A MOD FOR COMBAT MISSION NORMANDY

Aris Tiger Early Mod

Seventeen Tiger I tanks from German schwere Panzer Abteilung 504 (s.Pz.Abt. 504) fought in Sicily in 1943 against the Allied invasion forces.

When the first elements of s.Pz.Abt. 504 were sent to North Africa, the 2nd Ko. remained on Sicily with 9 Tiger I tanks. With the surrender of German forces in North Africa, the 9 Tigers of s.Pz.Abt. 504 were never shipped, but instead stayed on Sicily. Eight additional Tiger I were shipped to the unit during the summer. By the time of the Allied invasion of Sicily, s.Pz.Abt. 504 was attached to the Panzer Division Hermann Göring with 17 Tigers.

 The 504th was the second Tiger unit to be sent to Tunisia. It was issued 25 PzKpfw III plus two Panzerbefehlswagen Tiger Ausf.E in January, and 18 Tigers, comprising the battalion staff, workshop company, and 1st tank company arrived in Tunisia on 12 March 1943. The 2nd company remained in Sicily. The tank company had four platoons, each with two Tiger I tanks and two Pzkpw III support tanks. All of the sPzAbt. 504 Tigers were destroyed or captured. The surviving elements surrendered on 12 May 1943. On 13 April 1943, the OKH ordered that six Tigers were to be stationed on Sicily and that until transferred to Tunisia, the 2.Kompanie/ schwere Panzer-Abteilung 504 was to be attached to PzAbt. 215 with a reinforced platoon of six Tigers being immediately shipped to Sicily. Altogether 17 Tigers gathered on Sicily: the original nine from 2. Kompanie of the 504th, two Tigers that had been used as replacements for the 501st in February, and the six Tigers issued in April 1943 for the 215th.
Attached to Panzer Division Herrmann Göring, the 17 Tigers under the 2. Kompanie of the 504th attacked the American landing zone on 11 July 1943, but were neutralized by naval gunfire. Within the first three days ten out of the 17 Tigers were destroyed to prevent capture and a further six Tigers were destroyed later for the same reason. The last Tiger was shipped back across the straits of Messina to Italy

Decals for:

s.Pz.Abt. 504

s.Pz.Abt. 508

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.

Photoreal samples of mud, dust, stains and Hi-Res Photoshop brushes were used to mod this vehicle. 4 Decal Options.
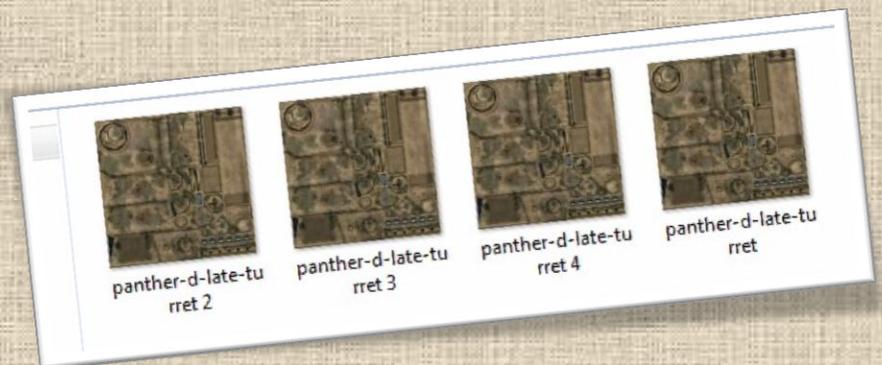

Renaming Bitmaps

If you so desire, you CAN actually have the game to depict more than one decal at the same time. The method to achieve this works for every other vehicle in the game:

For every bitmap in the game, if you add a blank space and a number at the end of the file name, the game engine will randomly select it and allow you to have different decals applied on hulls and/or turrets. In this mod, all you have to do is rename and delete the decals like this: -------------→

...and drop them to "Aris Tiger Early Mod" folder.

panther-d-late-tu rret 2　　panther-d-late-tu rret 3　　panther-d-late-tu rret 4　　panther-d-late-tu rret

IMPORTANT NOTE: due to the way the mappings are made in these textures, you will only be able to depict ONE decal variant a time. So choose the one you like, RENAME IT, deleting the " _2, _ 3, " at the end of the filename and overwrite the default one.