



VeteranMod

version 0.4.5 beta

VeteranMod team presents to your attention public beta version of our mod for ArmA 3

This version is designed primarily to demonstrate new and reviewed features of the game, as well as the general direction of our work.

In the beta version includes :

- system for equipping units, which includes body armor, universal transport vests, helmets, hats and much more
- extended injuries system and first aid
- infantry units for the BLUE4 and RED4 - U.S. Marine Corps and Russian Army Mechanized Infantry (RF MI), appropriate firearms both sides
- RF MI Reconnaissance units
- Irregular units, militias
- varied firearms
- reworked sounds for small arms
- advanced simulation of fragments for hand grenades, RPGs and HE rounds
- backblast simulation for RPGs, MANPADS and handheld ATGMs
- enhanced sights
- a new types of weapon crates
- new animations
- reworked visual FX

The distribution terms

The presented version is not a finished product do not reflects the overall condition of the product at the time of publication.

This beta version with limited content, contains problems and bugs.

The beta version is distributed on an "as is".

By accepting these terms and installing a demo version on your PC, End User agrees that the authors of VeteranMod do not accept any liability for unstable performance of Arma 3.

In the mod we use 3D-models, textures, scripts and configs of a number of authors listed below. Any changes modification without informing authors of mod are not allowed. Any porting the contents or part of mod e.g. models, textures, and scripts in the other modes of Arma 3 and / or other games are not allowed.

Please respect the work of the authors.

Installation

VeteranMod works with with current version of Arma 3.

Mod is fully compatible with **TFAR Radios** addon.

Acknowledgements

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Our team of 3D-designer, coder and artist, who work on mod and total annihilation of wolds beer reserve:

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VeteranMod

short manual

Brief description of basic settings and use of basic functions in the mod.

Sights

Modern small arms and heavy weapons are often equipped with different types of sights: mechanical open, diopter, optical, collimator. Often one firearm uses several types of sighting mechanisms. To switch between them default key / on the numeric keypad. The same button is used to switch between the different scopes in VeteranMod.

Some weapon types, such as as rifle under barrel or anti-tank rocket launchers have mechanical sights. Open or diopter type which allow to hit targets at various distances from the particular mechanical sights. Switching is performed with the **Page Up/Page Down** keys.

RPG-7V2 is equipped with two types of sights, open-mechanical for night shooting at a distance of 100 m and an optical PGO-7V3.

Inventory system

VeteranMod modulates various types carrying/transport vests. Vests of different types with different pouches for different magazines like rifle magazines or grenades for under barrel grenade launchers.

Vest with pouches for AK-74 can be used only to stores magazines for AK family, M16 assault rifles and M4 carbines. If you want to carry ammo for MG you need to have a vest with pouches for MG belts or boxes otherwise the rifleman will be able to carry only one box/belt - the one that is used the weapon. RPG rockets are transported exclusively in backpacks/containers for rocket launcher by assistant. In the inventory you can carry only one rocket - the one which is "loaded" in the RPG/AT you are carrying.

When you take vest you must take into account the number and type of pouches, intelligently distribute ammunition. This primarily applies to grenadiers, riflemen with AT launchers, machine gunners.

Depending on the objectives part of the ammunition which were not included in the vest, can be transferred to the raid backpack or distributed between soldiers of one unit.