Antistasi Commander Guidelines

💡 Looking for Antistasi Console Commands instead?

❓ Only verified admins may assume Commander role.

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① Strategic Vision 🗺

- **Your primary role is guiding the overall war effort — not just winning the next firefight! 🔥**

- As commander, **you should heed and exemplify our Server and Community Rules.**

- **Understand the impact of your actions** on Enemy Aggression and War Level.
  - Intel is your friend. 📷 **Reconnoiter objectives** prior to engagement with whatever tools are at hand:
    - Drones work exceedingly well loitering at 200m 📷 AGL ~1/2 KM out from objectives without radar-based AA.
    - Failing drones, good old fashioned binoculars still work.
    - Mark emplacements and strongpoints in faction map channels for teammates before moving in.

- Consider long-term goals, such as controlling key resources and unlocking useful assets & gear:
  - **Town** 🏠 ✂🟦HR (no. of soldiers available to recruit/garrison), small amount of 🟩Money.
  - **Resource** 🛢 🟩Money
  - **Factory** 🏭 Multiplies 🟩Money earned from Resources each tick.
  - **Seaport** ⚓ Multiplies ✂🟦HR earned from Towns each tick. Gives discount on purchase prices of vehicles and goods. It is possible to buy and spawn boats here.
  - **Outpost** 🚩 No income, but you will need to control enough Outposts to win.
  - **Military Base** 🪖 Same as Outpost; much larger garrison size. Enemies will attack these bases harder than other objectives.
  - **Airbase** 🛫 ✈🟦Support points used to call airstrikes, recon and loot helicopters. It is possible to buy and spawn air assets here.
    - War Level 3 is required to capture an Airbase.
    - Airbases are **highly** sought after by enemies — especially invaders — so ensure your AI defense setup is robust!

💡

TIP: Early game, it's often better to let the enemy recapture outposts so that you can farm their ammo boxes and vehicle spawns.

② Resource Stewardship 🏦

🛑 **Only one attack OR defense at a time!** More can ruin server performance!

- Faction resources (Money, HR) are finite and critical. Spend wisely!

- **Prioritize essential purchases** — basic transport, weaponry, training, garrison defense & recruitment — over expensive "toys".
    - This is especially important early game, when resources and weaponry are scarce.

- **Consult with players** on major expenditures or strategic unlocks when feasible.

- Do not bankrupt the faction on risky ventures or personal whims. Justify significant spending if asked.

- Resource Stewardship also applies to server resources!

- **Ensure that you are attacking/defending a SINGLE objective at a time!**
    - > 200 AI at one time will crater server FPS and greatly slow the game down.

- After an operation is complete and loot has been gathered, return to HQ and run `Clear Garbage` under the Environment tab.
    - This will remove all bodies, vehicles, and other "junk" to save on server FPS.

③ Operational Direction 🗺️✈️

- **Clearly define objectives** for player squads and AI assets. Use map markers and direct communication.

- **Delegate tasks effectively.** Trust SLs to manage their teams and execute assigned missions. Avoid micromanaging individual players.

- Manage High Command (HC) AI squads strategically. Early on, they will experience a high casualty rate when called into battle due to low training level, so be watchful over your HR and Money amounts.

④ Support Coordination

- **Use supports judiciously.** They are powerful but costly and can increase enemy aggression significantly.

- **Communicate support usage clearly** to players on the ground. Announce incoming fire missions or air support *before* they arrive.

- **Ensure targets are confirmed** and deconflicted with friendly positions before calling fire missions or airstrikes.

⑤ Leadership

- **You are the information hub. Keep players informed!**

- **Maintain situational awareness.** Monitor the map, listen to player reports, and track enemy movements.

- **Communicate the overall strategy and current objectives** regularly to all players.

- **Be receptive to feedback and intelligence** from players on the ground. They are your eyes and ears.

⑥ HQ Management

- **Oversee HQ defense and development.** Ensure Petros is sheltered indoors and consider strategic placement of static defenses.

- **Authorize the use of high-value assets** (e.g., captured tanks, helicopters) and ensure they are used responsibly.

- **Ensure source vehicles stay in the garage by locking them.** This includes the ammo, fuel, and repair vehicles.

⑦ Settings & Rules ⚙

- **Understand server-specific settings** that affect gameplay (e.g., recruitment costs, support availability, aggression modifiers).

- Do not attempt to bypass game mechanics or server rules through commander abilities (e.g., spawning assets irresponsibly, exploiting safe zones).
    - There is leeway where it makes sense. I.e. when vehicles and players inevitably get Arma'd.

⑧ Please, Report Issues!

- Report any suspected bugs or exploits via designated channels! Usually that is `support`.

⑨ Respect & Fair Play

- Treat all players with respect, regardless of their role or experience level.

⑩ Staff Roles & Authority ♂

- Server staff and administrators have the final say in rule interpretation and enforcement, including those related to commander actions.
- Cooperate with staff if they provide direction or need to investigate an issue.

Penalties

- Misuse of commander powers or repeated failure to follow these guidelines may result in warnings, temporary removal from the commander role, or other penalties as outlined in the general server rules.

Updates and Changes

- These guidelines may be updated. Check back periodically and watch for announcements.
- Emergency updates will be posted in the `arma_bulletins` channel on Discord.

Related Content

- [Antistasi Console Commands](#)
- [Antistasi Server Rules](#)
- [Community Rules](#)
- [Antistasi: Beginner's Guide](#)
- [Antistasi: Detailed Reference Guide](#)
  - [Basic Concepts](#)
  - [Mission Info](#)

- [Steam Community :: Guide :: Basic LandNav](#)

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