

**CC2 Redux for CCMT - Version 1.0
by Zon**

WHAT IS IT?

This mod replaces all stock forces in Close Combat Modern Tactics with units from Close Combat II: A Bridge Too Far. It does not yet include a complete map set. There are now seven maps from CC2, nine converted scenarios and two new scenarios designed for H2H for 2-4 players. Data is based on the 3.4 CC2 patch used in online play at TournamentHouse.com and Battle HQ.

NOTES FOR CC2 PLAYERS:

Players of original CC2 will notice numerous game engine improvements in CCMT, including unit-facing control, multiple waypoints for better unit pathfinding, vehicles that carry passengers, unit dig-in commands, air and off-map support, improved game effects, and multiplayer for up to ten players (that many players is not recommended for CC2 maps). All units and maps will look like they did in CC2, but not all game characteristics will be exactly the same. LOS will not always be the same as in CC2, for example. Voice cues: German voices are from later CC releases for this release.

NOTES FOR NON-CC2 PLAYERS:

This mod offers a great assortment of Allied and German units to use in the WWII setting (Market-Garden period), including U.S., British, Polish, SS, Heer and FJ forces. Maps from CC2 are far smaller than typical CCMT maps and H2H play should likely be limited to four players, but you might find that the smaller play area makes the AI a far better opponent. Battle dynamics are far different as well -- Close Combat really is close.

PASSENGER VEHICLES

Passenger carrying is limited for CC2 Redux. One halftrack type on each side carries soldiers. You can ID these vehicles by the (P) at the end of their names: SDKfz 251/1 HMG (P) for Germans and BR M3 HT (P) for Allies.

WORK TO DO

1. Some vehicle hotpoint adjusting
2. More map and scenario conversions
3. German voices cues from CC2 need to be ported
4. Tweaks to air and artillery strikes

Send comments, suggestions, offers of help, bugs to cc2redux@hotmail.com.