



A MOD FOR COMBAT MISSION MARKET GARDEN

Flakpanzer IV Wirlberwind

Aris Flakpanzer IV Wirlberwind

The Wirbelwind was based on a Pz IV hull. However, the Wirbelwind sported Flakvierling 2 cm quad AA guns instead of the single 3.7 cm gun, housed in a specially designed open-topped turret. This setup gave the crew vastly improved protection against small arms fire and shrapnel, as the sides did not need to be folded down before engaging ground targets.

Although highly effective against ground targets, the 2 cm Flakvierling lacked the range necessary to provide adequate protection against aircraft, leading to the development of the Ostwind in late 1944.

Source: BFC 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.



Or..according to GL Manual Page 58:

"Replace all references to the location of the Mods folder inside the game's Data folder with references to the Mods folder located under {My Documents}\Battlefront\CM Fortress Italy\User Data. This is now the recommended location for user mods, and is treated like the game's standard Data folder for all intents and purposes.

Unzip and drop "Aris Flakpanzer IV Wirlberwind MG" to Z (or the above mentioned, BFC recommended folder).

