



COLD WAR REARMED²

WEST GERMAN ARMY

Overview

This Expansion for Cold War Rearmed² adds West German Infantry, Paratroopers, Long Range Recon units and their weapons. We added also a fine selection of vehicles and objects like rifle range targets, custom ammo crates and a tent.

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

<i>Cubus</i>	MAN 630 Truck Models
<i>Eb01a</i>	Original BO 105 Model
<i>hcpookie</i>	BO 105 Model
<i>Lawbros</i>	AVLB model, textures
<i>Marseille77</i>	Project Lead, Config, Models, Textures
<i>Thunderstrike</i>	Beta testing
<i>Vilas</i>	Thanks for your kind model donations
<i>von Knudenberg</i>	Trailer, Animations
<i>Wolle</i>	Config, Textures, Models, Documentation, Distribution

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

Version 1.6

- ADDED Added Rifleman (Night) to Infantry, Paratroopers and LRR
- ADDED BO 105 Helicopters in PAH-1 and VBH versions
- ADDED Luchs reconnaissance vehicle, courtesy of Marseille77
- CHNGD Increased mass of M113 APCs
- CHNGD Officers model has a pistol in the holster
- CHNGD Winter LRR units now wearing hoodies in Winter camouflage
- FIXED APC armor parameters
- FIXED Removed the FSMDanger script from all units which made them 'freeze' in combat
- FIXED Unimog 2t gl/MG3 Cargo view

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