

TFO Anti-Air Guide (VAR)



Presentation :

This guide aims to assist the Anti-Air role in **aircraft recognition and identification**. It provides information on current operational aircraft which may be observed in diverse **Arma III missions**.

This guide is based on the following mods : **CFP, CUP, RHS, AMF, 3CB Factions, HAFM**

Source : <https://irp.fas.org/doddir/army/fm3-01-80.pdf>

This does not replace actual Anti-Air training and doesn't grant the clearance for the role during missions.

Contents :

1. [Aircraft confusion](#)
2. [Camouflages and markings](#)
3. [MANPADS](#)
4. [Aircraft](#)
5. [Helicopter](#)
6. [UAV](#)
7. [Glossary](#)

1. Aircraft confusion

Confusing one aircraft with another is a serious problem that must be dealt with **Visual Aircraft Recognition** training. The following are the four types of confusion that can occur, of which the first two are the most dangerous :

1. When a **friendly** aircraft is recognized and identified as **hostile**. On a mission, this **mistake could cause a friendly fire**.
2. When a **hostile** aircraft is recognized and identified as **friendly**. During hostilities, this action might **allow a hostile aircraft entry into the defended area**.
3. When a **hostile** aircraft is recognized and identified as another **hostile** aircraft. Actions taken against hostile aircraft in combat are the same, so generally there is no impact. However, this situation could have an impact if **friendly factions were flying some aircraft types that are normally considered hostile**.
4. When a **friendly** aircraft is recognized and identified as another **friendly** aircraft. The actions taken in combat are the same, and there would be an impact only if a **hostile faction was using an aircraft type that is normally considered friendly**.

The human factor is a big part of aircraft confusion, it can include : lack of knowledge, lack of/or no communication, panic, trigger happiness...



2. Camouflages and markings

Camouflages :

Combat aircraft usually have a **camouflage finish** with the upper and side surfaces painted in a **disruptive pattern of two or more shades**. This breaks up their form when viewed from above, and aids **concealment when on the ground or flying low**. The undersurfaces are **painted in a light color to blend with the sky** when viewed from below.

The **overall gray color** of most fighter-interceptor aircraft is a camouflage scheme. Other aircraft may be painted a two-tone gray.

Light aircraft and helicopters will also be camouflage painted **in most cases**, but may be painted an **overall drab color**.

Camouflage will vary between **theaters of operation and/or Faction**.



Su-25 - RU



Mi-8 - ANA



L-39 - ADA



NH90 - HAF



JAS 39 - AAF



Mi-24 - CDF

Camouflages hard to distinguish :

A small number of vehicles are used by a lot of **different factions**, especially aircrafts coming from **USSR/Russia** where the export of those was very important. This will **increase the difficulty** in the identification of the faction when both **friendlies AND hostiles** are using the same aircrafts with **similar camouflages**.

Here are a few examples of different **factions** using **similar**, if not, **same camo**.

Su-25:



Mi-8 :



Mi-24:



Markings :

Painted markings and annotations can also be found on aircraft and helicopters, primarily for identification, making the visual recognition easier. Aircraft markings can includes :

- **Military aircraft insignia**, applied to military aircraft to identify the nation or branch of military service.
- **Aircraft registration**, unique alphanumeric string that identifies every aircraft.
- **Logo**, emblem used by a company or organization.
- **Invasion stripes**, alternating black and white bands painted on the fuselages and wings (WWII).
- **Art**, decorative painting or design on the fuselage of an aircraft.
- **Tail code**, help to identify the unit and base assignment.

This [List of air forces](#) provides the markings used by each military organization.

When **multiple Factions use the same type of aircraft** (ex. *MI-8*: Russia, Chernarus, ANA, Takistan...), the markings (*if not the camo*) may be the **only way to discern between friendly and enemy** (see examples [here](#)).



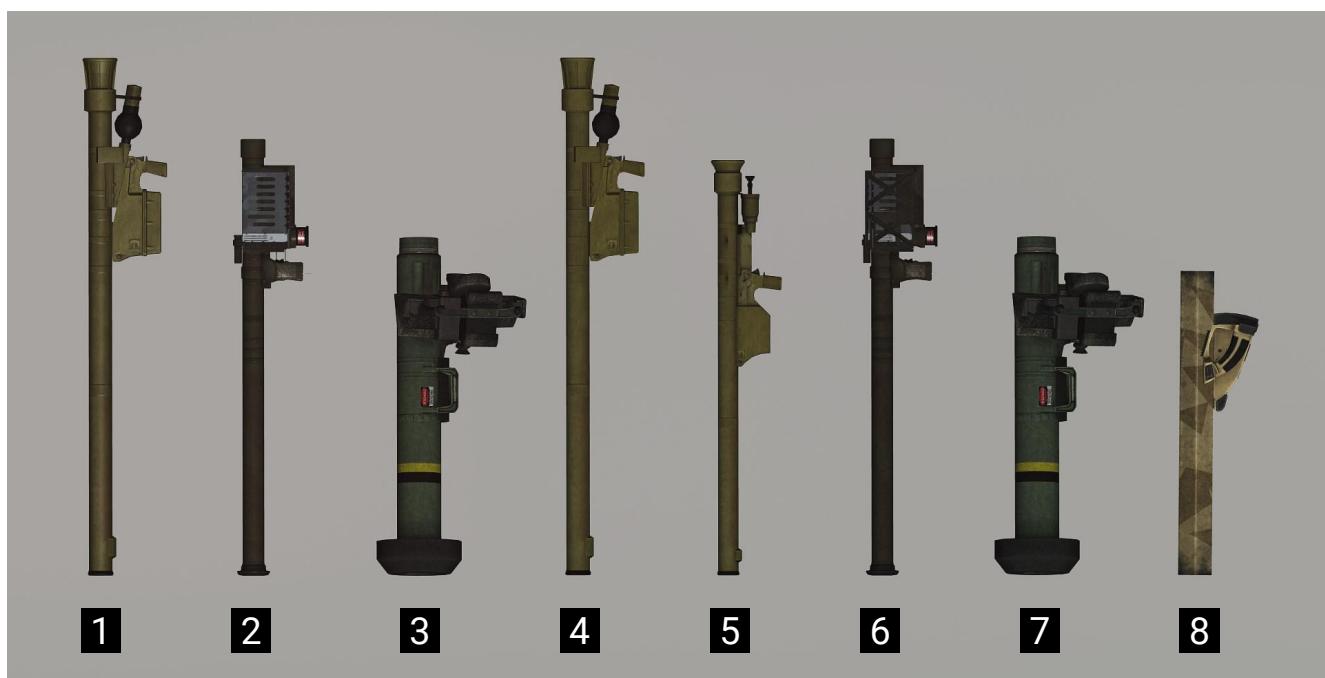
3. MANPADS

As infantry, you will be carrying **MANPADS** (*Man-Portable Air-Defense Systems*) on the field. Depending on the model, the minimum and maximum **engagement range will differ** (see table below), but the **locking system remains the same** and usually is **done automatically** when **aiming at a target**.

It is **important to identify your target and his specifications before any engagement**, and to **communicate with your squad leader**, as targets like **medevacs** are **not allowed to be engaged** for exemple, which could result in a **war crime**.

It is **your responsibility** to obtain information from the **Zeus** about what aircraft friendly and hostile forces are using in the mission / campaign.

Here a **non-exhaustive** list of MANPADS available in Arma III :



N°	Mod	Weapon	Min. range	Max. range
1	RHS AFRF	9K38 Igla	300 m	4800 m
2	RHS USAF	FIM-92F	300 m	6500 m
3	RHS USAF	FGM-148 Javelin	100 m	2500 m
4	CUP	Igla 9K38	100 m	5200 m
5	CUP	9K32 Strela-2	250 m	3700 m
6	CUP	FIM-92F Stinger (<i>single use</i>)	100 m	6000 m
7	CUP	FGM-148 Javelin	100 m	2400 m
8	Vanilla	Titan MPRL	100 m	3500 m

4. Aircraft

This chapter shows a **non-exhaustive** list of **Aircrafts**.

Aircrafts will perform a variety of missions: **CAS, ground attack, transport, cargo, gunship** and **air superiority**.

One aircraft was selected from each group to be represented in this manual, as some have different variants available.

For each, there is a picture, general data, user factions and game information.

Pictures are **not to scale**.

A-7H Corsair II



Country of origin : USA

Side :



Faction : HAF

Crew : 1

Role : CAS, Ground Attack

Armament : Cannon, Bombs, Missiles, Rockets

Variant : None

DLC/mod : HAFM

A-10 Thunderbolt II / A-164 Wipeout



Country of origin : USA

Side :

Faction : NATO, US Army

Crew : 1

Role : CAS, Ground Attack

Armament : Cannon, Bombs, Missiles, Rockets

Variant : None

DLC/mod : Vanilla, CUP, RHS USAF

A-29 Super Tucano



Country of origin : Brazil

Side :

Faction : HIDF

Crew : 2

Role : Light attack

Armament : Cannon, Bombs, Rockets

Variant : None

DLC/mod : RHS GREF

A330 Airbus



Country of origin : Europe

Side :

Faction : Civilian

Crew : 2

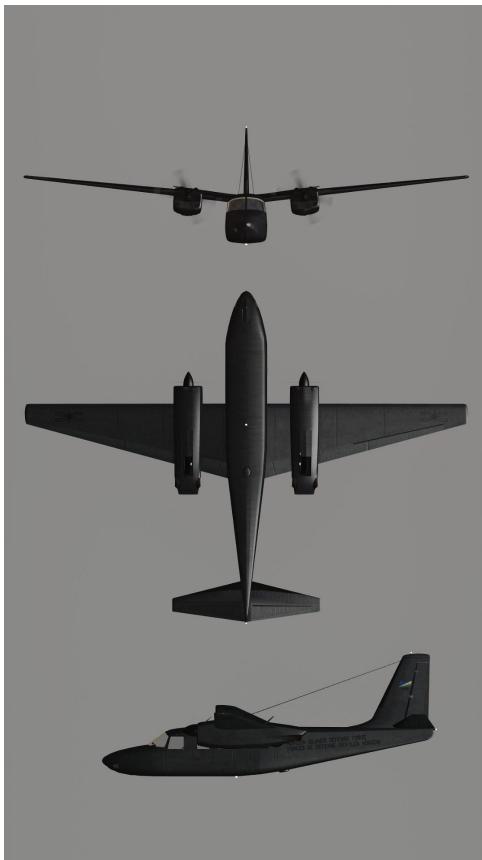
Role : Airliner

Armament : None

Variant : None

DLC/mod : CUP

Aero Commander 500



Country of origin : USA

Side :

Faction : ION, MDF, HIDF, Civilian

Crew : 2

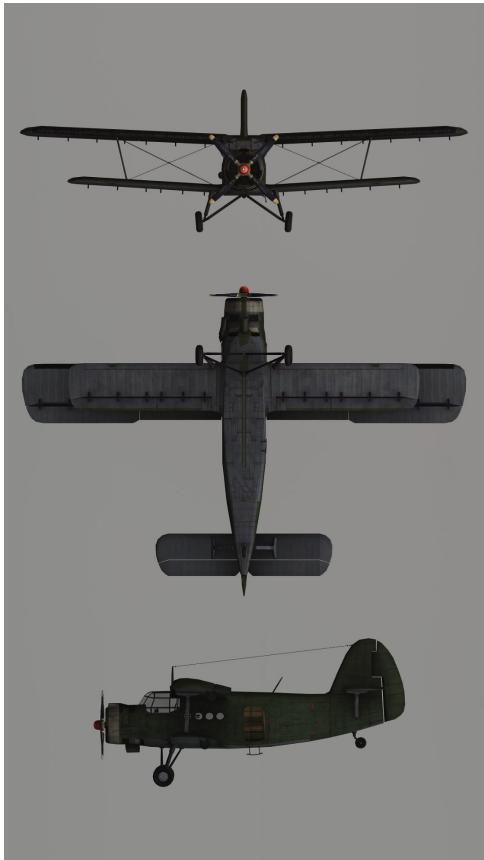
Role : Light-transport

Armament : None

Variant : None

DLC/mod : 3CB Factions

AN-2 Antonov



Country of origin : USSR, Poland

Side :

Faction : FIA, ADA, AA, ChDSZ, TNA, CDF, USSR, Civilian

Crew : 2

Role : Light-transport, Light attack

Armament : Usually none, Bombs, Rockets, Machine guns

Variant : None

DLC/mod : CUP, RHS GREF

AV-8B Harrier II



Country of origin : USA, UK

Side :

Faction : USMC, BAF, AAF

Crew : 1

Role : VSTOL fighter, CAS

Armament : Cannon, Bombs, Missiles, Rockets, Gun pods

Variant : None

DLC/mod : CUP

Boeing 737



Country of origin : USA

Side :

Faction : Civilian

Crew : 2

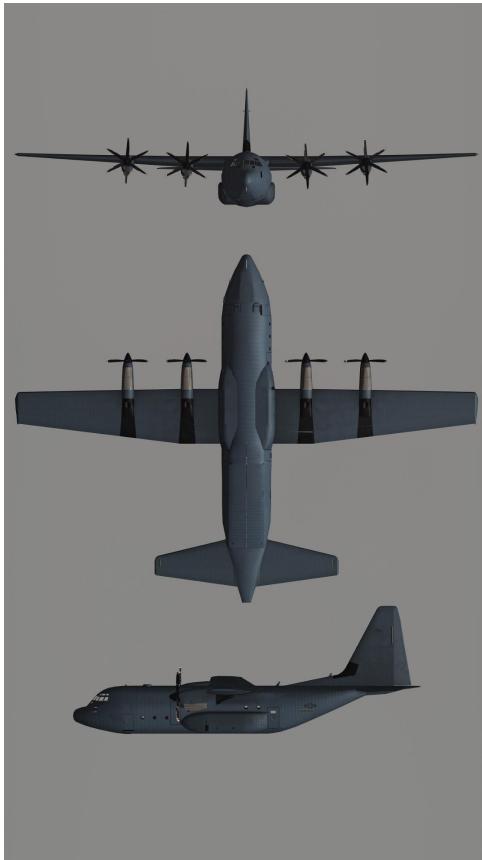
Role : Airliner

Armament : None

Variant : None

DLC/mod : CUP

C-130J Super Hercules



Country of origin : USA

Side :

Faction : AAF, ANA, ADA, US Army, LDF, MDF, TNA, UN, BAF, HAF, IDF, USMC, USAF, IRIA, SuAF, RACS

Crew : 2

Role : Transport, Cargo, Airdrop

Armament : None

Variant : AC-130 (*gunship*)

DLC/mod : CUP, RHS USAF, HAFM

Cessna 172 Skyhawk



Country of origin : USA

Side :

Faction : ION, LFR, UN, Civilian

Crew : 2

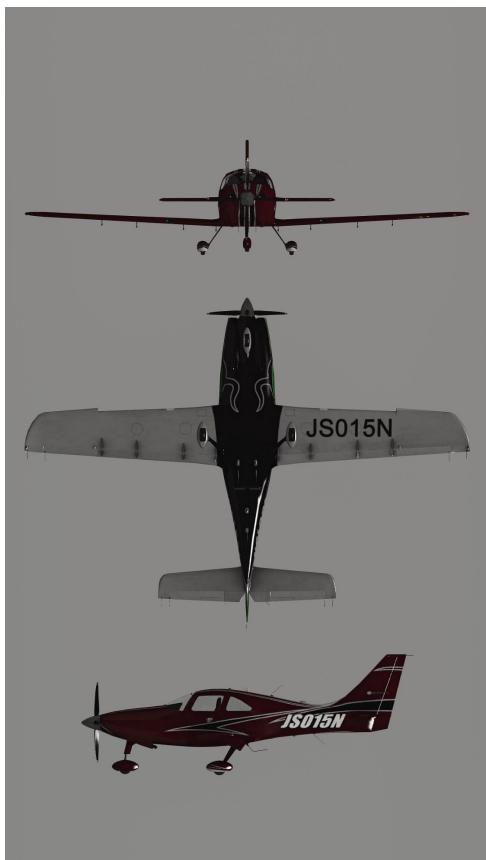
Role : Light transport

Armament : None

Variant : T-41 Mescalero (*military version*)

DLC/mod : CUP, 3CB Factions

Cessna 400 / Cessna TTx / Caesar BTT



Country of origin : USA

Side :

Faction : AAF, ADA, AA, FIA, ION, LDF, LFR, MDF, NAPA, UN, Syndikat, Civilian

Crew : 2

Role : Light transport

Armament : None

Variant : None

DLC/mod : APEX DLC

CASA CN-235



Country of origin : Spain, Indonesia

Side :

Faction : FRA

Crew : 2

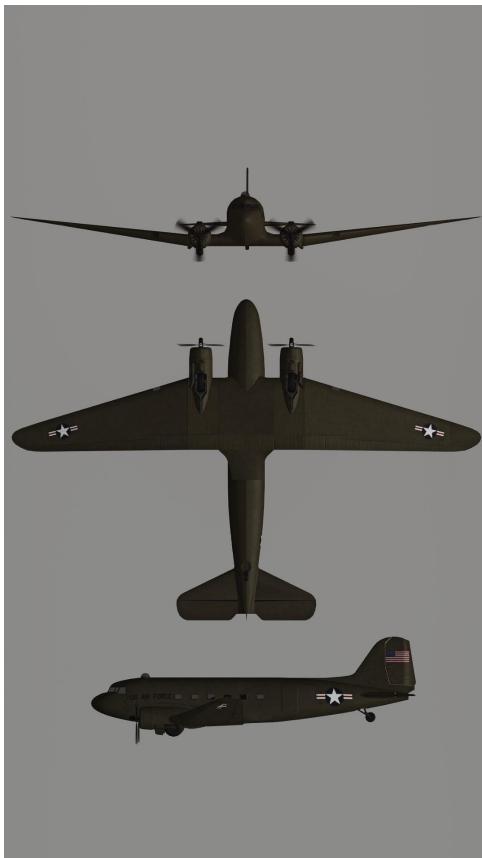
Role : Transport

Armament : None

Variant : None

DLC/mod : AMF

Douglas C-47 Skytrain



Country of origin : USA

Side :

Faction : US Army, KRG, TNA, HIDF

Crew : 2

Role : Transport, Cargo, Light attack

Armament : Usually none, Bombs

Variant : Douglas DC-3 (*civilian version*), AC-47 (*gunship*)
Lisunov Li-2 (*USSR version*)

DLC/mod : CUP, 3CB Factions

Douglas DC-3



Country of origin : USA

Side :

Faction : Civilian

Crew : 2

Role : Transport, Cargo

Armament : None

Variant : Douglas C-47 (*military version*), AC-47 (*gunship*)
Lisunov Li-2 (*USSR version*)

DLC/mod : CUP, 3CB Factions

F-4 PHANTOM II



Country of origin : USA

Side :

Faction : HAF

Crew : 2

Role : Fighter-bomber, CAS

Armament : Cannon, Bombs, Missiles, Rockets

Variant : None

DLC/mod : HAFM

F-16 FIGHTING FALCON



Country of origin : USA

Side :

Faction : HAF

Crew : 1, F-16D : 2

Role : Multi-role ground-attack/fighter

Armament : Cannon, Bombs, Missiles, Rockets

Variant : F-16D Block 52+ (*two-seater version*)

DLC/mod : HAFM

F/A-18E/F Super Hornet



Country of origin : USA

Side :

Faction : NATO

Crew : 1

Role : Stealth, Multi-role/air-superiority fighter

Armament : Cannon, Bombs, Missiles, Rockets

Variant : Stealth

DLC/mod : Jets DLC

F-22 Raptor



Country of origin : USA

Side :

Faction : USAF

Crew : 1

Role : Stealth, Air Superiority Fighter, ground-attack

Armament : Cannon, Missiles

Variant : None

DLC/mod : RHS USAF

F-35 Joint Strike Fighter



Country of origin : USA

Side :

Faction : US Army, USMC, BAF, IDF

Crew : 1

Role : VSTOL Fighter, Strike

Armament : Cannon, Bombs, Missiles, Rockets

Variant : None

DLC/mod : CUP

JAS-39 Gripen / A-149 Gryphon



Country of origin : Sweden

Side :

Faction : HIL, AAF, LDF, RACS

Crew : 1

Role : Interceptor, Ground attack

Armament : Cannon, Bombs, Missiles

Variant : None

DLC/mod : Vanilla

L-39 Albatros / L-159 ALCA / A-143 Buzzard



Country of origin : Czechoslovakia

Side :

Faction : AAF, ANA, ADA, KRG, LDF, TNA, ACR, CDF, SAA, TA

Crew : 1, L-39ZA : 2

Role : Light attack

Armament : Bombs, Missiles, Rockets, Gun pods

Variant : L-39ZA (*two-seater version*)

DLC/mod : CUP, RHS GREF

MD-454 Mystère



Country of origin : France

Side :

Faction : MDF, HIDF

Crew : 1

Role : Fighter-bomber

Armament : Cannon, Bombs, Missiles, Rockets

Variant : None

DLC/mod : 3CB Factions

MiG-21 FISHBED



Country of origin : USSR

Side :

Faction : GAF, KDF, LDF, TNA, USSR, CDF, AA

Crew : 1

Role : Ground-attack, Interceptor

Armament : Cannon, Bombs, Missiles, Rockets

Variant : None

DLC/mod : 3CB Factions

MiG-29 Fulcrum



Country of origin : USSR

Side :

Faction : ADA, AA, GAF, KDF, LDF, CDF, AAF, USSR, TNA, RU, SAF

Crew : 1

Role : Ground attack, Counter air fighter

Armament : Cannon, Missiles, Rockets

Variant : L-18 (*Serbian version*)

DLC/mod : RHS AFRF, RHS SAF

Mirage 2000



Country of origin : France

Side :

Faction : FRA, HAF

Crew : 1

Role : Fighter-bomber, Interceptor

Armament : Cannon, Bombs, Missiles, Rockets

Variant : Mirage 2000EG (*Greek export version*)

DLC/mod : AMF, HAFM

MV-22 Osprey



Country of origin : USA

Side :

Faction : USMC

Crew : 2, 3 with ramp gun

Role : VSTOL transport, Cargo

Armament : None, Ramp gun

Variant : None

DLC/mod : CUP

Rafale C



Country of origin : France

Side :

Faction : FRA

Crew : 1, Rafale B : 2

Role : Multi-role fighter

Armament : Cannon, Bombs, Missiles

Variant : M (*carrier version*), B (*two-seater version*)

DLC/mod : AMF

Su-25 Frogfoot



Country of origin : USSR

Side :

Faction : ADA, AA, ChDSZ, GAF, KDF, LDF, TNA, CDF, CAF, CSAT, AAF, USSR, IA, KPA, RU, SLA, SuAF, TA, SAA

Crew : 1

Role : CAS, ground-attack

Armament : Cannon, Bombs, Missiles, Rockets

Variant : None

DLC/mod : CUP, RHS AFRF, RHS GREF

Su-34 Fullback



Country of origin : USSR

Side :

Faction : CDF, CSAT, RU, SLA, AAF

Crew : 2

Role : Multi-role/air-superiority fighter

Armament : Cannon, Bombs, Missiles, Rockets

Variant : None

DLC/mod : CUP

T-41 Mescalero



Country of origin : USA

Side :

Faction : AAF, Us Army, FIA, ION, KRG, MDF, TNA, UN, HIL, LDF, RACS

Crew : 2

Role : Light transport, Light attack

Armament : Bombs, Rockets, Machine guns

Variant : Cessna 172 Skyhawk (*civilian/transport version*)

DLC/mod : CUP, 3CB Factions

T-50 (Su-57) Felon



Country of origin : Russia

Side :

Faction : RU

Crew : 1

Role : Stealth, Multi-role fighter

Armament : Cannon, Missiles

Variant : None

DLC/mod : RHS AFRF

To-201 Shikra



Country of origin : Russia, CSAT

Side :

Faction : CSAT

Crew : 1

Role : Stealth, Multi-role/air-superiority fighter

Armament : Cannon, Bombs, Missiles

Variant : Stealth

DLC/mod : Jets DLC

Tu-95 BEAR



Country of origin : USSR

Side :

Faction : RU, USSR

Crew : 7

Role : Strategic bomber

Armament : Cannon, Bombs, Missiles

Variant : None

DLC/mod : RHS AFRF

V-44X Blackfish



Country of origin : USA

Side :

Faction : NATO

Crew : 1

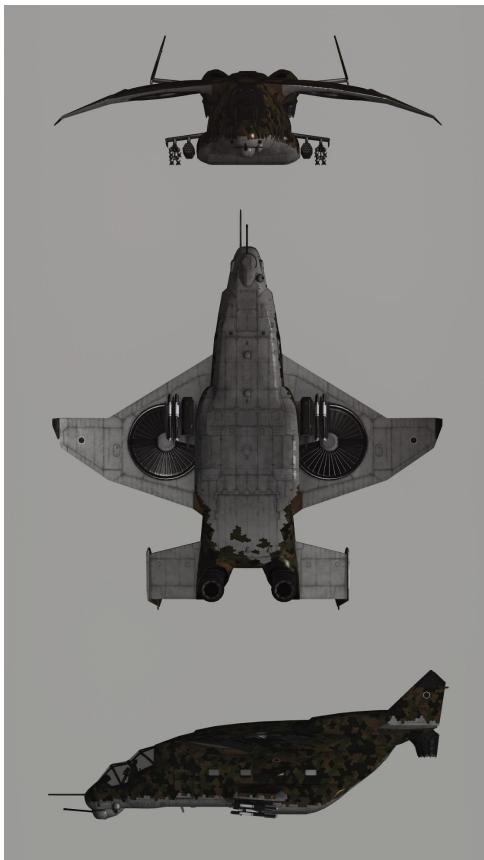
Role : VSTOL transport

Armament : None

Variant : Vehicle transport, Gunship

DLC/mod : Apex DLC

Y-32 Wi'an



Country of origin : CSAT

Side :

Faction : CSAT

Crew : 2

Role : VSTOL transport, Gunship

Armament : Cannon, Bombs, Missiles, Rockets

Variant : Vehicle transport

DLC/mod : Apex DLC

Yak-130 / To-199 Neophron



Country of origin : CSAT

Side :

Faction : CSAT, SAA

Crew : 1

Role : CAS, Ground-attack

Armament : Cannon, Bombs, Missiles, Rockets

Variant : None

DLC/mod : Vanilla

5. Helicopter

This chapter shows a **non-exhaustive** list of **Helicopters**.

Aircrafts will perform a variety of missions: **transport, cargo, attack, medevac, rescue and utility**.

One helicopter was selected from each group to be represented in this manual, as some have different variants available.

For each, there is a picture, general data, user factions and game information.

Pictures are **not to scale**.

AH-1Z Viper



Country of origin : USA

Side :

Faction : USMC, AAF

Crew : 2

Role : Attack helicopter

Armament : Cannon, Missiles, Rockets

Variant : None

DLC/mod : CUP, RHS USAF

AH-6M Little Bird / AH-9 Pawnee



Country of origin : USA

Side :

Faction : NATO, US Army, KeDF, ION, IDF, RACS, Syndikat

Crew : 2

Role : Light attack

Armament : Missiles, Rockets, Gun pods, Machine guns

Variant : MH-6M / MH-9 (*transport version*)
MD 500 / M-900 (*vanilla version*)

DLC/mod : Vanilla, CUP, RHS USAF

AH-64 / AH1 Apache



Country of origin : USA

Side :

Faction : US Army, BAF, IDF

Crew : 2

Role : Attack helicopter

Armament : Cannon, Missiles, Rockets

Variant : None

DLC/mod : CUP, RHS USAF, HAFM

AS532 Cougar



Country of origin : France

Side :

Faction : FRA

Crew : 2

Role : Transport

Armament : None

Variant : None

DLC/mod : AMF

AS565 Panther



Country of origin : France

Side :

Faction : FRA

Crew : 2

Role : Light transport

Armament : None

Variant : None

DLC/mod : AMF

AW159 Wildcat / WY-55 Hellcat



Country of origin : Brazil

Side :

Faction : BAF, HIL, AAF

Crew : 2

Role : Light attack, Light transport

Armament : None, Missiles, Rockets, Gun pods, Machine guns

Variant : None

DLC/mod : Vanilla, CUP

Bell 412



Country of origin : USA

Side :

Faction : APD, ION, LFR, Civilian, IDAP

Crew : 2, 3 with commander

Role : Transport, Medevac, Rescue, VIP

Armament : None

Variant : CH-146 Griffon (*military version*)

DLC/mod : CUP, 3CB Factions

CH-47 / HC-4 Chinook



Country of origin : USA

Side :

Faction : NATO, US Army, BAF, HAF, HIL, RACS

Crew : 4

Role : Transport, Cargo

Armament : Machine guns

Variant : None

DLC/mod : CUP, RHS USAF, HAFM

CH-47I Chinook / CH-67 Huron



Country of origin : USA

Side :

Faction : NATO

Crew : 2, 4 with gunners

Role : Transport, Cargo

Armament : None, Machine guns

Variant : None

DLC/mod : Helicopters DLC

CH-53E Super Stallion



Country of origin : USA

Side :

Faction : US Army, GER, IDF, USMC

Crew : 2, GAU-21 : 3

Role : Transport, Cargo

Armament : None, Ramp gun

Variant : None

DLC/mod : CUP, RHS USAF

CH-146 Griffon



Country of origin : USA, Canada

Side :

Faction : AAF, ION, KRG, MDF, TNA, UN, CDF, HIDF, HIL, FIA

Crew : 2, 3 with commander, 5 with gunners

Role : Light attack, Transport, Medevac

Armament : Missiles, Rockets, Gun pods, Machine guns

Variant : Bell 412 (*utility version*)

DLC/mod : CUP, 3CB Factions

EC665 Tiger



Country of origin : France, Germany

Side :

Faction : FRA

Crew : 2

Role : Attack helicopter

Armament : Cannon, Missiles, Rockets

Variant : None

DLC/mod : AMF, R3F

H225M Caracal



Country of origin : France

Side :

Faction : FRA

Crew : 4

Role : Transport, Cargo

Armament : Machine guns

Variant : None

DLC/mod : AMF

Ka-50 Black Shark



Country of origin : USSR

Side :

Faction : RU, SLA

Crew : 1

Role : Attack helicopter

Armament : Cannon, Bombs, Missiles, Rockets, Gun pods

Variant : None

DLC/mod : CUP

Ka-52 Alligator



Country of origin : Russia

Side :

Faction : RU

Crew : 2

Role : Attack helicopter

Armament : Cannon, Bombs, Missiles, Rockets, Gun pods

Variant : None

DLC/mod : CUP, RHS AFRF

Ka-60 Kasatka



Country of origin : Russia

Side :

Faction : CSAT, RU, AAF, ION, KeDF

Crew : 2, 3 with gunner

Role : Transport, Light attack

Armament : None, Missiles, Rockets, Gun pods, Machine guns

Variant : Harbin ZB9 (*Chinese version*)

DLC/mod : Vanilla, CUP, RHS AFRF

Merlin HC3 / EH101 / CH-49 Mohawk



Country of origin : Italy

Side :

Faction : BAF, ION, AAF, Civilian, IDAP

Crew : 2, 3 with ramp gun, 4 with rescue crew

Role : Transport, Medevac, VIP, Rescue

Armament : None, Ramp gun

Variant : None

DLC/mod : Vanilla, CUP, RHS USAF

MH-47E / HC-6 Chinook



Country of origin : USA

Side :

Faction : US Army, BAF

Crew : 4

Role : Transport, Cargo

Armament : Machine guns

Variant : None

DLC/mod : CUP

Mi-6A Hook



Country of origin : USSR

Side :

Faction : CDF, CSAT, CMRS, RU, SLA, TA, UN, Civilian

Crew : 5

Role : Transport, Cargo

Armament : Cannon, Bombs, Rockets

Variant : None

DLC/mod : CUP

Mi-8 Hip



Country of origin : USSR

Side :

Faction : ANA, ADA, AA, ChDZS, CPD, GAF, KDF, LDF, TNA, UN, AfghA, CDF, CAF, NA, CIA, AAF, ChDKZ, USSR, CMRS, IA, IRIA, KPA, Wagner, Russia, SLA, SAF, SuAF, ChDZZ, UPDF, Civilian

Crew : 2, 4 with Gunners

Role : Transport, Cargo, Light attack

Armament : None, Rockets, Machine guns

Variant : HT-40 / HT48 (*Serbian version*)
Mi-17 (*export version*)

DLC/mod : CUP, RHS AFRF, RHS GRF

Mi-24 / Mi-35 Hind



Country of origin : USSR, South Africa (*Mi-24G*)

Side :

Faction : ANA, ADA, AA, GAF, KDF, LDF, TNA, UN, AfghA, CDF, CAF, IA, NA, UPDF, CSAT, AAF, USSR, RU, KPA, Wagner, SLA, SuAF, TA, SSPDF, ACR, MGF, ION

Crew : 2

Role : Light transport, Attack helicopter

Armament : Cannon, Bombs, Missiles, Rockets

Variant : P (*fix 20mm cannon*), D / V (*12.7mm turret*),
G / Mk.III / Mk.IV (*20mm turret*),
Mi-35 (*export version*)

DLC/mod : CUP, RHS AFRF, RHS GREF

Mi-28N Havok



Country of origin : Russia

Side :

Faction : RU

Crew : 2

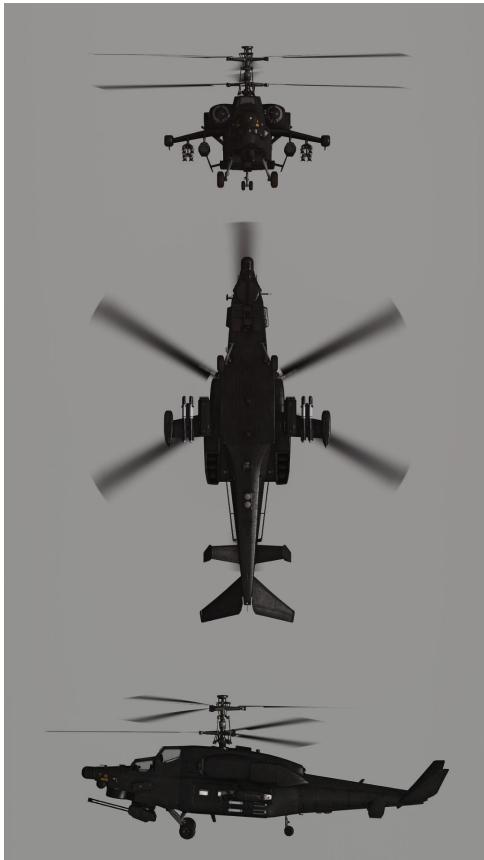
Role : Attack helicopter

Armament : Cannon, Bombs, Missiles, Rockets, Gun pods

Variant : None

DLC/mod : RHS AFRF

Mi-48 Kajman



Country of origin : Russia, CSAT

Side :

Faction : CSAT

Crew : 2

Role : Light transport, Attack helicopter

Armament : Cannon, Bombs, Missiles, Rockets, Gun pods

Variant : None

DLC/mod : Vanilla

Mi-290 Taru



Country of origin : CSAT

Side :

Faction : CSAT

Crew : 2

Role : Transport, Cargo, Medevac, Utility

Armament : None

Variant : None

DLC/mod : Helicopters DLC

NH90 Caïman



Country of origin : France

Side :

Faction : FRA, HAF, FIN

Crew : 2, 4 with gunners

Role : Transport, Cargo

Armament : None, Machine guns

Variant : None

DLC/mod : AMF, HAFM

OH-58D Kiowa



Country of origin : USA

Side :

Faction : HAF

Crew : 2

Role : Light attack

Armament : Cannon, Rockets

Variant : None

DLC/mod : HAFM

RAH-66 Comanche / AH-99 Blackfoot



Country of origin : USA

Side :

Faction : NATO

Crew : 2

Role : Attack helicopter

Armament : Cannon, Missiles, Rockets

Variant : None

DLC/mod : Vanilla

SA-330 Puma



Country of origin : France, UK

Side :

Faction : BAF, KeDF, MGF, RACS

Crew : 2

Role : Transport

Armament : None

Variant : None

DLC/mod : CUP

A-29 - Super Tucano



Country of origin : France, UK

Side :

Faction : FRA

Crew : 2

Role : Light attack

Armament : Rockets, Gun pods

Variant : None

DLC/mod : AMF

UH-1H Huey



Country of origin : USA

Side :

Faction : FIA, AAF, ANA, ADA, US Army, ION, KRG, MDF, TNA, UN, GER, HIDF, CIA, SLA, TA, CFD, RACS, IDAP

Crew : 2, 4 with door gunners

Role : Transport, Light attack, Medevac

Armament : None, Rockets, Machine guns

Variant : Unarmed, Door gunners, Rocket pods

DLC/mod : CUP, RHS GREF, 3CB Factions

UH-1Y Venom



Country of origin : USA

Side :

Faction : USMC

Crew : 2, 4 with door gunners

Role : Transport, Light attack, Medevac

Armament : None, Rockets, Machine guns

Variant : None

DLC/mod : CUP, RHS USAF

UH-60 Black Hawk



Country of origin : USA

Side :

Faction : AAF, ANA, US Army, AfghA, IDF, RACS

Crew : 2, 4 with gunners

Role : Transport, Medevac

Armament : None, Rockets, Machine guns

Variant : MH-60 (*navy version*)

DLC/mod : CUP, RHS USAF

UH-80 Ghost Hawk



Country of origin : USA

Side :

Faction : NATO, CTRG

Crew : 4

Role : Stealth, Transport

Armament : Machine guns

Variant : None

DLC/mod : Vanilla

6. UAV

This chapter shows a **non-exhaustive** list of Unmanned Aerial Vehicles.

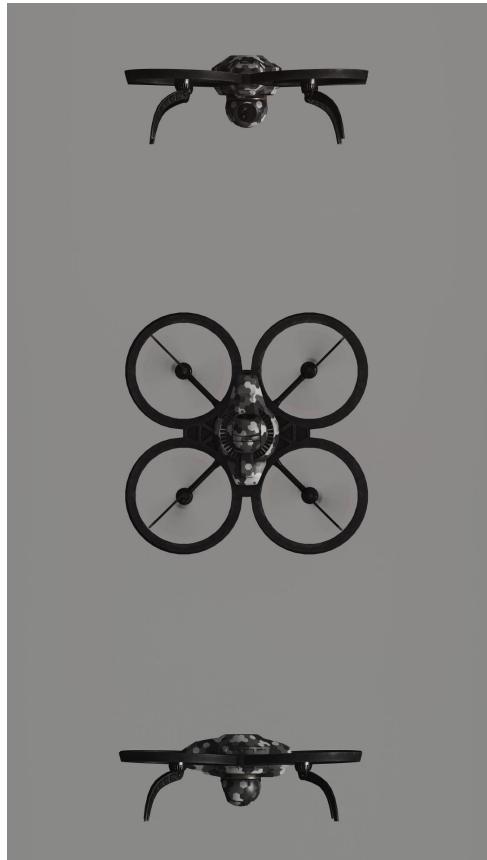
UAVs will perform a variety of missions: **reconnaissance, surveillance, intelligence, targeting, and acquisition**.

One UAV was selected from each group to be represented in this manual.

For each, there is a picture, general data, user factions and game information.

Pictures are **not to scale**.

AR-2 Darter / Tayran



Country of origin : Unknown

Side :

Faction : NATO, CSAT, AAF, LDF, IDAP

Crew : 0

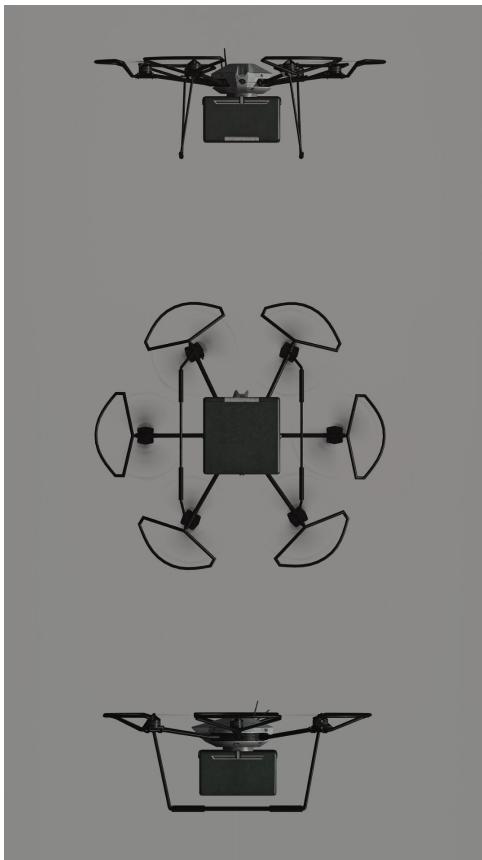
Role : Reconnaissance, Surveillance, Laser targeting

Armament : Laser Designator

Variant : None

DLC/mod : Vanilla

AL-6 Pelican / Jinaah



Country of origin : Unknown

Side :

Faction : NATO, CSAT, AAF, LDF, Civilian, IDAP

Crew : 0

Role : Supply transport

Armament : None

Variant : Medical, Demining

DLC/mod : Laws of War DLC

KH-3A Fenghuang



Country of origin : China

Side :

Faction : CSAT

Crew : 0

Role : Observation, Laser targeting, Air-to-ground fire support

Armament : Missiles, Laser Designator

Variant : None

DLC/mod : Apex DLC

MQ-4A Greyhawk



Country of origin : USA

Side :

Faction : NATO, CSAT, AAF

Crew : 0

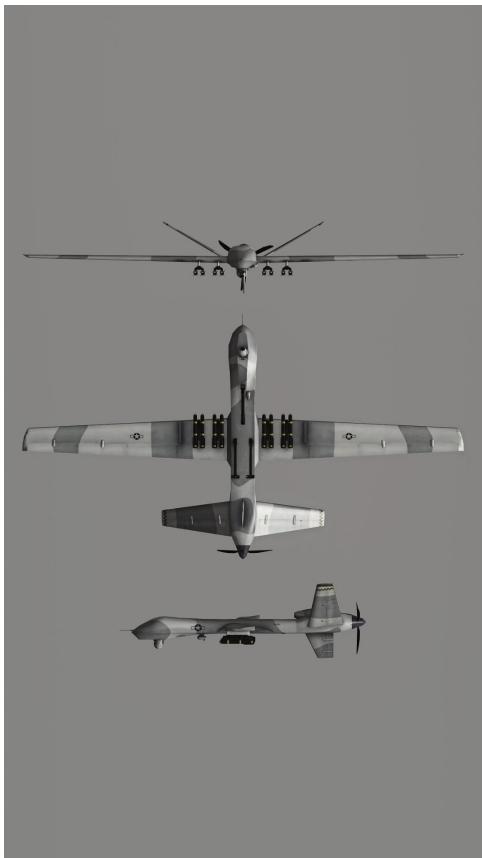
Role : Observation, Laser targeting, Air-to-ground fire support

Armament : Bombs, Missiles, Laser Designator

Variant : None

DLC/mod : Vanilla

MQ-9 Reaper



Country of origin : USA

Side :

Faction : US Army, IDF, FRA

Crew : 0

Role : Observation, Laser targeting, Air-to-ground fire support

Armament : Bombs, Missiles, Laser Designator

Variant : None

DLC/mod : CUP, AMF, 3CB BAF, USAF Mod

MQ-12 Falcon



Country of origin : USA

Side :

Faction : NATO

Crew : 0

Role : Observation, Laser targeting, Air-to-ground fire support

Armament : Missiles, Rockets, Laser Designator

Variant : None

DLC/mod : Apex DLC

Pchela-1T / SHMEL-1 / YAK-061



Country of origin : CIS

Side :

Faction : CDF, Russia, Wagner

Crew : 0

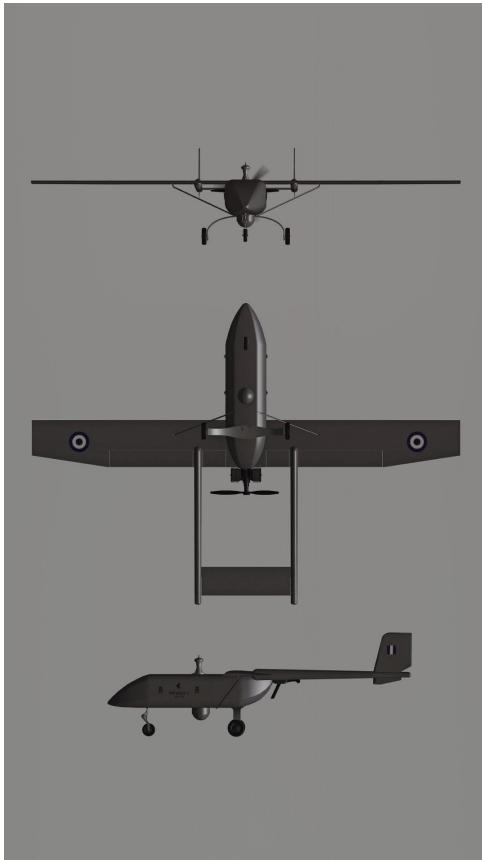
Role : Remote terrain observation

Armament : None

Variant : None

DLC/mod : CUP, RHS AFRF

Pegasus II



Country of origin : Greece

Side :

Faction : HAF

Crew : 0

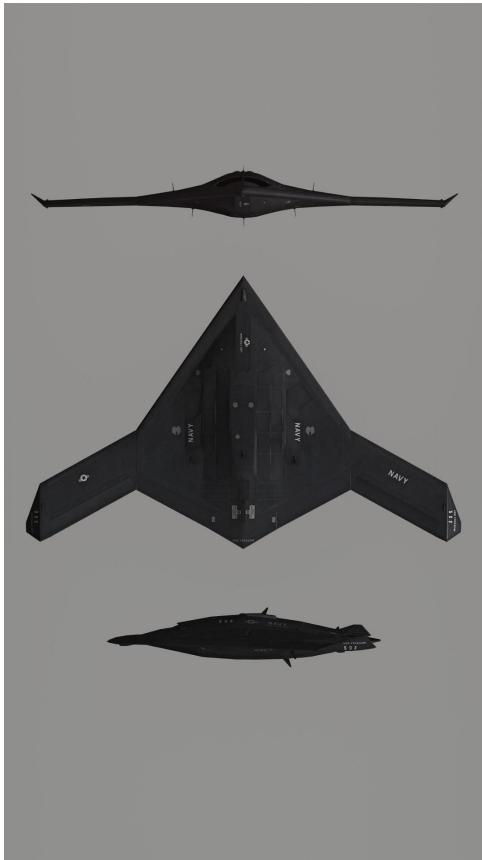
Role : Reconnaissance, Surveillance

Armament : None

Variant : None

DLC/mod : HAFM

UCAV Sentinel



Country of origin : USA

Side :

Faction : NATO

Crew : 0

Role : Observation, Laser targeting, Close air support, SEAD

Armament : Bombs, Missiles, Laser Designator

Variant : None

DLC/mod : Jets DLC

7. Glossary

Factions:

AA	Ardistan Army	IDF	Israeli Defence Forces
AAF	Altis Armed Forces	ION	ION Services
ACR	Army of the Czech Rep.	IRIA	Islamic Republic of Iran Army
ADA	African Desert Army	KDF	Kolgujev Defence Forces
AfghA	Afghanistan Army	KeDF	Kenyan Defense Forces
ANA	Afghanistan National Army	KPA	Korean People's Army
APD	Altis Police Department	KRG	Karzeghistan Royal Guard
BAF	British Armed Forces	LDF	Livonian Defence Forces
CAF	Chadian Armed Forces	LFR	Livonian Forest Rangers
CDF	Chernarus Defence Forces	MDF	Malden Defence Forces
ChDKZ	Chernarussian Movement of the Red Star	MGF	Malian Government Forces
ChDSZ	Chernarussian Movement of the Blue Star	NA	Nigerian Army
ChDZZ	Chernarussian Movement of the Green Star	NAPA	National Party
CIA	Central Intelligence Agency	NATO	North Atlantic Treaty Organization
CIS	Commonwealth of Independent States	RACS	Royal Army Corps of Sahrani
CMRS	Chernarussian Movement of the Red Star	RU	Russian Army
CPD	Chernarus Police Department	SAA	Syrian Arab Army
CSAT	Canton Protocol Strategic Alliance Treaty	SAF	Serbian Armed Forces
CTRГ	Combat Technology Research Group	SuAF	Sudanese Armed Forces
FIA	Freedom and Independence Army	SLA	Sahrani Liberation Army
FIN	Finland Army	SSPDF	South Sudan People's Defence Forces
FRA	French Army	TA	Takistan Army
GAF	Grozovia Armed Forces	TNA	Takistan National Army
GER	German Army	UN	United Nations
HAF	Hellenic Armed Forces	UPDF	Uganda People's Defence Force
HIDF	Horizon Islands Defence Forces	USAF	United States Air Force
HIL	Horizon Islands Legion	US Army	United States Army
IA	Iraqi Army (Hussein Regime)	USMC	United States Marine Corps
IDAP	International Development & Aid Project	USSR	Union of Soviet Socialist Republics

Mods:

3CB	3 Commando Brigade	GREF	(RHS) Green Forces
AFRF	(RHS) Armed Forces of the Russian Federation	HAFM	Hellenic Armed Forces Mod
AMF	Arma Mod France	RHS	Red Hammer Studio
BAF	(3CB) British Armed Forces	SAF	(RHS) Serbian Armed Forces
CFP	Community Faction Project	USAFA	(RHS) United States Armed Forces
CUP	Community Upgrade Project		