

# Preface: In a nutshell

This script enhances the mission experience by giving appropriate vehicles some infantry squads they can deploy when they stop, and pick back up when they move again. Squads are sized according to the vehicle's actual troop transport capability. There is also an inherent element of random possibilities. Namely, while a BMP-2 will always drop a 7 men squad, that squad may all be 7 riflemen, or it may include some nastier surprises like an Igla MANPADS, or two... Moreover, you can order these squads to move to a specific spot, or shoot at a specific spot, using F10 map markers. Finally, you can assign certain vehicle groups, provided they have appropriate vehicle types to act as transports, to carry and eventually deploy weapon sites like Rapier SAMs, AAA sites, or howitzers/AT guns for WW2 Assets.

This way, proper care and good practices is more important for ground attackers, as that formerly hapless IFV may just drop an angry MANPADS dude! Or, if you disable the option to include MANPADS within the squads, you can get more targets to take care of. And yes, a lot of features can be configured to your liking through option parameters. Finally, weapon site transports let you have a reason to stop that column, before it deploys things that you may not want it to, at a place you also may not want it to! The squads and weapon types can either be highly randomized, giving missions an element of unknown and replayability, or be set as intended by the mission designer.

Script, for now, uses MIST to help with a few things, and is compatible with other mission scripts, to add more dynamism than ever to your DCS experience.

My thanks to hoggit wiki for shedding some light into the dark depths of DCS and Lua, MBot for their original dismounts script from years ago, as well as Igneous01's contributions into it, which has served as an inspiration and a jumping board for this one early on. Finally, the good folks who have been developing the MIST Lua library for DCS for many years, which really expedites things along when developing new scripts for DCS through its many utility functions and features! Oh, and of course, also to Eagle Dynamics and all the 3rd party devs who give us DCS World and all the content/modules in it for us all to enjoy!

This has started as a fun project for me, but with also intentions for improving mission dynamism in DCS for both myself and the community. Hoping it will help along with your missions too!

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## Using DCS-Dismounts

Currently, DCS-Dismounts uses MIST as a dependency, thus we need to first add it, and then the DCS-Dismounts itself into the mission. We do this through the triggers part of the mission editor. Then, we need to give vehicles in the mission their cargo: squads and/or weapon sites. We have many ways to achieve this in the script, each catering to different situations/needs for mission builders. Finally, the script allows players to command these dismounts around through the use of F10 markers even without having the Combined Arms module, at least to a degree.

So, let's go through these step by step, starting with...

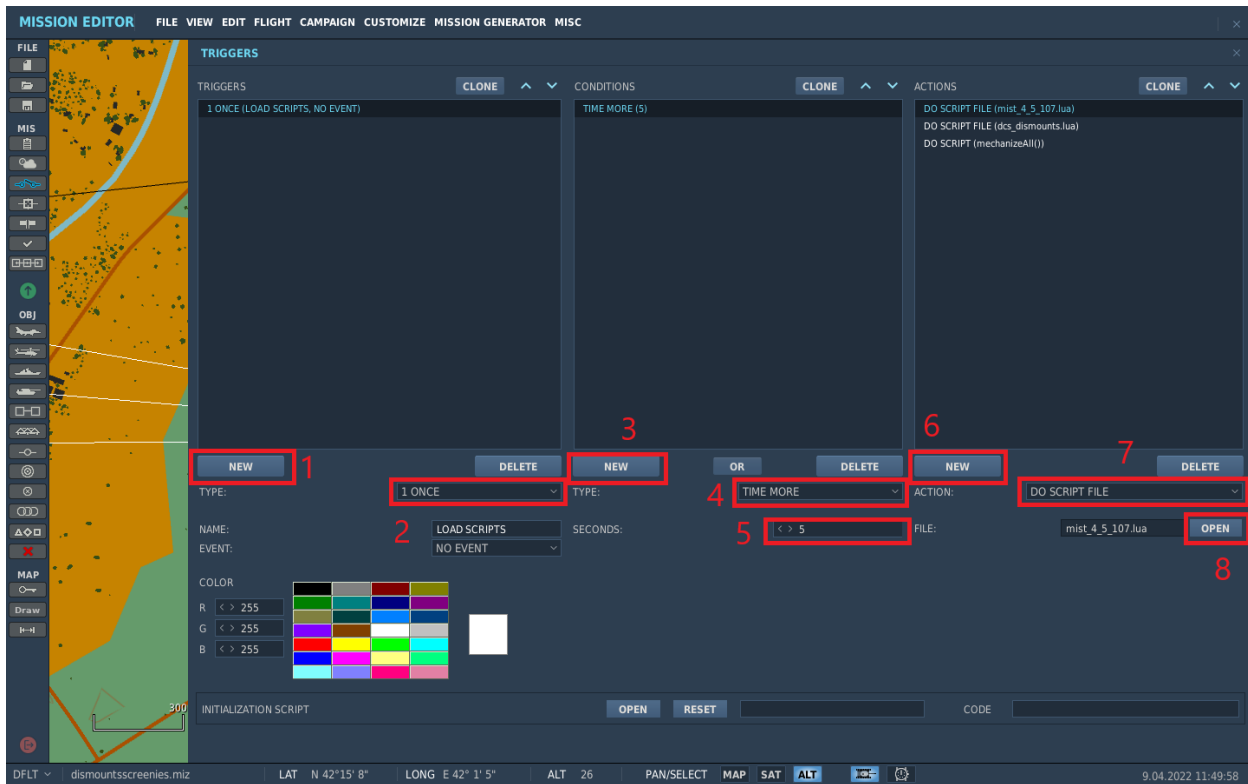
## Adding DCS-Dismounts into Your Mission

As said earlier, DCS-Dismounts uses MIST, thus we first need to add MIST into the mission, and we require its version to be 4.5.107 and above. You can get the latest version of MIST from their [github page here](#).

So now that we have both MIST and DCS-Dismounts, how do we add them in?

First off, you need to add a trigger to load the scripts from files after the mission starts. A good practice is to do this after about 5 seconds into the mission.

So, go to TRIGGERS, create a new one with type "ONCE", then create a new condition, choose type "TIME MORE" and set the value to 5, this will make the system wait 5 seconds after mission starts before loading the scripts to ensure things won't go wonky. Finally, under the actions click "new", choose "DO SCRIPT FILE", and click "OPEN" to choose your MIST script. Click "new" under the actions again, and choose "DO SCRIPT FILE" again, and this time choose your dcs\_dismounts script. Add one more action, this time choose "DO SCRIPT" instead of do script file. This will give you a text area for the script. Typing there "mechanizeAll()" is enough to have the script working in the mission, but you have other options too, which we will cover now.



## Getting the Transports to Have Some Squads!

There are multiple ways to instruct the script so that it will populate vehicles with infantry squads. If you need to set up some options, that is best done before issuing any transport populating commands though, but we will cover how to do that in the next section. For now, let us focus on populating our transports with infantry (and mortars, yes, that too).

Two main branches of the way this work are:

- **Vehicles with built-in support in the script:** These vehicles can be automatically given random squads of appropriate size and composition options through use of commands like functions `mechanizeAll()`, `determineRandomSquad()`, as well as the prefix `TRANSPORT##` in the vehicle's name.
- **User defined transport types:** Using other commands like `addTransportType()` and `randomizedSquadForTransport()`, we can add squads to any vehicle in the mission whether the script "knows" them or not.

Now let us explore all the options in greater detail, one by one.

## mechanizeAll() Function

This is the auto-magic one. When called, it goes through the list of ground vehicles in the mission, and automatically populates supported types with appropriate squads. Working with the types of infantry we have in DCS currently, it chooses from pre-defined squad composition possibilities for a given transport capacity and operator country. Possible soldiers for “BLUE” countries include M4 and M249 soldiers, as well as Stinger MANPADS. “RED” countries on the other hand, get Russian AK-74 troops or Igla MANPADS, while two specific vehicle types for Russia, BTR-D and BMD get VDV squads consisting of VDV AKS-74 or RPG-7 soldiers. If the country is “Insurgents” the possibilities will be among insurgent troops with AKs, RPGs, and Iglas. Finally, one special case is “Combined Joint Task Force RED”. If a vehicle belongs to this country, there will be a 50-50 chance of either choosing a Russian or insurgent type squad for it. For any APC or IFV, there will always be a greater chance of just having a rifle squad in, and a lesser chance of also including MANPADS among its troops. Trucks on the other hand, have a large chance of not having any dismounts (most trucks would be for logistics after all), but if they get troops, it is either a 11-strong rifle squad, or some riflemen and two mortars!

Finally, there are some script-wide options that will influence the way this function operates. You can set these options either with the setOptions() function **before** calling mechanizeAll(), or set them when calling mechanizeAll by providing them as a parameter. We will touch on setting these options later on, but for now let’s count the relevant ones here, and take a look at what they do:

- WWIIAssets: If set to true, supported WWII transports will be populated with WWII infantry squads. Default value is false.
- FrenchPack: If set to true, APCs, IFVs, and Trucks from the popular FrenchPack mod will get infantry squads as well. For now though, they will have to be US or Georgian soldiers with M4s. Default value is false.
- GorgeousGeorgians: If set to true, any US Soldier with M4 is replaced with Georgian Soldier with M4, as the former has a super low polygon model from 2000s with crazy-choppy animations, and the latter is fairly decent looking at least as far as infantry in DCS go. Default value is false.
- VehiclesToIgnore: A list of vehicle names as they are given in the mission editor. If it isn’t empty, any vehicle name here will NOT be given troops by the script automatically. Handy if you have things like base decorations or vehicles that are supposed to be inactive, so that they won’t have a bunch of soldiers around them for no good reason.
- NoManpads: This is to calm things down a notch for more peaceful missions, especially for less capable aircraft. If set to true, any MANPADS soldier in squads is replaced with the appropriate rifleman (Russian Igla gets replaced by a Russian AK-74, Insurgent Igla becomes insurgent with an AK, Stinger becomes either US or Georgian M4, according to what is set in above option). Default value is false.

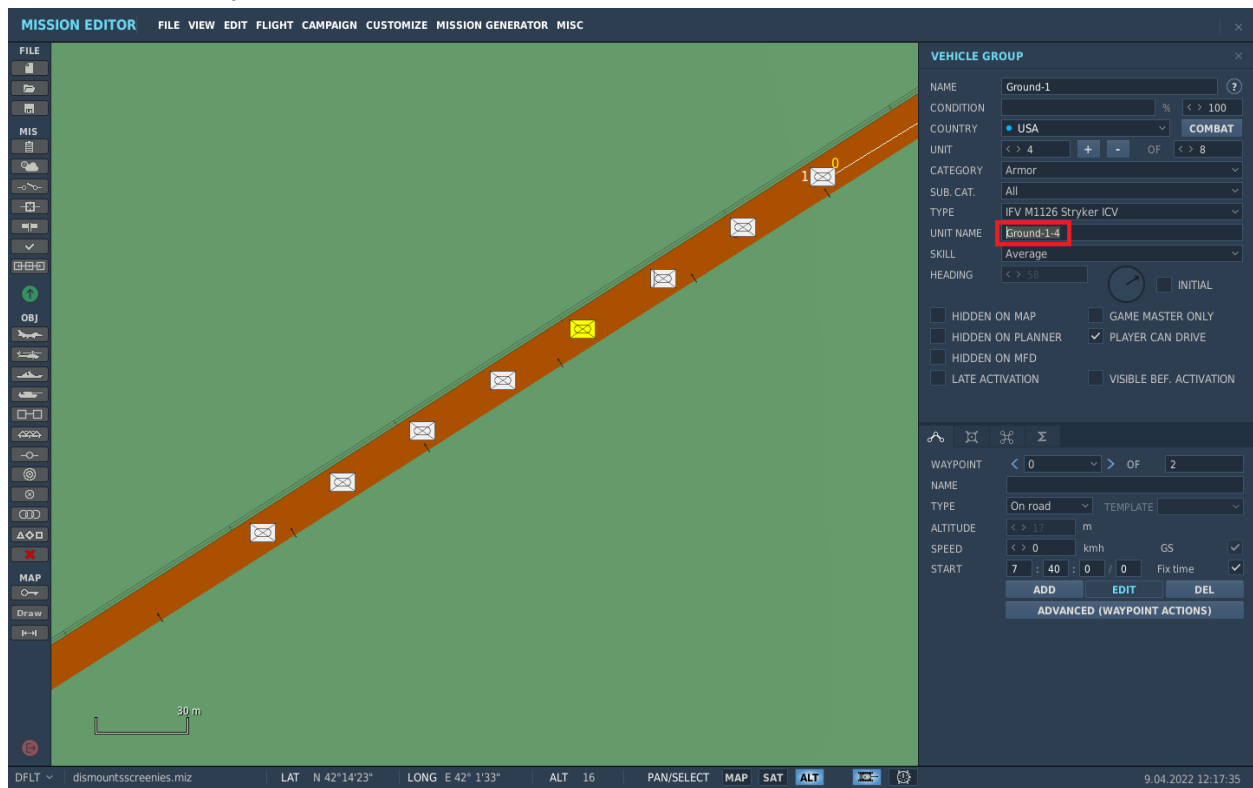
We will list the possible vehicles, the squads they can get, as well as the chance they will get that particular squad at the final chapter of this document.

Finally, even if a vehicle type is not supported by the script by default, if you include “**TRANSPORT##**” as a prefix in its name in mission editor, mechanizeAll will give this particular vehicle a squad of 7 soldiers, one which may or may not have a MANPADS.

## determineRandomSquad(hostVehicle) function

This function will also work with supported vehicles to give them one of the possible pre-defined squad types. Difference is, this one will only do it for one particular vehicle you provide the name of in the 'hostVehicle' parameter. It doesn't take options like mechanizeAll does, however, any options set previously via other means will still be respected.

Use this one if you want to only give dismounts to only a few specific vehicles in the mission. Possible vehicle type and squad compositions are the same as in mechanizeAll()



## assignSetSquadTypeToVehicle(hostVehicle,squadType) function

This is for when you want a specific vehicle to have a specific type of squad. You name the vehicle, and name the squad type, and it gets that. However, right now it is somewhat underdeveloped, and only works with a certain set of squad types, giving 11 men squads to M-113 and MTLB, and 7 men squads to anything else. Supported squad types are:

- rifleWest
- rifleRu
- rifleIns
- manpadsRu
- manpadsWest
- manpadsIns

Unlike the other two options, using this method you can have a squad of American riflemen come out of a BMP-2, or Russian ones out of a Bradley, if you feel so inclined!

## addTransportType(transportType, troopCapacity) function

Using this function, you can add a vehicle type as a transport even if script normally doesn't consider it so. The first parameter "transportType" is the type name for the vehicle, which you can find from any mission file that includes this vehicle by opening the .miz file with a zip extractor, and then opening file named "mission" within with a text editor. The second parameter, "troopCapacity" will declare how many soldiers the squads embarking this vehicle type will have. This way, you can add support for mod vehicles quite easily, or enable a vehicle added in a recent update to still have dismounts without the script needing to be updated.

The squads will be mainly riflemen appropriate for the operator country, with one of them having a chance to be a MANPADS dude instead. Full riflemen squads have a 2 out of 3 chance of happening. Riflemen + 1 MANPADS squads have a 1 out of 3 chance to happen.

Once a vehicle type is defined as a transport with this function, all vehicles of the type will automatically get squads of given size, each subject to having a random manpads guy or not, depending on whether the "NoManpads" option is set to true or not.

## How and when will the squads disembark/re-embark

Right now it is quite simple: script checks the list of transports every 5 seconds, and see if they have come to a full stop. If they are stopped, the infantry squad spawns next to the vehicle, and starts moving away from it, to a point roughly 20ish meters away.

Similarly, if the vehicle is moving, and its speed is greater than about 10 km/h, the squad will de-materialize and is considered mounted again. If however, the squad was killed before the vehicle moves, they will not spawn when the vehicle stops again. Similarly, if some of the members of the squad were killed, when the vehicle stops again only the surviving ones at the moment of embarking will spawn.

This simple mechanism allows for many meaningful cases of embarkment/disembarkment:

- In DCS, unless otherwise specified in the editor, when a vehicle column is attacked, they will scatter around and stop, which means they can drop their infantry when attacked, who may have RPGs or MANPADS to aid defending the convoy! When they start moving again, any surviving infantry will be re-embarked for...
- When the final waypoint is reached, the vehicles naturally stop, and thus release their troops at the destination.
- Any Combined Arms player can order vehicles to move/stop, thus can manually get the infantry to dismount/mount.
- Thanks to only mounting after a certain speed is passed, Combined Arms players can also drive the vehicles around slowly to reposition them without despawning the squad.

Later on, I am hoping to add more capabilities like using zones, map markers etc to control the behavior of squads, investigating some possibilities with advanced waypoint actions, giving combined arms players an F10 menu to directly command troops disembarked from the vehicle they are directly controlling etc. However, no ETA for most of these just yet. However, using two specific syntaxes for F10 map markers, it is possible to command dismounts from your own side to either go to a point or shoot at a point already! And that is the subject of our next section:

## Commanding the dismounts with F10 markers and trigger zones

Using the Combined Arms module, we can already order ground units around, providing the mission is designed to allow it. However, I have added another layer of controllability for the, so that people without the CA module can still have some say in what the dismounts will do. We have two specific marker types to facilitate this control, which we will look at now.

### infWP*VehicleName* markers

These markers will make the dismounts from the given vehicle name to go to the location of the marker when they are dismounted. You place the marker on the F10 map, and then type in its caption "infWP" followed by the name of the vehicle transporting the squad intended to go here.

There are some rules that apply though:

- You can only add these markers for vehicles from your own side, no commanding around enemy squads willy-nilly! If you try, the marker will be automatically deleted.
- You can have only one of these active per vehicle name, so one destination per dismounted squad. Adding a marker with the same name will automatically delete the others, making it the new destination for the squad.

### infTG*VehicleName* markers

These markers work almost exactly the same way as the above, only difference being, instead of going there, the dismounts will be shooting there! They will expend 20 rounds from whatever kind of weapon they have, be it a rifle, or a mortar. Especially handy for using mortars dismounted from trucks or other transports.

Used in the same manner as infWP ones above, with same rules and regulations applying to these too.

One side-effect, secondary-use can be that, riflemen attacking a single point, all together, can look rather cool for video makers etc, or to create suppressing fire, or to make otherwise odd infantry AI to stop whatever they are doing and actually shoot that particular thing.

### WP\_*VehicleName* trigger zones

This is for when you want to design in your mission a situation where a vehicle brings a squad to a certain position, and then the squad goes to another certain position. Again, only one per vehicle name will work. Once dismounted from the vehicle, the squad will move to the position of this zone.

## Weapon Sites and Transporting Convoys

A new feature with 1.0 is weapon site transports. With these, we can make realistically appropriate vehicles not only to transport troops, but also MOAR DAKKA!!! Errrm, I mean, bigger weapons, like AAA or howitzer positions, or, UK's purpose designed truck-mobile Rapier SAM sites! This way, when that particular convoy reaches its final waypoint, that point can



become a tactically/strategically significant point for you/enemy, and thus, so does that convoy beforehand! It would count to destroy/protect it before it reaches its destination!

For this feature to work, the vehicle group needs to have vehicle types that can carry the intended types of content as defined in the weapon site templates. Only the surviving vehicles will start deploying their cargo once they reach their destination, so that particular truck that had the radar in its bed is now a burning hulk 20 kilometers back? Well... too bad, no radar for this particular AAA site then!

## How to add weapon site transports to your mission?

Like said above, first off be sure that the group at least has enough of the required vehicle types (we will list them below in a bit). Once we know that's good and done, we only need to use command **assignWeaponTransports(hostGroup,cargoType)** for each convoy we want to give some interesting things to transport.

The first parameter is the name of the group that will transport this weapon site, taken from mission editor. The second parameter is the name of the weapon site template it will transport/deploy, so basically, what it carries.

The ideal place to use this command is in the "DO SCRIPT" action in your trigger that loads MIST and DCS-Dismounts in the mission. However, you can get creative and use it in other places too. For example you can make the convoy first go to a location, say, a base, wait there for maybe 30 minutes, when the wait is over, use DO SCRIPT in advanced waypoint actions before the convoy continue their route. Thus, simulating a situation where it gets the cargo loaded before it can deploy it. This way, even if a different final waypoint is given before they load up their cargo, the group will not deploy anything for example.

Normally, the script will go through the template and for each element, assign it to a suitable vehicle in the group sequentially. After that is done, if any of the remaining vehicles in the group has a name starting with the **prefix for that particular cargo type**, it will also get that assigned. Finally, if the **option "WPNSitesAddMoreWPNToFreeVehicles"** is set to **true**, the script will add any non sensor type element randomly into remaining suitable vehicles in the group, adding some more element of randomness if desired. Prefixes etc will make more sense a few sections down!

## How do they work/deploy?

After the group is assigned its cargo via assignWeaponTransports, and reaches its final waypoint and stops, the deployment cycle begins. First off, any vehicles (usually jeeps etc) that are assigned defensive staff will spawn a squad, and at the same time all transports that will deploy the actual weapon, will deploy riflemen representing workers/crew for the actual cargo. The numbers of this crew will depend on what they are deploying, a KS-100 gun will have a crew of 4, while a ZU-23 will only need 2. After the workers are deployed, if they are still alive after enough "ticks" of the script, each of them 5 seconds long, for the site as defined in its template, the site will deploy next to the truck, and then the transport convoy will move away about a hundred meters from the deployed site. Voila, your new weapon site is active!

## Supported weapon sites and their required vehicle types

### **Soviet AAA Site:**

This is a Cold War era Soviet AAA site with all goodies: It will have a SON-9 Fire Can radar to detect and accurately plot firing solutions for hostile aircraft. Then, it will have at least one of KS-19 100mm heavy AA gun, S-60 57mm AA gun, and ZU-23 23mm AA gun each. Finally, at least one vehicle will drop a security detail of 7 men squad, including an Igla if MANPADS are not disabled.

Set-up time: 5 minutes

Elements:

- Fire Can Radar, 4 crew/workers. Suitable vehicles: Russian military trucks. For additional radars, prefix is "RDR"
- KS-19 Heavy AA gun, 4 crew/workers. Suitable vehicles: Russian military trucks. For additional KS-19s, prefix is "KS"
- S-60 Medium AA gun, 2 crew/workers. Suitable vehicles: Russian military trucks. For additional S-60s, prefix is "S60"
- ZU-23 AA gun, 2 crew/workers. Suitable vehicles: Russian military trucks. For additional ZU-23s, prefix is "ZU"
- 7 men squad, one being an Igla unless disabled. Suitable vehicles: Russian military trucks, UAZ, BMP-1, BMP-2, BTR-80. For additional squads, prefix is "STF"

### **UK Rapier SAM Site:**

British Cold War light SAM system designed to be portable even in relatively small army trucks or towed by utility vehicles. Still in service in some countries. The site will have a search radar, an alternate optical tracking system, and a launcher, as well as a 7 men security squad.

Set-up time: 5 minutes

Elements:

- Blindfire Radar, 2 crew, suitable vehicles: Land Rover 101FC, prefix for more: "RDR"
- Optical tracker, 2 crew, suitable vehicles: Land Rover 101FC, prefix for more: "OPT"
- Rapier launcher, 2 crew, suitable vehicles: Land Rover 101FC, prefix for more: "MSL"
- 7 men squad, suitable vehicles: Land Rover 101FC, Land Rover 109 utility vehicle. Prefix for more: "STF"

### **WWII German Light Field Guns:**

Four or more LeFH 18 105mm howitzers, and a 7-strong infantry squad transported by WW2 German vehicles. Requires "**WWIIAssets**" option to be set to **true**.

Set-up time: 5 minutes

Elements:

- LeFH 18 105mm field gun. Crew: 4, Suitable vehicles: Opel Blitz 36 Trucks, SdKfz 7 Wehrmacht Schlepper half tracks. Prefix for more: "GUN"
- 7 men squad of Kar-98K riflemen, vehicles: Opel Blitz or SdKfz 251/1 half tracks, prefix "STF"

### **WWII American AAA Guns:**

At least 3x37mm M1 and 3x quad .50 cal M45 Maxson anti aircraft guns, and a 7 men squad, all transported by WW2 American vehicles. Requires **“WWIIAssets”** option to be set to **true**.

Set-up time: 5 minutes

Elements:

- M1 37mm AA Gun: 2 crew, vehicles: GMC 6x6 Truck, prefix “M37”
- M45 Maxson quad .50 cal M2 AA Gun: 2 crew, vehicles: GMC 6x6 Truck, prefix “M45”
- 7 men squad with M1 Garands, vehicles: GMC 6x6 Truck, M2 Halftrack, prefix: “STF”

More to come in small feature updates including more WW2 AAA and howitzer positions, as well as their asset pack free versions, KS19, S-60, ZU-23 only AA sites, with and without Fire Can radar. Open to suggestions for more!

## Options... let there be options!

To make the way the script works suitable to various needs, I have added in the ability to toggle some options that we can toggle on/off. There are two main ways of setting up options:

setOptions() function, or passing them as a parameter to mechanizeAll() function if that is what you will use to get the script going.

The parameter needs to be in the Lua table format, starting with a {, and ending with }. Each property will be within square brackets [ ], and property name will be within quotes or double quotes. If you set multiple options, separate them with a comma. Following are a few examples:

**setOptions({[“NoManpads”]=true})** (This line only sets no manpads option to enabled)

**setOptions({[“NoManpads”]=true, [“FrenchPack”]=true})** (This one both sets no manpads and french pack support options to true)

**mechanizeAll({[“GorgeousGeorgians”]=true,[“WWIIAssets”]=true})** (And this one enables WWII asset pack units and infantry, as well as replacing US M4 soldiers with Georgian ones which has a much newer model, and then populates all supported vehicles with squads)

**mechanizeAll({[“NoManpads”]=true,[“VehiclesToIgnore ”]={“This particular BMP-2”, “And that truck over there”, “But also this here M2 Bradley”}})** (This last one will again disable MANPADS carrying dismounts, and will also NOT give dismounts to 3 vehicles named in the VehiclesToIgnore option, and then populate the rest of transports)

**Note, you need to set options before you use a vehicle populating function, unless you set them within the mechanizeAll() function itself.**

List of currently active options are:

- WWIIAssets - true/false
- FrenchPack - true/false

- GorgeousGeorgians - true/false
- VehiclesToIgnore - { vehicle names }
- NoManpads - true/false
- WPNSitesAddMoreWPNToFreeVehicles - true/false

## Vehicles with built-in support, and the possible squads for each of them

### BTR-80, BMP-2

The staple APC and IFV types for eastern militaries, as well as some insurgencies, these vehicles all can support 7 passengers in addition to their crews. Thus, with DCS-Dismounts script, they all have access to the same squads. There is a catch though. If the vehicle's country is "Insurgents" it will only get insurgent squads, if it is "Combined Joint Task Force Red" it will have a %50 chance of getting either Russian or insurgent type squads, and otherwise they will get Russian squads.

The list of available squads are as follows:

- RU Rifle squad: 7 AK-74M riflemen (4 out of 7 chances)
- RU MANPADS squad: 6 AK-74M riflemen and 1 Igla-S MANPADS (1 out of 7)
- RU Anti-air squad (immobile): 4 AK-74M riflemen, 2 Igla-S MANPADS, 1 MANPADS command (1 out of 7)
- INS Rifle squad: 7 AK guys (2 out of 7)
- INS Squad: 6 AKs and 1 RPG-7 (1 out of 7)
- INS MANPAD: 6 AKs and 1 Igla (2 out of 7)
- INS Anti-air: 4 AKs, 2 Iglas, 1 MANPADS command (1 out of 7)
- INS RPG: 4 AKs, 3 RPG-7s (1 out of 7)

### BTR-82A, BMP-3, ZBD-04A

These later IFVs aren't as common to find in the hands of insurgencies than the older ones above. They also have a 7 troop capacity. Thus, they share the same Russian squad types as them, however, they will not get insurgent squads even in CJTF Red.

### BMP-1

Another staple, and often called the first IFV, this old warhorse can actually transport one more passenger than the more modern vehicles above, thus getting similar, but one member larger squads. Same condition applies with regards to the country of the vehicle: Insurgents get

insurgent squads, CJTF Red get either insurgent or Russian ones, and otherwise it will be Russian squads.

These squads are:

- RU Rifle squad: 8 AK-74M riflemen
- RU MANPADS squad: 7 AK-74M riflemen and 1 Igla-S MANPADS
- RU Anti-air squad (immobile): 5 AK-74M riflemen, 2 Igla-S MANPADS, 1 MANPADS command
- INS Rifle squad: 8 AK-dudes
- INS Squad: 7 AKs and 1 RPG-7
- INS MANPAD: 6 AKs and 2 Iglas
- INS Anti-air (immobile): 4 AKs, 3 Iglas, 1 MANPADS commander
- INS Squad RPG: 5 AKs, 3 RPG-7s

## MTLB

This perhaps somewhat ungainly vehicle offers relatively little in terms of protection and firepower. Yet, with its mobility and 11 passenger capacity it is also a versatile vehicle that has found favor with the Russian military even after its initial design role of towing artillery pieces went out of the window. Like the other Russian vehicles so far, composition of squads depends on the country chosen in the editor: Insurgents get insurgent squads, CJTF Red gets either Russian or insurgent ones with 50-50 chance, and other red countries get Russian squads.

Available compositions are:

- RU Rifle squad: 11 AK-74M riflemen
- RU squad: 8 AK-74M riflemen, 3 RPG-7s
- RU MANPADS: 10 AK-74M riflemen, 1 Igla-S
- RU RPG + Igla: 8 AK-74M riflemen, 2 RPG-7s, 1 Igla-S
- RU anti-air: 8 AK-74M riflemen, 3 Igla-S
- INS Rifle squad: 11 AKs
- INS squad: 9 AKs, 2 RPG-7s
- INS MANPADS: 9 AKs, 1 RPG-7, 1 Igla
- INS anti-air (immobile): 7 AKs, 3 Iglas, 1 MANPADS commander
- INS RPG squad: 8 AKs, 3 RPG-7s
- INS RPG+Igla: 8 AKs, 2 RPG-7s, 1 Igla

## BMD-1 and BTR-D

These relatively tiny and lightly protected AFVs were designed for airborne and marine infantry's use. Still, BMD-1 can drop 6 troops, while providing the same main armament as a BMP-1 to support them. BTR-D is a later development that, according to some sources, took the troop capacity up to a surprising 10 for a small vehicle, but right now it is implemented with the same 6 troop capacity, pending further research to take it up to 10 in a later update. BTR-D we have is

the ATGM carrier version with Konkurs missiles, so this version may not have the full 10 passenger capacity. Composition of dismounts, again, depends on the country: Insurgents get, well... insurgents, surprising, I know. Combined task force Red gets either insurgents or Russian VDV, 50-50 chance, and other countries get VDV.

Possibilities are:

- RU VDV: 3 AKS-74 paratroopers, 3 RPG-7s
- INS squad: 4 AKs, 1 RPG-7, 1 Igla

## M2A2 Bradley, Marder II, MCV-80 Warrior

Coming to the western side of things, these are the staple AFVs for USA, Germany, and UK. Similar to their red counterparts, they also provide a 7 passenger capacity, and it is more straightforward here, with the limited options of infantry models we currently have in DCS they will have the same compositions below:

- Rifle squad: 5 M-4s, 2 M-249s
- Rifle squad with MANPADS: 5 M-4s, 1 M-249, 1 Stinger

## Stryker ICV

This 8x8 APC/IFV has found favor with the US Army as the ride for its extremely quick response forces, sitting between Hum-vees and Bradleys. With its 9 passenger capacity, Stryker hosts 3 types of squads in the DCS-Dismounts script:

- Rifle squad: 7 M-4 riflemen, 2 M-249 gunners
- Rifle squad with MANPADS: 6 M-4 riflemen, 2 M-249 gunners, 1 Stinger
- Fireteam: 3 M-4 riflemen, 4 M-249 gunners, 2 Stingers

## LAV-25

This wheeled IFV brings a powerful 25mm autocannon to support its 6 man strong dismounts. The two squad types it can get with the script are:

- Rifle squad: 4 M-4 riflemen, 2 M-249 gunners
- Rifle squad with MANPADS: 4 M-4 riflemen, 1 M-249 gunner, 1 Stinger

## M113

This old vehicle, also known as Gavin, breadbox, shoebox, etc, is just what comes to many people's minds when they hear APC, and is used all over the world. While its protection and firepower may not be awe-inspiring, 11 men strong squads it can carry distinguishes it from

most other western vehicles we have in DCS, bar one, but we'll get to that too. Back to M113 and its squads, which are:

- Rifle squad: 8 M-4 riflemen, 3 M-249 gunners
- Rifle squad with MANPADS: 8 M-4 riflemen, 2 M-249 gunners, 1 Stinger

## AAV-7

This odd looking, big, amphibious USMC APC is quite striking as being something else compared to most other vehicles. Armed with a .50 caliber M2 as well as a 40mm automatic grenade launcher, it can carry around a whopping 21 marines with it! To quote some space dwarves: "it's like she's bigger on the inside!" Speaking of 21 marines, currently they can come in combinations of:

- Rifle squad: 13 M-4 riflemen, 8 M-249 gunners, much dakka indeed
- Rifle squad with MANPADS: 11 M-4 riflemen, 7 M-249 gunners, 3 Stingers

## TPz Fuchs

German 6x6 wheeled amphibious APC with a capacity of 10 passengers. Thus, it provides relatively sizable squads, which are:

- Rifle squad: 8 M-4 riflemen, 2 M-249 gunners
- Rifle squad with MANPADS: 8 M-4 riflemen, 1 M-249 gunner, 1 Stinger

## Trucks

Right now, the script works with Russian GAZ-66 and KAMAZ trucks, as well as the American M 939. The way random squad assignment works with trucks is a little different. They are more likely to not get anything assigned to them! Rationale behind this is, they are usually more necessary for logistics, carrying around munitions, rations, supplies, equipment etc. When they do get something though, there are, at least currently, two possibilities: a mortar team, or a rifle squad. The only thing that changes between truck types is going to be the aesthetics of these squads: GAZ and KAMAZ will either get Russian or insurgent riflemen, depending on the country, and M 939 will get US M-4 riflemen.

Current composition of truck dismounts are:

- Mortar team: 2 x 2B11 120mm mortars, 4 riflemen
- Rifle squad: 11 x riflemen

In near future, pending some research, I will try to enable every military truck to carry squads of suitable sizes for their carrying capacities, like it is with APCs and IFVs above.

## WWII Asset Pack Vehicles

SdKfz 251, SdKfz 7, Opel Blitz 36

These Wehrmacht transports get a squad of 7 Kar-98K riflemen if “WWIIAssets” option is enabled.

Bedford MW

This little British truck will get a 7 strong squad of SMLE riflemen, again if “WWIIAssets” option is enabled.

M2 Halftrack, CCKW 353

These WWII US Army transports will get 7 men squads of M1 Garand riflemen, again depending on whether “WWIIAssets” option is enabled or not.

## FrenchPack Vehicles

If “FrenchPack” option is enabled, following vehicles will get squads assigned to them with mechanizeAll() function:

**VAB variants:** with a capacity of 10 troops, VABs will get squads similar to the TPz, 4 out of 5 chances being just M4 riflemen, and 1 out of 5 including a Stinger MANPADS.

**VBCI:** with a troop capacity of 8, it either has a (5 out of 8) chance of getting 8 M4 riflemen, or (3 out of 8) 7 M4 riflemen and 1 Stinger MANPADS soldier

**TRM 2000:** These trucks have a chance of either getting a mortar team, though unlike with other truck-borne mortars they will have the unique French Pack 120mm mortar, or just a 11-strong riflemen squad.

## Updates, roadmap for future, feature requests

You can find the latest available version of the script here:

<https://github.com/erdenizsanlav/Dcs-Dismounts/releases>

Similarly, in the same github page, you can find the “issues” section here:

<https://github.com/erdenizsanlav/Dcs-Dismounts/issues>

Issues section can both let users glean a roadmap of upcoming features, and add feature requests and bug reports.