



UN Sung VIETNAM WAR MOD

FOX RELEASE
VERSION: 3.06

CLICK ONE TO SKIP TO IT!

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CREDITS:

AS ISLANDS

- Razorback **Rung Sat, Da Krong, A shau (WIP)**
- Makhno **Song Bin Tanh (WIP)**
- Jones **Song Cu**
- Londo **Khe Sanh (WIP)**
- Psyfox **Phuoc Tuy (WIP)**

MODELS

FIXED WING

AC47 Spooky

- Model by hcpookie
- Conversion and configs by hcpookie and Eggbeast and TeTeT
- Textures by Spock

A1 Skyraider

- Model and Textures by Yac
- Conversion by hcpookie, Eggbeast, TeTeT and londo
- New textures, decals and materials by Timms, Horriblegoat, Nodunit and Eggbeast

A3 SkyWarrior

- Model by Alphasim/Virtavia/
- Config and import to Arma by Nightintruder
- Conversion by Eggbeast and TeTeT

A4 SkyHawk

- Original Model by Project 82 Falklands Mod (Cimalex/ Foxtrop / brainbug)
- Reshaped by hcpookie
- Textures by brainbug, new textures by Timms and Eggbeast
- Conversion by hcpookie, Eggbeast and TeTeT

A6 Intruder

- Model by Aplion
- New textures by Timms and Eggbeast
- Conversion by hcpookie, Eggbeast, TeTeT and londo

A7 Corsair II

- Model by Aplion
- Conversion by hcpookie, Eggbeast and TeTeT
- New textures, decals and materials by Timms, Horriblegoat, Nodunit and Eggbeast

C1a Trader

- Model by Milton Shupe & Eagle Rotorcraft Simulation
- Config and import by Nightintruder
- Conversion by Eggbeast and TeTeT

C-130 Hercules

- Model from ArmA 2
- Config and import by Sabre
- Conversion by TeTeT

E2 Hawkeye

- Model and Config by hcpookie
- Conversion by Eggbeast and TeTeT

F100 Super Sabre

- Model and Textures by Yac
- Conversion by hcpookie, Eggbeast and TeTeT
- New textures, decals and materials by Timms, Horriblegoat, Nodunit and Eggbeast

F105 ThunderChief

- Model by FSX
- Model Imported and rigged/ config by hcpookie
- Developments by Eggbeast and TeTeT

F111 Aardvark

- Model by Scaircro, ADF mod and Southy
- Imported and Developed by NZDF Crash, Eggbeast and TeTeT

F-4 Phantom II

- Model and textures by Aplion
- Edited and Updated by Eggbeast and hcpookie
- Racks, tanks and Suu23 gunpod by Joe W.
- Textures by Spock and Eggbeast and Timms

O2A Skymaster

- Model imported by hcpookie
- Conversion and development by Eggbeast and TeTeT

OV-10 Bronco

- Model by Tim Piglet Conrad and Sebastian Hecker
- Model imported by CheyenneAH56
- Conversion and development by Eggbeast and TeTeT

Mig-21 Fishbed

- Model by Ivan Jurcaga
- Imported by Nightintruder
- Conversion and development by Eggbeast and TeTeT

AN-2 Colt

- Model by BI Studios
- Updated by Sabre [Dust]
- Conversion and development by Eggbeast

ROTARY

OH-6 Cayuse

- Model by BI studios
- Improvements by Razorback and Eggbeast

AH-1G Cobra

- Model and config by csj
- Improvements by hcpeekie, Eggbeast and Razorback

H13 Sioux

- Model imported by hcpeekie
- Updated by Eggbeast / Razorback

H21c Shawnee

- Model by Mick Posch
- Config and Model import by Nightintruder
- Conversion by Eggbeast and TeTeT

CH-34 Choctaw

- Model by Cimalex and Konyoj
- Conversion by hcpeekie, Eggbeast and TeTeT
- Retexture by Shockley

CH-47 Chinook

- Model by BI studios

- Config and Model development by Eggbeast
- M60 / M2 (barrels) by Vilas

CH-53 Sea Stallion

- Model by sfc_itzhak
- Config and Model development by wld427
- Model completely rebuilt and redeveloped by wld427 and Eggbeast
- M134 by BI
- M60 / M2 (barrels) by Vilas

Mi-8 Hip

- Model by BI Studios
- Config and Model development by Eggbeast

UH-1C Huey Gunship

- Model by CSJ
- Conversion by hcpeekie and Eggbeast
- Music by Eggbeast and Sgt_savage

UH-1D Slick

- Model by BI Studios
- Model Conversion and Configs by Eggbeast
- Medevac model by Jones.S

CH-46D Sea Knight

- Model by sfc_itzhak
- Arma 3 Conversion by Odysseus, Londo and TeTeT
- Unsong conversion by TeTeT

VEHICLES

Willys Jeep

- Model by Vilas
- Ported and Developed by hcpeekie
- Detailing and upgrades by Eggbeast and TeTeT

Willys Jeep (darker)

- Turbosquid licensed model supplied by Kable
- Ported and Developed by Eggbeast
- Detailing and upgrades by Eggbeast and TeTeT

Armored Jeep (tbc)

- Model by Mr.Proper
- Ported and Developed by RamaMarines and Eggbeast
- Detailing and upgrades by Eggbeast and TeTeT

M37 Dodge Truck

- Model by CSJ
- Physx support by andrew_s90
- Model improvements and config by Eggbeast
- Parts by Luchador/ RamaMarines/ m1st3r_pr0per

M35 Truck

- Model by RamaMarines
- Config and rigging by andrew_s90
- Minor model improvements by Nodunit and Eggbeast
- Variants by Eggbeast

M274 Mule

- Model, textures and config by Londo

XM-706 Commando

- Model by Vilas
- Variants and Configs by hcpookie
- Additions and upgrades by Eggbeast and TeTeT

M113 and M113A1

- Model by BI
- Concepts by hcpookie and Eggbeast
- Model Developments by hcpookie
- A3 Improvements by hcpookie and Eggbeast and TeTeT and londo

M551 Sheridan

- Model by Vilas and Yac
- Edited and Updated by Eggbeast, hcpookie, TeTeT and Diesel

M107 / M110 SP Artillery

- Model by Vilas
- Edited and Updated by hcpookie and Eggbeast
- Weapons, ammo and artillery config by Eggbeast

M48A3 Patton

- Model by Yac

- Edited and Updated by Eggbeast, hcpookie and TeTeT

Ural Truck

- Model by BI
- Ported by Razorback
- Developments, Configs and Variations by Eggbeast

Zil-157 Truck

- Model by BI
- Improved by Denis Leonov
- Unsong config/ anims/ model tweaks by Eggbeast

BTR-40 / 152

- Original Model by BI
- Concepts by hcpookie and Eggbeast
- Model Developments and configs by hcpookie
- A3 Improvements by hcpookie, Eggbeast and TeTeT

T-34/T-54/55

- Models by BI
- Variants by hcpookie
- Edited and Updated by Eggbeast and TeTeT

ZSU-23-4 Shilka

- Model by BI
- Config and conversion by hcpookie / Eggbeast

ZSU-57-2 Sparka

- Base model by BI
- Config and Conversion by hcpookie

Sampans and Tug Boats

- Models and configs by hcpookie
- Conversion by TeTeT and londo

Motor Boats (CIV)

- Models by BI
- Converted and Developed by Eggbeast
- Liferaft Model by hcpookie

RIB Boats

- Models by BI
- Edited and Updated by Eggbeast

Patrol Boat Riverine (PBR) MkII

- Model by Yac
- Conversion by hcpookie and Eggbeast
- Skins by Shockley

Patrol Boats (VC & NVA)

- Models Imported and Created by hcpookie
- Refined by Eggbeast

PT-76B Tank

- Models, Configs and Scripts by londo

STATIC WEAPONS

Dshk / Searchlight

- Models by BI
- Config and Conversion by Eggbeast

Dshk Wheeled

- Model by Vilas
- Config and Conversion by Eggbeast

Dshk Armored

- UNSUNG Model
- Config and Conversion by Eggbeast

Double Dshk, PK Bunker/Tower

- Models by BI, hcpookie, vilas, csj
- Configs by Hcpookie and Eggbeast

D-20 Howitzer

- VME Ofp Model
- Permissions provided by AlexXP to wld427, developed and improved for PRACS mod
- Converted for UNSUNG by Eggbeast
- Re-skinned by Shockley

D-30 Howitzer

- Model by BI
- Converted by Eggbeast

KS-12 / KS-19 / S-60

- Models and configs by hcpookie

M1 / M1941 Mortars

- Models by BI
- Config and Conversion by Eggbeast

M18 / M40 Recoilless Rifles

- Model by hcpookie
- Config and Conversion by Eggbeast

M1919 / M60 / MG42 / PK Tripod MGs

- Models by Vilas
- Config and Conversion by Eggbeast / hcpookie

M2 Machine Guns

- Model by BI
- Model Development, Config and Conversion by Eggbeast/ hcpookie

M2 Mortar

- Model by Luchador
- Converted by Razorback
- Config by Eggbeast

M30 Mortar

- Model by BI
- Model Development by hcpookie
- Config and Conversion by hcpookie / Eggbeast

M55 Quad 50cal

- Model by CSJ
- Model Development by hcpookie
- Config and Conversion by hcpookie / Eggbeast

M102 / M114 Howitzers

- Vilas Model
- Config and Conversion by Eggbeast
- Re-Skinned by Shockley

Mk18

- Model by hcpookie
- Config and Conversion by Eggbeast

SPG9

- Model by BI
- Config and Conversion by Eggbeast

SA-2 SAM System (inc. radars)

- Models by BI / hcpeekie / Vilas
- Config and Conversion by hcpeekie

ZPU-4 / ZPU-2

- Models by Andrei (LoBo mod)
- Config and Conversion by wld427 / Eggbeast
- ZPU-2 variant developed by Eggbeast
- Re-skinned by Shockley / Eggbeast

Type 65 37mm

- Models by VME mod team (BYM101)
- Config and Conversion by wld427 / Eggbeast

Zu23-2

- Model by BI
- Config and Conversion by Eggbeast / hcpeekie

WEAPONS

Colt 38 Special

- Model by Yaloken
- Configs and Animations by Eggbeast

S&W Model 10

- Model by FappaR
- Configs and Animations by Eggbeast

Colt 357 Lawman

- Model by KHDigital
- Configs and Animations by Eggbeast

Tokarev TT33

- Model by saadomarhayat
- Configs and Animations by Eggbeast

Nagant M1895

- Model by kutejnikov

- Configs and Animations by Eggbeast

M50 Madsen

- Model by Kutejnikov
- Configs and Animations by Eggbeast

MAS36

- Model by Xeno
- Configs and Animations by Eggbeast

Lee Enfield Mk4

- Model by BI
- Config and Animations by Eggbeast, NI Arms and von knudenberg

Lee Enfield Mk3

- Model by Skaveira and Justin.N
- Config and Animations by Eggbeast and NI Arms

Owen Gun

- Model by Hell in the Pacific Team
- Config and Animations by Eggbeast

F1 SMG

- Model and textures by Xeno
- Config and Weapon animations by Eggbeast
- Character Animations by WebKnight

NI Arms Models and Reload Animations

- M14 inc. Leatherwood Optic Toadie2k/ An_aggressive_napkin
- L1A1 / L2A1 Toadie2k/ pete/ enron/ BI
- M60 Toadie2k/ BI
- MG42 Toadie2k
- H&R 223 Toadie2k/ Soul_Slayer/ HeNe
- M1903 Toadie2k
- Kindly gifted by Toadie2k
- Conversion and config by Eggbeast
- Bayonet by Luchador

Baikal Shotgun

- Model by valga-games
- Conversion, Config and Animations by Eggbeast and Razorback

Mosin Nagant

- Model by psolodov
- Conversion, Config and Animations by Eggbeast and Razorback

AKM

- Model by Tim Bergholz
- Conversion, Config and Animations by Eggbeast and Razorback

SKS

- Model by 3d_molier-international
- Conversion, Config and Animations by Eggbeast and Razorback

DP-28

- Model by Von Knudenberg
- Config by Von Knudenberg and Eggbeast

Mk2 Grenade and bullets used in several weapons

- Model by Tim Bergholz
- Imported by Razorback
- Rigged and Configged by Eggbeast

M18 Smoke Grenades / crates

- Model by RamaMarines
- Configged by Eggbeast
- Gas Effect by BigDawgKS

EX-41 China Lake

- Model by Ryan
- Imported by Razorback
- Rigged and Configged by Eggbeast
- Materials improved by RamaMarines

M870 Mk1 Shotgun

- Model by Joe W.
- Design by Joe and Eggbeast
- Configs and Rigging by Eggbeast

Ithaca Model 1937

- Model by Ramanaking
- Imported by Razorback
- Rigged and Configged by Eggbeast
- Animations by von knudenberg

Winchester Model 1912

- Model by Moritz Mayer
- Imported by Razorback
- Rigged and Configged by Eggbeast
- Animations by von knudenberg

Winchester Model 70

- Model by thegameartisan
- Imported by Razorback
- Rigged and Configged by Eggbeast
- Animations by von knudenberg

M20 Bazooka

- Model by MisterProper
- Imported by Razorback
- Rigged and Configged by Eggbeast

M127a1 flare and Suppressors by Howells

- Sten
- M/45

Traps

- Models by Soldier X, hcpeekie and various grenade modelers listed elsewhere
- Redesign, rigging and configs by Eggbeast

PU Scope by Von Knudenberg

- Model by Von Knudenberg
- Config by Eggbeast

Flashlight and Pistol / Flashlight Combo by Von Knudenberg

- Models by Von Knudenberg
- Concept and Concepts by Eggbeast

Kabar, FS Combat Knife by Von Knudenberg

- Models by Von Knudenberg
- Concepts and Configs by Eggbeast

Grenades by Von Knudenberg

- RKG-3, Type 67, RGD-33, Molotov
- Models by Von Knudenberg
- Concepts and Configs by Eggbeast

Grenades by NetGoblin

- RGD5
- RG-42
- M-26
- Imported by Razorback and Eggbeast

Weapons by Luchador

- XM16E1 (inc. suppressor, M7 bayonet, AN/PVS2, Leatherwood and Colt optics)
 - M16 variants (Built by Razorback and Eggbeast)
 - XM177 variants (Built by Razorback and Eggbeast)
 - XM148 GL
- M1911, M1918A2 BAR, M1919A6, M1 Garand, Sten Mk2, M1 and M2 Carbine, MAC-10, UZI
- M63a Stoner LMG and Commando
- M2 60mm Mortar, M67 and MkII grenades
- AK-47, K-50M, MAS 49/56, PPSH-41/Type 50, SVT-40, MAT-49, MP-40, Arisaka Type 99, Nambu Type 100, Kar-98k, RPG-7
- F-1 grenade, M-67 grenade, Mk2 grenade
- Porting by Razorback
- Configs, Animations, Model Rigging and some optics by Eggbeast
- Tweaks to M1919A6 to make M1919A4 by Lennard
- Supported by DONATIONS from Kable / Damonjay / Bill70 / Barden/ Imager6/ Orcinus/ Finch, Shermanator, McHellsten, Oddball47/Ronin and Snakeeyes
- M1 Garand and Rifle Grenade Character Animations by Blindside

Weapons by Roberthammer:

- Ruger
- PPK
- Config and Conversion by Eggbeast

Weapons by Vilas

- AK47-49
- AK47-52
- AKM parts
- APS
- Browning HP
- Colt Commander
- Makarov
- M203/ M16/ XM-177 parts
- M3A1
- M60 on some vehicles
- M63a Stoner AR
- MG42 static
- P64

- PPS-43/52
- PM63
- RPK
- Sterling variants
- Type 56
- TT-30
- UZI suppressor
- Config and Conversion by Eggbeast

Weapons by Bohemia Interactive

- Lee Enfield
- PK
- Sa.vz 58
- Sa.vz 61
- UK.vz 59
- M79
- RGO grenade
- Config and Conversion by Eggbeast

SOUNDS

Sounds and Effects

- Sounds and effects by Sgt_Savage
- Napalm sounds by Lordjarhead
- Napalm fx by wld427

DSAI Module

- DSAI mod by Wolfrug and Sickboy
- Unsung DSAI Module by Sgt_Savage
- AFVN Commercial Radio and Combat Radio compiled by Sgt_Savage
- Vietnamese Radio music sourcing by Byrde[VN]

BUILDINGS

Indochine Huts

- Model by indo_piraten

Many buildings and structures by

- CSJ, updated by Eggbeast
- BI, imported and updated by Eggbeast / Razorback
- Pedersen / Waxbutter from Hell in the Pacific Mod

- Massive optimisation by Chips_Gray, Diesel, Han and Eggbeast

Ammo Crates and Flags

- Models by BI
- Details, Variants and Configs by Eggbeast

Foliage

- Models by BI, Berghoff and CSJ
- Improvements and Configs by Eggbeast / Razorback

UNITS

Unit Icons

- Eggbeast

Unit Configs

- Eggbeast, Razorback, TeTeT, Jones, Willithappen and Dragon
- ROK units by Barden and Han

Camo faces

- Rpr, BI, Ce525 and Eggbeast

Uniforms and patches

- BI
- Variants by Bigstone
- Textures by Yac, Bigstone, CJ525

Headgear, vests, accessories and backpacks

- BI
- CJ525, Yac, Razorback, Bigstone, Eggbeast, Hounddog75 and Howells
- SAS units by Gaz

CONFIGS AND SCRIPTS

Configs for cannons, rockets, bombs, missiles and fuel tanks by Eggbeast, Hcpookie and Myke
Aircraft and weapon scripts by:

- Eggbeast
- hcpookie
- wld427
- Tetet
- John Spartan
- Myke
- SGT Fuller (USAF mod), Air-Air refueling
- Leshrack and Yax, Afterburner

Worldpatch code by HoverGuy.

PRACS MODELS

Supplied and developed by wld427 (PRACS mod)

<https://forums.bistudio.com/topic/114206-project-racs/>

Some models created by Godhammer

<https://forums.bistudio.com/user/745023-godhammer/>

<https://forums.bistudio.com/topic/68145-tv-guided-weapons/>

Converted by Eggbeast

Models by Godhammer
PRACS_TK_FAB100
PRACS_TK_FAB500M62HE
PRACS_TK_FAB500Sh
PRACS_TK_FAB500Sh_proxy
PRACS_TK_KAB500KR
PRACS_TK_KAB500L
PRACS_TK_RBK500
PRACS_TK_RBK500_SPBED
PRACS_TK_SAB100Tb
PRACS_TK_ODAB500p

FRL MODELS

Supplied by Myke (FRL_missilebox mod)

<http://www.armaholic.com/page.php?id=6071>

Converted by Eggbeast

EB MODELS

Supplied by BIS (Arma 2 Sample Models)

https://community.bistudio.com/wiki/Arma_2_Sample_Models

Converted by Eggbeast

Model	Creator
EB_s8_launcher	BIS / Eggbeast
EB_s8_launcher_aircraft	BIS / Eggbeast
EB_ub16	BIS / Eggbeast
EB_ub32	BIS / Eggbeast
EB_ptb800	Nightintruder / Eggbeast

FZA MODELS

Supplied by Franze (Su-17M4 mod)

<http://www.armaholic.com/page.php?id=14228>

Converted by Eggbeast

Model	Creator
fza_rbk250	Franze
fza_s24	Franze
fza_s24_fly	Franze / Eggbeast

FORMER UNSUNG TEAM MEMBERS

- **Andrew_s90** (Configs and Physx)
- **Atriox** (Missions)
- **Bigstone** (2D Textures)
- **Benson** (Missions)
- **CSJ** (3D Models, Textures, Islands)
- **Ce525** (3D Models, Textures, Islands)
- **Columdrum** (Scripts)
- **Dr@gon** (Configs and docs)
- **Dark Raptor [EW]** (Data management, Server hosting, SVN)
- **Devilslayersbane** (3D Models)
- **Gaz** (Unit models/ textures)
- **Hawkins** (3D Models, Textures)
- **Hcpookie** (3D Models, Configs)
- **Howells** (3D Models)
- **Hounddog75** (2D art)
- **Joe Wall** (3D Models)
- **Jones.S** (3D Models, Islands, Configs)
- **Mehman** (Configs, Scripts)
- **Opendome** (ALiVE Compatibility, Missions Team Supervisor)
- **ANZACSAS_Steve** (old configs, effects and sounds, now removed)
- **Polish GI** (3D Models, Configs)
- **RamaMarines** (Models and textures)
- **Redkid Joker** (Animations, Relations)
- **Ryan** (Configs)
- **Sim** (Missions)
- **Siege-A** (uniform patches)
- **Sgt Anderson** (3D Models, Textures)
- **Soldier X** (old Traps)
- **South Saturn Delta** (Config, Scripts)
- **Shockley** (Configs, Model retextures)
- **Showmaker** (Islands)
- **Spock** (Textures)
- **Super 6.1** (Islands)
- **SuperOps** (Server admin)
- **Von Knudenberg** (3D Models, Textures, Scripts)
- **Warrior X** (Scripts, Missions)
- **Willithappen** (Configs, Missions)
- **Xacino and Basher** (Models, units, kit, weapons)
- **Yac** (3D Models, Textures)
- **Diesel** (configs, model tweaks)
- **Han** (configs, model tweaks)

CURRENT UNSUNG TEAM MEMBERS

Barden	Public Relations
Eggbeast	Project Lead, Configs, Scripts, 2D Art, 3D Model Rigging, Animations, Data Management, Planning, Team Training, Testing, Missions, Facebook, Fundraiser
Karmaklave	Website
Londo	Islands, 3d Models
NZDF Crash	3D Models, Textures
Razorback	3D Models, Configs, Textures, Islands, Testing
Sabre	3D Models, Configs
Sgt_Savage	Sounds & Effects
TeTeT	3D Models, Configs, PhysX, Troubleshooting, Testing, Server admin
The Magnetar	ACRE 2 configs

PUBLIC RELATIONS TEAM

Barden	Eggbeast
Sgt_Savage	Karmaklave (website)

MISSIONS TEAM

R0adkill	Imager6 (Noel)
Jax	Jinx
Eggbeast	Adrian

BETA TESTING TEAM (PROJECT DELTA)



Check out our mission history [here](#) on youtube
 Project Delta discord is [here](#)

2BooCoo	Jinx
Alabama Blacksnake	Maarten
Bambi	Make76
Bill70	Morgan River
Brons	Nessy
Bushman	Psyfox
Demo Joe	Replicant
Duke	Richthofen
Eggbeast	R0adkill
Enti	San
EZ Poli	Sapien
EZ Does It	Sgt_Savage
Grishagoblin	Spanky McGavin
Hunter	Spc. T Lee
Imager6 (Noel)	TeTeT
Jax	Wendsill

SPECIAL THANKS TO

- **Luchador, Aplion, Brainbug, Spockvf101, Myke, Vilas, Yac, Jdog, Foxtrop, Nightintruder, CheyenneAH56 and Siege-A**
- **The Operation Frenchpoint Mod (Cybergirl and Ikâr)**
- **Pedersand and Waxbutter from Hell in the Pacific Mod and The Project 85 Mod**
- **Toadie2k and the NIArms team** for donating us their know-how and beautiful weapons models and animations
- **wld427 from PRACS mod** for his ongoing support, and supplying quality models from his pack
- **Karmaklave** for his outstanding creative support for the Unsung Website
- **Malarkeyzz** for his cover of Pseudohendrix (UNSUNG Intro Music)
- **Andy Wood (W00der)** and **Gaming Deluxe** for their tech support over many years