



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

Modification of Arma: Armed Assault

Changelog

Version 1.00 (Dec. 12 2008)

- first public release

Version 1.01 (Dec. 23 2008)

- fixed FSMs
- tweaked UK-59 tripod scripts
- temporarily removed cannon animation on BMP-2
- tweaked scripts for generating numbers on vehicles
- added 4th digit on numbering of air vehicles
- tweaked "CSLA: US '80s" groups containing M1A1
- removed M1A1 model, default BI model used instead
- added bandage "Bandage vz.80" (CSLA_Ob80) and possibility of self-healing (+20%)
- updated zoom on Meopta optics
- updated CSLA Warfare 1.1 Ares (does not require update of csla_warfare.pbo)

Version 1.02 (May 27 2009)

- updated models and textures of soldiers from version 1.01
- added new models of paratroopers and scouts
- added static AGS-17 grenadelauncher on tripod
- added feature - possibility to build nests with AGS-17
- added Sa-58 with bipod and optics
- added Sa-61 with silencer
- added feature – Sapper can build static defense positions (sandbag walls)
- added feature – AI can be mounted to positions behind new sandbag walls
- added feature – soldiers can build trenches
- added feature – possibility to deploy static M2, TOW, Mk.19 from US vehicles
- added feature – smoke grenade launchers on armored vehicles
- added feature – added ATGM 9M112 Kobra to T-72M
- added feature – reworked changing of weapons on tanks
- updated MP missions Warfare, Evolution and Domination
- many updates and tweaks in CFG, scripts, models and textures
- added 2 new SP missions
- many other updates and tweaks

Installation

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

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)
Travel Agency
Kill The Beasts

Multiplayer missions

CSLA Evolution

- South Sahrani island
- CSLA vs. US Army
- possibility to build nests with UK-59 or AGS-17 (see Features)

CSLA Domination

- base on 3.70 version by Xeno
- added new weapons and features from CSLA 1.02
- *added possibility to recruit AI*

CSLA Warfare for 16 players
CSLA Warfare for 32 players
CSLA Warfare for 48 players

- *more than 870 fighting units in one huge battle over South Sahrani*
- *CSLA vs. US Army*
- *AI uses helicopters*
- *RACS land and air patrols*
- *RACS convoys (random counterattacks)*
- *added new RACS static defenses on strategic positions*
- *used new CSLA WF objects*
- *possibility to build nests with UK-59 or AGS-17 (see Features)*
- *increased HQ endurance*

Everon

- *cooperative version of SP mission*

Paratroopers

- *cooperative mission*

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
- 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.
- Bandage Vz.80: when soldier is more than 20% injured, he can administer bandage as a first aid. It will restore up to +20% health. Soldier cannot heal himself over 90% of health.
- Sa-58P assault rifle and UK-59L machinegun can be fitted with optics, provided player has optics magazine (CSLA_ZD4x8).
- Sa-61 can be fitted with silencer, provided player has silencer magazine (CSLA_Sa61t)
- Possibility to shot smoke grenades from vehicles equipped with smoke grenade launchers by gunner or commander of vehicle. AI uses this feature if vehicle is damaged and can't move.
- Possibility to deploy static M2, TOW, Mk.19 from US vehicles

...and many more

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)
- machinegunner assistant (weapon CSLA_UK59mount)

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

1. Order Assistant to deploy either low or high UK-59 mount using command menu (6 - X).
 2. It will take 10 seconds to assemble tripod.
 3. When machinegunner is 20 or less meters from tripod, commander may issue order to deploy machinegun via command menu (6 - X). Machinegunner 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.

Portable AGS-17 grenade launcher on tripod

Required units and equipment:

- Heavy grenadier AGS-17 (weapon CSLA_AGS17w)
- HG assistant AGS-17 (weapon CSLA_AGS17mount)

Usage (as group commander with Heavy grenadier and HG assistant in group):

1. Order HG assistant to deploy AGS mount using command menu (6 - X).
 2. It will take 10 seconds to assemble tripod.
 3. When Heavy grenadier is 20 or less meters from tripod, commander may issue order to deploy grenade launcher via command menu (6 - X). Heavy grenadier 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 grenade launcher and tripods) are available on 5 meters for AI, and on 2 meters for players.
 - 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 AGS-17 grenade launcher may deploy it on mount.
 - Any CSLA soldier may dismount grenade launcher from tripod. Depending on available slots, various grenade launcher tripod parts may stay on ground.

List of classes

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

Development team

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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).

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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