

Wehrmacht Unit Portraits Helmet Insignia Mod

This mod equips the German unit portraits with historically correct helmet insignia. On one side of the helmet was the national insignia and on the other side the insignia of the branch (Heer, Luftwaffe, Marine, Waffen-SS).

This mod is aimed to give a better feeling during gameplay, to which branch of the Wehrmacht the selected unit belongs.

Currently (CMBN v2.12) CM offers the following portraits:

Heer

- Heer infantry – Heeresinfanterie



- Heer infantry armoured - Heeresinfanterie (gepanzert)



- Heer armor – Heer Panzer



Luftwaffe

- Luftwaffe infantry – Luftwaffe Infanterie



- Luftwaffe infantry armored – Luftwaffe Infanterie (gepanzert)



- Luftwaffe armor – Luftwaffe Panzer



- Luftwaffe airborne – Luftwaffe Fallschirmjaeger



This unit portrait is quite unique in the current CM-system: contrary to all other portraits this portrait shows the dedicated arm of service (Fallschirmjaeger/parachute troops). Since there is a dedicated portrait available, we decided to show the color of this arm of service (orange).

Additionally it should be noted, that in reality the color of the arm of service was not shown on the helmet, but on the collar patch and shoulder straps.

Kriegsmarine

- Marine infantry - Marineinfanterie



Waffen-SS

- Waffen-SS infantry - Waffen-SS Infanterie



- Waffen-SS infantry armored - Waffen-SS Infanterie (gepanzert)



- Waffen-SS armor - Waffen-SS Panzer





Replay Phase: Review the Action

PAUSED

ESC to continue ALT-Q to Quit ALT-TAB switch to desktop



le Bas d'Aubry North

le Bas d'Aubry



Commander: Spotting
Gunner: Spotting
Loader: Spotting
Radio Operator: Spotting
Driver: Spotting

6. Zug HQ

Jagdpanther

+1 Schonfelder

Rested

Regular

OK

Kampfgruppe Engel
s.H.Pz.Abt. 654

9mm

272

100m 9mm Commander
Gunner
50m 9mm Loader
500m 7.92mm
100m 9mm Driver

Weight 45.5 tons
Speed
Off-Road
Turning

AMMO
15 88mm HE
21 88mm AP
497 7.92mm

MOVEMENT

MENUS

44:00