By Aristoteles        Sd Kfz 250/10

The **SdKfz 250/10** was the reconnaissance platoon leader's variant with a 3.7 cm PaK 35/36. This was the same antitank gun used in a towed mode early in the war. It was normally without protection shield, if any it was a small one.In CMBN, there are three different shields configurations that appear in the game randomly, big shield, small and none.

Anyway, remember to take care of these kids,… the armour was useful only for stopping small-arms fire and small artillery fragments. Heavy machinegun fire, anti-tank gun fire, or almost any tank gun could penetrate the Sd.Kfz. 250s at long range.

Most of the sub-variants were issued to *Panzer Aufklärungs* detachments of Panzer and Panzergrenadier divisions. The light reconnaissance company of a Panzer division had 28 issued to them and a Panzergrenadier division had 18.

Inside the Zip you will find:
- One Folder with preview screenshots.
- Four bitmaps for a generic Mod.
- A readme JPG.
- Unzip the  bitmaps to your Z folder within your Data directory.

# A Mod for Combat Mission Normandy

It is a good idea to create subfolders within the Z folder, rename them accordingly and drop the files for every vehicle mod in its respective folder, thus allowing you to easily find, swap, modify or delete the mod.

Hope that you like it.

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