



A MOD FOR COMBAT MISSION NORMANDY

Sherman

Firefly

Aris Sherman Firefly Mod

The main armament of the Sherman Firefly was the Ordnance Quick Firing 17 pounder. Designed as the successor to the British QF 6-pounder, the 17 pounder was the most powerful British tank gun of the war, and one of the most powerful of any nationality, being able to penetrate more armour than the 8.8 cm KwK 36 fitted to the German Tiger I, or the Panther tank's 7.5 cm KwK 42. Despite the Firefly's superior antitank capabilities, the tank was regarded as inferior to the regular Sherman against soft targets such as enemy infantry, buildings and lightly armoured vehicles. As the war in Europe neared its close, the Allies found themselves encountering these more often than heavy German tanks. Allied tank units therefore typically refused to completely switch to Fireflies.

Note

Fireflies were introduced to armoured brigades and divisions in the 21st Army Group in 1944 just in time for the Normandy landings. The timing was fortunate as the Allies discovered that the Germans were fielding a much larger number of formidable tanks, such as the Panther, than had been expected in the Normandy theatre. In fact the Allies had mistakenly assumed the Panther, like the Tiger, would be a rare heavy tank with a limited production run, rather than a total replacement for their medium tanks, and the larger-than-expected number of Panthers came as a nasty shock to the Allied commanders as well as the tank crews forced to engage them with guns that could not penetrate the frontal armour at anything other than short range.

Decals for:

- . 13th_18th Hussars, 27th Armoured Brigade
- . 144th Regiment RAC, 33rd Armoured Brigade
- . East Riding Yeomanry, 27th Armoured Brigade
- . Northamptonshire Yeomanry, 33rd Armoured Brigade

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 Firefly Mod" to Z, then add decals from the Decals folder, renaming them accordingly (check "Renaming bitmaps" section).

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

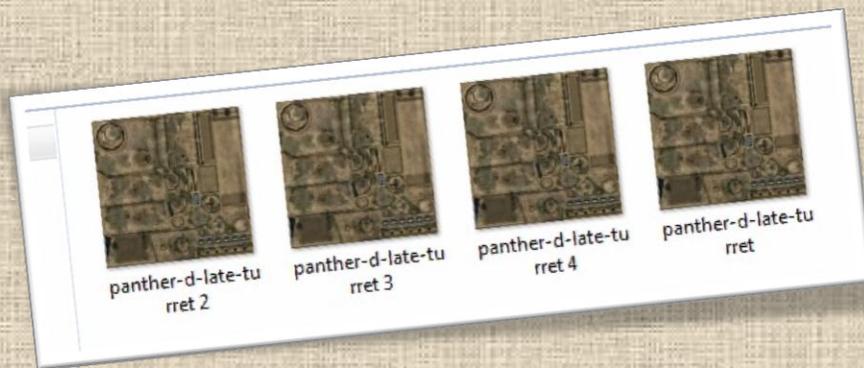


Renaming Bitmaps

If you so desire, you CAN actually have the game to depict more than one decal at the same time. The method to achieve this works for every other vehicle in the game:

For every bitmap in the game, if you add a blank space and a number at the end of the file name, the game engine will randomly select it and allow you to have different decals applied on hulls and/or turrets. In this mod, all you have to do is rename and delete the decals like this: ----->

...and drop them to "Aris Sherman Firefly Mod" folder.





Quote:

"The 17-pounder and its awesomely destructive APDS round, in the hands of a natural gunner, such as Joe Ekins, were clearly superior to the 88 mm and its ammunition. At greater ranges, however, the Tiger's stable platform, the excellence of its optics and added confidence that thick armour gave the crews meant that the KwK 36 (the 88 mm) had a better accuracy at long range, if not hitting power."

