ATC #9 BOOKLET

ATC #9 CAMPAIGN

Presentation

ATC rewritten with a lot of new features!

- Code mostly rewritten
- Multiple battle scenarios (maps)
- Player respawns limited to 2 (3 lives)
- As usual no vehicle respawn
- Advanced flight system
- New equipments with choice possibility (weapons, optics…)
- More value to the first life. After respawn you lose something in your equipment
- New rules in capture system. More defenders needed for holding the sector, more attackers needed to capture it

- Sector defender squads increased to 10 members
- Recon Team and sniper teams do not count for sector capture
- New: sector disputed if attackers are more than 2.5 times the defenders
- Added: Antenna defender squad
- New rules for antenna destruction (only attack chopper weapons can't destroy the antenna)
- New roles added (eg. Specialist Assistants with specific benefits: more stamina, microdagr, Bergen backpack)
- Delta Squad becames a Mechanized Infantry squad: Delta riflemen can man IFVs
- Added a Parachuters Squad
- Benefit system: the Commander has the choice of some extra vehicles to be chosen in game to enhance strategical choices and variability from one mission to the other. The choice is not shown to the other side.
- Line-up will be maintained as in last version
- Removed UAV/UGV, added new Tank DLC vehicles and weapons (launchers)
- And more to see…

Scenarios:

Lythium (4 battles)

Rosche (2 battles)

Altis (2 battles)

Mods:

CBA; ACE3 (ATC9 version); @ATC9 mod; RH_acc; Task Force Radio (Stable version to avoid possible issues), plus the specific map mods (Lythium & Jbad for the first part).
http://www.arma-tactical-combat.com/downloads/

Battle day and time: Sundays at 19.00 UTC

Registrations are now OPEN!

Stay tuned and thanks for playing ATC!

Credits:

BDR Niklox for the code rewrite
BDR Armilio for mods (Stick & Stone)
BDR Flipper for equipments/mods/scenarios

Encode for core scripts

www.arma-tactical-combat.com

GENERAL DESCRIPTION

Arma Tactical Combat (ATC), founded by BDR Clan in 2008, almost each year organises large scale PvP campaigns (120 players).

What is ATC about?

The ATC is a campaign, a series of battles between two organized factions. Each campaign simulates operations between two opposite companies consisting of infantry squads, armored, recon, logistic sections and air support, reflecting nearly real combat balance, leaded by the respective faction commanders.

At the start of the campaign each faction has in control a number of areas, each one consisting of 3 sectors. Each battle consists in a side trying to conquer an area and the other side trying to defend it. The goal of each side/faction is to control the majority of the areas at the end of the campaign.

Each side, or Company, is formed by alliances between different Units, each Unit will provide combat forces to the alliance according to the Unit specialization.

A bit of history:

Starting in 2008 with Arma1, there have been 7 big campaigns so far, varying from 9 to up to 15 battles, in different scenarios, Sahrani, Chernarus, Takistan, Celle2 and Altis.

Gameplay:

There are several features that make the ATC gameplay unique, all with the aim to have tactical, teamwork orientated, well organized and enjoyable battles.

> -First person only, No Crosshair, Termal is Disabled, Radar is Disabled.
> -No side chat, only markers allowed to enforce correct radio comms.
> -No vehicle respawn, weapon and vehicle restrictions depending on your role.
> -Since ATC #9, Advanced Flight Model is forced in the mission
> -Player's respawn is limited by personal tickets. The respawn feature is configured so that it allows a continuous flow of gameplay, but also gives room for units to make critical moves / strikes while their opponent is recovering. That way you gain terrain and you will be able to seize and hold your objective sectors. Penalty for death are not to be taken lightly, the respawn is only in base and, due to to the large maps, it will take quite some time to get back into the area of operations.
> -Specific rules to conquer the sectors making the capture not an easy stuff as you need a critical amount of attackers and defenders beyond a critical number.

Battle day and time: Sundays at 19.00 UTC (may vary between ATC Editions)

FEATURES & RULES
RULES OF GOOD BEHAVIOUR

-No cheat
-No try to exploit possible bug and glitch - of ATC mission or ArmA3 game engine - for personal benefit
-No friendly kills on purpose
-No kamikazing
-"No entry" in the enemy base area (you will die!)
-Serious gaming, no messing around at the base and in the radio channels
-Be respectful of other players and ATC Staff both IN GAME and OFF GAME in all social media related to ATC (Website forum, Discord, youtube channel). Offenders are warned and kicked from the campaign and subsequent ATC games if they persist.

In any cases transgression will be punished by kicking out from THE CAMPAIGN the entire clan in which the transgressor is ranked if this involves in game bad behaviour, only the trasgressor for off-game bad behaviour.

Strategic rules & goals

At the start of the campaign there are 5 areas for side, each one comprises 3 sectors. The goal of each side/faction is to control the majority of the areas at the end of the campaign. Campaign lenght may vary season after season. Of course if one side conquers all the areas it will win the campaign. If anytime in the campaign it's impossible for a faction to overturn the result and win the campaign (example: 3 areas of disadvantage at the 8th battle) the campaign will end. Specific rules will apply in each ATC season.

Each battle consists in a side trying to conquer an area and the other side trying to defend it. To conquer an area you need to control at least 2 of the 3 sectors at the end of the battle.
The battle area is chosen by the attacking side commander (in agreement with his faction) and has to be communicated to the ATC staff at the end of each battle. The Commander can also chose the time of the battle, to be communicated as before. Weather condition can either be chosen by commander or they will be the real one in the area, depending on specific ATC seasons.

For the first battle there will be a draw to decide the faction that will be the attacking side. Since ATC #9 there are new rules about attacking/defending sides. Previously the attacking side kept on attacking unless it lost or won twice for 2 sectors to 1. Example first battle 2:1, keep attacking, second battle 3:0 keep attacking, third battle 2:1 keep attacking ...
Since ATC #9 the attacking side switches after battles disregarding the outcome of the battle itself. So side A starts attacking the first battle, side B attacks the second battle and so on.

The areas which are completely won by winning all 3 sectors cannot be attacked anymore. This removes the advantage for the side who attacks first.

If at the end of a battle the attacking side has conquered only one sector, this sector will remain in their control for the next battles, but of course the area will remain under control of the defending side, that will be the attacking side in the next battle. This implies that if the battleground is a region not completely owned by one of the two sides, both sides will start with the sector defenders squad in each of the sectors owned.

Depending on ATC specific seasons there could be rules that give a little more value to some of the areas.

Tactical rules & goals

Teams A (Alpha), B (Bravo) and C (Charlie) of the defending faction are the sector defenders for A, B and C sectors, respectively. How they are deployed to sectors may vary from one ATC edition to another. In ATC #9 they will start from base to allow them to equip as they want and subsequently they will be deployed to their sectors (see ATC#9 rules).

To win a battle and to conquer an area, you need — as we said — to conquer at least 2 of 3 sectors. But how can you conquer them? Simple: taking people inside the sectors and killing the defenders. There is a minimum number of defenders that block any number of attackers to conquer the sector, and this number depends on the level of the sector, which in turn depends on the time that the sector is in the hands of the defenders, making the sector more difficult to conquer. The number of levels will depend on specific ATC seasons. They are currently two. Starting from ATC #9 if the attackers are two times than the defenders the sector is "disputed". Also, starting from ATC #9 the Recon Team and Sniper/Spotter Teams do not count for sector capture. See ATC#9 specific rules. The vehicles count always as 1.

The battles last around 2 hours, may vary slightly between editions.

Since ATC #8 there is a line up time different from attackers and defenders, so no rush at the start. Exception: if the attackers have a bridgehead in the area, line-up time will be equal. Other exception: the Recon Team and Sniper/Spotter Teams don't have line-up time, so they can do recon. Same for one pilot that can transport them if needed.

Every (e.g. Machinegunner, pilot, ecc) has its specific equipment and vehicles allowed. For example, only the pilot can sit in a helicopter driver slot; a Grenadier can't use a M240G machinegun, that are reserved to machinegunners and special forces. If you take a weapon not allowed your inventory will not close unless you put down the weapon. See details in each specific Campaign Rules.

Since ATC #7 we removed the side chat, forcing to use the radio and so forcing the sides to organize well-done long-range radio communications and radio protocols.

A Communication Center (Antenna) can help the Commanders in taking the strategical decisions on the field. The antenna marks friendly troops every 30 seconds. It can be placed within an area shown in the map by the commander of each faction within the first 20 mins of game, and is available as long as it is not destroyed (it can be destroyed by each means besides attack chopper). If it is destroyed is lost for the current battle and will be available again only in the next one. The position of the antenna square is decided by each side and communicated to mission maker to place it where desired.

Player respawn:

Starting from ATC #9, 3 tickets (lives) for everyone. As in the previous editions, dead players will respawn in the respective bases. Moreover, starting from ATC #9 there will be penalties for each respawn. This means respawned players will lose something from their equipment, to value the first live and force not to waste it.

Tips and code of conduct for Company Commander

The Company Commander is nominated by each side among those willing and capable to fulfill the role. They can rotate if needed and if the faction agrees on that. The Company Commander has to follow the Code of Conduct. Any issue that might arise has to be reported to the ATC Staff.

Company Commanders are volunteers that spend time and efforts in game and off – game to make plans and brief their side members. The Company Commander is therefore a person willing and able to prepare a plan/strategy, communicate it to his company and lead his company during the battle. It is a good code of conduct and a requirement for sides commanders to make timely the briefing with the team leaders belonging to their faction, take into account the specialties and preferences of the different groups/units within the faction as far it is possible, maybe rotate some special roles if there are more specialists than the slots available. Of course side commanders never can take advantage of their role by privileging the teams they belong to! It is required that this person has good communication skills, experience with managing multiple units in-game. Previous experience in organizing/managing groups in previous PvP events is welcome. Being able to understand and speak English well is a requirement to be able to play in this role.

 TIPS FOR ATC PLAYERS

ABOUT ACE

For a general overview of the mod https://ace3mod.com/wiki is recommended. Here we will put down few tips and insights for player that are new to ACE and how ACE will affect the ATC gameplay.

TIPS & MAJOR FEATURES
Advanced ballistics: Even without the AB activated, the gameplay of the marksman & sniper changes with ACE, because it changes the way of zeroing with high magnitude optics. With AB activated, a sniper/marksman needs to take into account also the wind and the temperature (mainly).

Advanced Fatigue: it's a really different gameplay than the vanilla. Basically it's way more stamina

draining running around with the rifle ready, high or low. So you need to lower the weapon at rest during long march and manage carefully the pace when you need to advance with the weapon high ready. In any case you will spend less stamina during the march but more stamina during the combat. Get use to change the stance of the weapon often, especially with a heavy weapon: it matters. You can feel the difference between a submachinegun with light magazines vs a machinegun with heavy magazines.

Logistics:
-You can change damaged wheels and tracks. Wheels everybody, tracks only engineer.
-The engineer needs to repair every part of a vehicle separately. You can repair everything with one click only with a repair truck or near a repair facility.
-More details for the ATC mission under module settings (specific for each ATC edition).

Explosives: placing explosives and mines takes more time. You need to place the exp/mine and choose the trigger or the detonator or the timer. Also they will be visible on the ground.

Move objects: you can easily move objects (placed in the editor, not houses ofc!) with the ACE interaction menu. Is useful to move boxes, or to place a static MG exactly where do you want, instead of disassemble/assemble and cross the fingers. You can also load things like boxes inside vehicle cargo to transport them around the map.

Nametags: To easily understand who are the players around you.

Markers: You can choose the direction of the marker that you want to place on the map. That's make a lot of sense for markers like "ambush" or "arrow".

For CBA/ACE3 module settings see the Campaign Rules specific for each ATC edition.
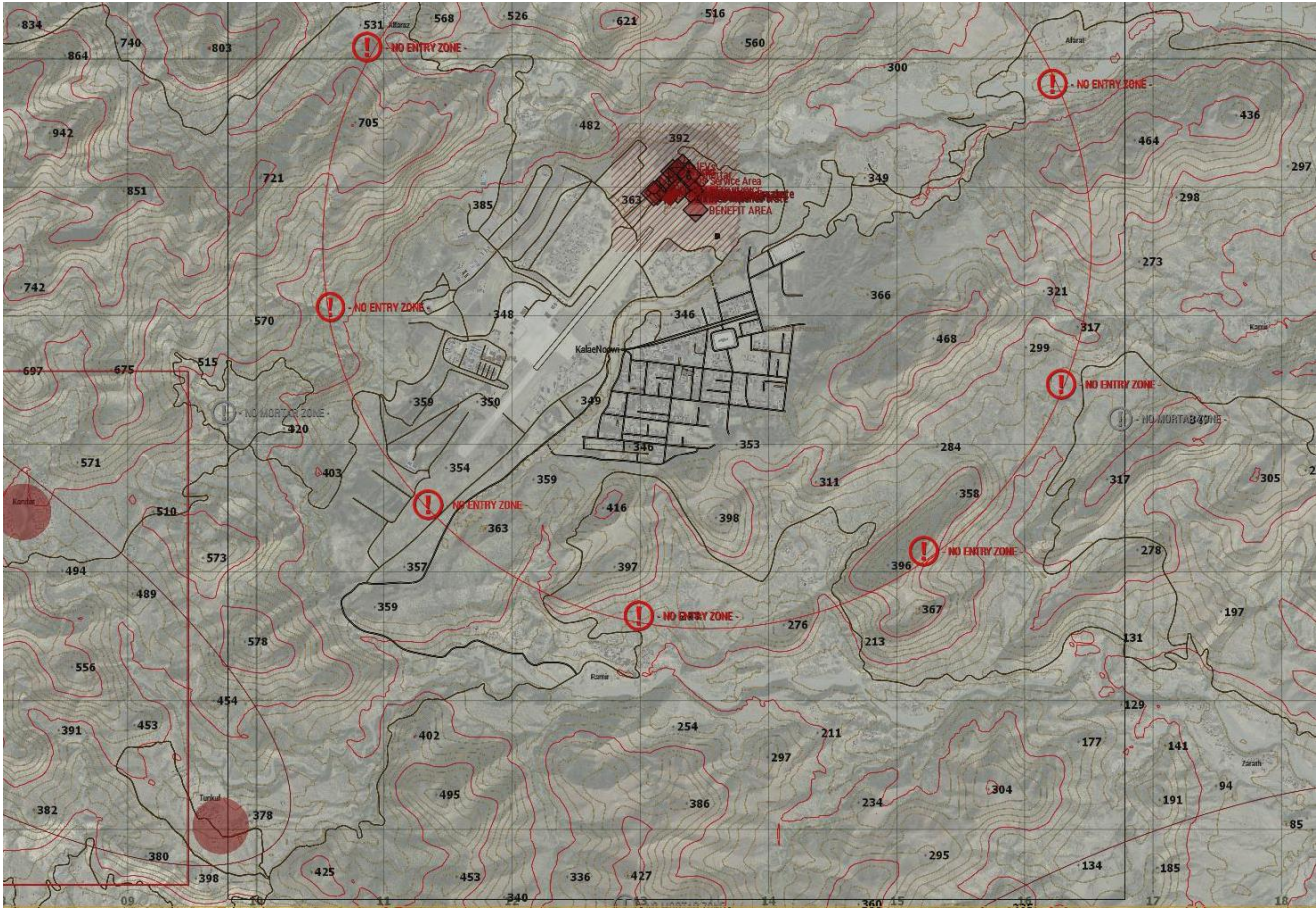
ATC#9 CAMPAIGN: RULES

Rules may be updated and revised since the start of the campaign. After that they are definitive.
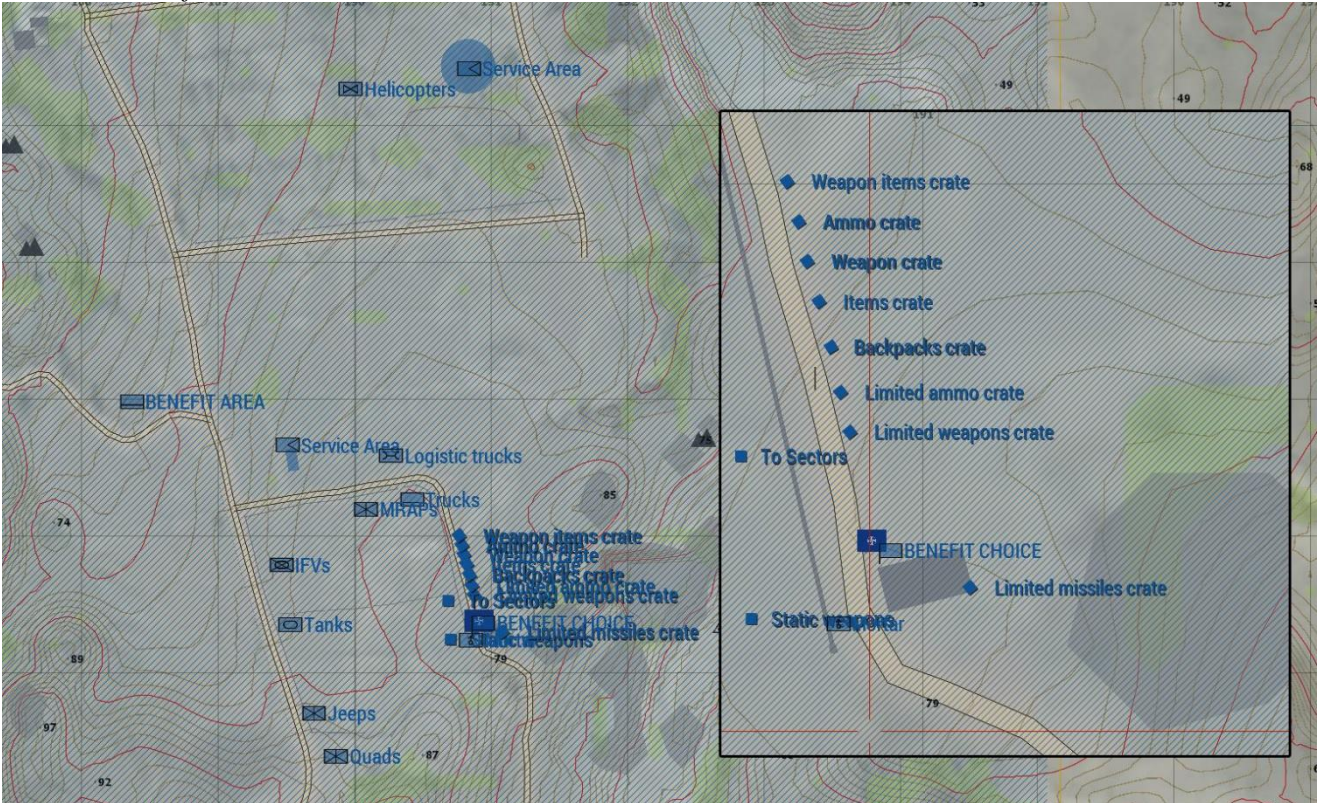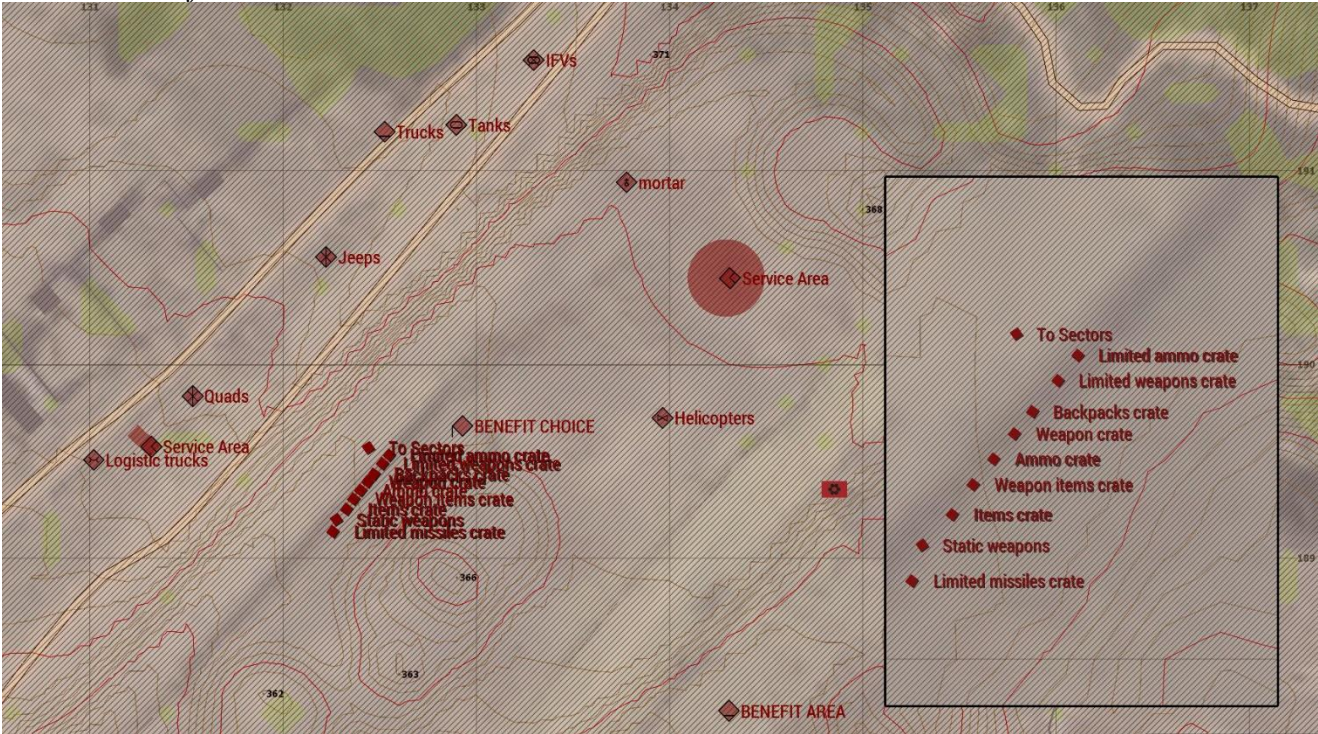
The Battleground: Lythium

No Entry zone, No Mortar zone and Base Area (blue diagonals), Blufor Base
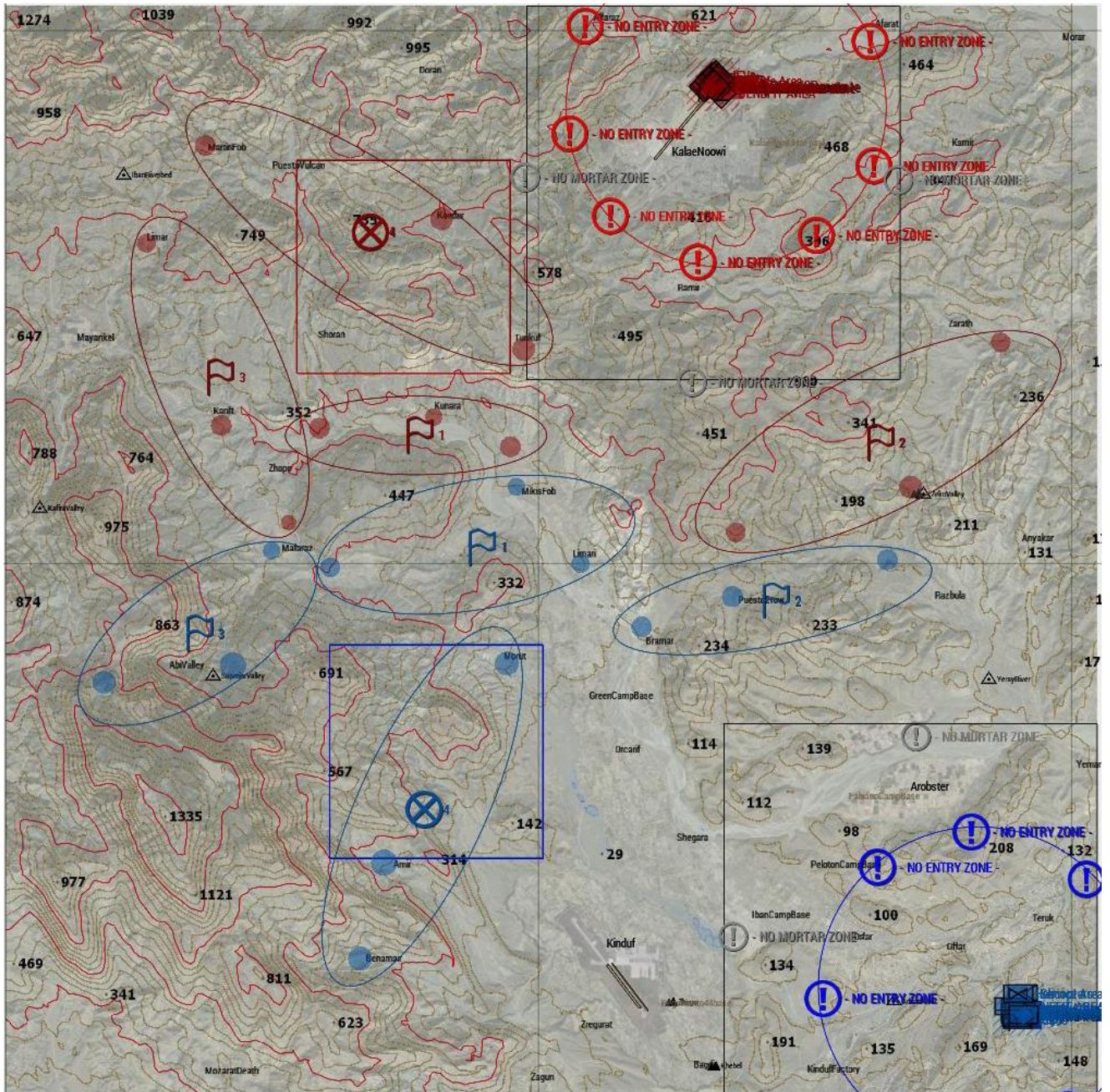
No Entry zone, No Mortar zone and Base Area (red diagonals), Redfor Base

Details on Blufor Base

Details on Redfor Base

Scenario: Lythium for the first part of the campaign.

Lythium map is divided in 4 areas for side. The fourth area is the last to be conquered. It can be attacked after 3 battles if one side has at least two of the other 3 areas. If conquered, the Lythium map is won.

Mods: See **DOWNLOAD** Section. Mods may be updated and revised since the start of the campaign. After that they are definitive.

Frequency & Lenght: 8 battles, once a week

NEW RULE ABOUT ATTACKING-DEFENDING SIDES

Previously the attacking side kept on attacking unless it lost or won twice for 2 sectors to 1. Example first battle 2:1, keep attacking, second battle 3:0 keep attacking, third battle 2:1 keep attacking ...

New rule in ATC #9: the attacking side switches after battles disregarding the outcome of the battle itself. So side A starts attacking in the first battle, side B attacks in the second battle and so on.

In ATC #9 there are 8 battles, 4 times side A is attacking, same for side B.

The areas which are completely won by winning all 3 sectors cannot be attacked anymore.

About ACE:
- No ACE-specific medical system in ACE_ATC9, we will use the vanilla one
- CBA Settings for ACE modules detailed below in Appendix

Stamina: AT/AA Specialists Assistants (new role) has increased stamina (1.3). They are equipped with Bergen backpacks.

Advanced Flight Model is forced in the mission.

Line-up time: 12 minutes for the attackers, 6 minutes for the defenders. Exception: if the attackers have a bridgehead in the area, line-up time will be equal.

The Recon Team and Sniper/spotter Teams don't have line-up time, so they can do recon. Same for one pilot that can transport them.

Attack choppers: they are locked for 12 mins (until the lineup time for both sides ends).

Warning! During the line-up time players that are not recon (Recon team, sniper and spotter teams and pilot for recon teams) may NOT leave the base area (red or blue diagonals) or they will be killed with no warnings!

Sector Defenders:

Alpha, Bravo, Charlie squads are tasked with defending the sectors (for the defending side). They spawn in base and can equip there. They can do volunteer teleport to their respective sectors when they are done (mouse wheel action at billboard). At the end of the lineup time all who did not teleport are automatically deployed in their sectors. See detailed base picture for base zones.

Delta Squad: it is a mechanized infantry squad. Delta riflemen can drive APCs and IFVs. Details on vehicle restrictions in Appendix

New capture rules:

Level 0: defenders at least 6 (to hold the sector); attackers 10 or more

Level 1: defenders at least 6; attackers 11 or more

-Vehicles count as one for the sector capture (as before)

- New: Recon Team and Sniper/Spotter Teams do not count for sector capture

- Disputed sector (new): if the attackers are 2 times more than the defenders (and the defenders are enough to hold the sector), the sector becomes "disputed" and a countdown starts. During the countdown time both sides should try to "solve" the dispute, that is to kill some opponents in order to reverse the situation. At the end of the countdown time if the situation is not changed the sectors remains in the hands of the defenders. Countdown time is currently set at 4 minutes.

Respawn rules:

Respawn time for players: 1.5 minutes
No vehicles respawn. Only exception, the transport trucks.

New! Individual respawn tickets for players are now set as 3 tickets (3 lives in total). After each respawn players will lose something from their equip (for example, optics). Details on equips and equip levels in Appendix

Antenna:

Has to be deployed by the commander in the first 15 minutes of the game. The antenna can be destroyed by all means except attack choppers. As in previous versions the antenna functions as blue forces tracking.

Antenna defenders (new):

A 4 men squad (Hotel) has the task to defend the antenna. They start in base and can equip there, but they are teleported at the antenna position when it is deployed

Repair/rearm time in base service areas: 60 sec for ground vehicles, 90 sec for air vehicles.

Logistic vehicles: 2 logistic vehicles for side, they can do rearm, repair, refuel. Do not respawn. Engineers can drive them.

Mortar: there are 2 mortars in base. In ATC#9 edition everyone can use the mortar. There's an area marked on map forbidden for the mortar (around the enemy base, so blufor mortars cannot enter the area around the redfor base and vice versa), make sure do not enter this area or the mortar will disappear. **The use of the mortar is forbidden in the last 20 min of the game** (the mortar will be deleted), this to avoid last minute rushes for conquering the sector.

No entry Area! Bases are off-limits for the enemy faction Trespassing will simply kill you with no warning! So beware!

New! Benefit system:

The Commander has the choice of extra vehicles/equipment. This choice has to be made within 15 min from the start of the game.

Benefits are as follows:

- **SPECOPS**: 2 Little Bird (unarmed) but 1 transport helicopter less in base (Ghosthawk or Orca depending on the side); 2 extra armed jeeps (uncovered); 6 non-steerable parachutes in Benefit box (marked in map).

- **ANTI TANK**: 1 extra Nyx AT (no vehicle restriction, can be driven/manned by everyone) plus 3 NLAW and 3 MRAWS launchers, 6 MRAWS_HEAT ammunition and 6 AT mines (can be carried by everyone) in the Benefit box (marked in map)

- **RHINO**: 2 Rhino (different camos for the two sides) that substitutes 2 MBTs (2 Merkava for Blufor and 1 T-140 and 1 T-100 for Redfor), so instead of 4 MBTs you have 2 MBTs and 2 Rhinos

- **FACTION POWER**: different for Blufor and Redfor
Blufor: 2 armed Wildcats (Hydra 70 Rockets) instead of 3 unarmed Ghosthawks
Redfor: 2 T-140 K (Command variant) that substitute the two T-140

- **SECTOR DEFENSE** (for defending side only, and only if the defenders hold all sectors in the area). Sector crates will have the following extra equip (in each sector crate):
1 extra Titan AA launcher
1 extra NLAW launcher
2 extra AA missiles
2 extra MRAWS_HEAT and 2 MRAWS_HE
2 extra AT mines, 2 SLAM, 2 APERS, 1 claymore
In addition there will be:
1 Static Grenade launcher in each sector
1 extra logistic vehicle in base

APPENDIX #1

Legenda:

B means Blufor, R Redfor. 3 means 3 tickets, 2 two, 1 one.
So B3 means Blufor, 3 tickets, R1 means Redfor, 1 ticket and so on.

ALLOWED EQUIPMENT BY CLASSES

CommonB

weapons =
hgun_Pistol_heavy_01_F,hgun_P07_F, //Pistols
SMG_01_F,SMG_05_F, //SMG
arifle_SPAR_01_blk_F //AR

optics =

optic_aco,optic_ACO_grn,RH_cmore,RH_reflex, //Reflex
RH_eotech553,RH_eotech553_tan,RH_eotexps3,RH_eotexps3_tan, //Eotech
RH_compM2l,RH_compM2l_tan,RH_compm4s //Aimpoint

pointers =
RH_SFM952V,RH_SFM952V_Tan, //Flashlight
RH_peq15,RH_peq15b,RH_peq15_top,RH_peq15b_top //IR

allowedAmmo =
HandGrenade,SmokeShellBlue,SmokeShellGreen,SmokeShellOrange,SmokeShellPurple,SmokeShellRed,Sm
okeShell,SmokeShellYellow,O_IR_Grenade,Chemlight_blue,Chemlight_green,Chemlight_red,Chemlight_yel
low,ACE_FlareTripMine_Mag

allowedItems =
H_HelmetSpecB, H_Booniehat_oli, //Headgear
Uniform_ATACS, //Uniform
V_TacVest_oli, V_TacChestrig_oli_F, //Vest
ACE_Flashlight_MX991,ACE_MapTools,ACE_wirecutter,ACE_EarPlugs,ACE_Flashlight,ACE_IR_Strobe_Item,I
temMap,ItemCompass,ItemWatch,tf_anprc152,FirstAidKit,ACE_NVG_Gen4,Binocular

backpack =
tf_rt1523g_big_rhs,B_AssaultPack_rgr,B_Kitbag_rgr,B_TacticalPack_mcamo,B_Carryall_mcamo,ACE_Tactic
alLadder_Pack
canTake =
B_Mortar_01_support_F,B_Mortar_01_weapon_F,B_HMG_01_high_weapon_F,B_HMG_01_weapon_F,
B_HMG_01_support_F,B_HMG_01_support_high_F,O_Mortar_01_support_F,O_Mortar_01_weapon_F,O_
HMG_01_high_weapon_F,O_HMG_01_weapon_F,O_HMG_01_support_F,O_HMG_01_support_high_F,
B_GMG_01_weapon_F,launch_MRAWS_green_rail_F,launch_NLAW_F,
Titan_AA,Titan_AT,Titan_AP,ATC_MAG_Titan_AA,ATC_TITAN_AA_starter, MRAWS_HEAT_F,
MRAWS_HE_F, Vorona_HE, Vorona_HEAT, ACE_1Rnd_82mm_Mo_HE, ACE_1Rnd_82mm_Mo_Smoke,
ACE_1Rnd_82mm_Mo_Illum,ACE_1Rnd_82mm_Mo_HE_LaserGuided,
ATC_ClaymoreDirectionalMine_Remote_Mag,ATC_SatchelCharge_Remote_Mag,ATC_DemoCharge_Remot

e_Mag,ATC_ATMine_Range_Mag,ATC_APERSBoundingMine_Range_Mag,ATC_APERSTripMine_Wire_Mag,
ATC_APERSMine_Range_Mag,ATC_ClaymoreDirectionalMine_Remote_Mag,
ATC_SLAMDirectionalMine_Wire_Mag, ACE_Clacker,ACE_NonSteerableParachute

CommonR

weapons =
hgun_ACPC2_F,hgun_Rook40_F, //Pistols
SMG_01_F,SMG_05_F, //SMG
arifle_CTAR_hex_F //AR

optics =

optic_aco,optic_ACO_grn,RH_cmore,RH_reflex, //Reflex
RH_eotech553,RH_eotech553_tan,RH_eotexps3,RH_eotexps3_tan, //Eotech
RH_compM2l,RH_compM2l_tan,RH_compm4s //Aimpoint

pointers =
RH_SFM952V,RH_SFM952V_Tan, //Flashlight
RH_peq15,RH_peq15b,RH_peq15_top,RH_peq15b_top //IR

allowedAmmo =
HandGrenade,SmokeShellBlue,SmokeShellGreen,SmokeShellOrange,SmokeShellPurple,SmokeShellRed,Sm
okeShell,SmokeShellYellow,O_IR_Grenade,Chemlight_blue,Chemlight_green,Chemlight_red,Chemlight_yel
low,ACE_FlareTripMine_Mag

allowedItems =
Helmet_CSAT, H_Booniehat_khk_hs, //Headgear
Uniform_CSAT, //Uniform
V_TacVest_khk, V_TacChestrig_cbr_F, //Vest
ACE_Flashlight_MX991,ACE_MapTools,ACE_wirecutter,ACE_EarPlugs,ACE_Flashlight,ACE_IR_Strobe_Item,I
temMap,ItemCompass,ItemWatch,tf_fadak,FirstAidKit,ACE_NVG_Gen4,Binocular

backpack =
tf_mr3000,B_AssaultPack_cbr,B_Kitbag_cbr,B_TacticalPack_ocamo,B_Carryall_ocamo,ACE_TacticalLadder
_Pack

canTake =
B_Mortar_01_support_F,B_Mortar_01_weapon_F,B_HMG_01_high_weapon_F,B_HMG_01_weapon_F,
B_HMG_01_support_F,B_HMG_01_support_high_F,O_Mortar_01_support_F,O_Mortar_01_weapon_F,O_
HMG_01_high_weapon_F,O_HMG_01_weapon_F,O_HMG_01_support_F,O_HMG_01_support_high_F,
B_GMG_01_weapon_F,
launch_MRAWS_green_rail_F,launch_NLAW_F,Titan_AA,Titan_AT,Titan_AP,ATC_MAG_Titan_AA,ATC_TITA
N_AA_starter, MRAWS_HEAT_F, MRAWS_HE_F, Vorona_HE, Vorona_HEAT, ACE_1Rnd_82mm_Mo_HE,
ACE_1Rnd_82mm_Mo_Smoke, ACE_1Rnd_82mm_Mo_Illum,
ACE_1Rnd_82mm_Mo_HE_LaserGuided,ATC_ClaymoreDirectionalMine_Remote_Mag,ATC_SatchelCharge
_Remote_Mag,ATC_DemoCharge_Remote_Mag,ATC_ATMine_Range_Mag,ATC_APERSBoundingMine_Ran
ge_Mag,ATC_APERSTripMine_Wire_Mag,ATC_APERSMine_Range_Mag,ATC_ClaymoreDirectionalMine_Re
mote_Mag, ATC_SLAMDirectionalMine_Wire_Mag, ACE_Clacker, ACE_NonSteerableParachute

///RIFLEMAN

RiflemanB3

```
optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag, RH_eothhs1
weapons = arifle_MX_Black_F,arifle_MXC_Black_F,ATC_417,ATC_EBR
muzzle = muzzle_snds_acp,muzzle_snds_L
```

RiflemanB2

```
weapons = arifle_MX_Black_F,arifle_MXC_Black_F,ATC_417,ATC_EBR
muzzle = muzzle_snds_acp,muzzle_snds_L
```

RiflemanB1

```
weapons = arifle_MX_Black_F,arifle_MXC_Black_F
```

RiflemanR3

```
optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag_tan, RH_eothhs1_tan, RH_m145
weapons = arifle_Katiba_F,arifle_Katiba_C_F,ATC_AK12,ATC_SIG
muzzle = muzzle_snds_acp,muzzle_snds_L
```

RiflemanR2

```
weapons = arifle_Katiba_F,arifle_Katiba_C_F,ATC_AK12,ATC_SIG
muzzle = muzzle_snds_acp,muzzle_snds_L
```

RiflemanR1

```
weapons = arifle_Katiba_F,arifle_Katiba_C_F
```

///TEAMLEADER

TeamLeaderB3

```
weapons = arifle_MX_GL_Black_F, arifle_SPAR_01_GL_blk_F,arifle_MX_Black_F,arifle_MXC_Black_F
optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag, RH_eothhs1
allowedAmmo =
1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_
FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_s
hell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_sh
ell,1Rnd_SmokeGreen_Grenade_shell
allowedItems = ACE_microDAGR, ACE_DAGR, ACE_Vector
```

TeamLeaderB2

```
weapons = arifle_MX_Black_F,arifle_MXC_Black_F
allowedItems = ACE_DAGR, ACE_Vector
```

TeamLeaderB1

weapons = arifle_MX_Black_F,arifle_MXC_Black_F
allowedItems = ACE_DAGR, ACE_Vector

TeamLeaderR3

weapons = arifle_Katiba_GL_F, arifle_CTAR_GL_hex_F,arifle_Katiba_F,arifle_Katiba_C_F
optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag_tan, RH_eothhs1_tan
allowedAmmo =
1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_
FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_s
hell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_sh
ell,1Rnd_SmokeGreen_Grenade_shell
allowedItems = ACE_microDAGR, ACE_DAGR, ACE_Vector

TeamLeaderR2

weapons = arifle_Katiba_F,arifle_Katiba_C_F
allowedItems = ACE_DAGR, ACE_Vector

TeamLeaderR1

weapons = arifle_Katiba_F,arifle_Katiba_C_F
allowedItems = ACE_DAGR, ACE_Vector

///GRENADIER

GrenadierB3

weapons = arifle_MX_GL_Black_F, arifle_SPAR_01_GL_blk_F,arifle_MX_Black_F,arifle_MXC_Black_F
allowedAmmo =
1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_
FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_s
hell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_sh
ell,1Rnd_SmokeGreen_Grenade_shell

GrenadierB2

weapons = arifle_MX_GL_Black_F, arifle_SPAR_01_GL_blk_F,arifle_MX_Black_F,arifle_MXC_Black_F
allowedAmmo =
1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_
FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_s
hell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_sh
ell,1Rnd_SmokeGreen_Grenade_shell

GrenadierB1

weapons = arifle_MX_GL_Black_F, arifle_SPAR_01_GL_blk_F,arifle_MX_Black_F,arifle_MXC_Black_F
allowedAmmo =

1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell

GrenadierR3

weapons = arifle_Katiba_GL_F, arifle_CTAR_GL_hex_F,arifle_Katiba_F,arifle_Katiba_C_F
allowedAmmo =
1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell

GrenadierR2

weapons = arifle_Katiba_GL_F, arifle_CTAR_GL_hex_F,arifle_Katiba_F,arifle_Katiba_C_F
allowedAmmo =
1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell

GrenadierR1

weapons = arifle_Katiba_GL_F, arifle_CTAR_GL_hex_F,arifle_Katiba_F,arifle_Katiba_C_F
allowedAmmo =
1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell

//**AUTORIFLEMAN**

AutoriflemanB3

weapons = LMG_Mk200_F,arifle_SPAR_02_blk_F,LMG_03_F,arifle_MX_Black_F,arifle_MXC_Black_F
pointers = RH_TD_ACB_b,RH_TD_ACB,bipod_01_F_blk

AutoriflemanB2

weapons = LMG_Mk200_F,arifle_SPAR_02_blk_F,LMG_03_F,arifle_MX_Black_F,arifle_MXC_Black_F
pointers = RH_TD_ACB_b,RH_TD_ACB, bipod_01_F_blk

AutoriflemanB1

weapons = LMG_Mk200_F,arifle_SPAR_02_blk_F,LMG_03_F,arifle_MX_Black_F,arifle_MXC_Black_F
pointers = RH_TD_ACB_b,RH_TD_ACB, bipod_01_F_blk

AutoriflemanR3

weapons = LMG_Zafir_F,arifle_CTARS_hex_F,LMG_03_F,arifle_Katiba_F,arifle_Katiba_C_F

pointers = RH_TD_ACB_b,RH_TD_ACB, bipod_02_F_tan

 AutoriflemanR2

weapons = LMG_Zafir_F,arifle_CTARS_hex_F,LMG_03_F,arifle_Katiba_F,arifle_Katiba_C_F
pointers = RH_TD_ACB_b,RH_TD_ACB, bipod_02_F_tan

 AutoriflemanR1

weapons = LMG_Zafir_F,arifle_CTARS_hex_F,LMG_03_F,arifle_Katiba_F,arifle_Katiba_C_F
pointers = RH_TD_ACB_b,RH_TD_ACB, bipod_02_F_tan

///MACHINEGUNNER

 MachinegunnerB3

optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag, RH_eothhs1, RH_m145
weapons = MMG_02_black_F,LMG_Mk200_F,arifle_MX_Black_F,arifle_MXC_Black_F
pointers = RH_TD_ACB_b,RH_TD_ACB, bipod_01_F_blk

 MachinegunnerB2

weapons = MMG_02_black_F,LMG_Mk200_F,arifle_MX_Black_F,arifle_MXC_Black_F
pointers = RH_TD_ACB_b,RH_TD_ACB, bipod_01_F_blk

 MachinegunnerB1

weapons = MMG_02_black_F,LMG_Mk200_F,arifle_MX_Black_F,arifle_MXC_Black_F
pointers = RH_TD_ACB_b,RH_TD_ACB, bipod_01_F_blk

 MachinegunnerR3

optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag_tan, RH_eothhs1_tan, RH_m145
weapons = MMG_01_tan_F,LMG_Zafir_F,arifle_Katiba_F,arifle_Katiba_C_F
pointers = RH_TD_ACB_b,RH_TD_ACB, bipod_02_F_tan

 MachinegunnerR2

weapons = MMG_01_tan_F,LMG_Zafir_F,arifle_Katiba_F,arifle_Katiba_C_F
pointers = RH_TD_ACB_b,RH_TD_ACB, bipod_02_F_tan

 MachinegunnerR1

weapons = MMG_01_tan_F,LMG_Zafir_F,arifle_Katiba_F,arifle_Katiba_C_F
pointers = RH_TD_ACB_b,RH_TD_ACB, bipod_02_F_tan

DMB3

optics = RH_anpvs10, optic_NVS, optic_DMS, optic_KHS_blk, optic_KHS_tan, optic_AMS,
optic_AMS_snd,RH_ta648
weapons = arifle_MXM_Black_F, arifle_SPAR_03_blk_F,
srifle_EBR_F,arifle_MX_Black_F,arifle_MXC_Black_F
pointers = RH_HBLM,RH_HBLM_des
allowedItems = ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope

DMB2

optics = RH_anpvs10, optic_NVS, optic_DMS, optic_KHS_blk, optic_KHS_tan, optic_AMS,
optic_AMS_snd,RH_ta648
weapons = arifle_MXM_Black_F, arifle_SPAR_03_blk_F,
srifle_EBR_F,arifle_MX_Black_F,arifle_MXC_Black_F
pointers = RH_HBLM,RH_HBLM_des
allowedItems = ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope

DMB1

optics = RH_anpvs10, optic_NVS, optic_DMS, optic_KHS_blk, optic_KHS_tan, optic_AMS,
optic_AMS_snd,RH_ta648
weapons = arifle_MXM_Black_F, arifle_SPAR_03_blk_F,
srifle_EBR_F,arifle_MX_Black_F,arifle_MXC_Black_F
pointers = RH_HBLM,RH_HBLM_des
allowedItems = ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope

DMR3

optics = RH_anpvs10, optic_NVS, optic_DMS, optic_KHS_blk, optic_KHS_tan, optic_KHS_hex, optic_AMS,
optic_AMS_snd,RH_ta648
weapons = srifle_DMR_07_hex_F, srifle_DMR_03_tan_F,
srifle_DMR_01_F,arifle_Katiba_F,arifle_Katiba_C_F
pointers = RH_HBLM,RH_HBLM_des
allowedItems = ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope

DMR2

optics = RH_anpvs10, optic_NVS, optic_DMS, optic_KHS_blk, optic_KHS_tan, optic_KHS_hex, optic_AMS,
optic_AMS_snd,RH_ta648
weapons = srifle_DMR_07_hex_F, srifle_DMR_03_tan_F,
srifle_DMR_01_F,arifle_Katiba_F,arifle_Katiba_C_F
pointers = RH_HBLM,RH_HBLM_des
allowedItems = ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope

DMR1

optics = RH_anpvs10, optic_NVS, optic_DMS, optic_KHS_blk, optic_KHS_tan, optic_KHS_hex, optic_AMS,
optic_AMS_snd,RH_ta648
weapons = srifle_DMR_07_hex_F, srifle_DMR_03_tan_F,
srifle_DMR_01_F,arifle_Katiba_F,arifle_Katiba_C_F
pointers = RH_HBLM,RH_HBLM_des

allowedItems = ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope

///**RIFLEMAN_AT**

RiflemanATB3

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,launch_MRAWS_olive_rail_F

RiflemanATB2

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,launch_MRAWS_olive_rail_F

RiflemanATB1

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,launch_MRAWS_olive_rail_F

RiflemanATR3

weapons = arifle_Katiba_F,arifle_Katiba_C_F,launch_MRAWS_sand_rail_F

RiflemanATR2

weapons = arifle_Katiba_F,arifle_Katiba_C_F,launch_MRAWS_sand_rail_F

RiflemanATR1

weapons = arifle_Katiba_F,arifle_Katiba_C_F,launch_MRAWS_sand_rail_F

///**SPECIALIST_AT**

SpecATB3

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,launch_MRAWS_olive_rail_F,launch_O_Vorona_green_F,ATC_TITAN_AT_B

SpecATB2

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,launch_MRAWS_olive_rail_F,launch_O_Vorona_green_F,ATC_TITAN_AT_B

SpecATB1

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,launch_MRAWS_olive_rail_F

SpecATR3

weapons =

arifle_Katiba_F,arifle_Katiba_C_F,launch_MRAWS_sand_rail_F,launch_O_Vorona_brown_F,ATC_TITAN_AT_O

SpecATR2

weapons =
arifle_Katiba_F,arifle_Katiba_C_F,launch_MRAWS_sand_rail_F,launch_O_Vorona_brown_F,ATC_TITAN_AT_O

SpecATR1

weapons = arifle_Katiba_F,arifle_Katiba_C_F,launch_MRAWS_sand_rail_F

//SPECIALIST_AA

SpecAAB3

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,ATC_TITAN_AA_B

SpecAAB2

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,ATC_TITAN_AA_B

SpecAAB1

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,ATC_TITAN_AA_B

SpecAAR3

weapons = arifle_Katiba_F,arifle_Katiba_C_F,ATC_TITAN_AA_O

SpecAAR2

weapons = arifle_Katiba_F,arifle_Katiba_C_F,ATC_TITAN_AA_O

SpecAAR1

weapons = arifle_Katiba_F,arifle_Katiba_C_F,ATC_TITAN_AA_O

//SPEC_EXP
SpecExpB3

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,ACE_VMH3
allowedAmmo =
ClaymoreDirectionalMine_Remote_Mag,DemoCharge_Remote_Mag,ATMine_Range_Mag,APERSMine_Range_Mag,APERSTripMine_Wire_Mag,ClaymoreDirectionalMine_Remote_Mag,SatchelCharge_Remote_Mag,SLAMDirectionalMine_Wire_Mag
allowedItems = ACE_Clacker, ACE_M26_Clacker,ACE_DefusalKit
muzzle = muzzle_snds_M,muzzle_snds_acp,muzzle_snds_L

SpecExpB2

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,ACE_VMH3
allowedAmmo =
ClaymoreDirectionalMine_Remote_Mag,DemoCharge_Remote_Mag,ATMine_Range_Mag,APERSMine_Ra
nge_Mag,APERSTripMine_Wire_Mag,ClaymoreDirectionalMine_Remote_Mag,SatchelCharge_Remote_Ma
g,SLAMDirectionalMine_Wire_Mag
allowedItems = ACE_Clacker,ACE_M26_Clacker, ACE_DefusalKit
muzzle = muzzle_snds_acp,muzzle_snds_L

SpecExpB1

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,ACE_VMH3
allowedAmmo =
ClaymoreDirectionalMine_Remote_Mag,DemoCharge_Remote_Mag,ATMine_Range_Mag,APERSMine_Ra
nge_Mag,APERSTripMine_Wire_Mag,ClaymoreDirectionalMine_Remote_Mag,SatchelCharge_Remote_Ma
g,SLAMDirectionalMine_Wire_Mag
allowedItems = ACE_Clacker, ACE_M26_Clacker,ACE_DefusalKit
muzzle = muzzle_snds_L

SpecExpR3

weapons = arifle_Katiba_F,arifle_Katiba_C_F,ACE_VMH3
allowedAmmo =
ClaymoreDirectionalMine_Remote_Mag,DemoCharge_Remote_Mag,ATMine_Range_Mag,APERSMine_Ra
nge_Mag,APERSTripMine_Wire_Mag,ClaymoreDirectionalMine_Remote_Mag,SatchelCharge_Remote_Ma
g,SLAMDirectionalMine_Wire_Mag
allowedItems = ACE_Clacker, ACE_M26_Clacker, ACE_DefusalKit
muzzle = muzzle_snds_58_blk_F,muzzle_snds_acp,muzzle_snds_L

SpecExpR2

weapons = arifle_Katiba_F,arifle_Katiba_C_F,ACE_VMH3
allowedAmmo =
ClaymoreDirectionalMine_Remote_Mag,DemoCharge_Remote_Mag,ATMine_Range_Mag,APERSMine_Ra
nge_Mag,APERSTripMine_Wire_Mag,ClaymoreDirectionalMine_Remote_Mag,SatchelCharge_Remote_Ma
g,SLAMDirectionalMine_Wire_Mag
allowedItems = ACE_Clacker, ACE_M26_Clacker, ACE_DefusalKit
muzzle = muzzle_snds_acp,muzzle_snds_L

SpecExpR1

weapons = arifle_Katiba_F,arifle_Katiba_C_F,ACE_VMH3
allowedAmmo =
ClaymoreDirectionalMine_Remote_Mag,DemoCharge_Remote_Mag,ATMine_Range_Mag,APERSMine_Ra
nge_Mag,APERSTripMine_Wire_Mag,ClaymoreDirectionalMine_Remote_Mag,SatchelCharge_Remote_Ma
g,SLAMDirectionalMine_Wire_Mag
allowedItems = ACE_Clacker, ACE_M26_Clacker, ACE_DefusalKit
muzzle = muzzle_snds_L

///SPEC_ASSISTANT

SpecAssB3

weapons = arifle_MX_Black_F,arifle_MXC_Black_F
allowedItems = ACE_microDAGR, ACE_DAGR, ACE_Vector
backpack = B_BERGEN_RADIO

SpecAssB2

weapons = arifle_MX_Black_F,arifle_MXC_Black_F
allowedItems = ACE_DAGR, ACE_Vector
backpack = B_BERGEN_RADIO

SpecAssB1

weapons = arifle_MX_Black_F,arifle_MXC_Black_F
allowedItems = ACE_DAGR, ACE_Vector
backpack = B_BERGEN_RADIO

SpecAssR3

weapons = arifle_Katiba_F,arifle_Katiba_C_F
allowedItems = ACE_microDAGR, ACE_DAGR, ACE_Vector
backpack = O_BERGEN_RADIO

SpecAssR2

weapons = arifle_Katiba_F,arifle_Katiba_C_F
allowedItems = ACE_DAGR, ACE_Vector
backpack = O_BERGEN_RADIO

SpecAssR1

weapons = arifle_Katiba_F,arifle_Katiba_C_F
allowedItems = ACE_DAGR, ACE_Vector
backpack = O_BERGEN_RADIO

///SNIPER

SniperB3

optics = RH_anpvs10, optic_NVS, optic_DMS, optic_KHS_blk, optic_KHS_tan, optic_AMS,
optic_AMS_snd,optic_LRPS,optic_LRPS_tna_F
weapons = arifle_MXM_Black_F, arifle_SPAR_03_blk_F,
srifle_EBR_F,srifle_LRR_F,srifle_DMR_02_F,arifle_MX_Black_F,arifle_MXC_Black_F
pointers = RH_HBLM,RH_HBLM_des
muzzle = muzzle_snds_338_black,muzzle_snds_B,muzzle_snds_H,muzzle_snds_acp,muzzle_snds_L
allowedItems =
ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope,U_B_FullGhillie_ard,U_B_FullGhillie_lsh,U_
B_FullGhillie_sard,U_B_T_FullGhillie_tna_F

SniperB2

optics = RH_anpvs10, optic_NVS, optic_DMS, optic_KHS_blk, optic_KHS_tan, optic_AMS,
optic_AMS_snd,optic_LRPS,optic_LRPS_tna_F
weapons = arifle_MXM_Black_F, arifle_SPAR_03_blk_F,
srifle_EBR_F,srifle_LRR_F,srifle_DMR_02_F,arifle_MX_Black_F,arifle_MXC_Black_F
pointers = RH_HBLM,RH_HBLM_des
muzzle = muzzle_snds_338_black,muzzle_snds_B,muzzle_snds_H,muzzle_snds_acp,muzzle_snds_L
allowedItems =
ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope,U_B_FullGhillie_ard,U_B_FullGhillie_lsh,U_
B_FullGhillie_sard,U_B_T_FullGhillie_tna_F

SniperB1

optics = RH_anpvs10, optic_NVS, optic_DMS, optic_KHS_blk, optic_KHS_tan, optic_AMS, optic_AMS_snd
weapons = arifle_MXM_Black_F, arifle_SPAR_03_blk_F,
srifle_EBR_F,arifle_MX_Black_F,arifle_MXC_Black_F
pointers = RH_HBLM,RH_HBLM_des
muzzle = muzzle_snds_H,muzzle_snds_acp,muzzle_snds_L
allowedItems =
ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope,U_B_FullGhillie_ard,U_B_FullGhillie_lsh,U_
B_FullGhillie_sard,U_B_T_FullGhillie_tna_F

SniperR3

optics = RH_anpvs10, optic_NVS, optic_DMS, optic_KHS_blk, optic_KHS_tan, optic_AMS,
optic_AMS_snd,optic_LRPS,optic_LRPS_tna_F
weapons = srifle_DMR_07_hex_F, srifle_DMR_03_tan_F,
srifle_DMR_01_F,srifle_GM6_F,srifle_DMR_05_tan_f,arifle_Katiba_F,arifle_Katiba_C_F
pointers = RH_HBLM,RH_HBLM_des
muzzle = muzzle_snds_93mmg_tan,muzzle_snds_B,muzzle_snds_H,muzzle_snds_acp,muzzle_snds_L
allowedItems =
ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope,U_O_FullGhillie_ard,U_O_FullGhillie_lsh,U_
O_FullGhillie_sard,U_O_T_FullGhillie_tna_F

SniperR2

optics = RH_anpvs10, optic_NVS, optic_DMS, optic_KHS_blk, optic_KHS_tan, optic_AMS,
optic_AMS_snd,optic_LRPS,optic_LRPS_tna_F
weapons = srifle_DMR_07_hex_F, srifle_DMR_03_tan_F,
srifle_DMR_01_F,srifle_GM6_F,srifle_DMR_05_tan_f,arifle_Katiba_F,arifle_Katiba_C_F
pointers = RH_HBLM,RH_HBLM_des
muzzle = muzzle_snds_93mmg_tan,muzzle_snds_B,muzzle_snds_H,muzzle_snds_acp,muzzle_snds_L
allowedItems =
ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope,U_O_FullGhillie_ard,U_O_FullGhillie_lsh,U_
O_FullGhillie_sard,U_O_T_FullGhillie_tna_F

SniperR1

optics = RH_anpvs10, optic_NVS, optic_DMS, optic_KHS_blk, optic_KHS_tan, optic_AMS, optic_AMS_snd
weapons = srifle_DMR_07_hex_F, srifle_DMR_03_tan_F,
srifle_DMR_01_F,arifle_Katiba_F,arifle_Katiba_C_F
pointers = RH_HBLM,RH_HBLM_des
muzzle = muzzle_snds_H,muzzle_snds_acp,muzzle_snds_L
allowedItems =

ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope,U_O_FullGhillie_ard,U_O_FullGhillie_lsh,U_O_FullGhillie_sard,U_O_T_FullGhillie_tna_F

//**SPOTTER**

 SpotterB3

weapons = arifle_MX_Black_F,arifle_MXC_Black_F
optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP, RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag_tan, RH_eothhs1_tan,optic_NVS,optic_DMS,RH_ta648
pointers = RH_HBLM,RH_HBLM_des
muzzle = muzzle_snds_H,muzzle_snds_acp,muzzle_snds_L,muzzle_snds_M
allowedItems =
ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope,U_I_FullGhillie_ard,U_I_FullGhillie_lsh,U_I_FullGhillie_sard,U_B_T_FullGhillie_tna_F,ACE_DAGR,ACE_Vector,ACE_Kestrel4500,ACE_ATragMX,ATC_Laserdesignator_B
allowedAmmo = Laserbatteries

 SpotterB2

weapons = arifle_MX_Black_F,arifle_MXC_Black_F
optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP, RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag_tan, RH_eothhs1_tan, optic_NVS, optic_DMS,RH_ta648
pointers = RH_HBLM,RH_HBLM_des
muzzle = muzzle_snds_H,muzzle_snds_acp,muzzle_snds_L,muzzle_snds_M
allowedItems =
ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope,U_I_FullGhillie_ard,U_I_FullGhillie_lsh,U_I_FullGhillie_sard,U_B_T_FullGhillie_tna_F,ACE_DAGR,ACE_Vector,ACE_Kestrel4500,ACE_ATragMX,ATC_Laserdesignator_B
allowedAmmo = Laserbatteries

 SpotterB1

weapons = arifle_MX_Black_F,arifle_MXC_Black_F
optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP, RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag_tan, RH_eothhs1_tan
pointers = RH_HBLM,RH_HBLM_des
muzzle = muzzle_snds_L
allowedItems =
ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope,U_I_FullGhillie_ard,U_I_FullGhillie_lsh,U_I_FullGhillie_sard,U_B_T_FullGhillie_tna_F,ACE_DAGR,ACE_Vector,ACE_Kestrel4500,ACE_ATragMX,ATC_Laserdesignator_B
allowedAmmo = Laserbatteries

 SpotterR3

weapons = arifle_Katiba_F,arifle_Katiba_C_F
optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP, RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag_tan, RH_eothhs1_tan,optic_NVS,optic_DMS,RH_ta648
pointers = RH_HBLM,RH_HBLM_des
muzzle = muzzle_snds_H,muzzle_snds_acp,muzzle_snds_L,muzzle_snds_58_blk_F
allowedItems =

ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope,U_I_FullGhillie_ard,U_I_FullGhillie_lsh,U_I_FullGhillie_sard,U_B_T_FullGhillie_tna_F,ACE_DAGR,ACE_Vector,ACE_Kestrel4500,ACE_ATragMX,ATC_Laserdesignator_R
allowedAmmo = Laserbatteries

 SpotterR2

weapons = arifle_Katiba_F,arifle_Katiba_C_F
optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag_tan,
RH_eothhs1_tan,optic_NVS,optic_DMS,RH_ta648
pointers = RH_HBLM,RH_HBLM_des
muzzle = muzzle_snds_H,muzzle_snds_acp,muzzle_snds_L,muzzle_snds_58_blk_F
allowedItems =
ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope,U_I_FullGhillie_ard,U_I_FullGhillie_lsh,U_I_FullGhillie_sard,U_B_T_FullGhillie_tna_F,ACE_DAGR,ACE_Vector,ACE_Kestrel4500,ACE_ATragMX,ATC_Laserdesignator_R
allowedAmmo = Laserbatteries

 SpotterR1

weapons = arifle_Katiba_F,arifle_Katiba_C_F
optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag_tan, RH_eothhs1_tan
pointers = RH_HBLM,RH_HBLM_des
muzzle = muzzle_snds_L
allowedItems =
ACE_RangeCard,ACE_SpottingScopeObject,ACE_SpottingScope,U_I_FullGhillie_ard,U_I_FullGhillie_lsh,U_I_FullGhillie_sard,U_B_T_FullGhillie_tna_F,ACE_DAGR,ACE_Vector,ACE_Kestrel4500,ACE_ATragMX,ATC_Laserdesignator_R
allowedAmmo = Laserbatteries

///PARA RIFLEMAN

 ParaRiflemanB3

optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag, RH_eothhs1
muzzle = muzzle_snds_acp,muzzle_snds_L
allowedItems = ACE_Altimeter
backpack = B_Parachute

 ParaRiflemanB2

muzzle = muzzle_snds_acp,muzzle_snds_L
allowedItems = ACE_Altimeter
backpack = B_Parachute

 ParaRiflemanB1

allowedItems = ACE_Altimeter
backpack = B_Parachute

ParaRiflemanR3

optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag, RH_eothhs1
muzzle = muzzle_snds_acp,muzzle_snds_L
allowedItems = ACE_Altimeter
backpack = B_Parachute

ParaRiflemanR2

muzzle = muzzle_snds_acp,muzzle_snds_L
allowedItems = ACE_Altimeter
backpack = B_Parachute

ParaRiflemanR1

allowedItems = ACE_Altimeter
backpack = B_Parachute

///PARA TEAMLEADER

ParaTeamLeaderB3

weapons = arifle_SPAR_01_GL_blk_F
allowedAmmo =
1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_
FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_s
hell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_sh
ell,1Rnd_SmokeGreen_Grenade_shell
optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag, RH_eothhs1
allowedItems = ACE_microDAGR, ACE_DAGR, ACE_Vector, ACE_Altimeter
backpack = B_Parachute

ParaTeamLeaderB2

allowedItems = ACE_DAGR, ACE_Vector, ACE_Altimeter
backpack = B_Parachute

ParaTeamLeaderB1

allowedItems = ACE_DAGR, ACE_Vector, ACE_Altimeter
backpack = B_Parachute

ParaTeamLeaderR3

weapons = arifle_CTAR_GL_hex_F
allowedAmmo =
1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_
FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_s
hell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_sh
ell,1Rnd_SmokeGreen_Grenade_shell

optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP, RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag, RH_eothhs1
allowedItems = ACE_microDAGR, ACE_DAGR, ACE_Vector, ACE_Altimeter
backpack = B_Parachute

 ParaTeamLeaderR2

allowedItems = ACE_microDAGR, ACE_DAGR, ACE_Vector, ACE_Altimeter
backpack = B_Parachute

 ParaTeamLeaderR1

allowedItems = ACE_DAGR, ACE_Vector, ACE_Altimeter
backpack = B_Parachute

//PARA GRENADIER

 ParaGrenadierB3

weapons = arifle_SPAR_01_GL_blk_F
allowedAmmo =
1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell
allowedItems = ACE_Altimeter
backpack = B_Parachute

 ParaGrenadierB2

weapons = arifle_SPAR_01_GL_blk_F
allowedAmmo =
1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell
allowedItems = ACE_Altimeter
backpack = B_Parachute

 ParaGrenadierB1

weapons = arifle_SPAR_01_GL_blk_F
allowedAmmo =
1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell
allowedItems = ACE_Altimeter
backpack = B_Parachute

 ParaGrenadierR3

weapons = arifle_CTAR_GL_hex_F

allowedAmmo =
1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell
allowedItems = ACE_Altimeter
backpack = B_Parachute

 ParaGrenadierR2

weapons = arifle_CTAR_GL_hex_F
allowedAmmo =
1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell
allowedItems = ACE_Altimeter
backpack = B_Parachute

 ParaGrenadierR1

weapons = arifle_CTAR_GL_hex_F
allowedAmmo =
1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell
allowedItems = ACE_Altimeter
backpack = B_Parachute

///PARA AUTORIFLEMAN

 ParaAutoriflemanB3

weapons = arifle_SPAR_02_blk_F
pointers = RH_TD_ACB_b,RH_TD_ACB
allowedItems = ACE_Altimeter
backpack = B_Parachute

 ParaAutoriflemanB2

weapons = arifle_SPAR_02_blk_F
pointers = RH_TD_ACB_b,RH_TD_ACB
allowedItems = ACE_Altimeter
backpack = B_Parachute

 ParaAutoriflemanB1

weapons = arifle_SPAR_02_blk_F
pointers = RH_TD_ACB_b,RH_TD_ACB
allowedItems = ACE_Altimeter
backpack = B_Parachute

ParaAutoriflemanR3

weapons = arifle_CTARS_hex_F
pointers = RH_TD_ACB_b,RH_TD_ACB
allowedItems = ACE_Altimeter
backpack = B_Parachute

ParaAutoriflemanR2

weapons = arifle_CTARS_hex_F
pointers = RH_TD_ACB_b,RH_TD_ACB
allowedItems = ACE_Altimeter
backpack = B_Parachute

ParaAutoriflemanR1

weapons = arifle_CTARS_hex_F
pointers = RH_TD_ACB_b,RH_TD_ACB
allowedItems = ACE_Altimeter
backpack = B_Parachute

///COMMANDER

CommanderB3

weapons = arifle_MX_Black_F,arifle_MXC_Black_F
optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag, RH_eothhs1
allowedItems = ACE_microDAGR, ACE_DAGR, ACE_Vector

CommanderB2

weapons = arifle_MX_Black_F,arifle_MXC_Black_F
optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag, RH_eothhs1
allowedItems = ACE_DAGR, ACE_Vector

CommanderB1

weapons = arifle_MX_Black_F,arifle_MXC_Black_F
allowedItems = ACE_DAGR, ACE_Vector

CommanderR3

weapons = arifle_Katiba_F,arifle_Katiba_C_F
optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag_tan, RH_eothhs1_tan
allowedItems = ACE_microDAGR, ACE_DAGR, ACE_Vector

CommanderR2

weapons = arifle_Katiba_F,arifle_Katiba_C_F
optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag_tan, RH_eothhs1_tan
allowedItems = ACE_DAGR, ACE_Vector

CommanderR1

weapons = arifle_Katiba_F,arifle_Katiba_C_F
allowedItems = ACE_DAGR, ACE_Vector

///MEDIC

MedicB1

weapons = arifle_MX_Black_F,arifle_MXC_Black_F
allowedItems = Medikit
backpack = B_AssaultPack_rgr_Medic

MedicB2

weapons = arifle_MX_Black_F,arifle_MXC_Black_F
allowedItems = Medikit
backpack = B_AssaultPack_rgr_Medic

MedicB3

weapons = arifle_MX_Black_F,arifle_MXC_Black_F
allowedItems = Medikit
backpack = B_AssaultPack_rgr_Medic

MedicR3

weapons = arifle_Katiba_F,arifle_Katiba_C_F
allowedItems = Medikit
backpack = B_FieldPack_ocamo_Medic

MedicR2

weapons = arifle_Katiba_F,arifle_Katiba_C_F
allowedItems = Medikit
backpack = B_FieldPack_ocamo_Medic

MedicR1

weapons = arifle_Katiba_F,arifle_Katiba_C_F
allowedItems = Medikit
backpack = B_FieldPack_ocamo_Medic

//ENGINEER

EngineerB3

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,ACE_VMH3
allowedItems = ToolKit

EngineerB2

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,ACE_VMH3
allowedItems = ToolKit

EngineerB1

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,ACE_VMH3
allowedItems = ToolKit

EngineerR3

weapons = arifle_Katiba_F,arifle_Katiba_C_F,ACE_VMH3
allowedItems = ToolKit

EngineerR2

weapons = arifle_Katiba_F,arifle_Katiba_C_F,ACE_VMH3
allowedItems = ToolKit

EngineerR1

weapons = arifle_Katiba_F,arifle_Katiba_C_F,ACE_VMH3
allowedItems = ToolKit

//RECON TEAM

SFB3

weapons =
arifle_MX_GL_Black_F, arifle_SPAR_01_GL_blk_F, //GL
LMG_Mk200_F,arifle_SPAR_02_blk_F,LMG_03_F,MMG_02_black_F, //MG
arifle_SPAR_03_blk_F, srifle_EBR_F, //SNIPER
launch_MRAWS_olive_rail_F//LAUNCHER

optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag_tan, RH_eothhs1_tan, RH_m145, optic_NVS,
optic_DMS,RH_ta648
pointers = RH_HBLM,RH_HBLM_des,RH_TD_ACB_b,RH_TD_ACB, bipod_01_F_blk
muzzle =
muzzle_snds_acp,muzzle_snds_L,muzzle_snds_H,muzzle_snds_M,muzzle_snds_B,muzzle_snds_H_MG_blk
_F
allowedAmmo =
Laserbatteries,ACE_HuntIR_M203,1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_Fla
reRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_she

ll,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell,Laserbatteries,
ClaymoreDirectionalMine_Remote_Mag,DemoCharge_Remote_Mag,ATMine_Range_Mag,APERSMine_Range_Mag,APERSTripMine_Wire_Mag,ClaymoreDirectionalMine_Remote_Mag,SatchelCharge_Remote_Mag,SLAMDirectionalMine_Wire_Mag
allowedItems =
ACE_Clacker,ACE_SpottingScopeObject,ACE_SpottingScope,ACE_Altimeter,ACE_DAGR,ACE_Vector,ATC_Laserdesignator_B,ACE_RangeCard,ACE_HuntIR_monitor,ATC_Laserdesignator_B
backpack = B_Parachute

 SFB2

weapons =
arifle_MX_GL_Black_F, arifle_SPAR_01_GL_blk_F, //GL
LMG_Mk200_F,arifle_SPAR_02_blk_F,LMG_03_F, //MG
launch_MRAWS_olive_rail_F//LAUNCHER

pointers = RH_HBLM,RH_HBLM_des,RH_TD_ACB_b,RH_TD_ACB, bipod_01_F_blk
muzzle = muzzle_snds_acp,muzzle_snds_L,muzzle_snds_M
allowedAmmo =
Laserbatteries,ACE_HuntIR_M203,1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell,Laserbatteries,
ClaymoreDirectionalMine_Remote_Mag,DemoCharge_Remote_Mag,ATMine_Range_Mag,APERSMine_Range_Mag,APERSTripMine_Wire_Mag,ClaymoreDirectionalMine_Remote_Mag,SatchelCharge_Remote_Mag,SLAMDirectionalMine_Wire_Mag
allowedItems =
ACE_Clacker,ACE_SpottingScopeObject,ACE_SpottingScope,ACE_Altimeter,ACE_DAGR,ACE_Vector,ATC_Laserdesignator_B,ACE_RangeCard,ACE_HuntIR_monitor,ATC_Laserdesignator_B

 SFB1

weapons =
arifle_MX_GL_Black_F, arifle_SPAR_01_GL_blk_F, //GL
LMG_Mk200_F,arifle_SPAR_02_blk_F,LMG_03_F, //MG
launch_MRAWS_olive_rail_F//LAUNCHER

pointers = RH_HBLM,RH_HBLM_des,RH_TD_ACB_b,RH_TD_ACB, bipod_01_F_blk
muzzle = muzzle_snds_acp,muzzle_snds_L,muzzle_snds_M
allowedAmmo =
Laserbatteries,ACE_HuntIR_M203,1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_FlareRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_shell,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell,Laserbatteries,
ClaymoreDirectionalMine_Remote_Mag,DemoCharge_Remote_Mag,ATMine_Range_Mag,APERSMine_Range_Mag,APERSTripMine_Wire_Mag,ClaymoreDirectionalMine_Remote_Mag,SatchelCharge_Remote_Mag,SLAMDirectionalMine_Wire_Mag
allowedItems =
ACE_Clacker,ACE_SpottingScopeObject,ACE_SpottingScope,ACE_Altimeter,ACE_DAGR,ACE_Vector,ATC_Laserdesignator_B,ACE_RangeCard,ACE_HuntIR_monitor,ATC_Laserdesignator_B

SFR3

weapons =
arifle_Katiba_GL_F, arifle_CTAR_GL_hex_F, //GL
LMG_Zafir_F,arifle_CTARS_hex_F,LMG_03_F,MMG_01_tan_F, //MG
srifle_DMR_07_hex_F, srifle_DMR_03_tan_F, //SNIPER
launch_MRAWS_sand_rail_F//LAUNCHER

optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag_tan, RH_eothhs1_tan, RH_m145, optic_NVS,
optic_DMS
pointers = RH_HBLM,RH_HBLM_des,RH_TD_ACB_b,RH_TD_ACB
muzzle =
muzzle_snds_acp,muzzle_snds_L,muzzle_snds_H,muzzle_snds_58_blk_F,muzzle_snds_B,muzzle_snds_H_
MG_blk_F
allowedAmmo =
Laserbatteries,ACE_HuntIR_M203,1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_Fla
reRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_she
ll,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell
,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell,Laserbatteries,
ClaymoreDirectionalMine_Remote_Mag,DemoCharge_Remote_Mag,ATMine_Range_Mag,APERSMine_Ra
nge_Mag,APERSTripMine_Wire_Mag,ClaymoreDirectionalMine_Remote_Mag,SatchelCharge_Remote_Ma
g,SLAMDirectionalMine_Wire_Mag
allowedItems =
ACE_Clacker,ACE_SpottingScopeObject,ACE_SpottingScope,ACE_Altimeter,ACE_DAGR,ACE_Vector,ATC_La
serdesignator_B,ACE_RangeCard,ACE_HuntIR_monitor,ATC_Laserdesignator_R
backpack = B_Parachute

SFR2

weapons =
arifle_Katiba_GL_F, arifle_CTAR_GL_hex_F, //GL
LMG_Zafir_F,arifle_CTARS_hex_F,LMG_03_F, //MG
launch_MRAWS_sand_rail_F//LAUNCHER

pointers = RH_HBLM,RH_HBLM_des,RH_TD_ACB_b,RH_TD_ACB
muzzle = muzzle_snds_acp,muzzle_snds_L,muzzle_snds_58_blk_F
allowedAmmo =
Laserbatteries,ACE_HuntIR_M203,1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_Fla
reRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_she
ll,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell
,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell,Laserbatteries,
ClaymoreDirectionalMine_Remote_Mag,DemoCharge_Remote_Mag,ATMine_Range_Mag,APERSMine_Ra
nge_Mag,APERSTripMine_Wire_Mag,ClaymoreDirectionalMine_Remote_Mag,SatchelCharge_Remote_Ma
g,SLAMDirectionalMine_Wire_Mag
allowedItems =
ACE_Clacker,ACE_SpottingScopeObject,ACE_SpottingScope,ACE_Altimeter,ACE_DAGR,ACE_Vector,ATC_La
serdesignator_B,ACE_RangeCard,ACE_HuntIR_monitor,ATC_Laserdesignator_R

SFR1

weapons =
arifle_Katiba_GL_F, arifle_CTAR_GL_hex_F, //GL
LMG_Zafir_F,arifle_CTARS_hex_F,LMG_03_F, //MG
launch_MRAWS_sand_rail_F//LAUNCHER

pointers = RH_HBLM,RH_HBLM_des,RH_TD_ACB_b,RH_TD_ACB
muzzle = muzzle_snds_acp,muzzle_snds_L,muzzle_snds_58_blk_F
allowedAmmo =
Laserbatteries,ACE_HuntIR_M203,1Rnd_HE_Grenade_shell,UGL_FlareWhite_F,UGL_FlareGreen_F,UGL_Fla
reRed_F,UGL_FlareYellow_F,UGL_FlareCIR_F,1Rnd_Smoke_Grenade_shell,1Rnd_SmokeBlue_Grenade_she
ll,1Rnd_SmokeOrange_Grenade_shell,1Rnd_SmokePurple_Grenade_shell,1Rnd_SmokeRed_Grenade_shell
,1Rnd_SmokeYellow_Grenade_shell,1Rnd_SmokeGreen_Grenade_shell,Laserbatteries,
ClaymoreDirectionalMine_Remote_Mag,DemoCharge_Remote_Mag,ATMine_Range_Mag,APERSMine_Ra
nge_Mag,APERSTripMine_Wire_Mag,ClaymoreDirectionalMine_Remote_Mag,SatchelCharge_Remote_Ma
g,SLAMDirectionalMine_Wire_Mag
allowedItems =
ACE_Clacker,ACE_SpottingScopeObject,ACE_SpottingScope,ACE_Altimeter,ACE_DAGR,ACE_Vector,ATC_La
serdesignator_B,ACE_RangeCard,ACE_HuntIR_monitor,ATC_Laserdesignator_R

///CREWMAN

 CrewmanB3

allowedItems = ACE_microDAGR,ACE_DAGR,H_HelmetCrew_I

 CrewmanB2

allowedItems = ACE_microDAGR,ACE_DAGR,H_HelmetCrew_I

 CrewmanB1

allowedItems = ACE_microDAGR,ACE_DAGR,H_HelmetCrew_I

 CrewmanR3

allowedItems = ACE_microDAGR,ACE_DAGR,H_Tank_black_F

 CrewmanR2

allowedItems = ACE_microDAGR,ACE_DAGR,H_Tank_black_F

 CrewmanR1

allowedItems = ACE_microDAGR,ACE_DAGR,H_Tank_black_F

///PILOT

 PilotB3

allowedItems = ACE_microDAGR,ACE_DAGR,H_PilotHelmetHeli_B,U_B_HeliPilotCoveralls

 PilotB2

allowedItems = ACE_microDAGR,ACE_DAGR,H_PilotHelmetHeli_B,U_B_HeliPilotCoveralls

PilotB1

allowedItems = ACE_microDAGR,ACE_DAGR,H_PilotHelmetHeli_B,U_B_HeliPilotCoveralls

PilotR3

allowedItems = ACE_microDAGR,ACE_DAGR,H_PilotHelmetHeli_B,U_O_PilotCoveralls

PilotR2

allowedItems = ACE_microDAGR,ACE_DAGR,H_PilotHelmetHeli_B,U_O_PilotCoveralls

PilotR1

allowedItems = ACE_microDAGR,ACE_DAGR,H_PilotHelmetHeli_B,U_O_PilotCoveralls

##**IFVDriver**

IFVDriverB3

optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag, RH_eothhs1
weapons = arifle_MX_Black_F,arifle_MXC_Black_F,ATC_417,ATC_EBR
muzzle = muzzle_snds_acp,muzzle_snds_L

IFVDriverB2

weapons = arifle_MX_Black_F,arifle_MXC_Black_F,ATC_417,ATC_EBR
muzzle = muzzle_snds_acp,muzzle_snds_L

IFVDriverB1

weapons = arifle_MX_Black_F,arifle_MXC_Black_F

IFVDriverR3

optics = ACE_optic_Arco_PIP, ACE_optic_Arco_2D, ACE_optic_Hamr_2D, ACE_optic_Hamr_PIP,
RH_ta01nsn_2D, RH_ta31rco_2D, RH_eotech553mag_tan, RH_eothhs1_tan, RH_m145
weapons = arifle_Katiba_F,arifle_Katiba_C_F,ATC_AK12,ATC_SIG
muzzle = muzzle_snds_acp,muzzle_snds_L

IFVDriverR2

weapons = arifle_Katiba_F,arifle_Katiba_C_F,ATC_AK12,ATC_SIG
muzzle = muzzle_snds_acp,muzzle_snds_L

IFVDriverR1

```
weapons = arifle_Katiba_F,arifle_Katiba_C_F
```

APPENDIX #2

VEHICLE RESTRICTIONS

Legenda:
B = Blufor
R = Redfor
Common = all can board vehicles for the specified role (e.g. driver, gunner) otherwise the allowed es are listed

B_T_LSV_01_armed_F //Polaris DAGOR (XM312)

        driver = "CommonB","CommonR"
        gunner = "CommonB","CommonR"
        commander = "CommonB","CommonR"
        cargo = "CommonB","CommonR"

B_Truck_01_transport_F //Transport truck - NATO uncovered

        driver = "CommonB","CommonR"
        cargo = "CommonB","CommonR"

B_Truck_01_covered_F // Transport truck - NATO covered

        driver = "CommonB","CommonR"
        cargo = "CommonB","CommonR"

O_Truck_03_transport_F // Transport truck - CSAT uncovered

        driver = "CommonB","CommonR"
        cargo = "CommonB","CommonR"

O_Truck_03_covered_F // Transport truck - CSAT covered

        driver = "CommonB","CommonR"
        cargo = "CommonB","CommonR"

B_MRAP_01_F //M-ATV

        driver = "CommonB","CommonR"
        cargo = "CommonB","CommonR"

B_Quadbike_01_F //Quad NATO

        driver = "SpecATB","SpecATR","SpecAAB","SpecAAR",
"SpecAssB","SpecAssR","SniperB","SniperR","SpotterB",
"SpotterR"
        cargo = "CommonB","CommonR"

O_LSV_02_armed_F //LSV Mk. II (M134)

        driver = "CommonB","CommonR"
        gunner = "CommonB","CommonR"
        commander = "CommonB","CommonR"
        cargo = "CommonB","CommonR"

O_MRAP_02_F //Karatel (IFRIT)

        driver = "CommonB","CommonR"
        cargo = "CommonB","CommonR"

O_Quadbike_01_F //Quad OPFOR

        driver = "SpecATB","SpecATR","SpecAAB","SpecAAR",
"SpecAssB","SpecAssR","SniperB","SniperR","SpotterB",
"SpotterR"
        cargo = "CommonB","CommonR"

ATC_B_LOGI //HEMTT Repair

        driver = "EngineerB","EngineerR"
        cargo = "CommonB","CommonR"

ATC_R_LOGI //Typhoon Repair

        driver = "EngineerB","EngineerR"
        cargo = "CommonB","CommonR"

I_APC_Wheeled_03_cannon_F //Pandur II

        driver = "IFVDriverB", "IFVDriverR"
        gunner = "IFVDriverB", "IFVDriverR"
        commander = "CommonB","CommonR"
        cargo = "CommonB","CommonR"

B_APC_Tracked_01_rcws_F //Namer

        driver = "IFVDriverB", "IFVDriverR"
        gunner = "IFVDriverB", "IFVDriverR"
        commander = "CommonB","CommonR"
        cargo = "CommonB","CommonR"

B_MBT_01_TUSK_F //Merkava Mk IV LIC

    driver = "CrewmanB","CrewmanR"
    gunner = "CrewmanB","CrewmanR"
    commander = "CrewmanB","CrewmanR", "CommanderB", "CommanderR"
    cargo = "RiflemanB","RiflemanR","GrenadierB","GrenadierR","RiflemanATB","RiflemanATR","SpecATB","SpecATR","SpecAAB","SpecAAR","SpecAssB","SpecAssR","MachinegunnerB","MachinegunnerR","AutoriflemanB","AutoriflemanR","DMB","DMR","SniperB","SniperR","SpotterB","SpotterR","MedicB","MedicR","PilotB","PilotR","CrewmanB","CrewmanR","TeamleaderB","TeamleaderR","CommanderB","CommanderR","SFB","SFR","ParaGrenadierB","ParaGrenadierR","ParaTeamLeaderB","ParaTeamLeaderR","ParaAutoriflemanB","ParaAutoriflemanR","ParaRiflemanB","ParaRiflemanR","SpecExpB","SpecExpR"

O_MBT_04_cannon_F //T-14 Armata

    driver = "CrewmanB","CrewmanR"
    gunner = "CrewmanB","CrewmanR"
    commander = "CrewmanB","CrewmanR", "CommanderB", "CommanderR"

O_MBT_04_command_F //T-14 Armata UP (benefit)

    driver = "CrewmanB","CrewmanR"
    gunner = "CrewmanB","CrewmanR"
    commander = "CrewmanB","CrewmanR", "CommanderB", "CommanderR"

O_MBT_02_cannon_F //T-100

    driver = "CrewmanB","CrewmanR"
    gunner = "CrewmanB","CrewmanR"
    commander = "CrewmanB","CrewmanR", "CommanderB", "CommanderR"

O_APC_Wheeled_02_rcws_v2_F //Otokar ARMA (Marid)

    driver = "IFVDriverB", "IFVDriverR"
    gunner = "IFVDriverB", "IFVDriverR"
    cargo = "CommonB","CommonR"

O_APC_Tracked_02_cannon_F //BM-2T Stalker (Kamysh)

    driver = "IFVDriverB", "IFVDriverR"
    gunner = "IFVDriverB", "IFVDriverR"
    commander = "CommonB","CommonR"
    cargo = "CommonB","CommonR"

O_APC_Tracked_02_AA_F //ZSU-35 Tigris

    driver = "SpecAssB", "SpecAssR"
    gunner = "SpecAAB", "SpecAAR"
    commander = "CommonB","CommonR"

B_APC_Tracked_01_AA_F //Bardelas

        driver = "SpecAssB", "SpecAssR"
        gunner = "SpecAAB", "SpecAAR"
        commander = "CommonB","CommonR"

B_Heli_Transport_03_F //CH-47I Chinook

        driver = "PilotB","PilotR"
        gunner = "CommonB","CommonR"
        cargo = "CommonB","CommonR"

B_Heli_Light_01_F //MH-6 Little Bird

        driver = "PilotB","PilotR"
        gunner = "PilotB","PilotR"
        cargo = "CommonB","CommonR"

I_Heli_light_03_dynamicLoadout_F //Wildcat

        driver = "PilotB","PilotR"
        gunner = "PilotB","PilotR"
        cargo = "CommonB","CommonR"

O_Heli_Light_02_unarmed_F //Ka-60 Kasatka (unarmed)

        driver = "PilotB","PilotR"
        gunner = "PilotB","PilotR"
        cargo = "CommonB","CommonR"

O_Heli_Light_02_dynamicLoadout_F //Ka-60 Kasatka (armed)

        driver = "PilotB","PilotR"
        gunner = "PilotB","PilotR"
        cargo = "CommonB","CommonR"

B_Heli_Transport_01_camo_F //UH-80 Ghost Hawk (camo)

        driver = "PilotB","PilotR"
        copilot = "PilotB","PilotR"
        gunner = "CommonB","CommonR"
        cargo = "CommonB","CommonR"

O_Heli_Attack_02_dynamicLoadout_F //Mi-48 Kajman

        driver = "PilotB","PilotR"
        gunner = "PilotB","PilotR"

```
            cargo =
"RiflemanB","RiflemanR","GrenadierB","GrenadierR","RiflemanATB","RiflemanATR","SpecATB","SpecA
TR","SpecAAB","SpecAAR","SpecAssB","SpecAssR","MachinegunnerB","MachinegunnerR","Autoriflem
anB","AutoriflemanR","DMB","DMR","SniperB","SniperR","SpotterB","SpotterR","MedicB","MedicR","
PilotB","PilotR","CrewmanB","CrewmanR","TeamleaderB","TeamleaderR","CommanderB","Command
erR","SFB","SFR","ParaGrenadierB","ParaGrenadierR","ParaTeamLeaderB","ParaTeamLeaderR","ParaA
utoriflemanB","ParaAutoriflemanR","ParaRiflemanB","ParaRiflemanR","SpecExpB","SpecExpR"
```

B_Heli_Attack_01_dynamicLoadout_F //RAH-66 Comanche

```
            driver = "PilotB","PilotR"
            gunner = "PilotB","PilotR"
```

O_Heli_Transport_04_covered_F //Mi-290 Taru (transport)

```
            driver = "PilotB","PilotR"
            gunner = "PilotB","PilotR"
            commander ="PilotB","PilotR"
            cargo = "CommonB","CommonR"
```

O_Heli_Transport_04_F //Mi-290 Taru

```
            driver = "PilotB","PilotR"
            gunner = "PilotB","PilotR"
            commander = "PilotB","PilotR"
            cargo = "CommonB","CommonR"
```

B_AFV_Wheeled_01_up_cannon_F //Rhino (benefit)

```
            driver = "CrewmanB","CrewmanR"
            gunner = "CrewmanB","CrewmanR"
            commander = "CrewmanB","CrewmanR", "CommanderB", "CommanderR"
```

I_LT_01_AT_F //Nyx (benefit)

```
            driver = "CommonB", "CommonR"
            commander = "CommonB", "CommonR"
```

Steerable_Parachute_F

```
        driver = "SFB","SFR","ParaGrenadierB",
"ParaGrenadierR","ParaTeamLeaderB","ParaTeamLeaderR",
"ParaAutoriflemanB","ParaAutoriflemanR","ParaRiflemanB",
"ParaRiflemanR"
```

NonSteerable_Parachute_F

```
        driver = "CommonB","CommonR"
```

ACE_Item_SpottingScope

gunner = "SFB","SFR", "SniperB","SniperR","SpotterB","SpotterR"

B_GMG_01_F

gunner = "CommonB","CommonR"

B_HMG_01_high_F

gunner = "CommonB","CommonR"

B_HMG_01_F

gunner = "CommonB","CommonR"

O_HMG_01_high_F

gunner = "CommonB","CommonR"

O_HMG_01_F

gunner = "CommonB","CommonR"

B_Mortar_01_F

gunner = "CommonB","CommonR"

O_Mortar_01_F

gunner = "CommonB","CommonR"

APPENDIX #3

CBA SETTINGS FOR ACE3

Advanced Ballistics:
Enabled, default settings

Wind deflection:
All enabled

Mk6 mortar:
Air resistance: enabled
Artillery computer: disabled
mk6 compass: enabled
Manual ammo recharge: enabled

Explosives:
Request specialist: no; penalty for non-specialist; explosion while defusing: enabled

Repair:
Repair allowed to: engineer only
Change wheels: everyone
Max repair with toolkit: 0.6
Max repair by engineer (without toolkit): 0.4
Remove toolkit after use: no
Complete repair locations: repair vehicles and facilities
Complete repair allowed to: Engineer only

Rearm:
Rearm amount: all vehicle
Ammo supply: unlimited

Advanced fatigue:
Overall performance: 1*
Recovery factor: 1
Gear factor: 1
Terrain factor: 1
Sway factor:1

*Specialist Assistants have the stamina (overall performance) increased to 1.3

Hearing:
Enabled

Advanced throwing:
Fly arc disabled;
Everything else enabled

PROMO VIDEO

By Ellman