

# SLA Weapon-Pack

by Tiger

Installation  
Weapon & Magazin Name  
Credits

I would like to thank you Shadow NX from (R~~S~~+) and the beta tester for their support. The whole is based on the work of Solus and its SLX Pack.

Beta-Tester: Mr. Burns

DVD

AL Simmons

SWAT

HappyErnst

Installation

Copy the SLA\_Weapon.pbo in the Addon file of Arma

## Weapon & Magazin Name

AS\_Val = 20Rnd\_9x39\_AS\_Val , 20Rnd\_9x39\_VSK94

AS\_Val\_Kobra = 20Rnd\_9x39\_AS\_Val , 20Rnd\_9x39\_VSK94

Bizon2 = 64Rnd\_9x19\_Bizon , 64Rnd\_9x19\_BizonSD

Bizon2\_Kobra = 64Rnd\_9x19\_Bizon , 64Rnd\_9x19\_BizonSD

Bizon3 = 64Rnd\_9x19\_Bizon , 64Rnd\_9x19\_BizonSD

Bizon3\_Kobra = 64Rnd\_9x19\_Bizon , 64Rnd\_9x19\_BizonSD

SA\_61 = 20Rnd\_9x18\_sa61

VSK94 = 20Rnd\_9x39\_VSK94 , 20Rnd\_9x39\_AS\_Val

VSS = 10Rnd\_9x39\_VSS , 20Rnd\_9x39\_AS\_Val

OSV\_96 = 5Rnd\_OSV96 , 5Rnd\_127x108\_KSVK

## Credits

AS\_Val the base Model by Sniper Skull, modified and Textured by Tiger

Bizon2 Model and Textur by Tiger

Bizon3 Model and Textur by Tiger

Kobra Model and Textur by Tiger

VSK94 Model and Textur by Tiger

VSS the base Model by Sniper Skull, modified and Textured by Tiger

OSV96 the base Model by RUSniper later modified and textured by DPS from (R~~S~~4)

That is a OFP to ArmA conversion.

SA\_61 Model by Ettubrutesbro, Textur by Millenia (Recolor by Futon). That is a CSS to ArmA conversion.

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