ARMA II

COLD WAR REARMED²

SOVIET NAVAL INFANTRY

Overview
This Expansion for Cold War Rearmed² adds Soviet Naval Infantry in two different camouflage patterns as well as various vehicles.

Requirements
Cold War Rearmed² v1.6 is required for this Expansion, this is *not* a standalone addon.
ARMA 2: Combined Operations (ARMA 2 *and* Operation Arrowhead) v1.62 is required to use the Cold War Rearmed² Modification. Cold War Rearmed² will not run with only ARMA 2 or Operation Arrowhead!

Installation
To install this expansion, just extract the folders included in the distribution archive into your ARMA 2 installation folder. No further steps are required, the content is available next time you start ARMA 2.

Credits
Batteriefuhrer	Military Advisor
Colonel Stagler	Project Lead, Models, Textures
Sander	Config, Models
von Knudenberg	Propaganda
W0lle	UI icons, Logo, Models, Config, Dokumentation, Distribution

External Developers/Contributors
Archbishop Lazarus	T-55 Model
Gnat	Ka-27 Model
PRACS	MTLB Models
Vilas	MTLB Models

Support
This is probably the final version of Cold War Rearmed². If there are small issues or glitches left then so be it. If at all, then only *critical* (game crashing) Problems will be fixed.
All inquiries regarding this Modification must be made by email.
I prefer bug reports sent by email, you can also report them at the Armaholic forums or in comments at our website but there's a good chance I don't read them at all or only delayed.

For a full list of all available class names see this Google Spreadsheet.

Note
Cold War Rearmed² is a community driven project, where dozens of skilled people participated by creating or sharing content to make this huge project even possible.
Realism was never the main goal of this Modification, not in the beginning and not today. If you have problems with the incorrectness of units, weapons or vehicles either get used to them, or delete the Expansion or the Modification. Problem solved.
Don't even think about bothering me with complaints about any sort of incorrectness. You only end up on my ignore list.

Changelog

<u>Version 1.6</u>
ADDED   2S1 Artillery
CHNGD   Removed Pistols where carried as secondary weapon
FIXED   APC armor parameters
FIXED   Removed the FSMDanger script from all units which made them 'freeze' in combat

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