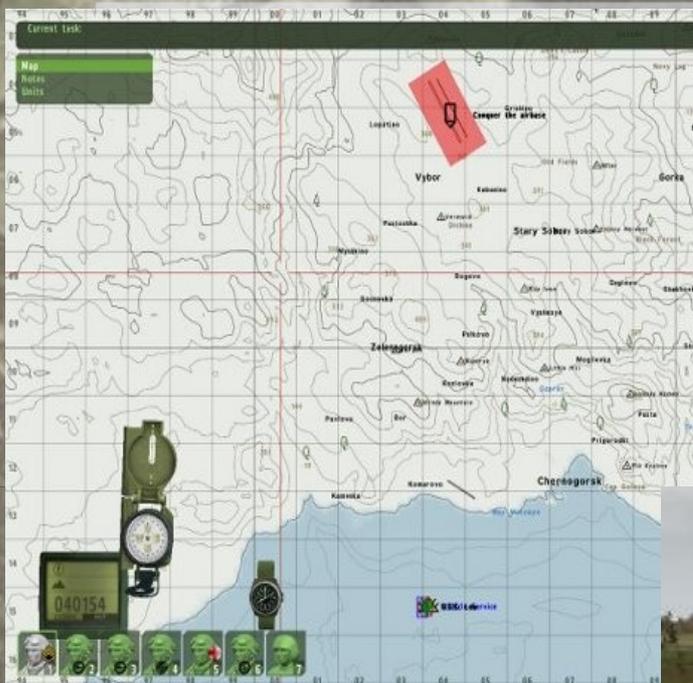
We will then bring the UAV into the air and immediately start the search for Waldo.

You'll get your tasks in the field, the main military task will be collecting information about Waldo's remainder.

Also reckon tasks such as destroying enemy radar installations and ammunition depots, in order to crucially weaken the enemy due to the main mission.

Main Missions

Once the airfield serves as a base the permanent respawn point will be transferred from the U.S.S. Leo to the airfield. Joining players will enter the game on the airfield from now on.
The server then picks missions on random locations out of a missions pool, which contains 10 different missions at the moment.

In all missions you have the possibility to gain Intel.
Gathering Intel is not required for a single mission to complete it,
however, it is important for the main mission which is
to find out where Waldo
hides himself. Only by
gathering intel Waldo's
location can be discovered.
The amount of Intel
required can be set as a
mission parameter. It also
sets the maximum number
of missions that can be
played until the Hunt for
Waldo fails, which would be
the mission parameter plus 2.
Standing near an object which contains intel, an action entry will
be available to search this object.

The Main Missions:

destroy HQ / tank factory
Somewhere in the target area are
either a HQ or a small tank factory,
which almost certainly includes
1 of Intel. The mission is achieved
when the target is destroyed by C4.

capture officer

The aim is to kidnap an enemy officer and bring him to the base. He usually runs as the head of a 4-man-patrol in the target area and is unarmed. Bringing him to the base brings your team 2 of Intel. Getting him shot means the mission fails.

steel truck

Find an opponent's support truck of type KAMAZ and bring it to base. Truck at base means 1.25 of Intel, destroyed truck means mission fails.

find ammo crates

Find 10 ammocrates in the target area and destroy them. Each crate contains 0.125 of Intel and is at least 100m away from other crates. Mission ends when all crates are destroyed.

rescue Squad

Extract a friendly squad of 5 men to base while an enemy tank platoon is closing in from the west and an infantry squad each from the south and the east. Each rescued soldier brings you 0.4 of Intel.

The mission fails if all the squad is wiped out. If at least 3 of them survive they will serve you in further missions as a crew of an M1A1 Abrams tank.

safe Prisoners

Free prisoners and bring them at least 400m away from any enemy unit. A maximum of two of the prisoners we consider as collateral damage before we consider this mission as a failure.

search houses

Browse the houses in the target area for information. This is actually the only mission where it is required to find intel for the missions success. You have to at least gather two thirds of all of the intel that can be found here.

stop convoy

A convoy of several armored units and two support trucks of the type KAMAZ is on its scheduled way. The goal is to intercept and destroy the convoy, where the two trucks contain each 0.5 of Intel.

Once the minimum number of Intel is gathered and the current
mission is completed, the next target will be Waldo's hideout.
He is hiding in one of the houses in the target area which
is then highlighted in blue.

Side Missions

Besides the main missions there will also be side tasks.
Achieving side tasks means a special vehicle will spawn at the
marked location at the base as well as earning another 2500$.

It can be either a LAV25, a M1A2, an AAV, an AV8B GBU, an AH1Z,
a F-35B or an A10. Their respawn time is 20 minutes each.

The Side Missions:

Defend base
You have 10 minutes to prepare for a massive enemy counter attack to
reoccupy the airfield. The enemy will approach from the southern end of the
runway in form of two attack waves, each with lots of tanks and infantry.
If the enemy succeeds and conquers the base, your spawn location will be
the U.S.S. Leo again OR the previously built respawn point. You will not be
able to spawn at base unless it is retrieved.

destroy radar

Here you have to destroy an enemy radar station.

As long as this radar is active, there will spawn an enemy attack helicopter of type KA52 from time to time to patrol around the current main target area.

laser targeting

Destroy a power plant or a church. Of course these buildings need lots of explosives and firepower to get fully damaged. So for these missions you will be able to call in an AI controlled bomber to drop a GBU on the target. Make sure there are all enemy Anti-Air units destroyed. In case the bomber gets shot your teams Deathcount increases by 10.

Other sidemissions can be
– clear a city of the enemy
– destroy a depot
– steel a plane
– stop a patrol at the south coast

Your Unit

Dependend on which class you are playing, you will have access to different weapons and skills.

Squadleader
The squadleader commands
2xAntitank units,
1xCorpsman,
1xMachinegunner,
1xMarksman,
1xPilot.
That means planning and ordering the squads movements, always at any time having a good overview of his situation.
The squadleader should be the one who decides whether what to build and where and the engineers should listen to it.
Having a FOP constructed the squadleader can call firemissions all 30 minutes. Also the squadleader is, together with the sniper, the only one who can find a laser marker in the weapons box.

Anti Tank
One of the most important roles, because nobody else can carry anti tank weapons.
That DOES NOT mean the Anti Tank soldier is the only one who can carry missiles and rockets.

Corpsman
As simple as important, the one who takes care about the other player's health.

Machinegunner

The machinegunner should provide cover fire and is very effective in medium to long range distance. So it is the most reliable person when the squad has to cross open field or stands under heavy fire by the enemy.

Marksman

The squadmembers rely on the marksman's long range precision shooting skills, exceptionally in open field, but also in urban terrain. The marksman always stays with his squad, he is not supposed to give coverfire but to provide effective shots when the enemy has to be attacked from medium to long range distance.

Pilot

Each squad has its own pilot. Thus as a pilot, the commands of the own squad leader have priority.
The main task is to fly the own people into the battle area.
The pilot can also load a helicopter with ammunition at the base and supply troops with ammunition in the field.
He can also use the blackhawk helicopter to lift and transport vehicles like trucks and HMMWVs.

Engineer

Engineers have access to the construction menu when they are next to a repair truck and are therefore the only ones who can build stuff for the teams money.

Spotter && Sniper

Most effective in combination with a bomber airborne the sniper-team covers the rest of the team from out of range of the enemy and lasers targets.
The spotter, who also has first aid skills, is responsible for the snipers back to be covered.

Construction

Dependend on the teams death count due to a main mission the team gets money. I.e. dying about 2 times during a mission the team earns up to 5000$, dying a lot means receiving perhaps no money.

Standing close to a repair truck the engineers can use the teams money to construct assets.

The construction list consists of:

Static defences:
– TOW Tripod (350$)
– AA (Stinger) Tripod (350$)
– Mk19 Tripod (450$)
– MG Nest (200$)

Cover:
– a stack of sandbags (100$)
– Trenches (50$)

MASH (3600$):

Serves as a mobile respawn point and is the most expensive asset. It also comes with a weapons box. If a new MASH is built, the previous one will be deleted.


FARP (500$)

Serves as a Repair-, Refuel- and Rearm station for any vehicle. Farps are persistent.

FOP (1500$)

Build Menu

MASH
AA Tripod
TOW Tripod
MK19 Tripod
MG Nest
Sandbags
Trench
FARP
FOP

Forward Observation Point

Costs: 1000$

Watch the current target area via satellite. Squad leaders can call fire missions.

current assets: 800$ Cancel   Construct
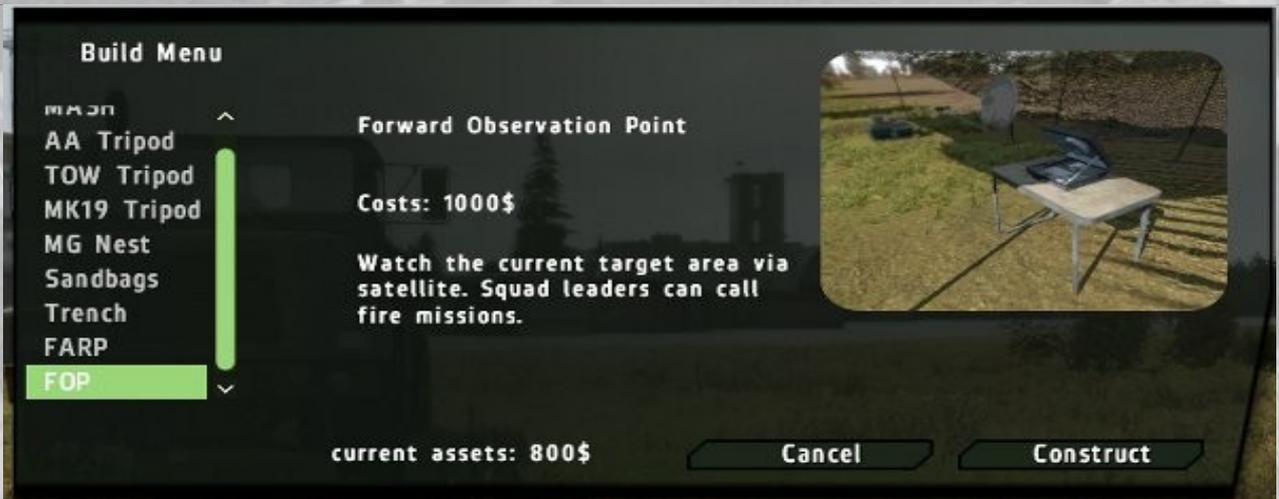
The FOP comes with two important features:
– Satellite View:

Put Mine (2 left)
Satellite view

Satellite view

exit satellite view with 'Z'
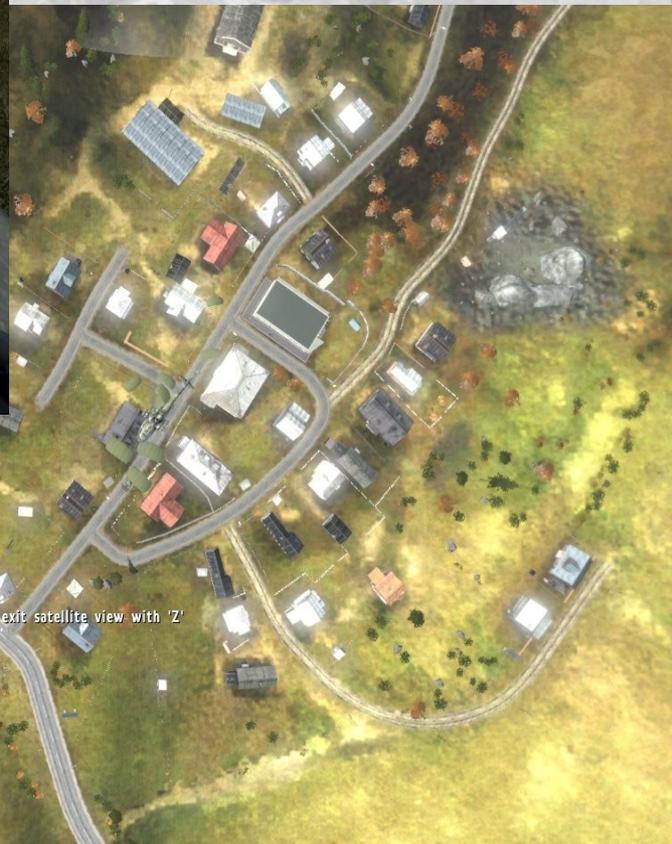
– Artillery
 (can only be used by squadleaders, all 30 minutes)

Other Features

– By pressing T you can <u>set viewdistance and grass layer</u> whenever wherever you want, with no addons needed

– on many missions there you will <u>find a radio tower</u>. This radio tower is used by the enemy to <u>call in reinforcements from time to time in form of a squad of paratroopers.</u>

It is always a good idea to destroy it, which can only be done by satchel charges.
However, it is not required.

– Enemy infantry usually follows <u>structured patrol waypoints</u>, leading them around the main target area as well as through it. Passing accessible buildings they could also enter it to check the inside.

– The <u>number of enemies depends on the number of players</u> currently playing.

– Spawntime of trucks and HMMWVs is 3 minutes, helicopters spawn after 60 seconds and special vehicles respawn after 20 minutes.

– As cargo of the C130 or MV22 you can halo jump at an altitude higher than 2200m.

– <u>Every vehicle can load ammunition into it's cargo space.</u> Assigned as a driver of a vehicle, maneuver it close to the Reammo-Truck or the vehicle service point to load ammunition into the vehicle's trunk – this action will cost your team 250$.

Once your vehicle has loaded ammunition, unload it wherever you want. The unloaded ammunition itself can be loaded again into a vehicle's cargo space, which then of course will cost you nothing.

Credits

– Music & Sounds: Project Reality OST, by http://realitymod.com
– helilift script and artillery script by Xeno.
– Special thanks to the German Nato Corps, http://www.clan-gnc.de and the guys from http://linebackers.de for helping me testing.

Known problems

Waldo is set into his hideout within the first 5 seconds of the game. Sometimes he then will be placed to a buildings location which forces the engine to make him die. I assume because there is not enough room for the unit. I guess this to happen 1 out of 15 times. Then just restart the mission and hope for the next attempt it does not happen again.

After the Hercules touches down at the beginning, the UAV spawns, moves to the runway, speeds up, lifts off and crashes into the trees. Too funny atm to fix it, but will take care about it in near future.