Sherman III

Aris Sherman III

The United States provided tens of thousands of its Medium Tank M4, also named the Sherman to many of its Allies during the Second World War, under the terms of Lend-Lease Act.

British and Commonwealth use in Europe was comprehensive, the Sherman replaced the General Grant and General Lee tanks and was in the majority by 1944 - the other main late-war tanks being the Churchill and Cromwell. The Cromwell was used in reconnaissance because of its superior speed and the Churchill had the better cross country mobility.

Sherman III was a M4A2 with 75 mm M3 L/40 gun

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 Sherman III" 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. 4 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 "sherman-iii -hull…"

From "Sherman-iii-hull_BALACLAVA" to "Sherman-iii-hull". Then drop it to "Aris Sherman III" and overwrite.