

GUN-ARMED HALFTRACKS

This series of pics shows every armoured halftrack in Cmbb and Cmak that totes a weapon above and beyond the standard one or two machine guns. (I shall cover soft-skinned halftracks and truck-mounted guns etc in due course)

Passengers -The only armed halftrack in the entire game that can carry anything is the German 251/10 (37L/45), it can carry a halfsquad or any inf HQ unit, or a single support weapon such as MG/schreck/sniper etc, or it can tow a light/medium gun (but it can't carry passgrs if towing)

GERMAN

251/22 75mm L/46

251/9 Stummel 75mm L/24

250/8 75mm L/24

251/10 37mm L/45

250/10 37 L/45

250/11 20mm Tungsten

250/9 20mm L/55

251/17 20mm L/55 **AA**

251/2 81mm Mort

250/7 81mm Mort

251/16 Flamethrower

251/21 Quad MG **AA**

(All the German halftracks below are included in Cmbb AND Cmak except for the 251/21 QuadAA and 251/22 75L/46 which Battlefront didn't include in Cmak)

(The 2x Mortar carriers can only fire in frontal cone, the whole veh pivots if you assign an impact point outside the cone)

(Battlefront have done the wrong gun graphics for the 251/17, 251/21 and 251/22)





ALLIED

Reminder - none of them can carry passengers (not even a sniper), nor can they tow anything

T19 105mm L/23
M3 76mm L/35
T30 75mm L/16
M15 37mm L/54 **AA**
M21 81mm Mort
M4 and M4A1 81mm Mort

M16 Quad HMG AA

(The M4 and M4A1 Mortar Carriers can only fire in **rear** cone, the whole veh pivots if you assign an impact point outside the cone, but the M21 Mort Carrier fires in a **forward** cone)

