

*RESTRICTED

ORDNANCE SUPPLY CATALOG

Group G

Technical Reference TM 9-759

(Standard Nomenclature List No. G-104, Vol. 8)

(Combined)

**Organizational Spare Parts and Equipment
Higher Echelon Spare Parts and Equipment (Addendum)**

and

Service Parts Catalog

for

Tank, Medium, M4A3

(75-mm GUN, DRY)

(Supersedes Service Parts Catalog, SNL G-104, Volume 8, Dated 1 January 1943; Addendum, SNL G-104, Volume 8, Dated 29 July 1943; Organizational Spare Parts and Equipment, SNL G-104, Volume 8, Dated 4 September 1943 and Changes Thereto.)

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Distribution:

Ordnance Organizations, Establishments and any Interested Personnel. All units equipped with Tank, Medium, M4A3 (75-mm Gun, Dry).

HEADQUARTERS, ARMY SERVICE FORCES, 1 JUNE 1944

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Combat Mission:
Battle for Normandy

Vehicle Pack Manual

■ INSTALLATION & LICENSING

Important! The download, installation and activation procedures have changed!
PLEASE READ!

■ INSTALLATION FOR DOWNLOAD VERSION

After you have successfully downloaded the Combat Mission: Battle for Normandy - Vehicle Pack zip file, double-click on it to extract its contents (please do not delete any of the contents and files!), then double-click on the CMBN_Setup.exe file to launch the actual installer.

Note: Battlefront.com now offers unlimited re-downloads, should you need them. But, nothing is forever, so you should still keep the downloaded installer file and backup/copy it somewhere safe (e.g. burn to disc, USB stick or external hard-drive) so you can reinstall the game later on.

■ INSTALLATION FROM DISC

In order to install the Pack, 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 Pack correctly communicate with the base game (which is required).

■ LICENSE OVERVIEW

Combat Mission: Battle for Normandy is protected by an online activation system that helps us restrict the illegal distribution of the software with minimal annoyance and intrusion for 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!

■ ACTIVATION / LICENSING

IMPORTANT! The CM:BN Vehicle Pack is special! Unlike previous releases, it requires you to reactivate your base game (v3.0), and all other modules (if you have any) when you launch it for the first time.

Start by launching the game normally (e.g. doubleclick). You will be prompted to re-activate your game. No worries, this is not going to use up an activation.

- a) Please find your CMBN Engine Upgrade v3.00 license key that you received when you purchased the Upgrade. Repeat: you need the v3.00 Upgrade key. Keys from v1.00 or v2.00 won't work.
- b) make sure the computer on which you have the game installed has an active online connection to the internet
- c) click "Enter Serial" in the product activation dialog window
- d) enter your v3.0 license key into the correct field.
- e) hit the "Activate" button and wait a few seconds while your license authorizes.
- f) this activates your base game. If you launch the game now, it is going to show you the base v3.00 install without any modules and without the Vehicle Pack.
- g) now you need to activate the Pack as well as any other modules you may have. To do so, you need to use the "Activate Modules" shortcut link to bring up the activation interface again. If you opted to not have it created on your desktop or deleted it from there, then you can find the link in (PC) your Start menu under Start > Programs > Battlefield > Combat Mission Battle for Normandy, or (Mac) in the Application folder.
- h) repeat the above procedure for any module you may have, as well as for the Vehicle Pack itself. You will need the following license keys:
 - for the Commonwealth Forces and Market Garden Modules, you need a license key from when you purchased said module, including as part of a bundle (for example, the Big Bundle, CMBN + Commonwealth Bundle, Commonwealth + 3.0 + Market Garden Bundle, and so on.)
 - for the Vehicle Pack, use the same key you used to download the Pack

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

(PC/Mac) 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/helpdesk>
- d) enter your License Key and the Authorization Request Code in the appropriate place
- e) once you receive it, 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

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/Mac) Please go to www.battlefront.com/helpdesk and request an additional activation for your key by clicking “Submit Ticket”. Do not forget to tell us 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.

Please note: only the original Battlefield.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.

■ PACKS AND MODULES

Packs like the CM:BN Vehicle Pack 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 Pack in the correct location, i.e. inside the previously installed CMBN base game directory.

The installer will try to determine 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. Therefore, please double check where your installation folder is BEFORE installing the Pack (the Installer Menu will remind you of this).

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 Vehicle Pack this will no longer be required.

IMPORTANT! After you have the Vehicle Pack installed, you will never need to patch the base game of CMBN, or any other Packs, separately. All future Vehicle Pack patches will also include the corresponding patch to the base game of CMBN, and all other Packs and Modules.

■ 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 shortcut link to activate your Pack. You MUST run this for the first time after installation, and any time you need or wish to re-activate your

Pack. This link is only used for activation, and once activated, you do not need to use it to launch the game.

■ **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

BRITISH FORCES

CHURCHILL MkX LT

A pre-D-Day upgrade to older Churchill MkIII tanks with added armor for both the turret and hull sides and fitting of the standard 75mm tank gun. The added armor made it more likely to survive medium caliber anti-tank gun hits at standard combat ranges.

Available beginning..... June 1944

Formations equipped..... Heavy Tank Regiment



CHURCHILL CROCODILE

The "Croc" version of Churchill VII had a flame projector installed in the hull with a fuel trailer towed behind in addition to Churchill's standard turret weapons. Effective flame throwing range is only about 100m with about 80 seconds worth of fuel. Churchill Croc uses its standard turret weapons to engage more distant targets. When targeting something within 100m of the front of the Croc the flamethrower is usually used. If the target is not directly in front you may wish to rotate the Croc to face the target before getting into range to assure use of the flamethrower.

Available beginning..... June 1944

Formations equipped..... Crocodile Regiment



CHURCHILL AVRE

One of the most unusual vehicles to see action in Combat Mission! The AVRE was used by Royal Engineer units to clear obstacles or fixed defenses. It's normal tank gun was replaced with a 290mm "Petard" mortar which could throw a 18kg (40lb) high explosive charge up to 80m. For other clearing tasks the AVRE could dismount a heavily armed 3 man Sapper team to destroy targets and clear minefields. Note that when purchasing the AVRE as an Individual Vehicle there is no Sapper team.

Available beginning..... June 1944

Formations equipped..... Assault Squadron



■ SHERMAN CRAB

One solution for mine clearing was the Sherman "flail" tank, known at the time as the Crab. It is an otherwise normal Sherman with the addition of a front mounted rotating drum with heavy chains attached. The idea was the chains would either detonate the mines or render them inoperable. Tactically three Crabs advanced to create clear lanes while the other two of the platoon provided cover with their 75mm guns. When the Clear Mines Command is used the flail operates and is usually able to detonate any mines it comes into contact with. Unfortunately, there is a chance that some mines will not be detonated, which means there's always a chance of casualties when moving units through cleared lanes.

Available beginning..... June 1944

Formations equipped..... Flail Company



■ COMMONWEALTH FORCES

■ PRIEST KANGAROO

Canadian forces were first to use fully tracked armored personnel carriers on a large scale. The carriers were field improvisations made from American "Priest" self propelled artillery. The guns were removed, armor added, and benches placed for troops to sit in. Special units were created to transport about a battalion of infantry into battle. As with halftracks, the idea was to get the Kangaroos in as close to combat as possible, not to deliberately expose them to enemy fire. Players that have a fully loaded Kangaroo hit by an AT round will know why this was sound thinking at the time.

Available beginning..... June 1944

Formations equipped..... Carrier Regiment in Armored Infantry (Canada only)



■ STUART KANGAROO

Commonwealth forces removed the turrets from old or damaged American “Stuart” light tanks in order to carry small Teams into combat. They were not used by specific units, which means they are a general option for units which use Universal Carriers, armored cars, or Stuarts. This differentiates the Kangaroo modification from the Recce version, because the Recce was assigned a dedicated crew. Not available for Polish forces.

Available beginning..... June 1944

Formations equipped..... Armoured Personnel Section (Stuart)



■ STUART III RECCE

Commonwealth forces often removed the turrets from Stuart light tanks in order to give them a lower profile and higher speed, highly advantageous traits for a reconnaissance vehicle. In place of the turret armament was usually a pintle-mounted .50 cal heavy machine gun. These modified Stuarts were known as Stuart Recces.

Available beginning..... June 1944

Formations equipped..... option for all Armoured Recce units and a various sub units



■ 6PDR AT BUNKER

An option for Infantry and Armored Infantry Branches is a 6pdr ATG encased in a reinforced concrete bunker, complete with crew. Although this arrangement did not exist in the real war it's a useful unit to have for Quick Battle players.

Available beginning..... June 1944

Formations equipped..... found at the bottom of the Infantry and Armored Infantry options



■ PORTABLE FLAMETHROWER Mk 2

Affectionately called the "Lifebuoy" by troops, due to its circular tank, the standard Commonwealth backpack flamethrower has an effective range of about 100m and enough fuel for 10 seconds of use.

Available beginning..... June 1944

Formations equipped..... Engineer/Pioneer Platoons



■ AMERICAN FORCES

■ SHERMAN CRAB

The American experiments with anti-mine tanks had focused on "rollers" that detonated mines by pressure.

There were technical and production delays which meant none were ready until the end of 1944. In the meantime a very small number of British flail kits were installed and used by American forces, in particular the fighting around St. Lo.

Available beginning..... July 1944

Formations equipped..... Medium Tank Company, independently listed



■ M12 GMC

Normally an off map support asset, the 155mm M12 GMC was sometimes called up to the front lines to deal with stubborn German defenses. In particular the fortress battles along the French coast. Fully

tracked, but inadequately protected, the M12 has good mobility and terrible crew protection. They are best used for "shoot and scoot" missions against identified and suppressed enemy strongpoints.

Available beginning..... June 1944

Formations equipped..... Cannon Battery (heavy)

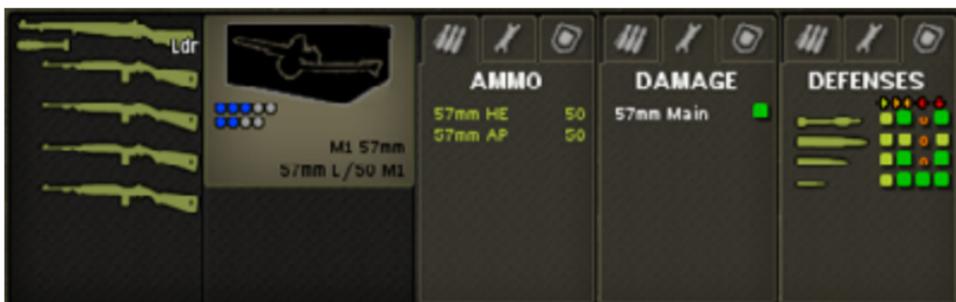


■ 57MM AT BUNKER

US Infantry and Armored Infantry have the ability to purchase "what if" concrete reinforced bunkers containing a 57mm AT Gun and crew. These never existed in the real war, but are good options for Quick Battle players.

Available beginning..... June 1944

Formations equipped..... found at the bottom of the Infantry and Armored Infantry options



■ FLAMETHROWER M1A1

The standard backpack flamethrower of the US Army had more fuel available to it (about 15 seconds worth) than the British Mk2, however it had about half the range. The standard tactic was to first identify the enemy target, suppress it, clear out or suppress supporting positions, move the flamethrower team into place, attack, then quickly retreat. This tactic produced good results at the expense of time and overall effort. Shortcutting the tactics tends to result in higher flamethrower team casualties and likely less positive results against the enemy.

Available beginning..... June 1944

Formations equipped..... Engineer/Pioneer Platoons



GERMAN FORCES

GESCHÜTZWAGEN 39H(F) 75MM

Under the creative leadership of Major Becker, a large number of previously under utilized captured French vehicles were converted for frontline use. Building on the success of the Marder I, which was based on the French Lorraine Schlepper chassis, hulls of the Hotchkiss 39H were converted to be open topped tank killers. A Pak40 was installed along with a new superstructure which produced a rather strange looking vehicle. They were used by Becker's own Sturmgeschutz Battalion 200, which was attached to the 21st Panzer Division.

Available beginning..... June 1944

Formations equipped..... Sturmgeschutz Battalion (mixed)



GESCHÜTZWAGEN 39H(F) 105MM

Another Becker conversion was identical to the 39(f) 75mm but instead used a 105mm howitzer. Some were used as substitutes for Wespe self propelled artillery, but they were found to have decent tank killing capabilities. As a result most were used along side their 75mm siblings in Sturmgeschutz Battalion 200 in a direct fire role.

Available beginning..... June 1944

Formations equipped..... Sturmgeschutz Battalion (mixed) and Self Propelled Howitzer Platoon (medium)



GRILLE (EARLY)

The Sd.Kfz. 138/1 Ausf. H, or Grille, was a self propelled artillery vehicle based on the Panzer 38(t) Ausf. H. The Grille was a Panzer 38(t) Ausf. H chassis with the turret removed and an armored superstructure added. A 150 mm sIG 33 heavy infantry gun and ammunition compartments were added within the superstructure.

Available beginning..... June 1944

Formations equipped..... Regimental Cannon Company (PzG Armd)



■ SPW 251/16 AUSF. D

Also called the Flammpanzerwagen, this halftrack had two vehicle flamethrowers, one mounted on each side.

Available beginning..... June 1944

Formations equipped..... Regimental Pioneer Company (Armored)



■ SdKfz 135/1 150MM

Earlier in the war the Germans found success converting the French Lorraine Schlepper chassis into the Marder I tank hunter. With slight modifications the Marder I design was adapted to use a 150mm howitzer. The resulting vehicle was used as a substitute for Hummel self propelled artillery.

Available beginning..... June 1944

Formations equipped..... Self Propelled Howitzer Platoon (heavy)



■ PANZERKAMPFWAGEN R-35 731(F)

Large numbers of captured French Renault 35 light tanks were pressed into German service with minor changes. They were often deployed with German crews for anti-partisan duties to Italy, France, the Eastern Front, and the Balkans. However, the highest concentration were used by a Panzer battalion of the 21st Panzer Division in France.

Available beginning..... June 1944

Formations equipped..... Ausbildungs Ersatz Battalion



■ FLAMMPANZER CHAR B-2(F)

A significant number of France's heaviest tanks, the Char B-1, were captured after France surrendered.

Used for various occupation duties, a handful were converted to flamethrower tanks. Effective range is about 50m with roughly 60 seconds worth of flame. These saw very little combat, but had a high profile (though limited) role in counter attacking Market Garden landings in September. The September timeframe requires the Market Garden Module.

Available beginning..... September 1944 (requires Market Garden Module)

Formations equipped..... Flammpanzer Company (heavy)



■ FLAKPANZER 38(T)

A small number of Czech 38(t) chassis were used to mount a 20mm Flak 38 anti-aircraft gun. These were issued mostly to rebuilding Panzer Divisions in France as the first fully tracked anti-air vehicle used by the Germans. It was not a success as the 20mm gun was by this time not a great weapon for combatting fast flying fighter type aircraft.

Available beginning..... June 1944

Formations equipped..... Antiaircraft Platoon (light)



■ HALFTRACK U304(F)

Germany never had enough halftracks to fully equip it's Panzer and Panzergrenadier Divisions, replacing halftrack inventory in rebuilt units was generally given low priority. This meant that many formations in Normandy relied on truck transport instead of halftracks. The reforming 21st Panzer Division had

few standard SPW 251 models for its Panzergrenadier Battalions. To remedy this Major Becker used the large quantity of captured unarmed French U304 halftracks to create substitutes for the 251/1 (carrier), 251/3 (command), 251/7 (engineer), and 251/10 (platoon commander) halftracks. This was done by stripping the chassis and rebuilding it with an armored superstructure roughly equivalent to a SPW 250. Ironically, so many of these vehicles were converted that the 21st Panzer Division had more armored transport than most frontline Panzer Divisions.

Available beginning..... June 1944

Formations equipped..... option for any Panzergrenadier unit that normally has SPW 251 type halftracks



■ FLAMMENWERFER 41 PACK FLAMETHROWER

The standard man portable flamethrower used by Germany during World War II. The flamethrower carried 28 kilograms of fuel and could fire it up to about 24 meters away, depending on conditions and fuel usage.

Available beginning..... June 1944

Formations equipped..... Engineer/Pioneer Platoons

**Note: Flamethrowers have very limited fuel.
Choose your shots carefully!**



■ AT GUN BUNKERS

Concrete bunker with either a 76mm Pak 40, 76mm Pak 36R, or 50mm Pak 38 antitank gun. All guns have their own crews already assigned to them.

Available beginning..... June 1944

Formations equipped..... found at the bottom of the Infantry and Armored Infantry options



■ HUMMEL

The Sd.Kfz. 165 self-propelled howitzer, nicknamed the “Hummel” (bumblebee), was designed to provide German Panzer divisions with mobile artillery support. Designed in 1942, the Hummel first saw major action at the Battle of Kursk in July 1943. The Hummel used the same III/IV chassis as the Nashorn, combining parts from the Panzer III and IV. On top of this chassis an open-topped lightly armored superstructure housed a 150 mm sFH 18 L/30 howitzer and a crew of six. Although the 150 mm howitzer has a powerful high explosive effect, the Hummel was not designed for front line combat and is very fragile when facing anything larger than a medium machine gun (and even small arms are a dire threat if they can be fired down into the open compartment!). Consequently, you should employ this vehicle carefully by not unduly exposing it to enemy fire.

Available beginning..... June 1944

Formations equipped..... Self Propelled Howitzer Battery (heavy)

