



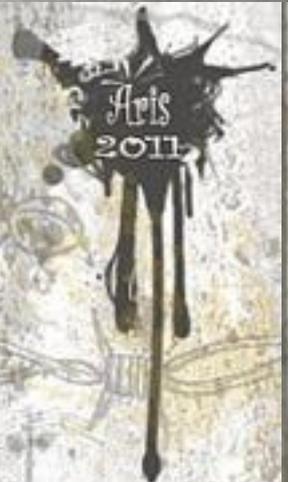
## [Tiger I Late Mod Version 2 for CM Normandy](#)

Three German schwere Panzer Abteilung equipped with Tiger I tanks fought in Normandy against Allied invasion forces, SS 101 and 102 and Heer 503. In addition, a small number of Tiger I tanks may have also reached Normandy with the Panzer Lehr Division.

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

**7 Decal Options.**

*A Mod for Combat Mission Normandy*



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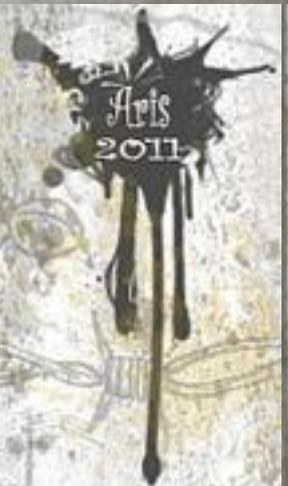


## INSTRUCTIONS:

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.

Inside the ZIP you will find a folder named "Decals" which contains subfolders for each Decal Option. If you so desire, then rename hull, turret or Gun bitmaps deleting the text or number at the end and overwrite or add to the stock ones present in the folder "Aris Tiger I Late Mod Version 2" and drop this folder to Z.

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If you want all decal options then just drop all “turret” bitmaps to “Aris Tiger I Late Mod Version 2” folder (renaming them with numbers at the end “pz-vi-turret\_2”, “pz-vi-turret\_3”, and so on).

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