Continuing the legacy of Operation Flashpoint, enhanced with new possibilities offered by Armed Assault, HAC-HWM is proud to embark on a journey on modding.

We have started an ambitious plan to produce a total conversion of the game, utilizing the game's engine to present a detailed and realistic representation of the Greek Armed Forces, operating in a new environment.

To begin with, the Hellenic Warfare Mod team, led by (Sparky and Aplion), are responsible for the production, testing and implementation of the several addons and is fostered by the Hellenic Armed Assault Community, the brainchild of Aplion (aka Whiskey), which focuses on the game itself, with dedicated 64player server and Teamspeak. To cut a long story short, we are talking about a single team with two branches, each responsible for their assigned tasks.

The mod itself aims to simulate regional warfare, and it is opted for release in two phases: Phase one, will include small tank battles, infantry encounters, specop operations and many more. Phase two,will have heavy tank battles, major infantry battles with artillery support and many more. As scheduled, the HWM team will procceed according with those two phases in developing the corresponding units, vehicles, weapons etc...and with the construction of the islands using the correct geographical proportions.

At this point we have completed a series of addons, all parts of the final mod, namely the HKG3A3 / A4, primary assault rifle, the MG3, primary heavy machine gun of the Hellenic infantry and armor, and the Leopard 1A4 main battle tank also we have in progress the M113 APC and the M60A3 MBT as some other things that will be revealed soon. Our goal is the production of accurately detailed addons based on real life imagery and usage.

A major problem that we're phasing at this point, in the development phase, is the lack of tools. A lot of things we can do with the current tools available already for OFP. But there are some small things that we cannot touch. So we hope for a quick release of the tools by BIS.

In due time, we will be happy to provide information as to the progress of our work. In the meantime, we welcome and appreciate any feedback you deem necessary to give.