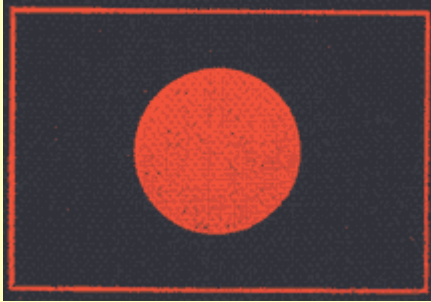


Revision History

Version 1.00 - 12/2004



Ball of Fire Battles of the Indian 5th Division, 1940-46 Version 1.00

A product of Steve Brown Workers' Collective

CONTENTS:	
1. Credits and contact information	4. Revision history
1a. Credits	5. The campaign
1b. Contact information	6. Campaign development notes
2. Simple Installation Instructions	7. Hints and tips
3. Installation instructions	8. Final note
3a. Download the campaign	9. Appendix 1; List of scenarios and campaign flow
3b. Unzip	9a. File names for the campaign
3c. Equipment file	9b. Campaign flow
3d. Maps, download	10. Appendix 2; Graphical depiction of campaign flow *
3e. Maps, install	11. Appendix 3; Map of the Campaign *
3f. Video and Music	
3g. Patches & running German and French versions of PG2	* NOTE: only available in the PDF version of the readme
3h. List of playable campaigns	

1. CREDITS and CONTACT INFORMATION:

1a. Credits:

Bill Dickens and **Mike Thorne** created the Pacific Equipment File; Many other people, too many to mention, have created all sorts PG2 mods; **Dennis Felling, Radu Pirca, J.J.Himes, Jan Hedström and Mick Marchand** were playtesters at various times...

1b. Contact information:

Any problems, suggestions, comments or abuse should be directed to me. Any feedback on this campaign, good or bad, will be greatly appreciated - *Steve Brown*

steve@pg-2.com

<http://www.pg-2.com>

This was written in November, 2004, so if any links go bad, please email me!

2. SIMPLE INSTALLATION INSTRUCTIONS:

For players familiar with PG2 - here is all you need to know:

Equipment file - Pacific Equipment File v3.0 (or later) - main page is on my site.

Maps - Amba Alagi (358), Aslagh (359), Barentu (364), Gallabat (365), Jalo (361), Keren (363), Massawa (362), Ruweisat (360).

PG2 Version to use - at least 2.01

Sound Effects - Soundup2004

3. INSTALLATION INSTRUCTIONS:

This readme assumes some basic knowledge of copying, moving and unzipping files in Windows and you should at least know which folder on your computer contains the program. User-made additions to Panzer General 2 are not as easy to install as the original software, but are not difficult if you read the installation instructions and use a certain amount of common sense - new maps, equipment files and other material ALL have installation instructions (some of which are included with the downloads and some of which are on the web sites). It is important to remember that while I am very happy to help with any problems - **all the information you need is available, you only need to take the time to find and read it.** The "Upgrade Center" on my web site has the basics of upgrading - <http://www.wargamer.com/pg2campaigns/steve/upgrade/pg2-uc.htm>

3a. Download the campaign:

Download the campaign (yes, you most likely have done this already). This archive contains:

- i. CAMPAIGN.ZIP - The US/UK version of the campaign,
- ii. README.ZIP - Campaign documentation,
- iii. EQUIPMENT.ZIP - Latest version of the Pacific Theater Equipment File

3b. Unzip:

Unzip files from CAMPAIGN.ZIP to your SCENARIO folder. Unzip files from EQUIPMENT.ZIP to your main program folder (usually PANZER2)

3c. Equipment file:

The Pacific Equipment File (v3.0+) must be used. The latest version is available in this download or on [my web site](#). You need the equipment files, the "soundup2004 for new sounds" (which you can download from my site), icons and other graphics upgrades from www.wargamer.com/pg2campaigns/steve/pacfile/pg2-pacfile.htm and the "datup" (for the graphics and icons) - if you have not installed equipment files or graphics updates before just download everything and follow the instructions, or contact me if you have questions. The "Upgrade Center" on my web site has the basics of upgrading - <http://www.wargamer.com/pg2campaigns/steve/upgrade/pg2-uc.htm>. Please note that until a new "datup" is made you can download a temporary graphics upgrade from the [Pacific Equipment File page](#) on my site.

3d. Maps, download:

You need the maps *Amba Alagi* (358), *Aslagh* (359), *Barentu* (364), *Gallabat* (365), *Jalo* (361), *Keren* (363), *Massawa* (362), *Ruweisat* (360).

Get the maps from the [PG2 Builders Paradise Map Center](#), (www.strategyplanet.com/panzergeneral/PG2Main_maps.htm although at the time of writing they have not been added to the site) or from the "My Maps" section and "Clearinghouse" of my web site. In addition, a large .zip file containing all the maps for this campaign (6.9MB) is at www.wargamer.com/pg2campaigns/steve/pg2-india.htm. A couple of good map sources are www.panzergeneral2.com and www.stahlhelm.prv.pl.

3e. Maps, install:

If you do not know how to install user maps, follow the instructions EXACTLY from "**How to use maps**" at the [Map Center](#) and you should have no problems - most campaign crash problems are related to incorrect installation of the user maps;

3f. Video and Music:

Some optional SMK image sequences that play during the campaign are available from www.wargamer.com/pg2campaigns/steve/pg2-india.htm - installation instructions are included with the download;

3g. Patches & running French or German versions of PG2:

You **MUST** first patch your program to v1.02 using the official SSI patch and you **MUST** also be using the "unofficial" v2.01 or higher patch (the latest version at time of writing is 2.01). Look at the "[Versions & Patches](#)" section of [Builders Paradise](#) for more information and the "Clearinghouse" on my site for the unofficial patch. The unofficial patches will only work for US & UK versions of PG2; but will also work with German and French versions if you use the "*DEU/FRA to Text Converter*" from the "Downloads" section of my web site.

3h. List of playable campaigns in PG2

This campaign will be listed as "*BALL OF FIRE. INDIAN CAMPAIGN, 1940-46 v1.0*". Once you have upgraded to the 'unofficial', the up and down arrows of the scroll bar now work (but not the scroll bar itself), so scroll down until you see the campaign.

That's it ... start the campaign and enjoy!

4. REVISION HISTORY:

Version 1.00 released 12/2004

5. THE CAMPAIGN:

This campaign follows historic battles of the Indian 5th Division from 1940-46, the campaign starts in East Africa (Sudan, Eritrea and Abyssinia) then goes to North Africa (Libya and Egypt) and finally Burma. This version (1.0) finishes in 1942 in Egypt; the Burma scenarios will be part of a later version. The scenarios in v1.0 are unusual in that the maps are much smaller scale than most other PG2 scenarios - anything from ½ to ¼ or less scale than standard PG2 maps.

The following explains the origin of the campaign's name:

*"The G.S.O.1 of the Division, Colonel Frank Messervy, submitted to units for their approval the suggestion that the design of the flash should be a boar's head; in this way it would be linked with the nickname of its first commander. But vehement objections to this idea were raised on the grounds that such an insignia would arouse resentment among the Muslim troops in the Division, whose religion forbade them to eat the flesh of the pig. This objection was recognized, and the boar's head cancelled. Messervy then tried the heads of other animals, but each one he devised had already been selected by some other formation. So a plain red circle was chosen. It was simple and distinctive; General Heath approved. The red circle, standing as it did on a black background, gradually came to symbolize a **Ball of Fire**."*

From "Ball of Fire: The Fifth Indian Division in the Second World War, by Antony Brett-James." 1951
The book is available online at <http://www.ku.edu/carrie/specoll/AFS/library/Ball/fireTC.html>

6. CAMPAIGN DEVELOPMENT NOTES and BUGS:

This campaign was playtested at 100 prestige; inexperienced players may want to start at 150 or higher, which will gain you some extra prestige.

Please read the scenario introductions; some contain instructions for the upcoming scenario.

In the first scenario you can only lose... this is intentional :-)

In the scenario "Gazala Line loss" you will lose some core units... this is also intentional.

Core units you purchase in this campaign (and prototypes) will all be at 8 strength - this means that if you are calculating the amount of prestige in your core, the prestige used by the game is 80% of whatever you calculate. In later scenarios the units will have some experience, though.

7. HINTS & TIPS:

Here are some unit purchasing tips. You can play without reading these, so you can skip them if you want.

Transport:

In early scenarios you do not have to buy transport for all units, but at least mule transport is sometimes nice to have. In later scenarios truck transport is important and upgrading transport to trucks may be of more value than new units (units in trucks can move 3 hexes in the desert); Morris Quad and Bren carrier transport can make a big difference (but both are expensive). *All I can say it; do not neglect transport - you may regret it.*

Tanks:

During the African scenarios you can get some light tanks in the early scenarios (including one with recon ability), but before the end of 1941 these become unavailable and new tanks will not be available until Burma. The light tanks are cheap, but since there is a lot of mountain fighting you should not buy too many of them (1 or 2 at the most). When you get to North Africa you will be facing much more powerful German tanks - so it is worthwhile to develop some good AT units as well.

Anti-Tank:

There are not many tanks in the East African part of the campaign, but the North African scenarios (except "Jalo") have many tanks, so it is worth developing AT units. There are also Machine Gun Battalions in the AT class, which are good against soft targets.

Air-Defense:

You should have at least 1 or 2 AD units.

Artillery:

Indian artillery in this campaign is either 3 or 4 range, and some of the better choices have 3 range.

Recon:

Armoured Cars are your best choice here, although they are more useful in the recon role than as offensive units.

Infantry:

Infantry will be your most important units. You should start with some AFI (*Auxilliary Forces (India)*) or ISF (*Indian State Forces*) infantry and upgrade them later as they gain experience. Gurkhas and Pioneers (Engineers) are expensive, but very useful.

Bombers and Fighters:

In the African scenarios you will only be able to buy bombers (which, strictly speaking, should not be available until Burma).



8. FINAL NOTE:

This campaign is the result of many months' work by *Steve Brown Workers Collective* and "we" consider it copyrighted. Please do not change anything on a version that you are making available to other players. You absolutely do not have permission to include this campaign with any commercial product without my permission!

9. APPENDIX 1; LIST OF SCENARIOS AND CAMPAIGN FLOW:

9a. File names for the campaign:

All scenario file names (see section 9b, below) are of the form sb9xxxx.scn (for the scenario file) and sb9xxxx.txt (for the scenario text file). The scenario intro texts are sb9xxxxi.txt. The brilliant victory, victory, tactical victory and loss texts are sb9xxxxb.txt, sb9xxxxv.txt, sb9xxxxt.txt and sb9xxxxl.txt respectively. The campaign file is camp6sb9.cam. The campaign intro file is sb9.txt.

9b. Campaign Flow:

<u>List of scenarios</u>		<u>Campaign flow</u>			
Scenario Number	Scenario Name (scenario file name)	BV	V	TV	L
00	Gallabat 1 (sb9gal1)	--	--	--	01
01	Gallabat 2 (sb9gal2)	02	02	02	02
02	Gallabat 3 (sb9gal3)	03	03	03	03
03	Barentu (sb9bare)	04	04	04	03
04	Keren 1 (sb9ker1)	05	05	05	04
05	Keren 2 (sb9ker2)	Lose	Lose	06	Lose
06	Keren 3 (sb9ker3)	07	07	07	Lose
07	Massawa (sb9mass)	08	08	08	07
08	Amba Alagi (sb9amba)	09	09	09	09
09	Jalo (sb9jalo)	10	10	10	09
10	The Cauldron (sb9caul)	--	14	14	Lose
11	Ruweisat 1 (sb9ruw1)	12	12	12	11
12	Ruweisat 2 (sb9ruw2)	13	13	13	Lose
13	Ruweisat 3 (sb9ruw3)	Win	Win	Win	Lose
14	Gazala Line loss (sb9gaza)	--	11	11	Lose

Continued on next page (in PDF version only) . . .

10. APPENDIX 2; GRAPHICAL DEPICTION OF CAMPAIGN FLOW:

B = Brilliant Victory

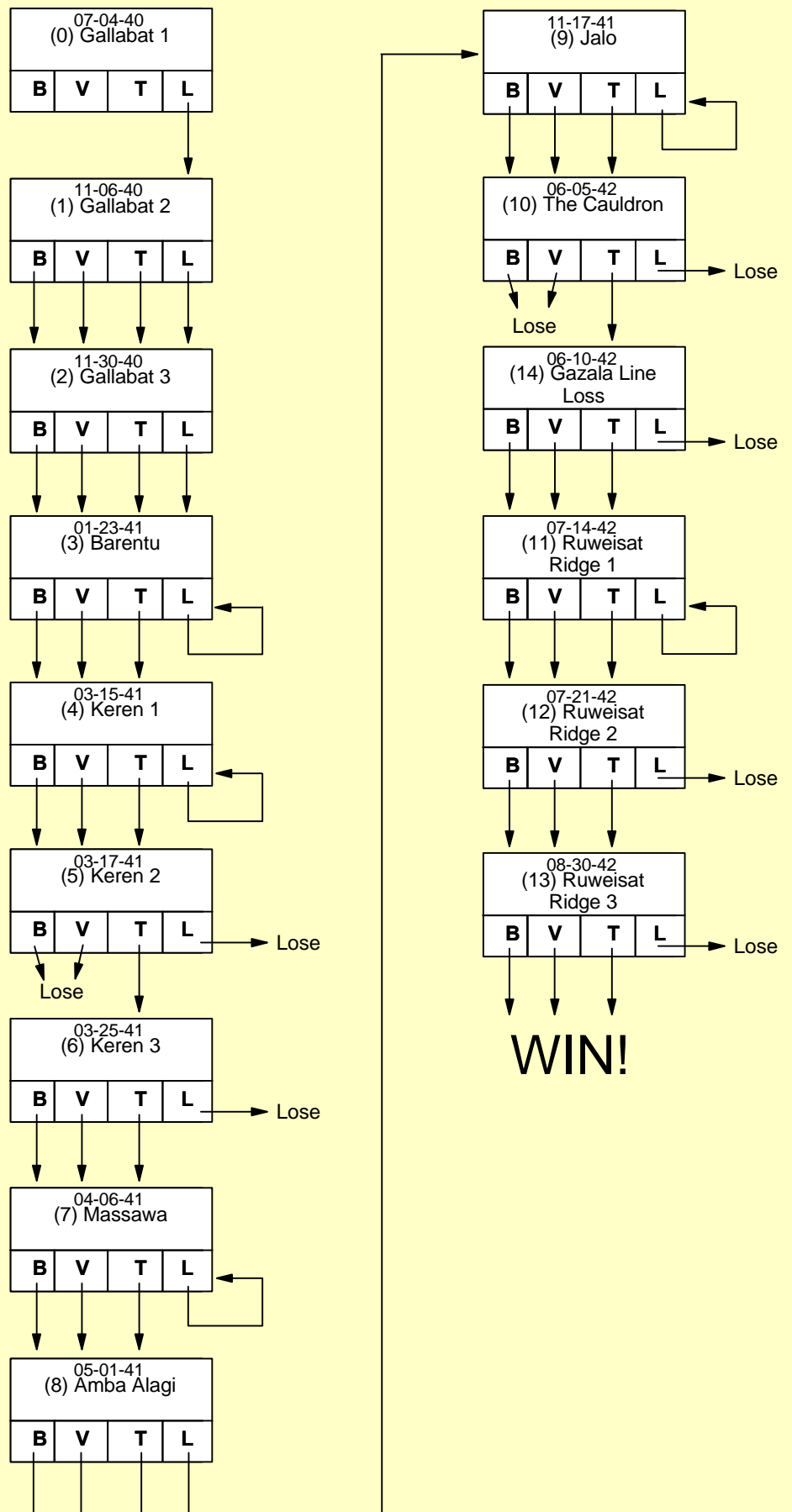
V = Victory

T = Tactical Victory

L = Lose

(no arrow) = this result is not possible

Dates are in the US form, month-day-year



11. APPENDIX 3; MAP OF THE CAMPAIGN:

Map 1: African theatre

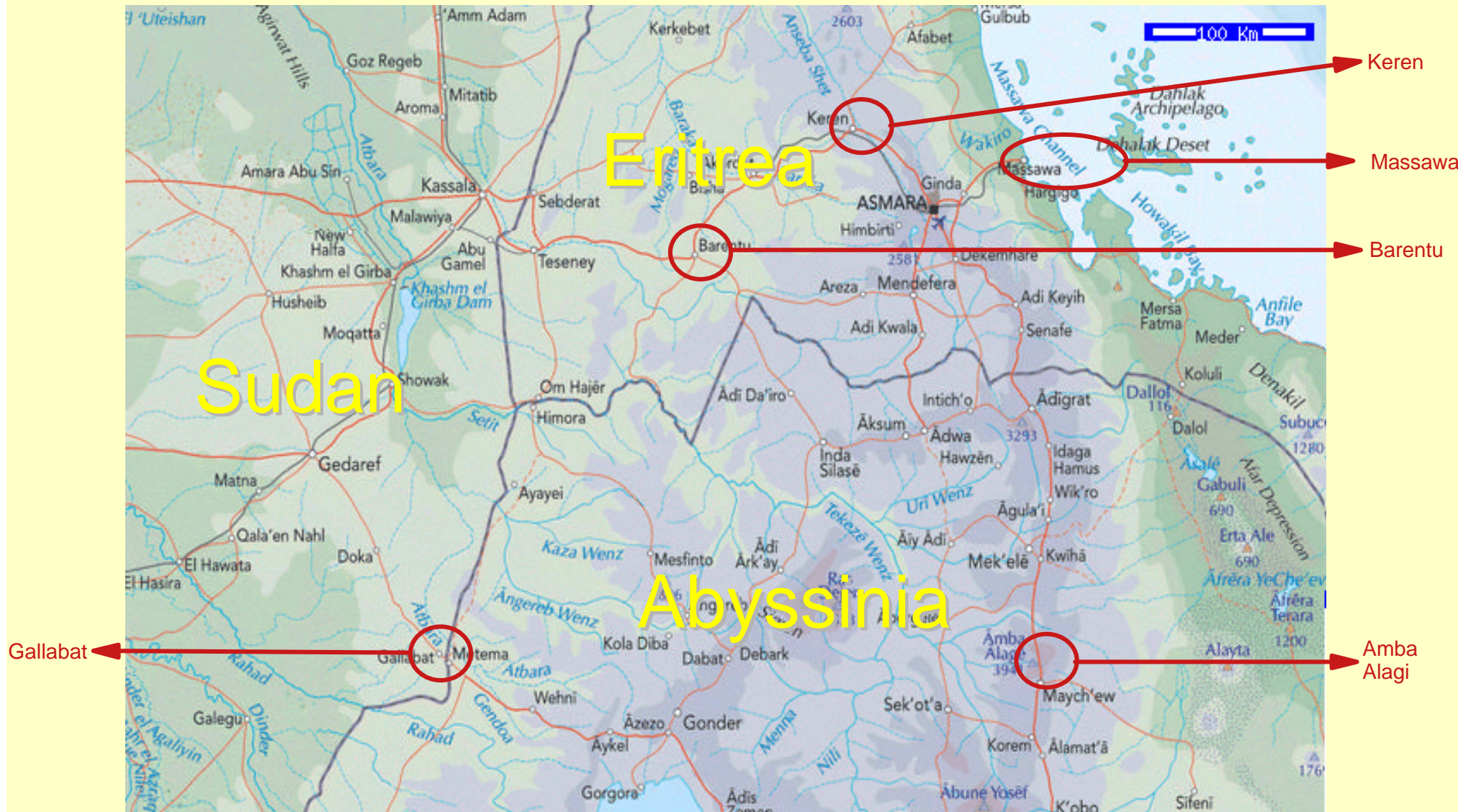
North
Africa
(Map 3)



East
Africa
(Map 2)



Map 2: East Africa (Abyssinia, Eritrea and Sudan)



Map 3: North Africa (Egypt and Libya)



Jalo

The Cauldron

Ruweisat Ridge

