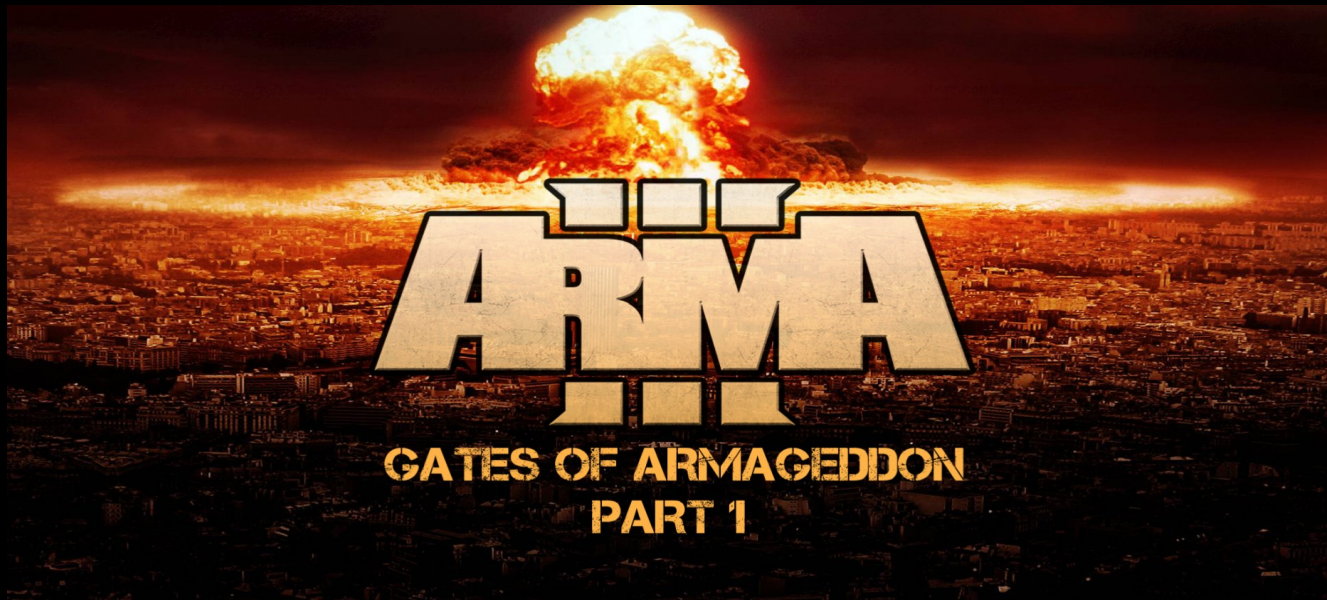


Shadow Fall Guide



AZCoder
presents

SHADOW FALL
SPECIAL EDITION

Version 1.5

Table of Contents

Installation.....	3
Addons.....	3
Version List.....	4
Features.....	9
Mission Help.....	10
Reputation.....	14
Inside Notes on the Missions.....	14
Background Info.....	18
Licensing.....	20





Installation

Shadow Fall is an addon campaign. Simply place the @ShadowFall folder within your Arma 3 directory (not in campaigns). Alternatively place @ShadowFall within a custom addon repository and make sure it is included in your launcher of choice.

Addons

Please see the forums <https://forums.bistudio.com/topic/195090-sp-camp-shadow-fall/> or Steam <http://steamcommunity.com/sharedfiles/filedetails/?id=802767761> posting for required addons.

Version List

Version	Release Date	Changes
0.1 beta	2016.10.06	Test version
0.2 beta	2016.10.17	First full test version
0.3 beta	2016.10.23	Numerous fixes
0.5 beta	2016.11.02	Reworked parts of M05 and M06, converted scripts to CfgFunctions, numerous other changes.
0.6 beta	2016.11.05	Changes and fixes to all missions and scenes, alteration of zip package.
0.7 beta	2016.11.06	Changed some mission images, fixed name of Epilogue
0.8 beta	2016.11.13	Moved one doctor office, added ambient items, added JBOY_Dog, modified Chernobyl missions for more dog intensity.
0.90 RC1	2016.11.17	Several minor fixes, scene enhancements, and minor additions to some of the missions. Reworked arms deal scene dialog and character.
0.91 RC2	2016.11.17	A few minor fixes and tweaks.
1.00	2016.11.18	Reworked radiation system. Fixed some music volumes. Extended length of end credits to prevent early cut-off. First general release.
1.10	2016.11.27	<ul style="list-style-type: none">- M04 has more custom scenery and clutter added- refactored initial script load to reduce overhead when campaign starts- added logging to assist in troubleshooting if anyone has a game freeze at the start of first mission- it was possible to kill Mr Safe and still talk to his corpse in M06- fixed Baranov not raising his hands in surrender- fixed Baranov not being killable

		<ul style="list-style-type: none"> - fixed _action when function re-initialized in AZC_fnc_AmbientCivilianManager - made dialog text slightly larger - fixed dialog cut-off when talking to doctor at the end of the scene in M01 - increased volume on numerous lines of dialog in M01 - removed all APEX objects from M01, including boat drivers that the engine automatically placed APEX units within - add missing rifle grenades to ammo crate in M02 - was possible to kill Uday and still talk to his corpse - fixed problem with -1000 rating per empty vehicle destroyed in M02 - can't fix floating logs north side Green Mountain as they are a CUP Terrain bug
1.20	2016.12.10	<ul style="list-style-type: none"> - Fixed serious bug causing player to spin 180 degs during combat - Fixed problem with CBA_Defend not calling for some units - Enhanced script loading for all missions
1.5	2017.10.22	<p>Special Edition (first release)</p> <ul style="list-style-type: none"> - added Project OPFOR https://steamcommunity.com/sharedfiles/filedetails/?id=735566597 - added ASCZ Heads by taurus, included PBO with permission from author https://steamcommunity.com/sharedfiles/filedetails/?id=346726922 -> updated several characters (of course) to use the new faces - added EWK_Cigs by Mr Ewok under Creative Commons License. - player gets bonus rating in each mission 10x their reputation score - converted over to new ambient civ and vehicle scripts - fixed Error in expression <if(_value >= 0)then{[_this,['Number', cDecals4Car> due to BI changing types - added personal diary entries for all missions (except 1st) that vary depending on reputation, giving more insight into the mind of the character as the campaign progresses - added autodelete of snakes in both Chernobyl Zone missions because they were excessively annoying - the JBOY dog script addon is a mix of an old and recent version tailored

to this campaign

- switched ambient type sounds to use playSound3D because it has a volume option, and recent A3 patches caused high attenuation of "say" command which had a huge impact on the Chernobyl missions
- update several character faces with ASCZ Heads
- add CfgMoves override so your character doesn't wipe his face and look at his shoe every 10 seconds
- fixed inconsistent spelling of 'Pyotr' throughout campaign

M01 The Hangover

- fixed random frozen truck bug
- changed random background music while wandering
- relocated opening scene, warehouse, pub, and doctor
- added custom gas station
- added street lights to help find road to Pusta
- added small club party at night
- added eye witness to accident
- fixed most hard to hear sound issues
- fixed problem of civilians thinking the player's flashlight is a gun
- changed weather to lighten up the rain and be clear at night

M02 intro scene

- changed cutscene music to Rammstein, seemed more appropriate in several ways
- added missing family dog
- it was possible for scene to get stuck halfway, changed conditions
- fixed some glitchy camp scene car issues and other minor tweaks

M02 Retribution

- added post processing visual
- modified civ spawn points to be trigger area based
- path to download icon changed, updated it to prevent popup error
- Zheldak will now leave after speaking to player
- added ambient guitar practice of "Shadow Fall" track to one of the houses in Pusta

M03 Pirates of Porto

- changed pirates to use Project OPFOR pirates, removed custom uniform script

M04 September Crisis

- added cowboy hat to disguise
- clarified an easy way to find the main objective

M05 Malden Dealers (new mission)

M06 (formerly M05) Denmark's Gambit

- added short intro to show player perspective relative to Chernobyl power plant
- slightly relocated start of mission
- converted Ukraine units to use Ukraine soldiers from Project OPFOR
- changed primary objective and location
- changed dialog where necessary
- changed atmospheric post processing to be darker
- created a more straightforward experience to avoid walking in circles
- made ultranationalists a bit more aggressive
- modified dog sounds to be louder, was having issue of "stealth" dog attacks
- added and moved several enemy groups
- tweaked radiation to be more lethal and at lower mS than before (also for M07)

M07 (formerly M06) Dark Wasteland

- changed main objective
- the gold objective was removed
- this was previously a solo mission, now the full team is available
- choose from 3 locations to meet with team before primary objective
- there are now 5 exit points from the zone
- slightly enhanced the "ghost" lights and added more
- Mi24 will persist in search for player team
- added random chatter to enemy soldiers
- added 8 new ambient creepy noises

M07 scene

- changed music to something from Harvest Red

M08 (formerly M07) Red Hammer

- lowered reputation required to get Prime Minister task

M08 final scene

- added Fallout inspired ending that covers each significant character in

the campaign and their fate, and is affected by character's reputation
Future Release Plans

- inclusion of women when available

<https://forums.bistudio.com/forums/topic/170082-zee-identity-pack/>

<https://forums.bistudio.com/forums/topic/187155-wip-female-base-model-project/>



A soldier in camouflage gear and a hat walking on a dirt road in a rural setting. The soldier is wearing a wide-brimmed hat, sunglasses, and a tactical vest. The background shows a dirt road, trees, and a fence.

Features

- Radiation zone simulation
- Feral dogs that can attack you and team members
- Reputation tracking
- Equipment tracking
- Various levels of success in certain missions
- Police that will respond to murders in one mission
- Custom-scripted ambient vehicles and civilians
- Fully voice acted
- Detailed cut scenes
- Russian translations
- Animations from Arma 2 (such as dancing)

Mission Help

This section is for those who are stuck in a mission and need more to go on. I recommend at least trying the first mission before reading below, but if you get stuck, please check out this information!

Note about rifle flashlights: on the AK series, the flashlight cannot be mounted on a rifle with a grenade launcher.

Mission 1 – The Hangover

This mission does not give the player much information at the beginning. While the player's journal does provide some help, here's a breakdown of how to get going:

Where to go? Your leg is broken and walking is slow. The most obvious choice is to listen for signs of civilization. There is a road up the hill, and there are signs. You don't have to read Russian to understand the arrows and distances and plan accordingly.

If you miss the fade in/out text on the screen, you are advised to search the top of the dam. There are wheels you can take to travel quickly.

Talk to civilians. Some static civilians will not talk to you, some will. You will have to hike a bit to reach anyone. Try not to get run over by the crazy local drivers. Seriously, they are nuts, and I can't do much about that. Every spawned civilian and a few static civilians have a shortcut action to enable dialog.

Tired of walking? There are alternatives. Some vehicles are randomly placed. Some are spawned. As a last resort, you have a gun and often a civilian will flee a vehicle if shot at closely.

Speaking of your gun, murder is illegal. You probably knew that. Be prepared for the consequences of shooting someone (hint: you will **not** fail the mission). Remember you have limited ammo, and that the gun is really just there if you are sick of walking and want to jack a car.

Unlike the pre-v1.5 release, there is only one doctor that can treat you. Really easy to find. Follow the road to Elektro and look for a flag with a red symbol on it.

There are flagpoles at certain key locations. This is to aid you in finding objectives, especially if you have task markers turned off. On the north end of Elektro is a gas station where you can get a map and cigarettes. When the clerk references hooking you up with ladies, it's commentary on the lack of females in Arma 3.

The pub: easy to find. It's next door to the loud music.

The rest of that mission should be fairly straight forward. There is a bit of a drive to your objective. I added street lamps to help find the turn off the main road. While I originally envisioned it without using night vision, I highly recommend taking NVGs. It is really dark without them.

At the end of the Hangover, no spoiler given here except to say that you have a choice to make and this is the first choice that affects your reputation. Reputation is gained for doing certain extra things. Subsequent missions will show your current total in the journal for *previous* missions. You can always hit 0-0-4 to get the current reputation total for Pyotr.

Mission 2 – Retribution

Retribution gives the player two objectives at the start. The player can choose to obtain more objectives, and at least one of the later objectives will cancel another. As the player, you may go either route (objective A or B). Your choice will affect your reputation.

One of the objectives is rather difficult, at least to a mortal like myself. Take note of the optional side objective that will make the main objective easier to accomplish.

Pyotr's friend Yakim is lifted directly from the 2012 Arma 2 mission Hoc Est Bellum, including his garage. That mission was ported to Arma 3 Dec 2016 and takes place after this campaign. Additionally, if you explore the location of Pyotr's destroyed family house shown in the preceding cut scene, you will find it was replaced by an orphanage.

Mission 3 – Pirates of Porto

The boat: be careful where you ram that thing. It likes to get stuck on rocks. In fact, when the boat is not moving, you get an option to push it forward or backward. This will usually get the boat off the rocks. Or better yet, drive it better than I do. There is a boat docked at the island, so don't worry about crashing the first one.

One mission objective is optional. Completing it will gain reputation for Pyotr.

Mission 4 – September Crisis

This is an infiltration mission. You are dressed as NAPA, but if you linger too close to one of their men, they will figure it out. Also firing your weapon will blow your cover, so do not shoot until you are ready for a fight. Unlike earlier pre-v1.5 releases, you now have a cowboy hat that you must wear. Remove it and your cover is blown.

The primary objective seems simple enough, but you are heavily outnumbered. Have an exit strategy first and use a scoped rifle... or leave explosives... or run him over. There are alternative ways to achieve the primary objective with patience and planning.

As in the previous mission, there is a secondary objective that will gain reputation for Pyotr. If you set any explosives, make sure that NAPA does not see you or it will blow your cover.

Mission 5 – Malden Dealers

Originally slated for the original campaign as a Sahrani mission, it was cut because it relied on SLA forces, and I had removed the CUP mod from the campaign due to lack of CDF units at the time. Since then, Project OPFOR has been added to the campaign and has SLA units, but Bohemia released Malden 2035 and I decided to switch maps entirely. The mission requires some driving, but should be fairly straight forward. Just plan ahead for the combat portion as you are outnumbered significantly.

Mission 6 – Denmark's Gambit

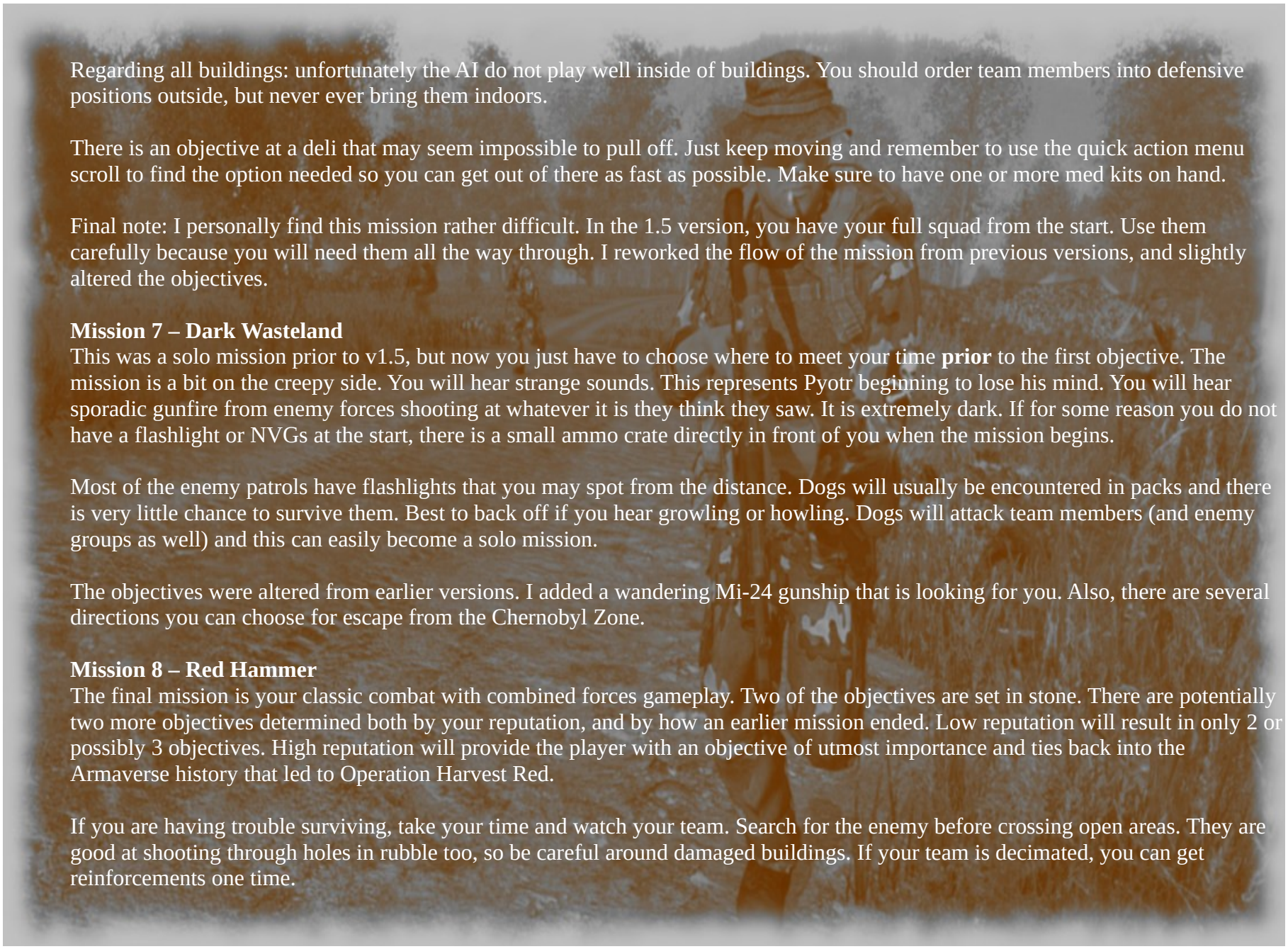
The title refers to Pyotr's code name, not the country.

Pripyat was opened to tourism in 2011, two years after this mission takes place, thus you won't run into any civilians here. It's safe to shoot everyone, unless you prefer to stay stealthy of course. The Chernobyl map is full 1:1 scale with the real place.

It is possible to capture a BTR from the local army, but you will have to search for the key. Oh, and take out a garrison that outnumbers you.

You automatically carry a radiation counter. While there are over 60 radiation hotspots on the map, keep in mind it is a big map, and such encounters will be rare. Within a radiation zone, your counter will read out in microseiverts. The value is proportional to the distance multiplied by a factor of 10 determined by the zone level. At level 1, everything is fine. At level 2, the warning sound is more intense, but you can handle it. At level 3 you will see numbers in the hundreds or thousands, the geiger alarm will go off, and your vision will be blurry. At this stage, radiation is killing you. Back out of the area immediately and seek medical attention.

If radiation wasn't enough, there are dogs. Not the friendly kind either. These are dangerous feral dogs. If you get too close, they will warn you off with growls. Ignore their warning, and they will chase you down and make fast hit and run bite attacks. The dogs will attack the closest team member, so keep in mind that team members can be injured and easily killed by dogs.



Regarding all buildings: unfortunately the AI do not play well inside of buildings. You should order team members into defensive positions outside, but never ever bring them indoors.

There is an objective at a deli that may seem impossible to pull off. Just keep moving and remember to use the quick action menu scroll to find the option needed so you can get out of there as fast as possible. Make sure to have one or more med kits on hand.

Final note: I personally find this mission rather difficult. In the 1.5 version, you have your full squad from the start. Use them carefully because you will need them all the way through. I reworked the flow of the mission from previous versions, and slightly altered the objectives.

Mission 7 – Dark Wasteland

This was a solo mission prior to v1.5, but now you just have to choose where to meet your time **prior** to the first objective. The mission is a bit on the creepy side. You will hear strange sounds. This represents Pyotr beginning to lose his mind. You will hear sporadic gunfire from enemy forces shooting at whatever it is they think they saw. It is extremely dark. If for some reason you do not have a flashlight or NVGs at the start, there is a small ammo crate directly in front of you when the mission begins.

Most of the enemy patrols have flashlights that you may spot from the distance. Dogs will usually be encountered in packs and there is very little chance to survive them. Best to back off if you hear growling or howling. Dogs will attack team members (and enemy groups as well) and this can easily become a solo mission.

The objectives were altered from earlier versions. I added a wandering Mi-24 gunship that is looking for you. Also, there are several directions you can choose for escape from the Chernobyl Zone.

Mission 8 – Red Hammer

The final mission is your classic combat with combined forces gameplay. Two of the objectives are set in stone. There are potentially two more objectives determined both by your reputation, and by how an earlier mission ended. Low reputation will result in only 2 or possibly 3 objectives. High reputation will provide the player with an objective of utmost importance and ties back into the Armaverse history that led to Operation Harvest Red.

If you are having trouble surviving, take your time and watch your team. Search for the enemy before crossing open areas. They are good at shooting through holes in rubble too, so be careful around damaged buildings. If your team is decimated, you can get reinforcements one time.

Reputation


Reputation is simply a tool to make the missions and cutscenes a bit more dynamic. In the first 4 missions you can gain reputation. In the last 4 missions, you no longer gain it (except in mission 7), but some dialog will change based on your reputation level. Generally speaking, the higher your reputation, the more others fear you. If you have a high reputation, you will get more info out of a person in cutscenes and certain mission encounters. If you have a low reputation, you will either get less information, or in one scene a general will be downright rude to you. In missions 1, 2, and 4, you gain reputation for killing civilians and no loss of score. Keep in mind, this is for story purposes! By completing certain (usually optional) objectives, your max possible reputation is around 260. Anything above that shows how ruthless Pyotr was in achieving his goals!

Other than some dialog variations, reputation determines if you get the optional final objective of the last mission, and it influences the ending vignette after the final mission.

Inside Notes on the Missions

This is simply some inside information behind some of the missions and scenes to explain how they came to be, kind of like a mini-director's commentary. Any references to a campaign called Dark Tides refers to an Arma 2 project that I abandoned in 2014. It is planned to return as the 3rd installment of this series.

M01 – I liked the idea of an amnesia background where the main character doesn't know what is going on. This gave me a way to jump into the story without explaining any of the background, and thus allowing the player to learn what is going on along the way. I spent way too much effort on it. Hours alone went into scripting the police response to murder, which is probably a rare event for most players (I am guessing here). Countless hours went into creating the ambient civilian scripts, although I use that in many places now. I originally wanted more dynamic dialog using FSM's, but turning the mission into an RPG seemed a bit too much and I have tried to tighten it up with v1.5. Also worth mentioning, the end battle of this mission is complementary to the Arma 2 campaign Harvest Red. Here you have NAPA protecting the citizens of Pusta. By the end, the Chedaki have taken control of the village. The early events in Harvest Red show what happened later.



M02 intro scene – This was pulled verbatim from the never-released Arma 2 campaign Dark Tides. The A2 version was about a character named Marko who would join the resistance against the CSLA, the OPFOR of that defunct campaign. Very little has changed about the scene, beyond some fixes and name changes. I thought this scene would help the player a better understanding of Pyotr and help them decide whether to play him as a vengeful Chedaki zealot, or as a more restrained rebel fighting for his people.

M02 – What I like about this mission are the conflicting objectives. The player can choose to follow the plans of the GRU, or avenge his family's death and effectively render one objective failed. I also like the optional objective in Zelenogorsk. It's almost mandatory in order to achieve the primary objective, but some players may prefer to skip it and opt for the more difficult fight on Green Mountain. At least there's one optional use of mortar support. I originally had 2 support calls allowed but it was too OP for the mission.

M03 intro scene – I created this scene purely to allow the player to choose weapons before the mission begins, as Pyotr starts on a boat. Since then I found it is possible to have weapons available during the briefing, although I'm fairly certain that it did not work when I originally created the mission Pirates of Porto. Either way, this scene is another chance to interact with the GRU officer Zheldak who will play a more important role in the next campaign Gambit Royale.

M03 – Pirates of Porto started as a joke mission that I made while testing things out. I liked the title and the fact it puts the player somewhere very different from Chernarus, just for a change of scenery, so I used it for the campaign.

M04 intro scene – This campaign is told from the point of view of Pyotr Tsarev who views himself as a loyalist to his people, and so the opening of this scene shows some brutality from NAPA. In the Arma 2 campaign Harvest Red, NAPA was treated as a gray-area faction, fighting for their country against the Chedaki, but also led by a ruthless leader that did some horrific things to his enemies.

M04 – This is the assassination mission in central Chernarus. I originally intended it as a way to explain Pyotr's cowboy hat, which is a required disguise for the mission. When I first released the campaign, the hat was not available and the mission kind of lost its purpose. Now the hat is back thanks to Project OPFOR. The hat appears in all but the last subsequent missions, and it's partly for historical reasons based on the original Arma 2 release of Gambit Royale in 2011. This is the final mission that not only gives you reputation points, but builds up the persona that is Denmark, Pyotr's adopted name. From the first mission, you get the smoking, then you get the pirate patch, and the name, and finally the hat.

M05 – The Malden mission. Entirely new to v1.5 Special Edition. Its purpose was to explain how they got a new arms dealer. If you recall from the first mission (if you played it), the player is given the option to kill a traitor who was in fact the Chedaki arms dealer. Either way, he no longer works for the Chedaki and they need arms supplied, so Pyotr goes to Malden to work out a deal.

M05 scene on Chernarus – While this scene shows the first successful arms shipment with the guys from Malden, it exists as a tribute to the very first scene that I ever built for Arma back in 2010. I accidentally deleted the video to it long ago, but the scene was when I coined the name Denmark and it played to the music Fistfull of Dollars (the final shootout scene with Eastwood).

M06 – The first Chernobyl Zone mission. From a story perspective, this is the mission where Pyotr (Denmark) gains his fame, like “oh he’s that crazy dude that went to Pripyat for his nuclear bomb!” The original plan called for 3 missions in the Zone, but as I worked on them it became apparent that everything I wanted to do fit better within 2 missions. This particular mission was difficult for me as a mission maker in several ways. One is that I needed to write up and test radiation scripted code. Another was creating the feral dogs. I had originally done that on my own, but johnnyboy (on the forums) offered up his dog scripted addon which had some better ways of doing things. I merged our code together, basically using his scripts for generating dogs and combat with the dogs, and my own code for certain sounds, and handling of packs and warning zones near the dogs. The other part that was difficult with this mission was keeping it reasonably on the realistic side of things. It was very tempting to go zombie mode here, but I decided to stick to something more akin to Call of Duty 4.

M07 – Dark Wasteland, this mission contains some cheap attempts to scare or at least make the player uneasy. What’s the rationale for the sounds heard? Pyotr (aka Denmark) is losing his mind. Regardless of his reputation or what he wrote in his journal, he regrets going to Pripyat and starts to lose his sanity. The sounds represent his inner thoughts. This becomes more relevant in the next campaign, Gambit Royale, where Denmark is purely used as an NPC.

M08 intro scene – Lifted from the defunct campaign Dark Tides. The scene was originally made with men *and* women getting into trucks to escape the arriving CSLA forces. The flow of the scene and the music is identical.

M08 – Red Hammer is also taken from Dark Tides, at least up to the first major objective. I wanted to portray a city seige scenario that I hoped would be fun to play and show destruction of various buildings. For Shadow Fall, I of course changed the background to the mission and integrated it into the Harvest Red storyline where the Chedaki raid Chernogorsk and capture prime minister Baranov. The player gets that objective only if Pyotr has enough reputation points. It was important to me that the mission include some indoor fighting as well because it is often lacking in Arma scenarios.

M08 outro scene – The tail number of General Karkovich’s Mi-24 is intentional. Maybe 42 is an over played reference, but you will know who it is whenever you see 42 in Gambit Royale. The style of using brown and white pics with the voiced narrative about each character is lifted from the Fallout games by Bethesda.



Background Info

If you played Gambit Royale in Arma 2, you may remember Denmark, the man with a hat and a nuke. That is you in this campaign, but before those events. In fact, I tried to design Shadow Fall to allow some variation on his character. You can play him as a simple man trying to help bring freedom to his people, or you can play him as a vile man that serves only himself. Is Denmark simply labeled a terrorist by the West, or does he deserve that title?

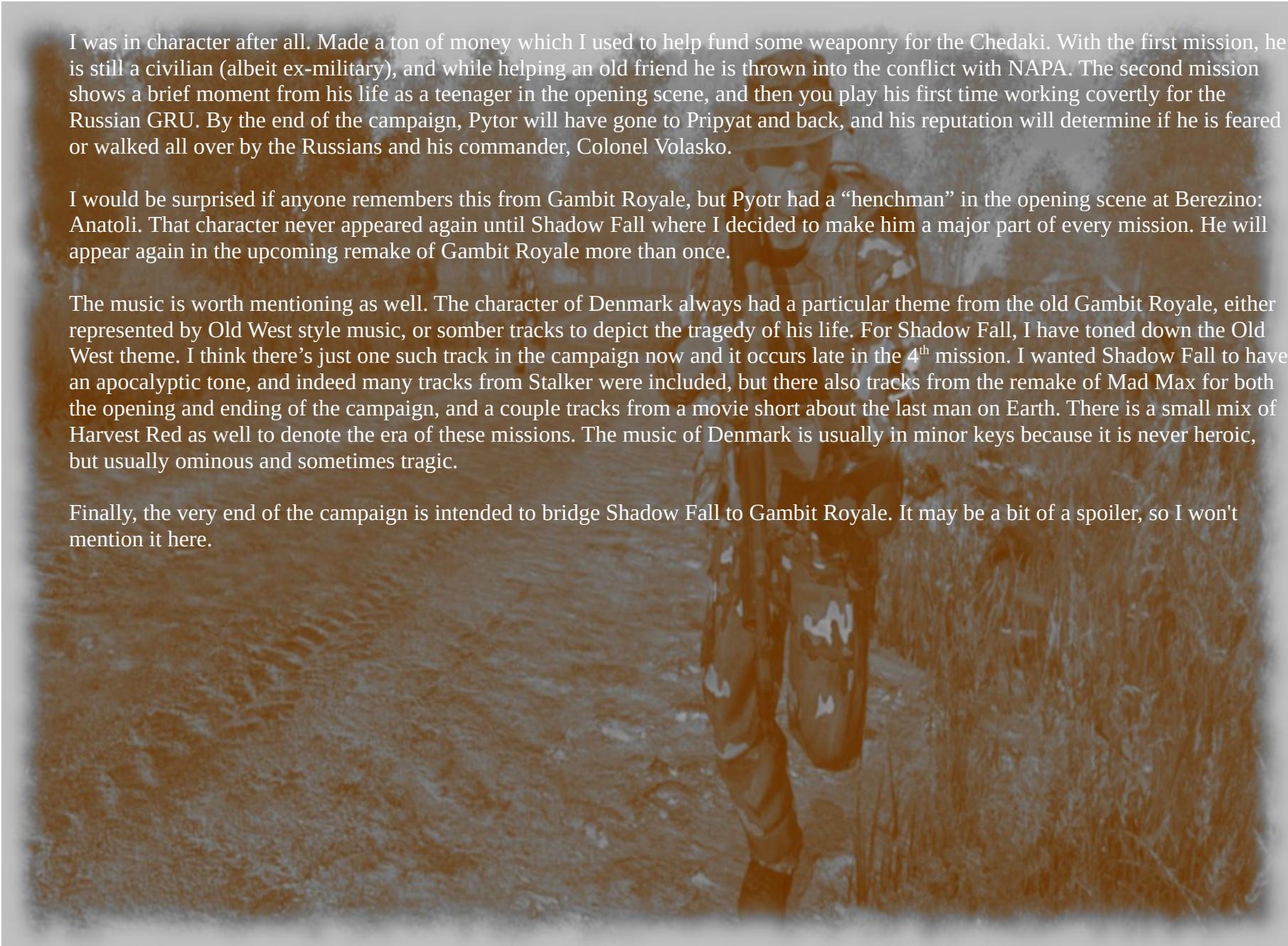
At the time of this writing, I envision a trilogy starting with Shadow Fall, a port/remake of Gambit Royale, and finally Dark Tides. The basic premise of the trilogy is that electing the wrong leaders can have dire consequences for the world, and the wrong incident could ignite ARMAgeddon. I take this very seriously with day to day events unfolding in often bizarre ways on the international scene. Too many people have forgotten the dangers of nuclear war and the threat has been dangerously downplayed. I'm a red-pilled American, and I see constantly how our media denigrates the Russians, while ignoring the fact that we have relied upon Russia to get our astronauts into space for the past several years! They never talk about that or the fact our space program was decimated under the previous president. But the point of my campaign trilogy is to show the dangers facing the modern world, where mistrust caused by the media and the powers that control them could lead to a miscalculated misunderstanding, and the end of civilization.

The character of Pytor Tsarev had various tropes found in Gambit Royale that I wished to explain in this campaign. In Arma 2 he was originally represented by the NAPA "Warlord" unit which wears a cowboy hat. As of v1.5, the hat is available and Pyotr begins wearing it in the 4th mission, September Crisis.

Pytor has always been a smoker. The cigarette mod was optional in the old Gambit Royale. I made it required in Shadow Fall, and given smokes and cigars to other characters where it seemed appropriate. I do this purely for atmosphere. I have never smoked in real life.

The name Denmark was never explained in Gambit Royale. Here it is explained in Pirates of Porto, mission 3. Additionally, thanks to unit insignia in Arma 3, I have added a new element to Pytor's style: skull & bones.

What I personally like about this campaign is being able to portray this character in a gradual way from start to finish. There is actually a lot of background that did not make it into the campaign, such as Pytor's history as a truck driver in Germany where he runs a small trucking business, using some of the profits to fund his weapons purchases. In fact, I "got into character" by playing Euro Truck Simulator 2 for several months (a screen shot is in the campaign) as Pyotr. Sometimes I ran other drivers off the road ...



I was in character after all. Made a ton of money which I used to help fund some weaponry for the Chedaki. With the first mission, he is still a civilian (albeit ex-military), and while helping an old friend he is thrown into the conflict with NAPA. The second mission shows a brief moment from his life as a teenager in the opening scene, and then you play his first time working covertly for the Russian GRU. By the end of the campaign, Pyotr will have gone to Pripyat and back, and his reputation will determine if he is feared or walked all over by the Russians and his commander, Colonel Volasko.

I would be surprised if anyone remembers this from Gambit Royale, but Pyotr had a “henchman” in the opening scene at Berezino: Anatoli. That character never appeared again until Shadow Fall where I decided to make him a major part of every mission. He will appear again in the upcoming remake of Gambit Royale more than once.

The music is worth mentioning as well. The character of Denmark always had a particular theme from the old Gambit Royale, either represented by Old West style music, or somber tracks to depict the tragedy of his life. For Shadow Fall, I have toned down the Old West theme. I think there’s just one such track in the campaign now and it occurs late in the 4th mission. I wanted Shadow Fall to have an apocalyptic tone, and indeed many tracks from Stalker were included, but there also tracks from the remake of Mad Max for both the opening and ending of the campaign, and a couple tracks from a movie short about the last man on Earth. There is a small mix of Harvest Red as well to denote the era of these missions. The music of Denmark is usually in minor keys because it is never heroic, but usually ominous and sometimes tragic.

Finally, the very end of the campaign is intended to bridge Shadow Fall to Gambit Royale. It may be a bit of a spoiler, so I won't mention it here.

Licensing

All of the scripts used may be considered open source. The functions library is freely available on Github at <https://github.com/AZCoder/AZC-LIB>. Special purpose functions exist within the missions as well, and may be used for other Arma projects. I only ask if you would kindly provide credit if you use and/or modify any of my scripts.

