

CCMT revisited by Perturabo

I released the first public version of my CCMT Revisited mod today. I decided to

create it because CCMT contains a lot of abnormal weapons data which makes it much

more deadly than in reality and in previous Close Combat games.

The mod fixes most of the worst abnormalities, makes HE/HT weapons more consistent

and less insanely-mass-destructive to infantry and vehicles (so, no more tank-destroying 60mm HE mortar shells that can penetrate 8cm of steel.), makes small

arms more consistent and realistic and acting more like in CC5 (no more AKM Assault

Rifles with range of 2500m, no more L1A1 HMGs, that penetrate 15cm of steel on 3000m,

no more 5.56mm SAW that penetrates 2.5cm of steel on 500m!) and adds some new units.

New units are:

Montanyans:

Militia.

T-100 tank (fictional T-80 with 140mm cannon).

Command tanks.

6-man Dismount squad.

8-man infantry squad.

Team versions of above squads.

RPO.

5 ton truck with DSHK HMG.

Civilians.

Centralians:

Gangs.

Fanatic squads.

Martyr squads.

Civilians.

T-34 tanks.

M4A3 tanks.

T-55 tank.

5 ton truck with DSHK HMG.

More changes:

I returned to the original theme of using fictional nations. UK are now Royalians and

ARMY side Urbanians have a proper name and prefix.

Urbania is a huge democratic country similar to United States, but much worse.

Royalialia is a huge kingdom similar to UK but much worse and huge.

Montanya is a huge country similar to Russia, but worse and ruled by tsar.

Centralialia used to be a huge caliphate, but fell apart into individual clans and

nations. It's like Middle East + Africa but wors...

Err...

It's like Middle East + Africa, but huge.

All the countries are constantly plotting to achieve world Domination, which means

that everyone fights against everyone.

ccmt_revisited by Perturabo.txt

Here are two AARs with mod screenshots:
Human Wave and Vengeance (small soldiers not included)

The mod has 5 1to2 player scenarios:

1. Office Defence - Urbanian infantry vs. Centralian gangs in Africa2.
2. Desert Hunt - three platoons of Centralian M4A3/76mm vs. one Centralian T-55.
3. Airport Defence - Urbanian infantry vs. Royalian infantry and light armour.
4. Neighbours - Montanyan militia vs. Centralian terrorists.
5. The Border - Urbanian armour and mechanized infantry vs. Montanyan armour and

mechanized infantry.