

ARMA TACTICAL COMBAT

PRESENTS:



**NEW KEY FEATURES
FOR THE #7 EDITION!**

RULES & BATTELGROUND

REGISTRATIONS

IN SUMMARY:

EQUIPMENTS AND UNITS:

new factions (USA, Russia)
new vehicles & equipments (RHS Mod)

GAMEPLAY:

Personal respawn life tickets!
No side chat! only markers allowed!
New strategic game mechanics!
and as usual no vehicle respawn, no thermal view, no third person, no crosshair and so on!

MODS:

equipments, units: RHS (USA and Russia)

gameplay & comms: Task Force Radio;
@ATC7 (gameplay + miscellaneous)

+ CBA3 required for mods dependencies

Battle day and time: **Sundays at 18.30 UTC**

ROADMAP:

Final test mission & expected beginning of the Campaign: end of August/early September, 2016

HOW TO CONTACT US:

WEBSITE: <http://www.arma-tactical-combat.com>

TEAMSPEAK: vsl5.tserverhq.com:6247 no password

STEAM: <http://steamcommunity.com/groups/ATCA3>

Facebook: <https://www.facebook.com/ArmaTacticalCombat>

Twitter: <https://twitter.com/ArmaTacticalCom>

Looking forward to repeating the 2015 success!



We were also impressed by a winner line-up screenshot taken after a community Team-versus-Team event; [Arma Tactical Combat #6 Campaign 2015](#). Around 20 units (110 players) battled for control over Altis during the course of 12 weeks.

TWO ARMIES, ONE WAR JOIN NOW!

CREDITS:

Core scripts: *encOded.enable*;

BDR Armilio - main mission maker for ATC7;

BDR Flipper - mission making and some scripts