



LT. SMASH'S FLOATING ICONS FOR COMBAT MISSION: FORTRESS ITALY

This mod replaces the default floating icons in Combat Mission: Fortress Italy (CMFI) and its Gustav Line module. These stylized icons are based on the U.S. War Department's 1943 Basic Field Manual FM21-30 Conventional Signs, Military Symbols and Abbreviations. 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_Fortress Italy.brz" to "My Documents\Battlefront\Combat Mission\Fortress Italy\User Data\Mods\z". Restart CMFI 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 113 of the CM Engine Manual v3.0 included with CMFI. 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:

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












1. Make sure you're copying the .brz file you want to use into "My Documents\Battlefront\Combat Mission\Fortress Italy\User Data\Mods\z" folder.
2. Make sure you restart CMFI 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 the U.S. War Department during World War II. 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. This includes the primary icon for the Axis (red-side) which is colored field grey and Allies (blue-side) side which is colored olive drab plus the flag that is displayed when the icon blinks.





UNITS	AXIS (RED)	ALLIES (BLUE)	FLAG (BLINK)					
			Axis	German	Italian	Allies	British	USA
Headquarters								
Infantry			-			-		
Infantry, Submachine Gun			-			-		
Combat Engineer			-			-		
Reconnaissance			-			-		
Sniper								
Forward Observer								
Light Machine Gun			-			-		
Machine Gun			-			-		
Flamethrower			-			-		
Antitank Weapon			-			-		
Antitank Gun			-			-		
Anti-aircraft Gun			-			-		
Infantry Gun			-			-		
Mortar			-			-		























































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UNITS	AXIS (RED)	ALLIES (BLUE)	FLAG (BLINK)					
			Axis	German	Italian	Allies	British	USA
Ammo Bearer			-			-		
Light Truck			-			-		
Light Truck, Antitank			-			-		
Light Truck, Heavy Weapon			-			-		
Truck			-			-		
Armored Car			-			-		
Halftrack			-			-		
Heavy Tank			-			-		
Medium Tank			-			-		
Light Tank			-			-		
Tankette			-			-		
Tank Destroyer			-			-		
Self-Propelled Gun			-			-		
Self-Propelled Anti-Aircraft Gun			-			-		

FOG OF WAR ICONS	AXIS (RED)	ALLIES (BLUE)	FLAG (BLINK)					
			Axis	German	Italian	Allies	British	USA
Unknown Squad/Team			-	-	-	-	-	-
Unknown Heavy Weapon			-	-	-	-	-	-
Unknown Gun			-	-	-	-	-	-
Unknown Armored Vehicle			-	-	-	-	-	-
Unknown Tank			-	-	-	-	-	-

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FOG OF WAR ICONS	AXIS (RED)	ALLIES (BLUE)	FLAG (BLINK)					
			Axis	German	Italian	Allies	British	USA
Unknown Unarmored Vehicle			-	-	-	-	-	-
Unknown Fortification			-	-	-	-	-	-

FORTIFICATION ICONS	AXIS (RED)	ALLIES (BLUE)	FLAG (BLINK)					
			Axis	German	Italian	Allies	British	USA
Ammo Dump			-			-		
Mine, Antipersonnel								
Mine, Antitank								
Bunker								
Shelter								
Foxhole, Trench								
Obstacle								

WHY DO SOME UNITS NOT BLINK THEIR NATIONAL FLAG, AND HOW DO I CHANGE THAT?

Every battle in Combat Mission has two sides: a blue side (typically, the Allies) and a red side (typically, the Axis). In Combat Mission: Fortress Italy and Gustav Line, Germany and Italy are on the red side and the USA and Commonwealth are on the blue side. Each side shares a set of icons. The shared icons include headquarters, forward observers and snipers as well as all fortifications such as the ammo dumps, mines, bunkers, etc. I have use the circled star for the blue side's shared icons and a white cross for the red side's shared icons.

I have included optional sets of shared icons that blink a specific nation's flags. You can find these in the "Optional Files" folder in the zip file that I provided. You can only use one red and one blue file at any given time.

If you'd like the blue side's shared icons to be represented by the US flag, copy "Lt. Smash's Floating Icons_Fortress Italy_Shared Blue_USA.brz" from the "Optional Files" folder to your Mods\Z folder. If you'd like the blue side's shared icons to be represented by the Commonwealth flag, copy "Lt. Smash's Floating Icons_Fortress Italy_Shared Blue_British.brz" from the "Optional Files" folder to your Mods\Z folder. **Make sure you only have one of these two files installed in your Mods\Z folder or you will not get the**

results you expect. And, make sure you also have “Lt. Smash’s Floating Icons_Fortress Italy.brz” in the Mods\Z folder, too. Restart CMFI after installing the new file.

I HAVE A GERMAN/ITALIAN VERSUS GERMAN/ITALIAN OR USA/COMMONWEALTH VERSUS USA/COMMONWEALTH BATTLE. HOW DO I GET EACH SIDE TO BLINK THE RIGHT NATIONAL FLAG?

No worries. “Lt. Smash’s Floating Icons_Fortress Italy.brz” contains blue and red icons for all Axis and Allied nations. However, if you’re just using this file, your red side will still blink the iron cross and your blue side will still blink the circled star, even if the Axis are blue and the Allies are red. To fix this, you’ll need to install one of the files from the “Optional Files” folder contain in the zip file you downloaded:

- If you’re playing an Axis versus Axis battle, copy “Lt. Smash’s Floating Icons_Fortress Italy_Shared Blue_Axis.brz” to your Mods\Z folder. Remove any other “Shared Blue” files from this folder before restarting CMFI.
- If you’re playing an Allies versus Allies battle and want the Allies’ icons on the red side, copy “Lt. Smash’s Floating Icons_Fortress Italy_Shared Red_Allies.brz” to your Mods\z folder. Remove any other “Shared Red” files from this folder before restarting CMFI.

I have also included nation-specific, opposite-side shared icon files in the “Optional Files” folder. This gives you the ability to have the red-side blink the US or Commonwealth flags or the blue-side blink the German or Italian flags:

- If you’re playing a battle in which the USA is the red side, copy “Lt. Smash’s Floating Icons_Fortress Italy_Shared Red_USA.brz” to your Mods\z folder. Remove any other “Shared Red” files from this folder before restarting CMFI.
- If you’re playing a battle in which the British are the red side, copy “Lt. Smash’s Floating Icons_Fortress Italy_Shared Red_British.brz” to your Mods\z folder. Remove any other “Shared Red” files from this folder before restarting CMFI.
- If you’re playing a battle in which the Germans are the blue side, copy “Lt. Smash’s Floating Icons_Fortress Italy_Shared Blue_German.brz” to your Mods\z folder. Remove any other “Shared Blue” files from this folder before restarting CMFI.
- If you’re playing a battle in which the Italians are the blue side, copy “Lt. Smash’s Floating Icons_Fortress Italy_Shared Blue_Italian.brz” to your Mods\z folder. Remove any other “Shared Blue” files from this folder before restarting CMFI.

While you only want one “Shared Red” and “Shared Blue” file in your Mods\z folder, you must have “Lt. Smash’s Floating Icons_Fortress Italy.brz” in the Mods\z folder to render all non-shared icons.

IS THERE A WAY TO AVOID USING THE SWASTIKA?



I have included an alternate set of icons that uses a German cross rather than the swastika. Copy “Lt. Smash’s Floating Icons_Fortress Italy_German Cross.brz” from the “Optional Files” folder into your Mods\z folder instead of “Lt. Smash’s Floating Icons_Fortress Italy.brz.”

If the German's are playing on the blue side, make sure you also move copy "Lt. Smash's Floating Icons_Fortress Italy_Shared Blue_German Cross.brz" into your Mods\z folder.

I'M PLAYING A SCENARIO WITH THE CANADIANS, KIWIS AND/OR POLES. ARE THERE ICONS FOR THEM?

Yes. You'll need to install one of the files from the "Optional Files" folder contain in the zip file you downloaded.



If you're playing a battle with the Canadians, copy "Lt. Smash's floating Icons_Fortress Italy_Canadian.brz" to your Mods\z folder. If you'd like to use the Canadian flag for your shared icons, copy "Lt. Smash's Floating Icons_Fortress Italy_Shared Blue_Canadian.brz" to your Mods\z folder, too. Alternatively, if the Canadians are leading the red side, copy "Lt. Smash's Floating Icons_Fortress Italy_Shared Red_Canadian.brz" to your Mods\z folder. Remember, you can only use one shared icon set per side. So, remove any shared blue or red icon sets not in use for the particular scenario.

When playing as the Canadians, do not expect to see the red maple leaf. [Canadian troops flew the Red Ensign during World War II.](#)



If you're playing a battle with as the New Zealanders, copy "Lt. Smash's Floating Icons_Fortress Italy_New Zealander.brz" to your Mods\Z folder. If you'd like to use the New Zealand flag for your shared icons, copy "Lt. Smash's Floating Icons_Fortress Italy_Shared Blue_New Zealander.brz" to your Mods\z folder, too. Alternatively, if the Kiwis are leading the red side, copy "Lt. Smash's Floating Icons_Fortress Italy_Shared Red_New Zealander.brz" to your Mods\z folder. Make sure you remove any shared blue or red icon sets not in use for the particular scenario because you can only use one shared icon set at a time.



If you're playing a battle with the Polish, copy "Lt. Smash's Floating Icons_Fortress Italy_Polish.brz" to your Mods\Z folder. If you'd like to use the Polish flag for your shared icons, copy "Lt. Smash's Floating Icons_Fortress Italy_Shared Blue_Polish.brz" to your Mods\z folder, too. Alternatively, if the Polish are leading the red side, copy "Lt. Smash's Floating Icons_Fortress Italy_Shared Red_Polish.brz" to your Mods\z folder. Remember, you can only use one shared icon set per side. So, remove any shared blue or red icon sets not in use for the particular scenario.

Commonwealth nations share icons. Therefore, **only one commonwealth nation (Britain, Canada, New Zealand or Poland) can be used at a time.** If you have a mixed force of, say, British and Polish units, you'll need to decide which flag to represent these troops. Also, remember to restart CMFI anytime you add or remove a Mod file.

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_Fortress Italy.brz" from your Mods\Z folder and replace it with "Lt. Smash's Floating Icons_Fortress Italy_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 Allied side blinks khaki while the Axis blinks light grey.

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 CMBN 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.