



## Panther A Late V2

A MOD FOR COMBAT MISSION BATTLE FOR NORMANDY

## Aris Panther A Late V2

One year and a half ago my modding "adventure" with CMx2 started. At that time all I had was, some brushes, Photoshop, lots of patience, some not-so-good ideas,...and time. I started with the vehicles I liked the most, that is, Panthers and Tigers. Now, after lots experimentation and errors, I took a look at my first mods and immediately thought I could easily improve them. So here you are, a Version 2 of my beloved Panther A Late with 4 decal options (decals look much better now too, I think) full of dirt, bullet holes, sand, mud, stains, discolored paint, rain drops marks,...and some other goodies barely noticeable except for those screenshot lovers out there. Enjoy.

Aris. 2012-12-25

# 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 Panther A Late V2" to Z, decals are already numbered and included in there.

**Photoreal samples of mud, dust, stains and Hi-Res Photoshop brushes were used to mod this vehicle. 4 Decal Options.**



## IMPORTANT:

Due to the way the game engine swaps bitmaps for the rear turret hatch, decals are mixed so I had to remove all markings in that zone.