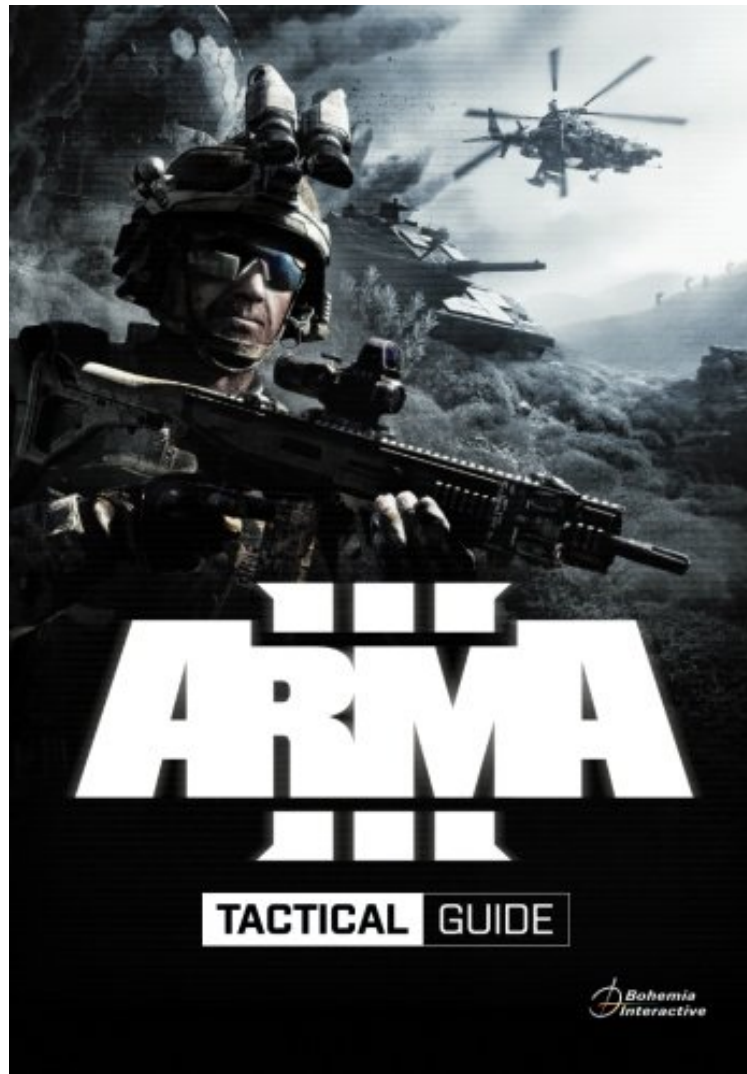


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Andrew Dslyecxi Gluck

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Andrew Dslyecxi Gluck : Arma 3 Tactical Guide: Dslyecxis Arma3 Tactics, Techniques, Procedures Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised Arma 3 Tactical Guide: Dslyecxis Arma3 Tactics, Techniques, Procedures Guide:

20 of 20 people found the following review helpful. Money well spentBy Martin JaszczukThis guide has finally made it to print. After years of playing the Arma series, I've been following the author's tips and consuming his online content for quite some time. Large parts of this guide have always been available on Andrew's website and I've always

been confused as to why it was not available in print. The Arma series has ruined almost every shooter for me by allowing me to play as various types of infantry, fly helicopters, drive tanks, drop JDAMs on tanks, fire artillery shells on enemy positions several miles away, keep my map compass navigation skills sharp, and have an overall great time in a staggeringly large environment. Andrew "Dslyecxi" Gluck, has been a tremendous contributor to the community of this amazing game series and this book is the culmination of his expertise. This book is more than just a guide for Arma 3, you can use this information to improve your skills in any type of military shooter. Much of tactics and skills shown in this book can also be found in field manuals for the real world's armed forces, this verifiable once you see the bibliography. The most important aspect of staying alive in Arma 3 is by far situational awareness. This concept is underscored throughout this guide and explained in vivid detail. Pros:- Well organized- Well illustrated- Valuable information to help you stay alive- Tips that will help enhance your experience and the experience of others- It's great to finally have this in print Cons:- only appears to have the black white version available, although a color version exists- Not enough info about control schemes or useful input device options (headtracking, rudder pedals, etc.)- No info about modding Overall, this is an excellent reference for anyone who plays or is interested in playing the Arma series. ShackTac has a lot of experience in making this series fun to play while conducting large scale operations that require a lot of preparation and planning. As of the writing of this review, the color version is not available on but it exists. This is a tactical guide that will help keep you alive in Arma, but it does not include any info about alternative input options that will only enhance your experience (TrackIR) and doesn't really mention Arma's massive modding community... but after all, this is a TACTICAL guide. 0 of 0 people found the following review helpful. I would recommend for any ARMA fan By michael kersbergen I would recommend for any ARMA fan. A large part of the book focuses on multiplayer structure, communication, and best practices that applies from anything from a two man buddy team all the way to 100+ man events. I don't have any real criticisms but if I did I would have preferred a little more content aimed at refining basic gameplay for the individual or more heavily covered tactics on the two or three man buddy teams that frequent co op and multiplayer. I understand that dyslexci and shack tac are a massive group and this book is written from their experiences but I don't think a group that size is for everyone and believe the "pair of friends" logging on and playing is a more probable scenario. That's not to say that the writings in this book can't be applied to that small team at all because it surely can, but I believe the "meat" of this book would fit a medium to larger group of players very well. I'm glad I made the purchase and hope dyslexci continues to put out not only excellent content in writing, but his mods, community contributions, and passion for everything ARMA. 1 of 1 people found the following review helpful. Five Stars By R.W. Maund Great Game...

Bohemia Interactive together with Andrew "Dslyecxi" Gluck, former US Marine, brings you the official Arma 3 Tactical Guide which will enable you to SURVIVE / ADAPT / WIN. Experience the most accurate MilSim to date combining the best parts of action and realism. Split second reflexes might win you the battle but not the war, the Arma 3 Tactical Guide is based on deep knowledge of Arma 3's unique game mechanics combined with real military tactics and will provide all of the critical techniques and methods necessary to lead from the front.

About the Author Dslyecxi is a prior-service US Marine with an eye for gaming realism who established Shack Tactical in January of 2006. He has been involved as a consultant to the Arma series since 2006, and chronicles the gaming adventures of his Shack Tactical community on Youtube, - <http://www.youtube.com/user/Dslyecxi> as well as maintains a site - <http://dslyecxi.com/about-me/> with more information about him, his views on gaming, Shack Tactical, and a variety of other topics