



A MOD FOR COMBAT MISSION FORTRESS ITALY

AutoSahariana

AS.42

Aris AutoSahariana



The SPA-Viberti AS.42, also called the Sahariana, was a reconnaissance car created in response to the need for a long range reconnaissance vehicle in the North African desert. The AS.42 was built from the same chassis as the AB 41 armored car. Unlike the AB 41, the hull was unarmored, but it retained the steering and drive. Crewed by up to four men, the AB 41 was variously armed with either double Breda M38 machineguns, a Solothurn anti-tank rifle, a Breda 20mm AA gun, or even a 47mm antitank gun.

The Sahariana engine located in the rear which gave it enough space in the middle of the hull to accommodate up to five fully equipped men and weapons, though the mission crew seldom exceeded three or four. The open compartment's only overhead protection was a waterproof canvas sheet. The AS 42 had front and rear internal fuel tanks of 200 litres each with an additional 24 externally mounted jerry cans holding 80 litres of water and 400 litres of fuel.

Source: [Wikipedia](#) and [BF Manual](#)

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.

Unzip and drop "Aris AutoSahariana AS42" to Z, then add decals from the Decals folder, (check "Renaming bitmaps" section).

Photoreal samples of mud, a LOT OF dust, stains and Hi-Res Photoshop brushes were used to mod this vehicle. 1 Decal Option for an AS.42 in Tunisia circa 1943.



Nice Video Link with a slideshow:

<http://www.youtube.com/watch?v=L2dqU-ZsXIY>

RenamingBitmaps

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 the decals like this: ----->

...and drop them to "Aris AutoSahariana AS42" folder.

