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- rhsusf_a2port_air2.pbo
- rhsusf_a2port_armor.pbo
- rhsusf_a2port_car.pbo
- rhsusf_c_a2port_air.pbo
- rhsusf_c_a2port_armor.pbo
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- charging players specific amounts to access or have priority while connecting to a server
- charging players for specific in-game perks (be it cosmetic or otherwise)
- selling in-game items, in-game currency or any sort of gamemode experience points
- product placement or endorsements
- setting a term donation goal that will lead to in-game benefits (perks, items and/or in-game currency)

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- **RHS ACU** (<http://www.rhsmods.org/w/acu>) - base class name: *rhsusf_army_acu_uniform*
- **RHS ABU** - base class name: *rhsusf_airforce_abu_uniform*
- **RHS BDU** - base class name: *rhsusf_army_bdu_erdl_uniform*
- **RHS Boonie** - base class name: *rhs_booniehat_camo* & *rhssaf_booniehat_camo*
- **RHS 8point** - base class name: *rhs_8point_camo*
- **RHS Covered M1** - base class name: *rhsgref_helmet_M1_mit* .

Notes

- exceptions include, where available, *insignia*, *identity* and *rank* HiddenSelections

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