

Description:

This Pack converts Brits to Aussies for Day of Defeat 1.3. September 2005 adjusted May 2026

Only some of the content is mine, READ THE CREDITS BELOW for the hard working people who have made the great models that make this pack complete.

This Pack WILL change your Brit content...

- Menu selection screens,
- Player models, the Aussie slouch hat and uniforms
- Flags,
- Mini Map sprites, (standard size and smaller options)
- sounds,
- ...and weapons.

The Weapons that are updated

- The Owen gun (replaces the Sten). "V", "P" and "W" Models.
- Aussie Fighting Knife.... (replaces Fairbairn) "V", "P" and "W" Models.

All other weapons are STANDARD... just the sleeves were changed.

To install

The files are best installed in a special folder for custom files in... Half-Life\dod_addon

dod_addon acts like a "dod" folder and loads custom files from there while leaving your standard files intact. That way you validate your dod files and these will not be altered.

[Read more about that here.](#)

Basically, the "dod_addon" in the download goes in your "Half Life" folder.

To find your Half-Life folder...

1. Open your Steam Library
2. Right-click on the "Day of Defeat" icon
3. Select "Manage" > "Browse local files"
4. A folder called "Half-Life" will pop-up
5. Copy and paste the "dod_addon" folder in the download into the "Half-Life" folder.

Read the whole readme as there are option folders to consider.

Standard set and some option differences.



As you can see if you just install the “dod_addon” folder you get the standard set.
Note the Owen gun that relaces the sten.

Do look at the options below with care, once you have installed the standard set you can pick a option and just over-write those files.

The standard knife model change...



The menu images and some text will also change...



Options

You will see some options for smaller sprites (mini map and player ID icon) these are required you can over-write the standard set. See the "Option smaller sprites" folder for those.

Look at the images in those folders labelled as Options.

Option smaller sprites folder

There are two subfolders –

"smaller player icon" just shrinks the player ID icon

"smaller minimap icons" This set will make the minimap icons for all teams, US German and Aussie including the death icon.

The reason is when you use the mini map if your preference is to show the whole map (press the M key "+map" then L key "+mapzoom") the standard dod icons are too big.

Reducing them by 50% you can see where your team members are on the map... less clutter.



The US and German icons are from the downloads in the KTP league discord maintained by BulletFrenzy. There is an Aussie set I included to match that size.



Option- high res flags plus matching icons folder

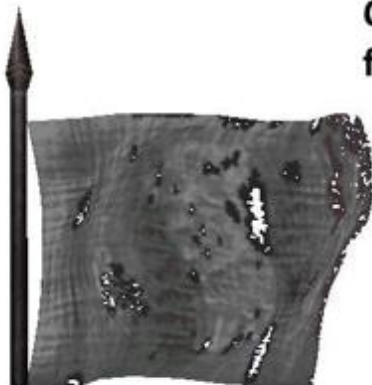
flags only sub folder...

These are wartorn larger flags by MaRzY with just one change the Brit flag is Aussie.

Be warned the German flag is a historic one (not iron cross)



**Option - high res flags plus matching icons folder
flags only sub folder...**



**These are wartorn larger flags by MaRzY
Just one change the Brit flag is Aussie.
Be warned:
The German flag is a historic one
(not iron cross)**

These “historically accurate” war-torn flags can be matched with a separate option for other sprites like the minimap icons and a player ID icon.

See the next page.

“matching minimap sprites” folder

This set will change the standard size icons for the player ID icon and the Mini map.

There are two subfolders... American Sprites and German Sprites



CREDITS...

The Aussie team, class, score selection screens...

The DoD team.

INsane

Other custom graphics (the Slouch hat graphic), Owen and other weapon screens re-wording by INsane.

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The flags...

MaRzY.

INsane.

"Hi Res war torn flag models" by MaRzY. (Converted to Aussie)

Why try and recreate perfection :)

Here is his readme...

Hi Res war torn flag models for dod v1.0

Model: Dev Team

Flag Skins: MaRzY

Pole Skin: Dev Team & MaRzY

Meshed: MaRzY

The Aussie flag texture by INsane.

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The Sprites...

INsane.

The dod sprites with changed textures.

The player icon, minimap, and object textures sprites by INsane.

There is a separate download for US and German sprites to match these as a set.

The optional 50% reduced mini map sprites ... The US and German icons are from the downloads in the KTP league discord maintained by BulletFrenzy.

INsane made the aussie ones.

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The player models...

These player models were part of a incomplete project, it was called...
"The Pacific Theater Conversion pack" ...from 2004.

Every time someone came close to getting an Aussie player pack up it falls over at the 11th hour :(The pack they attempted was huge, it's a pity it was so close.

As far as I can tell the people that worked on the player model were...

BillyNair
BaDkaRmA158Th

Also maybe mumblyjoe?

Even BillyNair is unsure of the names involved with this model because it was part of a bigger pack, aussies, japs and US troops in the pacific.

I did a small fix to the slouch hat texture (rising sun badge/hatband) to make it more realistic, reason? The one in there looked like WW1 type.

If I have forgotten someone please email me and I will fix the credits.

email insane@dodbits.com

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Sounds...

The sounds were bloody hard.

BillyNair said he had some but I guess he has lost them as he never returned an email with the sounds he did once have from 5 aussies last year :(

Sounds are hard work... try it yourself! I don't pretend to be the best at it... I hope you like them, just keep the ones you like and delete the ones you dont.

I have provided a list of all Brit sounds below the "INSTALL" section for a guide. If you don't like one...delete it steam will replace it.

I had to mix and edit all of them, the actors in the files are...

My wife ... with a lot of mixing a woman can sound like a man :)
She did the "grenade", "chuck a grenade", and "fire in the hole".

True story I swear.

My loving Wife. (Mrs INsane to you mate)

Alester.

Ross (my son)

Nemi (my son)

Myself (INsane)

Chips Rafferty inspired some sounds.

If you think you can do better give me the raw file and your name and I will stick it in any update pack that may happen ;) email insane@dodbits.com

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Weapons...

WWII Australian made fighting knife... 2005

By Dennispls and INsane.

For the real knife info, see about the middle of this page...

<https://web.archive.org/web/20110403233822/http://www.diggerhistory.info/pages-weapons/knives.htm>

The knife is bits and pieces of the correct shape, then re-skinned.

CREDITS...

Note:Below are all the original credits that came with the models used to get this going.

The "V" model... the "hunting knife" by Dennispls.

Adatped to dod by INsane. Arm is the same as default DoD Brit.

I did the textures again, sleeves, handle and blade to get closer to the real knife

The "P" and "W" model...

The Hunting Knife by Dennispls.

Adatped to dod by INsane.

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The "V" models, "P" and "W" model...Dennispls (for cs)

\\-Credits-//

Model: Dennispls
 Mesh: Dennispls
 Skin: Dennispls
 Compilage: Dennispls

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REPLACEMENT SOUNDS FROM BRITS TO AUSSIES

Note: Guide...(V9 britareaclear.wav... Sector clear!)

"V9" = dod keys used for this sound.

"britareaclear.wav" = Name of the file.

"Sector clear!" = what the real file did say... mine are sometimes different.

There are two folders containing all the brit sounds....

day of defeat\dod\sound\ambience

britareasecure.wav ... AREA SECURE!

britobjectivesecure.wav... Objective secure!

britpointcaptured.wav... Point Captured!

britwin.wav... Music for Victory

(Now Waltzing Matilda) Played by the Royal Australian Navy Band.

"God save the Queen" and "Advance Australia Fair" ...just didn't sound as good.

\dod\sound\player

V9 britareaclear.wav... Sector clear!

C1 britattack.wav... All right lads lets get on with it!

V3 britbackup.wav... Give us some help up here!

B4 britbehindus.wav... Their coming up behind us!

britbringuppiat.wav... Bring up the piat then...!

C9 britceasefire.wav...ceasefire...!

C7 britcover.wav... Squad, covering fire!

britcoverflanks.wav... Cover the flanks!

britdefendarea.wav... Alright lads... defend this position!

britdefendobj.wav...Depend this objective lads...!

B2 britdisplace.wav... Disperse!

britdropguns.wav... Drop your weapons now..!

B3 britenemyahead.wav... Enemy ahead!

C3 britfallback.wav... Fall back!

V4 britfireinhole.wav... Grenade in!

britflank.wav... Take the flank!

C5 britflankleft.w ... flank left!

C5 britflankright.wav... flank right!

B1 britgogogo.wav... Move foward...!

V5 britgrenade.wav... Clear out... BOMB!

C2 brithold.wav... Hold this sector!

VOICE MENU 2/2 britleft.wav... Left!

britmedic.wav... Medic...!

B5 britmgahead.wav... MG position ahead!

B6 britmoveupmg.wav.. Oie! bring up that bren!

B7 britneedammo.wav... I need ammunition!

V2... britnegative.wav... Negative!

B9... britpanzerschreck.wav... panzerschreck!

britprepare.wav...Right boys... get ready to attack!

VOICE MENU 2/3 britright.wav... Right!

V6... britsniper.wav... Sniper!

britspeadout.wav... Spread out chaps.

MAP RUN britstartround2.wav... Allright, off we go then, Move Out!

MAP RUN britstartround.wav.. Ready to give Gerry hell then, MOVE OUT!

C6... britsticktogether.wav..Keep Close Lads!

brittakecover.wav... Take cover..!

brittakeobj.wav... Take that Objective lads!

V7... brittakingfireleft.wav... Incomming fire..left flank.

V8... brittakingfireright.wav... Incomming fire..right flank

brittigerahead.wav... heads up lads.. Tiger approuching!

C8... britusegrenades.wav... Throw a grenade!

B8... britusepiat.wav... Use the Piat!

V1... brityessir.wav... Yes sir!

MENU SELECTION...

"VOICE MESSAGES 1"

"1"	"Move out"	"voice_attack" britattack.wav
"2"	"Fall Back"	"voice_fallback" britfallback.wav
"3"	"Covering Fire"	"voice_cover" britcover.wav
"4"	"I need backup"	"voice_backup" britbackup.wav
"5"	"Hold this position"	"voice_hold" brithold.wav

"VOICE MESSAGES 2"

"1"	"Yes Sir!"	"voice_yessir" brityessir.wav
"2"	"Left!"	"voice_left" britleft.wav
"3"	"Right!"	"voice_right" britright.wav
"4"	"I need ammo"	"voice_needammo" britneedammo.wav
"5"	"Sniper!"	"voice_sniper" britsniper.wav
"6"	"Grenade!"	"voice_grenade" britgrenade.wav