

GAME MANUAL

BROKEN ARROW

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INTRODUCTION

Broken Arrow is a large-scale, real-time strategy game that immerses players in the complexities of modern warfare, blending deep joint-forces strategy with fast-paced, tactical combat. It features a single player story campaign set in the Baltic region, where after rising tensions, war erupts across realistic and handcrafted battlefields.

Broken Arrow has an enormous variety of available units, ranging from mainstays such as the T-72 and Abrams Tank to experimental prototypes such as the RAH-66 Comanche.

How you prepare is entirely up to you.

Please note: all details correct at the time of initial game launch. Certain game details, units, controls and functionality may change from time to time as the game develops.



GETTING STARTED

When launching the game, you will land on the main game menu screen. There are various tabs and pop ups here that will allow you to navigate through the game, jump into the action or create your own scenarios, using the same tools the developers used to bring you this game. Below are the details of each tab and option on the main menu screen.



HOME TAB

QUICK MATCH

For players wanting to jump straight into the action, the Quick Match button on the home tab begins searching for a 5 vs 5 standard multiplayer match.

You can configure which faction you want to play as by clicking on the gear icon, or let the matchmaker decide with the "Random" option.

The quick match button matches you with four other players who are also in the "Teammate Matching" mode.

It is possible to jump straight into the action by selecting a default multiplayer deck; however, we suggest exploring the Army Builder beforehand and creating your own Battlegroup.

CONTROLS AND HOTKEYS GUIDE

Controls and Hotkeys is a handy guide to familiarise yourself with the basic controls of the game (they are also listed in the Hotkeys section of this manual). This is accessible right under the Quick Match button.

Hotkeys can be changed within the Settings menu.

COMMUNITY GENERATED CONTENT

Access *Broken Arrow's* Steam Workshop by utilising the icon within the Home Screen, where it will direct you to Steam's interface.

Community generated content is created through the Editor.

If you are not using a Steam version of *Broken Arrow* and wish to play community-generated content, you will need to manually add the scenario folder to "...\broken_arrow\Mods\Scenarios"

USER PROFILE

Overview: Clicking on your profile avatar will display your multiplayer game achievements, multiplayer statistics, level progression, and Nation & Spec progression. Nation & Spec experience can only be gained in multiplayer matches.



Overview **Contacts** **Leaderboard**

PROFILE

Rigor Mortis

LV 31 Elo 1782

Praporshhik

Clicking on your Profile brings up the Avatar Customization screen, allowing you to personalize what is displayed.

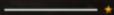


AVATAR FRAME TEXTURE ICON EPAULETS

AIRBORNE

Unlock conditions:

- Raise US airborne specialization to lvl 3

Progression: 

- You can invite friends to a multiplayer lobby through this screen, or send them a message through Steam.
- Within the Last match list, you can:
 -  Add a recent player to your friends list on Steam.
 -  Add a recent player to your blacklist/mute.
 -  Invite a recent player to a lobby you are in.

Blacklist: List of muted players. Sometimes life's too short.

Leaderboard: This is the leaderboard of the skill based matchmaking system, ranked in order of highest ELO score.

CONNECT WITH US

Connect with us on Discord, YouTube and Steam by clicking on the respective icons on the Home screen.

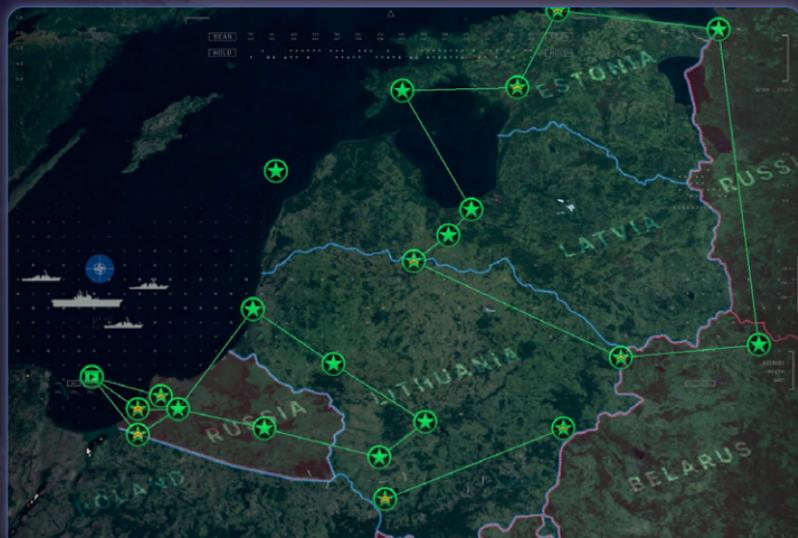


PLAY TAB

CAMPAIGN

The *Broken Arrow* story unfolds through a series of unique missions, where you play as either the US Armed Forces or Russian Army.

MISSION SELECTION



Each mission of the campaign is displayed on a map of the Baltic region, locked missions will be in red and turn green once unlocked. A completed mission will display a chevron corresponding to the difficulty level it was completed at. You can click on a mission to select and start it, bringing you to the mission screen.



MISSION OVERVIEW

The mission screen has a short audio introduction, the mission's objectives, selectable difficulty level and a tooltip about the player's equipment. Press Play to launch the mission.



SCENARIOS

Home Play Arsenal Editor

Search 🔍 Name ▾ Date [+ Create scenario](#)

▾ Local

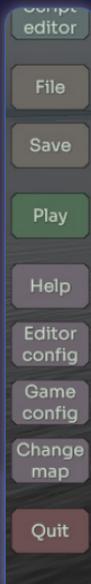
▴ Content from other sources

	1v1 Midnight runwayCOPY	15.04.2025
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▾ Official content

This section contains both official and user made scenarios.

You can create a new scenario by clicking the "Create scenario" button or select any available scenario from the list.



Broken Arrow has a powerful built-in game scenario editor. To launch it, create your scenario, then click Edit Scenario. This will launch the game's Scenario Editor.

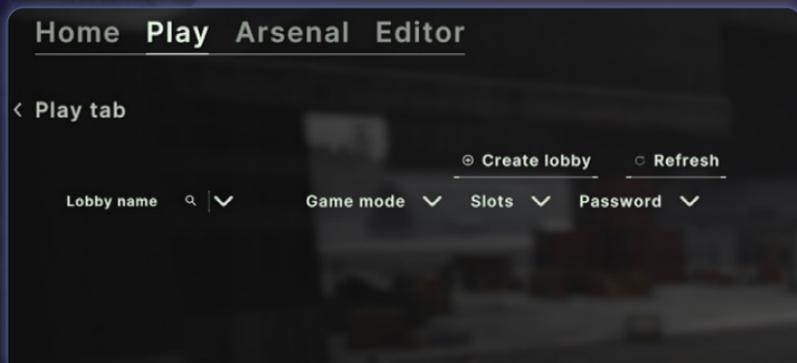
The Scenario Editor has extensive documentation that will help you create the perfect scenario. Once the Scenario Editor is open, you can click Help at any time to read the documentation.



MULTIPLAYER

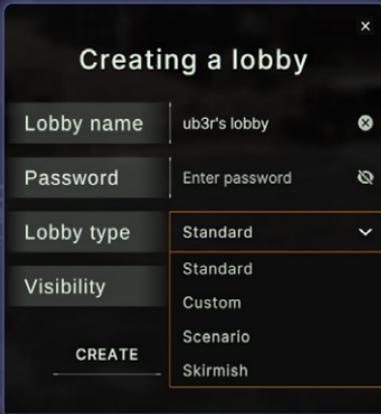
This tab allows you to create a lobby for a multiplayer game.

The game features a matchmaking system which allows you to search automatically for an opponent of a similar skill level. You can do it via the Quick Match option in the Home tab or you can create a lobby, invite your friends to it and then start matchmaking.



LOBBY TYPES

Standard: classic matchmaking lobby for you and your friends. Up to 5 players in one team.



Creating a lobby X

Lobby name ub3r's lobby X

Password Enter password X

Lobby type Standard ▾

Standard

Custom

Scenario

Skirmish

CREATE

Custom: in this lobby you can set any in-game map you want to play and how many players there will be for both sides. Custom matches will not affect your ELO score and do not use matchmaking.

Scenario: this lobby is made for playing scenarios: official or user made ones.

Skirmish: this is a special lobby for playing against AI opponents.



SKIRMISH

In Skirmish mode you can select any in-game map and set AI opponents to play against. There must be at least three combatants on each side in order to start a match. You will therefore need two human companions to join you to play Skirmish mode.

The screenshot shows the Skirmish mode setup interface. It is divided into two columns: 'A ENEMY FORCES' and 'B FRIENDLY FORCES'. Each column lists players with their names, avatars, ranks, and AI presets. The 'A' column has five slots, all filled with AI players. The 'B' column has five slots, with the first one filled by a human player and the others as 'Free slot'.

Team	Player Name	Rank	AI Preset	Slot Status
A	David	Private	Armored	Locked
A	Felix	Private	Airborne	Locked
A	Edmon	Private	Stryker	Locked
A	Scott	Private	Marines	Locked
A	Iain	Private	Special Fo...	Locked
B	ub3r	Private	_motos+tanks	Locked
B			Free slot	Locked
B			Free slot	Locked
B			Free slot	Locked
B			Free slot	Locked



ARSENAL TAB

ARMORY

The Armory allows you to browse all the units that are available in-game. You can rotate the camera around the selected unit by holding down the middle mouse button and moving the mouse, and zoom in and out with the mouse wheel. Stats for the selected unit are displayed on the right hand side of the screen; mouse over the icons to see information about what each one means.



You can filter which units you see by nation, specialization and role. The first two filters are displayed at the top of the screen and roles are displayed on the left hand side. There is also a text search box that allows you to search for a specific unit.

Most combat vehicles have ammunition or armor customization options available, and these can be accessed in the bottom right corner of the screen. This will create the default configuration for each unit, but this can still be changed in the Army Builder screen.

ARMY BUILDER



This menu allows you to create a custom deck to play, or navigate through decks you have previously created.

In order to create a new deck, first select your desired nation and then two different specializations.



BASIC MECHANICS

ARMOR & ARMOR PENETRATION



In *Broken Arrow*, all ground vehicles have a listed armor value. This can range from unarmored trucks to tanks able to withstand mass fire. There are two armor values, one for kinetic damage,

shown in white, and one for shaped charges, shown in orange.

Hostile units will prioritize firing the weapon that will do the most damage to the unit. Kinetic damage increases in penetration as the distance between the units lowers, while shaped charge damage doesn't.

Infantry light anti-tank weapons such as AT4 and RPG-7 will always inflict a critical hit on a vehicle, making them dangerous to face up close even if they don't have enough penetration to harm your vehicle's front armor.

ORDERS

A menu of icons shows all possible orders a unit can be given. It is located at the bottom right of the gameplay screen.

GENERAL

Attack Move - Q



The unit(s) will move directly to the designated point and stop to attack any spotted enemy along the way. Press Q and Left click on a position.

Cancel Order - E



Press E to cancel all orders of the selected unit(s).

Hold Fire - H



Unit(s) will not fire unless fired upon. Unit(s) on Hold Fire will still aim, allowing them to shoot immediately if the Hold Fire order is canceled.

Fast Move - F



Unit(s) will move to the destination via the fastest way possible, ignoring cover and using roads, the latter increasing their speed significantly.

Reverse Move - R



Unit(s) will move straight to the destination, but backwards. With vehicles generally more heavily armored at the front, a Reverse Move allows vehicles to retreat without exposing more lightly armored areas.

Force Fire



Unit(s) will fire all their weapons at the target. The target must be in line of sight. Weapons with insufficient range will not fire. This order enables firing at suspicious buildings even if no enemy is spotted.

Return to Base - B



Unit(s) will Fast Move to the nearest friendly spawn point and disappear from the map. Their cost price is immediately reimbursed, less any deductions for damage and spent ammo.

All units and supplies in a transport vehicle will also disappear and be refunded, allowing you to recover downed pilots and crews.

Unload - U



Order a transport to disembark units and supplies at the destination. Press U and Left click on a position. If you click on a building, units will enter the building after disembarking.

Press U twice to disembark immediately.

AIRCRAFT

Strafing and Bombing Run



The plane will line up with the drawn line and fire its available weapons: guns and rockets are fired indiscriminately along the entire length of the selected strafing lane. Missiles are fired at specific targets around the strafing zone.

Low drag bombs are dropped from high altitude, while high drag bombs are dropped at low altitude.

Low Altitude - V



Selecting this option makes aircraft fly closer to the ground, reducing their visibility to the enemy, but reducing their speed and limiting their own visibility.

Press V to reduce altitude. Press V again to regain altitude. Each plane spawns on map with either high or low altitude depending on its role (e.g., fighters will be high).

Airdrop - O



Units and supplies inside a cargo plane will jump out one by one at the designated area. Press O and hold left click while dragging the cursor. When deployed and given no other

orders, cargo planes will automatically airdrop their cargo at the call-in point and go back to base when finished.

ARTILLERY

Fire Mission



An indirect fire order is given via the Fire Mission menu:

Ammo selection:

- Explosive ammo will deal general damage and suppression.
- Smoke will block the enemy's line of sight but deal no damage.
- Precision will hit a laser designation close to the Fire Mission area.



The duration of the barrage can be set to either Short, Medium, or Long; a longer barrage will deal more damage but use more ammo, and is more vulnerable to enemy return fire.

The barrage mode can be a circular area (Point), a lane (Line), or Walking: the artillery will fire along the path of the drawn line area instead of randomly.

When ordering artillery to fire, make sure to be in range of the target and that nothing blocks the firing trajectory. Any problem will highlight the selected trajectory in red and clearly specify the potential issues.



Artillery units out of range will move into range (at maximum distance) and then fire.

ABILITIES

Certain units have specialist training and equipment, giving you more options on the battlefield. They can be found in the orders menu at the bottom right of your screen.

Sprint - Z



The unit goes twice as fast for a short time. Press Z to activate. This ability needs to recharge before it can be used again.

Afterburner - Z



This allows a selected plane to outrun missiles and other dangers. Press Z and the unit flies twice as fast for as long as the ability is active, but consumes fuel twice as fast. Press Z again to turn it off.

Smoke - X



Breaks line of sight. Triggers automatically if a missile is fired on the unit. Press X to pop smoke manually. This ability is ammo limited and can be resupplied.

Decoy



Add a chance to evade anti-air missiles. Triggers automatically if a missile is fired on the unit. Press C to fire a decoy manually. This ability is ammo limited and can be resupplied.

Active protection system (APS)



Intercepts incoming missiles and rockets. This ability is fully automated. Beware of the small cooldown between each interception. This ability is ammo limited and can be resupplied.

Laser Designation



Press N and left click on any enemy unit, building or area in line of sight. The laser will follow a moving target but will break if it exits line of sight. Laser-guided weapons will hit the closest laser designated position.

Precision Strike



Press P and left click on an area, close to a laser position for laser-guided artillery and bombs. The unit will fire as soon as it is in range. You can Shift queue multiple strikes.

Radar



Significantly increases unit vision and weapon ranges. Radar is off by default; press Z to turn it on. Activated radars are vulnerable to enemy anti-radar (SEAD) missiles. Press Z again to deactivate.

HOTKEYS

These are the default values. Hotkeys can be modified in the Settings menu (⚙️).

General Hotkeys

F1...F4	Communication markers
TAB	Sub selection
SHIFT	Queue orders
CTRL+ 1-9	Assign group number

Movement & Commands

Q	Attack Move. Move in combat mode, attacking any enemy units encountered.
E	Cancel Order. Cancels any ongoing order.
R	Reverse. Movement using reverse gear.
T	Fire mission. Configure an artillery strike.
U	Unload. Unload cargo/passengers to the specified destination. (Press U twice to unload immediately)
F	Fast move. Move on roads to increase speed.

- H** Hold Fire. Units only fire when fired upon.
- Z** Sprint (infantry) / Afterburner (fighters). Increase movement speed temporarily.
- X** Smoke grenades. Deploy smoke grenades to block line of sight.
- C** Decoys. Deploy countermeasures to evade missiles.
- V** Change altitude. Adjust altitude for helicopters or planes.
- B** Back to base. Send the unit back to base for a partial refund. The unit can be recalled to the battlefield later.

Camera Controls

- Scroll** Zoom
- MMB + Move** Camera rotation
- W, A, S, D** Camera movement

SUPPORT

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has FAQs as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to <http://www.slitherine.co.uk/helpdesk> or send an email to support@slitherine.co.uk

CREDITS

DEVELOPED BY STEEL BALALAIKA

Sergei Kuzmin

CEO, Cutscenes, Vehicle Artist

Félix Habert

Creative Director

Aleksander Tochilkin

**Lead Sound Designer,
Post-Processing, VFX Artist,
Environment Artist**

Yuriy Dukov

**Lead 3d Artist, Level Designer,
Technical Artist**

Nikita Hiletin

Producer, CFO, Programmer

Denis Totmin

CTO, Programmer

Aleksander Urbanyuk

Lead Programmer

Nikita Baskov

**Combat System Algorithmist,
Programmer**

Dmitriy Uvarov

**Navigation And Pathfinding
Algorithmist, Programmer**

Andrey Chepelevich

**UI/UX Programmer, Tools
Programmer**

Evgeny Nikulin

UX/UI Designer, Mission Designer

Rihard Chistousov

**Game Designer, 3d Animator,
Mission Designer**

Alexander Burnasov

**Game Designer, Mission Designer,
Equipment Research**

Evgeny Shchukin

**Music Composer, Sound Designer
& Engineer, Video Producer**

Yuriy Denisenko

3D Vehicle/Props Artist

Yaroslav Maksimov

3D Vehicle/Character Artist

Anton Kiselev

**Test Lead, Localization,
Playtesting Management, Mission
Editor User Manual, Game Manual**

Ivan Konstantinov

Quality Assurance, Playtesting

Maksim Maksimov

Cutscenes, Map Designer

Stanislav Ivchin

Devops Engineer

Pavel Zhdanov

Devops Engineer

Vladislav Temnikov

Devops Engineer

Ivan Kalyakin

Game Designer, Mission Designer

Bender

**BOT, Master Of Build Assembly,
Master Of Unity, Beer Deliverer**

3D Artists

Alexander Kuzmin, Lev Ovcharenko,
Denis Zakharov, Vladimir Ulyanov,

Nikita Nekhoroshkin, Semyon Myachin, Adelya Nafikova, Denis Glazunov, Vladislav Politov, Vladimir Alexandrov, Boris Nuzhny, Georgiy Starikov, Pavel Stepansky, Roman 'Voyager', Nikita Ovchankov, Alexander Kotikov, Dmitry Kostarnov, Artem Gushchin, Sergey Isaev, Svyatoslav Lemeshev, Dmitry Alekseev, Pavel Kuznet, Marat Gatfanov, Sergey Surkov

2D Artists

Grigoriy Okoneshnikov, Anastasiya Zinina, Polina Belova, Egor Fomin, Nikita Gudkov, Danila Morenko

Character Portraits

Olga Volgina

Voice Acting

Sergei Chikhachev, Shawn Gizatuln, Anna Panina, Ed Mace, D.C. Douglas, Jenn Henry, Lani Minella, Jason Miller, Eric Newsome, Sean Crisden, Nazeeh Tarsha, Dave Rivas, Marc Graue, Erik Braa, Brook Chalmers, Dan Zullo, Erin Ashe, Brian Watts, Aleksandr Tatarintsev, Evgeniia Anshlak, Yuri The Professional, Fantom, Nikolai Larionov, Sergei Ponomarev, Aleksandr Zharov, Dmitrii Polianovskii, Aleksandr Noskov, Evgenii Prokhorov

Video Production

Vladimir Daronkin, Eugeniy Prozorov

Playtesters

Chancellor David, Lilbadwitch (O7), Rigor Mortis, Gsagendavid, Geckofrog, Alexey "Oceans" Kurchikoff, Pixy, EviLkommie, Eron, Pras, Yeet Machine, Loick "Vitch" Rambeaux, Mindtrap, Htroj, Joining Player, Hwkriz, Kestrel, Phlogis, Thor, Tokli, Marneus, Ilo, Nikita "Millennial" Abramets, Chenyuen, Dance Or Die, Deathgun, Hakul, Xd Mc, Embaumeur, Senator, Murshao, Friziborld, Forward Locomotive, Consistency, Rola, Vanadya

With the Participation of
Igor Rudnitskiy

Mission Editor Programmer

Dmitriy Mamontov
Programmer

Konstantin Limayev
Programmer

Anton Belochkin
Main Art, 2D Artist, UI Style

Vladimir Konev
Additional Music Production

Alexandra Butylina
Russian Localization

PUBLISHED BY SLITHERINE

Iain McNeil
CEO

Marco A. Minoli
DOP

Philip Veale
Technical Director

Richard Evans
Creative Director

David Sharrock
Executive Producer

Neil McKenna
Lead Producer

Sam O'Neill
Producer

Grant Arthur, Mark Hardisty, Liam
Rudnisky, Anny Sims, Jenny Zsibrita
Additional Production

Alberto Casulini
Business Development Manager

Giulia Sellitto
Marketing Manager

Enzo Fallara
Digital & Content Manager

Andrea Rossi
Social & Content Specialist

Michele Riviera
Live Production & Content Editor

Edward Jenkins
Community Manager

Paolo Paglianti
Head of Communication

Eugenia Sala
Assistant PR & External Relations

Rafael Zapata
**Media Relations for Spain and
Latin America**

Adriana Bienati
DOP Assistant

Anna Basile
Graphic Designer

Giulia Costa
E-Commerce

Myriam Bell
Manual Layout

Marco Tonello
Army List Book Contribution

Matthew Ravenwood
Operations Lead

Joseph Stephenson, Sid Jones
Operations Assistant

Dean Walker
Head of Accounts

Richard Baker
Admin Assistant

Paulo Costa, Joseph Miller
Customer Support Staff

Valery Vidershpan, Andrea Nicola,
Fernando Turi, Yurii Shmelev
Web Development

