



## Cromwell VII, VII Rhino and VIII Mod Pack for CM Normandy.

Photoreal samples of mud, dust, stains and Hi-Res Photoshop brushes were used to mod this vehicle. **4 Decal Options** and **1 HD texture variant**. If you want a **workaround** to use all them at the same time, read the **Instructions section**.

- 7AD - 1st RTR(2 variants)
- 7AD-1st RTR High Definition Textures
- 10th Mounted Rifles, 1st Polish AD
- 11AD - Division HQ

A Mod for Combat Mission Normandy





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## INSTRUCTIONS:

Go inside the Data folder and create a new folder called "Z". Because "Z" comes after the names of the standard game files ("Version XXX") you are guaranteed that any mods you put into the "Z" folder will be loaded and used by Combat Mission.

Inside the ZIP you will find a folder named "Decals" which contains subfolders for each Decal Option. Each decal set has a "hull" and a "turret" bitmap which should work together. That means, that if you want the game to depict them at the same time and remain historically correct), you can ONLY use one set. If you so desire, then rename both the hull and turret bitmaps deleting the number at the end (from "cromwell-vii-hull 3" to "cromwell-vii-hull" and "cromwell-vii-turret 3" to "cromwell-vii-turret") and overwrite the stock ones present in the folder "Aris Cromwell VII Mod" and drop this folder to Z.

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**If you want all decal options then just drop all "hull" bitmaps to "Aris Cromwell VII Mod" folder (maintaining their numbers at the end..."cromwell-vii-hull 2", "Cromwell-vii-hull 3", and so on).**



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There is a new Rhino optional texture that modifies not only the VII Rhino but all Rhino equipped vehicles in the game.



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