



Human Soldier Animations 2.0 FREE

Total animation files: 128

- 1. Human@HandsClosed01
- 2. Human@ObjectGripHands01
- 3. HumanF@AssaultRifle Aim01
- 4. HumanF@AssaultRifle Aim01 Shoot01
- 5. HumanF@AssaultRifle_Reload01
- 6. HumanF@Bazooka_Aim01
- 7. HumanF@Bazooka_Aim01_Shoot01
- 8. HumanF@Bazooka_Reload01
- 9. HumanF@Damage01
- 10. HumanF@Damage02
- 11. HumanF@Death01
- 12. HumanF@Death02
- 13. HumanF@Death03
- 14. HumanF@DualGun Aim01
- 15. HumanF@DualGun_Aim01_Shoot01
- 16. HumanF@DualGun_Reload01
- 17. HumanF@Gun_Aim01
- 18. HumanF@Gun_Aim01_Shoot01
- 19. HumanF@Gun_Aim02
- 20. HumanF@Gun Aim02 Shoot01
- 21. HumanF@Gun_Reload01
- 22. HumanF@Gun Reload02
- 23. HumanF@ldle01
- 24. HumanF@Idle01-MilitaryIdle01
- 25. HumanF@MilitaryIdle01
- 26. HumanF@MilitaryIdle01-Idle01
- 27. HumanF@Rifle Aim01

- 28. HumanF@Rifle_Aim01_Shoot01
- 29. HumanF@Rifle_Reload01
- 30. HumanF@Run01 Backward
- 31. HumanF@Run01 Backward [RM]
- 32. HumanF@Run01 BackwardLeft
- 33. HumanF@Run01 BackwardLeft [RM]
- 34. HumanF@Run01 BackwardRight
- 35. HumanF@Run01_BackwardRight [RM]
- 36. HumanF@Run01 Forward
- 37. HumanF@Run01_Forward [RM]
- 38. HumanF@Run01 ForwardLeft
- 39. HumanF@Run01 ForwardLeft [RM]
- 40. HumanF@Run01 ForwardRight
- 41. HumanF@Run01 ForwardRight [RM]
- 42. HumanF@Run01 Left
- 43. HumanF@Run01 Left [RM]
- 44. HumanF@Run01_Right
- 45. HumanF@Run01_Right [RM]
- 46. HumanF@ThrowGrenade01 L
- 47. HumanF@Walk01 Backward
- 48. HumanF@Walk01_Backward [RM]
- 49. HumanF@Walk01 BackwardLeft
- 50. HumanF@Walk01 BackwardLeft [RM]
- 51. HumanF@Walk01 BackwardRight
- 52. HumanF@Walk01 BackwardRight [RM]
- 53. HumanF@Walk01 Forward
- 54. HumanF@Walk01 Forward [RM]
- 55. HumanF@Walk01 ForwardLeft
- 56. HumanF@Walk01 ForwardLeft [RM]
- 57. HumanF@Walk01 ForwardRight
- 58. HumanF@Walk01 ForwardRight [RM]
- 59. HumanF@Walk01 Left
- 60. HumanF@Walk01 Left [RM]
- 61. HumanF@Walk01 Right
- 62. HumanF@Walk01 Right [RM]

- 63. HumanF@WeaponHold AssaultRifle01
- 64. HumanF@WeaponHold Bazooka01
- 65. HumanF@WeaponHold Rifle01
- 66. HumanM@AssaultRifle_Aim01
- 67. HumanM@AssaultRifle_Aim01_Shoot01
- 68. HumanM@AssaultRifle Reload01
- 69. HumanM@Bazooka Aim01
- 70. HumanM@Bazooka_Aim01_Shoot01
- 71. HumanM@Bazooka Reload01
- 72. HumanM@Damage01
- 73. HumanM@Damage02
- 74. HumanM@Death01
- 75. HumanM@Death02
- 76. HumanM@Death03
- 77. HumanM@DualGun Aim01
- 78. HumanM@DualGun Aim01 Shoot01
- 79. HumanM@DualGun_Reload01
- 80. HumanM@Gun Aim01
- 81. HumanM@Gun Aim01 Shoot01
- 82. HumanM@Gun_Aim02
- 83. HumanM@Gun Aim02 Shoot01
- 84. HumanM@Gun Reload01
- 85. HumanM@Gun Reload02
- 86. HumanM@Idle01
- 87. HumanM@Idle01-MilitaryIdle01
- 88. HumanM@MilitaryIdle01
- 89. HumanM@MilitaryIdle01-Idle01
- 90. HumanM@Rifle Aim01
- 91. HumanM@Rifle Aim01 Shoot01
- 92. HumanM@Rifle_Reload01
- 93. HumanM@Run01_Backward
- 94. HumanM@Run01 Backward [RM]
- 95. HumanM@Run01 BackwardLeft
- 96. HumanM@Run01 BackwardLeft [RM]
- 97. HumanM@Run01 BackwardRight

- 98. HumanM@Run01_BackwardRight [RM]
- 99. HumanM@Run01 Forward
- 100. HumanM@Run01 Forward [RM]
- 101. HumanM@Run01 ForwardLeft
- 102. HumanM@Run01_ForwardLeft [RM]
- 103. HumanM@Run01_ForwardRight
- 104. HumanM@Run01_ForwardRight [RM]
- 105. HumanM@Run01 Left
- 106. HumanM@Run01 Left [RM]
- 107. HumanM@Run01_Right
- 108. HumanM@Run01 Right [RM]
- 109. HumanM@ThrowGrenade01 L
- 110. HumanM@Walk01 Backward
- 111. HumanM@Walk01 Backward [RM]
- 112. HumanM@Walk01 BackwardLeft
- 113. HumanM@Walk01 BackwardLeft [RM]
- 114. HumanM@Walk01_BackwardRight
- 115. HumanM@Walk01 BackwardRight [RM]
- 116. HumanM@Walk01 Forward
- 117. HumanM@Walk01 Forward [RM]
- 118. HumanM@Walk01 ForwardLeft
- 119. HumanM@Walk01 ForwardLeft [RM]
- 120. HumanM@Walk01 ForwardRight
- 121. HumanM@Walk01 ForwardRight [RM]
- 122. HumanM@Walk01 Left
- 123. HumanM@Walk01 Left [RM]
- 124. HumanM@Walk01 Right
- 125. HumanM@Walk01_Right [RM]
- 126. HumanM@WeaponHold AssaultRifle01
- 127. HumanM@WeaponHold Bazooka01
- 128. HumanM@WeaponHold_Rifle01

Animation files start with the prefix **HumanF** or **HumanM**, depending on whether they are for the **feminine** or **masculine** rig. Some of them may be shared with other animation packs.

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