



US Military Mod Version A3.0.80B

The soldier, be he friend or foe, is charged with the protection of the weak and unarmed.

It is the very essence and reason for his being.

—General Douglas MacArthur

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1.

INTRODUCTION

This is the Beta Release of my U.S. Military Mod ported over from ArmAII.

This mod features a comprehensive selection of high quality, realistic military gear, uniforms and equipment in effort to accurately portray basic U.S. Army Soldiers, including infantry and Rangers, U.S. Marine infantry, and basic Airmen and Sailor for the late 1980s to the mid 1990s.

This mod requires Community Upgrade Project (CUP) Weapons.

1.1 FEATURES

- Over 200 high quality, period accurate Soldiers, Rangers and Marines from the mid 90s.
- Nine different backpacks with more realistic capacity.
- Uniforms, vests, head gear and equipment commonly issued to troops during the late 1980s and mid 1990s.

1.2 THANKS

MadMOnkey for making the ridiculously long classname list for the units

Lorenzo for the video

Jeza for screen shots

Ayylmao for beta testing, screen pics and support

Laqueesha for research advisement

All the additional beta testers

Also to anyone else I forgot to mention and everyone who supported me.

2.

END USER LICENSE AGREEMENT

1. DO NOT OPEN AND/OR EXTRACT THE PBO. If you want to open it, simply ask for permission. If you want to develop scripts or extensions of this addon, ask for my permission.
2. DO NOT RETEXTURE.
3. DO NOT STEAL OR RIP MY MODELS OR TEXTURES.
4. DO NOT REQUIRE SUBSCRIPTIONS, REGISTRATION OR OTHER INTRUSIVE REQUIREMENTS OR ADDITIONS TO DOWNLOAD THIS MOD.
5. FOR USE ONLY IN ARMA 3 AND ARMA 3'S EXPANSIONS.
6. DO NOT USE FOR COMMERCIAL OR MILITARY TRAINING PURPOSES.
7. USE AT YOUR OWN RISK.

I have worked very hard on this mod for a couple of years, spending my personal time, money and effort, for nothing at all, to give to the ArMA community this mod. Please respect my wishes.

3.

CLASSIFIED OR SECRET DISCLOSURE

To the best of my knowledge, nothing presented in this addon is considered "CLASSIFIED", "SECRET", or "TOP SECRET". Everything can be freely researched and viewed.

DO NOT USE FOR EDUCATIONAL OR MILITARY USE.

4.

CHANGE LOG AND BUGS

Version A3.0.80B

Initial beta release

Bugs

- Clipping issues with uniforms and equipment when used with ArmA3's uniforms and equipment.
- Possible broken texture link somewhere.
- Items serve no purpose and have poor textures.
- Nametapes, should sleeve insignias or user made patches don't work.
- Other undiscovered bugs.

5.

LIST OF UNITS AND CLASS NAMES

5.1 NOTE ABOUT MEDICS, RATELOS, MACHINE GUNNERS .ETC

Contrary to popular belief, certain "units" are not indigenous to the common rifle squad. Usually, they are embedded within the platoon headquarters, such as the RATELO or sometimes the medics, or assigned to their own special squads or sections such as the weapons squad which will have the machine gunners, assaultmen and anti-tank. Scouts, snipers, engineers and anti-air are usually in their own platoons or units.

These roles are often attached to the common rifle squad however, such as a medic, machine gunner, sniper or RATELO. Other members of the rifle squad can also full fill additional roles, such as the common rifleman or fireteam leader carrying the man packed radio or carrying a designated marksmanship rifle or even a sniper rifle.

Situation will dictate how a squad or a platoon is formed and how a unit operates as per mission requirements. To keep it simple, generally, the squads have been form as per TO&E (Table of Organization and Equipment).

5.2 NOTE ABOUT ARMY RANGERS

Organization of Army Ranger squads vary greatly depending on mission requirements.

Army Ranger "Chalks" are not a TO&E organization. They are simply "sticks" or "chalks", originating from the early days of airborne operations when they would line up to board air planes and later parachute. They are usually a ten man squad with attachments, such as machine gun teams or platoon or company headquarters. Mission requirements will dictate how a chalk is formed.

Though the Army Rangers in 1993 did not have the RBA armor with back SAPI plates, I choose this vest because it was the most common vest in the 1990s for Army Rangers.

Early 1980s Army Rangers used mostly old Vietnam equipment and uniforms, therefore I consider this era a part of the Vietnam era and I have no plans on making Vietnam era soldiers. Late 1980s Army Rangers looked very much like regular Army, so all you have to do it put Ranger patches on the regular Army and you have 80s Army Rangers.

5.3 NOTE ABOUT US FLAG PATCHES

It is a common misconception that US soldiers wear the American flag patch on thier Battle Dress Uniforms (BDUs). This is incorrect to a certain degree. The point behind wearing woodland BDUs is to blend into the environment and red, white and blue flag patches tend to stick out. US soldiers only wear the American flag patch on their woodland uniforms while in garrison.

5.4 ITEMS

<u>Description</u>	<u>Class name</u>
Insect Repellant	usm_bugrepellant
Canteen, Water, M1961 with M1 Cap	usm_lc2canteen_full
Dogtags with silencers	usm_dogtags
Ear plugs, GI	usm_earplugs
Entrenching tool	usm_etoole
Field dressing, GI	usm_fielddressing
Flashlight, electric, hand, MX-991/U	usm_flashlight
Anti-Fungal Powder	usm_footpowder
Military ID Card	usm_militaryID
Meal Ready to Eat, MRE	usm_mre
Rifle cleaning kit, small arms	usm_rifle_cleaning_kit
Sleeping bag, GI	usm_sleepingbag
Bayonet, M7	usm_bayonet_m7
Bayonet, M9	usm_bayonet_m9

5.5 UNIFORMS

<u>Description</u>	<u>Class name</u>
BDU, Woodland	usm_bdu_w
BDU, Woodland (U.S.M.C.)	usm_bdu_w_m
BDU, DCU	usm_bdu_dcu
BDU, DCU (U.S.M.C.)	usm_bdu_dcu_m
BDU, Desert	usm_bdu_d
BDU, Desert (U.S.M.C.)	usm_bdu_d_m
BDU, Black	usm_bdu_blk
BDU, OD Green	usm_bdu_odg
BDU, Urban	usm_bdu_ubn

5.6 HEADGEAR

<u>Description</u>	<u>Class name</u>
BDU, Patrol Cap, Woodland	usm_bdu_cap_wdl
BDU, Patrol Cap, DCU	usm_bdu_cap_dcu
BDU, Patrol Cap, Desert	usm_bdu_cap_des
BDU, Patrol Cap, Black	usm_bdu_cap_blk
BDU, Patrol Cap, Blue	usm_bdu_cap_blu
BDU, Patrol Cap, Grey	usm_bdu_cap_gry
BDU, Patrol Cap, OD Green	usm_bdu_cap_odg

BDU, Patrol Cap, Urban	usm_bdu_cap_ubn
BDU, Patrol Cap, Urban Tiger Stripe	usm_bdu_cap_ubntgrstp
BDU, Patrol Cap, Tiger Stripe	usm_bdu_cap_tgrstp
BDU, Patrol Cap, Portugal Lizard	usm_bdu_cap_portliz
BDU, Patrol Cap, ERDL	usm_bdu_cap_erdl
BDU, Boonie, Woodland	usm_bdu_boonie_wdl
BDU, Boonie, DCU	usm_bdu_boonie_dcu
BDU, Boonie, Desert	usm_bdu_boonie_des
BDU, Boonie, Black	usm_bdu_boonie_blk
BDU, Boonie, Blue	usm_bdu_boonie_blu
BDU, Boonie, Grey	usm_bdu_boonie_gry
BDU, Boonie, OD Green	usm_bdu_boonie_odg
BDU, Boonie, Urban	usm_bdu_boonie_ubn
BDU, Boonie, Urban Tiger Stripe	usm_bdu_boonie_ubntgrstp
BDU, Boonie, Tiger Stripe	usm_bdu_boonie_tgrstp
BDU, Boonie, Portugal Lizard	usm_bdu_boonie_portliz
BDU, Boonie, ERDL	usm_bdu_boonie_erdl
BDU, 8 Point Cap, Woodland	usm_bdu_8point_wdl
BDU, 8 Point Cap, Woodland (U.S.M.C.)	usm_bdu_8point_wdl_m
BDU, 8 Point Cap, DCU	usm_bdu_8point_dcu
BDU, 8 Point Cap, DCU (U.S.M.C.)	usm_bdu_8point_dcu_m
BDU, 8 Point Cap, Desert	usm_bdu_8point_des
BDU, 8 Point Cap, Desert (U.S.M.C.)	usm_bdu_8point_des_m
BDU, 8 Point Cap, Black	usm_bdu_8point_blk
BDU, 8 Point Cap, Blue	usm_bdu_8point_blu
BDU, 8 Point Cap, Grey	usm_bdu_8point_gry
BDU, 8 Point Cap, OD Green	usm_bdu_8point_odg
BDU, 8 Point Cap, Urban	usm_bdu_8point_ubn
BDU, 8 Point Cap, Urban Tiger Stripe	usm_bdu_8point_ubntgrstp
BDU, 8 Point Cap, Tiger Stripe	usm_bdu_8point_tgrstp
BDU, 8 Point Cap, Portugal Lizard	usm_bdu_8point_portliz
BDU, 8 Point Cap, ERDL	usm_bdu_8point_erdl
Helmet, PASGT, Woodland	usm_helmet_pasgt_w
Helmet, PASGT, Woodland(U.S.M.C.)	usm_helmet_pasgt_w_m
Helmet, PASGT, Woodland w/SWD googles	usm_helmet_pasgt_g_w
Helmet, PASGT, Woodland w/SWD googles (U.S.M.C.)	usm_helmet_pasgt_g_w_m
Helmet, PASGT, DCU	usm_helmet_pasgt_dcu
Helmet, PASGT, DCU (U.S.M.C.)	usm_helmet_pasgt_dcu_m
Helmet, PASGT,DCU w/SWD googles	usm_helmet_pasgt_g_dcu
Helmet, PASGT,DCU w/SWD googles (U.S.M.C.)	usm_helmet_pasgt_g_dcu_m

Helmet, PASGT, Desert	usm_helmet_pasgt_d
Helmet, PASGT, Desert (U.S.M.C.)	usm_helmet_pasgt_d_m
Helmet, PASGT, Desert w/SWD goggles	usm_helmet_pasgt_g_d
Helmet, PASGT, Desert w/SWD goggles (U.S.M.C.)	usm_helmet_pasgt_g_d_m
Helmet, Combat Vehicle Crewman	usm_helmet_cvc
Helmet, Safety	usm_helmet_safety
Gear, earmuffs	usm_gear_earmuffs

5.7 VESTS

<u>Description</u>	<u>Class name</u>
Vest, LBE, Grenadier	usm_vest_lbe_gr
Vest, LBE, Grenadier (U.S.M.C.)	usm_vest_lbe_gr_m
Vest, LBE, Machine Gunner	usm_vest_lbe_mg
Vest, LBE, Machine Gunner (U.S.M.C.)	usm_vest_lbe_mg_m
Vest, LBE, Rifleman	usm_vest_lbe_rm
Vest, LBE, Rifleman (U.S.M.C.)	usm_vest_lbe_rm_m
Vest, LBE, Rifleman w/ Pistol	usm_vest_lbe_rmp
Vest, LBE, Rifleman w/ Pistol (U.S.M.C.)	usm_vest_lbe_rmp_m
Vest, LBV, Grenadier	usm_vest_lbv_gr
Vest, LBV, Grenadier (U.S.M.C.)	usm_vest_lbv_gr_m
Vest, LBV, Machine Gunner	usm_vest_lbv_mg
Vest, LBV, Machine Gunner (U.S.M.C.)	usm_vest_lbv_mg_m
Vest, LBV, Rifleman	usm_vest_lbv_rm
Vest, LBV, Rifleman (U.S.M.C.)	usm_vest_lbv_rm_m
Vest, LBV, Rifleman w/ Pistol	usm_vest_lbv_rmp
Vest, LBV, Rifleman w/ Pistol (U.S.M.C.)	usm_vest_lbv_rmp_m
Vest, PASGT	usm_vest_pasgt
Vest, PASGT, DCU Cover	usm_vest_pasgtdcu
Vest, PASGT, DCU Cover, LBE, Grenadier	usm_vest_pasgtdcu_lbe_gr
Vest, PASGT, DCU Cover, LBE, Grenadier (U.S.M.C.)	usm_vest_pasgtdcu_lbe_gr_m
Vest, PASGT, DCU Cover, LBE, Machine Gunner	usm_vest_pasgtdcu_lbe_mg
Vest, PASGT, DCU Cover, LBE, Machine Gunner (U.S.M.C.)	usm_vest_pasgtdcu_lbe_mg_m
Vest, PASGT, DCU Cover, LBE, Rifleman	usm_vest_pasgtdcu_lbe_rm
Vest, PASGT, DCU Cover, LBE, Rifleman (U.S.M.C.)	usm_vest_pasgtdcu_lbe_rm_m
Vest, PASGT, DCU Cover, LBE, Rifleman w/ Pistol	usm_vest_pasgtdcu_lbe_rmp
Vest, PASGT, DCU Cover, LBE, Rifleman w/ Pistol (U.S.M.C.)	usm_vest_pasgtdcu_lbe_rmp_m
Vest, PASGT, DCU Cover, LBV, Grenadier	usm_vest_pasgtdcu_lbv_gr

Vest, PASGT, DCU Cover, LBV, Grenadier (U.S.M.C.)	usm_vest_pasgtdcu_lbv_gr_m
Vest, PASGT, DCU Cover, LBV, Machine Gunner	usm_vest_pasgtdcu_lbv_mg
Vest, PASGT, DCU Cover, LBV, Machine Gunner (U.S.M.C.)	usm_vest_pasgtdcu_lbv_mg_m
Vest, PASGT, DCU Cover, LBV, Rifleman	usm_vest_pasgtdcu_lbv_rm
Vest, PASGT, DCU Cover, LBV, Rifleman (U.S.M.C.)	usm_vest_pasgtdcu_lbv_rm_m
Vest, PASGT, DCU Cover, LBV, Rifleman w/ Pistol	usm_vest_pasgtdcu_lbv_rmp
Vest, PASGT, DCU Cover, LBV, Rifleman w/ Pistol (U.S.M.C.)	usm_vest_pasgtdcu_lbv_rmp_m
Vest, PASGT, DBDU Cover	usm_vest_pasgtdes
Vest, PASGT, DBDU Cover, LBE, Grenadier	usm_vest_pasgtdes_lbe_gr
Vest, PASGT, DBDU Cover, LBE, Grenadier (U.S.M.C.)	usm_vest_pasgtdes_lbe_gr_m
Vest, PASGT, DBDU Cover, LBE, Machine Gunner	usm_vest_pasgtdes_lbe_mg
Vest, PASGT, DBDU Cover, LBE, Machine Gunner (U.S.M.C.)	usm_vest_pasgtdes_lbe_mg_m
Vest, PASGT, DBDU Cover, LBE, Rifleman	usm_vest_pasgtdes_lbe_rm
Vest, PASGT, DBDU Cover, LBE, Rifleman (U.S.M.C.)	usm_vest_pasgtdes_lbe_rm_m
Vest, PASGT, DBDU Cover, LBE, Rifleman w/ Pistol	usm_vest_pasgtdes_lbe_rmp
Vest, PASGT, DBDU Cover, LBE, Rifleman w/ Pistol (U.S.M.C.)	usm_vest_pasgtdes_lbe_rmp_m
Vest, PASGT, DBDU Cover, LBV, Grenadier	usm_vest_pasgtdes_lbv_gr
Vest, PASGT, DBDU Cover, LBV, Grenadier (U.S.M.C.)	usm_vest_pasgtdes_lbv_gr_m
Vest, PASGT, DBDU Cover, LBV, Machine Gunner	usm_vest_pasgtdes_lbv_mg
Vest, PASGT, DBDU Cover, LBV, Machine Gunner (U.S.M.C.)	usm_vest_pasgtdes_lbv_mg_m
Vest, PASGT, DBDU Cover, LBV, Rifleman	usm_vest_pasgtdes_lbv_rm
Vest, PASGT, DBDU Cover, LBV, Rifleman (U.S.M.C.)	usm_vest_pasgtdes_lbv_rm_m
Vest, PASGT, DBDU Cover, LBV, Rifleman w/ Pistol	usm_vest_pasgtdes_lbv_rmp
Vest, PASGT, DBDU Cover, LBV, Rifleman w/ Pistol (U.S.M.C.)	usm_vest_pasgtdes_lbv_rmp_m
Vest, PASGT, LBE, Grenadier	usm_vest_pasgt_lbe_gr
Vest, PASGT, LBE, Grenadier (U.S.M.C.)	usm_vest_pasgt_lbe_gr_m
Vest, PASGT, LBE, Machine Gunner	usm_vest_pasgt_lbe_mg
Vest, PASGT, LBE, Machine Gunner (U.S.M.C.)	usm_vest_pasgt_lbe_mg_m
Vest, PASGT, LBE, Rifleman	usm_vest_pasgt_lbe_rm
Vest, PASGT, LBE, Rifleman (U.S.M.C.)	usm_vest_pasgt_lbe_rm_m
Vest, PASGT, LBE, Rifleman w/ Pistol	usm_vest_pasgt_lbe_rmp
Vest, PASGT, LBE, Rifleman w/ Pistol (U.S.M.C.)	usm_vest_pasgt_lbe_rmp_m
Vest, PASGT, LBV, Grenadier	usm_vest_pasgt_lbv_gr

Vest, PASGT, LBV, Grenadier (U.S.M.C.)	usm_vest_pasgt_lbv_gr_m
Vest, PASGT, LBV, Machine Gunner	usm_vest_pasgt_lbv_mg
Vest, PASGT, LBV, Machine Gunner (U.S.M.C.)	usm_vest_pasgt_lbv_mg_m
Vest, PASGT, LBV, Rifleman	usm_vest_pasgt_lbv_rm
Vest, PASGT, LBV, Rifleman (U.S.M.C.)	usm_vest_pasgt_lbv_rm_m
Vest, PASGT, LBV, Rifleman w/ Pistol	usm_vest_pasgt_lbv_rmp
Vest, PASGT, LBV, Rifleman w/ Pistol (U.S.M.C.)	usm_vest_pasgt_lbv_rmp_m
Vest, RBA	usm_vest_rba
Vest, RBA, LBE, Grenadier	usm_vest_rba_lbe_gr
Vest, RBA, LBE, Machine Gunner	usm_vest_rba_lbe_mg
Vest, RBA, LBE, Rifleman	usm_vest_rba_lbe_rm
Vest, RBA, LBE, Rifleman w/ Pistol	usm_vest_rba_lbe_rmp
Vest, RBA, LBV, Grenadier	usm_vest_rba_lbv_gr
Vest, RBA, LBV, Machine Gunner	usm_vest_rba_lbv_mg
Vest, RBA, LBV, Rifleman	usm_vest_rba_lbv_rm
Vest, RBA, LBV, Rifleman w/ Pistol	usm_vest_rba_lbv_rmp
Vest, Safety	usm_vest_safety

5.8 BACK PACKS

<u>Description</u>	<u>Class name</u>
Field Pack, LC-1, Large	usm_pack_alice
Field Pack, LC-1, Large, medical	usm_pack_alice_medic
Field Pack, LC-1, Large, W/ AN/PRC-119	usm_pack_alice_prc119
Field Pack, LC-1, Large, W/ AN/PRC-77	usm_pack_alice_prc77
Bag, M5, Combat Life Saver	usm_pack_m5_medic
ST-138, AN/PRC-77	usm_pack_st138_prc77
Bandolier, NATO 7.62x51mm, 100 rnd x 4	usm_pack_762x51_bandoliers
Linked, NATO 7.62x51mm, 100 rnd x 4	usm_pack_762x51_ammobelts
A-bag, M60	usm_pack_abag

5.9 UNIT CLASS LIST

Faction: US Army (USM) (usm_usarmy)	
Class: men (90's regular, woodland) (usm_90_w_men)	
AA, Stinger	usm_soldier_90s_w_h_aa
AA, Stinger (Light)	usm_soldier_90s_w_l_aa
AT, assistant Javelin	usm_soldier_90s_w_h_ajav
AT, assistant Javelin (Light)	usm_soldier_90s_w_l_ajav
AT, Javelin	usm_soldier_90s_w_h_jav
AT, Javelin (Light)	usm_soldier_90s_w_l_jav
Crew	usm_soldier_90s_w_h_crew1
Crew (Light)	usm_soldier_90s_w_l_crew1
Fire Team Leader	usm_soldier_90s_w_h_ftl
Fire Team Leader (Light)	usm_soldier_90s_w_l_ftl
Grenadier	usm_soldier_90s_w_h_gr
Grenadier (Light)	usm_soldier_90s_w_l_gr
Machine Gunner	usm_soldier_90s_w_h_mg
Machine Gunner (Light)	usm_soldier_90s_w_l_mg
Machine Gunner, ammo bearer	usm_soldier_90s_w_h_mgab
Machine Gunner, ammo bearer (Light)	usm_soldier_90s_w_l_mgab
Machine Gunner, assistant	usm_soldier_90s_w_h_amg
Machine Gunner, assistant (Light)	usm_soldier_90s_w_l_amg
Medic	usm_soldier_90s_w_h_medic
Medic (Light)	usm_soldier_90s_w_l_medic
NCO	usm_soldier_90s_w_h_nco
NCO (Light)	usm_soldier_90s_w_l_nco
Officer	usm_soldier_90s_w_h_off
Officer (Light)	usm_soldier_90s_w_l_off
RATELO	usm_soldier_90s_w_h_rto
RATELO (Light)	usm_soldier_90s_w_l_rto
Rifleman	usm_soldier_90s_w_h_rml
Rifleman (Light)	usm_soldier_90s_w_l_rml
Rifleman, AT4	usm_soldier_90s_w_h_at4
Rifleman, AT4 (Light)	usm_soldier_90s_w_l_at4
Rifleman, Automatic	usm_soldier_90s_w_h_ar
Rifleman, Automatic (Light)	usm_soldier_90s_w_l_ar
Soldier (Light)	usm_soldier_90s_w_l

<u>Class: men (90's regular, desert) (usm_90_d_men)</u>	
AA, Stinger	usm_soldier_90s_d_h_aa
AA, Stinger (Light)	usm_soldier_90s_d_l_aa
AT, assistant Javelin	usm_soldier_90s_d_h_ajav
AT, assistant Javelin (Light)	usm_soldier_90s_d_l_ajav
AT, Javelin	usm_soldier_90s_d_h_jav
AT, Javelin (Light)	usm_soldier_90s_d_l_jav
Crew	usm_soldier_90s_d_h_crew1
Crew (Light)	usm_soldier_90s_d_l_crew1
Fire Team Leader	usm_soldier_90s_d_h_ftl
Fire Team Leader (Light)	usm_soldier_90s_d_l_ftl
Grenadier	usm_soldier_90s_d_h_gr
Grenadier (Light)	usm_soldier_90s_d_l_gr
Machine Gunner	usm_soldier_90s_d_h_mg
Machine Gunner (Light)	usm_soldier_90s_d_l_mg
Machine Gunner, ammo bearer	usm_soldier_90s_d_h_mgab
Machine Gunner, ammo bearer (Light)	usm_soldier_90s_d_l_mgab
Machine Gunner, assistant	usm_soldier_90s_d_h_amg
Machine Gunner, assistant (Light)	usm_soldier_90s_d_l_amg
Medic	usm_soldier_90s_d_h_medic
Medic (Light)	usm_soldier_90s_d_l_medic
NCO	usm_soldier_90s_d_h_nco
NCO (Light)	usm_soldier_90s_d_l_nco
Officer	usm_soldier_90s_d_h_off
Officer (Light)	usm_soldier_90s_d_l_off
RATELO	usm_soldier_90s_d_h_rto
RATELO (Light)	usm_soldier_90s_d_l_rto
Rifleman	usm_soldier_90s_d_h_rml
Rifleman (Light)	usm_soldier_90s_d_l_rml
Rifleman, AT4	usm_soldier_90s_d_h_at4
Rifleman, AT4 (Light)	usm_soldier_90s_d_l_at4
Rifleman, Automatic	usm_soldier_90s_d_h_ar
Rifleman, Automatic (Light)	usm_soldier_90s_d_l_ar
Soldier (Light)	usm_soldier_90s_d_l

Class: men (90's Rangers, woodland) (usm_90_w_rangers)

Fire Team Leader	usm_ranger_90s_w_h_ftl
Fire Team Leader (Light)	usm_ranger_90s_w_l_ftl
Grenadier	usm_ranger_90s_w_h_gr
Grenadier (Light)	usm_ranger_90s_w_l_gr
Machine Gunner	usm_ranger_90s_w_h_mg
Machine Gunner (Light)	usm_ranger_90s_w_l_mg
Machine Gunner, ammo bearer	usm_ranger_90s_w_h_mgab
Machine Gunner, ammo bearer (Light)	usm_ranger_90s_w_l_mgab
Machine Gunner, assistant	usm_ranger_90s_w_h_amg
Machine Gunner, assistant (Light)	usm_ranger_90s_w_l_amg
Medic	usm_ranger_90s_w_h_medic
Medic (Light)	usm_ranger_90s_w_l_medic
NCO	usm_ranger_90s_w_h_nco
NCO (Light)	usm_ranger_90s_w_l_nco
Officer	usm_ranger_90s_w_h_off
Officer (Light)	usm_ranger_90s_w_l_off
RATELO	usm_ranger_90s_w_h_rto
RATELO (Light)	usm_ranger_90s_w_l_rto
Rifleman	usm_ranger_90s_w_h_rm1
Rifleman (Light)	usm_ranger_90s_w_l_rm1
Rifleman, AT4	usm_ranger_90s_w_h_at4
Rifleman, AT4 (Light)	usm_ranger_90s_w_l_at4
Rifleman, Automatic	usm_ranger_90s_w_h_ar
Rifleman, Automatic (Light)	usm_ranger_90s_w_l_ar
Soldier (light, beret)	usm_ranger_90s_w_l_beret
Soldier (light)	usm_ranger_90s_w_l

Class: men (90's Rangers, desert) (usm_90_d_rangers)

Fire Team Leader	usm_ranger_90s_d_h_ftl
Fire Team Leader (Light)	usm_ranger_90s_d_l_ftl
Grenadier	usm_ranger_90s_d_h_gr
Grenadier (Light)	usm_ranger_90s_d_l_gr
Machine Gunner	usm_ranger_90s_d_h_mg

Machine Gunner (Light)	usm_ranger_90s_d_l_mg
Machine Gunner, ammo bearer	usm_ranger_90s_d_h_mgab
Machine Gunner, ammo bearer (Light)	usm_ranger_90s_d_l_mgab
Machine Gunner, assistant	usm_ranger_90s_d_h_amg
Machine Gunner, assistant (Light)	usm_ranger_90s_d_l_amg
Medic	usm_ranger_90s_d_h_medic
Medic (Light)	usm_ranger_90s_d_l_medic
NCO	usm_ranger_90s_d_h_nco
NCO (Light)	usm_ranger_90s_d_l_nco
Officer	usm_ranger_90s_d_h_off
Officer (Light)	usm_ranger_90s_d_l_off
Ranger (garrison, Light)	usm_ranger_90s_d_l
Ranger (light, beret)	usm_ranger_90s_d_l_beret
RATELO	usm_ranger_90s_d_h_rto
RATELO (Light)	usm_ranger_90s_d_l_rto
Rifleman	usm_ranger_90s_d_h_rml
Rifleman (Light)	usm_ranger_90s_d_l_rml
Rifleman, AT4	usm_ranger_90s_d_h_at4
Rifleman, AT4 (Light)	usm_ranger_90s_d_l_at4
Rifleman, Automatic	usm_ranger_90s_d_h_ar
Rifleman, Automatic (Light)	usm_ranger_90s_d_l_ar

Class: men (93's regular, desert) (usm_93_d_rangers)

Fire Team Leader	usm_ranger_93_d_h_ftl
Grenadier	usm_ranger_93_d_h_gr
Machine Gunner	usm_ranger_93_d_h_mg
Machine Gunner, ammo bearer	usm_ranger_93_d_h_mgab
Machine Gunner, assistant	usm_ranger_93_d_h_amg
Medic	usm_ranger_93_d_h_medic
NCO	usm_ranger_93_d_h_nco
Officer	usm_ranger_93_d_h_off
RATELO	usm_ranger_93_d_h_rto
Rifleman 1	usm_ranger_93_d_h_rml
Rifleman 2	usm_ranger_93_d_h_rm2
Rifleman, Automatic	usm_ranger_93_d_h_ar
Rifleman, AT4	usm_ranger_93_d_h_at4
Soldier (garrison, flak&kevlar)	usm_ranger_93_d_h

<u>Faction: US Marine Corps (USM) (usm_usmarinecorps)</u>	
<u>Class: men (90's regular, woodland) (usm_90_w_men)</u>	
AA, Stinger	usm_marine_90s_w_h_aa
AA, Stinger (Light)	usm_marine_90s_w_l_aa
AT, assistant Javelin	usm_marine_90s_w_h_ajav
AT, assistant Javelin (Light)	usm_marine_90s_w_l_ajav
AT, Javelin	usm_marine_90s_w_h_jav
AT, Javelin (Light)	usm_marine_90s_w_l_jav
Corpsman	usm_marine_90s_w_h_medic
Corpsman (Light)	usm_marine_90s_w_l_medic
Crew	usm_marine_90s_w_h_crew1
Crew (Light)	usm_marine_90s_w_l_crew1
Engineer	usm_marine_90s_w_h_eng
Engineer (Light)	usm_marine_90s_w_l_eng
Fire Team Leader	usm_marine_90s_w_h_ftl
Fire Team Leader (Light)	usm_marine_90s_w_l_ftl
Flight Line Marshaller	usm_marine_90s_w_l_flm
Grenadier	usm_marine_90s_w_h_gr
Grenadier (Light)	usm_marine_90s_w_l_gr
Machine Gunner	usm_marine_90s_w_h_mg
Machine Gunner (Light)	usm_marine_90s_w_l_mg
Machine Gunner, ammo bearer	usm_marine_90s_w_h_mgab
Machine Gunner, ammo bearer (Light)	usm_marine_90s_w_l_mgab
Machine Gunner, assistant	usm_marine_90s_w_h_amg
Machine Gunner, assistant (Light)	usm_marine_90s_w_l_amg
Marine (garrison, flak&kevlar)	usm_marine_90s_w_h
Marine (Light, sleeves up)	usm_marine_90s_w_l2
Marine (Light)	usm_marine_90s_w_l
NCO	usm_marine_90s_w_h_nco
NCO (Light)	usm_marine_90s_w_l_nco
Officer	usm_marine_90s_w_h_off
Officer (Light)	usm_marine_90s_w_l_off
RATELO	usm_marine_90s_w_h_rto
RATELO (Light)	usm_marine_90s_w_l_rto

Rifleman	usm_marine_90s_w_h_rml
Rifleman (Light)	usm_marine_90s_w_l_rml
Rifleman, AT4	usm_marine_90s_w_h_at4
Rifleman, AT4 (Light)	usm_marine_90s_w_l_at4
Rifleman, Automatic	usm_marine_90s_w_h_ar
Rifleman, Automatic (Light)	usm_marine_90s_w_l_ar

<u>Class: men (90's regular, desert) (usm_90_d_men)</u>	
AA, Stinger	usm_marine_90s_d_h_aa
AA, Stinger (Light)	usm_marine_90s_d_l_aa
AT, assistant Javelin	usm_marine_90s_d_h_ajav
AT, assistant Javelin (Light)	usm_marine_90s_d_l_ajav
AT, Javelin	usm_marine_90s_d_h_jav
AT, Javelin (Light)	usm_marine_90s_d_l_jav
Corpsman	usm_marine_90s_d_h_medic
Corpsman (Light)	usm_marine_90s_d_l_medic
Crew	usm_marine_90s_d_h_crewl
Crew (Light)	usm_marine_90s_d_l_crewl
Engineer	usm_marine_90s_d_h_eng
Engineer (Light)	usm_marine_90s_d_l_eng
Fire Team Leader	usm_marine_90s_d_h_ftl
Fire Team Leader (Light)	usm_marine_90s_d_l_ftl
Flight Line Marshaller	usm_marine_90s_w_l_flm
Grenadier	usm_marine_90s_d_h_gr
Grenadier (Light)	usm_marine_90s_d_l_gr
Machine Gunner	usm_marine_90s_d_h_mg
Machine Gunner (Light)	usm_marine_90s_d_l_mg
Machine Gunner, ammo bearer	usm_marine_90s_d_h_mgab
Machine Gunner, ammo bearer (Light)	usm_marine_90s_d_l_mgab
Machine Gunner, assistant	usm_marine_90s_d_h_amg
Machine Gunner, assistant (Light)	usm_marine_90s_d_l_amg
Marine (garrison, flak&kevlar)	usm_marine_90s_d_h
Marine (Light, sleeves up)	usm_marine_90s_d_l2
Marine (Light)	usm_marine_90s_d_l
NCO	usm_marine_90s_d_h_nco
NCO (Light)	usm_marine_90s_d_l_nco
Officer	usm_marine_90s_d_h_off
Officer (Light)	usm_marine_90s_d_l_off

RATELO	usm_marine_90s_d_h_rto
RATELO (Light)	usm_marine_90s_d_l_rto
Rifleman	usm_marine_90s_d_h_rml
Rifleman (Light)	usm_marine_90s_d_l_rml
Rifleman, AT4	usm_marine_90s_d_h_at4
Rifleman, AT4 (Light)	usm_marine_90s_d_l_at4
Rifleman, Automatic	usm_marine_90s_d_h_ar
Rifleman, Automatic (Light)	usm_marine_90s_d_l_ar

6.

HOW TO CUSTOMIZE UNITS IN MISSION EDITOR

6.1 CAMMIE FACES

I've included a wide selection of cammie faces to choose from. To change a character's face in the mission editor use the setface command.

Example

```
this setface "usm_WhiteHead_14_camo3"
```

These are the faces you can choose from with 7 different cammo patterns. Cammie faces 1 - 5 are woodland painted and cammie faces 6 and 7 are for desert, urban or nighttime environments.

```
usm_WhiteHead_01_camo1-7
usm_WhiteHead_04_camo1-7
usm_WhiteHead_05_camo1-7
usm_WhiteHead_06_camo1-7
usm_WhiteHead_07_camo1-7
usm_WhiteHead_08_camo1-7
usm_WhiteHead_11_camo1-7
usm_WhiteHead_14_camo1-7
usm_WhiteHead_15_camo1-7
usm_AfricanHead_01_camo1-7
usm_AfricanHead_03_camo1-7
usm_GreekHead_A3_01_camo1-7
usm_AsianHead_A3_01_camo1-7
usm_AsianHead_A3_02_camo1-7
usm_AsianHead_A3_03_camo1-7
```

Canteens, MREs and medical equipment

If you want to develop scripts to maybe be included into my unit addon for a later release, please contact me.

7.

FREQUENTLY ASKED QUESTIONS

- Q: What's with the other stuff like canteens, rifle cleaning kits and dog tags?
A: I would like these items to serve a purpose in the game but I'm not a scripter nor have I found a scripter that would make them work. But it adds a realistic touch to the mod.
- Q: Your (insert something about my mod) isn't accurate.
A: Everything I made was thoroughly researched. 90% of my content I either own or used in real life.
- Q: Can I retexture your addon/mod?
A: No, sorry.
- Q: Can I have the unbinarized files?
A: Generally no.
- Q: What happened to your vehicles?
A: I didn't have the time or energy to port them over but you can find my HMMWVs in the RHS mod.
- Q: What happened to the 80's units?
A: I didn't include them because they're basically the same as the 90s but with slightly different gear. Unlike ArmA2, players are able to equip the period accurate gear.
- Q: What happened to the name patches and Shoulder Insignias?
A: They don't work. I'll include them in a later release.
- Q: Why are you calling the BDU jackets blouses? Isn't that a woman's shirt?
A: The BDU top is neither a jacket or a shirt. Rather it's a light, military tunic, specifically, a military blouse.
- Q: Why are you using CUP?
A: Reason 1, not everyone likes downloading different weapon mods. Reason 2, CUP has all of the weapons I need, like the Javelin, M240, M16A2 and a bunch of attachments. Reason 3, compatibility issues. Reason 4, CUP is available through steam, playwithsix and normal downloads. Reason 5, only 1 dependency verses 10 or 20. Reason 6, those who want 50 different weapons mods generally aren't happy with the default gear and change them anyways. Reason 7, the rest of CUP sort of fits this era.
- Q: What's next for this mod?
A: To be honest I'm kind of burnt out on it. I can't make a weapon pack myself nor can I script a lot of the features I want. It would also take an extremely long time to make all the content I want. Considering all this kind of kills my motivation. So I'm going to consider moving onto something else, like Star Wars, Jurassic Park, WWII, Vietnam, Space Marines or even maybe 1715 Caribbean pirates. Or maybe I'll quit altogether. Who knows.

THANK YOU FOR DOWNLOADING MY ADDON! ENJOY!

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