



31st MEU – Scout/Sniper Replacement Reticles v0.5

Armed Assault Modification

Features

- New rifle reticles for precision rifles
- NonWonderDog's scopefix zoom levels, and other reticles (ACOG, PSO, SVD, etc)
- Reticles from Leupold, Nikon, and Zeiss

Requirements

Armed Assault v1.08

Notes

This mod was made using NWD's ScopeFix mod as the base. Nearly all models and textures are his, and we do not take credit for any of them. He has created all of these based on research and a lot of testing. We aimed to replace some of the reticles with others from commercially available rifle scopes, not take credit for his work. We originally started this mod simply because we wanted to use real-life rifle scope's reticle on the in-game M24.

We have not changed any of the soviet weapons yet. We left them as the original NWD reticles, for now. We didn't want to spend the time calibrating the reticle just yet. That will come in a future update, probably. For now, we have just included reticles for the Mk12, M24, and M107.

When you install this mod, delete the original NWD_ScopeFix if you are using it. There should be no problems running the two side-by-side, but you should launch the 31st MEU Replacement Reticles mod last, if you do. We have not tested both mods together, however.

We cannot guarantee the accuracy of these reticles past what we have tested. For example, the Tactical Milling Reticle has set standards for every line on the reticle. We have not verified that these are correct on our models, all we have tested is the 1 mil and 1/2 mil increments. Since ArmA doesn't model wind, we do not imagine that needing to know the width of the "fat" part of the reticle, or any other part, is extremely important. It should be .4 mil, but we did not verify that our model is accurate. To see what it should look like, check here:

http://www.smithenterprise.com/imagesprod/TMR_Subtensions02.gif

At the very least, all reticles will have a 1 mil and, if applicable, a 1/2 mil accuracy. We tried to get all of the other increments as accurate as possible, but could not always do it in all cases, due to pixel limitations.

Due to the vast amount of reticles we have included in this replacement, we had to make many pbo's. We tried to make a few combinations based on personal preference, but we did not create pbo's with every single combination. We felt that would be too time consuming, and not worth it for our unit.

To help with the installation, we have tossed all of the pbo's in a separate folder, titled "reticles." If you are unfamiliar with what these reticles look like, check out the names of the reticles below, and Google them.

Afterwards, read the installation notes, and you should be ok.

The Bullet Drop Compensating scope was made using NWD's Realistic Ballistics mod, available here:

<http://www.armaholic.com/page.php?id=1776>

Reticle Types

Leupold:

Tactical Milling Reticle

Crosshair

Special Purpose

Duplex/Heavy Duplex

German #1

Nikon:

Bullet Drop Compensation

Turkey Pro

Zeiss

Circle X

Bullet Drop Compensation Information:

M24 Reticle has been zero'd at 300m, and has 100m increments out to 700m, so circles at 400, 500, 600 and 700m ranges

Mk12 Reticle has been zero'd at 300m, and has 100m increments out to 700m, so circles at 400, 500, 600, and 700m ranges

M107 Reticle has been zero'd at 500m, and has 100m increments out to 1000m, so circles at 600, 700, 800, 900, and 1000m ranges

PBO Files

There are multiple pbo files included within the "reticle" folder, and they are all inside subfolders named as follows:

- TMR - M24/Mk12/M107 all have Leupold's Tactical Milling Reticle
- SPR - M24/Mk12/M107 all have Leupold's Special Purpose Reticle
- Crosshair - M24/Mk12/M107 all have Leupold's Crosshair Reticle
- Duplex - M24/Mk12/M107 all have Leupold's Duplex/Heavy Duplex Reticle
- German #1 - M24/Mk12/M107 all have Leupold's German #1 Reticle

- BDC - M24/Mk12/M107 all have Nikon's Bullet Drop Compensation, calibrated as stated above
- Turkey Pro - M24/Mk12/M107 all have Nikon's Turkey Pro reticle
- Circle X - - M24/Mk12/M107 all have Zeiss' Circle X reticle
- 31st MEU Scout-Sniper Recommended #1 - M24 has Leupold's Tactical Milling Reticle, Mk12 has Leupold's Special Purpose Reticle, M107 has Nikon's Bullet Drop Compensating reticle
- 31st MEU Scout-Sniper Recommended #2 - M24 has Leupold's Tactical Milling Reticle, Mk12 has Leupold's Special Purpose Reticle, M107 has Leupold's Tactical Milling Reticle

Default NWD Mil-Dot Reticles - This is the default NWD_ScopeFix mod

Installation

1 - Drag/Copy/Extract the folder @31st_MEU_Reticles to your ArmA Directory

2 - Open up the @31st_MEU_Reticles folder in Explorer. Inside, there are two folders, "addons" and "reticles." Open up "reticles," and once you have determined which reticle you want, simply copy/cut that .pbo and paste it inside the "addons" folder. **USE ONLY 1 PBO AT A TIME!!!!**

3 - Create a shortcut for ArmA.exe and add the following command line: "-mod=@31st_MEU_Reticles." You can also download Kegety's ArmA Launcher v1.1 and just add the folder "@31st_MEU_Reticles" then check the box for the mod on the right side of the launcher.

4 - Play the game and enjoy new reticles!

Credits

NonWonderDog, obviously! He created the mod to begin with, we simply changed some reticles

Haines (31st MEU), Felts (31st MEU), Gates (31st MEU), Berry (31st MEU) for beta testing and screen shots

Yakavetta (31stMEU) for designing all the reticles

To Do

Add calibrated reticles for SVD and KSVK