



HELLENIC ARMA COMMUNITY



HELLENIC WARFARE MOD



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1.0 Introduction

The Hellenic Warfare Mod is an Armed Assault Total Conversion Mod, aiming at the realistic depiction of the consistency and tactical behavior of the Hellenic Army. Initially, the mod will be released in the form of add-on packs including new units, vehicles, weapons, objects, sounds, scripts until the implementation of a fully functional new island with dynamic campaign, all MP compatible, which will provide the player with a new gaming experience.

Please note that the mod is still in beta stage, so mistakes are bound to be there regardless of our strenuous efforts to eliminate them. Rest assure that we strive for improvement every day.

The HWM team is in close collaboration with the Hellenic Armed Assault Community, aka HAC, the only active Greek community in ArmA, operating as testers and generally as invaluable partners in this endeavor. For further information, please visit <http://arma.unreal.gr>, and, yes, we are recruiting Greek players...

2.0 Terms Of Use

By installing HWM pack you agree that:

- Editing\Remodeling any p3d from this pack is prohibited.
- Editing\Changing any texture of this pack is prohibited.
- Changing any values in the configs of this pack and distributing it is prohibited
- Modification or improvement of any script without permission first is prohibited, but you can use any script as is for your custom add-ons/missions
- Generally any changes\modifications are prohibited until the final release of the mod (after that we can grant permissions on requests).
- You can use the pack to create any custom missions/campaign you wish

Please understand that these terms are necessary to protect the time, effort, money, blood, sweat, tears and family nagging we put into this project



3.0 The Team

<i>Aplion aka (Whiskey)</i>	:	HAC C/O, textures and models
<i>Sparky</i>	:	HWM Founder, models
<i>Mainframe</i>	:	Scripts and CFGs
<i>Liongreek</i>	:	Military Consultant

4.0 Special Thanks

We feel obligated to thank the following peoples for their help

Arigram aka (HAC_Satyros) : Icons for vehicles

Leopard1A4 is a heavily remodeled version of Sigma 6, Leopard (Originally published for OFP). So we like to give him a Credit.

ArmoredSheep, for the useful information on critical issues

Hellenic Arma Community, for beta testing and feedback

Wives and girlfriends, for not castrating us (close call...)

And to all the Arma community, for the constructive comments.



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1ST PACK RELEASE VERSION 1.0 BETA

In our effort to present an add-on that would meet our desire for realism and excellence, we rigorously tested our work both in Single and Multiplayer sessions to release it as bug-free as possible. However, since the ArmA community consists of many talented people, kindly feel free to make your comments, suggestions and opinions by visiting our forums at <http://www.ofp.info/mmstudios> , in order to help us improve our work.

By downloading this .rar archive you should have 4 .pbo files.

PBO Name	Contents
HWM_Vehicles	Leopard1A4, M113A1
HWM_Weapons	H&KG3A3, H&KG3A4, H&KG3A3 Marksman, MG3, MG3 Deployable
HWM_Core	Scripts, Misc Sounds, Destructible Parts, FX
HWM_Units	Crew Soldier, Soldier G3A3 - A4 - Marksman, Soldier MG3, Soldier MG3 deployable



2ND PACK RELEASE VERSION 2.0 BETA

Throughout our endeavor into the world of ArmaA modding, we encountered several obstacles regarding our quest to produce high quality addons. However, it also gave us the chance to learn and explore this uniquely built game engine and its countless applications. Though we began preparing several models regarding our mod, we kinda...slowed down to incorporate the new functions we were able to discover. Thus, for the second release pack we present you the long awaited legendary workhorse of many army air forces for decades, the UH-1H Huey transport helicopter, and the venerable Mercedes-Benz GD240 General Purpose vehicle. We also implemented quite a few enhancements in our previously released addons, information of which you will find in the change log area of this manual

PBO Name	Contents
HWM_Air	UH-1H Mg3
HWM_Vehicles	Leopard1A4, M113A1, MB 240GD Patrol
HWM_Weapons	H&KG3A3, H&KG3A4,MG3, MG3 Deployable
HWM_Core	Scripts, Misc Sounds, Destructible Parts, FX, Cargo System
HWM_Units	Crew Soldier, Soldier G3A3 - A4 - Marksman, Soldier MG3, Soldier MG3 deployable,Pilots

BUG FIXES from Version 1.0

- Leopard1A4 now has correct ammo switching from APDS to HEAT rounds, with appropriate reloading time.
- Corrected the slight transparent texture on HKG3 series weapons.
- The deployable MG3 now isn't empty when placed as static.
- Fixed lights in both M113A1 and Leopard 1A4 now they are close to vehicles and on center.
- Fixed rate of fire in MG3
- Added flash both in M113A1 and Leopard in Cargo/Commander and Driver

LODS

- Added View Geometry LOD in M113A1 and Leopard1A4

ENHANCEMENTS from Version 1.0

- Leopard 1A4 now uses the new MG3 (low poly version) designed for UH-1H, and the appropriate proxy type.
- Added new sound for the MG3



BIRD PACK RELEASE VERSION 3.0 BETA

Our third release of the HWM addon pack introduces both brand new and complementary work. We delved into really difficult matters such as ballistics and multiplayer behavior, recoils and flight dynamics, we tried very hard to improve already released addons, such as the UH-1H Huey, we completely reworked our weapons and added new ones made from scratch. As always, what we opted for is realism, functionality and quality. We hope you will find this release as enjoyable as the previous two. A complete list of the changes in this release is depicted below.

By downloading this .rar archive you should have 5 .pbo files.

PBO Name	Contents
HWM_Air	UH-1H M60D, UH-1H Mg3, UH-1H Cargo TRansport
HWM_Vehicles	Leopard1A4, M113A1, MB 240GD Patrol
HWM_Weapons	H&KG3A3, H&KG3A4, H&KG3A3 Marksman, MG3, MG3 Deployable, FN-FAL, FN-FAL Para, FN-FAL Marksman, M72 LAW Launcher, M60, M60E, HK21
HWM_Core	Scripts, Misc Sounds, Destructible Parts, FX, Cargo System
HWM_Units	Crew Soldier, Soldier G3A3 - A4 - Marksman, Soldier MG3, Soldier MG3 deployable

BUG FIXES from Version 2.0

- UH-1H now has a flaps animation giving better flight control on vertical dives.
- UH-1H rotors now are spinning at the correct direction
- UH-1H reworked config.
- UH-1H Racs version tail marking texture now is correct.
- Leopard1A4 APDS and HEAT rounds now have different behavior and unique realistic ballistics characteristics.
- Leopard1A4 apply camo net is now MP compatible and it is transmitted on Network

ENHANCEMENTS from Version 2.0

- H&K G3 series weapons reworked from scratch.
- All weapons now have a unique magazine model.
- Update characteristics for all addons to comply under patch 1.14
(Unique recoils, upgraded armor for all vehicles)

UNIQUE CHARACTERISTICS OF HWM ADD ON

HWM VEHICLES DESTRUCTION SYSTEM VERSION 1.0 BETA

Destruction System is a combination of the destruction effect, destroyed parts blown away and texture swapping. We created a totally new effect for our vehicles. Once a vehicle is hit, dust is produced from the impact. After that, black smoke and fire consumes the vehicle. At the same time some vehicle parts are blown into the air (unique for each vehicle). Blown parts have their own geometry, fire geometry and their own destruction, which means that they are totally lethal if they hit any unit. Also a black smoke tail follows some destroyed parts randomly. The direction is even random, so you never know where exactly each part is going to go. For the vehicle itself we use standard BIS texture swapping (not scripted). The above are creating an amazing atmosphere and are lag free.



HWM UH-1H CARGO TRANSPORT SYSTEM

VERSION 1.0 ALPHA -EXPERIMENTAL-

This is the 1st ALPHA version of our UH-1H cargo transport system. This System aims to load the UH-1H with weapons and magazines for transfer in a realistic way. To achieve that we have created a specially modified UH-1H without the crew seats, and soldier carrying capacity of one (in co-pilot seat)

HOW SYSTEM WORKS

The UH-1H cargo transport version can identify in a distance radius of 50, BIS weapon/ammo boxes and HWM weapon boxes, and gives the player a GUI dialog to load UH-1H's cargo space. Player must be in pilot position inside the UH-1H.

There is a specific load layout with maximum ammo boxes capacity of 6 (3 for each side) and 4 for weapon boxes. Each weapon/ammo box can carry only 1 type of weapon or magazine. Also there is the appropriate graphical representation. That means that if the player loads 1 weapon box and 3 ammo boxes then inside the cargo cabin there should appear 1 weapon box and 3 ammo boxes. There is also an unload button for each slot in case of a mistake. The Loading procedure ends when the player hits the "Load Cargo" Button.

To unload the cargo the helicopter must be on the ground and the player must be in pilot's position.

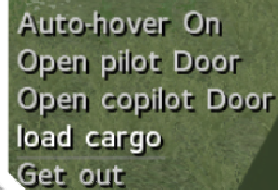


UH-1H Cargo Transport GUI Dialog



AN EXAMPLE

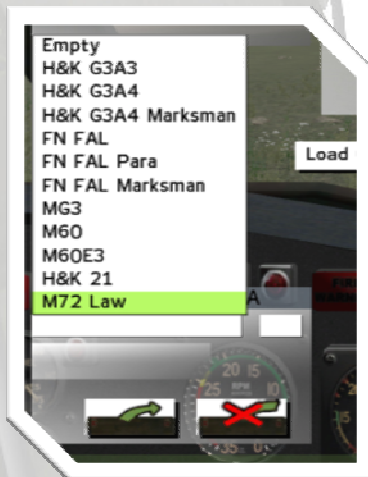
In this example I have selected the UH-1H transport from the editor and in a distance of 20 radius I have put an HWM Weapons Crate. I begin as pilot of the UH-1H. On the right on pilot's action dialog I have the selection of "load cargo". By selecting it, the UH-1H cargo transfer layout appears, previously screen.



Auto-hover On
Open pilot Door
Open copilot Door
load cargo
Get out

The script has parsed through config the appropriate weapon box classes giving the results in the combo box.

In this example I have chosen the FN-FAL para weapon. The script finds the appropriate quantity in the weapon crate, and fills the quantity combo box with the appropriate quantity number of weapons.



I have selected for quantity 15 weapons, which is the maximum available quantity for this weapon in the specific weapon crate. Then I hit the load button. If I look at the load layout scheme I'll notice that

there is an indicator "loaded" with red letters, that is quite helpful in order to know which box is loaded and where in the cargo space cabin.



The cargo boxes must

be loaded from bottom to top, that means that if I want to load the ammo boxes A,C,E, I need first to load A and then C and final E, the script doesn't let me load the E (for example) by disabling the controls. Now the script recalculates the weapons quantity. If I try to load FN-FAL Para weapons again in an other slot the quantity combobox will be empty not letting me fill the desired slot. That way we can

have some basic combat logistics. Now it's time to see what happened.





Let's take a walk outside the uh-1h, (remember I have loaded only a weapon box). Indeed in the uh-1h cabin there is only a weapon box, the exact shown in the cargo load layout marked as "loaded".

It's time to unload our cargo, let's get back into the pilot's position. Now on my user action selection I have a new user action of "unload cargo", also the "load cargo" action now disappears. It's time for validation. I select the "unload cargo" user action,

Auto-hover On
Open pilot Door
Open copilot Door
unload cargo
Get out



and get out the chopper in order to see what happen.



The UH-1H cabin now is empty, few meters away, our weapon box, is placed, and inside it, our FN-FAL paras (15 of them) are waiting for us, of course they are empty since we don't select any magazines for our ammo boxes. SP compatible only



TABLE OF VEHICLES \ WEAPONS \ AMMO CLASSES

SIDE BLUEFOR GREEK

CLASS NAME	WEAPON	MAGAZINE
VEHICLES		
HWM_Leopard1A4		
	L7A3	40Rnd_105mmHEAT
	L7A3	15Rnd_105mmAPDS
	MG3_coax	5000XMG3_762
	MG3_veh	MG3_762V
		6XHWMSmoke
HWM_M113A1		
	M2_mounted	100Xm2_127x99
HWM_GD240		
	MG3_veh	MG3_762V
MG3Bunker		
	MG3_veh	MG3_762V
HWM_UH1H		
	HWM_M60D_Proxy	HWM_M60_762
	HWM_M60D2_Proxy	HWM_M60_762
HWM_UH1H_Trans		
	HWM_M60D_Proxy	HWM_M60_762
	HWM_M60D2_Proxy	HWM_M60_762
HWM_UH1H_Mg3		
	MG3H	500XMG3_762
	MG3H_1	500XMG3_762
WEAPONS		
	HWM_M60	HWM_M60_762
	HWM_M60E	HWM_M60_762
	HWM_HK21	HWM_HK21_762
	HWM_HKG3A3	HWM_HKG3Mag
	HWM_HKG3A4_Marksman	HWM_HKG3Mag
	HWM_HKG3A4	HWM_HKG3Mag
	HWM_FN_FAL	HWM_FalMag
	HWM_FNFAL_Marksman	HWM_FalMag
	HWM_FN_FAL_Para	HWM_FalMag
	HWM_Law	HWM_Law
	HWM_MG3	MG3_762

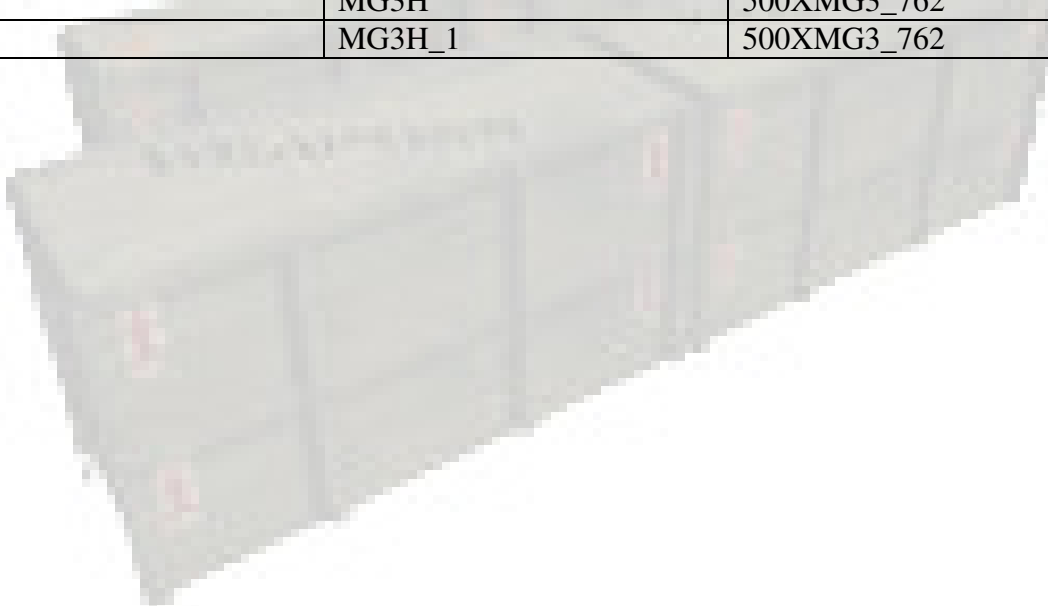


SIDE BLUFOR US

CLASS NAME	WEAPON	MAGAZINE
VEHICLES		
HWM_UH1H_US		
	HWM_M60D_Proxy	HWM_M60_762
	HWM_M60D2_Proxy	HWM_M60_762

SIDE INDEPENDENT RACS

CLASS NAME	WEAPON	MAGAZINE
HWM_GD240_Racs		
	MG3_veh	MG3_762V
HWM_UH1H_Racs		
	MG3H	500XMG3_762
	MG3H_1	500XMG3_762



SPECIFIC MODELS / ADD ON DETAILS / FEATURES

In the following pages you will find a detailed presentation of all of our Units and Vehicles and their unique characteristics.



LEOPARD 1A4



Features

- 10 LODs for smooth Gameplay.
- Normal\Specular Maps
- Fully Animated.
- Leopard1A4 icon for the Mission Editor.
- In Game Icon.
- BIS Armory Entry with Information about Leopard1A4 and Greek Leopard1A4\GR1.
- High Quality Shadow.
- Detailed Hit Point Values.
- New Destruction Effects.
- Destruction System with exploding parts (Script Enhanced).
- 3 Weapon Modes (Gunner) (HEAT,APDS,MG3).
- New Gunner Optics according to real Leopard1A4.
- 2 New User Actions.
 - o Smoke Deployment (Script Enhanced).
 - o Camonet Deployment (Script Enhanced).
- New User Action In Game Icons
 - Apply Camo Net Remove Camo Net Deploy Smoke



LEOPARD T4T CAMO NET

VERSION 1.0 BETA



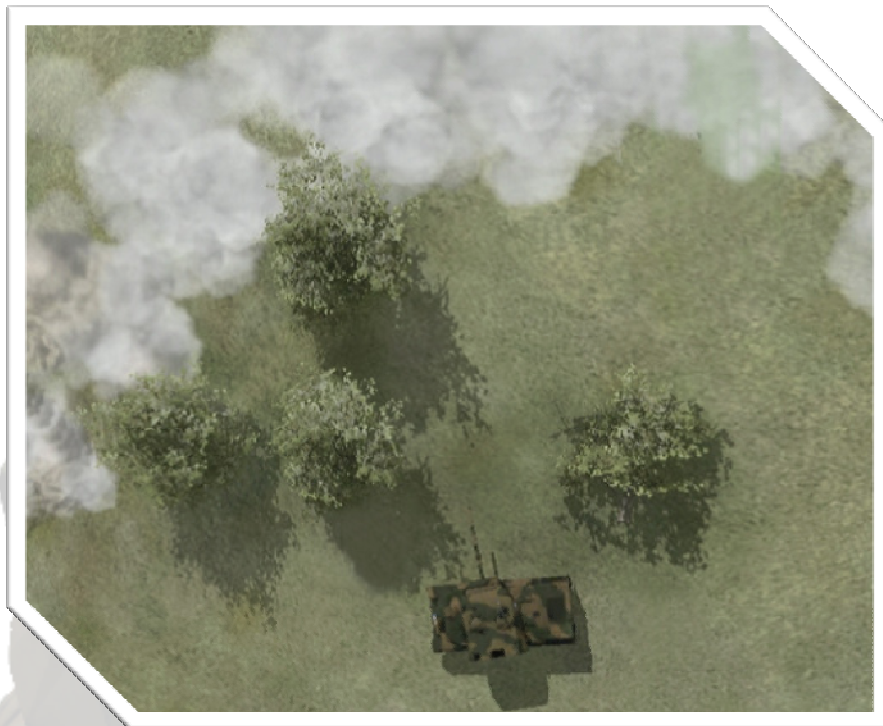
This is a new vehicle enhancement, that when called, it visually provides camouflage by means of a net stretched on the tank

The camo net deployment option is enabled only when you're in Commander Position and static. This means that the net can be applied only if you are not moving. Any movement renders the option unavailable, and you need to stop the tank in order to remove it again. Please bear in mind that in future releases, other nets will be available, to be able to retain low visibility according to the environment, thus providing the option of a good firing position

Though light scripted, totally lag free and user friendly, the unfortunate lack of availability of the "set object texture" command in multiplayer, rendered it unusable online. Fortunately, this issue was dealt with the release of our 3rd pack.



LEOPARD T4 SMOKE SCREEN VERSION 1.0 BETA



Another enhancement of our tank is the Smoke Screen. To be able to deploy smoke you need to be in gunner's position. The leopard by default has 2 slots of a 7XPack smoke shell. Smokes are also deployed according to turrets direction and this is exactly the reason why this feature is so realistic. Furthermore this smoke isn't just like a simple smoke shell; it has been created with particles, a very difficult task to achieve indeed. Being in a beta stage of course, there is lots of room for improvement, and we will update this and every other feature as our journey leads us to many great discoveries about the possibilities of this great game.

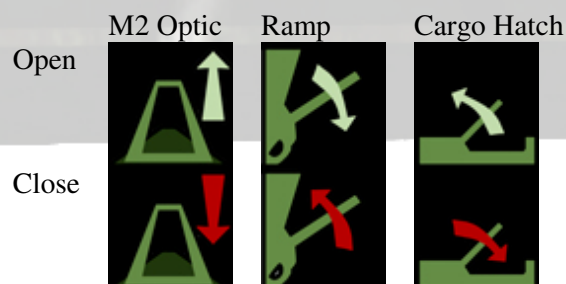


M113 A1

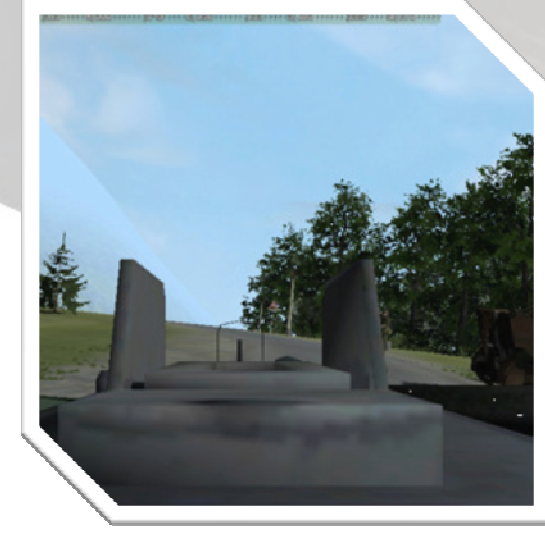
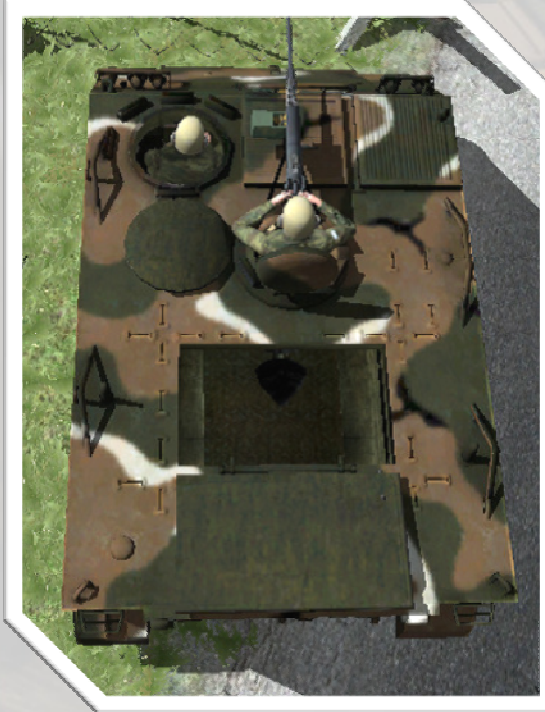


Features

- 8 LODs for smooth Gameplay.
- New Interior
- Normal\Specular Maps
- Fully Animated.
- M113A1 icon for the Mission Editor.
- In Game Icon.
- BIS Armory Entry with Information about M113A1
- High Quality Shadow.
- Detailed Hit Point Values.
- Complex Geometry\Fire Geometry
- New Destruction Effects.
- Roadway that allows to walk into the M113A1 while is stopped up to a point
- Paths
- Destruction System with exploding parts (Script Enhanced).
- 3 New User Actions Animations.
 - o Open/Close Rap Ability
 - o Open/Close Cargo Hatch Ability
 - o Open/Close Gunner's Optic Ability
- New User Action In Game Icons



M113 ANIMATED PARTS



M113 ROADWAY/GEOMETRY/FIRE GEOMETRY

With Roadway LOD, player has the ability of walking into the M113A1 up to a point. A quite useful feature since now there is the ability of using the M113A1 (while stopped) as a fighting point, giving the player more protection.



Fire Geometry complexity gives the ability of the animating parts to have real effect, since Geometry and Fire Geometry is animated too. This means that players cannot be hit by a bullet while the ramp is up, but when the ramp is down any bullet can penetrate from the open space, the same is for cargo hatch. At the same time, the player cannot enter the M113A1 while the ramp is up neither can he turn out from the cargo hatch while it's closed.

Keep note that the ability of entering the M113A1 is usable only when the M113A1 is stopped, once you enter and the M113A1 begins to move Geometry of Player and M113A1 are collide causing the player to get thrown out of the M113A1. Possibility of active Cargo is still pending, but you can consider this as a first step. Also the addition of Roadway was quite difficult, since Vehicles aren't designed to have roadway LODs, we experienced some ugly hopping and we solve that in a great degree, but still more testing is needed, to be sure that this bug has gone. (this problem was introduced in ArmA since it wasn't there in OFP)



UH-1H HUHEY



Features

- 5 LODs for smooth Gameplay.
- Normal\Specular Maps
- Fully Animated.
- High Quality Shadow.
- animated parts (pilot door, copilot door)
- new proxy type for cargo
- indicators for damage system (scripting enhancement)
- special design for destruction system (difference from air to ground) (scripting enhancement)
- custom sounds for engine on/off (scripting enhancement)
- random selection between 10 different registration numbers for Hellenic Army variation





The Hellenic Army Air Force UH-1H Huey is by far the most coveted add-on of the Hellenic Warfare Mod. Following the initial guidelines, we created the transport version, as it is the one of two versions still on active duty (SAR being the other one).

As we received positive feedback from the community, we release the helicopter with a couple of MG3 Machine Guns attached on either side.

In pack 3 we have included a variation using the standard M60 D as armament .



MERCEDES-BENZ G1240



Features

- 6 LODs for smooth Gameplay.
- Normal\Specular Maps
- Fully Animated.
- High Quality Shadow.
- animated parts (driver door, co driver door, cargo door, back spare wheel, windshield)
- new proxy types for gunner, driver and cargo, with the appropriate deaths
- animated driver's death (experimental)
- special destruction system design (scripting enhancement)





The Mercedes-Benz GD240 General Purpose vehicle is the primary jeep of the Hellenic Army. It comes in many variations, from command vehicle, to Anti-Armor, to Base-Unit protection, such as the one depicted in this release. It mounts an MG3 Machine Gun and it has five positions for players: driver, officer, two passengers at the back and one standing, mounting the machine gun. In time, we will produce nearly all available versions of the vehicle.



HIKG3A3 – HIKG3A4 – HIKG3A3 OPTICS

- 7 LODs
- Normal Maps
- Fully Animated
- BIS Armory Enhancements about G3 series Weapons
- High Quality Shader



HIKG3A3 – HIKG3A4 – HIKG3A4 OPTICS

- 4 LODs
- Reworked sights and sounds
- Upgraded Model and Reworked Textures.



MG3 - MG3 DEPLOYABLE

- 7 LODs for smooth Gameplay.
- Normal\Specular Maps
- Fully Animated.
- BIS Armory Entry with Information about MG3
- High Quality Shadow.



MG3 deployable version is a static version of MG3 that the player can deploy anywhere. Magazines are carried by the Unit. Once the mg3 deployed the script is counting player magazines and feeds the weapon. Also we have created an animation for the feeder when the MG3 is empty. Keep note that this is a script mostly to demonstrate the ability of carrying and deploying ANY static weapon (as long as the corresponding config modifications are met). For future changes we plan a better version for our MG3

M72 LAW

- 2 LODs
- Normal\Specular Maps
- Fully Animated.
- BIS Armory Entry with Information about G3 series Weapons
- High Quality Shadow.



MGO – MG01E

- 5 LODs
- Normal\Specular Maps
- Fully Animated.
- BIS Armory Entry with Information about G3 series Weapons
- High Quality Shadow.



HK21

- 5 LODs
- Normal\Specular Maps
- Fully Animated.
- BIS Armory Entry with Information about G3 series Weapons
- High Quality Shadow.



FN-FAL ,FN-FAL PARA ,FN-FAL MARKSMAN

- 4 LODs
- Normal\Specular Maps
- Fully Animated.
- BIS Armory Entry with Information about G3 series Weapons
- High Quality Shadow.



HWM DEMO UNITS

For this pack we have created a special unit pack, (BIS retextured) with Greek camo scheme. In future, once the tools are out, we're going to create custom units needed for our mod.



HWM GREEK UNITS

For this pack we have created a special unit pack, (BIS retextured) with Greek camo scheme. In future, once the tools are out, we're going to create custom units needed for our mod.

GREEK ARMY REGULAR INFANTRY

Greek Regular Army Table 1/2			
			
AA Soldier	AT Soldier	Automatic Rifleman	Crewman
			
Grenadier	UH-1H Gunner	Light AT	Mach.Gunner M60E
			
Mach. Gunner MG3	Mach.Gunner M60	Marksman	Medic



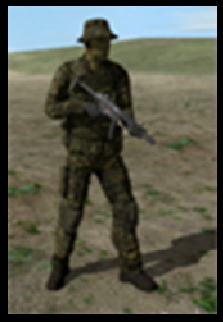






Greek Regular Army Table 2/2			
			
Miner	Officer	Pilot	Recon
			
Sabot	Sabot 2	Sabot Assault	Sniper
			
Squad Leader	Team Leader	Soldier G3A3	Soldier FN-FAL



GREEK ARMY SPECIAL FORCES ZMAK

ZMAK Table 1/2			
			
AA Soldier	AT Soldier	Automatic Rifleman	Grenadier
			
Light AT	Mach.Gunner M60E	Mach.Gunner M249	Marksman
			
Medic	Miner	Recon	Sabot



ZMAK Table 2/2			
			
Sabot2	Sabot Assault	Sniper	Soldier
			
Squad Leader	Team Leader	Heavy Sniper	



GREEK ARMY SPECIAL FORCES ETA

ETA Table 1/2			
			
AA Soldier	AT Soldier	Automatic Rifleman	Grenadier
			
Light AT	Mach.Gunner M60	Mach.Gunner M60E	Marksman
			
Medic	Miner	Recon	Sabot



ETA Table 2/2			
			
Sabot2	Sabot Assault	Sniper	Soldier
			
Squad Leader	Team Leader		



GREEK ARMY SPECIAL FORCES GREEN BERETS

Green Berets Table 1/2			
			
AA Soldier	AT Soldier	Automatic Rifleman	Grenadier
			
Light AT	Mach.Gunner M60	Mach.Gunner M60E	Marksman
			
Medic	Miner	Recon	Sabot



Green Berets Table 2/2			
			
Sabot2	Sabot Assault	Sniper	Soldier
			
Squad Leader	Team Leader		



CHANGE LOGS SUM

Here you will find the changes made to previous addons released by HWM. All changelogs will bear the date of the release of the changes, to be used as reference in our bug track system.

CHANGELOG JANUARY 2008

BUG FIXES from Version 1.0

- Leopard1A4 now has correct ammo switching from APDS to HEAT rounds, with appropriate reloading time.
- Corrected the slight transparent texture on HKG3 series weapons.
- The deployable MG3 now isn't empty when placed as static.
- Fixed lights in both M113A1 and Leopard 1A4 now they are close to vehicles and on center.
- Fixed rate of fire in MG3
- Added flash both in M113A1 and Leopard in Cargo/Commander and Driver

LODS

- Added View Geometry LOD in M113A1 and Leopard1A4

ENHANCEMENTS from Version 1.0

- Leopard 1A4 now uses the new MG3 (low poly version) designed for UH-1H, and the appropriate proxy type.
- Added new sound for the MG3

CHANGELOG JUNE 2008

BUG FIXES from Version 2.0

- UH-1H now has a flaps animation giving better flight control on vertical dives.
- UH-1H rotors now are spinning at the correct direction
- UH-1H reworked config.
- UH-1H Racs version tail marking texture now is correct.
- Leopard1A4 now APDS and HEAT rounds have different behavior and unique realistic characteristics.
- Leopard1A4 apply camo net is now MP compatible

ENHANCEMENTS from Version 2.0

- H&K G3 series weapons reworked from scratch.
- All weapons now have a unique magazine model.
- Update characteristics for all addons to comply under patch 1.14 (unique recoils, upgraded armor for all vehicles)



KNOWN ISSUES

-When trying to use the armory scene feature of the UH-1H, game freezes and causes PC to crash. We're working on that...

-Cargo system experimental. Not Multiplayer compatible.

DISCLAIMER

The HWM is by no means a professional venture, and cannot be held responsible for ANY problem that might be caused in your PC. As with all private ventures, by using this mod you agree that you do so at your own risk.

