



version 0.7.8

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Features

The Swedish Forces Pack covers a period from 1990 to a fictional 2035.

There are also available in separate downloads aggressors and custom islands.

Modifications

- Backblast on AT launchers
- Buddy reload on the Carl Gustav.
- Suicide Belt
- Flashbangs
- Anti surface missiles with enhanced coding.
- Several modules

Additional content

- Swedish forces from 1990, 2000, 2035.
- Several vehicles, including ports from A2 and new unique Swedish content.
- Lots of custom weapons
- Missions (*A few requires SFP Aggressors and SFP:Island to function*)



Tips and tricks for mission designers.

Here we try to answer questions and also explain how to use some of the SFP features.

Scripts

Suicide belt

The easiest way to get a suicide bomber in SFP is to just place a martyr unit or add the vest to any ai.

Sometimes however you want to be more in control on the conditions for it to trigger and then you can use it manually by placing a trigger and putting this code:

```
BlowAi = [NameOfUnit] execVM "\sfp_config\scripts\wpn\belt\suicidebelt_detonate.sqf"
```

Modules

Helicopter Number module

There is a module in order to set the number shown on the Hkp 9 or the Hkp 16 (Blackhawk). This could be useful if you want to refer to the helicopter in the briefing or to make sure there isn't two helicopters with the same number. Its very easy to use, just select a number and create a link between the module and the helicopter.

Insignia

It's easy to place the correct unit insignias on Swedish soldiers. Just sync soldiers with the module and choose which insignia to be used. There is a small description in English to aid people to get the right patch.

Anti Submarine Warfare

With SDV's sneaking around there is a need for some more advanced *Anti Submarine Warfare* and in SFP we have addressed this with a few new toys.

Hydrophone, this can be added to any helicopter that supports slingloading. It adds a hydrophone that will detect submarine vessels within a range of around 2 km/h.

Depth Charges, can be equipt to any boat and there is a option between 4 or 12 charges. If you want to add more magazines add the following on the ship's init.

```
this addmagazine "sfp_12x_sjunkbombm33";
```

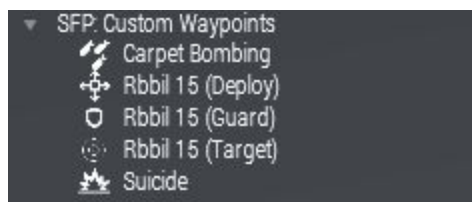
Medical Chain module

The purpose of this module is to provide a medical system in ArmA 3 that adds a purpose to the

ambulances. Once hit a soldier needs to seek assistance at an hospital or MASH tent.

A medic may heal a wounded soldier which prolongs the time the soldier have until bleeding out. Once inside a ambulance, the units bleeding will halt.

Custom Waypoints



Carpet Bombing

Possible usage for both targets (ships) and ground location, with or without triggers to decide on conditions for when to launch. This is an excellent choice for mission triggers/cut scenes etc.

Rbbil 15 (Guard)

This waypoint is the easiest to use, just place one near the coast and the AI will drive to the location, deploy and it will fire on any enemy ships that nears it (range is 8000 meters!)

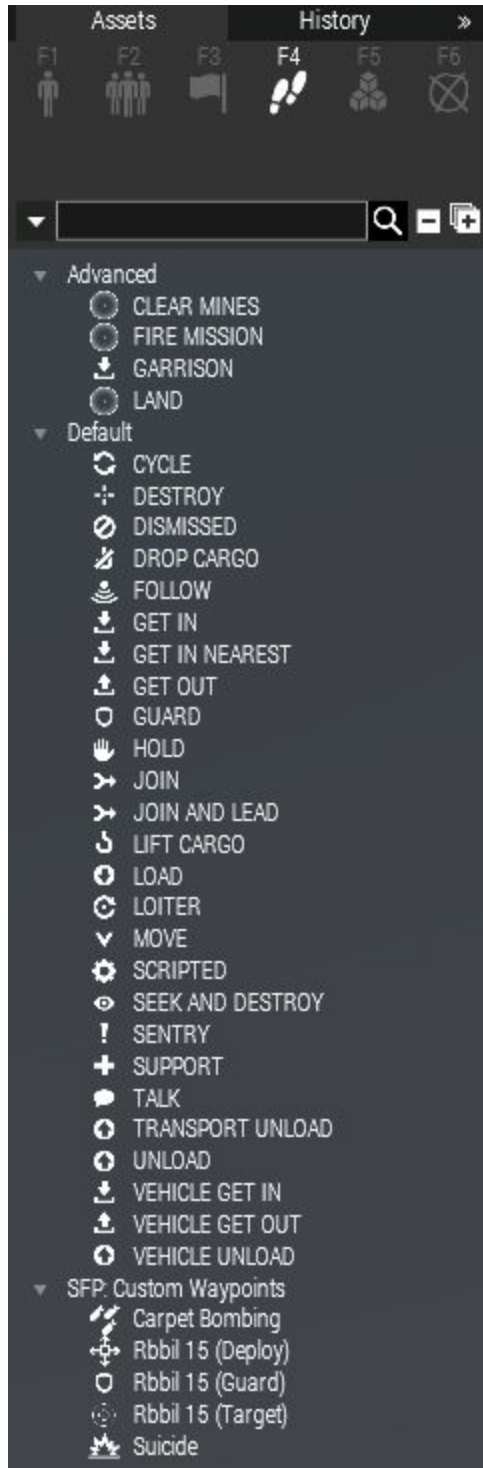
Rbbil 15 (Deploy)

Will drive to the location and then deploy, can be used for deploying Rbbil 15 in a static pose but also a requirement to use before the *Target* waypoint.

Rbbil 15 (Target)

Possible usage for both targets (ships) and ground location, with or without triggers to decide on conditions for when to launch. This is an excellent choice for mission triggers/cut scenes etc.

Suicide



Classnames

For a complete list of all classnames, please visit the following documentations page

<http://hosted.anrop.se/zip/sfpweb/docs/>