

ABOUT ACE



For a general overview of the mod <https://ace3mod.com/wiki> is recommended. Here we will put down few tips and insights for player that are new to ACE, how ACE will affect the ATC gameplay, and our module settings.

TIPS & MAJOR FEATURES

Advanced ballistics: Even without the AB activated, the gameplay of the marksman&sniper change with ACE, because change the way of zeroing with high magnitude optics. With AB activated, a sniper/marksman needs to take into account also the wind and the temperature (mainly).

Advanced Fatigue: it's a really different gameplay than the vanilla. Basically is way more stamina draining running around with the rifle ready, high or low. So you need to lower the weapon at rest during long march and manage carefully the pace when you need to advance with the weapon high ready. In any case you will spend less staming during the march but more stamina during the combat. Get use to change the stance of the weapon often, especially with a heavy weapon: it matters. You can feel the difference between a submachinegun with light magazines vs a machinegun with heavy magazines.

Logistics:

- You can change damaged wheels and tracks. Wheels everybody, tracks only engineer.
- The engineer needs to repair every part of a vehicle singly. You can repair everything with one click only with a repair truck or near a repair facility.
- More details for the ATC mission below under module settings.

Explosives: place explosives and mines takes more time. You need to place the exp/mine and choose the trigger or the detonator or the timer. Also they will be visible on the ground.

Move objects: you can easily move objects (placed in the editor, not houses ofc!) with the ACE interaction menù. Is useful to move boxes, or to place a static MG exactly where do you want, instead of disassemble/assemble and cross the fingers. You can also load things like boxes inside vehicle cargo to transport them around the map.

Nametags: To easily understand who are the players around you.

Markers: You can choose the direction of the marker that you want to place on the map. That's make a lot of sense for markers like "ambush" or "arrow".

MODULE SETTINGS (ATC8)

Advanced Ballistics:

Enabled for snipers: enabled
ammo temperature simulation: enabled
barrel length simulation: enabled
Bullet trace effect: enabled
Everything else disabled

Wind deflection:

All enabled

Mk6 mortar module:

Air resistance: enabled
Artillery computer: disabled
mk6 compass: enabled
Manual ammo recharge: enabled

Explosives:

Request specialist; penalty for not-specialist; explosion while defusing: enabled

Pointing:

distance: 3 meters

Pointing on map:

distance: 5 meters

MicroDAGR:

Topographical+roads

Repair:

Repair allowed to: engineer only
Change wheels: everyone
Max repair with toolkit: 0.4
Max repair by engineer (without toolkit): 0.1
Remove toolkit after use: yes
Complete repair locations: repair vehicles and facilities
Complete repair allowed to: Engineer only

N.B: 30 toolkits in limited weapon crate. With these settings you need to spend toolkit to partially repair vehicles and you need repair vehicles/facilities/cargos for a complete repair.

Rearm:

Rearm amount: all magazine
Ammo supply: specific magazines

Cargo, trucks and ground vehicle service area box: one full rearm for every type of ground vehicle.
4 helicopter service area boxes: one full rearm for attack chopper per box (1 missile, 38 rockets, 1 gun magazine).

Advanced fatigue:

Overall performance: 1*

Recovery factor: 1.1

Gear factor: 0.75

Terrain factor: 1

*: SF 1.3; Snipers no SF 1.1; Engineer/pilot/UAV operator 0.9; normal infantry 1.

Hearing:

Enabled

Advanced throwing:

Fly arc disabled;

Everything else enabled