LT. SMASH'S FLOATING ICONS FOR COMBAT MISSION: SHOCK FORCE 2

This mod replaces the default floating icons in Combat Mission: Shock Force 2 (CMSF2). These stylized icons are based on the U.S. Department of Defense Interface Standard (MIL-STD-2525C) and supplemented with NATO's Military Symbols for Land Based Systems. The icons have a slightly three-dimensional appearance so that they look like counters from traditional board-based war games. And, when the icon blinks (i.e., the unit is selected or wounded), the unit's national flag is displayed.

Please note, these files are provided as-is and cannot be redistributed without my permission.

HOW DO I GET STARTED WITHOUT READING THE INSTRUCTIONS?

Copy "Lt. Smash's Floating Icons_Shock Force 2.brz" to "My Documents\Battlefront\Combat Mission \Shock Force 2\User Data\Mods\z" or "\Program Files\Battlefront\Combat Mission Shock Force 2 Demo\Data\z" if you are running the Demo. Restart CMSF2 and load a scenario. The default icons will be replaced with the icons in this mod. **Do not install the "Optional Files" folder or any of the files in the "Optional Files" folder without reading the remainder of this PDF.**

For more information about installing and using mods, see "Mods in Action" on page 121 of the CM Engine Manual v4.0 included with CMSF2. This will get you up and running with a full set of floating icons. However, I've included several optional files to enhance game play.

THIS MOD ISN'T WORKING. WHAT SHOULD I DO?

Try two things:

1. Make sure you're copying the .brz file you want to use into "My Documents\Battlefront\Combat Mission\Shock Force 2\User Data\Mods\z" folder or ""\Program Files\Battlefront\Combat Mission Shock Force 2 Demo\Data\z" if you are running the demo.

2. Make sure you restart CMSF2 anytime you copy a new file into or remove a file from your Mods\z folder.

WHAT DO THE SYMBOLS MEAN?

The symbology used in these floating icons mimic those used by NATO. The tables below show what each icon looks like, provides a description of what it means and gives an example where applicable. Various versions of each floating icon provided with this mod are displayed below. It is important to understand that there are two "sides" to any scenario. In CMFS2, the sides are "Blue" and "Red". Generally, NATO plays on the blue side while the Syrians (and their UNCONs) are the red side.

| UNITS	BLUE	RED	FLAGS (BLINK)						
			GB	CA	NL	DE	NATO	SY	US
Headquarters									
Infantry									
Combat Engineer									
Reconnaissance									
Sniper									
Forward Observer									
Light Machine Gun									
Machine Gun									
Grenade Launcher									
Antitank Weapon									
Anti-aircraft Weapon									
Mortar									
Ammo Bearer									

UNITS	BLUE	RED	FLAGS (BLINK)						
			GB	CA	NL	DE	NATO	SY	US
Civilian									
Light Tactical Vehicle									
Light Truck									
Light Truck, Antitank									
Truck									
Armored Personnel Carrier									
Armored Vehicle									
Infantry Fighting Vehicle									
Tank									
Tank Destroyer									
Self-Propelled Anti-Aircraft									

FOG OF WAR ICONS	AXIS (RED)	ALLIES (BLUE)	EXAMPLES
Unknown Squad/Team			Infantry, HQ
Unknown Heavy Weapon			Machine Gun, AT Gun
Unknown Gun			Anti-tank Gun, Infantry Gun
Unknown Armored Vehicle			Armored Car, Halftrack
Unknown Tank			Heavy Tank, Light Tank
Unknown Unarmored Vehicle			Light Truck, Truck
Unknown Fortification			Bunker

Fortification Icons	Blue	Red	FLAGS (BLINK)						
			GB	CA	NL	DE	NATO	SY	US
Ammo Dump	🔷	🔴	🏴	🍁	🏳	🏴	🔵	🏴	🇺🇸
Improvised Explosive Device	IED	IED	IED	IED	IED	IED	IED	IED	IED
Vehicle-borne Improved Explosive Device	IED	IED	IED	IED	IED	IED	IED	IED	IED
Mine, Antipersonnel	🔷	🔴	🏴	🍁	🏳	🏴	🔵	🏴	🇺🇸
Mine, Antitank	🔷	🔴	🏴	🍁	🏳	🏴	🔵	🏴	🇺🇸
Bunker	🔷	🔴	🏴	🍁	🏳	🏴	🔵	🏴	🇺🇸
Shelter	🔷	🔴	🏴	🍁	🏳	🏴	🔵	🏴	🇺🇸
Foxhole, Trench, TRP	🔷	🔴	🏴	🍁	🏳	🏴	🔵	🏴	🇺🇸
Obstacle	🔷	🔴	🏴	🍁	🏳	🏴	🔵	🏴	🇺🇸

I HAVE A SYRIAN VERSUS SYRIAN OR NATO VERSUS NATO BATTLE AND SOME OF THE UNITS ARE NOT BLINKING THE CORRECT FLAG. HOW DO I GET EACH SIDE TO BLINK THE RIGHT NATIONAL FLAG?

No worries. You will need to install one of two optional files:

- If you're playing a Syrian versus Syrian battle, copy "Lt. Smash's Floating Icons_Shock Force 2_Shared Blue_Syrian.brz" to your Mods\Z folder.
- If you're playing a NATO versus NATO battle, copy "Lt. Smash's Floating Icons_Shock Force 2_Shared Red_[country].brz", where "[country]" is British, Canadian, Dutch, German or USA, to your Mods\Z folder.

While you only want one "Shared Red" and "Shared Blue" file in your Mods\z folder, you always must have "Lt. Smash's Floating Icons_Shock Force 2.brz" or "Lt. Smash's Floating Icons_Shock Force 2_Basic.brz" in the Mods\z folder to render all non-shared icons.

I LIKE THE SYMBOLS BUT NOT THE BLINKING FLAGS. DO YOU HAVE SOMETHING SIMPLER?

Yes. If you're not a fan of the national flags, remove "Lt. Smash's Floating Icons_Shock Force 2.brz" from your Mods\Z folder and replace it with "Lt. Smash's Floating Icons_Shock Force 2_Basic.brz" which is located in the Optional Files folder in the zip file you downloaded. This icon set removes the national flags. Instead, the Blue side blinks light blue while the Red side blinks light red.

I THINK YOU'RE USING THE WRONG SYMBOL FOR SOME UNITS. WHAT IS YOUR SOURCE?

My primary source was the U.S. War Department's 1943 Basic Field Manual FM21-30 Conventional Signs, Military Symbols and Abbreviations. In some cases, I could not find a perfect match for the unit portrayed in CMSF2 and I had to use my best judgment.

I HAVE SOME QUESTIONS OR NEED HELP. HOW CAN I CONTACT YOU?

If you have any questions, catch any errors, or have suggestions for improvement, please feel free to email me at lt_smash@yahoo.com.