

# Spezial Sturmbrigade "Bistroff" (OpenAK) readme.

## Campaign version: OpenAK.

This is a redesigned and polished version of what was once a Campaign Challenge 61. This is NOT a CC\_61, and can't be played as such. There are far too many changes to note them all, the most important are these:

- the scenarios are balanced, there are no jumps in difficulty anymore
- many unnecessary units (core reinforces, auxiliaries and the enemy ones) were removed
- the most difficult and the longest scenarios were reduced to a bit less daunting level
- some of the scenarios were completely redesigned
- prestige flow was adjusted
- campaign uses an edited prototype list now: no more insane protos, no more crappy protos.

I feel that this version of "Bistroff" campaign is the best one and the most balanced. This is how the CC\_61 should have looked like! I recommend playing this version, unless anyone wishes to complete the CC\_61, of course. Because this is the final, definite version of my campaign - except for some possible minor tweaks - I don't include the list of previous changes in all possible betaversions and CC\_61. It's not needed anymore: NEVER before there was any other "Spezial Sturmbrigade Bistroff" than this exact one. :-)

Many thanks to all the playtesters, many thanks to Daerandir for the corrected briefings, and of course - many thanks to all the people that played the CC\_61. Your input was more than helpful!

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## Installation:

This campaign is designed for the Open General, uses lots of OG-only features, and as such, it isn't compatible with Panzer General II.

If you'll encounter any problems with maps, you may download them manually at Gilestiel's website.

## Few notes:

A 10 sp unit is meant to represent a company, hence the strength of any non-infantry unit may roughly equal to the real number of machines/guns.

I didn't waste my time with naming of cities and units. Clearing the units' names is the first thing I always do during a HQ. And as this is a company-sized and fictional campaign, most of the "cities" are just a villages and most of the "villages" are just nameless farms or houses.

The prestige flow is a bit strict, but otoh, very clear. The hex, turn and reward prestige is split into equal thirds. Hex prestige comes just from the VHs and SHs. Turn prestige is given on the first turn of the respective scenario. The reward prestige is still the same no matter what the result - you won't be awarded, but you also won't be punished.

Most of the times you should be easily able to spend prestige on upgrades to stay under the cap. There are scenarios with limited fronts and factions, so it is wise to continuously spend excess prestige on upgrades.

**Few notes on difficulty:**

I've tested this campaign many times at 100% and it is not very difficult. Veteran players should decrease the prestige settings. This campaign is playable even at 25% prestige reward. Auxies make every scenario winnable, although BV is not always possible - not even with their help. During the initial stages of the campaign the OKH will help with growth of your core, so don't be afraid of your ground forces. On three occasions you'll be given some ground low-end core reinforces; this help will stop after the start of African campaign. When speaking of the airplanes... well, maybe you'll get some prototype, but that's about it. At least you'll start with the very powerful \*cough\* machines.

**Desired core composition:**

At the very beginning of campaign the prestige cap is very generous, but it becomes more strict quite fast. You should try to build a mixed-arms core of at least fifteen ground units (in case that you prefer quality over quantity), but don't hesitate to purchase more. You will not need air units, but of course, they're helpful.

For the first two minicampaigns you should prefer fast units, but yes, a PZ IIIE or a big gun isn't completely irrational upgrade, namely if you wish to stay safely below the cap.

During the Western campaign and lately during the first North Africa campaign you should increase your core at least to some ten units - and as the OKH will send you some core reinforces, it shouldn't be a problem. Try to have a good mix of reliable units of all the useful classes. You'll meet anything from heavy tanks to strong airforce, ferocious infantry defense and long range artillery barrage, so you need appropriate tools to counter the enemy forces.

Then comes the much harder (or at least much more dangerous) second half of the campaign. At the beginning you'll need to have about fifteen ground units at least, units of all the branches, so that you may fight the enemy appropriately. You should still try to stay below the cap, even though it could be a wise decision to sell some worse units to gain prestige for upgrades. Once the long range tanks and SPATs become available, acquire some immediately, because the last 1/3 of the campaign will be a painful experience without the big cats. Hopefully you'll get some airplane prototype, too. Try to not upgrade the planes as long as possible, because it's an expensive hobby, but for the last minicampaign I love to run the best weaponry available, so that I win the dogfights without much trouble.

**Final note:**

This campaign is a result of many hours of work and many sleepless nights and sleepfull days. Please, keep this in mind... and give me at least a tiny grain of respect. I hope you'll like the campaign.

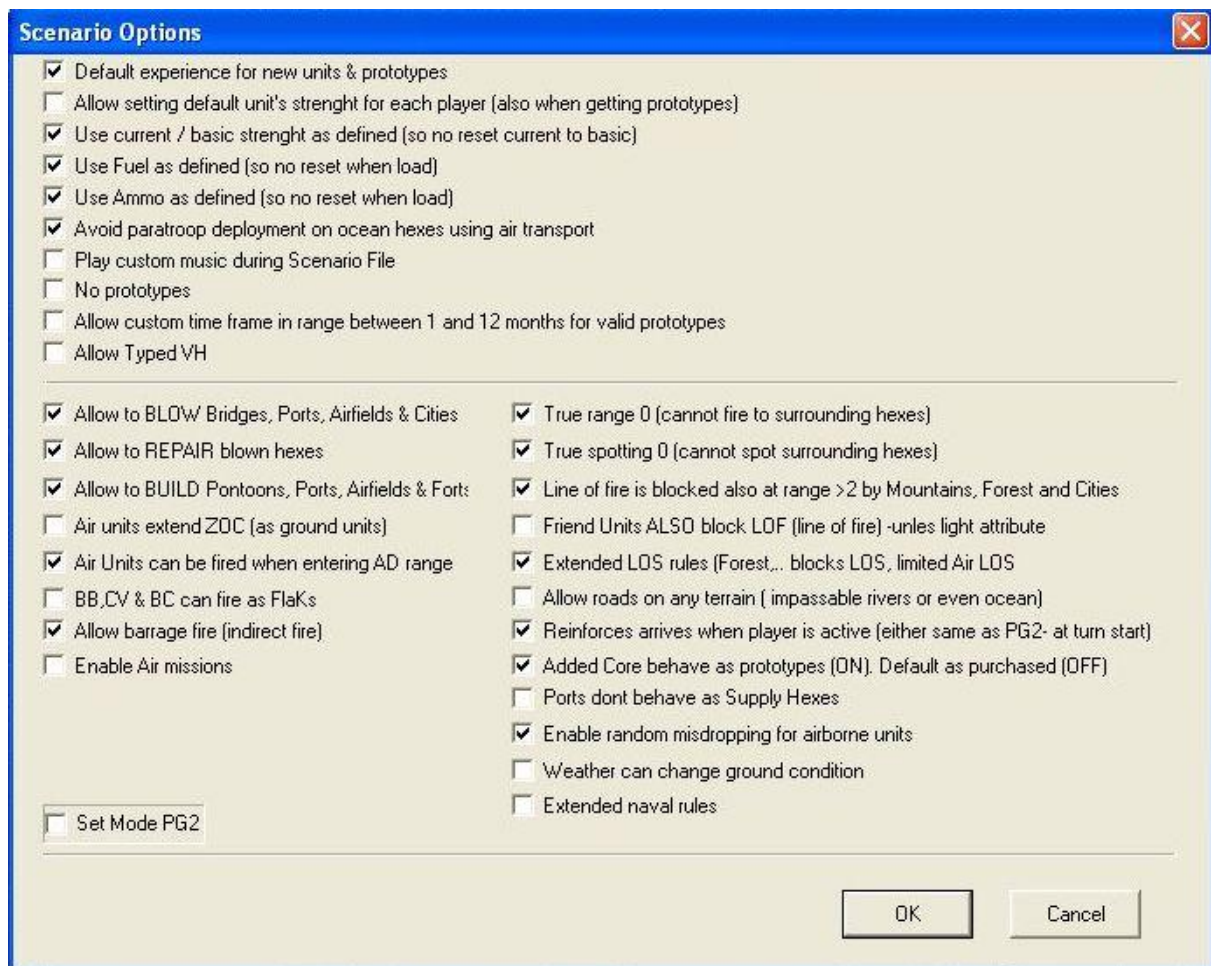
**Final final note:**

Thanks to 1-T, Daerandir and Gixian for their playtests, you really helped me!

Thanks to Daerandir for translation from Engrisch to English!

Thanks to the CC team for choosing the previous version of this campaign as a CC\_61, big hello to all those who played it! Sorry for any troubles!

PS: Check the following image for the list of OG options used in a campaign.



Have fun!

Aleksandr, Nov 2012