



USER MANUAL

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INSTALLATION

Swedish Forces Pack, SFP, is **only** intended to be played with **Combined Operations**, CO, which means an installation of both Armed Assault 2 and Operation Arrowhead. While some vehicles may/may not work with either game stand alone, it isn't supported nor covered in this documentation.

Requirements for SFP

Community Base Addon

<http://forums.bistudio.com/showthread.php?t=103871>

For play at the official SFP server, you also need ACRE

ACRE

<http://forums.bistudio.com/showthread.php?t=110747>

FOR DVD INSTALLATION USERS

1) Locate your Combined Operations folder.

For example: C:\Games\Arma2

2) Extract the @sfp_mod folder to your in CO folder.

For example: C:\Games\Arma2\@sfp_mod

3) Do a quick control that files are in order.

For example:

C:\Games\Arma2\@sfp_mod\addons\sfp_dc_config.pbo

4) Right click on *arma2oa.exe*, choose "Create Shortcut"

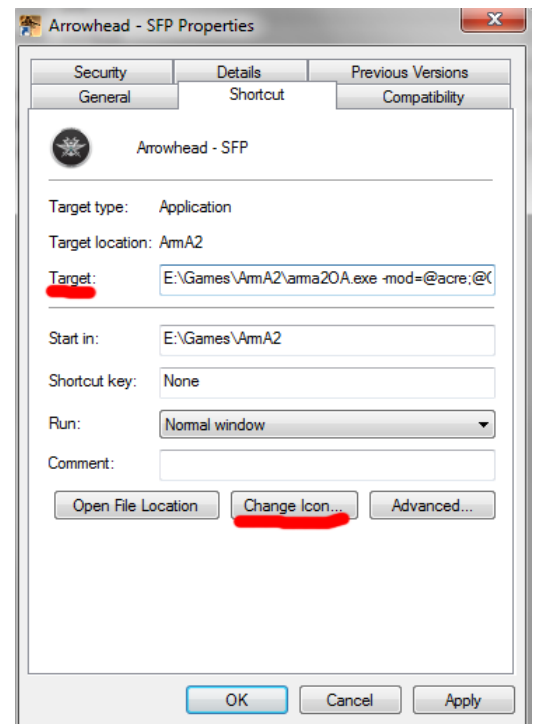
5) Rename the shortcut to Swedish Forces or whatever you find fit.

6) Right click on the shortcut and choose properties.

7) In the target line write:

"C:\Games\Arma2\arma2OA.exe -mod=@CBA;@sfp_mod -nosplash

8) Optional: Click on the change icon, browse to the @sfp_mod and you find a nice icon there.



Swedish Forces Pack

FOR STEAM INSTALLATION USERS

1) Follow above steps but since Arrowhead and Arma2 comes gets downloaded into 2 different folders you need to write the whole address. As an example:

```
"C:\Program Files\Steam\steamapps\common\arma 2 operation arrowhead\Arma2OA.exe" "-  
mod=C:\Program Files\Steam\steamapps\common\arma 2;C:\Program  
Files\Steam\steamapps\common\arma 2 operation arrowhead\EXPANSION;ca;@sfp_mod;@CBA;  
-nosplash
```

CREDITS

Oden, *Long timer that helped in many ways.*

Vilas, *for donating and making several models for SFP.*

eltomten, *for hosting of SVN.*

[APS]Gnat, *Help with coding, models and more*

Nordin, *beta tester*

Daffman, *beta tester*

Chris Acrobat, *beta tester*

Finarvas, *beta tester*

Killswitch, *Help with coding*

AfrographX, *Donation of model*

Smartdrv, *Donation of model*

Rocket, *Donation of model*

[SFC. Itzhak](#) *Donation of model*

Tophe, *Music*

Smookie, *Bundle of new animations*

Eekster, *Donation of models*

supah, *Textures and being helpful*

Sander, *Missions*

theonlyofme, *RBS 70 expertise*

theShadow, *for being the biggest "fan" of SFP 😊*

FDFMod

Swissmod

WGL

Project: RACS

Silent Hero (*For Battlefield 1942*)

SCENARIO

1981

On the 27th of October 1981 a Soviet submarine ran aground in the proximity of a Swedish naval base. The Soviets claimed it was on a navigation exercise and thought it was in Poland while Sweden thought its intentions were of a hostile nature. Still today there is debate over the issue, however at that time the Soviets send a small fleet in order to bring back the submarine while Sweden mobilized forces in the area and the prime minister gave the order to hold the border giving the commanders the green light to fire on any ships that entered Swedish territory. Several days later Sweden escorted the Submarine out into international waters and the crises were over.

Now in real life this had a happy ending, but what if the Soviets had insisted on bringing back their submarine with force or if Sweden had fired first. That's what this scenario is built around.

If you want to make missions around this scenario we recommend reading this homepage.

<http://compunews.com/s139/sp2.htm>



2015

The Swedish armed forces have been given four main tasks that they should achieve;

- Hold the border against trespassers.
- If Sweden is attacked it should defend the country.
- Support the society in crises, for example storms and flooding.
- Provide soldiers and material for peace keeping/peace enforcing operations.

In reality Sweden had peace for over 200 years and luckily the country haven't been hit by any major natural disasters which required major commitment from the armed forces so most of the focus is today on international operations. Based on this we decided that the second scenario for the SFP addons is a 2015 scenario that takes place globally. Light mechanized troops are fighting in the hot desert of Takistan against the insurgency; in the wood of Chernarus heavy armored units with fighter cover is fighting in the second Chernarus War while the Special Forces are deployed in Lingor to help the local government. 2015 is a year filled with conflict and the Swedish forces are prepared.



MODULES

Modules are making the life for mission editors easier and we wish to improve that by including some own modules.

MEDICAL CHAIN

This module will force a player that been hit to seek medical assistance, a medic can heal the wounded but it won't prevent him from dying. A visit to the hospital is needed. A timer counts down before the soldier bleeds out. While in an ambulance the counter halts. The goal with this module is to create a more realistic scenario for primary the leaders that need to consider how to solve the medical logistics part and when to withdraw.

It's very easy to use this, just place it and it will add itself to all player slots.

EPIC BATTLEFIELD SYSTEM

Since the BIS ambient combat manager doesn't work with addons this module was made. It will spawn a number of units. It's supposed to be easy, quick and fun way to get some action on your island.

To use it, place it on the map and synchronize with a unit. If you want to limit the options you need to set variables to the module.

To disable any of the following type just write:

```
nameModule setVariable ["planes", false, true];
```

nameModule is of course the name of the module you placed, and then *planes* can be replaced with the type of vehicles you won't like the module to spawn. The following variables are available

planes

helicopters

tanks

apc

trucks

infantry

patrols

CLASSNAMES

We understand that some people that download our addons might not be very informed about the Swedish military therefore we have put descriptions on the vehicles to and sort everything from "smallest to biggest, meanest". This mean for airplanes it starts with cargo planes and goes to fighter planes, for weapons it starts with pistols and ends with launchers. We hope this will be enough to help you find what you looking for.

SWEDEN 1981

VEHICLES / AIR

Name	Classname	Description
Tp 84	sfp_tp84_1981	Swedish C-130
Sk 60	sfp_sk60	Jet Trainer
Sk 60 (Rockets)	sfp_sk60_arak135	Jet Trainer armed with rockets
J 35	sfp_j35	Draken Fighter
Aj 37 (Strike)	sfp_aj37_rb04	Viggen Fighter (Anti ship missiles)
Aj 37 (Guns)	sfp_aj37_aden	Viggen Fighter (Gunpods)
Aj 37 (Rockets)	sfp_aj37_m70	Viggen Fighter (Rockets)
Ja 37	sfp_ja37	Viggen Fighter (Air2Air)
Sk 37	sfp_sk37	Viggen trainer/ recon 2 seater
Hkp 2	sfp_hkp2	Small helicopter (Alouette II)
Hkp 3	sfp_hkp3	Small helicopter, (UH-1 Huey)
Hkp 4	sfp_hkp4	Heavy helicopter, (Sea knight),

VEHICLES / WHEELED

Name	Classname	Description
Bike m/42	sfp_cykel42	Old army bicycle
Mc 258	sfp_motorcykel258	Motorbike
Tgb 11	sfp_tgb11	All terrain vehicle (4x4)
Tgb 11 (Ksp 58)	sfp_tgb11_ksp58	All terrain vehicle armed. (Mgun)
Tgb 1112	sfp_tgb1112	Command vehicle
Tgb 1111	sfp_tgb1111	All terrain vehicle, Anti tank cannon.
Tgb 13	sfp_tgb13	All terrain vehicle (6x)
Tgb 13 (Ksp 58)	sfp_tgb13_ksp58	All terrain vehicle armed. (6x6) (Mgun)
Tgb 13 (Repair)	sfp_tgb13_repair	Repair version of Tgb 13.
Tgb 13 (Carrier)	sfp_tgb13_carrier	NOT SUPPORTED, PLACEHOLDER
Tgb 1314	sfp_tgb1314	Ambulance version of Tgb 13.
Tgb 20	sfp_tgb20	All terrain vehicle, troop carrier
Tgb 20 (Ksp 58)	sfp_tgb20	All terrain vehicle armed (Mgun)
Tgb 40	sfp_tgb40	Truck
Tgb 40 (Fuel)	sfp_tgb40_fuel	Fuel truck
Tgb 40 (Ammo)	sfp_tgb40_ammo	Ammo truck

Swedish Forces Pack

VEHICLES / TRACKED

Name	Classname	Description
Bkan 1	sfp_bkan1	Self propelled artillery
Pbv 302	sfp_pbv302	APC armed with a 20 mm gun
Ikv 91	sfp_ikv91	Infantry support light tank.
Strv 103	sfp_strv103	Tank/tank destroyer.
Strv 81	sfp_strv81	Tank, armed with 84 mm gun
Strv 102	sfp_strv102	Tank, armed with 105 mm

VEHICLES / SHIPS

Name	Classname	Description
Tpbs 200	sfp_tpbs200_unarmed	Small transport boat
Tpbs 200 (Ksp 58)	sfp_tpbs200	Small transport boat (Mgun)
Norrkoping	sfp_norrkoping_rbb	Missile boat

VEHICLES / STATIC

Name	Classname	Description
Ksp 36	sfp_ksp36	Machinegun
Fh 77A	sfp_fh77	Artillery
RBS 55	sfp_rbs55	AT-missile (TOW)
RBS 77	sfp_rbs77	AA-missile (HAWK)
Lvakan 48	sfp_lvakan48	Anti air guns
Pvpjas 1110	sfp_pvpjas1110	AT- Recoilless rifle

WEAPONS / INFANTRY

Name	Classname	Magazine
Flashlight 3	sfp_flashlight	
Signal pistol 50	sfp_signalpistol50	sfp_1Rnd_lyspatron8
Pistol 07	sfp_p07	sfp_7Rnd_9x20_p07
Pistol 40	sfp_p40	sfp_8Rnd_9x19_p40
Kpist-m/45	sfp_kpist45	sfp_36Rnd_9x19_M45
Ak 4	sfp_ak4	sfp_20Rnd_762x51_ak4
Ak 4 (Scope)	sfp_ak4or	sfp_20Rnd_762x51_ak4
Ak 4 (M203)	sfp_ak4_m203	sfp_20Rnd_762x51_ak4
Ksp 58	sfp_ksp58	sfp_50Rnd_762x51_ksp58
Rifle 96 (PLACEHOLDER)	sfp_gevar96	sfp_5rnd_65x55
Rifle 41 (PLACEHOLDER)	sfp_gevar41	sfp_5rnd_65x55
Radio 145	sfp_ra145	
Rbs 69	sfp_rbs69	sfp_rb69_rocket
Pskott 68	sfp_pskott68	sfp_pskott68_rocket
Grg m48	sfp_grgm48	sfp_grg_heat/ sfp_grg_he / sfp_grg_smoke/ sfp_grg_flare

SOVIET NAVAL INFANTRY 1981

VEHICLES / AIR

Name	Classname	Description
An 12	sfp_an12	Large transport plane
An 2	sfp_an2	Small transport plane
Su 25	sfp_su25	Close air support plane
Mi 8	sfp_mi8	Medium transport helicopter
Mi24	sfp_mi24	Attack helicopter
Ka 27	sfp_ka27	Naval transport helicopter

VEHICLES / WHEELED

Name	Classname	Description
UAZ	sfp_uaz	All terrain vehicle (4x)
Brdm 2	sfp_brdm2	Small armored recon vehicle
Btr 60	sfp_btr60	Wheeled APC
Ural	sfp_ural	Truck
Ural (Ammo)	sfp_ural_reammo	Ammo truck
Ural (Repair)	sfp_ural_repair	Repair truck
Ural (Fuel)	sfp_ural_refuel	Fuel truck
Ural (Zu23)	sfp_ural_zu23	Truck with Anti air gun

VEHICLES / TRACKED

Name	Classname	Description
sfp_bmp1	sfp_bmp1	Tracked APC
Brdm 2	sfp_pt76	Light tank
Btr 60	sfp_zsu23	Anti air tank
T 55	sfp_t55	Tank
T 72	sfp_t72	Tank

VEHICLES / SHIPS

Name	Classname	Description
U 137	sfp_u137	Submarine

CIVILLIAN 1981

VEHICLES / WHEELED

Name	Classname	Description
Crescent 1189	sfp_crescent1189	Three wheeled moped
Firetruck	sfp_firetruck	Firetruck

SWEDEN 2015

VEHICLES / AIR

Name	Classname	Description
Skeldar	sfp_skeldar	Small UAV
Tp84	sfp_tp84	Swedish C-130
Sk 60 (CAS)	sfp_sk60_cas	COIN Aircraft
JAS 39	sfp_jas39	Gripen (Bombs)
JAS 39 (CAP)	sfp_jas39_rbs100	Gripen (Anti-air)
JAS 39 (GBU 12)	sfp_jas39_gbu12	Gripen (Laserguided bombs)
JAS 39 (CAS)	sfp_jas39_bk90	Gripen (Cluster bombs)
JAS 39 (AS)	sfp_jas39_rbs15	Gripen (Anti ship)
Hkp 14	sfp_hkp14	Medium helicopter
Hkp 14B	sfp_hkp14b	Medium helicopter (Door gunners)
Hkp 15	sfp_hkp15	Light Helicopter
Hkp 15 (RB 55)	sfp_hkp15_rbs55	Light helicopter (TOW)
Hkp 16	sfp_hkp16	Medium helicopter

VEHICLES / WHEELED

Name	Classname	Description
Ptgb 6	sfp_ptgb6	All terrain vehicle
Ptgb 6 (Tksp)	sfp_ptgb6_tksp	All terrain vehicle (Mgun)
Ptgb 6 (Ksp 58)	sfp_ptgb6_ksp58	All terrain vehicle (Mgun protected)
Ptgb 6 (RWS)	sfp_ptgb6_rws	All terrain vehicle (Mgun RWS)
Patgb 15	sfp_patgb15	Wheeled APC
Patgb 15 (Repair)	sfp_patgb15_repair	Repair truck
Patgb 15 (Ammo)	sfp_patgb15_ammo	Ammo truck
Patgb 15 (Fuel)	sfp_patgb15_fuel	Fuel truck
Patgb 15 (ARTHUR)	sfp_patgb15_arthur	Artillery radar truck
Patgb 15 (Command)	sfp_patgb15_command	Command truck
Patgb 203 (Ambulance)	sfp_patgb203_ambulance	Ambulance
Patgb 203	sfp_patgb203	Wheeled APC

VEHICLES / TRACKED

Name	Classname	Description
Strf 90C	sfp_strf90c	Tracked IFV
Strf 90D	sfp_strf90d	Tracked IFV (SLAT Armor)
Lvkv 90	sfp_lvkv90c	Anti aircraft vehicle
Grkpbv 120	sfp_grkpbv120	Self propelled mortar
Strv 122	sfp_strv122	Tank

Swedish Forces Pack

VEHICLES / SHIPS

Name	Classname	Description
Zodiac	sfp_zodiac	Small inflatable boat
Strb 90h	sfp_strb90h	Troop transport
Visby	sfp_visby	Corvette

VEHICLES / STATIC

Name	Classname	Description
UndE 23	sfp_unde23	Radar
Tksp	sfp_tksp	Mgun
Grk m84	sfp_grk84	Mortar
Rbs 56	sfp_rbs56	AT missile
Rbs 97	sfp_rbs97	AA missile (HAWK)

WEAPONS / INFANTRY

Name	Classname	Magazine
Pistol 88	sfp_p88	sfp_17rnd_9x19_p88
Ak 5C	sfp_ak5c	sfp_8Rnd_9x19_p40
Ak 5C (Scope)	sfp_ak5c_marksman	30Rnd_556x45_Stanag
Ak 5C (M203)	sfp_ak5c_m203	30Rnd_556x45_Stanag
Ak 5C (M203 +Scope)	sfp_ak5c_m203_marksman	30Rnd_556x45_Stanag
Ak 5C (Flashlight)	sfp_ak5c_flashlight	30Rnd_556x45_Stanag
Ak 5D	sfp_ak5d	30Rnd_556x45_Stanag
Ak 5D (Scope)	sfp_ak5d_marksman	30Rnd_556x45_Stanag
Ak 5D (Silencer)	sfp_ak5d_sd	30Rnd_556x45_Stanag
Ksp 90	sfp_ksp90b	
Ksp 90 (Aimpoint)	sfp_ksp90b_aim	sfp_rb69_rocket
Ksp 58	sfp_ksp58d	100Rnd_762x51_M240
Ksp 58D (Scope)	sfp_ksp58d_3xmag	100Rnd_762x51_M240
Psg 90	sfp_psg90	sfp_762_9rnd
Ag 90	sfp_ag90	sfp_10rnd_127x99_ag90 / sfp_10rnd_127x99_ag90_slbrsplj
Ra 180	sfp_ra180	
Rb 57	sfp_rb57	sfp_rb57_rocket
Pskott 86	sfp_pskott86	sfp_pskott86_rocket
Grg m86	sfp_grgm48	sfp_grg_heat/ sfp_grg_he / sfp_grg_smoke/ sfp_grg_flare



Combat bag	sfp_backpack_stridssack2000
Combat bag (SOG)	sfp_backpack_stridssack2000_ssg
Combat bag (Ak 5)	sfp_backpack_stridssack2000_ak5

Swedish Forces Pack

Combat bag (Ksp 58)	sfp_backpack_stridssack2000_ksp58
Combat bag (Ksp 90)	sfp_backpack_stridssack2000_ksp90
Combat bag (SL)	sfp_backpack_stridssack2000_squadleader
Combat bag (Demo)	sfp_backpack_stridssack2000_explosives
Medic bag	sfp_backpack_sjvv9
AT assist bag	sfp_backpack_koger