**Arma Reforger Update 1.1: Guerrilla Fighters, AI Improvements**

**and New PvE Mode**

Prague, 13th March, 2024 - **The developers from Bohemia Interactive are proud to announce the 1.1 update of Arma Reforger. This update introduces new playable content, weapons, assets, and a number of exciting improvements. In 1.1, players can now play as a guerilla resistance faction and cooperate to liberate the Everon island from Soviet occupiers in a brand-new PvE scenario called Combat Ops: Everon. This update is one step closer to completing the Arma Reforger Roadmap and brings a host of additions to the game.**

**New Game Mode**

The 1.1 update introduces Combat Ops: Everon, a dynamic PvE scenario. In this game mode, players join the resistance faction (FIA) and complete various objectives to liberate the island of Everon from their Soviet occupiers. While Arma Reforger has primarily focused on PvP gameplay, now, players can battle it out against the newly improved AI in a dynamic scenario that offers different objectives and spawn points every round. In line with Bohemia Interactive's core philosophy, the game mode is open and replayable, creating hours of emergent gameplay across the expansive island. The scenario can be played solo, but is best enjoyed as a cooperative experience for up to 6 players.

**New weapons and assets**

Arma Reforger consists of three factions, US, Soviet, and FIA, and all three have received significant weapons upgrades. From the all new US M16a2 carbine, to new optics for both the US and Soviet factions, to the FIA's UK-59L machine gun, NSV turret, and armed UAZ, 1.1 adds a welcome weapons booster across the board.

Both the FIA and the Soviet factions now have new assets at their disposal, including a range of civilian clothing, new Soviet camouflage, an FIA radio pack, and more. These additions aim to increase the immersion of the Arma Reforger experience, and, in the case of the new camouflage, will help players in the Soviet faction better conceal themselves in the rustic in-game terrains.

**Lighting, AI, and gameplay improvements**

1.1 also sees a wide range of fixes, tweaks, and gameplay improvements. Cloud and lighting changes make the in-game environments more realistic, further showcasing the power of Bohemia Interactive's Enfusion Engine.

AI opponents (and teammates) are now more formidable on the battlefield thanks to their ability to seek cover from fire and use smoke grenades when healing downed comrades. These changes are immediately noticeable in-game, with many players reporting combat against AI to be more similar than ever to fighting human players.

In addition, the developers have tweaked and streamlined the Conflict game mode to facilitate fair, fun, and immersive PvP matches.

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**About Arma Reforger**

Arma Reforger is the first glimpse of the future of the Arma Platform on the Enfusion Engine. It marks the culminating success of Arma: Armed Assault (2006), Arma 2 (2009), Arma 3 (2013), and is the spiritual successor to the original game that helped define the mil-sim (military simulation) genre, Arma: Cold War Assault (2001).

For more information, please visit [reforger.armaplatform.com](https://reforger.armaplatform.com/).

**About Bohemia Interactive**

Our story began with our first game, Arma: Cold War Assault, released back in 2001. Developed by just a handful of people, this PC-exclusive title became a massive success. It sold well over a million copies, received numerous industry awards, and was praised by critics and players alike. Since then, we've grown from a ragtag bunch of garage devs to an international family of over 350 professionals – working on Arma 3, DayZ, Ylands, Vigor, the Enfusion engine, and various other projects. Our ambition: to make games that act as platforms for people to explore, create, and connect.

For more information, please visit [www.bistudio.com](file:///C:\Users\krizkapav\Documents\TZ_Reforger\www.bistudio.com).

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