Autoblinda 41

Aris Autoblinda 41

The Autoblinda AB41 which came into production in early 1941, not only came with a new armament (one 20 mm high-velocity antitank gun, one coaxial 8mm Breda modello 1938 Mg, and another relocated to the rear of the hull), and later a new SPA engine was needed to cope with the additional weight of the turret, producing 120 horsepower. This extra power not only permitted to maintain the speed, but its higher torque provided also a better off-road capacity. Most AB 41 received this new engine in the mid-1942. The complicated four-wheel drive, four-wheel steering system needed a rear driver, manning with the front dirver six forward gears and four reverse gears. It was never really practical in operations. All AB 41 were fitted with a good radio and a tall, folded antenna, to be used as scout vehicles. They proved highly valuable in desert operations.

There were also other flaws: The rear power plant was difficult to access, the fuel tank was unprotected, and there was no separation between the crew and the engine compartment, making the interior noisy and very hot, despite extra ventilation to cope with the climate in Italian colonies. Eventually, the turret inherited from the L6/40 tank was a one-man turret, the commander being also the loader of both the 20mm and its coaxial Mg. Provision was 2600 rounds. The Autoblinda AB 41 however, was considered successful and 550 were built, until the Italians surrendered. Many saw service later under German colors.

Source:

http://www.tanks-encyclopedia.com/

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 Autoblinda 41" to Z, then add decals from the Decals folder, renaming then accordingly (check "Renaming bitmaps" section).

Photoreal samples of mud, a LOT OF dust, stains and Hi-Res Photoshop brushes were used to mod this vehicle. 2 Decal Options.

IMPORTANT:

Due to the way the game engine swaps bitmaps for a single vehicle, you can only use ONE decal set at a time, otherwise, decals will be mixed.

RenamingBitmaps

If you want to use any of the decal sets included instead of the default one, all you need to do is rename the bitmap, deleting all text following "ab-41 -hull…"

From "ab-41-hull_Military Police, Tunisia, 1943" to "ab-41-hull". Then drop it to "Aris Autoblinda 41" and overwrite.