

SDS Models Catalog



SDS
International, Inc.

ADVANCED TECHNOLOGIES DIVISION

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Variations

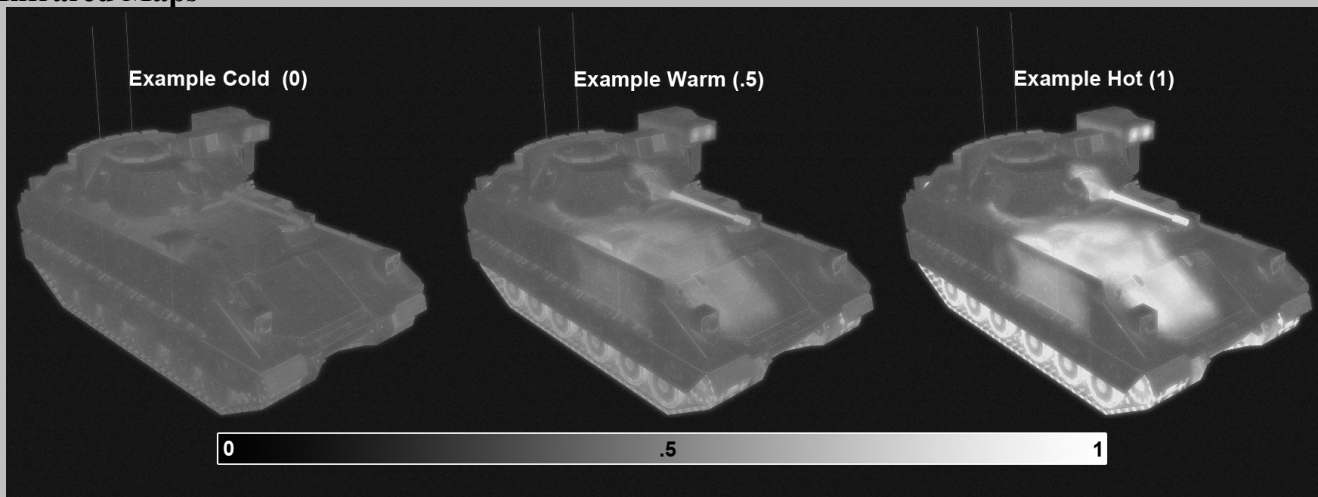


AH64 A



AH64 D

Infrared Maps



Interiors



No Interior



Interior

Light Points

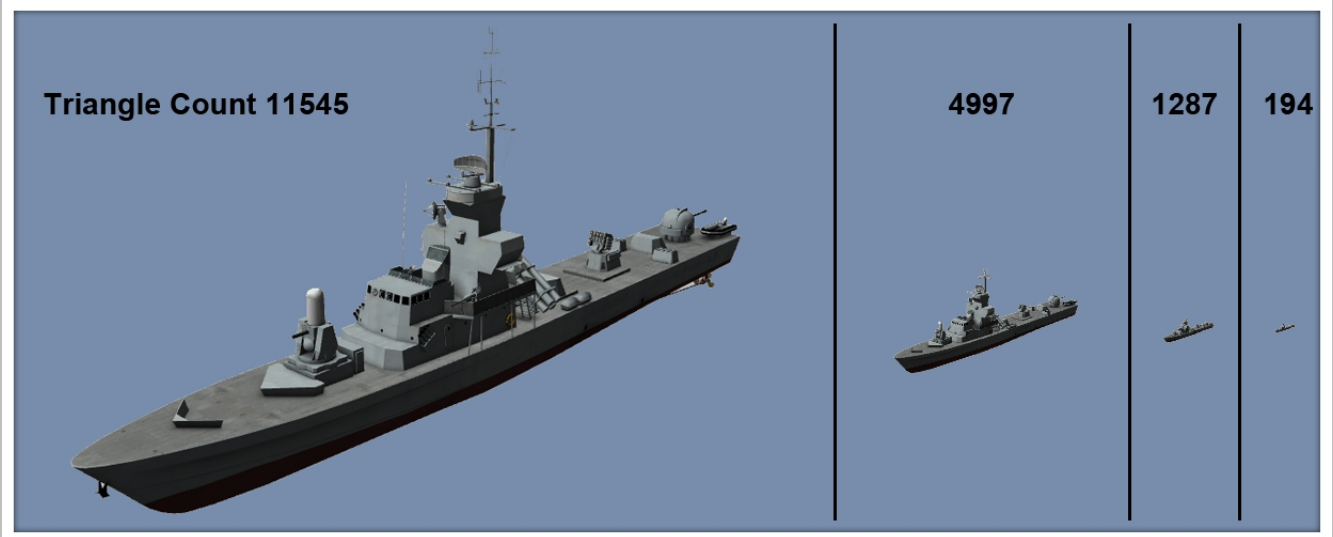


Paint Schemes



Multiple paint schemes and markings can be added per request.

LODS



Level of detail. Variable triangle counts controlled by distance from camera.

Damage States



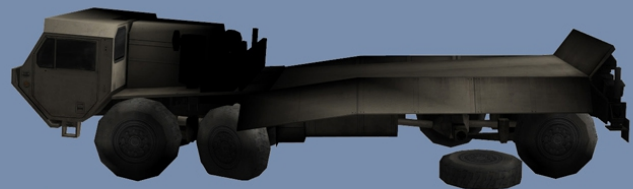
NORMAL



Body Damage



Mobility Kill



Destroyed

**Digital Formats available.
FLT MAX OBJ DAE**

Fixed-Wing Aircraft Quick Links

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Fixed-Wing Aircraft

A10 Thunderbolt II



Variants: A, C
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: Gray, Gray Camo
LODS:3 2633 Triangles
2 1665 Triangles
1 235 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

AC-130



Variants: U, H
Infrared Map: Yes
Interior: N
Light Points: Yes
Paint Schemes: Gray, Dark Blue
LODS:3 4554 Triangles
2 894 Triangles
1 198 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

Airbus A300



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: White
LODS:4 2608 Triangles
3 1734 Triangles
2 196 Triangles
1 54 Triangles

Damage States: Normal

Airbus A310



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: White
LODS:
4 2608 Triangles
3 1734 Triangles
2 170 Triangles
1 54 Triangles

Damage States: Normal

Airbus A320



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: White
LODS:
4 2538 Triangles
3 1412 Triangles
2 170 Triangles
1 54 Triangles

Damage States: Normal

Airbus A330



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: White
LODS:
4 2548 Triangles
3 1460 Triangles
2 196 Triangles
1 54 Triangles

Damage States: Normal

Fixed-Wing Aircraft

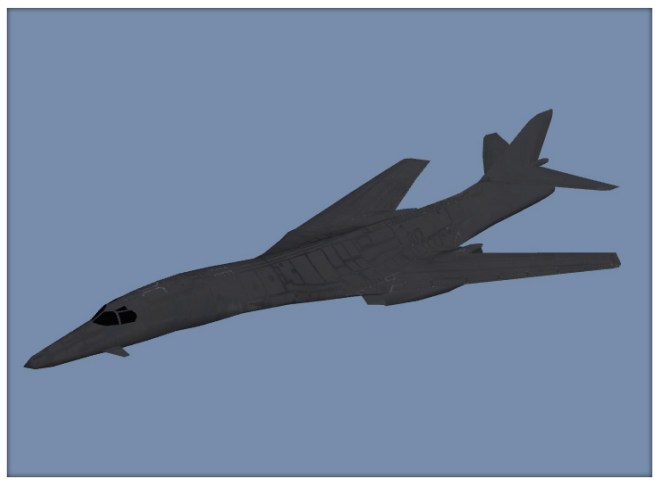
AV-8B Harrier I



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Gray Camo
LODS:3 913 Triangles
2 488 Triangles
1 208 Triangles

Damage States: Normal
Partial Damage
Destroyed

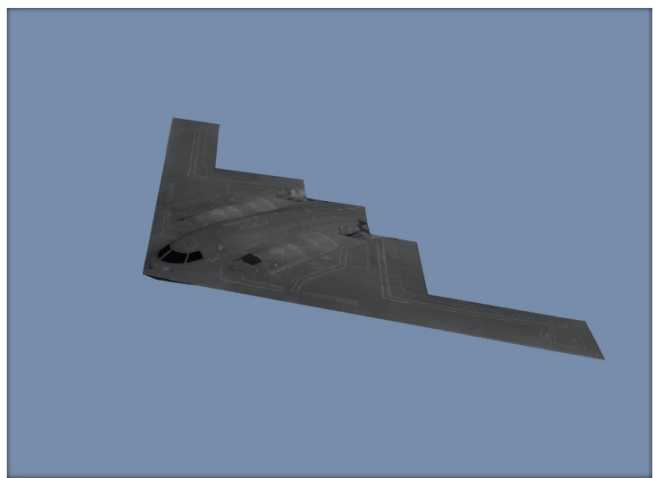
B-1B Lancer



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Black
LODS:3 1665 Triangles
2 842 Triangles
1 198 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

B-2 Spirit



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Black
LODS:3 896 Triangles
2 288 Triangles
1 212 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Fixed-Wing Aircraft

Boeing 777



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: White
LODS:
4 2410 Triangles
3 1458 Triangles
2 186 Triangles
1 62 Triangles

Damage States: Normal

C-130



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: White
LODS:
4 2410 Triangles
3 1458 Triangles
2 186 Triangles
1 62 Triangles

Damage States: Normal

C-17 Globemaster III



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Gray
LODS:
3 1625 Triangles
2 925 Triangles
1 287 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Fixed-Wing Aircraft

C-21A Learjet



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: White
LODS:3 2547 Triangles
2 1726 Triangles
1 311 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

CASA C-212 Aviocar



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Gray
LODS:4 3264 Triangles
3 1658 Triangles
2 471 Triangles
1 295 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Cessna 172 Skyhawk



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: White and Brown
LODS:1 880 Triangles

Damage States: Normal

Fixed-Wing Aircraft

DC-10



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: White
LODS:
3 2700 Triangles
2 1314 Triangles
1 160 Triangles

Damage States: Normal

Boeing E-3A Sentry



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Gray
LODS:
4 1658 Triangles
3 1362 Triangles
2 542 Triangles
1 176 Triangles

Damage States: Normal

F-14 Tomcat



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: No
Paint Schemes: Gray
LODS:
1 1538 Triangles

Damage States: Normal

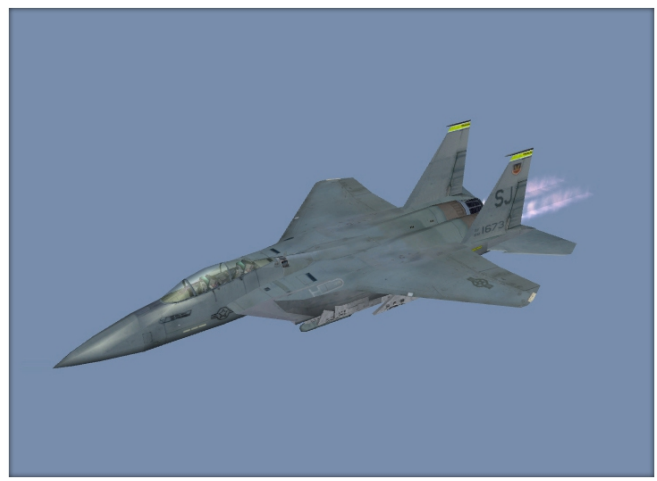
F-15C Eagle



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: Gray
LODS:
4 1304 Triangles
3 888 Triangles
2 426 Triangles
1 202 Triangles

Damage States: Normal

F-15E Strike Eagle



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: Gray
LODS:
4 1342 Triangles
3 1028 Triangles
2 648 Triangles
1 222 Triangles

Damage States: Normal
Mobility Kill
Destroyed

F-16 Fighting Falcon



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: Gray
LODS:
4 1252 Triangles
3 831 Triangles
2 365 Triangles
1 85 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

F-22 Raptor



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: Gray Camo
LODS:
4 1873 Triangles
3 851 Triangles
2 356 Triangles
1 170 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

F-35 Lightning II



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: Gray Camo
LODS:
4 1925 Triangles
3 744 Triangles
2 302 Triangles
1 200 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

F-117A NightHawk



Variants: No
Infrared Map: No
Interior: Yes
Light Points: Yes
Paint Schemes: Black
LODS:
2 438 Triangles
1 248 Triangles

Damage States: Normal

Fixed-Wing Aircraft

F/A-18 Hornet



Variants: C, D, E, F

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: Gray

LODS:

4	1795 Triangles
3	1076 Triangles
2	608 Triangles
1	266 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Ilyushin IL-76



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: White

LODS:

4	1164 Triangles
3	800 Triangles
2	395 Triangles
1	201 Triangles

Damage States: Normal

Chengdu J-10



Variants: No

Infrared Map: No

Interior: Yes

Light Points: Yes

Paint Schemes: Gray

LODS:

3	800 Triangles
2	403 Triangles
1	204 Triangles

Damage States: Normal

Shenyang J-11



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:
3 1646 Triangles
2 920 Triangles
1 58 Triangles

Damage States: Normal

KC-10



Variants: No
Infrared Map: No
Interior: No
Light Points: Yes
Paint Schemes: Gray
LODS:
4 1519 Triangles
3 864 Triangles
2 465 Triangles
1 226 Triangles

Damage States: Normal

KC-135



Variants: No
Infrared Map: No
Interior: Yes
Light Points: Yes
Paint Schemes: Gray
LODS:
4 1644 Triangles
3 1372 Triangles
2 334 Triangles
1 176 Triangles

Damage States: Normal

Mig-29



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: Gray Camo
LODS:3 1876 Triangles
2 1322 Triangles
1 142 Triangles

Damage States: Normal
Destroyed

Mirage 2000C



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Gray Camo
LODS:4 2236 Triangles
3 1831 Triangles
2 453 Triangles
1 369 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Mirage F1



Variants: C, EQ
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:3 2431 Triangles
2 736 Triangles
1 122 Triangles

Damage States: Normal
Destroyed

Shannxi Y8



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: White
LODS:
3 7914 Triangles
2 3990 Triangles
1 186 Triangles

Damage States: Normal

Shenyang J-8I



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: Gray
LODS:
3 2846 Triangles
2 1472 Triangles
1 106 Triangles

Damage States: Normal

Shenyang J-8II



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:
3 3630 Triangles
2 1856 Triangles
1 128 Triangles

Damage States: Normal
Fire Power Kill
Destroyed

Sukhoi Su-24



Variants: No
Infrared Map: No
Interior: Yes
Light Points: No
Paint Schemes: Gray
LODS:
3 806 Triangles
2 419 Triangles
1 214 Triangles

Damage States: Normal

Sukhoi Su-27



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: No
Paint Schemes: Gray
LODS:
3 940 Triangles
2 744 Triangles
1 174 Triangles

Damage States: Normal
Destroyed

Sukhoi Su-30



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: No
Paint Schemes: Gray Camo
LODS:
3 1037 Triangles
2 771 Triangles
1 78 Triangles

Damage States: Normal
Destroyed

XIAN H6



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: No

Paint Schemes: Gray

LODS:3 5361 Triangles

2 2630 Triangles

1 130 Triangles

Damage States: Normal

Roto-Wing Quick Links

[AH-1](#)

[AH-64](#)

[CH-46](#)

[CH-47C](#)

[CH-53E](#)

[CV-22](#)

[MH-47D](#)

[MH-53J](#)

[MH-60](#)

[Mi-8](#)

[Mi-24](#)

[Mi-26](#)

[MV-22](#)

[OH-58D](#)

[SA 321](#)

[SH-3](#)

[UH-1N](#)

[UH-60](#)

AH-1 Super Cobra



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Gray Camo
LODS: 4 1872 Triangles
3 998 Triangles
2 455 Triangles
1 353 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

AH-64 Apache



Variants: A, D
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD
LODS: 4 4927 Triangles
3 3200 Triangles
2 879 Triangles
1 639 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

CH-46 Sea Knight



Variants: No
Infrared Map: No
Interior: No
Light Points: No
Paint Schemes: Gray
LODS: 4 1195 Triangles
3 785 Triangles
2 375 Triangles
1 184 Triangles

Damage States: Normal

CH-47C Chinook



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD
LODS: 4 1441 Triangles
2 836 Triangles
3 380 Triangles
1 144 Triangles
Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

CH-53E Super Stallion



Variants: No
Infrared Map: No
Interior: No
Light Points: No
Paint Schemes: Gray
LODS: 4 2436 Triangles
3 1651 Triangles
2 1115 Triangles
1 240 Triangles
Damage States: Normal
Destroyed

CV-22 Osprey



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD
LODS: 3 3397 Triangles
2 1512 Triangles
1 588 Triangles
Damage States: Normal
Destroyed

MH-47D Chinook



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Gray
LODS: 4 2107 Triangles
3 1478 Triangles
2 608 Triangles
1 144 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

MH-53J Pave Low



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Gray
LODS: 4 2888 Triangles
3 1619 Triangles
2 469 Triangles
1 106 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

MH-60 Jayhawk



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD
LODS: 4 2294 Triangles
3 1288 Triangles
2 599 Triangles
1 62 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Mil Mi-8



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Desert Camo
LODS: 3 1062 Triangles
2 320 Triangles
1 200 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Mil Mi-24



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Desert Camo
LODS: 4 1860 Triangles
3 1321 Triangles
2 556 Triangles
1 188 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

Mil Mi-26



Variants: No
Infrared Map: No
Interior: No
Light Points: No
Paint Schemes: Desert Camo
LODS: 3 740 Triangles
2 477 Triangles
1 148 Triangles

Damage States: Normal

MV-22 Osprey



Variants: No
Infrared Map: No
Interior: No
Light Points: No
Paint Schemes: Gray
LODS: 5 3670 Triangles
4 1542 Triangles
3 744 Triangles
2 384 Triangles
1 216 Triangles
Damage States: Normal

OH-58D Kiowa



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD
LODS: 4 1280 Triangles
3 788 Triangles
2 410 Triangles
1 250 Triangles
Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

SA 321 Super Frelon



Variants: No
Infrared Map: No
Interior: No
Light Points: No
Paint Schemes: White
LODS: 3 898 Triangles
2 444 Triangles
1 264 Triangles
Damage States: Normal

SH-3 Sea King



Variants: No
Infrared Map: No
Interior: No
Light Points: No
Paint Schemes: Gray
LODS: 3 806 Triangles
2 572 Triangles
1 412 Triangles

Damage States: Normal

UH-1N Twin Huey



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Gray
LODS: 4 1649 Triangles
3 775 Triangles
2 326 Triangles
1 202 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

UH-60 Blackhawk



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD
LODS: 4 1891 Triangles
3 941 Triangles
2 416 Triangles
1 62 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Support Equipment Quick Links

[Ammo Table](#)

[Flare Cabinet](#)

[Flat Bed](#)

[Forklift 4k](#)

[Forklift 6k](#)

[Forklift 10k](#)

[Forklift 40k](#)

[Generator](#)

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[Light Trailer](#)

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[MHU 174](#)

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[MJ1 Jammer](#)

[Pallet Jack](#)

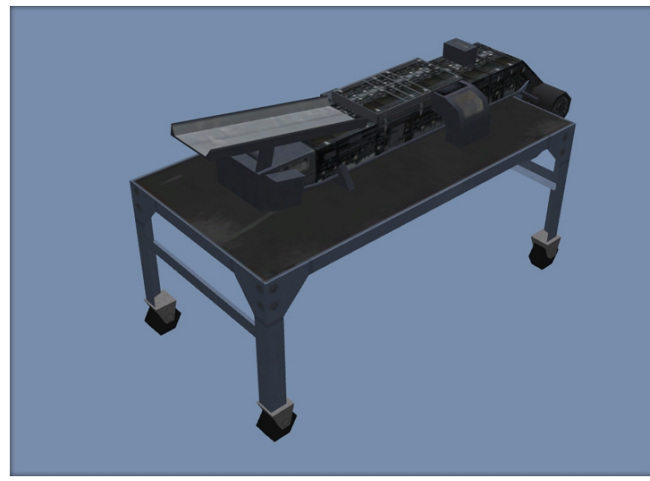
[SOFLAM](#)

[Tug Bobtail](#)

[Tug Entwistle](#)

[UALS](#)

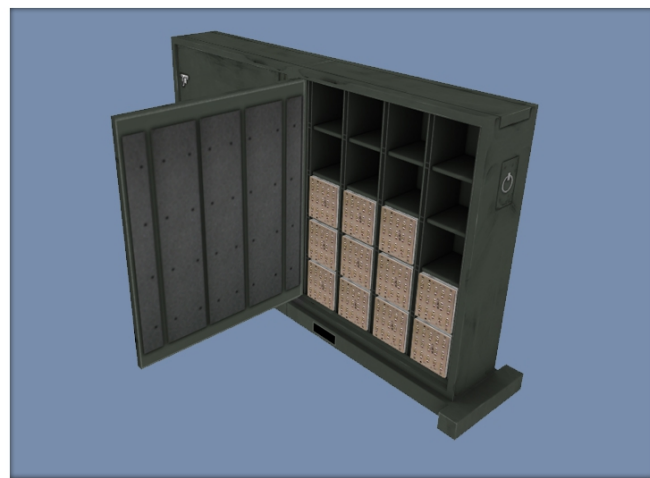
Ammo Table



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 1 488 Triangles

Damage States: Normal

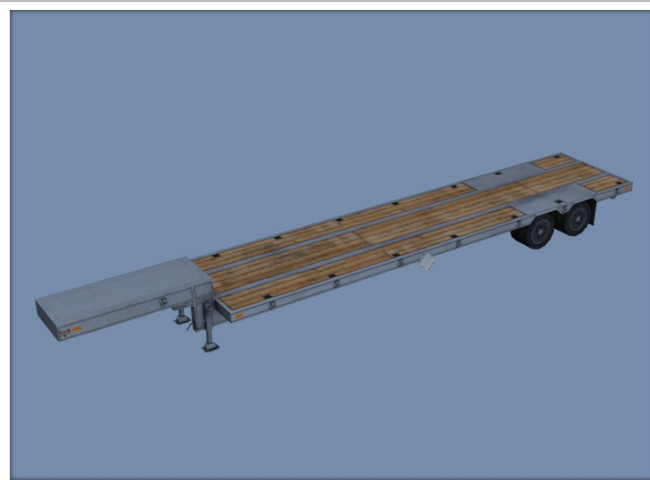
Flare Cabinet



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: OD
LODS: 1 654 Triangles

Damage States: Normal

Flat Bed



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 1 1673 Triangles

Damage States: Normal

Forklift 4k



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 1 2176 Triangles

Damage States: Normal

Forklift 6k



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 1 2204 Triangles

Damage States: Normal

Forklift 10k



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 1 2204 Triangles

Damage States: Normal

Forklift 40k



Variants: No
Infrared Map: No
Interior: Yes
Light Points: No
Paint Schemes: Blue
LODS: 1 2264 Triangles

Damage States: Normal

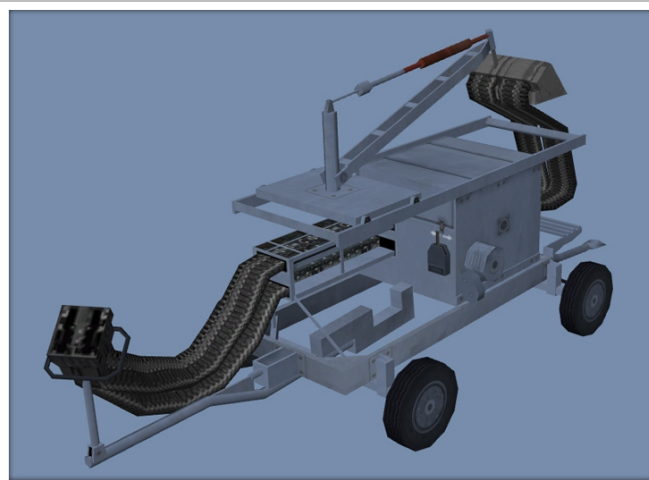
Generator



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 3 936 Triangles
2 464 Triangles
1 62 Triangles

Damage States: Normal

GFU-7E



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 1 1590 Triangles

Damage States: Normal

Light Trailer



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 1 915 Triangles

Damage States: Normal

LLDR1



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Tan
LODS: 1 1063 Triangles

Damage States: Normal

LLDR2



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Tan
LODS: 1 1118 Triangles

Damage States: Normal

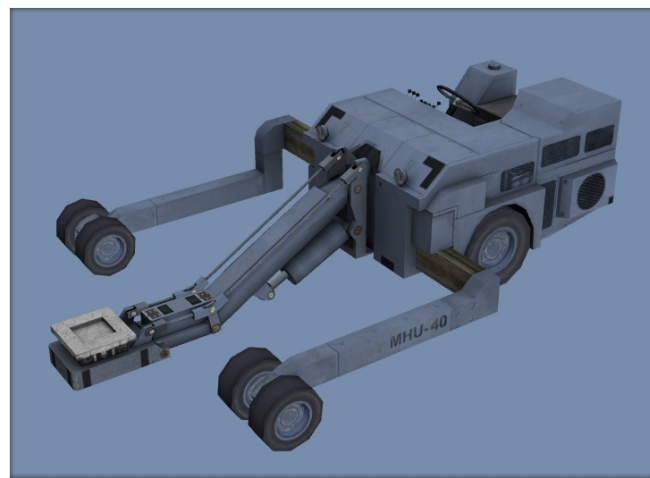
MC7 Air Compressor



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 1 1437 Triangles

Damage States: Normal

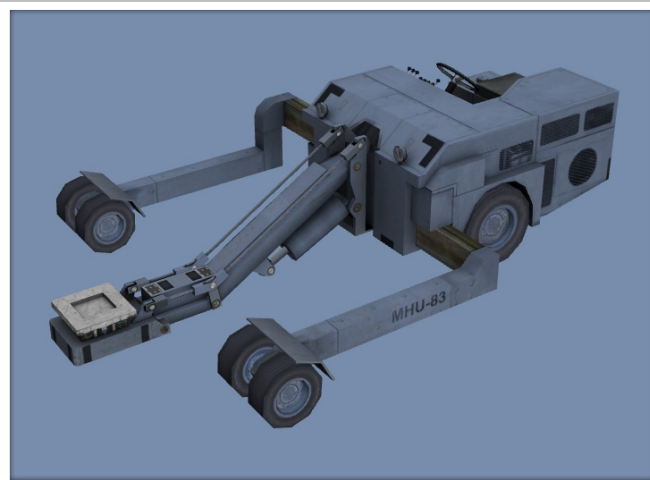
MHU 40



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 1 2048 Triangles

Damage States: Normal

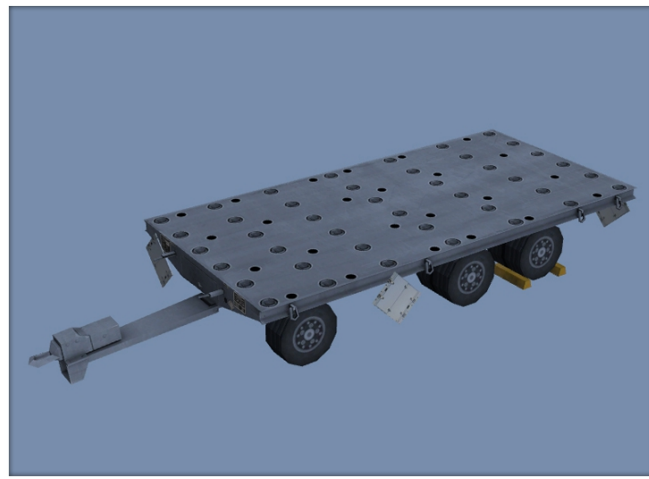
MHU 83



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 1 2048 Triangles

Damage States: Normal

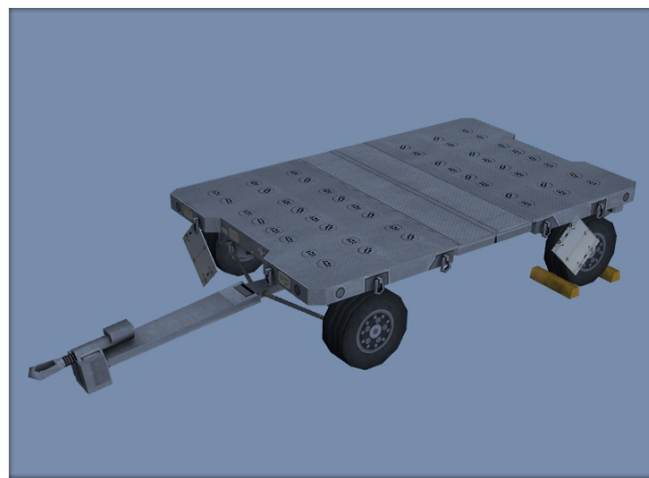
MHU 110



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 3 1358 Triangles
2 734 Triangles
1 60 Triangles

Damage States: Normal

MHU 141



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 3 1738 Triangles
2 930 Triangles
1 216 Triangles

Damage States: Normal

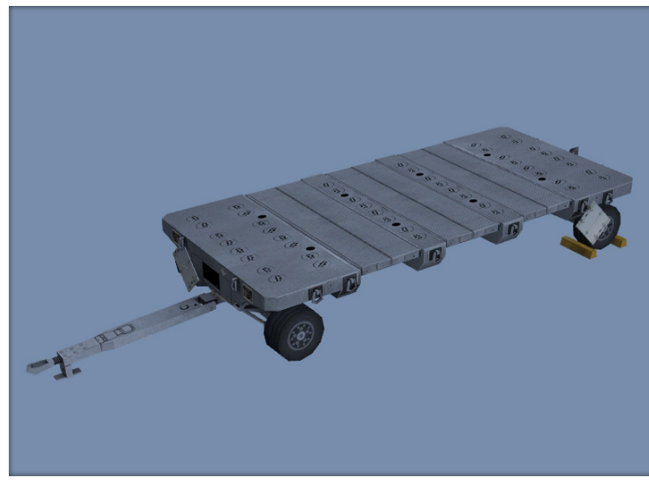
MHU 174



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 1 1999 Triangles

Damage States: Normal

MHU 226



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 3 1922 Triangles
2 948 Triangles
1 290 Triangles

Damage States: Normal

MJ1 Jammer



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 1 1960 Triangles

Damage States: Normal

Pallet Jack



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Orange
LODS: 1 322 Triangles

Damage States: Normal

SOFLAM



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: OD
LODS: 1 793 Triangles

Damage States: Normal

Tug Bobtail



Variants: No
Infrared Map: No
Interior: Yes
Light Points: No
Paint Schemes: Blue
LODS: 2 2171 Triangles
1 222 Triangles

Damage States: Normal

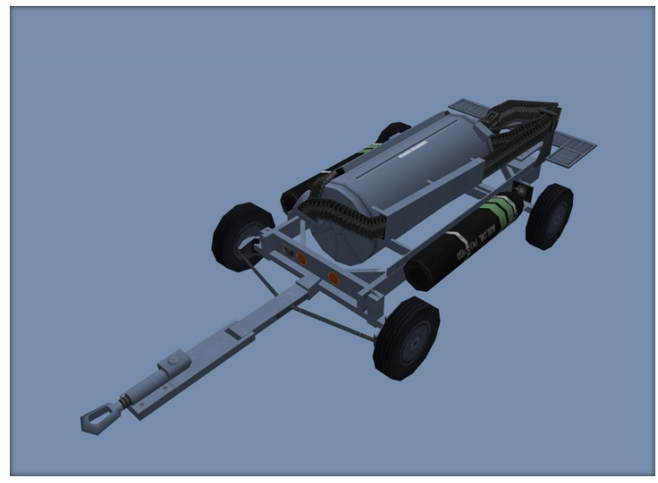
Tug Entwistle



Variants: No
Infrared Map: No
Interior: Yes
Light Points: No
Paint Schemes: Blue
LODS: 1 2179 Triangles

Damage States: Normal

UALS



Variants: No
Infrared Map: No
Interior: N/A
Light Points: No
Paint Schemes: Blue
LODS: 1 1454 Triangles

Damage States: Normal

Unmanned Aerial Vehicles Quick Links

[MAXI Cyber Quad](#)

[MQ-1 Predator](#)

[MQ-9 Reaper](#)

[RQ-2 Pioneer](#)

[RQ-7 Shadow](#)

[RQ-11 Raven](#)

[X-45](#)

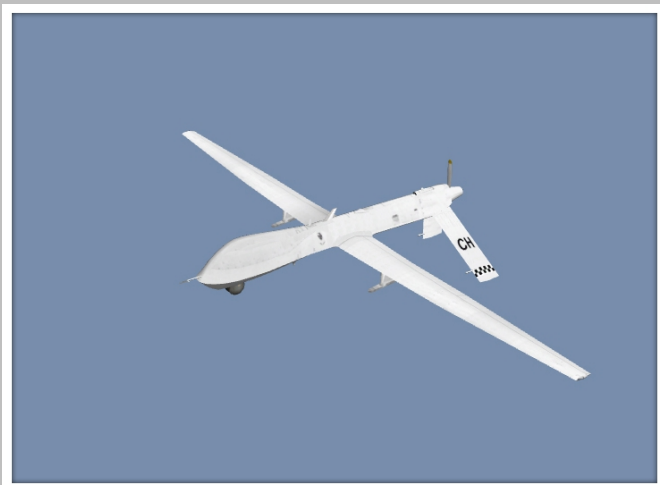
MAXI Cyber Quad



Variants: No
Infrared Map: Yes
Interior: N/A
Light Points: No
Paint Schemes: Black
LODS:
3 2314 Triangles
2 1424 Triangles
1 364 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

MQ-1 Predator



Variants: No
Infrared Map: Yes
Interior: N/A
Light Points: Yes
Paint Schemes: White
LODS:
3 1856 Triangles
2 892 Triangles
1 131 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

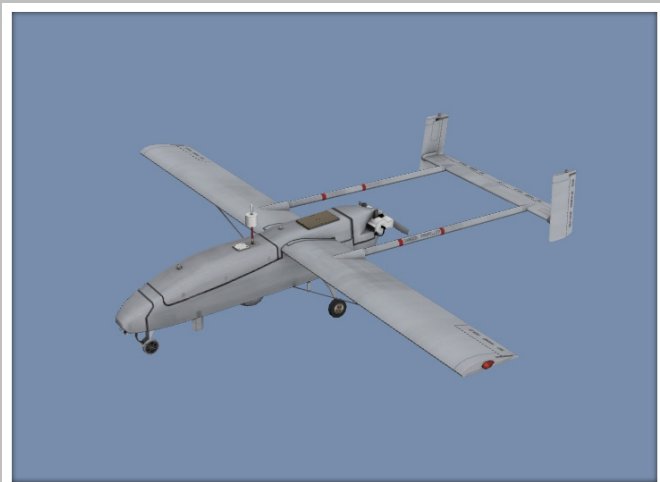
MQ-9 Reaper



Variants: No
Infrared Map: Yes
Interior: N/A
Light Points: Yes
Paint Schemes: Gray
LODS:
4 3175 Triangles
3 1830 Triangles
2 1602 Triangles
1 369 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

RQ-2 Pioneer



Variants: No
Infrared Map: Yes
Interior: N/A
Light Points: No
Paint Schemes: Gray
LODS:
4 2235 Triangles
3 1339 Triangles
2 537 Triangles
1 66 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

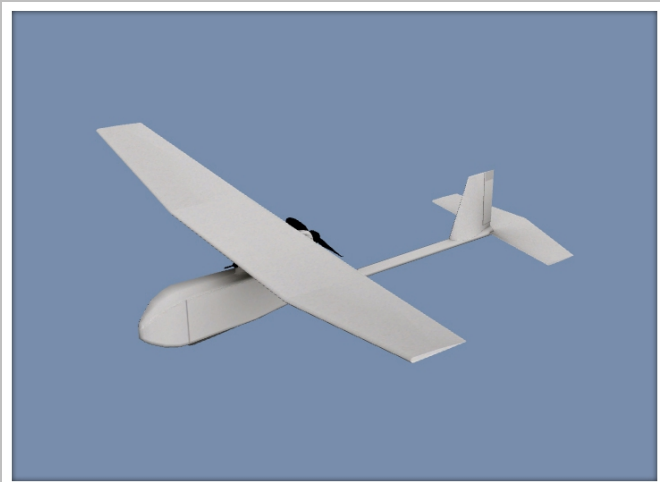
RQ-7 Shadow



Variants: No
Infrared Map: Yes
Interior: N/A
Light Points: No
Paint Schemes: Gray
LODS:
4 1543 Triangles
3 852 Triangles
2 228 Triangles
1 34 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

RQ-11 Raven



Variants: No
Infrared Map: Yes
Interior: N/A
Light Points: No
Paint Schemes: Gray
LODS:
3 1764 Triangles
2 923 Triangles
1 152 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

X-45



Variants: No

Infrared Map: Yes

Interior: N/A

Light Points: No

Paint Schemes: Gray

LODS:3 726 Triangles

2 290 Triangles

1 132 Triangles

Damage States: Normal

Tracked Vehicles Quick Links

[2S1 Gvozdika](#)

[2S3 Akatsiya](#)

[2S6 Tunguska](#)

[BMP-1](#)

[BMP-2](#)

[FV103 Spartan](#)

[M1A1](#)

[M1A2](#)

[M2A2](#)

[M2A3](#)

[M2A3 BFIST](#)

[M109A6](#)

[M113 AMEV](#)

[M113A3](#)

[M270](#)

[M901 ITV](#)

[M981 FISTV](#)

[M1064](#)

[Marder 1A3](#)

[Puma IFV](#)

[SA-6 Gainful](#)

[SA-11 Gadfly](#)

[SA-13 Gopher](#)

[T-72](#)

[T-90](#)

[ZSU-23-4](#)

2S1 Gvozdika



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD, Forest Camo
LODS: 4 3080 Triangles
3 1415 Triangles
2 268 Triangles
1 192 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

2S3 Akatsiya



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD, Forest Camo
LODS: 4 3166 Triangles
3 1649 Triangles
2 254 Triangles
1 177 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

2S6 Tunguska



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD
LODS: 4 4565 Triangles
3 2898 Triangles
2 584 Triangles
1 88 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

BMP-1



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD

LODS: 4 3040 Triangles
3 1990 Triangles
2 192 Triangles
1 141 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

BMP-2



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD

LODS: 4 3428 Triangles
3 2144 Triangles
2 634 Triangles
1 160 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

FV103 Spartan



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD

LODS: 4 3610 Triangles
3 2091 Triangles
2 442 Triangles
1 96 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M1A1



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD, Tan, Forest Camo
LODS: 5 7850 Triangles
4 6828 Triangles
3 812 Triangles
2 262 Triangles
1 36 Triangles
Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M1A2



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD, Tan, Forest Camo
LODS: 4 7854 Triangles
6824 Triangles
812 Triangles
262 Triangles
36 Triangles
Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M2A2



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD, Tan
LODS: 3 3003 Triangles
2 1753 Triangles
1 93 Triangles
Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M2A3



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD, Tan
LODS: 3 3172 Triangles
2 1922 Triangles
1 109 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M2A3 BFIST



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD, Tan
LODS: 3 3206 Triangles
2 1875 Triangles
1 109 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M109A6



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD, Tan, Forest Camo
LODS: 4 4743 Triangles
3 1417 Triangles
2 90 Triangles
1 90 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M113 AMEV



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: OD, Tan

LODS: 4 2457 Triangles
3 1552 Triangles
2 161 Triangles
1 98 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

M113A3



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: OD, Tan

LODS: 4 2817 Triangles
3 1570 Triangles
2 216 Triangles
1 104 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M270



Variants: No

Infrared Map: Yes

Interior: No

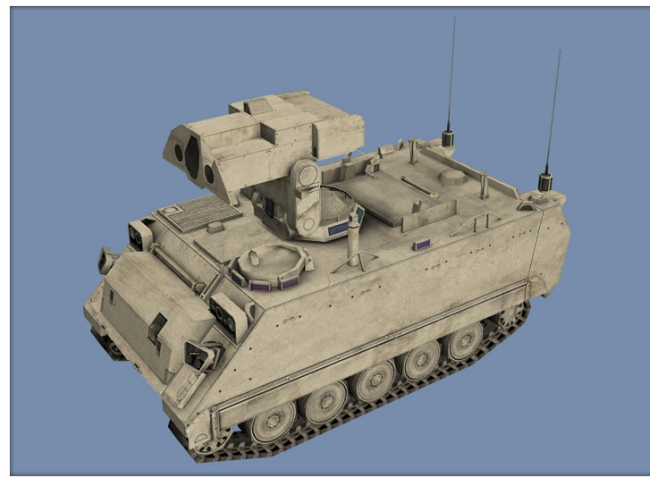
Light Points: Yes

Paint Schemes: OD, Tan

LODS: 4 3799 Triangles
3 1793 Triangles
2 87 Triangles
1 68 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M901 ITV



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD, Tan

LODS: 4 3238 Triangles
3 1781 Triangles
2 214 Triangles
1 134 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M981 FISTV



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD, Tan

LODS: 4 3205 Triangles
1815 Triangles
214 Triangles
176 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M1064



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: OD, Tan, Forest Camo

LODS: 4 2889 Triangles
3 1581 Triangles
2 213 Triangles
1 62 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

Marder 1A3



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD, Tan, Forest Camo
LODS: 4 3918 Triangles
3 2204 Triangles
2 371 Triangles
1 236 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

Puma IFV



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD
LODS: 4 3462 Triangles
3 2360 Triangles
2 280 Triangles
1 175 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

SA-6 Gainful



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD
LODS: 4 4462 Triangles
3 2964 Triangles
2 283 Triangles
1 168 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

SA-11 Gadfly



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD

LODS: 4 4804 Triangles
3 3234 Triangles
2 391 Triangles
1 217 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

SA-13 Gopher



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD, Tan, Forest Camo

LODS: 4 2963 Triangles
3 1654 Triangles
2 129 Triangles
1 122 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

T-72



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD

LODS: 4 3169 Triangles
3 1912 Triangles
2 281 Triangles
1 160 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

T-90



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD

LODS: 4 4710 Triangles
3 3355 Triangles
2 513 Triangles
1 249 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

ZSU-23-4



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD

LODS: 4 4481 Triangles
3103 Triangles
331 Triangles
221 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

Wheeled Civilian Vehicles Quick Links

[Ambulance](#)

[Box Van 1](#)

[Box Van 2](#)

[Box Van 3](#)

[Hatchback](#)

[Jeep](#)

[Jingle Truck](#)

[Fire Truck](#)

[Motorcycle](#)

[Sedan](#)

[Sedan Police](#)

[Semi Truck](#)

[Semi Trailer](#)

[Semi Trailer Fridge](#)

[Semi Trailer Softside](#)

[SUV Suburban](#)

[SUV Border Patrol](#)

[Truck](#)

[Truck ANP](#)

[Truck Covered](#)

[Truck Flatbed](#)

[Truck Technical](#)

[Truck Tow](#)

[Truck Utility](#)

[Van Mini](#)

[Van Full](#)

Wheeled Civilian Vehicles

Ambulance



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: White

LODS: 4 2699 Triangles
3 1571 Triangles
2 167 Triangles
1 97 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

BoxVan 1



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: W, BL, Y

LODS: 4 1814 Triangles
3 862 Triangles
2 133 Triangles
1 73 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

BoxVan 2



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: W, BL, Y

LODS: 4 1868 Triangles
3 944 Triangles
2 155 Triangles
1 88 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Wheeled Civilian Vehicles

BoxVan 3



Variants: W, B, Y

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: W, BL, Y

LODS: 4 1890 Triangles
3 976 Triangles
2 268 Triangles
1 97 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Hatchback



Variants: No

Infrared Map: Yes

Interior: Yes

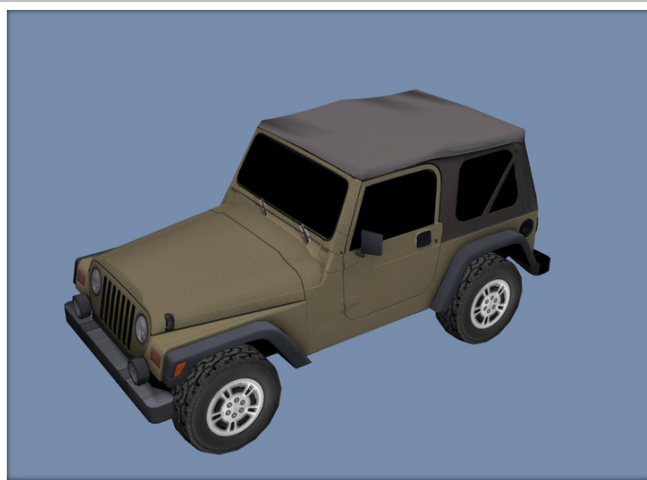
Light Points: Yes

Paint Schemes: BK,RD,SVR,Taxi,W

LODS: 4 1315 Triangles
3 439 Triangles
2 48 Triangles
1 48 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Jeep



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: Tan, White

LODS: 3 1532 Triangles
2 771 Triangles
1 392 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Wheeled Civilian Vehicles

Jingle Truck



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: BL,RD,W
LODS: 3 1913 Triangles
2 995 Triangles
1 66 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Fire Truck



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: Red
LODS: 3 3386 Triangles
2 2179 Triangles
1 116 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Motorcycle



Variants: No
Infrared Map: Yes
Interior: N/A
Light Points: Yes
Paint Schemes: RD, BK, ANP
LODS: 3 2057 Triangles
2 1405 Triangles
1 60 Triangles

Damage States: Normal
Destroyed

Wheeled Civilian Vehicles

Sedan



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: BL, Taxi, W1, W2
LODS: 3 3308 Triangles
2 1919 Triangles
1 80 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Sedan Police



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: B&W
LODS: 4 1365 Triangles
3 937 Triangles
2 120 Triangles
1 84 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Semi Truck



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: White
LODS: 1 3337 Triangles

Damage States: Normal

Semi Trailer



Variants: No
Infrared Map: No
Interior: Yes
Light Points: No
Paint Schemes: Gray
LODS: 1 956 Triangles

Damage States: Normal

Semi Trailer Fridge



Variants: No
Infrared Map: No
Interior: Yes
Light Points: No
Paint Schemes: Gray
LODS: 1 1090 Triangles

Damage States: Normal

Semi Trailer Softside



Variants: No
Infrared Map: No
Interior: Yes
Light Points: No
Paint Schemes: Gray
LODS: 1 1022 Triangles

Damage States: Normal

Wheeled Civilian Vehicles

SUV Suburban



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: OD, Forest Camo
LODS: 3 2738 Triangles
2 1062 Triangles
1 69 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

SUV Border Patrol



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: OD, Forest Camo
LODS: 3 2616 Triangles
2 2082 Triangles
1 97 Triangles

Damage States: Normal
Destroyed

Truck



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: W, BL
LODS: 3 1931 Triangles
2 1001 Triangles
1 90 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Truck Afghan National Police



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: No
Paint Schemes: ANP
LODS: 3 2905 Triangles
2 1270 Triangles
1 69 Triangles

Damage States: Normal
Destroyed

Truck Covered



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: White
LODS: 3 1966 Triangles
2 996 Triangles
1 90 Triangles

Damage States: Normal
Destroyed

Truck Flatbed



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: Blue
LODS: 3 1676 Triangles
2 914 Triangles
1 88 Triangles

Damage States: Normal
Destroyed

Truck Technical



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: White
LODS: 3 2269 Triangles
2 1001 Triangles
1 64 Triangles

Damage States: Normal
Destroyed

Truck Tow



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: No
Paint Schemes: Gray
LODS: 3 3287 Triangles
2 1828 Triangles
1 76 Triangles

Damage States: Normal

Truck Utility



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: No
Paint Schemes: White
LODS: 3 2651 Triangles
2 1480 Triangles
1 42 Triangles

Damage States: Normal

Wheeled Civilian Vehicles

Van Mini



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: White

LODS: 3 1620 Triangles

2 800 Triangles

1 46 Triangles

Damage States: Normal
Destroyed

Van Full



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: No

Paint Schemes: OD, Forest Camo

LODS: 1 3041 Triangles

Damage States: Normal
Partial Damage
Mobility Damage

Wheeled Military Vehicles Quick Links

<u>2F77M Transloader</u>	<u>M1095</u>
<u>9T244 Transloader</u>	<u>M1101</u>
<u>AMX 10 IFV</u>	<u>M1102</u>
<u>ANA Ranger</u>	<u>M1126</u>
<u>BRDM-2</u>	<u>M1126 Slat</u>
<u>BM-21 Grad</u>	<u>M1128 MGS</u>
<u>BTR-60</u>	<u>M1131 FSV</u>
<u>BTR-70</u>	<u>M1133</u>
<u>BTR-80</u>	<u>M1133 Slat</u>
<u>Cougar 4x4</u>	<u>M1151A1</u>
<u>LAV-25</u>	<u>M1151A1 50cal</u>
<u>LAV-M</u>	<u>M1152</u>
<u>LAV-AT</u>	<u>M1152A1</u>
<u>M119</u>	<u>M1165A1</u>
<u>M777</u>	<u>M1165A1 50cal</u>
<u>M977</u>	<u>M1200</u>
<u>M978 Fule</u>	<u>MATV 50cal</u>
<u>M978 Water</u>	<u>S-60</u>
<u>M98481</u>	<u>SA-8 Gecko</u>
<u>M1078</u>	<u>SA-9 Gaskin</u>
<u>M1082</u>	<u>VAB APC</u>
<u>M1083</u>	<u>ZIL 131</u>
<u>M1084 WMHE</u>	<u>ZIL 157</u>

2F77M Transloader



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: OD

LODS: 4 5536 Triangles
3 3722 Triangles
2 451 Triangles
1 209 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

9T244 Transloader



Variants: No

Infrared Map: Yes

Interior: Yes

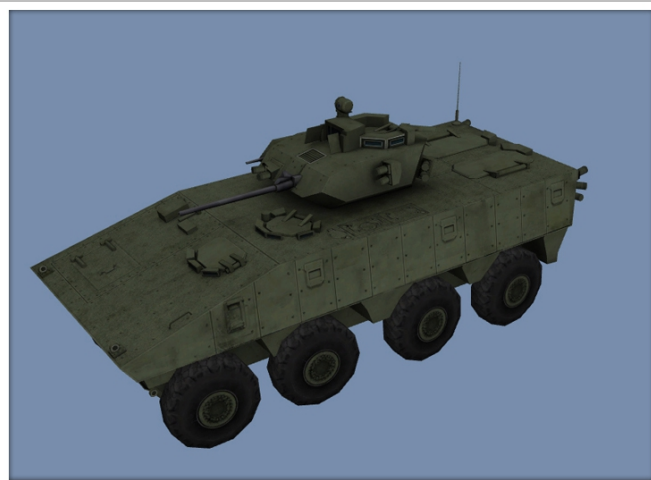
Light Points: Yes

Paint Schemes: OD

LODS: 4 4623 Triangles
3 3308 Triangles
2 576 Triangles
1 132 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

AMX 10 IFV



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD

LODS: 4 3141 Triangles
3 1905 Triangles
2 207 Triangles
1 99 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

ANA Ranger



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: Tan
LODS: 3 2923 Triangles
2 1256 Triangles
1 69 Triangles

Damage States: Normal
Destroyed

BRDM-2



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD
LODS: 4 2885 Triangles
3 1442 Triangles
2 171 Triangles
1 140 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

BM-21 Grad



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: OD
LODS: 4 4671 Triangles
3 3232 Triangles
2 454 Triangles
1 201 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

BTR-60



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD

LODS: 4 3438 Triangles
3 2188 Triangles
2 315 Triangles
1 131 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

BTR-70



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD

LODS: 4 3330 Triangles
3 1821 Triangles
2 245 Triangles
1 198 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

BTR-80



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

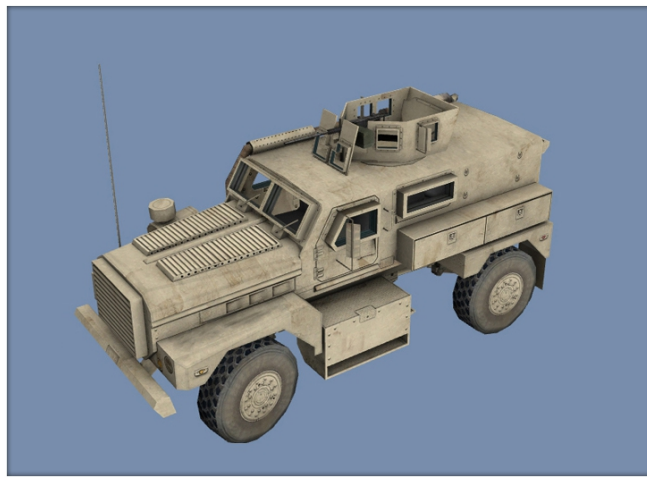
Paint Schemes: OD

LODS: 4 3707 Triangles
3 1909 Triangles
2 131 Triangles
1 111 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

Wheeled Military Vehicles

Cougar 4x4



Variants: 50cal, TOW

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: Tan

LODS: 3 4008 Triangles

2 1787 Triangles

1 66 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

LAV-25



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD, Tan, Forest Camo

LODS: 3 2868 Triangles

2 1029 Triangles

1 270 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

LAV-M



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: OD, Tan

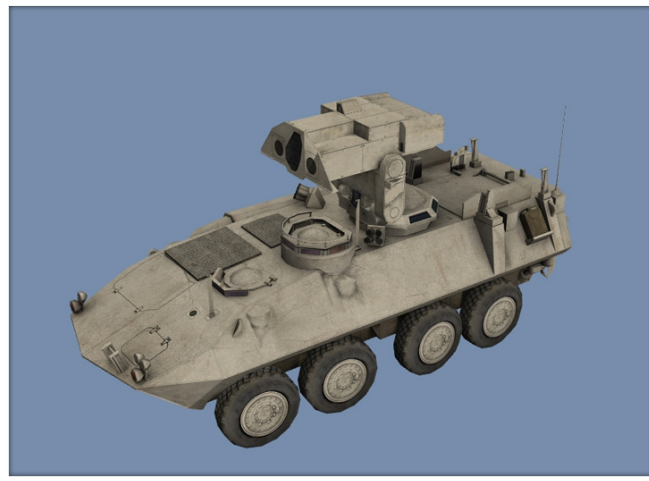
LODS: 3 2966 Triangles

2 827 Triangles

1 216 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

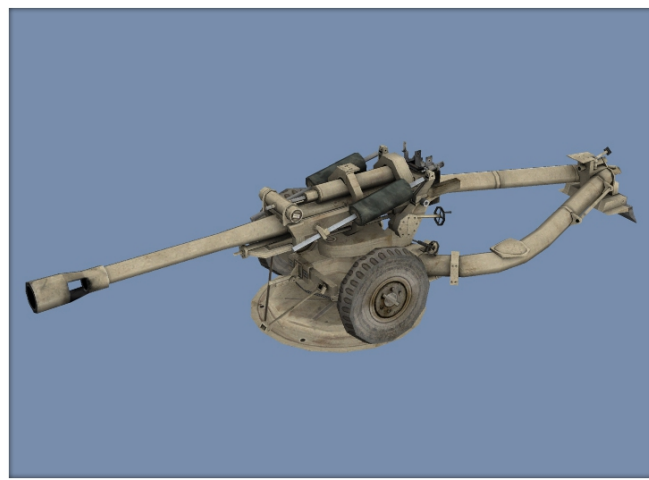
LAV-AT



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD, Tan
LODS: 3 3596 Triangles
2 1780 Triangles
1 246 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M119



Variants: No
Infrared Map: Yes
Interior: N/A
Light Points: Yes
Paint Schemes: OD, Tan
LODS: 4 3078 Triangles
3 1942 Triangles
2 662 Triangles
1 259 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M777



Variants: No
Infrared Map: Yes
Interior: N/A
Light Points: Yes
Paint Schemes: OD, Tan
LODS: 4 4637 Triangles
3 2825 Triangles
2 637 Triangles
1 318 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

Wheeled Military Vehicles

M978 Fuel



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: OD, Tan, Forest Camo

LODS: 4 4316 Triangles
3 1596 Triangles
2 380 Triangles
1 141 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

M978 Water



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: OD, Tan, Forest Camo

LODS: 4 4282 Triangles
3 1590 Triangles
2 380 Triangles
1 141 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

M984A1



Variants: No

Infrared Map: No

Interior: No

Light Points: No

Paint Schemes: Tan

LODS: 1 4504 Triangles

Damage States: Normal

M1078



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Tan
LODS: 1 2711 Triangles

Damage States: Normal

M1082



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Tan
LODS: 1 1037 Triangles

Damage States: Normal

M1083



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Tan
LODS: 1 2935 Triangles

Damage States: Normal

M1084 WMHE



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Tan
LODS: 1 3741 Triangles

Damage States: Normal

M1095



Variants: No
Infrared Map: Yes
Interior: N/A
Light Points: No
Paint Schemes: Tan
LODS: 1 1257 Triangles

Damage States: Normal

M1101



Variants: No
Infrared Map: Yes
Interior: N/A
Light Points: Yes
Paint Schemes: Tan
LODS: 1 955 Triangles

Damage States: Normal

M1102



Variants: No
Infrared Map: Yes
Interior: N/A
Light Points: Yes
Paint Schemes: Tan
LODS: 1 955 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M1126



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: OD, Tan
LODS: 4 3019 Triangles
3 1885 Triangles
2 344 Triangles
1 163 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M1126 Slat



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: OD, Tan
LODS: 4 4691 Triangles
3 2755 Triangles
2 588 Triangles
1 171 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M1128 MGS



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD, Tan

LODS: 4 3111 Triangles
3 1645 Triangles
2 440 Triangles
1 108 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M1131 FSV



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: OD, Tan

LODS: 4 4130 Triangles
3 1624 Triangles
2 378 Triangles
1 191 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M1133



Variants: No

Infrared Map: Yes

Interior: Yes

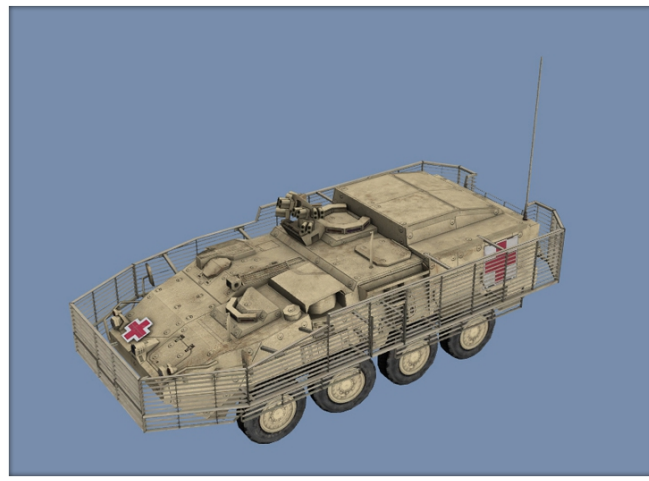
Light Points: Yes

Paint Schemes: OD, Tan

LODS: 4 2904 Triangles
3 1761 Triangles
2 373 Triangles
1 215 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

M1133 Slat



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: OD, Tan

LODS: 4 4574 Triangles
3 2629 Triangles
2 617 Triangles
1 215 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

M1151A1



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: OD, Tan, Forest Camo

LODS: 4 4144 Triangles
3 1819 Triangles
2 106 Triangles
1 35 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

M1151A1 50cal



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: OD, Tan, Forest Camo

LODS: 4 4977 Triangles
3 2210 Triangles
2 151 Triangles
1 52 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M1152 Ambulance



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: OD, Tan, Forest Camo
LODS: 4 2891 Triangles
3 1400 Triangles
2 129 Triangles
1 89 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

M1152A1



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: OD, Tan, Forest Camo
LODS: 4 3373 Triangles
3 1568 Triangles
2 166 Triangles
1 67 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

M1165A1



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: Yes
Paint Schemes: OD, Tan, Forest Camo
LODS: 4 3866 Triangles
3 1697 Triangles
2 122 Triangles
1 45 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Wheeled Military Vehicles

M1165A1 50cal



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD, Tan, Forest Camo

LODS: 4 4731 Triangles

3 2099 Triangles

2 167 Triangles

1 62 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

M1200



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD, Tan

LODS: 4 3471 Triangles

3 1538 Triangles

2 243 Triangles

1 120 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

MATV 50cal



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

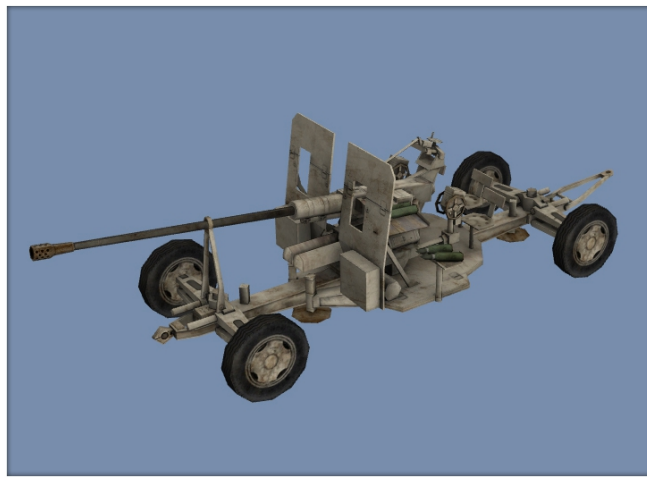
Paint Schemes: Tan

LODS: 2 4095 Triangles

1 142 Triangles

Damage States: Normal

S-60



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: Tan
LODS: 3 2587 Triangles
2 1560 Triangles
1 332 Triangles

Damage States: Normal
Destroyed

SA-8 Gecko



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD
LODS: 4 5165 Triangles
3 3854 Triangles
2 918 Triangles
1 282 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

SA-9 Gaskin



Variants: No
Infrared Map: Yes
Interior: No
Light Points: Yes
Paint Schemes: OD
LODS: 4 2540 Triangles
3 1790 Triangles
2 423 Triangles
1 210 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

VAB APC



Variants: No

Infrared Map: Yes

Interior: No

Light Points: Yes

Paint Schemes: OD

LODS: 4 3234 Triangles
3 1600 Triangles
2 244 Triangles
1 84 Triangles

Damage States: Normal
Mobility Kill
Fire Power Kill
Partial Damage
Destroyed

ZIL 131 Fire Direction Control



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: OD

LODS: 4 4538 Triangles
3 2780 Triangles
2 279 Triangles
1 149 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

ZIL 157



Variants: No

Infrared Map: Yes

Interior: Yes

Light Points: Yes

Paint Schemes: OD

LODS: 4 4709 Triangles
3 3480 Triangles
2 331 Triangles
1 283 Triangles

Damage States: Normal
Mobility Kill
Partial Damage
Destroyed

Watercraft Quick Links

[051B Luhai](#)

[052B Luyang I](#)

[052C Luyang II](#)

[054 Jiangkai I](#)

[054A Jiangkai II](#)

[092 Xia](#)

[11m NSWRI](#)

[CVN-73](#)

[Defender](#)

[Fishing Boat Small](#)

[Fishing Boat Medium](#)

[Ghadir](#)

[Haijian Wagor CCG](#)

[Hendijan](#)

[Jamaran](#)

[LHD-1](#)

[Mark V](#)

[PETYA III](#)

[SAAR 4](#)

[SAAR 4.5](#)

[SAAR 5](#)

[SAAR 72](#)

[Shubian WPS CMSA](#)

[Shuyou WPS CCG](#)

[SLAVA](#)

[SSN-688](#)

[Yono](#)

051B Luhai



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:
4 34849 Triangles
3 15939 Triangles
2 3424 Triangles
1 354 Triangles

Damage States: Normal

052B Luyang I



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:
4 33692 Triangles
3 14538 Triangles
2 3814 Triangles
1 294 Triangles

Damage States: Normal

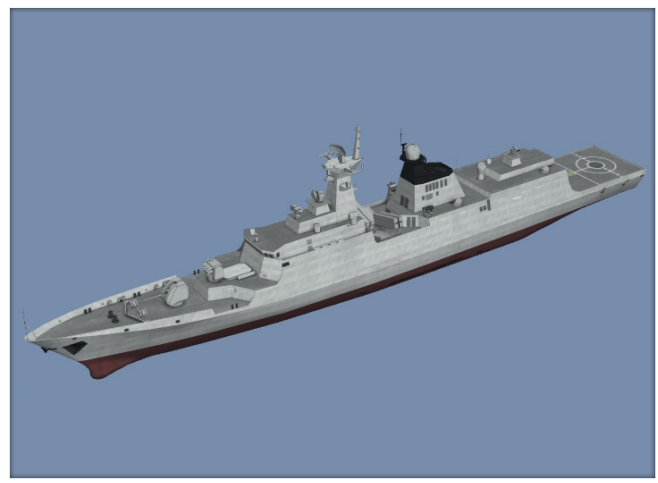
052C Luyang II



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:
4 39171 Triangles
3 14416 Triangles
2 3311 Triangles
1 339 Triangles

Damage States: Normal

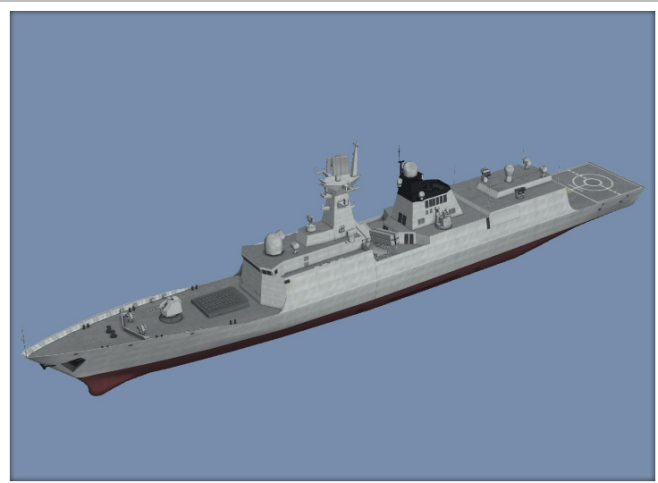
054 Jiangkai I



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:
4 35472 Triangles
3 11768 Triangles
2 3555 Triangles
1 326 Triangles

Damage States: Normal

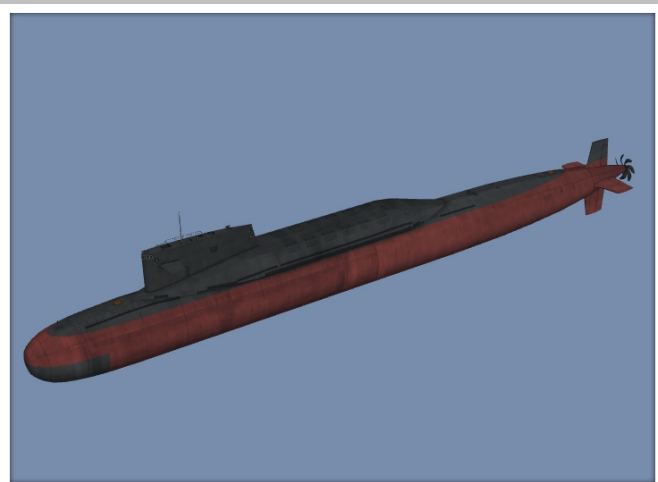
054A Jiangkai II



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:
4 29974 Triangles
3 12162 Triangles
2 3241 Triangles
1 276 Triangles

Damage States: Normal

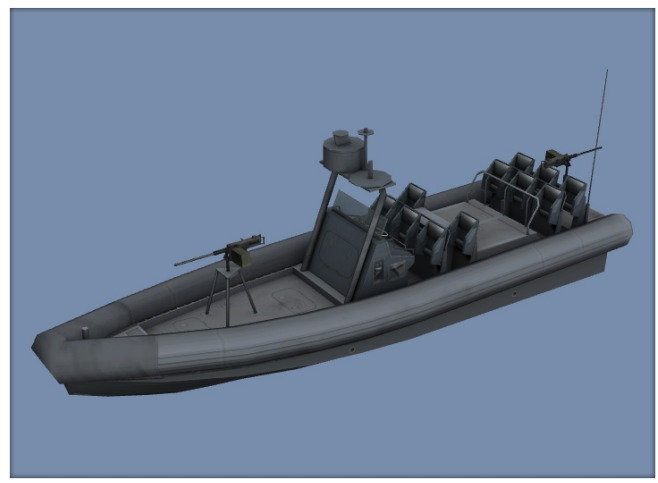
092 Xia



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Black
LODS:
3 5597 Triangles
2 1941 Triangles
1 142 Triangles

Damage States: Normal

11m NSW Rigid Inflatable Boat



Variants: No
Infrared Map: Yes
Interior: N/A
Light Points: No
Paint Schemes: Gray
LODS:1 2515 Triangles

Damage States: Normal

CVN-73



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:5 15459 Triangles
4 8085 Triangles
3 6983 Triangles
2 1309 Triangles
1 334 Triangles

Damage States: Normal

25ft Defender USCG



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: No
Paint Schemes: Silver and Orange
LODS:2 1967 Triangles
1 934 Triangles

Damage States: Normal

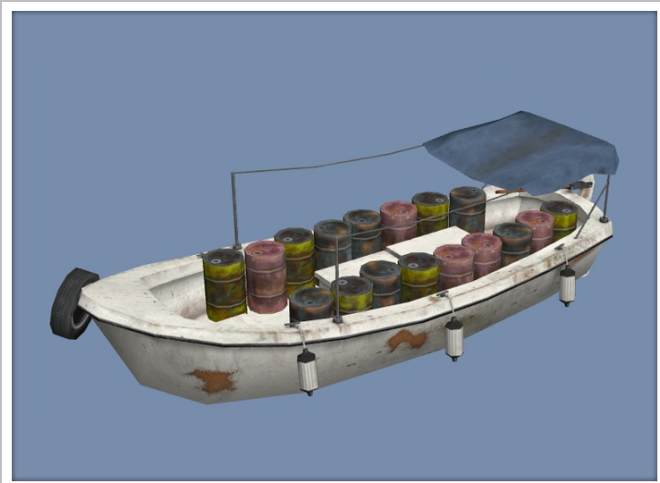
Fishing Boat Small



Variants: Red, Blue
Infrared Map: Yes
Interior: N/A
Light Points: No
Paint Schemes: Red, Blue
LODS:1 1676 Triangles

Damage States: Normal

Fishing Boat Medium



Variants: No
Infrared Map: Yes
Interior: No
Light Points: N/A
Paint Schemes: Gray, Gray Camo
LODS:1 2026 Triangles

Damage States: Normal

Ghadir



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Green
LODS:3 5616 Triangles
2 3414 Triangles
1 122 Triangles

Damage States: Normal

Haijian Wagor China Coast Guard



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: White CCG
LODS:
4 10742 Triangles
3 5316 Triangles
2 1147 Triangles
1 166 Triangles

Damage States: Normal

Hendijan



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:
4 11273 Triangles
3 7501 Triangles
2 1018 Triangles
1 166 Triangles

Damage States: Normal

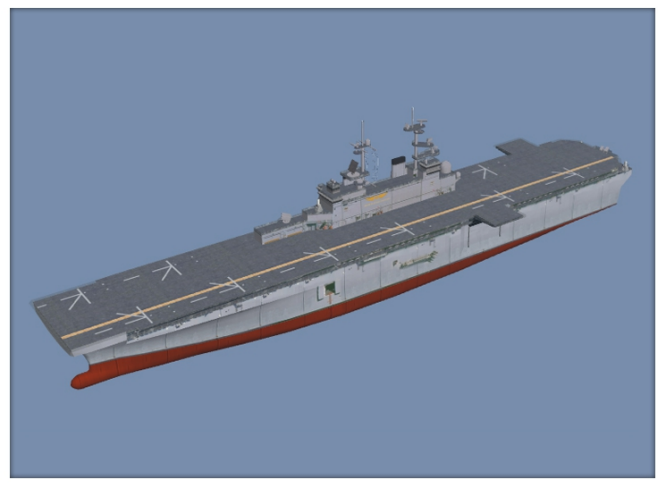
Jamaran



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:
4 18656 Triangles
3 6500 Triangles
2 1827 Triangles
1 103 Triangles

Damage States: Normal

LHD-1



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:1 6581 Triangles

Damage States: Normal

Mark V



Variants: No
Infrared Map: Yes
Interior: Yes
Light Points: No
Paint Schemes: Gray Camo
LODS:2 5874 Triangles
1 1218 Triangles

Damage States: Normal

PETYA III



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:4 21512 Triangles
2 2716 Triangles
3 6420 Triangles
1 245 Triangles

Damage States: Normal

SAAR 4



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:
4 10000 Triangles
3 4198 Triangles
2 1210 Triangles
1 130 Triangles

Damage States: Normal

SAAR 4.5



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:
4 11545 Triangles
3 4997 Triangles
2 1235 Triangles
1 164 Triangles

Damage States: Normal

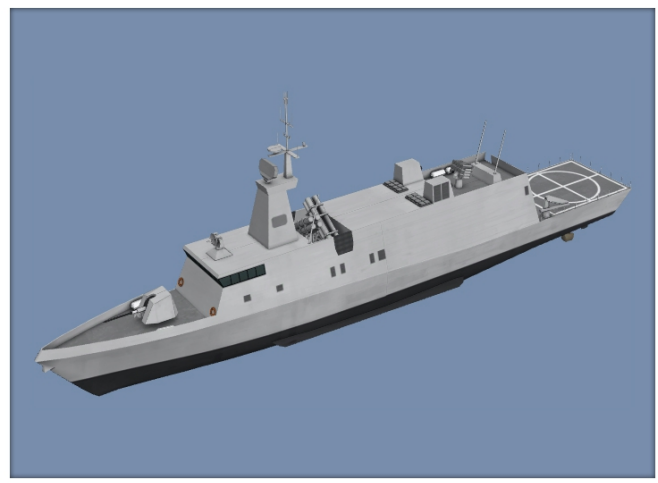
SAAR 5



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:
4 11039 Triangles
3 5310 Triangles
2 1684 Triangles
1 222 Triangles

Damage States: Normal

SAAR 72



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:
4 7539 Triangles
3 3556 Triangles
2 1090 Triangles
1 149 Triangles

Damage States: Normal

Shubian WPS China Maritime Safety Admin



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: White CCG
LODS:
4 28426 Triangles
3 9902 Triangles
2 2186 Triangles
1 199 Triangles

Damage States: Normal

Shuyou WPS China Coast Guard



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: White CCG
LODS:
4 10630 Triangles
3 5345 Triangles
2 1136 Triangles
1 202 Triangles

Damage States: Normal

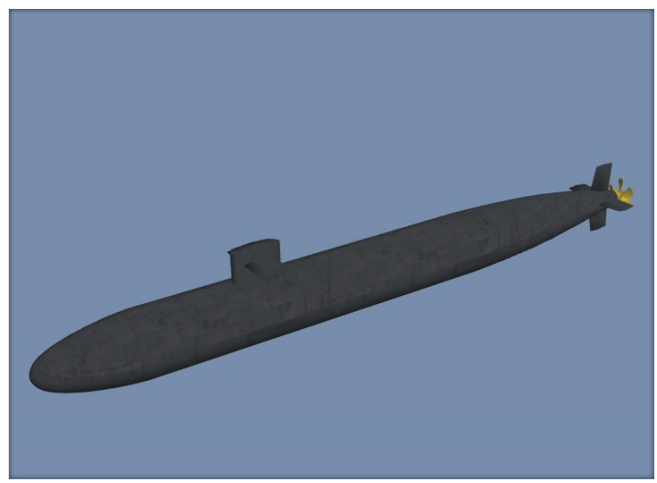
SLAVA Class Missile Cruiser



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Gray
LODS:
4 54581 Triangles
3 24612 Triangles
2 8206 Triangles
1 656 Triangles

Damage States: Normal

SSN-688



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Black
LODS:
1 2010 Triangles

Damage States: Normal

Yono Class Sub



Variants: No
Infrared Map: Yes
Interior: No
Light Points: No
Paint Schemes: Teal Green
LODS:
3 5616 Triangles
2 3414 Triangles
1 122 Triangles

Damage States: Normal

Weapons Quick Links

[590A1](#)

[590A1 SP](#)

[AK47](#)

[AK74](#)

[AKM](#)

[APM 1VS50](#)

[APM 72AP](#)

[APM PMN](#)

[APM PM2](#)

[Improvised Mortar 1](#)

[Improvised Mortar 2](#)

[M4](#)

[M9](#)

[M16A2](#)

[M24 SWS](#)

[M120](#)

[M224](#)

[M249](#)

[M252](#)

[M-220](#)

[PLS Dragunov](#)

[RDG-5](#)

[RKG-3](#)

[RPG-2](#)

[RPG-7](#)

[SA16](#)

[SA18](#)

[Type 56](#)

590A1



Variants: No
Infrared Map: No
LODS:1 525 Triangles

590A1 SP



Variants: No
Infrared Map: No
LODS:1 805 Triangles

AK47



Variants: Stock 1, 2
Infrared Map: No
LODS:2 982 Triangles
1 225 Triangles

AK74



Variants: No
Infrared Map: No
LODS:2 1277 Triangles
1 215 Triangles

AKM



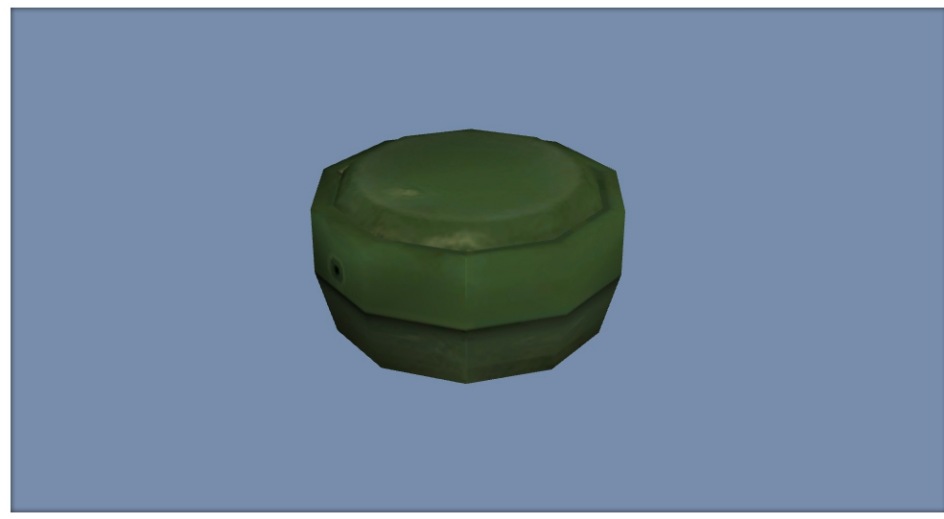
Variants: Stock1, 2
Infrared Map: No
LODS:2 1053 Triangles
1 221 Triangles

APM 1VS50



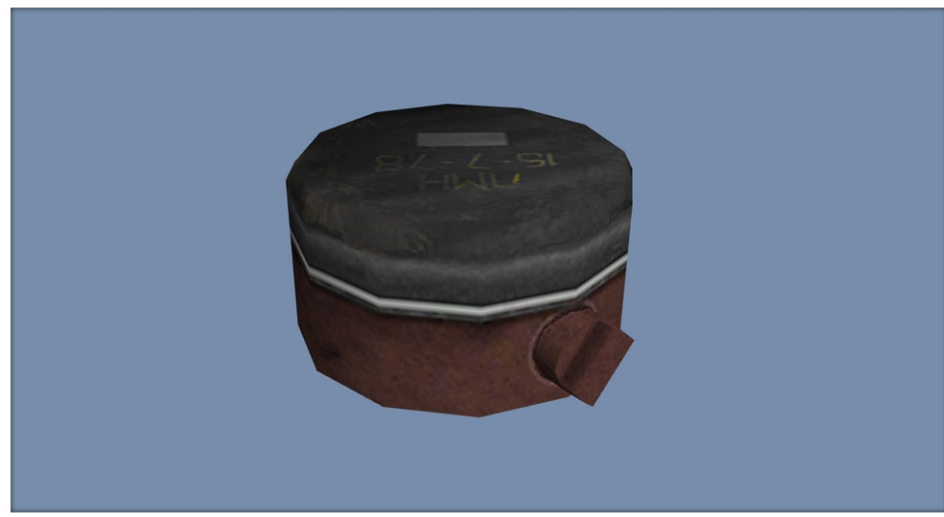
Variants: No
Infrared Map: No
LODS:2 340 Triangles
1 13 Triangles

APM 72AP



Variants: No
Infrared Map: No
LODS:2 100 Triangles
1 13 Triangles

APM PMN



Variants: No
Infrared Map: No
LODS:2 132 Triangles
1 13 Triangles

APM PM2



Variants: No
Infrared Map: No
LODS:2 154 Triangles
1 13 Triangles

Improvised Mortar 1



Variants: No
Infrared Map: No
LODS:1 200 Triangles

Improvised Mortar 2



Variants: No
Infrared Map: No
LODS:1 210 Triangles

M4



Variants: RIS, M203
Infrared Map: No
LODS:1 1061 Triangles

M9



Variants: No
Infrared Map: No
LODS:1 363 Triangles

M16A2



Variants: M203
Infrared Map: Y No
LODS:1 210 Triangles

M24 SWS



Variants: No
Infrared Map: No
LODS:1 871 Triangles

Weapons

M120



Variants: No

Infrared Map: No

LODS:2 893 Triangles

1 105 Triangles

Damage States: Normal

Destroyed

M224



Variants: No

Infrared Map: No

LODS:1 728 Triangles

M249

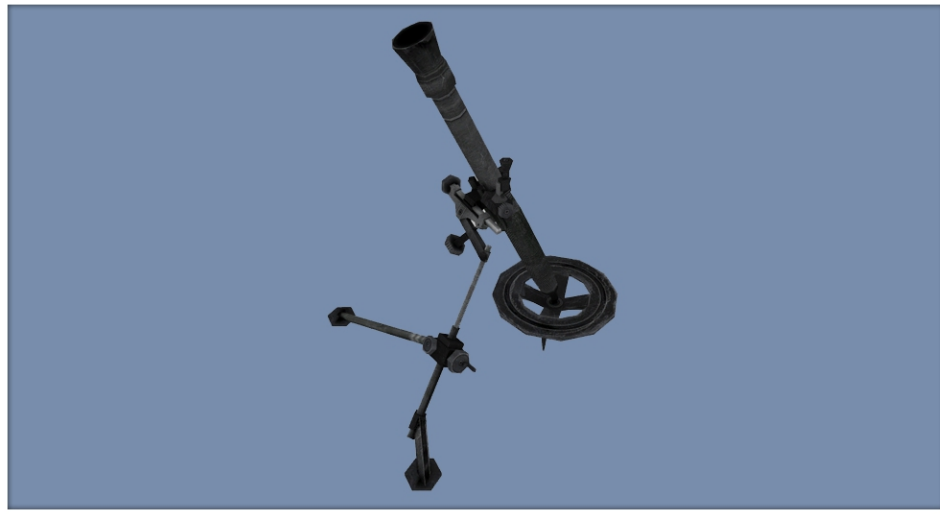


Variants: No

Infrared Map: No

LODS:1 1127 Triangles

M252



Variants: No
Infrared Map: No
LODS:2 930 Triangles
1 78 Triangles

Damage States: Normal
Destroyed

M-220 TOW Launcher



Variants: No
Infrared Map: No
LODS: 3 1316 Triangles
2 747 Triangles
1 180 Triangles

Damage States: Normal
FP Kill
Destroyed

PLS Dragunov



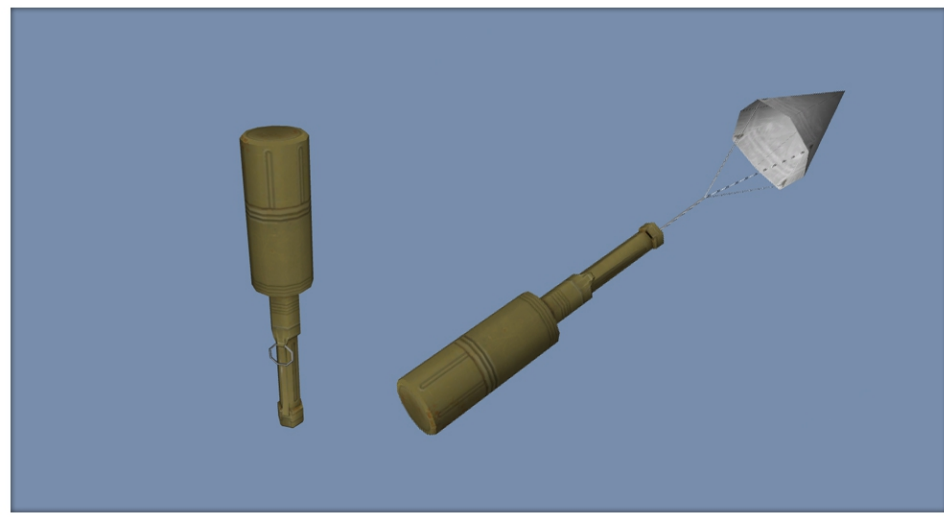
Variants: No
Infrared Map: No
LODS:2 1699 Triangles
1 262 Triangles

RDG-5



Variants: No
Infrared Map: No
LODS:2 318 Triangles
1 12 Triangles

RKG-3



Variants: No
Infrared Map: No
LODS:2 238 Triangles
1 22 Triangles

RPG-2



Variants: No
Infrared Map: No
LODS:2 780 Triangles
1 66 Triangles

RPG-7



Variants: No
Infrared Map: No
LODS:2 280 Triangles
1 80 Triangles

SA16



Variants: No
Infrared Map: No
LODS:2 542 Triangles
1 250 Triangles

Damage States: Normal
Destroyed

SA18



Variants: No
Infrared Map: No
LODS:2 504 Triangles
1 236 Triangles

Damage States: Normal
Destroyed

Type 56



Variants: Stock1, 2

Infrared Map: No

LODS:2 1019 Triangles

1 12 Triangles

Contact Info

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