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Commonwealth Forces
Game Manual

1944

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By Command of the Army Council,

THE WARGAME OFFICE
21st *January*, 2012

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■ INSTALLATION & LICENSING

■ INSTALLATION FROM DISC

In order to install the Module, insert the game disc into the CD drive.

(PC) The Installation Menu should appear if you have CD Autostart enabled on your computer. Click on the "Install Game" option to begin the installation process. If you have CD Autostart disabled, or if the Installation Menu does not appear, please browse the contents of the disc and simply double-click on the file called "Setup.exe". This will manually launch the game installer.

(Mac) For the Mac version, open the disc icon and launch the game installer application. The installer application will copy all the necessary files for you into your existing game folder. This is required in order to have the Module correctly communicate with the base game (which is required).

■ INSTALLATION FOR DOWNLOAD VERSION

After you have successfully downloaded the Combat Mission: Battle for Normandy - Commonwealth Forces setup file, double-click on it to launch the installer.

Note: you should keep the downloaded installer file! Battlefront.com does not offer infinite digital storage, and your download will expire. So it is a good idea to keep the installer file you downloaded and copy it somewhere safe (e.g. burn to disc, USB stick or external harddrive) so you can reinstall the game later on.

■ LICENSE OVERVIEW

Combat Mission: Battle for Normandy - Commonwealth Forces is protected by an online activation system that helps us restrict the illegal distribution of the software without being annoying or intrusive to the legitimate customer.

■ HOW TO FIND YOUR LICENSE KEY

For *download and download&mail versions*, it is the same code that you used to download your game. You will find your license key saved in your online account at *www.battlefront.com/store*. After logging in, click on the "My Account" link from the top menu. If you forgot your login, go to *www.battlefront.com/lostpw* to retrieve a new random password as well as your username in the same email. The username is called "user account" in the email.

For *mail delivery only versions*, the license key is printed on the product itself, usually on the back of the case or the game manual, sometimes inside the case or manual cover, depending on the product. You will NOT find the key for a mail delivery version in your online account! So please do not lose your license key label!

■ LICENSING

When you first run CM:BN Commonwealth Forces, after the initial install, you will be prompted to activate your copy . In most cases all you need to do is:

a) make sure the computer on which you have installed the game has an active online connection to the internet

b) click "Play Now" in the product activation dialog window

b) enter your license key into the correct field.

c) hit the "Activate" button and wait a few seconds while your license authorizes.

If you wish to install the game on a computer without internet connection, you must perform what is called a "Manual License Request".

(PC) After launching the game:

a) click on the "Manual Activation" button

b) write down or memorize the Authorization Request Code presented to you

c) on a computer that is connected to the internet, go to http:// www.battlefront.com/activate

d) enter your License Key and the Authorization Request Code in the appropriate place

e) write down or memorize the Authorization Code

f) go back to the computer where the game is installed. Launch the game again and click on "Manual Activation". Ignore the Request code and click on the Next button. Enter the Authorization Code from step e above

(Mac) Currently, Mac users cannot manually activate using the above automated procedure. Instead, please go to **www.battlefront.com/helpdesk** and click on Submit Ticket. Enter your authorization request code and our staff will send you the Authorization Code you need to activate your game.

Off-line licensing is also a good workaround for online computers which experience problems with a firewall, router or proxy settings and cannot establish an internet connection to the activation servers.

■ ADDITIONAL ACTIVATIONS

Our End User License Agreement allows you to have the game activated on one computer and one backup computer. Our online activation system enforces this limit, but will allow you two additional activations without asking questions (so called "overflow activations"). These Overflow Activations are meant to be used when you switch to a new PC and would like to continue playing the game there.

Note: there is no way to "unlicense" a previously activated copy on a computer. Which has the advantage that you can't ever forget to do so : ^)

In addition to the above 4 activations, you can add *one extra activation* to your key *every 365 days*.

(PC) In order to do this, please point your browser to ***http:// www.battlefront.com/activate***. You will be asked to login and enter your license key.

Note: If you forgot your login, go to "www.battlefront.com/ lostpw" to retrieve a new random password as well as your username in the same email. The username is called "User account" in the email.

If your key is eligible for an additional activation (e.g. if it was not already requested less than 365 days ago), then you'll be notified of it and the activation is automatically added to your key, so you can use it immediately again.

Should you ever need an additional activation more than once within the 365 days period, then you can always contact our License Activation Support staff (see below).

(Mac) There is no automated way yet for Mac users to add activations, unfortunately. Instead, please go to **www.battlefront.com/helpdesk** and request an additional activation for your key by clicking "Submit Ticket". Do not forget to write down what your key is!

■ LICENSE ACTIVATION SUPPORT

Battlefront.com prides itself on customer service, and this continues with the implementation of the online licensing system. Please check out our Knowledgebase section which explains how online activation works in detail:

http://www.battlefront.com/helpdesk

If you ever need specific assistance, do not hesitate to email us with a description of your problem. We usually respond within 1 working day.

<u>Please note:</u> only the original Battlefront.com version of the game uses our Online Activation System. If you have purchased your game elsewhere (e.g. in a store), then you probably have the retail version of the game, which does NOT use our Online Activation System.

■ MODULES

Modules like CM:BN Commonwealth Forces are not standalone games! They require the base game (in this case, Combat Mission: Battle for Normandy) to play. It is therefore VERY IMPORTANT to install the Module in the correct location, i.e. inside the previously installed CMBN base game directory.

Note: if you purchased the module as part of a bundle together with the base game, then this is taken care of automatically during installation of course!

The installer will try to find out where the base game is installed automatically and suggest the correct location, but this may not always work 100% correctly, especially if you didn't use the default installation paths, or if you have a non-Battlefront localised version of CMBN. Please doublecheck where your installation folder is therefore BEFORE installing the Module (the Installer Menu will remind you of that).

If you have a non-Battlefront version of the base game which requires the CD in the drive in order to play, then by installing the Commonwealth Module this will no longer be required.

IMPORTANT! After you have the Commonwealth Module installed, you will never need to patch the base game of CMBN separately. All future Commonwealth patches will also include the corresponding patch to the base game of CMBN.

■ MULTIPLE MODULES: REINSTALLING / PATCHING

The important thing to keep in mind (and probably the biggest potential source of confusion) is this:

If you have a CMBN module, then you do not need your base game key (ever again), and you do not have to patch/activate your base game separately (ever again)!

When you activate a module with a module key, or patch a module, the base game is activated/ patched automatically as well. There is no need to license/ patch the base game separately. Below is the correct way to (re-)install CMBN and modules. If you do not have a module listed below, simply skip that step:

1- install the base game, Combat Mission: Battle for Normandy. This will typically be v1.00 or v1.01.

2- install the Commonwealth Module. This will update your game to v1.10.

2b- use your Commonwealth Module license key to activate. This will activate both the base game AND the module.

3- if available, install the next Module. This will update your game to v1.20.

3b- use your next module license key to activate.

4- if available, install the third module. This will update your game to v1.30.

4b- use your third module key to activate. This will activate both the base game and the module in one go.

5- if available, install the latest patch for CMBN. Usually,only one patch is required to update all game components, including the base game and modules.

Note: It's important to patch as the last step (IF a newer patch is available, i.e. in the case of the Commonwealth Module, a patch that is at least v1.11 or higher…)! This will ensure that your game and all modules are up to date; otherwise you may unintentionally downgrade your game to an older version by installing an older module.

■ USEFUL SHORTCUT LINKS

The Installation program adds a number of useful links into your **(PC)** *Windows Start>Programs group* / **(Mac)** *game installation folder* by default, such as:

■ DIRECT LINK TO THE PDF MANUAL

The game documentation is included as an Adobe PDF (Adobe Reader required from www.adobe.com) file, and it can be accessed quickly from here.

■ ACTIVATE LINK

This is the link to the web interface for adding activations to your license key, or for manually activating your game (applicable only for PC versions at the time of writing).

■ VERSION CHECK LINK

This is a quick way to check for updates online. The link is pre-coded to know which version of the game you have installed, and will automatically inform you if any patches or updates for your specific game combination are available.

■ ENCYCLOPEDIA

This module introduces some of the Commonwealth countries that participated in the battle for Normandy, e.g. UK and Canada. It also includes Free Polish Forces and new formations for the German side, such as the Waffen SS and the Luftwaffe Field Divisions.

Some units and vehicles will look familiar to you, like the Sherman tank for instance. However, most will be new and have their own characteristics modeled. Even the well known Sherman has unique variants used only by the Commonwealth forces.

You will need to familiarize yourself with the formations and units in this module to be able to take advantage of their strength and avoid placing them at a disadvantage.

■ US ARMY

The American Army that hit the beaches of Normandy was a very different army than the one which landed in North Africa. The forces that pushed into Normandy were, simply put, significantly better in all ways than they had been even a year earlier. Its doctrine, organization, equipment, and training were all significantly improved as a result of the hard lessons learned in Tunisia, Sicily, and the "boot" of Italy. In fact, wartime records and post-war interviews of Germans who fought against Americans on other fronts expressed surprise at how differently the Americans fought in Normandy.

One of the most commonly cited aspects of US forces in Normandy was its seemingly never ending supply of everything. The personnel replacement system meant losses at the front were quickly replaced, especially compared to the Germans who often found themselves with no replacements for days despite heavy losses. Equipment was repaired or replaced faster than it was lost, depleted ammo stocks were replenished before they could negatively affect operations. Not that everything went perfectly for the US forces, of course, but compared to the Germans they were fighting it was night and day better. The end result meant that US units could stay at the front longer and be more active than their enemy.

While there is no question that these material and organizational advantages gave the US forces a huge edge, that is only part of the story. American soldiers were generally well trained, competently led, and motivated to win. As the battles in Normandy dragged on, the Americans learned more and more ways to counter previously effective German tactics; tactics which, once countered, the Germans found difficult to make up for due to heavy losses and logistics problems.

As a gamer, there are some important things to keep in mind about the American forces in Combat Mission: Battle for Normandy. For starters, make sure to play to the Sherman tank's strengths and avoid stand up tank fights with the "big cats". Keep in mind the US Rifle Platoon is by many measures the most deadly infantry force in the game, if used wisely. Don't let your Rifle units get pinned down and chopped up by German MG and mortar fire! In the real war, the Germans hated American artillery probably more than anything else. Make sure the German player hates it just as much! All in all, as the American player you are in command of a nimble, robust combined arms force which can win the day if handled well.

■ COMMONWEALTH ARMIES

■ BRITISH DIVISIONS

The British divisions of 21st Army Group represented the last great army that the United Kingdom would ever field. Despite its manpower difficulties through 5 years of continuous warfare, the British Army in Normandy was probably the best equipped it had ever been in terms of both quantity and quality. The years of training and preparing for the invasion proved a success and some of the best performing units in the campaign were those without prior experience. In fact, the few units which were withdrawn from the Mediterranean theater for use in France did not necessarily perform better than those without combat experience. By the end of the Normandy campaign all units were thoroughly battle hardened, though the losses were too steep to be absorbed by an already overstretched population. As the British pushed towards Germany some units had to be broken up to bring others

back up to strength.

The British Army was divided up into three broad categories of units; Infantry, Armoured, and Airborne. These larger forces were built around a fairly small number of standardized sub units which were tweaked a little this way or that to fit the particular needs of the parent formation. The primary of which, the Infantry Battalion, was a powerful grouping of four rifle companies along with platoons of mortars, assault pioneers, 6-pounder antitank guns, and the unique carrier platoon. Most infantry battalions in Armoured Divisions used the same structure as in Infantry Divisions, except that they had their own lorries (trucks) to provide mobility. The Motor Battalion in each Armoured Division was quite different since it was expected to operate closely with the tanks. This type of battalion had only three rifle companies, but additional antitank guns, and armored mobility in the form of American Lend Lease halftracks. Glider Battalions are broadly similar in structure to the basic infantry type, but with fewer vehicles and fewer men overall. Parachute Battalions were smaller still, with almost no vehicles, and no anti-tank guns. To compensate for the lack of heavier weapons, the Paras had a much higher proportion of automatic weapons and a more robust chain of command.

The British took three main battle tanks into Normandy; their own Churchills and Cromwells, as well as Shermans loaned from the US. The Churchills were slow, tough infantry support tanks able to shrug off hits better than any other Allied tank. Formed into independent Tank Brigades, Churchills were usually employed in support of the Infantry Divisions. The Cromwells were fast, decent all around tanks which equipped some units in the Armoured Divisions. The balance of the tank units were filled out by various models of Shermans, with one significant exception. The British had managed to shoe-horn the powerful 17-pounder anti-tank cannon into a small number of Shermans. These tanks, designated Fireflies, were the most deadly tanks in the Allied arsenal at this point in the war. With the exception of the Fireflies, the British were quite peculiar in that they managed to keep their tank units based around one specific type and variant. Not just in theory like other nations had, but in reality. This means players are restricted from mixing tanks of different types within a single formation in the game.

In game terms the British at this point in the war have a finely tuned organization for combined arms warfare. As with all forces in the game, there are both unique positives and negatives when facing a particular situation and enemy force. With the exception of the Parachute Battalions, the primary drawback of Britain's infantry is its comparatively weak firepower generated at the section (squad) level. Unsupported British infantry, therefore, will likely experience significant limitations in both defensive and offensive tasks. Likewise, the infantry's ability to destroy enemy armor is limited due to the lack of rocket fired AT weapons such as the Bazooka and Panzerschreck. Tank units are an even match for most German tanks, however against Panthers and Tigers they definitely need to be handled carefully. One of the most interesting, and distinctive, forces to use are the tracked "Carriers" of the Carrier Platoon (and others). Despite being minimally armored and armed, they are well suited for screening an open flank, conducting recon, acting as a mobile reserve, or moving vital ammunition forward. When the British forces are played to their strengths, and shielded from their weaknesses, they are every bit as good as any other force in the game.

■ CANADIAN DIVISIONS

The two Infantry Divisions, an Armoured Division, and various smaller units of the Canadian Army in Normandy were unusual in that they were the only all volunteer force. They had spent several years in England training and were well prepared for the invasion of France. Canadian soldiers were involved from the earliest hours of the invasion when men of the 1st Canadian Parachute Battalion jumped into Normandy as part of the British 6th Airborne Division on D-Day. Soon after, the 3rd Canadian Infantry Division hit Juno Beach, where they found an able and determined defender opposing them. Throughout the campaign the Canadians played a central role in most operations around Caen, culminating in their critical role in sealing the Falaise Pocket.

Structurally, the Canadian units were a carbon copy of the British despite some minor equipment differences. Most notably, they brought over from Canada their own trucks and a light recon vehicle called the "Otter". None of the Canadian armored units were equipped with either Churchill or Cromwell tanks, but were instead totally outfitted with Mk V Shermans and Fireflies. Their single Parachute Battalion was also identical to the British type.

While the Canadian units in Normandy were well trained, reasonably well led, and moderately motivated, they had the same basic pros and cons associated with the British. From a tactical standpoint, therefore, they should be played in a similar way as British units.

■ POLISH ARMOURED DIVISION

The Polish ground forces serving with the Western Allies in World War II were split into two main groups. Many of soldiers who became prisoners of the Soviets in 1939 were released and eventually moved down through the Middle East, where they formed a British-style corps and fought their way up the Italian peninsular. Meanwhile, many Poles escaped the German invasion by fleeing down into the Balkans and eventually made their way to France, then England after France fell. There they were supplemented by ex-pats from Great Britain and elsewhere around the world, including some of the former Soviet POWs who found ways out of the Soviet Union. It was decided that the men in England would remain there and form the 1st Polish Armoured Division using British organization and equipment. After combat commenced, finding replacements for battle casualties was a constant problem for the Poles, although they did manage to find some recruits amongst captured Polish former-members of the German armed forces.

The Division landed in France in late July and first saw action on August 8th during Operation Totalise. Although in some ways it didn't go completely smoothly, the Poles fought hard and competently throughout the rest of the campaign. In particular they were critical in helping close the Falaise Pocket, thus effectively ending Germany's occupation of France.

Because the Poles had only an Armoured Division in theater, they are only able to draw upon those sub units for gameplay. This means there are no un-motorized infantry formations at their disposal. Like the Canadians, the Poles did not use Churchills, although they did have Cromwells in addition to a variety of Shermans. Their combat training was generally good, leadership competent, and motivation excellent. As with the British and Canadians, the real strength of the Poles only shows through when they fight as part of a combined arms team.

■ COMMONWEALTH FORCES

■ THE SHERMAN TANK

The Commonwealth forces use several variants of the US M4 Sherman Medium Tank. The most substantial difference though is in the Sherman IC and VC. Those two variants are fitted with the powerful British 17 pounder anti-tank gun as its main weapon, and are also known as the Sherman Firefly.

Another noteworthy characteristic is that most Commonwealth Shermans did not have a .50 cal in the commander´s hatch. During the war, the British received roughly 17,000 tanks (more than a third of all M4s produced).

In the British naming system, the M4 is called "Sherman I", the M4A1 "Sherman II" and so on. The "C" letter after the mark number is used for the variants fitted with the QF 17 pounder (76.2 mm) gun.

The Sherman I, Sherman II, Sherman III and Sherman V models can be equipped with "Rhino" bocage-busting attachments in July 1944. The British usually referred to the Rhino attachments as "Prongs'.

■ SHERMAN I (W/ RHINO)

This is the M4 with 75 mm M3 L/40 gun. It has basically the same specifications as the US variant. Available with and without Rhino attachments.

	AMMO		DAMAGE	DEFENSES
Commander				
Gunner	75mm HE	51	75mm Main	
Loader	75mm AP	40	7.62mm Coax	
	Cruiser Tank	75mm Smoke	6	7.62mm MG
	75mm L/40 M3	.30cal M2	>4k	Gyrostab.
Driver	Weight	30.3 tons	Smoke Mortar	
	Speed		Radio	
	Power		Engine	
	Off-Road		Wpn Controls	
	Turning		Optics	

■ SHERMAN IC (FIREFLY)

Same as the Sherman I, but with the QF 17 pounder (76.2 mm) gun as its main weapon. This is also known as the "Firefly" conversion. Another noteworthy difference is the additional hatch above the gunner's position, and the elimination of the hull gunner to make room for more 17 pounder ammuni-

tion. The mantlet is also approx. 13mm thicker than the standard US Sherman tank.

Commander
Gunner
Driver

Cruiser Tank
76mm L/55 17 pdr

Weight	31.4 tons
Speed	▌▌
Power	
Off-Road	▌▌▌
Turning	

AMMO

76mm HE	26
76mm AP	46
76mm APDS	5
.30cal M2	>5k

DAMAGE

76mm Main
7.62mm Coax
Smoke Mortar
Radio
Engine
Wpn Controls
Optics
Tracks

DEFENSES

■ SHERMAN II (W/ RHINO)

The Sherman II has the same specifications as the US M4A1. Available with and without Rhino bocage-busting attachments.

Commander
Gunner
Loader
Driver

Cruiser Tank
75mm L/40 M3

Weight	30.3 tons
Speed	▌▌
Power	
Off-Road	▌▌▌
Turning	

AMMO

75mm HE	48
75mm AP	37
75mm Smoke	5
.30cal M2	>4k

DAMAGE

75mm Main
7.62mm Coax
7.62mm MG
Gyrostab.
Smoke Mortar
Radio
Engine
Wpn Controls
Optics

DEFENSES

■ SHERMAN III (W/ RHINO)

The Sherman III has the same specifications as the US M4A2. Available with and without Rhino bocage-busting attachments.

Commander
Gunner
Loader
Driver

Cruiser Tank
75mm L/40 M3

Weight	31.8 tons
Speed	▌▌
Power	
Off-Road	▌▌▌
Turning	

AMMO

75mm HE	51
75mm AP	40
75mm Smoke	6
.30cal M2	>4k

DAMAGE

75mm Main
7.62mm Coax
7.62mm MG
Gyrostab.
Smoke Mortar
Radio
Engine
Wpn Controls
Optics

DEFENSES

■ SHERMAN V (W/ RHINO)

The Sherman V has the same specifications as the US M4A4. Available with and without Rhino bocage-busting attachments.

Commander		
Gunner		
Loader	Cruiser Tank	
	75mm L/40 M3	
Driver	Weight	31.6 tons
	Speed	
	Power	
	Off-Road	
	Turning	

AMMO

75mm HE	51
75mm AP	40
75mm Smoke	6
.30cal M2	>4k

DAMAGE

75mm Main
7.62mm Coax
7.62mm MG
Gyrostab.
Smoke Mortar
Radio
Engine
Wpn Controls
Optics

DEFENSES

■ SHERMAN VC (FIREFLY)

The Sherman VC has the same specifications as the Sherman V, but with the "Firefly" conversion.

Commander		
Gunner		
	Cruiser Tank	
Driver	76mm L/55 17 pdr	
	Weight	32.7 tons
	Speed	
	Power	
	Off-Road	
	Turning	

AMMO

76mm HE	26
76mm AP	46
76mm APDS	5
.30cal M2	>5k

DAMAGE

76mm Main
7.62mm Coax
Smoke Mortar
Radio
Engine
Wpn Controls
Optics
Tracks

DEFENSES

■ THE CHURCHILL TANK

The Churchill tank, a heavy British Infantry Tank in service between 1941 and 1952, was one of the heaviest allied tanks of the Second World War – 38.5 tons. The tank was manufactured by Vauxhall Motors and counting all types, 7,368 were produced between 1941 and 1945. It was designed for a 5 man crew and could reach 15 miles/hour.

History suggests that it was named after Winston Churchill, Prime Minister and Minister of Defence of the United Kingdom at the time, who had been involved with the development of the tank as a weapon during the First World War.

First designed in 1940, the first tanks began rolling off the production line in June, 1941. Many specialist vehicles were built on its chassis.

■ CHURCHILL IV

The most numerous variant produced, the Churchill IV, was best known for its heavy armor and large longitudinal chassis. The engine was a Bedford Petrol of 350hp at 2,200 rpm. This model used a cast turret and a 6 pdr (57mm) gun as its main weapon.

Commander		
Gunner		
Loader		
	Infantry Tank	
	57mm L/43 6 pdr	
Driver	Weight	39.6 tons
	Speed	
	Power	
	Off-Road	
	Turning	

AMMO

57mm HE	21
57mm AP	55
57mm APDS	8
7.92mm	>9k

DAMAGE

57mm Main
7.92mm Coax
7.92mm MG
Smoke Mortar
Radio
Engine
Wpn Controls
Optics
Tracks

DEFENSES

■ CHURCHILL V

Same as the IV, but equipped with a 95mm howitzer gun, which was the close support weapon intended to replace the 3" howitzer.

■ CHURCHILL VI

Among the improvements compared with the IV, the VI added a cupola, and was the first Churchill model with a British produced 75mm gun. Very few were produced.

■ CHURCHILL VII

It had a new turret, more armor and was a little wider than its predecessors. This model was present in the three Churchill Tank Brigades in Normandy. Sometimes called "Heavy Churchill" due to the heavier armor, this tank weighed a ton more than the previous Churchills. A heavier suspension was also installed.

■ CHURCHILL VIII

Similar to the VII but with a 95 howitzer gun for close support as the main weapon.

	AMMO		DAMAGE		DEFENSES
Commander					
Gunner			95mm Main		+++++
Loader		95mm HE 34	7.92mm Coax		○ ✕ ✕ ✕
	Close Support Tank	95mm HEAT 9	7.92mm MG		■ ■ ■ ○
	95mm L/22	95mm Smoke 4	Smoke Mortar		■ ■ ■ ■
Driver	Weight 40.5 tons	7.92mm >9k	Radio		
	Speed		Engine		
	Power		Wpn Controls		
	Off-Road ▮▮▮		Optics		
	Turning		Tracks		

■ THE CROMWELL TANK

The Cromwell is classified as a "Cruiser" tank and used in the armored reconnaissance regiments of the Commonwealth forces. The Cromwell was the first British tank with a dual-purpose gun, a high speed engine, and good armor, all in a single well-balanced vehicle featuring great maneuverability and impressive speed.

Named after Oliver Cromwell, the English Civil War leader, the Cromwell tank was one of the most successful series of cruiser tanks fielded by Britain in WW2. Produced by Nuffield Organisation, with a powerful and reliable Rolls-Royce Meteor V12 petrol engine (540hp at 2,250rpm), based on engines used in aircraft such as the Spitfire.

Originally, the Cromwell had a 6 pdr gun (Mks I-III). Marks IV and later were equipped with OQF 75mm guns, or 95mm howitzers in the close support versions.. It was used in the 7th Armoured Division and in the armored reconnaissance regiments of the 11th, Guards and 1st Polish Armoured Divisions during the Battle for Normandy.

Weighing 28 tons, this tank could take a 5 man crew. The Cromwell IV and VII are available with and without "Rhino" bocage-busting attachments.

■ CROMWELL IV (W/ RHINO)

The Cromwell IV, the most numerous variant, was basically a Centaur III but with a 75mm gun and a Meteor engine. It started being issued to armored units in 1943. This model could reach up to 40 miles/hour. It used very characteristic armor plates that were bolted to the frame. Available with and without Rhino bocage-busting attachments.

	AMMO		DAMAGE		DEFENSES
Commander					
Gunner			75mm Main		+++++
Loader		75mm HE 32	7.92mm Coax		✕ ✕ ✕ ✕
	Cruiser Tank	75mm AP 32	7.92mm MG		○ ✕ ✕ ○
	75mm L/40 MkV	7.92mm >4k	Smoke Mortar		■ ○ ○ ■
Driver	Weight 27.9 tons		Radio		■ ■ ■ ■
	Speed ▮▮▮▮		Engine		
	Power ▮▮▮▮		Wpn Controls		
	Off-Road ▮▮▮		Optics		
	Turning		Tracks		

■ CROMWELL VI

Same as the IV, but with a 95mm gun-howitzer as main weapon.

Commander										
Gunner			**AMMO**			**DAMAGE**			**DEFENSES**	
Loader										
Driver		Close Support Tank	95mm HE	37	95mm Main					

Close Support Tank
95mm L /22

95mm HE 37
95mm HEAT 10
95mm Smoke 4
7.92mm >4k

95mm Main
7.92mm Coax
7.92mm MG
Smoke Mortar
Radio
Engine
Wpn Controls
Optics
Tracks

Weight 27.9 tons
Speed ▮▮▮▮
Power ▮▮▮▮
Off-Road ▮▮▮
Turning ▮

■ CROMWELL VII (W/ RHINO)

Among other improvements, this model received additional welded front armor and wider tracks. Speed: 32 miles/hour. Its main armament was the OQF 75mm gun and it was powered by a 600hp engine. Available with and without Rhino bocage-busting attachments.

Cruiser Tank
75mm L /40 MkV

AMMO
75mm HE 32
75mm AP 32
7.92mm >4k

DAMAGE
75mm Main
7.92mm Coax
7.92mm MG
Smoke Mortar
Radio
Engine
Wpn Controls
Optics
Tracks

DEFENSES

Weight 27.9 tons
Speed ▮▮▮
Power ▮▮▮▮
Off-Road ▮▮▮
Turning ▮

■ CROMWELL VIII

This is the Cromwell VII, with all its improvements and the 95mm gun-howitzer.

Close Support Tank
95mm L /22

AMMO
95mm HE 37
95mm HEAT 10
95mm Smoke 4
7.92mm >4k

DAMAGE
95mm Main
7.92mm Coax
7.92mm MG
Smoke Mortar
Radio
Engine
Wpn Controls
Optics
Tracks

DEFENSES

Weight 27.9 tons
Speed ▮▮▮▮
Power ▮▮▮▮
Off-Road ▮▮▮
Turning ▮

■ THE STUART TANK

The M3 Stuart, formally known as Light Tank M3, was an American tank named after the American Civil War Confederate General J.E.B. Stuart. These tanks were supplied to British and Commonwealth forces under the Lend Lease program prior to the entry of the U.S. into the war, and after that used by the U.S. and Allied forces until the end of the war.
In the British service, it also had the unofficial nickname of HONEY.

■ STUART III

This model had a power traverse turret, with a turret basket and no cupola. A vertical gun stabilizer was

installed and the Sponson machine guns removed. Fast and reliable, weighing 14.5 tons, it was well suited for the reconnaissance role.

Commander
Gunner
Driver

AMMO
37mm HE 71
37mm AP 35
.30cal M2 >7k

DAMAGE
37mm Main
7.62mm Coax
7.62mm MG
Gyrostab.
Radio
Engine
Wpn Controls
Optics
Tracks

DEFENSES

Light Tank
37mm L/54 M6
Weight 12.9 tons
Speed
Power
Off-Road
Turning

■ Stuart V

This model had a welded hull and the position of the driver was moved forward and higher. The enlarged turret allowed more ammunition to be stored in the turret, freeing up space in the hull for additional fuel capacity.

Light Tank
37mm L/54 M6
Weight 14.7 tons
Speed
Power
Off-Road
Turning

AMMO
37mm HE 122
37mm AP 52
.30cal M2 >7k

DAMAGE
37mm Main
7.62mm Coax
7.62mm MG
Gyrostab.
Radio
Engine
Wpn Controls
Optics
Tracks

DEFENSES

■ Stuart VI

The rear of this version was raised in order to house "Twin" Cadillac engines. It also had a sloping hull at the front with enlarged hatches for the driver and co-driver, and on the back of the turret, room was created for a radio.

Commander
Gunner
Driver

Light Tank
37mm L/54 M6
Weight 15.7 tons
Speed
Power
Off-Road
Turning

AMMO
37mm HE 103
37mm AP 44
.30cal M2 >6k

DAMAGE
37mm Main
7.62mm Coax
7.62mm MG
7.62mm MG
Gyrostab.
Radio
Engine
Wpn Controls
Optics

DEFENSES

■ Self-propelled guns
■ 3-inch M10 SP Gun "Wolverine"

The Wolverine Tank Destroyer was actually a US M10 Tank Destroyer, developed for British use. It had an open-top turret and a US 76mm anti-tank gun, which improved its armor penetration capability compared to the 75mm gun. It was produced by General Motors and Ford, and it was numerically the most important US Tank Destroyer used in World War II, combining a reasonably potent anti-tank weapon with a turreted platform. It was designed based on the chassis of the M4 Sherman, and re-

mained in service until the end of the war.

■ ACHILLES

The Achilles Tank Destroyer is basically a US M10 equipped with a 17pdr gun. The Achilles can also be identified by the muzzle brake at the end of the barrel and a counterweight behind the muzzle brake.

■ SEXTON

The Sexton was a relatively simple design with an open-top superstructure mounted on the running gear of a RAM Tank (a medium tank produced in Canada). It was equipped with a 25pdr gun and a crew of 6, a driver and 5 gunners/loaders could fit inside. The Sexton served in the British Army from 1943 through to 1956.

■ HALFTRACKS
■ M5 HALFTRACK

Externally almost identical to the M3, but with a 450 cu in (7,400 cc) engine. The M5 is heavier than the M3, due in part to heavier armor. Its rear frame sides were manufactured in one piece, rather than bolted. The M5 was primarily manufactured for Lend-Lease, to Britain, Canada and other nations.

M5A1 HALFTRACK

This is the M5 with a M49 machine gun mount. It could fit one .50-caliber (12.7 mm) and two .30-caliber (30.06) machine guns. The models produced by International Harvester Corporation (IHC) had a slightly lower top speed and lower range as well.

M9A1 HALFTRACK

Same as the M5, but with stowage arranged as in the M2 halftrack, with access to radios from inside (as opposed to outside) and rear doors, plus a pedestal MG mount. It also has a ring mount and three MG pintles.

CARRIERS
UNIVERSAL CARRIER

The Universal Carrier is a common name used to describe a family of light armored tracked vehicles built by Vickers-Armstrong. These vehicles were widely operated by British Commonwealth forces during World War II. They were usually used for transporting of personnel, equipment and support weapons as well as machine gun platforms. Originally designed for a 2 man crew, the Universal weighed 3.7 tons and had an operational range of 150 miles, and a maximum speed 30 miles/hour.

Driver		AMMO		DAMAGE		DEFENSES
Universal		9mm	300	Engine	■	
		.303 MkVII	>2k	Tracks	■	
Weight	4.1 tons					
Speed						
Power						
Off-Road						
Turning						

■ Universal Carrier MMG

This version has a special mount at the rear with a Vickers Medium Machinegun.

Note: MMG teams dismounting from a Universal Carrier MMG are able to take the Vickers MMG with them.

Driver		AMMO		DAMAGE		DEFENSES
MMG		9mm	300	7.7mm MG	■	
7.7mm Vickers		.303 MkVII	>3k	Engine	■	
				Tracks	■	
Weight	4.1 tons					
Speed						
Power						
Off-Road						
Turning						

■ Universal Carrier Bren

As the name states, it carries a Bren LMG. The gunner manning the Bren was sitting in front next to the driver. Bren Carriers were especially used for carrying ammunition, as infantry support weapons and for towing anti-tank guns and trailers.

Driver		AMMO		DAMAGE		DEFENSES
Bren		.303 MkVII	>1k	7.7mm MG	■	
7.7mm Bren		51mm HE	13	Engine	■	
		51mm WP	3	Tracks	■	
Weight	4.1 tons	9mm	300			
Speed		.303 MkVII	>2k			
Power						
Off-Road						
Turning						

■ Loyd Carrier

The Loyd Carrier was one of a number of small tracked vehicles used by the British and Commonwealth forces in the Second World War to transport equipment and men about the battlefield. It was built upon the engine, gearbox and transmission of a Fordson 7V Truck, with mild steel bodywork to which armor plate was bolted depending on application. The upper hull of the Loyd Carrier was covered to the front and sides but was open to the rear and above.

The Loyd carrier is the typical tractor for the 6pdr anti-tank gun.

Driver · Carrier

Weight	4.1 tons
Speed	
Power	
Off-Road	
Turning	

AMMO

51mm HE	13
51mm WP	3
9mm	300
.303 MkVII	600

DAMAGE

Engine
Tracks

DEFENSES

■ ARMORED CARS
■ HUMBER MK IV AC

The Humber Armoured Car was one of the most widely produced British armored cars of WW2. The vehicle entered service in late 1941 in the North African Campaign and remained in service several years after the end of the war.
This variant is fitted with a 37 mm gun as its main weapon.

Commander · Gunner · Driver

Armored Car
37mm L/S4 M6

Weight	7.2 tons
Speed	
Power	
Off-Road	
Turning	

AMMO

37mm HE	10
37mm AP	54
7.92mm	>2k

DAMAGE

37mm Main
7.92mm Coax
Smoke Launche
Radio
Engine
Wpn Controls
Optics
Wheels

DEFENSES

■ STAGHOUND MK I AC

The T17E1 was an American armored car produced in WW2 that did not see service with frontline US forces, since they moved to the M8 Greyhound vehicle instead. It was, however, supplied to Commonwealth forces during the war and received the service name of "Staghound". Around four thousand units were produced.

Commander · Gunner · Loader · Driver

Armored Car
37mm L/S4 M6

Weight	14.0 tons
Speed	
Power	
Off-Road	
Turning	

AMMO

37mm HE	23
37mm AP	80
7.92mm	>5k

DAMAGE

37mm Main
7.92mm Coax
7.92mm MG
Smoke Mortar
Radio
Engine
Wpn Controls
Optics
Wheels

DEFENSES

■ DAIMLER MK II AC

The Daimler Armoured Car was a Birmingham Small Arms design. It is a larger version designed upon the same layout as the Dingo fitted with a turret similar to that of the Mark VII Light Tank and a more powerful engine. It features some advanced concepts for the time and is considered one of the best British armored fighting vehicles of the Second World War.
It entered service in mid-1941, and more than two thousand vehicles were built by Daimler.

Commander
Gunner
Driver

Armored Car
40mm L/50 2 pdr

Weight	7.5 tons
Speed	▮▮▮▮
Power	▮▮▮▮
Off-Road	▮▮▮
Turning	▮▮▮

AMMO

40mm HE	26
40mm AP	26
7.92mm	>2k

DAMAGE

- 40mm Main
- 7.92mm Coax
- Smoke Launcher
- Radio
- Engine
- Wpn Controls
- Optics
- Wheels

DEFENSES

■ Scout Cars / Recon Cars
■ Jeep with Bren MG

The Willys MB Jeep fitted with a Bren MG at the front.

Driver

Multipurpose Vehicle
7.7mm Bren

Weight	1.5 tons
Speed	▮▮▮▮▮
Power	▮▮▮▮▮
Off-Road	▮▮▮▮▮
Turning	▮▮▮▮▮

AMMO

.303 MkVII	30
9mm	250
.303 MkVII	570

DAMAGE

- 7.7mm MG
- Engine
- Wheels

DEFENSES

■ White Scout Car (M3)

The M3 Scout Car was an armored car also known as the White Scout Car. It was used in various roles including patrol, scouting, command vehicle, ambulance and gun tractor. Production of the vehicle started in 1940 and lasted until 1944, with more than two thousand units built. The M3 was supplied via lend-lease to Britain.

Driver

Scout Car
12.7mm M2HB

Weight	5.6 tons
Speed	▮▮▮▮
Power	▮▮
Off-Road	▮▮▮
Turning	▮▮▮▮▮

AMMO

.50cal AP	200
.50cal AP	>1k
9mm	300
.303 MkVII	>2k

DAMAGE

- 12.7mm MG
- Radio
- Engine
- Wheels

DEFENSES

■ Otter Light Reconnaissance Car

The Otter was developed and produced by General Motors Canada as a replacement for the Humber LRC. Although 1761 units were produced from 1942 to 1945, fewer than 1,000 were delivered overseas.

The Otter served with Canadian units in the Italian Campaign and Northwest Europe. It was also employed by some British units.

■ HUMBER MK III LIGHT RECONNAISSANCE CAR

The Humber Light Reconnaissance Car was produced by the Rootes Group. It was based on the 4x4 Humber Heavy Utility (Humber box) chassis. From 1940 to 1943 over 3600 units were built. It saw service in many Infantry Reconnaissance Regiments in Tunisia, Italy and Western Europe. After the war, some vehicles remained in service with the British units in India and in the Far East.
The Mk III vehicle introduced a 4x4 drive.

■ DAIMLER SOD

This is a variant of the Daimler Armoured Car. SOD stands for "Sawn-Off Daimler". It is basically a turretless version based on the Mk II chassis.

■ UNARMORED VEHICLES
■ WILLYS MB JEEP

The Willys MB Jeep was manufactured in the US from 1941 to 1945. It was also used by allied forces and in this module by the Commonwealth forces. It has the same specifications as the US version from the base game.

Driver — Multipurpose Vehicle

AMMO		DAMAGE	DEFENSES
9mm	250	Radio	
.303 MkVII	600	Engine	
		Wheels	

Weight 1.5 tons
Speed
Power
Off-Road
Turning

■ BEDFORD QLD - GENERAL SERVICE

The Bedford QLD was the General Service cargo truck version of the QL series of trucks manufactured by Bedford Vehicles. It saw service with the British and Polish forces in World War II.
The Bedford QL was in production from 1941 to 1945. More than fifty thousand units were produced in total, the QLD being the most numerous version.

Driver — Truck

AMMO		DAMAGE	DEFENSES
PIAT HEAT	9	Engine	
9mm	300	Wheels	
.303 MkVII	>2k		

Weight 3.3 tons
Speed
Power
Off-Road
Turning

■ BEDFORD QLT - TROOP TRANSPORT

Troop transport variant. Although the QLD can also carry troops, this specialized version of the truck is longer and has a much larger seating capacity, being able to carry up to 29 soldiers, plus driver and a soldier in the cabin.

Truck

AMMO		DAMAGE	DEFENSES
PIAT HEAT	9	Engine	
51mm HE	13	Wheels	
51mm WP	3		
9mm	600		
.303 MkVII	>4k		

Weight 3.3 tons
Speed
Power
Off-Road
Turning

■ COMMONWEALTH AIR ASSETS

■ SPITFIRE IX FIGHTER

The Supermarine Spitfire was the main British fighter aircraft used by the Royal Air Force and other Allied forces in WW2. It was used in several roles such as interceptor, photo-reconnaissance, fighter-bomber, carrier-based fighter, and trainer.

It is armed with 2 × 20 mm Hispano Mk II cannon with 120 rpg in the outer bays, and 2 × .50 cal Browning M2 machine guns with 250 rpg in the inner bays.

Configurations: .... Strafe, Light

Spitfire IX	Fighter Bomber	Spitfire IX	Fighter Bomber
.50cal AP-I	500	.50cal AP-I	500
20mm AP	240	20mm AP	240
		227kg bomb	1

■ TYPHOON MK IB FIGHTER-BOMBER

The Hawker Typhoon was UK′s single-seat fighter-bomber, produced by Hawker Aircraft. While its predecessor, the Ia used Browning guns, the Ib was cannon-armed. Equipped with bombs and ground attack rockets, the Typhoon became one of the Second World War's most successful ground-attack aircraft.

Armed with 4 × 20 mm Hispano Mk II cannon.

Configurations: .... Strafe, Rockets, Light, Heavy

Typhoon IB	Fighter Bomber	Typhoon IB	Fighter Bomber	Typhoon IB	Fighter Bomber	Typhoon IB	Fighter Bomber
20mm AP	560	20mm AP	560	20mm AP	560	20mm AP	560
		RP-3 rocket HE	8	227kg bomb	2	463kg bomb	2

■ COMMONWEALTH ARTILLERY ASSETS

Note: the 2 inch mortar is explained under "Heavy Weapons"

3 INCH MORTAR (81 MM)

The 3-inch mortar was UK´s standard mortar used by the British Army during WW2. It is a conventional Stokes-type mortar, which is muzzle-loaded and drop-fired.
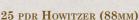
Rate of fire .... 8 rounds per minute

4.2 INCH MORTAR (107MM)

The Ordnance ML 4.2 inch Mortar was a heavy mortar used by the British, and entered service in 1942.

Rate of fire ....20 rounds for 1 minute
.... 15 for 3 minutes
.... 10 for sustained fire

75MM PACK HOWITZER (M1A1)

The 75mm Pack Howitzer M1 was designed in the United States in 1920s to meet a need for an artillery piece that could be moved across difficult terrain. The gun and carriage were designed so that they could be broken down into several pieces and carried by pack animals or dropped by parachute.

Rate of fire .... 3-6 rounds per minute

25 PDR HOWITZER (88MM)

The 25-pounder entered service just before World War II started and was the major British field gun/howitzer. Probably the best field artillery piece of the war with high rates of fire and a reasonably lethal shell in a highly mobile base.

Rate of fire .... 1-5 rounds per minute

3.7 INCH ANTI-AIRCRAFT GUN (94MM)

The 3.7-Inch QF AA was UK's primary heavy anti-aircraft gun during World War II. It was roughly the equivalent of the German 88 mm FlaK but with a slightly larger calibre of 94 mm and superior performance.

Rate of fire .... 10/20 rpm

4.5 INCH MEDIUM GUN (114MM)

The BL 4.5 inch Medium Gun was a British gun used by field artillery units in WW2. It was designed as a replacement for the 60-pounder and equipped a significant proportion of medium artillery regiments, including half the Canadian formations.

Rate of fire .... intense - 2 rpm, normal 1 rpm, sustained 2/3 rpm

5.5 INCH MEDIUM GUN (140MM)

The BL 5.5 inch Gun was British artillery gun that entered service in the middle of WW2. It also equipped Canadian, Australian, South African, Polish and Indian regiments, and was also used by New Zealand after the war. During the Second World War, the standard organization was a regiment of 16 guns organized into two batteries.
Rate of fire .... 2 rpm

4 5.5 inch	140mm Medium Gun
140mm HE	120
140mm Smoke	40

155MM GUN (M1A1 LONG TOM)

The 155 mm Gun M1A1 was a towed gun used by the United States Army and supplied to the United Kingdom by Lend-Lease. Production of this heavy artillery piece was standardized in 1941.
Rate of fire .... burst: 2 rounds per minute
 .... sustained: 30 rounds per hour

2 M1A1 Long Tom	155mm Gun
155mm HE	60
155mm Smoke	20

7.2 INCH HOWITZER MK I (183MM)

The BL 7.2 inch Howitzer Mk.I was a series of heavy artillery guns designed by the UK at the beginning of WW2. The 7.2 inch (183 mm) was not a new design, but instead a re-lined version of the 8 inch (203 mm) howitzers dating from World War I. The carriage was a modernized version of that used on both the 8 inch howitzer and World War I, 6 inch gun.
Rate of fire .... 1/3 rpm

2 7.2 inch MkI	183mm Howitzer
183mm HE	40

NAVAL GUNS

A number of heavy naval guns are available for support of the Commonwealth forces in the game, representing various ships close to the coast: 4 inch Destroyer, 4.7 inch Destroyer, 5.25 inch Light Cruiser, 6 inch Heavy Cruiser, 15 inch Battleship, 16 inch Battleship

Navy 15 inch Battleship		Navy 16 inch Battleship		Navy 6 inch Heavy Cruiser		Navy 5.25 inch Light Cruiser		Navy 4.7 inch Destroyer		Navy 4 inch Destroyer	
381mm HE	64	406mm HE	63	152mm HE	300	133mm HE	420	119mm HE	200	102mm HE	125

■ COMMONWEALTH WEAPONS

■ WEBLEY REVOLVER

The Webley was the standard issue service pistol for the armed forces of the Commonwealth for over 70 years. It is a top-break revolver with automatic extraction. That is, breaking the revolver open for reloading also operates the extractor. This removes the spent cartridges from the cylinder.
The .38/200 Webley Mk IV variant, used in WW2, is still in use as a police sidearm in a number of countries.

Cartridge .... *380" Revolver Mk IIz*
Effective range .... *46 m*
Feed system .... *6-round cylinder*

■ BROWNING HI-POWER PISTOL

The Browning is a single-action, 9 mm semi-automatic handgun with a 13-round magazine capacity. It is also known as P-35 alluding to its year of introduction.
It is based on a design by John Browning, and completed by FN of Belgium. It is one of the most widely used military pistols of all time and adopted by the forces of dozens of countries.

Cartridge .... *9x19mm Parabellum*
Effective range .... *50 m (164 ft)*
Feed system .... *13-round magazine*

■ LEE ENFIELD RIFLE NO. 4 MK1

The Lee-Enfield is a bolt-action, magazine-fed rifle that was the main firearm used by the Commonwealth forces. It was in service for more than sixty years from 1895 onwards. It was the standard issue weapon to rifle companies of the Commonwealth nations in both the WW1 and WW2.
The No. 4 Mk 1 was officially adopted in 1941. Although it was lighter, stronger, and easier to produce than previous models, during the course of WW2 this model was even further simplified to help production. It was produced mainly in the UK but also in Canada and the US.

Cartridge .... *.303 British (0.311 in/ 7.9 mm)*
Effective range .... *550 yd (503 m)*
Feed system .... *10-round magazine with 5-round charger clips*

■ LEE ENFIELD RIFLE W/ SCOPE

Standard No. 4 rifles with telescopic sight mounts designed to accept telescopic sight. In 1944, the sights were Mk.3s. Same specs as the standard No 4 Mk1, but with a much longer effective range.

■ STEN SUBMACHINEGUN MKII

The Sten gun was a family of British 9 mm submachine guns used by Commonwealth forces throughout World War II. Low cost and simple design made it also very efficient for use by resistance groups. It is a typical submachine gun, i.e. a full-automatic firearm that fires pistol rounds.
The Mark II was the most common variant, with two million units produced. It has a very characteristic design with its metal loop for a stock.

Cartridge .... *9x19mm Parabellum*
Effective range .... *100 m*
Feed system .... *32-round detachable clip.*

■ STEN SUBMACHINEGUN MKIV

This model was introduced in 1944 and is a better-quality version of the Mk II. Changes included a wooden pistol grip, a wooden stock and a bayonet mount. Curiously, the wooden stock models were typically assigned to Airborne troops.

■ BREN MK2 LIGHT MACHINEGUN

The Bren was the primary infantry light machine gun (LMG) of the Commonwealth forces in WW2. It is a modified version of Czechoslovak-designed light machine guns, the ZB vz. 26 and its descendants. The name Bren is a mixture of the words Brno and Enfield. The former was the city were it was originally designed, and the latter the site of the Small Arms factory in the UK.

It was adopted by the British forces in the 1930s and saw service throughout the latter half of the 20th century up until the Gulf War in 1991. It is fitted with a bipod but can also be mounted on a tripod or vehicle-mounted.

Cartridge .... .303 British (0.311 in/ 7.9 mm)
Effective range .... 600 yd (550 m)
Feed system .... 30-round detachable box magazine

■ COMMONWEALTH HEAVY WEAPONS

■ VICKERS MACHINEGUN

The Vickers machine gun is a water-cooled machine gun that bears the name of its maker, Vickers Limited. It served from before the First World War until the 1960s. Its design was based on the successful Maxim gun of the late 19th century. It was used on a tripod or mounted on vehicles. The Vickers had a reputation for being extremely solid and reliable.

Cartridge .... .303 British (0.311 in/ 7.9 mm)
Effective range .... 2,187 yd (2,000 m)
Feed system .... 250-round canvas belt

■ PIAT

PIAT stands for "Projector, Infantry, Anti Tank". The PIAT was a British anti-tank weapon developed during the Second World War. The PIAT entered service in 1943 and remained in use with Commonwealth forces until the early 1950s. It was designed in 1942 to fulfill the UK's need for a better infantry anti-tank weapon.

The PIAT launches a 2.5 pound (1.1 kg) bomb using a powerful spring and a cartridge on the tail of the projectile.

Effective range .... 110 m

■ 6 PDR ANTI-TANK GUN

The "6 pounder" is the British 57 mm gun. This was the UK's main anti-tank gun during the middle of World War II. The Mk IV included in this module is fitted with a L/43 or a L/50 barrel, muzzle brake and side shields for better crew protection.

The United States Army also adopted the 6 pdr as their primary anti-tank gun under the designation 57 mm Gun M1, which has been included in the main game.


```
                        AMMO
                57mm HE      15
                57mm AP      19
        AT Gun  57mm APDS     2
57mm L/50 6 pdr
Speed
Deploy      1.8 min
Pack Up     3.7 min
```

■ 6 PDR ANTI-TANK GUN (AIRBORNE)

This is the airborne variant of the weapon. It is the same gun but on a Mk3 carriage, with foldable arms, for use by airborne troops. It also has some small differences in the shield.

■ 17 PDR ANTI-TANK GUN

The 17 pounder is a 76.2 mm gun developed by the UK during World War II. It was used as an anti-tank gun and also built into several British tanks. It was also used to upgun the Sherman in its Firefly variant, and the M10 Tank Destroyer in its Achilles variant. Armed with APDS rounds, it was capable of defeating all but the thickest armor on German tanks.


```
                        AMMO
                76mm HE       5
                76mm AP      15
        AT Gun  76mm APDS     1
76mm L/55 17 pdr
Speed
Deploy      3.8 min
Pack Up     8.0 min
```

■ 2 INCH MORTAR

The 2-inch mortar, officially known as "Ordnance SBML 2-inch mortar" is a British mortar that was used by the Commonwealth during WW2 and later.

One of the advantages of this kind of mortar is its light weight, so it does not need vehicles to be carried around the battlefield. Although small, it has a greater range and more firepower than rifle grenades.

Note: The full-size 2-inch mortar can be used like an on-map mortar, but for direct lay only (cannot be accessed by spotters for fire missions). The airborne 2-inch mortar (located only in the parachute rifle sections) can be used for direct fire only (i.e. cannot fire into defilade), similar

to rifle grenades. However, the airborne mortar has only
smoke shells.

Rate of fire .... 8 rounds per minute

■ GERMANY

■ GERMAN ARMY

On the morning of June 6th, 1944, the coastline of "Fortress Europe" was defended by a diverse assortment of units of all sizes, organizations, equipment, and personnel. The majority were, not surprisingly, part of the Heer (Army). However, this was not the same quality Heer that conquered France to begin with; quite the opposite, in fact. Each year of losses on other fronts caused the best remaining personnel and equipment to be stripped away for replacements elsewhere. The best units in France were those sent there to rest and refit after being hammered elsewhere. As soon as their convalescence was over, they were moved out and other beat up units were moved in to take their place. Which is why the Allies found themselves crushing the opposition in front of them in one spot, yet solidly beaten back in other places.

After it became clear that the Allied landings were successful, the German High Command started moving frontline units into France. However, three weeks into the invasion the Soviets launched their huge summer offensive on the Eastern Front (Operation Bagration) which caused a crisis there that dwarfed Germany's problems in France. Therefore, not only was it nearly impossible to shift new units into France, it was difficult to send in replacements for the steady reductions in personnel, equipment, and munitions being lost every day. What meager replacements did manage to cross into France then had to suffer through the constant threat of destruction and disruption from Allied air power. Strategically, this meant the fall of France to the Allies was inevitable, however, at the tactical level even a weakened Heer unit could cause serious problems for Allied combat units.

The Heer provided the backbone of the defenses in Normandy, the bulk of which were infantry of some sort. An odd feature of the Normandy campaign was the high percentage of armored units involved. Initially, only one Panzer Division (21st) was in position to oppose the landings, however, quite quickly four more (2nd, 9th, 116th, and Lehr) were committed to battle. With the Waffen SS armored units factored in, the ratio of armor to infantry was close to 1:1 at times and places. However, some of these armored units started the campaign without their full complement of armored vehicles, and losses quickly reduced the numbers further. Which meant that each day the campaign went on, the chances of Allied armor encountering German Panzers decreased noticeably.

Due to the quality and quantity issues of the average German force, the player commanding German units should take great care to truly understand what his forces are at the start of each battle. Being told you have "a company of infantry" can mean wildly different things from battle to battle. Without a solid understanding of the units available, a positive battlefield outcome is unlikely. From the Allied side the best thing to do is always assume the worst. Even if a battle is going well in one area, do not be fooled into thinking that other sections of the battlefield will be equally easy. Likewise, if one sector is presenting great difficulties it could be because that's where all the good units are and other sectors are perhaps easier to deal with. Overall, though, the Germans are on the defensive in very good terrain and that means even poor quality units, competently handled, can present serious challenges to even the best Allied players with the best units.

■ WAFFEN SS

Arguably the most important element of the Nazi Party was the Schutzstaffel (SS), and one of the most important within that was the Waffen SS. Over the course of WW2, the formations of the Waffen SS transformed themselves from near insignificance to a prominent role in every major battle in the last year of the war. The premier divisions within the Waffen SS generally performed better than average, sometimes to the extent of what might be described as suicidal determination. On the other hand, some of the Waffen SS units were among the worst combat units the Germans fielded during the war. Since Combat Mission is about tactical combat, in this case specifically the Normandy campaign, the game only concerns itself with the military aspects of Waffen SS formations found in Normandy.

Initially, only one Waffen SS Panzergrenadier Division (12th) was in the immediate area of the landings, but very quickly two SS Panzer Divisions (17th and 2nd) were moved from other parts of France, and the 1st was moved from Belgium. In July, two more SS Panzer Divisions (9th and 10th) were fed piecemeal into the fighting after being rushed from the Eastern Front. In addition, one Waffen SS Heavy Tank Battalion (101st) joined the battle in June, and a second (102nd) was soon transferred to Normandy from the Eastern Front. In total, the Waffen SS constituted about half of all German armored forces fighting in Normandy. Despite their stubborn defense and counter offensive actions, by the end of August the Waffen SS units were decimated and in full retreat with the rest of the German forces.

From an organizational standpoint, the Waffen SS units were little different than their Heer counterparts. However, organizational "quirks" existed as they did for most divisions which fought over many years, be they Allied or Axis. The difference is that the Waffen SS "quirks" tended towards having more and/or better of a particular type of equipment, while other units (like the Luftwaffe Field Divisions) tended the other way. Their material advantages were complemented by the benefits of long term combat experience, preferential selection of recruits, and heavy indoctrination of their own superiority. Because of this, it is not surprising that the premier units of the Waffen SS generally performed well in combat.

Looking at the differences from a gamer's perspective, when compared to the average fighting unit in Normandy the Waffen SS units tended to have better Morale, Experience, and higher numbers of the best equipment. This can be perhaps best seen in the Rifle Squads (more automatic weapons) and armored fighting vehicles (heavier, more recent types). Interestingly, the few King Tigers and Jagdpanthers to see combat in Normandy belonged to Heer units, not Waffen SS. Because of their equipment and generally high quality personnel, tactically speaking Waffen SS units are amongst the easiest to work with and the hardest to work against. Still, the most important aspects of a battle are leadership, terrain, and general sound judgement of ever changing situations. The best units in the worst hands will likely come up short against the worst units in the best hands.

■ LUFTWAFFE FIELD DIVISIONS

In 1942, mounting losses on the ground compelled the Third Reich to shift manpower from the Kriegsmarine and Luftwaffe to serve as soldiers. The Heer insisted the personnel be transferred to them for proper training, equipping, and eventual use as replacements for existing units. However, the politics of the Third Reich didn't lend themselves to simple and practical solutions to complex problems. Instead, the Luftwaffe formed its own 22 Field Divisions with almost no assistance from the Heer. The result was a force of poorly trained, organized, and equipped units full of otherwise fit and capable men. As the Heer predicted, these units were quickly chewed to pieces on the Eastern Front.

In November 1943, as a result of the Field Divisions' disastrous combat performance, the remaining forces were transferred to Heer control. Most units were disbanded completely or reassigned to existing Heer divisions. By June 1944, only six of the original 22 Field Divisions still existed, three of which (16th, 17th, and 18th) were stationed in northern France and The Netherlands. The effort to bring them up to minimal Heer standards was slowed by the Heer's own shortages of personnel and equipment. As a result, by the time of the invasion the three Field Divisions in the West were only modestly better off than they were in 1943.

Initially, the Field Divisions were kept out of the fighting in Normandy because of their obvious shortcomings. However, losses in June compelled the German commanders to move all three Field Divisions, one at a time, into Normandy starting at the very end of June. The first to move in, the 16th Field Division (L), was quickly chewed up by Commonwealth forces in the Caen area and surviving portions were assigned to Heer and even Waffen SS Divisions already at the front. By the end of the campaign, all three Field Divisions were effectively eliminated through a combination of losses and administrative reassignment. Although a few units performed quite well at times, the majority were smashed in short order by Commonwealth and American forces.

From a game standpoint, the Field Division units found in Commonwealth Forces are organized nearly the same as Heer Infantry. However, by default they have poorer leadership, Experience, and quality equipment compared to the others. They have almost no motorized transport of any sort and heavy weapons are limited in terms of both numbers and quality. The more tactical demands you place on these units, the more likely they will disappoint you. Therefore, good advice is to keep your expectations low and play conservatively. Especially when attacking or counter-attacking.

■ KÖNIGSTIGER (PORSCHE TURRET)

Panzerkampfwagen Tiger Ausf. B was the official German designation of this heavy tank. Also known as Tiger II or Königstiger, usually translated as King Tiger.

The design followed the same concept as the Tiger I, but meant to be bigger and more powerful. It used the same concept of sloped armor that was first used on the Panther tank, but combined with the armor thickness of the Tiger I. It weighed almost seventy tons and boasted 100 to 180 mm (3.9 to 7.1 in) of front armor. The main gun was a long barreled 8.8 cm Kampfwagenkanone 43 L/71 gun. Its chassis was also the basis for the Jagdtiger tank destroyer.

The King Tiger was first used in combat during the Normandy campaign on 11 July 1944. The version in this module is the one with a Porsche turret, with a rounded front and steeply sloped sides.

Armor .... 100 to 180 mm (3.9 to 7.1 in)

■ JAGDPANTHER

The Jagdpanther was a tank destroyer built during World War II, based on the chassis of the Panther
tank. Production started in January 1944, and it entered service in the same year, both on the Eastern
and Western fronts. The Jagdpanther combined the very powerful 8.8 cm PaK 43/3 cannon with the
excellent armor and suspension of the Panther chassis.

Armor .... 80 mm (3.14 in) frontal

■ PANZER IIL (LUCHS)

The official German designation for the Panzer II family was Panzerkampfwagen II (abbreviated PzKpfw
II). It's usually known as Luchs (Lynx).

The Ausf. L was a light reconnaissance tank and is easily recognizable by its overlapping/interleaved road
wheels and "slack track" configuration. Production started in September 1943. The Lynx was larger
than the Ausf. G and was equipped with a six speed transmission, able to reach speeds up to 60 km/h.

Armor .... 35 mm front armor

■ MARDER I

The Marder I (SdKfz 135) was a German World War II tank destroyer, armed with a 75 mm anti-tank
gun. Germany had acquired more than three hundred Tracteur Blindé 37L from France in 1940 after
its fall. This was a French artillery tractor/armored personnel carrier. Most Marder I's were built on

the base of this vehicle.

Between July and August 1942, 170 *Marder* I's were built on the Lorraine chassis.

■ WESPE

The SdKfz 124 Wespe (German for "wasp"), also known as Leichte Feldhaubitze 18 auf Fahrgestell Panzerkampfwagen II ("Light field howitzer 18 on Panzer II chassis"), was a German self-propelled artillery vehicle developed and used during the WWII. The design for the Wespe was produced by Alkett, and was based on the Panzer II Ausf. F chassis.

Its main gun is the 10.5 cm leFH 18 light howitzer.

Armor .... *5 - 30 mm (.19 - 1.18 in)*

■ GERMAN LUFTWAFFE FELDDIVISION ARTILLERY

The Luftwaffe Field Divison has less assets than the other German forces. They have: 81mm Mortar, 120mm Mortar, 75mm Infantry Gun, 150mm Infantry Gun, 105mm Howitzer, 122mm Howitzer, 88mm Gun and the unique to the Luftwaffe, 76mm Field Gun.

■ 76MM FIELD GUN, FK297(R)

The 76-mm divisional gun was the Soviet 76.2-mm gun used extensively by the Red Army on the Eastern Front. Hundreds of these guns were captured by the Germans and later were used in units on the West Front. They were designated FK297(r) by the German forces.

Rate of fire .... 15 rpm

■ ICONS

CM:BN makes extensive use of various Icons to allow the player to spot vital
information in the game user interface at a glance. Below is a list of the most
important icons added in the Commonwealth Forces module and their de-
scription.

COMMONWEALTH BRANCHES

Infantry

Armoured Infantry

Airborne

Armoured

WAFFEN SS / LUFTWAFFE FELDDIVISION BRANCHES

LW Feld Infantry

SS Panzergrenadier

SS Panzer

■ TROUBLESHOOTING

While we've taking utmost care in preparation of this software to avoid bugs, today's myriad of available systems, software and hardware configurations makes it impossible to guarantee 100% compatibility. Below you will find a few known issues as well as a list of contacts available to help out.
An up-to-date Troubleshooting Guide is also available at our webpage:
.... http://www.battlefront.com/helpdesk

■ MULTI-GPU

On certain systems with multiple video cards a known bug prevents players from selecting units occasionally. Turn off the additional video card(s) to solve this problem.

■ MULTIPLE VIDEO CARDS (SLI) VERY SLOW

If you are running multiple nVidia video cards running in SLI mode, download the latest Forceware drivers (169.21 at least).

■ UNITS DISAPPEAR WITH SHADOWS ON

This problem seems to affect people with certain combination of newer (8000 series) GeForce cards and various OS and video driver combinations. Until Nvidia releases a new set of Forceware drivers that specifically address this problem, simply play the game with shadows disabled (use Alt-W to toggle shadows on or off).

■ LEVEL OF DETAIL

CM:BN tries hard to keep up framerates and will automatically downsample textures, and adjust model quality, and level of detail calculations if it detects performance limits (VRAM used up etc.) This may lead to a subpar graphics quality during gameplay. Often it is a better idea to manually adjust the model and textures quality downward in the Game Options Menu, leading to better overall look and faster framerates.

■ INTRO VIDEO

If you would like to disable the intro video playing at game launch, hold down the "V" key at game startup. This is a toggle and remembered for future launches. If you want to bring the video back, simply keep "V" pressed again during the next launch.

■ TECH SUPPORT

■ BUGS

If you run into a bug, or have problems in running or installing the game, please visit our Tech Support forum at:
.... http://www.battlefront.com/community
If you do not find a solution to your problem there, please post a support ticket at
.... http://www.battlefront.com/helpdesk

■ PATCHES

Please also do not forget to check regularly for the latest patches to the game at:
.... http://www.battlefront.com/patches

You can also do an auto-check to find out if your version of the game is up to date. In your Start>Program Group you will find a link within the Combat Mission Battle for Normandy sub-group called "Check for latest version". Clicking the link will automatically compare your currently installed version of the game with the latest version available for download, and the results will be displayed in your browser.

■ LICENSING

For problems with licensing or unlicensing the game, please refer first to the Knowledge Base at:
.... http://www.battlefront.com/helpdesk
If you do not find a solution to your problem there, please "Submit a support ticket" there.

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Waffen SS Ranks

	Rank
	Schütze
	Oberschütze
	Sturmmann
	Rottenführer
	Unterscharführer
	Scharführer
	Oberscharführer
	Hauptscharführer
	Sturmscharführer
	Untersturmführer
	Obersturmführer
	Hauptsturmführer
	Sturmbannführer
	Obersturmbannführer

Luftwaffe Felddivision Ranks

	Rank
	Schütze
	Gefreiter
	Obergefreiter
	Unteroffizier
	Unterwachtmeister
	Feldwebel
	Oberfeldwebel
	Stabsfeldwebel
	Leutnant
	Oberleutnant
	Hauptmann
	Major
	Oberstleutnant

Commonwealth Ranks

	Lance Corporal
	Corporal
	Sergeant
	Staff Sergeant
	Warrant Officer, III Cl
	Warrant Officer, II Cl
	Warrant Officer, I Cl
	2nd Lieutenant
	Lieutenant
	Captain
	Major
	Lieutenant Colonel