



# Czechoslovak People's Army (CSLA) Mod – Phase 1

## Modification of Arma: Armed Assault

### Changelog

Version 1.00 (Dec. 12 2008)  
- first public release

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### Installation

Unpack mod to main folder of your Arma installation, keeping the folder structure.  
You need patch 1.14 to run the mod properly.

### Running the mod

In properties of your Arma shortcut, add following parameter to the path  
to executable in „Target” field:

`"C:\Program Files\Bohemia Interactive\Arma\arma.exe" -mod=@CSLA`

You may also use template settings of "Arma MOD Launcher" utility, which is part of the mod package.  
These templates are stored together with launcher in "@CSLA" folder with this readme.

No other addons are required to run this modification.

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### Singleplayer missions

Convoy  
In The Army Now  
Operation Marjoram  
Operation Carmen  
Everon  
Road To Pita (*Queen's Gambit datadisc required*)  
Clean Sweep (*Queen's Gambit datadisc required*)  
Hips (*Queen's Gambit datadisc required*)  
First Blood (*Queen's Gambit datadisc required*)  
Steal The Tractor (*Queen's Gambit datadisc required*)

### Multiplayer missions

CSLA Evolution  
- *South Sahrani map*  
- *CSLA vs. US Army*  
- *possibility to build MG nests with UK-59 (see Features)*

CSLA Warfare for 16 players

CSLA Warfare for 32 players

- *South Sahrani*
- *CSLA vs. US Army*
- *AI uses helicopters*
- *RACS patrols*
- *RACS air units*
- *added new defensive posts on strategic locations outside the cities and on the airfield*
- *new CSLA WF objects*
- *possibility to build MG nests with UK-59 (see Features)*
- *increased HQ endurance*

Everon

- *cooperative version of SP mission*
- *attack on village of Everon for 1-8 players*

Paratroopers

- *cooperative mission*

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## Features

**All features are MP-compatible.**

- *New units, vehicles, weapons and objects made according to real-life documents*
- *New MP and SP missions*
- *Armament, equipment and parameters of CSLA units are as close to real-life specs as possible*
- *New fully animated weapons*
- *RPG-75 disposable AT launcher is capable of firing only single round.*
- *New intro animations for all official maps*

*Many new additional features on CSLA units, weapons and vehicles:*

- *numbering of combat vehicles (turn off by "CSLA\_noRandomNumbers=true;" in mission init)*
- *random animation on vehicle destruction*
- *AI uses vehicle-mounted weapons efficiently, including use of fire bursts*
- *AI uses pistols as auxiliary weapon*
- *...and many more*
  
- *Improved AI behaviour in formations*
- *Improved behaviour of wheeled combat vehicles*

*Every CSLA unit may build sandbag entrenchment if he is equipped with "CSLA\_sandBagE" magazine.*

*Sa-58P assault rifle and UK-59L machinegun can be fitted with optics, provided player has optics magazine (CSLA\_ZD4x8).*

### **Portable UK-59 machinegun tripod**

***Required units and equipment:***

- *machinegunner (weapon CSLA\_UK59Lp, magazine CSLA\_UK59th) or (weapon CSLA\_UK59L and magazines CSLA\_UK59th, CSLA\_ZD4x8)*
- *assistant machinegunner (weapon CSLA\_UK59mount)*

### **Usage (as group commander with Machinegunner and Assistant Machinegunner in group):**

1. Order Assistant Machinegunner to deploy either low or high UK-59 mount using commanding menu (6 – X).
  2. It will take A.M. 10 seconds to assemble tripod.
  3. When M. is 20 or less meters from tripod, commander may issue order to deploy machinegun via commanding menu (6 – X). M. deploys it for 10 seconds as well.
  4. Dismantling tripod is the reverse process to deployment with similar controls and rules used.
- Action to interact with objects (deployed MGs and tripods) are available on 5 meters for AI, and on 2 meters for players.
  - CSLA unit carrying tripod as weapon may build both low and high mount.
  - Every CSLA unit may fold the tripod. If the unit does not hold secondary weapon, it is placed as secondary weapon to his inventory. If the unit already carries such weapon, tripod will remain folded on the ground for anyone to pick up
  - Any CSLA unit carrying MG with optics may deploy it on high mount.
  - Any CSLA unit carrying MG with optics and heavy barrel may deploy it on low mount.
  - Any CSLA soldier may dismount MG from tripod. Depending on available slots, various MG tripod parts may stay on ground.

### **Script for AI to build MG tripod on a waypoint:**

AI detects objects on 5 meters distance.

Script is executed by calling:

```
[machinegunner, assistant_machinegunner, machinegun_type, azimuth] execVM  
'\CSLA_cfg\scripts\CSLA_UK59mAperireWAptare.sqf'
```

Variable *machinegun\_type*:

- T – heavy MG on low mounting
- L – light MG on high mounting

For high mount (L), following units and magazines are required:

*machinegunner* – weapon CSLA\_UK59Lp or weapon CSLA\_UK59L+CSLA\_ZD4x8 mag  
*assistant\_machinegunner* – weapon CSLA\_UK59mount

For low mount (T), following units and magazines are required:

*machinegunner* – weapon CSLA\_UK59Lp + mag CSLA\_UK59th or  
                  weapon CSLA\_UK59L + mags CSLA\_UK59th and CSLA\_ZD4x8  
*assistant\_machinegunner* – weapon CSLA\_UK59mount

After script is executed, A.M. deploys mount in direction according to *azimuth* parameter, and deploys sandbag entrenchment provided he is equipped with CSLA\_sandBagE magazines. After that, M. deploys the Mg in case he has all necessary parts.

### **Script for AI to dismantle MG tripod on a waypoint:**

Script is executed by calling:

```
[machinegunner, assistant_machinegunner, machinegun_type] execVM execVM  
'\CSLA_cfg\scripts\CSLA_UK59wRefigereMDetendere.sqf'
```

At first, M. will take the MG from tripod. After this is done, A.M. will dismantle tripod and empties sandbags. Both units will take maximum possible number of tripod parts which would fit in their respective inventories, rest of parts will stay on the ground.

## List of classes

<http://www.csla-studio.info/classes/classesMenu.htm>

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## Development team

### *Core team:*

MAA  
Faly  
EMSI  
Yano.t11  
TheSun  
Pochyst  
Martinius  
Hurby

### *Contributors:*

Sarge  
Vojtoo  
Jirkus  
Bobby

### *Special thanks:*

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W0lle (CWR Mod)  
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Tomáš Daněk and CSLA Military History Club in Pardubice (<http://www.csla.cz>)  
Parvus  
Adamicz  
Foxhound (<http://www.armaholic.com>)  
OFP/ARMA community

Special thanks belong to our wives and girlfriends, children, families and friends who kept supporting us during the months we spent working in the project. We sincerely hope they will keep supporting us in the future. 😊

### **NOTE:**

**WARNING:** We do NOT allow unauthorized modification of our PBOs. Any form of commercial use of any part of CSLA Mod including use for military training purposes are forbidden due to valid Arma: Armed Assault EULA. If you want to obtain permission to use any part of CSLA Mod, please contact development team ([maa@centrum.sk](mailto:maa@centrum.sk)).

CSLA Mod development team is associated neither with Bohemia Interactive a.s. nor with any Arma: Armed Assault Publishers.

Use at your own risk. CSLA Mod development team is not liable for any damage or loss of data caused by using CSLA Mod.

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12th December 2008