TaktLwG 66

Enhanced Gamemaster Script

11.09.2020

Script Version: 2.0.1

Compatible with DCS Stable 2.5.6.52437

Table of Contents

1. Loading the script into missions

In order to have access to the advanced gamemaster functions in your mission you must **first** load the included "Moose.lua". MOOSE is a framework for the DCS scipting engine that provides a whole bunch of functions that my script relies on quite heavily. It is being developed by a group of very devoted people to whom I want to address my sincerest thanks for doing an awesome job! To learn more about MOOSE, head on over to their Discord.

Once the "Moose.lua" has been loaded you can load the "Gamemaster_Functions.lua". This sets up the commands for ingame use.

To load the script files into your mission you can either use a trigger "MISSION START" or a „ONCE" trigger combined with a „TIME MORE" condition. In the actions tab select "DO SCRIPT FILE" and select the file to be loaded. The picture below shows how the trigger page should look.

The provided "Gamemaster_Templates.lua" can be loaded as well. This file sets up a whole lot of group templates that can be spawned with the "-s"-command (see 5.1). Loading the "Gamemaster_Templates.lua" is purely optional, the main script works just as fine without it. You must setup every spawnable group manually in your mission then, though. Note that the template file is quite big, loading it will cause DCS to freeze for about 5-10 seconds.

The successful loading of the scripts will be shown by status messages in the top right corner of your screen.
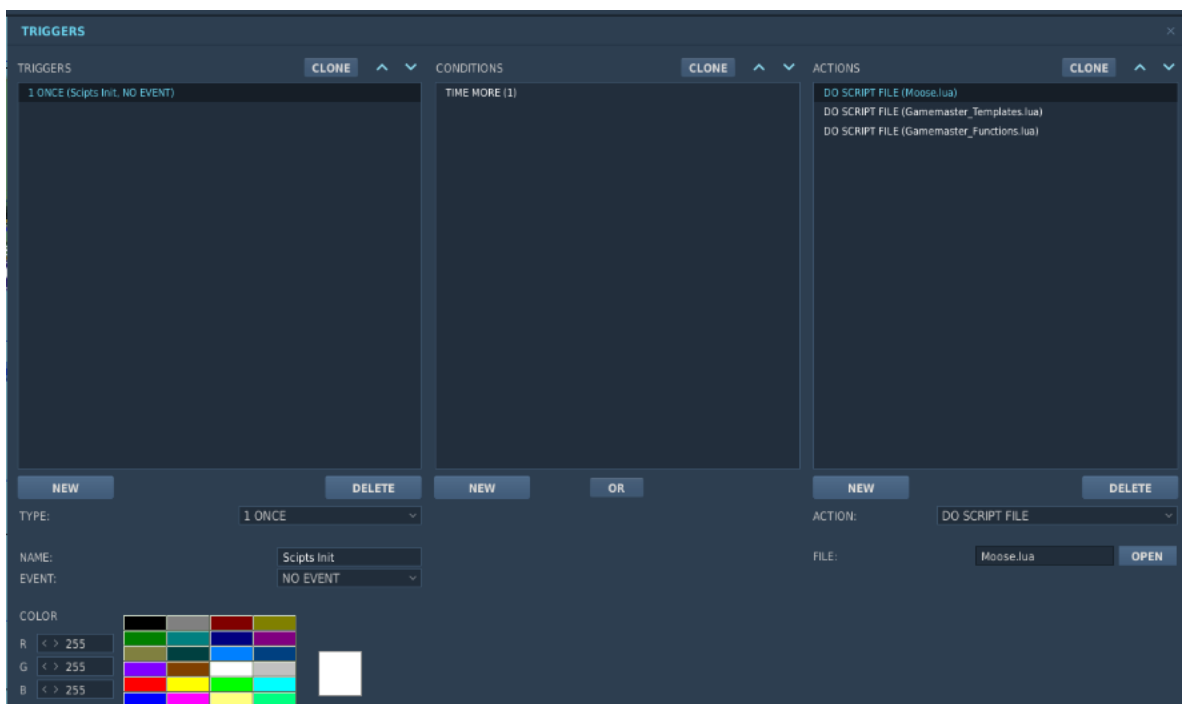
Pic. 1: Trigger-setup for loading "Moose.lua", "Gamemaster_Functions.lua" and "Gamemaster_Templates.lua"

The Gamemaster-Script has been developed and tested in the stable version of DCS and will, in the future, be updated to stay compatible with this version of the game. Any compatibility with DCS Open Beta is accidental and may vary depending on the differences between the two versions of the game.

2. Configuration options in the script file

You can adjust some basic settings within the script. To do so you must open the "Gamemaster_Functions.lua" with a text editor (best use Notepad++). The config-section is located at the beginning of the file. The options are explained there in detail, which is why I'm only giving an overview over the adjustable settings here:

- Limit access to the gamemaster functions to a specified coalition
- Change the symbol that the script uses to recognize commands and parameters in the marker text (Default symbol is a hyphen)
- Change the default skill with which all new groups are spawned ("-s"-command)
- Change the default country to who all newly spawned groups belong ("-s"-command)
- Turn EPLRS on or off for newly spawned groups ("-s"-command
- Set a default sound and borders for messages sent with the "-text" command

Changes to the config only apply once the script has again been loaded into the mission file. To do so you need to reselect the "Gamemaster_Functions.lua" in the actions tab of the trigger that loads the script at the beginning of the mission and save the mission afterwards.

3. Sending commands

The script uses map markers as its input method. To send a command you need to create a new marker on the F10 map and enter your command and the required parameters into the marker text field. The command is then sent to the script by deleting the created marker.

Pic. 2: Steps required to send a command to the script: 1. Activate marker mode -> 2. Create marker by clicking on the map -> 3. Enter command and parameters as marker text -> 4. Delete marker to send the command

4. Formatting of commands

Commands always start with a hyphen, followed by the command string and the required parameters, again separated by hyphens.

A complete command should look something like this when entered into the marker text field:

-command string-parameter1-parameter2-parameter3-…-parameter6

Some commands require the entry of group names as a parameter, names containing hyphens won't be recognized correctly. Avoid using hyphens in group and unit names in your mission when the gamemaster script is being used.

The next section lists and explains all the commands that are provided by the script. To do so the following symbology is being used:

The command string is shown in red. It must always be entered otherwise no action will be performed.

[Necessary parameters are shown in orange writing and square brackets. They must be specified or no action will be performed. Note that necessary parameters must always be entered in the order shown in this documentation!]

(Optional parameters are shown in blue writing and round brackets. They can be entered in any order. They are not required for the command to be performed.)

5. List of available commands

5.1 Spawn groups

Spawns a new group at the location of the map marker, requires a late activated group set up in the mission editor as a template. If "Gamemaster_Templates.lua" is loaded, all groups listed in section 6 can be spawned with this command.

Newly spawned planes/helos will orbit around the location of the marker while ground units and ships stay stationary. Ground units can't be spawned on water nor ships on land.

Groups can be spawned an infinite number of times. Note that the group names are modified by the script. Groups spawned with this method won't trigger any triggers directly linked to them in the mission editor.

Command structure: -s-[group name]-(altitude/heading/ground start)-(country)-(skill)-(loadable)-(spawn at original position)-(keep tasking)

Parameter	Explanation	Possible values
group name	the exact name of the group to spawn as specified in the mission editor or in section 6	text
altitude/heading/ground start (optional)	Planes/Helos: Altitude in meters above MSL, if left clear the group will spawn at 1000 m AGL Ground units: Heading in degrees the group will be facing once spawned, if left clear the group will spawn with the heading it has been set up with in the ME. Plane groups can be spawned on the ground if "ground" is entered instead of an altitude. They will spawn an the airbase closest to the marker. Note that the planes will spawn in an uncontrolled state (no pilot)	headings from 0 to 359 altitude in m MSL ground
country (optional)	Country that the group will belong to once spawned, only works if the type of unit is available to the specified country This parameter allows changing the coalition a group belongs to. If left unspecified the group will belong to the country that is specified in the config section of "Gamemaster_Functions.lua". If that is unspecified as well the country the group is set up with in the ME will be used.	RUSSIA UKRAINE USA TURKEY UK FRANCE GERMANY AGGRESSORS CANADA SPAIN THE_NETHERLANDS BELGIUM NORWAY DENMARK ISRAEL GEORGIA INSURGENTS ABKHAZIA SOUTH_OSETIA ITALY

		AUSTRALIA
		SWITZERLAND
		AUSTRIA
		BELARUS
		BULGARIA
		CHEZH_REPUBLIC
		CHINA
		CROATIA
		EGYPT
		FINLAND
		GREECE
		HUNGARY
		INDIA
		IRAN
		IRAQ
		JAPAN
		KAZAKHSTAN
		NORTH_KOREA
		PAKISTAN
		POLAND
		ROMANIA
		SAUDI_ARABIA
		SERBIA
		SLOVAKIA
		SOUTH_KOREA
		SWEDEN
		SYRIA
		YEMEN
		VIETNAM
		VENEZUELA
		TUNISIA
		THAILAND
		SUDAN
		PHILIPPINES
		MOROCCO
		MEXICO
		MALAYSIA
		LIBYA
		JORDAN
		INDONESIA
		HONDURAS
		ETHIOPIA
		CHILE
		BRAZIL
		BAHRAIN
		THIRDREICH
		YUGOSLAVIA
		USSR
		ITALIAN_SOCIAL_REPUBLIC
		ALGERIA
		KUWAIT
		QATAR
		OMAN
		UNITED_ARAB_EMIRATES

skill (optional)	The group will spawn with the specified skill level. If left blank, the skill level specified in the config section of "Gamemaster_Functions.lua" will be used. If that too is left blank the skill level the group has been set up with in the ME will be used instead.	a = average g = good h = high e = excellent r = random
loadable (optional)	Groups spawned with this parameter can be loaded into planes and helos with the "-board" command (see 5.9). If left blank the spawned group cannot be transported, it's impossible to change this after the group has already been spawned.	cargo
spawn at original position (optional)	If this parameter is set the group will not spawn at the marker location but at the location it has been set up at in the ME	op
keep tasking (optional)	If this parameter is set the spawned group keeps the route and tasks it has been set up with in the ME. Useful for respawning tanker aircraft.	kt

5.2 Activate groups

Activates a group that has been set up as late activated in the mission editor. The group name is not changed when "spawning" the group with this method. This means that the group will trigger all triggers that are tied to it directly. The downside is that each group can only be activated once.

Command structure: -act-[group name]

Parameter	Explanation	Possible values
group name	Exact name of the group that is to be activated	text

5.3 Delete groups/units/objects

Deletes all units and static objects in a defined radius around the map marker. Alternatively you can also specify a group to be deleted. The radius method won't affect FARPS (the static object itself) and planes/helos that are controlled by players.

Command structure: -del-(group name)-(radius in m)

Parameter	Explanation	Possible values
group name (optional)	Exact name of the group to be deleted. Note: this will delete ALL units in the group.	text
radius (optional)	Radius (m) around the map marker. Everything inside will be deleted. Doesn't discriminate between coalitions. Will be set to 100 m if left blank.	numbers, 1-infinite large radii eat into system performance

Example: -del-1000

Deletes everything within 1 km of the map marker.

5.4 Assign waypoints for ships/ground units

Makes the AI move to the position of the map marker. Movement speed and a formation can be specified. Ground units can be ordered to stick to roads only.

Command structure: -wp-[group name]-(speed)-(formation)-(road use)

Parameter	Explanation	Possible values
Gruppe die fahren soll	Exact name of the group that is meant to move to the map marker	text
speed (optional)	Speed (kph) at which the group moves to the waypoint Defaults to 20 kph if left blank	number
Formation (optional)	formation that the group will hold on the way to the waypoint	v = vee c = cone d = diamond r = rank el = echelon left er = echelon right
road use (optional)	If this parameter is set, the group will use roads to drive to the waypoint (as far as this is possible) If left blank the group will drive to the waypoint in a straight line	road

Example: -wp-T90_1-50-road

Orders the group "T90_1" to drive to the marker position with a speed of 50 kph and to use roads as much as possible.

5.5 Assign orbits for planes and helicopters

The specified group will move to and then fly an orbit above the position of the map marker. You must specify a speed and an altitude for the group. Optionally you can also let the AI fly a racetrack pattern between its current location and the position of the map marker.

Command structure: -orbit-[group name]-[altitude]-[speed]-(racetrack)

Parameter	Explanation	Possible values
group name	Exact name of the group that is meant to perform the orbit	text
altitude	Altitude at which the orbit is to be flown in m above MSL	number
speed	Groundspeed that is to be held while in orbit/racetrack	number
racetrack (optional)	If this parameter is set the group will fly a racetrack pattern between its current position and the position of the map marker.	r

Example 1: -orbit-AH64_1-500-90-r

Orders the group "AH64_1" to fly a racetrack pattern at 500 ft MSL with a speed of 90 kn

Example 2: -orbit-SU33_6-25000-450

Orders the group "SU33_6" to orbit above the map marker at an altitude of 25000 ft AGL and a speed of 450 kn

5.6 Assign escorts to planes and helicopters

Orders a group of aircraft to escort and protect another group of aircraft.

Command structure: -esc-[group name of the escort]-[name of the group to be escorted]-(engage distance)

Parameter	Explanation	Possible values
group name of the escort	Exact name of the group that will provide the escort	text
name of the group to be escorted	Exact name of the group that will be guarded by the escort	text
engage distance	Distance in nm from the protected group at which the escort will start to engage approaching enemy planes. Defaults to 45 nm.	numbers, 1-infinite

Example: -esc-Cap_F15_1-B52#1-60

Group "CAP_F15_1" is ordered to protect group "B52#1" and to engage all enemy aircraft that approach to within 60 nm.

5.7 Make planes land at specific airbases

Orders a group of airplanes to land at the airbase closest to the map marker.

Note: This command makes use of the MOOSE function GROUP:RouteRTB(), all affected groups will respawn before going RTB. If a group has lost planes to enemy fire, these will respawn as well. I tried and failed at writing my own function for making planes land where I want them to, so you will just have to accept this quirk for now…

Command structure: -rtb-[group name]-(speed)

Parameter	Explanation	Possible values
group name	Exact name of the group that is ordered to land	text
speed (optional)	Ground speed (kn) at which the plane(s) will fly until turning final. If left blank the plane(s) will continue at their current speed	number

Example: -rtb-F16_1-400

The group named "F16_1" is ordered to go RTB to the airbase closest to the map marker and to fly there at a groundspeed of 400 kn.

5.8 Make helicopters land at a map marker

Orders a helicopter to land at the marked location on the map and to stay there for a specified amount of time. After said time has passed, the helicopter will resume its flight.

Command structure: -lz-[group name]-(stay duration)

Parameter	Explanation	Possible Values
group name	Name of the helicopter group that will perform the landing	text
stay duration	Amount of time the helicopter will remain on the ground in seconds. If left blank the helicopter will resume its flight after 120 s.	number (seconds)

Example: -lz-HueyTransport-30

Orders the group „HueyTransport" to land at the map and to remain on the ground there for 30 seconds.

5.9 Load groups as cargo

Orders a group to enter a plane/helicopter/vehicle as cargo. Can only be performed with groups that have been specified as cargo on spawn (see 5.1). It is possible to set up groups as cargo directly in the mission editor as well, for that check out the documentation on the MOOSE Cargo Module (Section 5.2 of it tells what you need to do).

Command structure: -board-[group that is ordered to board]-[group that will perform the transport]

Parameter	Explanation	Possible values
group that is ordered to board	Exact name of the group	text
group that will perform the transport	Exact name of the group	text

Example: -board-InfSQD1-HueyTransport

Orders the group "InfSQD1" to enter the helicopters of the group "HueyTransport".

5.10 Unload groups

Orders a goup that has been loaded into a plane/helicopter/vehicle to exit the carrier. Can only be performed if the carrier is stationary.

At this time the script doesn't offer any way to check which groups are loaded into which carriers. You have to keep track yourself.

After unboarding from the carrier the groups will automatically move to the location of the map marker that was used to issue the "-unboard" command.

Command structure: -unboard-[group name]

Erläuterungen zu den Parametern:

Parameter	Explanation	Akzeptierte Werte/
group name	Exact name of the group that is ordered to unboard from its carrier.	text

Example: -unboard-InfSQD1

Orders the group "InfSQD1" to unboard from the carrier into which it has been loaded.

5.11 Toggle immortality for groups

Turns immortality on or off for all units of a specified group.

Command structure: -imm-[goup name]-[status]

Parameter	Explanation	Possible values
group name	Exact name of the group to be affected by the command	Text
status	Specify here whether immortality is to be switched on or off	on off

Example: -imm-Tunguska-on

Turns the group "Tunguska" immortal.

5.12 Toggle invisibility for groups

Turns invisibility on or off for all units of a specified group. Note: Invisible units are only undetectable to the AI, they are still being rendered and can still be seen by human players!

Command structure: -inv-[group name]-[status]

Parameter	Explanation	Possible values
group name	Exact name of the group that will be affected by the command	text
status	Specify here whether invisibility is to be switched on or off	on off

Example: -inv-Tunguska-on

Turns the group "Tunguska" invisible.

5.13 Activate uncontrolled aircraft groups

This command allows you to switch the state of airplanes and helicopters from uncontrolled to controlled. Also works for aircraft that have been spawned on a parking spot with the "-s" command and the "-ground" parameter.

Note that this command doesn't work as a toggle. Once they have been switched to the controlled state, the groups will remain in that state.

Command structure: -ctrlon-[group name]

Parameter	Explanation	Possible values
group name	Exact name of the group that is supposed to be switched "on"	text

Example: -ctrlon-A10_1

The group "A10_1" will switch its state to controlled.

5.14 Toggle AI on/off

Toggles the AI on and off for groups. Only works with ships and ground units.

Groups with deactivated AI continue to exist in the game world, but they won't perform any actions or react to enemy detection/fire.

Command structure: -ai-[group name]-[status]

Parameter	Explanation	Possible Values
group name	Exact name of the group whose AI will be switched on/off.	text
status	Specify here wether the AI is to be switched on or off	on off

Example: -ai-SA15_3-off

Deactivates the AI of the group "SA15_3".

5.15 Shoot flares at marker

This command allows you to deploy a specified amount of coloured flares at the map marker.

Command structure: -flare-[colour]-(direction)-(amount)

Parameter	Explanation	Possible Values
colour	Flare colour	g = Green r = Red w = White y = Yellow
direction (optional)	Direction into which the flare will be shot, defaults to North	ne e se s sw w nw
amount (optional)	Amount of flares that will be shot. Interval between shots is 1 second. Only specify when more than one flare is to be shot.	2-infinity

Example: -flare-g-s-10

Shoots 10 green flares to the south of the map marker.

5.16 Place coloured smoke at marker

Places coloured smoke at the location of the map marker. Note: The smike will be active for 5 minutes.

Command: -smoke-[colour]

Parameter	Erläuterung	Akzeptierte Werte/
colour	Colour of the smoke	b = Blue g = Green r = Red w = White o = Orange

Example: -smoke-o

Places orange smoke at the location of the map marker.

5.17 Spawn battlefield illumination at marker

Spawns an illumination round at a specified height above the map marker, that will slowly sink to the ground and provide illumination while underway.

Command structure: -illum-(altitude)-(illumination strength)

Parameter	Explanation	Possible Values
altitude (optional)	Altitude in m AGL at which the round will spawn. Defaults to 650 m.	number, 1-infinity
illumination strength (optional)	Power of the illumination in candela (cd). Defaults to 10000 cd.	number, 1-1000000

Example: -illum-1000-20000

Spawns an illumination round 1000 m above the map marker which will shine at 20000 cd.

5.18 Place smoke and fire effects at marker

Places smoke and fire effects at the map marker. Note: These effects do not disappear with time and can't be removed by command either. They will stay active as long as the mission runs.

Command structure: -sf-[effect type]-[intensity]

Parameter	Explanation	Possible values
effect type	Specify one of eight different preset effect types.	ssf = Smoke + Fire, small msf = Smoke + Fire, medium lsf = Smoke + Fire, large hsf = Smoke + Fire, huge ss = Smoke, small ms = Smoke, medium ls = Smoke, large hs = Smoke, huge
intensity	Percentage value, determines the height of the smoke plume.	1-100

Example: -sf-ms-45

Deploys a medium sized smoke effect with a smoke plume height percentage of 45 %.

5.19 Trigger an explosion at marker/group

Triggers a bomb detonation at the location of the map marker that will damage or destroy nearby units and statics. The area of effect is dependant on the specified yield.

You can also specify a group name. **All** units within that group will be detonated.

Command structure: -exp-(group name)-(yield)

Erläuterungen zu den Parametern:

Parameter	Explanation	Possible values
group name	Exact name of the goup whose units shall die a fiery death. Also works on groups that are controlled by players… If left blank the detonation will occur at the location of the map marker.	text
yield	Strength of the explosion in kg TNT. Defaults to 100 kg TNT. Does only affect detonations at map markers.	Number, 1-infinity? Have fun! 😉

Example: -exp-30000

Will trigger an explosion with a yield equivalent to 30 tons of TNT at the map marker.

5.20 Play sound files

Plays a sound file to various recipients.

Note: This command only can be used with files that have already been loaded into the mission. The easiest way to load a sound file into your mission is to create a trigger that is activated at mission start and that executes one of the "SOUND TO" actions with the sound file you want to have available for use with this command.

Command structure: -sound-[file name]-(recipient)

Parameter	Explanation	Possible values
file name	Exact name of the sound file to be played, **including the file ending!**	text
recipient (optional)	Group or coalition that the sound shall be played to exclusively. If left blank the sound will be played to all players on the server.	text (group name) b = blue coalition r = red coalition

Example: -sound-Intro.ogg-b

Plays the sound file „Intro.ogg" to the blue coalition.

5.21 Set flag values

Sets the value of a specified flag. This enables you to trigger actions that you have set up in the mission editor or to fix stuck triggers.

Command structure: -flag-[flag number]-[flag value]

Parameter	Explanation	Possible Values
flag number	Number of the flag that will be affected by the command	1-999
flag value	Value the flag will be set to. Can be a number or a Boolean.	1-999 true = „FLAG ON" false = „FLAG OFF"

Example: -flag-10-true

Sets the value of flag 10 to true (FLAG ON).

5.22 Display a message

Shows a text message in the top left corner of the screen. You can specify the recipients for who the text will be displayed and the amount of time for which the message remains visible. You can also specify if previous messages that are still on display will be deleted once a new message is sent.

The config section of "Gamemaster_Functions.lua" allows you to specify a sound file that will be played every time a message is sent (see Section 2).

Command structure: -text-[message]-(recipient)-(display time)-(clear screen)

Parameter	Explanation	Possible values
message	Here you can enter the text of the message that is to be shown. **Must not contain any hyphen!**	text
recipient (optional)	Group or coalition the message will be displayed to. If left blank the message will be shown to all players on the server.	text (group name) b = blue coalition r = red coalition
display time (optional)	Time (in seconds) the message will remain on screen. Defaults to 15 seconds.	number, 1-infinite
clear screen (optional)	If this parameter is set all previous messages that might still be on screen will be deleted and only the new message is shown. Note: Does not work for messages that are sent to coalitions (DCS Bug).	c

Example: -text-Hello World-TransportHeli1-30-c

Sends the message „Hello World" to the group "TransportHeli1" and removes all older messages. The message will be shown for 30 seconds.

6. List of group templates

The following table lists all groups that are included in the "Gamemaster_Templates.lua". All these groups can be spawned with the "-s" command (see 5.1), **but only if the "Gamemaster_Templates.lua" has been loaded at mission start.**

Most of the Planes and Helicopters can be spawned in variants of 1-4 aircraft per group. Simply add the amount of aircraft to spawn at the end of the group name. Don't put in any spaces!

Example: -s-capf16c3 -> this spawns a group of three F-16C with CAP loadout.

If you want to spawn only a single aircraft, simply enter the group name as it is written in the table!

Ground units can be spawned as singles or as squads of four. Excluded from this are SAM units, AAA, convois and infantry. To have a ground unit spawn as a squad simply add "sqd" to the group name.

Example: -s-t90sqd -> this spawns a squad of T-90 tanks.

CAP Planes	
Gruppenname	Bemerkungen
capp51	
capspitfire	
capbf109	
capfw190a	
capfw190d	
capi16	
capajs37	
capc101	
capl39za	
capjf17	
capm2000c	
capm2000c5	
capf86f	
capf4e	
capf5e	
capf14a	
capf14b	
capf15c	
capf16a	
capf16c	
capf18a	
capf18c	
capmig15	
capmig19	
capmig21	
capmig23	
capmig25	
capmig29a	
capmig29s	
capmig31	
capsu27	
capsu30	
capsu33	
CAS Planes	

casp51	
casfw190d	
casi16	
casajs37	
casc101	
casl39za	
casjf17	
casa10a	
casa10c	
casharrier	
casf86	
casf5e	
casf14b	
casf16c	
casf18c	
casmig15	
casmig19	
casmig21	
casmig23	
casmig27	
casmig29a	
casmig29s	
cassu17	
cassu24	
cassu25	
cassu25t	
cassu27	
cassu30	
cassu33	
cassu34	
SEAD Planes	
seadjf17	
seadtornadogr	
seadtornadoids	
seadharrier	
seadf16a	
seadf16c	
seadf18a	
seadf18c	
seadmig27	
seadsu17	
seadsu24	
seadsu25	Su-25T
seadsu30	
seadsu34	
Ground Attack Planes	
gap51	
gafw190a	
gafw190d	

gaajs37	
gajf17	
gatornadogr	
gatornadoids	
gaa10a	
gaa10c	
gaharrier	
gab1	
gab52	
gas3b	
gaf86	
gaf4	
gaf5	
gaf14	F-14B
gaf15e	
gaf16a	
gaf16c	
gaf18a	
gaf18c	
gamig19	
gamig21	
gasu17	
gasu24	
gasu25t	
gasu27	
gasu30	
gasu33	
gasu34	
gatu22	
gatu95	
gatu160	
Ship Strike Planes	
asajs37	
asc101	
astornadogr	
astornadoids	
asjf17	
asb52	
asf16a	
asf18a	
asf18c	
asmig27	
assu17	
assu24	
assu25t	
assu30	
assu34	
astu22	
astu142	
Transport Planes	
tc130	

tc17	
tan26	
tan30	
til76	
tyak40	
CAS Helicopters	
casuh1	
casah1	
casah64a	
casah64d	
casoh58	
caska50	
casmi8	
casmi24	
casmi28	
cassa342l	
cassa342m	
cassa342mini	
Transport Helicopters	
tuh1	
tch47	
tch53	
tuh60	
tka27	
tmi8	
tmi26	
Ship Strike Helicopters	
assh60	
CAP Helicopters	
capsa342	Mistral
IFV	
marder	
lav25	
bradley	
bmd1	
bmp1	
bmp2	
bmp3	
mcv80	
zbd	
MBT	
leo1	
leo2	
challenger2	
leclerc	
merkava	
patton	
abrams	
t55	

t72	
t80	
t90	
ztz	
Troop Transport	
fuchs	
aav7	
m113	
stryker	
strykeratgm	
strykermgs	
strykericv	
strykeratgm	
btrrd	
fddm	
mtlb	
btr80	
Armed Vehicles	
hmmwvm2	
hmmwvtow	
cobra	
brdm	
Artillery	
mortar	
dana	
paladin	
m270	
nona	
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cptrojan	
cpskp	
cpbpu	
rforcpgr	
Infantry	
solm4	NATO-Soldat mit M4
solm249	NATO-Soldat M249
solins	Soldat (Aufständische)
solrus	Soldat (Russland)
paraaks	Fallschirmjäger AKS (Russland, blaues Barret)
pararpg	Fallschirmjäger RPG (Russland, blaues Barret)
solak	Soldat AK (Bärtiger Typ mit Mütze)
solrpg	Soldat RPG (Bärtiger Typ mit Mütze)
natoinfgr	3*M4, 1*M249
natoinfsqd	10*M4, 2*M249
insinfgr	3*AK, 1*RPG
insinfsqd	10*AK, 2*RPG
rforinfgr	3*AK, 1*RPG
rforinfsqd	10*AK, 2*RPG
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rapierm	medium strength
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