



A MOD FOR COMBAT MISSION FORTRESS ITALY

## German Faces Mod

### Aris German Faces Mod

This mod should be considered as part 3 of 3 for the total German soldier tweaking I started some time ago (along with Uniforms and Light Weapons mods). All 13 faces have been modified to remove that pristine robotical look that stock textures have. I added mud and dirt, tried to improve the original detail and color balance (stock faces looked like Peppa Pig to me), and eventually made two sets, one with just dirt and other with weathering plus scars, bandages, bruises, wounds, etc.

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# 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 either "Aris Dirty Faces" or "Aris Wounded Dirty Faces" to Z, remember, select just one set.



## IMPORTANT:

Soldiers keep their helmets on as long as they are alive. Once dead, many of them have an animation included which makes their helmet fly away thus showing the head texture. In the Wounded set, some soldiers have gun shots and blood marks included, even if they are alive! But this part will only show once they are dead.