

Churchill Flamethrower "Crocodile"



This particular Churchill 'Crocodile' belongs to the 3rd tank of 1st Troop of 'C' Squadron of the 141st Battalion Royal Armoured Corps (RAC) of the 31st Tank Brigade.

During Operation Totalize, part of the follow up phase called for the support of flamethrowing Churchill tanks of the 141st RAC. These tanks were invaluable in supporting the infantry attacking May-sur-Orne during the operation. They were subordinated directly to the 21st Army group who would allocate them to missions as they saw fit. They would soon become integrated directly into the famous 79th Armoured Division in September.

This vehicle is in S.C.C.15.

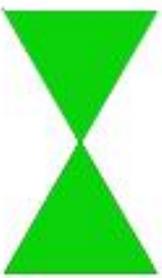
The WD number for this vehicle has the prefix 'T' for tanks.

The Bridge Class is not carried on this vehicle, but would have been class 40.

No Allied Star is carried either.

The markings are;

-31st Tank Brigade (Formation Sign - Green 'Hourglass' sometimes also called a 'Diablo' these were not outlined in white as they were on 33rd Armoured Brigade vehicles)



-141st RAC (Unit Sign - Serial Number '993' on a Green Rectangle with white diagonal line. The white diagonal slash through the Arm-of-Service sign, going from top-left to bottom-right indicates Army Group Troops (i.e. units and formations reporting directly to an Army Group Headquarters, in this case 21st Army Group))



The other markings that are a bit unique to the vehicle;

-the tactical sign for 'C' squadron was a blue circle (blue for the junior regiment in the brigade). The '13' for 1st Troop 3rd vehicle is inscribed in the 'C' Squadron circle.

-the name 'Sandling' is a real name taken from a 141st RAC vehicle shown in a film

<https://www.youtube.com/watch?v=RO9NDbmc9Y0>

The beginning segment of this film shows 141 RAC crocodiles in action between Nuland and Geffen supporting an attack of the 160th Brigade, 53rd Division in Holland. The 'T' number is taken from this film as well.

Axis

The Axis Forces during Operation Totalize are mainly represented by the I SS-Panzerkorps on this map. Specifically the 12th SS Panzer Division 'Hitlerjugend' and 101st schwere SS Panzer Abteilung. While we haven't had the opportunity to provide every German vehicle with detailed and unique markings, we have been able to provide markings for the most common tanks like the Panzer IV Ausf H and the Tiger I. The same markings that FH2 has been using for years generally fit well with the unit on this map so the other vehicles are *generally* okay. Unlike the Commonwealth Allied Armies, the German vehicle markings were not as overtly specific. Sometimes, a divisional insignia or other unique markings could be carried on the vehicle, though in the later years, it was more common to find a German vehicle devoid of specific insignia apart from the typical 3-digit number system used to identify the tank within the unit.

After an order issued on 18 February 1943 by Inspectorate 2 all German AFVs were to be painted in a base coat of dark yellow (dunkelgelb). On top of the dark yellow was to be painted a pattern of olive green (olivgrün) and red brown (rotbraun). Dark yellow could also be applied on top. Paint was ordered by the units according to their types and amount of equipment for re-painting in the field.

The order specified that... "The units are responsible for applying appropriate camouflage colors according to the conditions in the field." The lack of detailed guidance on camouflage patterns resulted in a very wide variety of patterns. Some units created carefully painted patterns, while other patterns were very rough.

Panzer IV Ausf. H



This Panzer IV belongs to the 6th vehicle of the 2.Zug of the 6.Kompanie of the II.Abteilung 12.SS-Panzer Regiment, 12.SS-Panzer Division 'Hitlerjugend.' It is done according to real photos and instructions from the unit.

As were all German tanks, it is camouflaged according to the guidelines mentioned above. This unit didn't typically paint careful patterns on their vehicle, but used a spray gun to apply large areas of paint in irregular patterns.

This tank carries the German national insignia, the Balkenkreuz, on the turret sides and also on the rear of the tank as seen in photos of the unit.

This tank also carries the divisional insignia of the 12.SS-Panzer Division on the right rear hull, as seen in photos.



On our tank the insignia (tho tough to see) has been worn down after weeks of rough fighting to obscure the single Schutzstaffel rune in the center.

As was typical in the German Army, the tank carries a 3 digit marking on the turret to identify the specific vehicle within the unit. This unit had particular instructions about the application of these numbers;

"The 35cm high, 22cm wide numbers with 1cm border had to be painted in black, on the back of the tanks, and on the sides of their turrets, which were painted in camouflage colors. Between the numbers a 4cm wide clear stripe had to be left."

These numbers were often painted by hand which resulted in a wide variety and sometimes sloppy application;





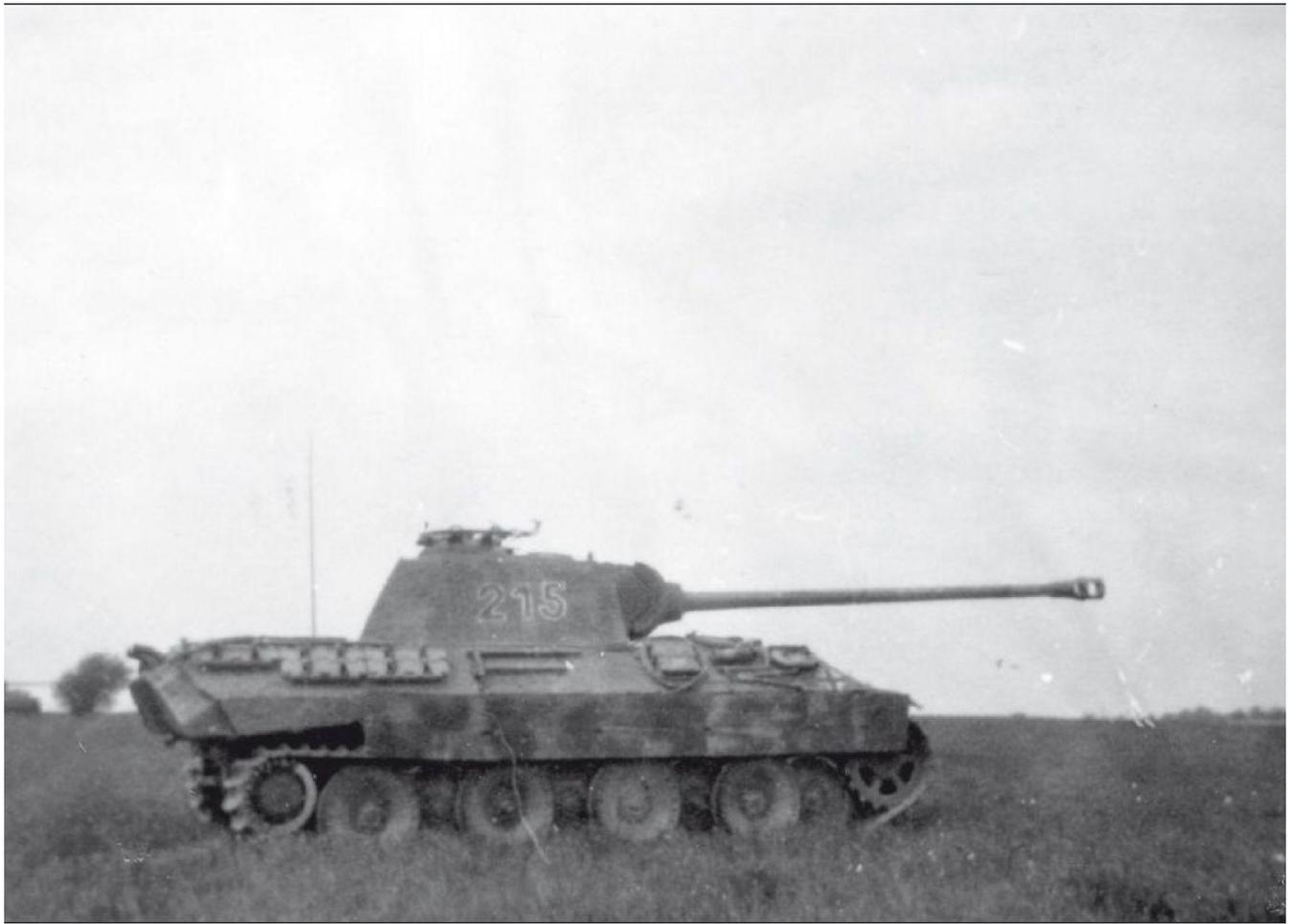
Note that the Panzer IVs of this unit were only found in the II.Abteilung which consisted of Kompanie's 5-8. Kompanie's 1-4 were found in I.Abteilung which was equipped with Panthers.

Panzer V Ausf. A



As a note, we haven't made any changes to the texture of our Panzer V "Panther" on this map. But both vehicles (215 & 216) 1.Zug of the 2.Kompanie of the I.Abteilung of the 12.SS-Panzer Regiment, 12.SS-Panzer Division 'Hitlerjugend.'

These tanks already have correct markings for the unit, as can be seen in photos.



As were all German tanks, it is camouflaged according to the guidelines mentioned above (though a bit more stylized than what you see in photos).

This tank carries the German national insignia, the Balkenkreuz, on the hull sides as per regulations.

It carries no additional insignia, but does carry the 3 digit numbers as seen on Panthers of the I.Abteilung which were in red with a white outline.

As a note, Turret number 215, was the command tank of the 1.Zug

PzKpfw VI Ausf. E "Tiger" (007)



Just like the Firefly described above, this Tiger is special in that it provides the counterpart to the Sherman. This is generally agreed to be the Tiger I that Michael Wittmann was killed in on August 8th, 1944. It belongs to the battalion headquarters section of the 101st Schwere SS-Panzer-Abteilung and is done according to real photos from the unit.

There are only a few known photos of this tank, taken after the war in 1945.



As all German tanks, it is camouflaged according to the guidelines mentioned above.

This tank carries the Balkenkreuz, on the hull sides per the regulations.

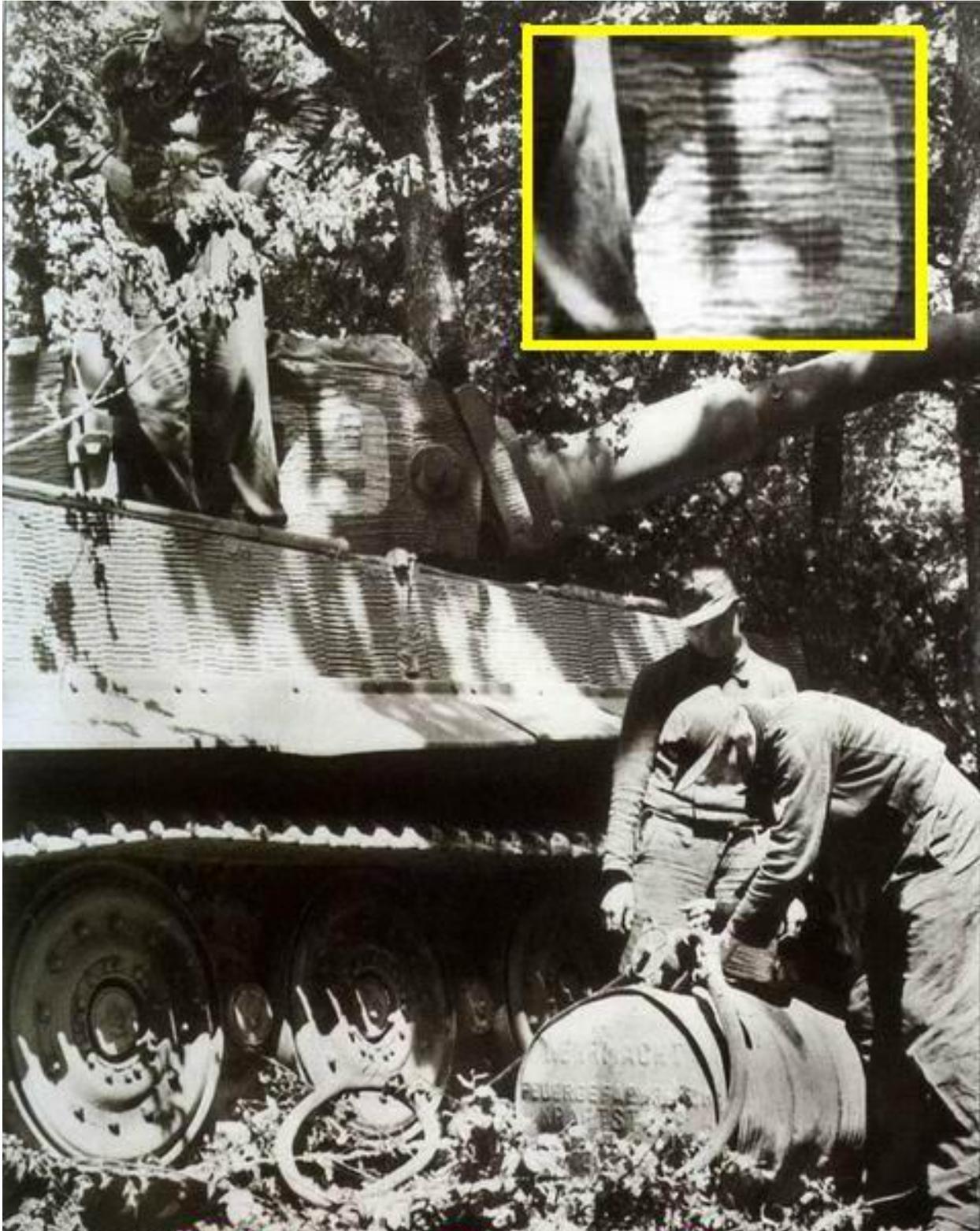
As a Corps level unit, the 101.SS s.Pz.Abt. carried the Corps insignia of the I SS-Panzerkorps the front left and rear left hull, as seen in photos.



Again, the tank carries a 3 digit marking on the turret to identify the specific vehicle within the unit. A peculiarity with this unit was the numbering systems. The tanks of the company command sections all end with a 5 (e.g. 105) while the 3 tanks in the battalion command section were numbered 009, 008, 007.

There's some debate as to what the colors of these turret numbers were. All of the turret numbers were outlined in white. However, some sources mention that the battalion HQ tanks used white turret numbers, while others claim yellow. Close inspection of photographs of other tanks in the HQ unit show the interior of the numbers as a slightly darker color than the outline. We've opted for the yellow version until more definitive information becomes available.

Seen here is Tiger number '009'



PzKpfw VI Ausf. E "Tiger" (222)



The other Tiger on the map belongs to the 2nd vehicle of the 2nd Zug (platoon) of the 2nd company of the 101.SS s.Pz.Abt.

Again, it is camouflaged according to the guidelines mentioned above.

This tank again carries the Balkenkreuz, on the hull sides per the regulations.

And again, the Corps insignia of the I SS-Panzerkorps is on the front left and rear left hull.



The turret numbers in this company are generally agreed to be red with a white outline. (The 1st company had olive, 2nd red, and 3rd blue with a yellow outline)



Now, we can talk about the new vehicles and how they fit into Operation Totalize.

Jagdpanzer IV Ausf. F



A big vehicle we were missing in our Normandy lineup was the 'earlier' version of the Jagdpanzer. We all know the Panzer IV/70 from our 'Bulge' maps, but the two new vehicles made here represent the first iterations in that development. The main difference is the main gun; while the Panzer IV/70 uses a main gun similar to the Panther (75mm PaK 42 L/70) these earlier versions used the 75 mm Pak 39 L/48 similar to the Panzer IV.

Like any other vehicle, the Jagdpanzer went through many changes throughout its time in production; small parts were improved and things changed on the vehicle in order to meet certain requirements in an ever-evolving war. Now, because of various limitations, we can't depict *every* version of the Jagdpanzer IV or show *every* little detail on our in-game model, but we've done our best to represent 2 'versions' of this earlier Jagdpanzer that we feel would make them stand out from each other. The biggest thing gameplay-wise, is that these earlier versions of the Jagdpanzer only had 60mm of frontal armor as is reflected in-game. Now, when using these earlier versions, you might think twice about how much protection you really have before engaging an Allied tank.

The "early" version represents a vehicle made sometime before February 1944. Vehicles produced before this time generally had the spare track mounted at the front and a pair of spare road wheels mounted on the rear. Around February, the spare track was moved to the rear in order to lighten the already high load placed on the front of the vehicle and subsequently the spare road wheels were moved to mounts on the engine deck. You can denote it pretty clearly by the large muzzle break on the end of the barrel, as well as the differences mentioned above. This particular version of the vehicle won't be on Totalize specifically, but will debut on Villers Bocage. Not many of these early versions were produced before noticeable changes were made, but the Panzer Lehr division (represented on Villers), was one of the first divisions to receive this vehicle, and as such, it fits best there.

The "mid" version represents a vehicle made sometime after March, but before May 1944. By this time in production the spare tracks were moved to the rear (as mentioned above) and the left machine-gun port was deleted since it couldn't effectively be utilized (sadly these aren't usable in-game, but maybe in the future). In April 1944, the muzzle breaks were found to be unnecessary and started to be left off of production vehicles. The 12th SS Panzer Division received 10 of these vehicles in late April and 11 in late June 1944. (the ones in June were *supposed* to be sent in April with the first batch but were delayed). They were allocated to the Panzerjäger Abteilung of the Panzer Division.

Interestingly the unit reports the first batch of vehicles arriving in May without their muzzle breaks and many spare parts. Not knowing if this was a production change or oversight, the unit actually went searching for muzzle breaks to put on their vehicles, reportedly borrowing a few from 2.Panzer Division after July 2nd. We've kept the muzzle break off of this version to allow it to be used on a few different maps relatively easily as it's a bit more representative of the later type vehicles.

Sturmpanzer IV Ausf. III



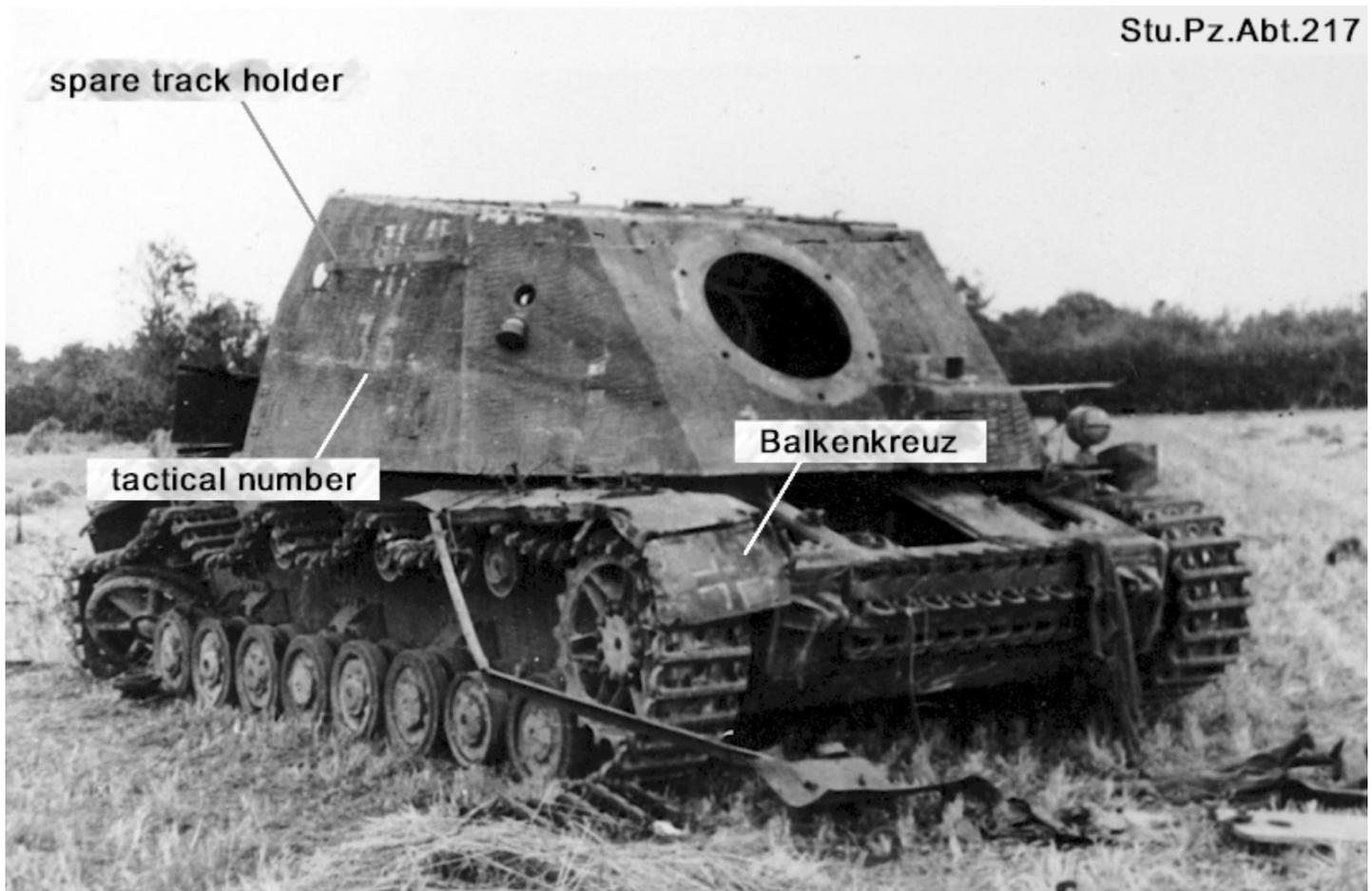
One of the more unique vehicles that we introduced during the *In Memorium* event was the Sturmpanzer IV. A relatively rare vehicle, it mounted a gun similar to the 15cm sIG 33 in a superstructure on a Panzer IV chassis, packing a powerful punch. We've since expanded our arsenal with both the Series 3 (Ausf III) and Series 4 (Ausf IV) variants. These mounted the same gun, and had more or less the same armor layout, but they display minor production differences between the two vehicles. We again introduced these two versions because they would be unique gameplay-wise.

The Sturmpanzer IV Ausf IV sports a ball mounted MG-34 that provides a little bit of close-in infantry support. It also has a slightly different superstructure and roof hatch layout as well as a later set of spare wheel holders on the rear.

Our Sturmpanzer IV on our Operation Totalize is the Ausf III version and it is created from real photos of Sturmpanzers in the area. The unit represented is Sturmpanzer Abteilung 217 which was attached to the 12th SS Panzer Division during the fighting of Operation Totalize. This unit fielded almost every version of the Sturmpanzer and made some unique modifications to their vehicles during the Normandy campaign with many photos showing spare track holders added to the sides of the superstructure.

Markings were applied in a very inconsistent manner during the latter part of the war and the 217th was no exception.

For Normandy vehicles, the Balkenkreuz seemed to be applied on the front fender (loader's side) and another in the back just above the muffler.





The presence of tactical numbers was sporadic, but this one clearly carries the number '36' on the side. The meaning of the number is not known for sure, but could have possibly been the 3rd Company's 6th vehicle.

We hope you enjoy this revamped Operation Totalize on the servers in 2.6, and have fun playing with these historical toys!