



StuG III Earliest

A MOD FOR COMBAT MISSION FORTRESS ITALY

Aris StuG III Earliest



StuG III Ausf. G (Sd.Kfz. 142/1; December 1942– April 1945, 7,720 produced, 173 converted from Pz.Kpfw. III chassis):

The final and by far the most common of the StuG series. The Ausf. G used the hull of the Pz.Kpfw. III Ausf. M. Upper superstructure was widened: welded boxes on either side were abandoned. This new superstructure design increased its height to 2160mm. Backside wall of the fighting compartment got straightened, and ventilation fan on top of the superstructure was relocated to the back of fighting compartment. From March 1943, driver's periscope was abandoned. From May 1943, side hull skirts (Schürzen) were fitted to G models for added armor protection particularly against anti-tank rifles.

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 StuG III Earliest" to Z.

Photoreal samples of mud, a LOT OF dust, stains and Hi-Res Photoshop brushes were used to mod this vehicle. 3 Decal Options.

