



INDOCHINE

VIDEO GAME: ArmA 3

AUTHOR: Operation FrenchPoint (OFRP)

Version 0.0.1

First Release Date - 24/12/2020

Latest Release Date - 24/12/2020

<https://ofrp.fr/>

Description:

The Indochina Mod (Indochine in French) started in January 2012 on ArmA 2 video game from Bohemia Interactive but was never released on this platform. In 2016, its developers decided to join the Operation FrenchPoint Studio in order to share competencies and capacities. The purpose of the Indochina Mod is to reproduce the so called "Indochina War", a French Colonial War against the Vietminh which took place between 1946 and 1954 in Vietnam, Laos and Cambodia, was rejected by the French authorities, ignored by French citizens and lost in Diên Biên Phu by the French Army. This war fought by French Army, Vietnamese National Army and Vietminh, was one of the most violent cold war conflicts and a prequel of the Vietnam War. In this mod, you will therefore find vehicles, aircrafts, uniforms, weapons of both side and maps reproducing the battles of Dong Khe (RC4 road), Na San (not yet released) and Diên Biên Phu (not yet released).

Installation:

- **STEAM WORKSHOP:** Once added and selected on the WORKSHOP, the mod will be automatically downloaded and installed in the following folder (by default):

C:\Program Files (x86)\Steam\steamapps\common\Arma 3\!Workshop

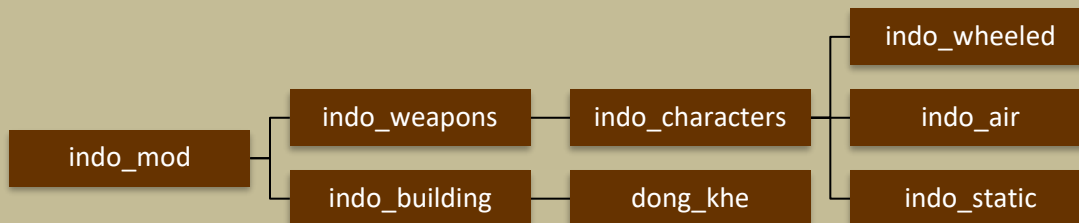
- **INDIVIDUAL DOWNLOAD:** Unpack the file and put the folder "@Indochine" and all its contents in the following folder (by default):

C:\Program Files (x86)\Steam\steamapps\common\Arma 3



Requirements:

- ArmA 3
- Community Based Addons (CBA A3) - Version 3.15.1 (minimum)
 - <https://steamcommunity.com/sharedfiles/filedetails/?l=french&id=450814997>
 - <http://www.armaholic.com/page.php?id=18767>
 - https://cbateam.github.io/CBA_A3/docs/files/overview-txt.html

PBO Dependencies:**Contents:**

- **Weapons:**
 - **Pistols:** Walther P38;
 - **Rifles:** MAS 36 CR 39, Karabiner 98k, M1 Carbine, M1A1 Carbine;
 - **Submachine guns:** MAT-49, PPSH-41;
 - **Light-Machineguns:** FM 24/29;
 - **Grenades:** 6 versions of Mle 37 OFF and Def;
 - **Ammoboxes:** for FM 24/29 and Howitzer 105 M2;
 - **Static animations:** French Salute, Present Weapons for MAS 36 CR 39; March for MAS 36 CR39;
- **Characters:**
 - **Helmets:** USM1 (3 versions : Standard, RIC, Para) ;
 - **Hats:** 2 Broussards, 4 Bobs, 3 Air Force Casquettes, 2 Vietminh hats, 1 Colonial Calot;
 - **Berets:** 2 Berets (Gurkha and Para);
 - **Bags:** Musette TAP 51, Musette TAP 51 with 60mm Mortar Gun, Musette TAP 51 with 60 Mortar Tripod;
 - **Vests:** 8 different versions of Brelage TAP, 2 Vietminh vests;
 - **Uniforms:** 2 versions of TTA47; 1 6BPC uniform, 1 Pilot uniform, 2 Vietminh uniforms;
 - **Insignia:** 7 different versions;
 - **Soldiers:** A total of 26 preconfigured units in BLUEFOR (CEFEO or FFEEC) and 5 in OPFOR (Vietminh) side;
 - **Groups:** 7 preconfigured groups (6 in BLUEFOR and 1 in OPFOR).
- **Wheeled:**
 - **Trucks:** DODGE WC51, 3 versions of GMC CCKW 353;
- **Air:**
 - **Helicopters:** H-19 Chickasaw (Transport and Medic);
- **Static:**
 - **Machineguns:** M1919 A4;



- **Mortars:** 60mm and 81mm;
- **Artillery:** Howitzer 105 M2;
- **Building:**
 - **Props:** More than 50 props, including houses, trench, wrecks, walls and fences;
- **Maps:**
 - **Dong Khe:** Fortress on the famous RC4 (Colonial Road 4) were lot of battles occurred.



CREDITS & THANKS

Few decades after its creation, the OFrP Studio still exists, but is it for long? Nothing is sure according to the current critical size of the team...

But fortunately, size does not matter with the help of a huge and multinational community.

Therefore, we want to use this moment for a special thanks to all of you who helped us, with sounds, configs, documentation, pictures or even 3D models (even if we prefer to do it from scratch). We want also to thank Bohemia Interactive Studio for the creativity of its teams without who the ArMA series would not exist.

We wanted also to highlight the support and partnership of Unsung Mod (you can already play with some of our buildings available in Unsung wonderful mod) and thanks its team for its help.

Special thanks also to Vincent Barba, for providing us with sounds and useful tips about weapons and to FAMAS80 for its radio and “gegene”.

INDOCHINE – CORE TEAM

- Arto – Semi Active (Indochine Founder / Map Maker / Integrator)
- W4lkn – Retired (Integrator)
- Pirat3n – Semi Active (Indochine Project Leader / 3D Artist / Graphic Designer)
- Rieper – Retired (3D Artist / Graphic Designer)
- Romain – Retired (Documentalist)

OFrP – CORE TEAM

- TigerForce – Active (Project Leader / 3D Artist / Integrator / Webmaster)
- Bastien Carter - Active (3D Artist / Graphic Designer)
- Skaarian – Active (3D Artist / Graphic Designer / Sound Designer)
- Hopdeux – Active (Documentalist)
- Yourry – Active (Server Admin)
- Countermatt – Active (Server Admin)

OFrP FORMER MEMBERS

- JackOst – Retired (Code expert)
- Calden – Retired (Graphic Designer)

