Contents

[Squad Leader 2](#_Toc461208469)

[Heavy Gunner 3](#_Toc461208470)

[Rifleman 4](#_Toc461208471)

[Medic 5](#_Toc461208472)

[Sniper 6](#_Toc461208473)

# Squad Leader

comment "Exported from Arsenal by HoS";

comment "Remove existing items";

removeAllWeapons this;

removeAllItems this;

removeAllAssignedItems this;

removeUniform this;

removeVest this;

removeBackpack this;

removeHeadgear this;

removeGoggles this;

comment "Add containers";

this forceAddUniform "TRYK\_U\_B\_PCUHsW4";

this addItemToUniform "ACE\_MapTools";

this addItemToUniform "ACE\_Flashlight\_XL50";

for "\_i" from 1 to 3 do {this addItemToUniform "ACE\_epinephrine";};

for "\_i" from 1 to 6 do {this addItemToUniform "ACE\_morphine";};

for "\_i" from 1 to 15 do {this addItemToUniform "ACE\_fieldDressing";};

this addItemToUniform "rhs\_mag\_m67";

this addVest "TRYK\_V\_PlateCarrier\_blk";

for "\_i" from 1 to 9 do {this addItemToVest "rhs\_mag\_30Rnd\_556x45\_M855A1\_Stanag\_Tracer\_Red";};

for "\_i" from 1 to 2 do {this addItemToVest "UGL\_FlareWhite\_F";};

this addItemToVest "UGL\_FlareRed\_F";

this addItemToVest "1Rnd\_SmokeRed\_Grenade\_shell";

this addItemToVest "1Rnd\_Smoke\_Grenade\_shell";

this addItemToVest "1Rnd\_SmokeYellow\_Grenade\_shell";

this addItemToVest "1Rnd\_SmokeGreen\_Grenade\_shell";

for "\_i" from 1 to 5 do {this addItemToVest "1Rnd\_HE\_Grenade\_shell";};

this addBackpack "B\_Parachute";

this addHeadgear "TRYK\_H\_WH";

comment "Add weapons";

this addWeapon "rhs\_weap\_hk416d10\_m320";

this addPrimaryWeaponItem "rhsusf\_acc\_nt4\_black";

this addPrimaryWeaponItem "rhsusf\_acc\_SpecterDR\_3d";

this addWeapon "lerca\_1200\_black";

comment "Add items";

this linkItem "ItemMap";

this linkItem "ItemCompass";

this linkItem "tf\_microdagr";

this linkItem "ItemRadio";

# Heavy Gunner

comment "Exported from Arsenal by 123";

comment "Remove existing items";

removeAllWeapons this;

removeAllItems this;

removeAllAssignedItems this;

removeUniform this;

removeVest this;

removeBackpack this;

removeHeadgear this;

removeGoggles this;

comment "Add containers";

this forceAddUniform "TRYK\_U\_B\_PCUHsW5";

this addItemToUniform "ACE\_MapTools";

this addItemToUniform "ACE\_Flashlight\_XL50";

for "\_i" from 1 to 20 do {this addItemToUniform "ACE\_fieldDressing";};

this addItemToUniform "ACE\_EarPlugs";

for "\_i" from 1 to 3 do {this addItemToUniform "ACE\_epinephrine";};

for "\_i" from 1 to 6 do {this addItemToUniform "ACE\_morphine";};

this addVest "TRYK\_V\_PlateCarrier\_blk";

for "\_i" from 1 to 4 do {this addItemToVest "150Rnd\_556x45\_Drum\_Mag\_Tracer\_F";};

for "\_i" from 1 to 5 do {this addItemToVest "SmokeShellRed";};

this addBackpack "B\_Parachute";

this addGoggles "TRYK\_kio\_balaclava\_BLK";

comment "Add weapons";

this addWeapon "arifle\_SPAR\_02\_blk\_F";

this addPrimaryWeaponItem "rhsusf\_acc\_nt4\_black";

this addPrimaryWeaponItem "acc\_pointer\_IR";

this addPrimaryWeaponItem "rhsusf\_acc\_SpecterDR\_3d";

this addPrimaryWeaponItem "bipod\_01\_F\_blk";

this addWeapon "Rangefinder";

comment "Add items";

this linkItem "ItemMap";

this linkItem "ItemCompass";

this linkItem "tf\_microdagr";

this linkItem "ItemRadio";

this linkItem "TRYK\_balaclava\_BLACK\_NV";

# Rifleman

comment "Exported from Arsenal by HoS";

comment "Remove existing items";

removeAllWeapons this;

removeAllItems this;

removeAllAssignedItems this;

removeUniform this;

removeVest this;

removeBackpack this;

removeHeadgear this;

removeGoggles this;

comment "Add containers";

this forceAddUniform "TRYK\_U\_B\_PCUHsW4";

this addItemToUniform "ACE\_MapTools";

this addItemToUniform "ACE\_Flashlight\_XL50";

this addItemToUniform "SmokeShellRed";

this addItemToUniform "rhs\_mag\_m67";

this addVest "TRYK\_V\_PlateCarrier\_blk";

for "\_i" from 1 to 15 do {this addItemToVest "ACE\_fieldDressing";};

for "\_i" from 1 to 3 do {this addItemToVest "ACE\_epinephrine";};

for "\_i" from 1 to 6 do {this addItemToVest "ACE\_morphine";};

for "\_i" from 1 to 10 do {this addItemToVest "rhs\_mag\_30Rnd\_556x45\_Mk318\_Stanag";};

this addBackpack "B\_Parachute";

this addHeadgear "TRYK\_H\_WH";

comment "Add weapons";

this addWeapon "rhs\_weap\_hk416d10";

this addPrimaryWeaponItem "rhsusf\_acc\_nt4\_black";

this addPrimaryWeaponItem "rhsusf\_acc\_SpecterDR";

this addPrimaryWeaponItem "rhsusf\_acc\_harris\_bipod";

this addWeapon "Binocular";

comment "Add items";

this linkItem "ItemMap";

this linkItem "ItemCompass";

this linkItem "tf\_microdagr";

this linkItem "ItemRadio";

# Medic

comment "Exported from Arsenal by HoS";

comment "Remove existing items";

removeAllWeapons this;

removeAllItems this;

removeAllAssignedItems this;

removeUniform this;

removeVest this;

removeBackpack this;

removeHeadgear this;

removeGoggles this;

comment "Add containers";

this forceAddUniform "TRYK\_U\_B\_PCUHsW4";

this addItemToUniform "ACE\_MapTools";

this addItemToUniform "ACE\_Flashlight\_XL50";

this addItemToUniform "SmokeShellRed";

for "\_i" from 1 to 3 do {this addItemToUniform "rhs\_mag\_30Rnd\_556x45\_Mk318\_Stanag";};

this addVest "TRYK\_V\_PlateCarrier\_blk";

for "\_i" from 1 to 40 do {this addItemToVest "ACE\_fieldDressing";};

for "\_i" from 1 to 20 do {this addItemToVest "ACE\_epinephrine";};

for "\_i" from 1 to 20 do {this addItemToVest "ACE\_morphine";};

for "\_i" from 1 to 5 do {this addItemToVest "ACE\_bloodIV";};

for "\_i" from 1 to 2 do {this addItemToVest "rhs\_mag\_30Rnd\_556x45\_Mk318\_Stanag";};

this addBackpack "B\_Parachute";

this addHeadgear "TRYK\_H\_WH";

comment "Add weapons";

this addWeapon "rhs\_weap\_hk416d10";

this addPrimaryWeaponItem "rhsusf\_acc\_nt4\_black";

this addPrimaryWeaponItem "rhsusf\_acc\_SpecterDR";

this addPrimaryWeaponItem "rhsusf\_acc\_harris\_bipod";this addWeapon "Binocular";

comment "Add items";

this linkItem "ItemMap";

this linkItem "ItemCompass";

this linkItem "tf\_microdagr";

this linkItem "ItemRadio";

# Sniper

comment "Exported from Arsenal by HoS";

comment "Remove existing items";

removeAllWeapons this;

removeAllItems this;

removeAllAssignedItems this;

removeUniform this;

removeVest this;

removeBackpack this;

removeHeadgear this;

removeGoggles this;

comment "Add containers";

this forceAddUniform "TRYK\_U\_B\_PCUHsW4";

this addItemToUniform "ACE\_MapTools";

this addItemToUniform "ACE\_Flashlight\_XL50";

this addItemToUniform "ACE\_ATragMX";

this addItemToUniform "ACE\_Kestrel4500";

this addItemToUniform "SmokeShellRed";

this addVest "TRYK\_V\_PlateCarrier\_blk";

for "\_i" from 1 to 15 do {this addItemToVest "ACE\_fieldDressing";};

for "\_i" from 1 to 3 do {this addItemToVest "ACE\_epinephrine";};

for "\_i" from 1 to 6 do {this addItemToVest "ACE\_morphine";};

for "\_i" from 1 to 25 do {this addItemToVest "rhsusf\_5Rnd\_762x51\_m118\_special\_Mag";};

this addBackpack "B\_Parachute";

this addHeadgear "TRYK\_H\_Helmet\_Winter\_2";

comment "Add weapons";

this addWeapon "rhs\_weap\_m24sws\_blk";

this addPrimaryWeaponItem "rhsusf\_acc\_LEUPOLDMK4\_2";

this addWeapon "ACE\_VectorDay";

comment "Add items";

this linkItem "ItemMap";

this linkItem "tf\_microdagr";

this linkItem "ItemRadio";