

# WW4 Extended: Cold War - Changelog

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## v1.0.1

### Infantry

- **FIX:** Off-duty BDU and BDU desert units should be working again

### Other

- **NEW:** Material definitions for CW units

## v1.0

Initial release. Cold War era infantry and vehicle units from main EXT moved here.

### Units

- **NEW:** Soviet motor rifle infantry wearing KLMK overalls
- **NEW:** Spetsnaz units based on Afghan ones
- **NEW:** Special reconnaissance units in BDU woodland
- **NEW:** Special operation forces in night (black) camo
- **NEW:** Ghillie sniper units for BDU woodland. Non-ghillie version for BDU desert
- **NEW:** Dragon gunner for BDU units in desert and woodland
- **NEW:** New auto-rifleman class using M16A1 for BDU units (previous M249 class still present)
- **CHANGE:** AT4 gunner changed to LAW gunner for BDU units
- **CHANGE:** Soviet heavy anti-tank gunners now use the new RPG-29
- **CHANGE:** Lowered resolution for the LOD with cat eyes. That should shorten the range at which cat eyes are visible.
- **CHANGE:** Team leaders no longer assigned NV goggles for BDU units. Only Squad Leaders and Officers carry one now.
- **CHANGE:** West mechanized groups now equipped with Dragon instead of Javelin. More units equipped with LAW launchers

- **CHANGE:** Updated VDV afghan model. Kapi version deprecated. Kapi now integrated in main model. Model now displays a collar again. Textures also fixed and updated.

## Vehicles

- **NEW:** TOW HMMWV in green and desert, using MCAR for the firing system and the Arma 1 TOW launcher models

## Weapons

- **NEW:** M47 Dragon launcher, imported and edited from Arma 2 (WW4EXT\_DragonLauncher,WW4EXT\_DragonMag)
- **NEW:** M16A1 using special ammo that allows AI units to engage at a longer distance with a higher rate of fire. Intended to be used with US auto-riflemen prior to the introduction of the M249 (1984).
- **NEW:** AK-74 and RPK-74, assigned to soviet infantry