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HELLENIC WARFARE MOD ADD-ON PACK

1.0

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

<u>Aplion aka (HAC Whiskey)</u>	: HAC Commander, lead texturer
<u>Sparky (HAC Sparky)</u>	: HWM Founder, lead modeler
<u>Mainframe (HAC Mainframe)</u>	: Lead Scripter
<u>Arigram aka (HAC Satyros)</u>	: Modeler & Objects Designer
<u>Liongreek (HAC Liongreek)</u>	: Campaign / Mission Maker

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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.

NAME	CONTENTS
HWM_Vehicles	Leopard1A4,M113A1
HWM_Weapons	H&KG3A3, H&KG3A4, H&KG3A3 Scope, MG3, MG3 Deployable
HWM_Core	Scripts, Misc Sounds, Destructible Parts, FX
HWM_Units	Crew Soldier, Soldier G3A3-A4-Optics, MG3, MG# deployable

LEOPARD1A4

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

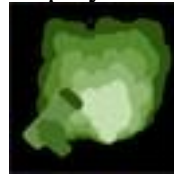
Apply Camo Net



Remove Camo Net



Deploy Smoke



LEOPARD1A4 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, renders it unusable online. Though the order can be given, the result will be seen only by the one giving the order and not by his teammates/enemies. Yet...



LEOPARD1A4 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.

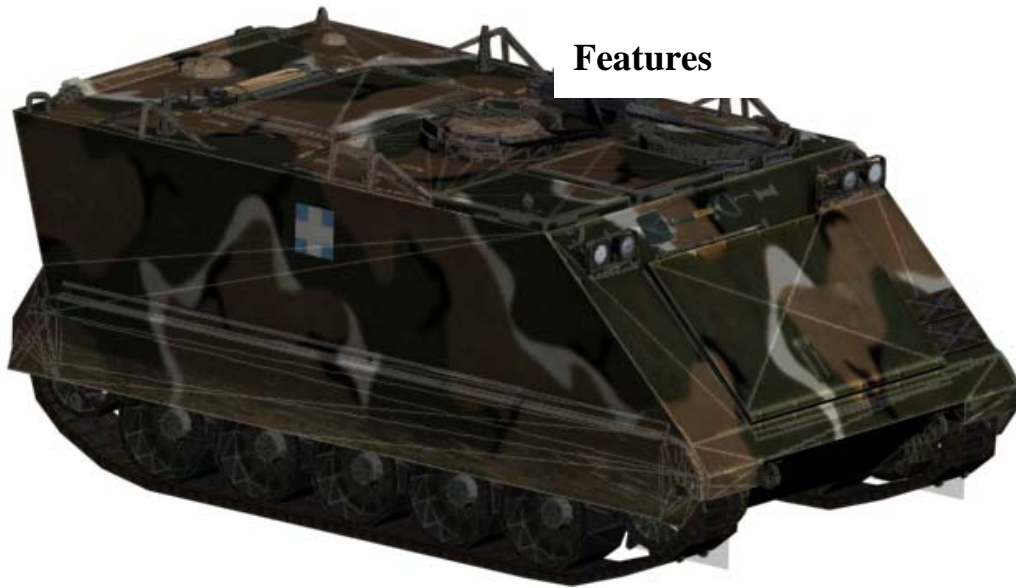
Furthermore this smoke isn't just like a simple smoke shell; it has been created with particles, a very difficult task to achieve indeed.

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.



M113A1

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

Open/Close M2
Optic



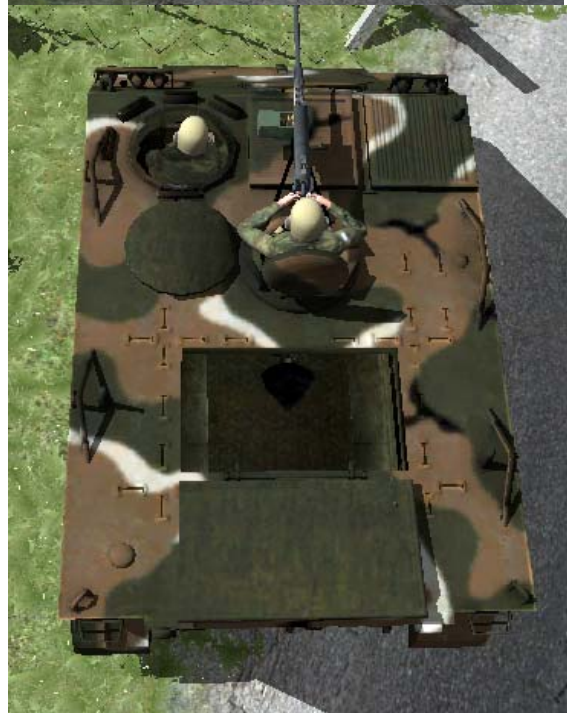
Open/Close Ramp



Open/Close Cargo
Hatch



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)

HWM Vehicles Destruction System

Version 1.0 Beta

Destruction System is a combination of the destruction effect, destructed 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 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 is each part going to go. For the vehicle itself we use standard BIS texture swapping (not scripted).

The above are creating an amazing atmosphere and is lag free.



H&KG3A3 – H&KG3A4 – H&KG3A3 Optics



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

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.

HWM 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.



Table of Vehicles \ Weapons \ Ammo classes		
Object Name	Weapon	Ammunition
Leopard	L7A3 HEAT	40Rnd_105mmHEAT
	L7A3 APDS	15Rnd_105mmAPDS
	MG3_coax	5000XMG3_762
	MG3_veh	MG3_762V
		6XHWMSmoke
M113A1	M2_mounted	100Xm2_127x99
MG3Bunker	MG3_veh	MG3_762V
	HKG3A3	HKG3Mag
	HKG3A4	HKG3Mag
	HKG3A3_Scope	HKG3Mag
	MG3	MG3_762