

Vehicles, Weapons, other Map Placeable Objects (Buildings, Vegetation, etc)

Revised 27.3.2009

Mod Name	Mod Type	Mod Date	Author	Overwrite Standard Files?	Require other Mods?	Notes/Comments	Link
Pak 35/36 Update/Mod	Weapon	22.12.2008	Mobius	yes	no	This straightens out the ROF issue with the German 37mm Pak36 firing a HEAT stick-bomb. Also adds gun, Stielgranate 41 (also included in sdkfz251/10 mod)	http://www.matrixgames.com/forums/fb.asp?m=1986372
T-34 Model 1943 Winter skin	Vehicle Skin	11.10.2008	JMass	yes	no	Adds the Winter version of the T-34 Model 1943 and mods the stock summer version of same.	http://www.matrixgames.com/forums/fb.asp?m=1932457
PzKpfw IVE Brown Green Skin(JSGME)	Vehicle skin	11.5.2008	z1812	yes	no	New 'skin' for the PzKpfw IVE JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1802462
Cleaned Pz IV skins	Vehicle skin	17.10.2008	JMass	yes	no	Cleaned and corrected skins for Pz IV's (hi res)	http://www.matrixgames.com/forums/fb.asp?m=1937197
Pz IIIG Skin Pack (JSGME)	Vehicle skin	20.5.2008	z1812	no	no	3 new skins for the Pz IIIG, Grey-Green, Leaf Camo, and Flag ID -JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1810188
Captured T34-76 - 1940 Model worn dark grey Skin (JSGME)	Vehicle skin	24.5.2008	z1812	no*	Captured T- 34-76 Model 1940	Dark Grey worn skin for Captured T-34 model. This will replace the skin on the referenced mod - JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1814435
Captured T34-76 - 1940 Model Ambush Pattern Skin(JSGME)	Vehicle skin	24.5.2008	z1812	no*	Captured T- 34-76 Model 1940	Captured T34-76 - 1940 Model Ambush Pattern SkinThis will replace the skin on the referenced mod - JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1814439
Pz IIIG Skin (JSGME)	Vehicle skin	27.4.2008	z1812	yes	no	Pz IIIG skin -JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1789060

Sd Kfz 251 Skin(JSGME)	Vehicle skin	5.5.2008	z1812	yes	no	New 'skin' for the SD Kfz 251 JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1797135
251-10, 251-10 Late and Steilgranate 41	Vehicle and Gun	21.12.2008	Mobius-Mraah	no	no	251/10 and 251-10 Late vehicles and Stielgranate 41 gun	http://www.matrixgames.com/forums/fb.asp?m=1985325
M4A2 Sherman v1.1 (JSGME)	Vehicle and Gun	21.6.2008	Mraah	no	no*	M4A2 Sherman with summer and winter skins includes the 76mm M1A1 Gun (JSGME format)	http://www.matrixgames.com/forums/fb.asp?m=1838524
IS-II Model 1943	Vehicle and Gun	22.7.2008	Mobius	yes*	no	IS-II Model 1943 and 2 new guns, 122mmL43 and 122mmL43b model. The 122mmL43 overwrites the stock file.	http://www.matrixgames.com/forums/fb.asp?m=1870897
Soviet T-5 Pantera	Vehicle	10.10.2008	RyanCrierie	no	no	T-5 Pantera (Captured German Panther)	http://www.matrixgames.com/forums/fb.asp?m=1932055
T26S Model 30 and T26E Data	Vehicle	10.2.2009	Mobius	no	no	create some new XML data files for the T26S Model 39 and the T26E - relies on stock T26 Model	http://www.matrixgames.com/forums/fb.asp?m=2030388
Wittman's StugIIIB-Buzzard	Vehicle	11.2.2009	Mobius	yes	no	Adds a StuGIIIB model and a new gun 75mmL24StuK	http://www.matrixgames.com/forums/fb.asp?m=2030932
Aircraft Pack .9Beta	Vehicle	11.2.2009	RyanCrierie	yes	no	This pack creates some new aircraft mods - it's beta	http://www.matrixgames.com/forums/fb.asp?m=2031257
Sdk250, Wespe, Hummel Fix	Vehicle	13.10.2008	Spellir74	no*	no	Fixes problems with the Sdk250, Wespe and Hummel Readme included	http://www.matrixgames.com/forums/fb.asp?m=1934171
JagdPanzer IV	Vehicle	15.1.2009	Mobius	no	no	JagdPanzer IV early months, also adds a 75mm 48_Pak gun	http://www.matrixgames.com/forums/fb.asp?m=2006535
JagdPanzer IV Late	Vehicle	15.1.2009	Mobius	no	no	JagdPanzer IV Late also adds a 75mm 48_Pak gun	http://www.matrixgames.com/forums/fb.asp?m=2006537
JagdPanzer IV 70V	Vehicle	15.1.2009	Mobius	no	no	JagdPanzer IV 70(V)	http://www.matrixgames.com/forums/fb.asp?m=2006539
JagdPanzer IV 70A	Vehicle	15.1.2009	Mobius	no	no	JagdPanzer IV 70A	http://www.matrixgames.com/forums/fb.asp?m=2006541
PzIIIF Fix	Vehicle	19.1.2009	Mobius	no	no	added some troop mount positions on the PZIIIF body.	http://www.matrixgames.com/forums/fb.asp?m=2009697

Marder Mods - interim (JSGME)	Vehicle	2.11.2008	Spellir74	no*	no	Marder Mods - placeholders until better models done. Readme included JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1948167
Vehicles sIG33 and 250/11 pzBuk (new scearaio included)	Vehicle	22.12.2008	spellir74	yes	251/10 Veh mod	New Scenario - but includes 2 new vehicles, sIG33 and 250/11 pzBuk(28mm) Install notes included	http://www.matrixgames.com/forums/fb.asp?m=1985934
IS-I Vehicle	Vehicle	22.7.2008	Mobius	no	no	IS-1 Vehicle	http://www.matrixgames.com/forums/fb.asp?m=1870895
IS-II Model 1944	Vehicle	22.7.2008	Mobius	no	no	IS-II Model 1944	http://www.matrixgames.com/forums/fb.asp?m=1870900
IS-IIM Model 1944 and Model 1945	Vehicle	22.7.2008	Mobius	no	IS-II Model 1943	IS-IIM Model 1944 and IS-IIM Model 1945. The Model 1945 requires the 122mmL43B gun from the IS-II Model 1943 Mod	http://www.matrixgames.com/forums/fb.asp?m=1870902
German Livery Plus Mod Pack	Vehicle	24.12.2008	Spellir74	yes	M4A2 76(W) Sherman v1.1	This mod pack includes LOTS of vehicles readme notes are included, forum thread also describe this massive pack - this also incorporates the Marder mod pack by same modder	http://www.matrixgames.com/forums/fb.asp?m=1987952
Captured T34-76 - 1940 Model	Vehicle	24.5.2008	z1812	no	no	New unit - Captured T-34 model	http://www.matrixgames.com/forums/fb.asp?m=1814431
M13-40	Vehicle	25.12.2008	Mobius	no	no	M13-40 (based on T-26?) also flagged to not appear in Random Battles	http://www.matrixgames.com/forums/fb.asp?m=1988744
KV-85 v1	Vehicle	25.6.2008	Mobius	no	no	KV-85	http://www.matrixgames.com/forums/fb.asp?m=1844003

RECON 221 PacK_spl	Vehicle	27.3.2009	Spellir74	no	yes*	uses Mobius mod for sPzBuK41 gun, but includes it with pack - includes 3 variations of 221 with both summer and winter skins. Thread includes install instructions and notes	http://www.matrixgames.com/forums/fb.asp?m=2072798
KV-2 1941	Vehicle	30.4.2008	Mobius	no	no	KV-2 1941 Model data file and Model	included in Official 1.1 patch
KV-2 1940	Vehicle	30.4.2008	Mobius	no	no	KV-2 1940 Model data file and Model	included in Official 1.1 patch
KV-1 Model 1939	Vehicle	30.5.2008	Mobius	no	76.2mmL30 .5 Gun Mod	New Soviet vehicle KV-1 Model 1939	http://www.matrixgames.com/forums/fb.asp?m=1819482
KV-1 Model 1940	Vehicle	30.5.2008	Mobius	no	76.2mmL31 .5 Gun Mod	New Soviet vehicle KV-1 Model 1940	http://www.matrixgames.com/forums/fb.asp?m=1819486
KV-1E Model 1940	Vehicle	30.5.2008	Mobius	no	76.2mmL31 .5 Gun Mod	New Soviet vehicle KV-1E Model 1940	http://www.matrixgames.com/forums/fb.asp?m=1819491
Sherman M4A3 75mm	Vehicle	4.3.2009	Spellir74	yes	no	Sherman M4A3 75mm , based on Stock XML and Mraah's sherman M4A2 76mm model.	http://www.matrixgames.com/forums/fb.asp?m=2052952
JagdPz 38(t) Hetzer, v1.1	Vehicle	5.2.2009	Mobius	no	no	Jagdpanzer 38(t) Hetzer,[Updated v.1.1]	http://www.matrixgames.com/forums/fb.asp?m=2025124
Pz Kpfw VI Tiger II	Vehicle	6.10.2008	Mobius	no	no	King Tiger v3, with summer and winter skins.	http://www.matrixgames.com/forums/fb.asp?m=1929295
221 Recon Mods v1.1	Vehicle	6.2.2009	Spellir74	no	no	221 Recon Mods v1.1 - but may not work	http://www.matrixgames.com/forums/fb.asp?m=2025309
Pz Kpfw IVG	Vehicle	8.10.2008	JMass	no	no	Pz Kpfw IVG with summer and winter models	http://www.matrixgames.com/forums/fb.asp?m=1930612
Sounds_RO- Beta_01 (JSGME)	Sounds	30.6.2008	Mraah	yes	no	New sounds pack for firing sounds JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1849027

SAF_Biffa's Factory Pack 2	Map Object	11.8.2008	SAF_Biffa	no	no	Includes several factories, large buildings, some destroyed buildings, destroyed vehicles and other map objects.	http://www.matrixgames.com/forums/fb.asp?m=1887389
German Gun Pack (JSGME)	Map Object	14.5.2008	Stridor	no	no	German Gun Pack - these are map placeable objects for use in map building.	http://www.matrixgames.com/forums/fb.asp?m=1804084
Biffa's Real Estate Pack I	Map Object	17.6.2008	SAF_Biffa	no	no	SAF_Biffa's Real Estate Pack I includes rural farmhouses, windmills, barns, haystacks	http://www.matrixgames.com/forums/fb.asp?m=1835739
Biffa's Real Estate Pack I (beta?) (JSGME)	Map Object	2.6.2008	SAF_Biffa	no	no	SAF_Biffa's Real Estate Pack includes rural farmhouses and barns, haystacks(beta?) JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1821584
1938 Dragon's Teeth	Map Object	20.1.2009	RyanCrierie	no	no	1938 Model Dragon's teeth with Snow/No Snow; in Map Maker Format	http://www.matrixgames.com/forums/fb.asp?m=2010330
Fortification Pack v1.0	Map Object	25.1.2009	RyanCrierie	no	no	Fortification Pack v1.0: 1938 Dragons Teeth (Bare) , 1938 Dragons Teeth (With Snow), Tellermine on Pole, Tellermine on ground ,Tellermine Bar (Includes earlier Dragon teeth mod by same modder)	http://www.matrixgames.com/forums/fb.asp?m=2014959
Showcase Demo Map(JSGME)	Map	9.5.2008	Stridor	no	no	Flat grassy map - created mainly for demoing other structures on a flat map - JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1801377
Small Generic side Icons (JSGME)	Interface	10.12.2008	NefariousKoel	yes	no	Floating unit icons JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1933520

HUD Buttons Mod (Heads Up Display)	Interface	12.4.2008	junk2drive	yes	no	Replaces the Heads up Display buttons to make them easier to see - originally developed for PCOWS	http://www.matrixgames.com/forums/fb.asp?m=1236981
HUD Buttons Mod (JSGME)	Interface	13.4.2008	junk2drive	yes	no	JSGME version of junk2drives HUD buttons	http://www.matrixgames.com/forums/fb.asp?m=1774327
Objective Flag Mod	Interface	15.4.2008	Stridor	yes	no	Replaces the stock game Objective flag (warning includes a Swastika) JSGME compatible	http://www.matrixgames.com/forums/fb.asp?m=1776813
Spanish Civil War Interface(JSGME)	Interface	18.5.2008	junk2drive	yes	no	This mod replaces the HUD Iron Cross and the Soviet Star with Nationalist and Republican Symbols and replaces the Objective Flags to reflect Spanish Civil War JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1808672
Map Symbol Coins	Interface	19.4.2008	Bil H	yes	no	Replaces the stock game floating coin icons with nato symbol icons	http://www.matrixgames.com/forums/fb.asp?m=1780425
Tracer Round Mod (JSGME)	Interface	19.4.2008	Mraah	yes	no	Varous mods for tracers see thread for sample -JSGME	http://www.matrixgames.com/forums/fb.asp?m=1781258
Map Symbol Coins v1.1	Interface	23.4.2008	Bil H	yes	no	Replaces the stock game floating coin icons with nato symbol icons fixed one problem with first version	http://www.matrixgames.com/forums/fb.asp?m=1784839
Map Symbol Coins smaller icon version	Interface	23.4.2008	Bil H	yes	no	Replaces the stock game floating coin icons with nato symbol icons - smaller icons version	http://www.matrixgames.com/forums/fb.asp?m=1785408

Minefield Symbols	Interface	24.4.2008	Bil H	yes	no	Replaces the stock game minefield markers	http://www.matrixgames.com/forums/fb.asp?m=1785457
Minefield Symbols (JSGME)	Interface	24.4.2008	Bil H	yes	no	JSGME version of Bil H's minefield markers	http://www.matrixgames.com/forums/fb.asp?m=1785998
Map Symbol Coins v1.2	Interface	24.4.2008	Bil H	yes	no	Replaces the stock game floating coin icons with nato symbol icons fixed one problem with previous version	http://www.matrixgames.com/forums/fb.asp?m=1785406
NefariousKoel's adaption of Map Symbol Coins(JSGME)	Interface	24.4.2008	NefariousKoel	yes	no	Replaces the stock game floating coin icons with nato symbol icons - smaller icons version modified by NefariousKoel and JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1785508
Soviet Floating Coins	Interface	25.10.2008	JMass	yes	no	Soviet floating coins	http://www.matrixgames.com/forums/fb.asp?m=1935185
Map Symbol coins v3	Interface	25.4.2008	Bil H	yes	no	Version 3 of floating coin symbols - added unkown unit coin and 2 stage sizes	http://www.matrixgames.com/forums/fb.asp?m=1786719
Big Flags v1 (JSGME)	Interface	25.8.2008	Mraah	yes	no	Modifes objective flags into larger flags and flagpoles. (JSGME)	http://www.matrixgames.com/forums/fb.asp?m=1898277
Objective Flag Mod (JSGME)	Interface	27.4.2008	z1812	yes	no	Objective Flag Mod (no Swastika) in JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1788729
Gridded Grass Texture (JSGME)	Interface	27.4.2008	z1812	yes	no	Gridded Grass Mod this replaces one of the stock grass textures - JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1788742

RM's Gridded Grass Mod (JSGME)	Interface	28.4.2008	RocketMan	yes	no	A gridded grass mod - a little more muted - JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1789284
TC bug work around	Interface	30.11.2008	Stridor	no	no	Work-around for shoing destroyed vehicles to mitigate TC bug	http://www.matrixgames.com/forums/fb.asp?m=1967301
Level 1 Map Interface	Interface	8.5.2008	Mraah	yes	no	Gridded Map for Level 1 Map (return Road to Kharkov scenario map). Adds grid at 17m spacing with 25 m diagonal. JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1799701
Map Symbol, mines, and HUD unit display(JSGME)	Interface	9.5.2008	Bil H	yes	no	New Floating coins, and Unit Icons in HUD, also new minefield icons. JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1800824
Russian Heavy Machinegun Mod	Infantry Unit, Weapon, Data Table	6.12.2008	Mobius	yes	no	This mod adds the Russian DShK-39 Heavy Machinegun to the Russian inventory. It renames the Maxim 7.62mm as a MMG.It also changes the penetration values of the early 12.7mm AT rifle. Readme included	http://www.matrixgames.com/forums/fb.asp?m=1972335
Pioneers with Satchel Charges v1.1c (JSGME)	Infantry Unit, Weapon, Campaign	16.4.2008	Mraah	yes*	all included	Satchel Charges added to German Pioneer Squads, Also includes a new short Campaign highlighting these modded units. Overwrites the stock Stock German Pioneer squads. JSGME format	http://www.matrixgames.com/forums/fb.asp?m=1777045
German FlakTruppen	Infantry	5.3.2009	RyanCrierie	no	no	A new German infantry unit: Flaktruppen bunch of anti-aircraft gunners who have been told to grab a Kar98k	http://www.matrixgames.com/forums/fb.asp?m=2053095

76.2mmL30.5 and 76.2mmL31.5 Gun Files	Gun	30.5.2008	Mobius	no"	no	Gunfiles for 76.2mmL30.5 and 76.2mmL31.5 guns NOTE: 76.2mmL30.5 may have been included in Patch1 update - this mod required for KV-1Model 1939 and KV-1 Model 1940 mods	http://www.matrixgames.com/forums/fb.asp?m=1819480
PCK In Game Briefing Mod	Game Aid	10.5.2008	Stridor	no	no	This mod makes it possible to see briefings when playing a scenario.	http://www.matrixgames.com/forums/fb.asp?m=1801682
PCK Startup and File Mgr	Game Aid	19.4.2008	Stridor	no	no	This utility bypasses the star-up screens and goes directly to the actual game menu and automatically saves games	http://www.matrixgames.com/forums/fb.asp?m=1779461
konvix program	Game Aid	3.9.2008	Stridor	no	no	a command line utility which fixes PCK model lighting + normal problems.	http://www.matrixgames.com/forums/fb.asp?m=1905309
Scenario Editor Update	Game Aid	31.7.2008	Stridor	yes*	no	This is a speedup enhancement for the scenario editor.	http://www.matrixgames.com/forums/fb.asp?m=1878786