

# From Buzuluk to Prague (OpenAK) readme.

## Campaign version: OpenAK.

Several playtesters tried the previous betaversions of this campaign, their feedback was very important for me. There are far too many changes to write them all, but most notably: contrary to any beta stage, the release version uses a units' scale that grows as the campaign proceeds. This has a great impact on playability, namely because the growing scale made it possible to remove many unnecessary core reinforces and auxiliary units.

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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:

Czechoslovak army in the east started as a mere infantry battalion and it had grown to the size of an army corps. I wasn't able to use the same scale for the whole campaign; in fact, I have tried to do so and it was quite a failure. Therefore the campaign's scale changes in time, and:

- during the first minicampaign a unit represents a company,
- during the second minicampaign a unit represents a battalion,
- during the final minicampaign a units represents a regiment.

There's also one bonus scenario where I use a special scale of unit representing a platoon. You'll understand why, and hopefully you'll like the solution... and the scenario.

You start with a very weak forces, but the first minicampaign is designed with this in mind. Try to upgrade your units, so that they don't have much trouble after the opening scenarios.

## Notes on historical accuracy:

As you might notice, the cities and units are named, however don't expect that they'll be 100% precise. Due to the limitations of game mechanics (like available maps, etc.), and due to the missing and/or conflicting sources and OOBs, I decided to not waste my time with too much unnecessary work.

Moreover, sometimes the game's scale is unable to portrait the reality, unless I'd resort to ugly design tricks. If you'll be wondering why some battle is not enough overcrowded, imagine that the other units (not depicted) are fighting elsewhere, in another sectors.

As you already know, the units' scale changes as the campaign continues. Even this progressive change isn't enough, and I was forced to some compromises, unless I wished to make it a joint Czechoslovak-Soviet campaign. Soviet auxiliaries are therefore quite understrengthened, divisions are incomplete, and so on - in short: whenever necessary, I used a token forces instead of real divisions and fronts.

## Note on a speciality:

You may upgrade and overstrengthen your units in Supply Hexes. This is extremely useful feature namely at higher prestige rewards, because it helps you to stay under the cap. Don't forget about it!

**Few notes on difficulty:**

I've tested this campaign many times at 100% and it is not very difficult, but BV is not always possible - this is a semi-historic campaign and many of Czechoslovak battles were disastrous bloodsheds.

Veteran players should decrease the prestige settings. (This campaign is playable at 50% prestige reward, I hadn't tried harder difficulty yet.)

I will help you with growth of your core, so don't be afraid of your ground forces - on several occasions you'll be given some ground core reinforces. But when speaking of the airplanes - hope for some prototype.

The prestige flow is generous and very clear, you'll understand the pattern pretty fast. Turn prestige is given on the first turn of the respective scenario. The reward prestige is slightly increased for the worse results to not kick out the less brilliant generals.

At the beginning you should be easily able to spend prestige on upgrades to stay under the cap. It is wise to continuously spend excess prestige on upgrades, because once you'll become an Army Corps commander, you'll get heaps of prestige, but the cap will increase just slightly.

**Another note on difficulty:**

Czechoslovak campaign in the East was an important part of a former regime's propaganda. After the fall of communism, many people (including historics) fell into another extreme and sometimes even mocked the Easterners completely. Thus the informations on the campaign are unclear, uncertain, controversial, contradictory, forgotten and sometimes even outright lies. Svoboda's memoirs "Z Buzuluku do Prahy", a book that gave the name to my campaign, are nearly useless when it comes to OOBs and similar stuff. Svoboda (or his ghost-writer) concentrated on drama, not on historic facts. The number of destroyed Tigers, Ferdinands and similar rare vehicles and planes is doubtful. With all due respect to Czechoslovak soldiers, this seems like a usual overstatement that happens when several men or crews claim that they've destroyed some target, without noticing that they all shot at (and thus claim) the same target. On the other hand, it is unimaginable that the men and women of the Czechoslovak Army Corps would have seen their first Tiger in Prague's ZOO.

Gameplay before realism, gameplay before historicity. Whenever needed, I gave the enemy whatever needed. Keep this in mind and beware the big cats.

**Desired core composition:**

During the first 1/3 of the campaign the prestige cap is very generous, but it becomes more strict quite fast. You should try to build a mixed-arms core of some twenty ground units, but don't hesitate to purchase more. You will not need air units, but of course, they're helpful, namely the Sturmoviks. T 34-85 is the best Czechoslovak tank and you'll need at least a pair of them, but more of them are welcome, of course.

**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 anyone interested, many thanks to the playtesters - lvjtn, wetblanket and Blitzstoper!

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

**Scenario Options**

- ☒ Default experience for new units & prototypes
- ☐ Allow setting default unit's strenght for each player (also when getting prototypes)
- ☒ Use current / basic strenght as defined (so no reset current to basic)
- ☒ Use Fuel as defined (so no reset when load)
- ☒ Use Ammo as defined (so no reset when load)
- ☒ Avoid paratroop deployment on ocean hexes using air transport
- ☐ Play custom music during Scenario File
- ☐ No prototypes
- ☐ Allow custom time frame in range between 1 and 12 months for valid prototypes
- ☐ Allow Typed VH

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<input checked="" type="checkbox"/> Allow to BLOW Bridges, Ports, Airfields & Cities	<input checked="" type="checkbox"/> True range 0 (cannot fire to surrounding hexes)
<input checked="" type="checkbox"/> Allow to REPAIR blown hexes	<input checked="" type="checkbox"/> True spotting 0 (cannot spot surrounding hexes)
<input checked="" type="checkbox"/> Allow to BUILD Pontoons, Ports, Airfields & Forts	<input checked="" type="checkbox"/> Line of fire is blocked also at range >2 by Mountains, Forest and Cities
<input type="checkbox"/> Air units extend ZOC (as ground units)	<input type="checkbox"/> Friend Units ALSO block LOF (line of fire) -unless light attribute
<input checked="" type="checkbox"/> Air Units can be fired when entering AD range	<input checked="" type="checkbox"/> Extended LOS rules (Forest... blocks LOS, limited Air LOS)
<input type="checkbox"/> BB,CV & BC can fire as FlaKs	<input type="checkbox"/> Allow roads on any terrain ( impassable rivers or even ocean)
<input checked="" type="checkbox"/> Allow barrage fire (indirect fire)	<input checked="" type="checkbox"/> Reinforces arrives when player is active (either same as PG2- at turn start)
<input type="checkbox"/> Enable Air missions	<input checked="" type="checkbox"/> Added Core behave as prototypes (ON). Default as purchased (OFF)
	<input type="checkbox"/> Ports dont behave as Supply Hexes
	<input checked="" type="checkbox"/> Enable random misdropping for airborne units
	<input type="checkbox"/> Weather can change ground condition
	<input type="checkbox"/> Extended naval rules

☐ Set Mode PG2

OK Cancel

Have fun!

Aleksandr, Nov 2012