SPECIAL'NI KORPUS PRORIVA GENERALA BISTROVA
GENERAL BISTROV'S SPECIAL BREAKTHROUGH CORPS
(version 2.0)

A product of the Steve Brown Workers' Collective

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1. CREDITS:

Many people have contributed files, icons and all sorts of things to the expansion of Panzer General 2 and to this campaign, however I would like to specifically credit:

Mikael Anteskog (Generalleutnant von) Adler provided the idea for modifying Lasse Jensen's "datup" to suit the Waffenkammer equipment file; Dmitriy Beliaev provided some good suggestions for Red Army battles, suggested the name of the Corps, provided the Russian version of the campaign name and suggested the name of the General (I am working on faith that the translation is correct); Dan Christensen suggested some basic concepts when I was starting this campaign that have been used throughout, Dan also suggested adding a battle to start the campaign at Stalingrad (which has proved to be my most problematic scenario); Maarten Folkers provided some maps of Finland so I could name cities and rivers on his Kitilae and Sortavala maps; Lasse Jensen's Campaign Maker, Scenario Editor and much other material from PG2 Builders Paradise were invaluable; Andreas Seidel is largely responsible for the Waffenkammer upgrades which have greatly improved PG2; SSI's Panzer General II Scenario Builder was used; SSI's People's General was used to find the names of cities and rivers on Sakhalin (which are not the Japanese names in 1945, if you have a map with Japanese names, I would like the information).

2. CONTACT INFORMATION:

Any problems, suggestions, comments, abuse or money should be directed to me - all feedback is good.

Steve Brown, 10/2000
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http://go.to/PanzerGeneral2

3. OPENING STATEMENT:

The Soviet Union was responsible for atrocities in World War 2, as were other nations, but this campaign is just a game and should not be considered anything more than harmless entertainment. However, that having been said, it should be noted that General Bistrov is very ethical and has little tolerance for some of the excesses of his own army and has trained his men well. This campaign is a product of "Steve Brown Workers' Collective" and is not a promotion of any political philosophy.

If you are a wargamer then you already understand all of this (but it is worth saying now and then).

4. INSTALLATION INSTRUCTIONS:

These instructions assume you have some basic knowledge of copying, moving and unzipping files in Windows 95/98 and some knowledge of installing user-made additions to Panzer General 2. 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).

4a. DOWNLOAD:

Download the campaign (OK, so you probably have done this already if you are reading this file). Also you can download one of the optional sound files;

4b. UNZIP:

This archive contains:

- **A. 00CAMP.ZIP (The US/UK version of the campaign)**
- **B. 00DEU.ZIP (Extra *.deu files for the German version)**
- **C. 00FRA.ZIP (Extra *.fra files for the French version)**
- **D. 00MAPS.ZIP (Extra *.map files - see 4f, below)**
- **E. 00EQUIP.ZIP (Waffenkammer 4.02 equipment files)**
- **F. 00README-USSR.ZIP (Readme files)**

Unzip all campaign files (except the zip files) to your SCENARIO folder. If you are using the French or German version unzip the extra files to the folder as well.

Unzip the optional sound file to your SOUND folder;

4c. DELETING THE CAMPAIGN:

If, for some unfathomable reason, you want to delete this campaign delete all the campaign files begin with "SB2" from your SCENARIO folder and delete the file CAMP6SB2.CAM. See section 10 for a list of file names;

4d. EQUIPMENT FILE:

Waffenkammer 4.02 equipment file must be used (available from http://www.waffenkammer.com or from my web site, http://go.to/panzergeneral2). I have included the Waffenkammer 4.02 files in this download (in EQUIP.ZIP). Installation instructions and all the graphics and sound downloads for Waffenkammer v4.02 are available from the "Waffenkammer Files" section of my web site.

The standard "Easy Icon Upgrade" (datup.exe) from Builders Paradise will work fine, except the Japanese flag will not show in the last 2 scenarios. If this does not bother you, then use the standard "datup". In this case just copy all the equipment files in the ZIP file to your program folder (after backing up your old files - equip97.txt, equip97.eqp, gui.txt)

4e. MAPS:
Download the following maps:

Berlin,
Guam,
Irkutsk,
Kazan,
Kitilae,
Penang,
Sakhalin,
Sortavala,
Stalingrad,

Download the maps from PG2 Builders Paradise Map Center,
http://www.fortunecity.com/marina/cuttysark/989

If you do not know how to add user maps, follow Lasse's instructions EXACTLY (which are on the "Map Center" of Builders Paradise) and you should have no problems - most campaign crash problems are related to incorrect installation of the user maps.

There are a number of new *.map files included with this campaign that use the *.shp files from current maps, but change some of the terrain types. This is detailed in part 11 (below);

4f. CORRECTED *.MAP FILES:
There is an archive included with this download, 00MAPS.ZIP, which contains a number of corrected *.map files (mainly to correct People's General converted maps). Just copy the files to your SCENARIO folder and replace the old files, you will need some of them for this campaign;

4g. LIST OF CAMPAIGNS ON YOUR MAIN SCREEN:
PG2 only lists the first 8 campaign files it finds in the scenario folder (*.CAM files) in alphabetical order, so if you have 8 or more files before "CAMP6SB2.CAM" you must move some to leave space for this campaign. This campaign will be listed as "Special'ni Korpus Proriva Generala Bistrova", but may not have a Soviet flag next to the name. The *.cam file for this campaign is CAMP6SB2.CAM;

Start the campaign and enjoy!

5. REVISION HISTORY:

Version 1.0 released 06/2000;
Version 2.0 released 10/2000 (this version).

6. THE CAMPAIGN:

This campaign follows battles of an elite, fictional Red Army corps, the Special Breakthrough Corps commanded by General Bistrov, and contains battles from 11/1942 (Stalingrad) to 09/1945 (Paramushiru). The design of the battles is mine and there is a combination of historic and fictional or near-fictional scenarios, the campaign consists of 31 scenarios; the longest path is 27.

I have limited deployment in many scenarios, so often you cannot deploy all your units. There are no purchasing rules for the campaign, but your deployment will be often limited. Version 2.0 does not add any battles to version 1.0, but all the scenarios have been revised.

In many scenarios the Germans are very stong compared to you (they will often have much more experience than the Russian units), but they can be defeated. Use of concentrated attacks against German units is very important.

7. DIFFICULTY LEVEL AND PRESTIGE:

This campaign is intended to be played at 100 prestige. Inexperienced players may want to try 150 or higher. This campaign contains some difficult scenarios, but a Brilliant Victory is always possible.

8. THE EQUIPMENT FILE SAGA:

There was a man called Andreas Seidel the German who had an equipment file named Waffenkammer version 2.6, during development of v1.0 of this campaign the file changed to 3.0 then the file changed to 3.99 and then to 3.991 and then the file changed to 4.0, and later changed to v4.01 and then 4.02.

There was a man called Steven who designed the campaign for v2.6 but Andreas released v3.0 (which had enough changes from v2.6 that Steven had to redesign the campaign) then Andreas released v3.99 (which had enough changes from v3.0 that Steven had to redesign the campaign).

There was a man called Lasse Jensen the Dane who released v1.0 of his Builders Paradise equipment file (and Steven started redesigning the campaign for this file), but after terrible battles Lasse returned to Odense in defeat (so Steven had to stop development and return to Waffenkammer).

Then Andreas released v4.0 (which had enough changes, particularly to German artillery, from v3.99 that Steven had to redesign the campaign) and then v4.01 and then 4.02 were released. Andreas was accalaimed throughout the land.

Then Steven released v1.0 of his campaign.

Then Andreas went off to war and was not heard from again.

Then after the spring thaw the Danes attacked and Lasse removed the Japanese flags and the women from Datup and carried them back to Odense in triumph.

Steven survived these times of war and finally released v2.0 of his campaign in the autumn of 2000 with a new datup, with help from Von Adler.

9. HINTS and NOTES:

The first scenario in the campaign, Stalingrad, may seem difficult to some players, but there was no way to model the Stalingrad "experience" without making the scenario somewhat difficult. This scenario has been changed for version 2.0, but is still a difficult battle.

My hints for Stalingrad follow (please do not read if you want to work it out yourself). The key is you get your forces across the Volga in large enough numbers for a counterattack and use your artillery only in defense for the first few turns. Get all your artillery in position, leave the long range pieces on the eastern shore, and do not fire any artillery in your turn unless a unit has more then 5 ammo points, otherwise just reload your artillery and use the artillery for defensive fire. When you counterattack protect your vehicles and tanks since they are very vulnerable to infantry, but German vehicles are also vulnerable to your own infantry. Once you start getting units across the river you can counterattack and use your artillery in more of an offensive mode.

In Waffenkammer 4.0+, Katyushas have engineer ability and a range of 3, so they can be devastating (particularly when experienced) - but they are EXTREMELY vulnerable, the Luftwaffe will attack them in preference to almost anything else.

It is not my intention that you should capture more than just the victory hexes in some scenarios, other "flag" hexes are extras if you doing well, in some scenarios it may be impossible to capture some hexes and also win the scenario.

Three of the Finland maps; Sortavala, Kitilae and Narvik (which is used for Pechenga/Petsamo) have snow on the ground, even though the scenarios are in summer. There was not much I could

do about this, so you will have to use more imagination than normal (maybe it was a cold summer in 1944?). I have used historic maps wherever possible, and have tried to name many cities and rivers. However many historic maps are not available, so I have used the best compromise maps I could come up with ("Metz" for "Kharkov", for example). In version 2.0 I have continued to use incorrect maps even through some maps (Kharkov) are now available - I did not want to make completely new scenarios when the old versions had already been playtested, I am basically lazy.

The scenarios are my design and are not based on any historic OOBs, playability and fun were my only criteria. If you want exact historic battles, this is not the campaign to play.

Most players do not like to repair units in a scenario, but in some scenarios you will have to do it, or you may not have enough strength to finish (since I have often provided no supply hexes) - I have provided prestige points specifically for this purpose. During playtesting I often repaired units, and this saved many a battle from a loss.

There is a frozen ground bug in PG2 that can cause problems in this campaign. If you save a campaign scenario where the gound is set to frozen, the gound will not be frozen when you start the saved game later if you leave PG2. I have noted the frozen ground scenarios in the scenario intro texts. To remedy this first start a single scenario with frozen ground (like SSIs Operation Konrad) then start the saved game - the ground will then be frozen.

Please read the scenario introductions carefully, some contain hints and instructions for the upcoming battle.

10. CAMPAIGN TIMELINE AND FILE NAMES:

All scenario file names are of the form sb2xxxx.scn (for the scenario file) and sb2xxxx.txt (for the scenario text file). The scenario intro texts are sb2xxxxi.txt. The brilliant victory, victory, tactical victory and loss texts are sb2xxxxb.txt, sb2xxxxv.txt, sb2xxxxt.txt and sb2xxxxl.txt respectively. The campaign file is camp6sb2.cam, the campaign intro file is sb2.txt, the optional sound file is sb2mus1.mus.

		Campaign Flow			
Scenario Number	Scenario Name (scenario file name *.scn)	Brilliant Victory	Victory	Tactical Victory	Loss
0	Stalingrad (sb2stal.scn)	1	1	1	End
1	Belgorod (sb2belg.scn)	2	2	2	6
2	Kharkov-1 (sb2kha1.scn)	3	3	5	6
3	Kharkov-2 (sb2kha2.scn)	4	5	5	6
4	Novorossiisk (sb2novo.scn)	5	5	7	7
5	Prokhorovka (sb2prok.scn)	7	7	7	12
6	Demyansk Pocket (sb2demy.scn)	5	--	--	End
7	Kharkov-3 (sb2kha3.scn)	8	8	8	12
8	Kanev-1 (sb2kan1.scn)	9	9	11	12
9	Dnepropetrovsk (sb2dnep.scn)	10	10	11	12
10	Sivash (sb2siva.scn)	11	11	13	14
11	Kanev-2 (sb2kan2.scn)	13	13	13	12
12	Staraya Russa (sb2star.scn)	14	--	--	End
13	Novy Bug (sb2novy.scn)	14	14	14	15
14	Perekop (sb2pere.scn)	15	15	15	28
15	Sevastopol (sb2seva.scn)	16	16	16	28
16	Vyborg (sb2vybo.scn)	17	17	18	21
17	U-Line (sb2ulin.scn)	18	18	18	21
18	Sortavala (sb2sort.scn)	19	19	20	21
19	Pechenga (sb2pech.scn)	20	20	22	22

Scenario Number	Scenario Name (scenario file name *.scn)	Brilliant Victory	Victory	Tactical Victory	Loss
20	Saaremaa (sb2saar.scn)	22	22	23	21
21	Kuestrin (sb2kues.scn)	29	--	--	End
22	Budapest-1 (sb2bud1.scn)	23	23	24	End
23	Budapest-2 (sb2bud2.scn)	24	24	25	25
24	Budapest-3 (sb2bud3.scn)	25	25	25	End
25	Budapest-4 (sb2bud4.scn)	26	26	29	End
26	Budapest-5 (sb2bud5.scn)	29	29	27	End
27	Sakhalin (sb2sakh.scn)	30	30	End	End
28	Belgrade (sb2blgr.scn)	22	--	--	End
29	Seelow Heights (sb2seel.scn)	27	27	End	End
30	Paramushiru (sb2para.scn)	Win!	Win!	End	End

See Appendix for a graphical depiction of this timeline;

11. NEW *.MAP FILES:

I have added a number of new map files to this campaign. These are modifed maps that use the SHP files for another map, the details of these files are. These maps appear in the list of maps when you use the SSI Scenario Builder - but are really only intended for this campaign.

SB2BELG.MAP - This is a modification of SSIs PROKHORV.MAP (SHP numbers are 00), I use this in the "Belgorod" scenario, the scenario is set to frozen ground, but I wanted some rivers not to be frozen - so some of the rivers are now impassable, even though the rest are frozen.

SB2KHA1.MAP - This is a modification of SSIs METZ.MAP (SHP numbers are 26), I use this in the"Kharkov-1" scenario, the scenario is set to frozen ground, but I wanted some rivers not to be frozen - so some of the rivers are now impassable, even though the rest are frozen.

SB2PERE.MAP - This is a modification of SSIs STLO.MAP (SHP numbers are 18), I use this in the "Sivash" and "Perekop" scenarios, I have replaced all "bocage" hexes with "clear", however the bocage images still appear on the map, also some river hexes are now impassable.

SB2SEVA.MAP - This is a modification of SEVASTOPOL.MAP (SHP numbers are 44). I use this in the "Sevastopol" scenario. Some hexes have been changed to "Escarpment" (impassable) to simulate minefields.

SB2SORT.MAP - This is a modification of SORTAVALA.MAP (SHP numbers are 66), I use this in the "Sortavala" scenario. The lake hexes are changed from "river" to "ocean" to stop movement on the lake by ground units.

SB2STAL.MAP - This is a modification of STALINGRAD.MAP (SHP numbers are 41), I use this in the "Stalingrad" scenario, I have removed the bridges from 2 hexes, and changed them from river to ocean, however the bridge images still appear on the map. This is done to ensure the river can only be crossed by boat.

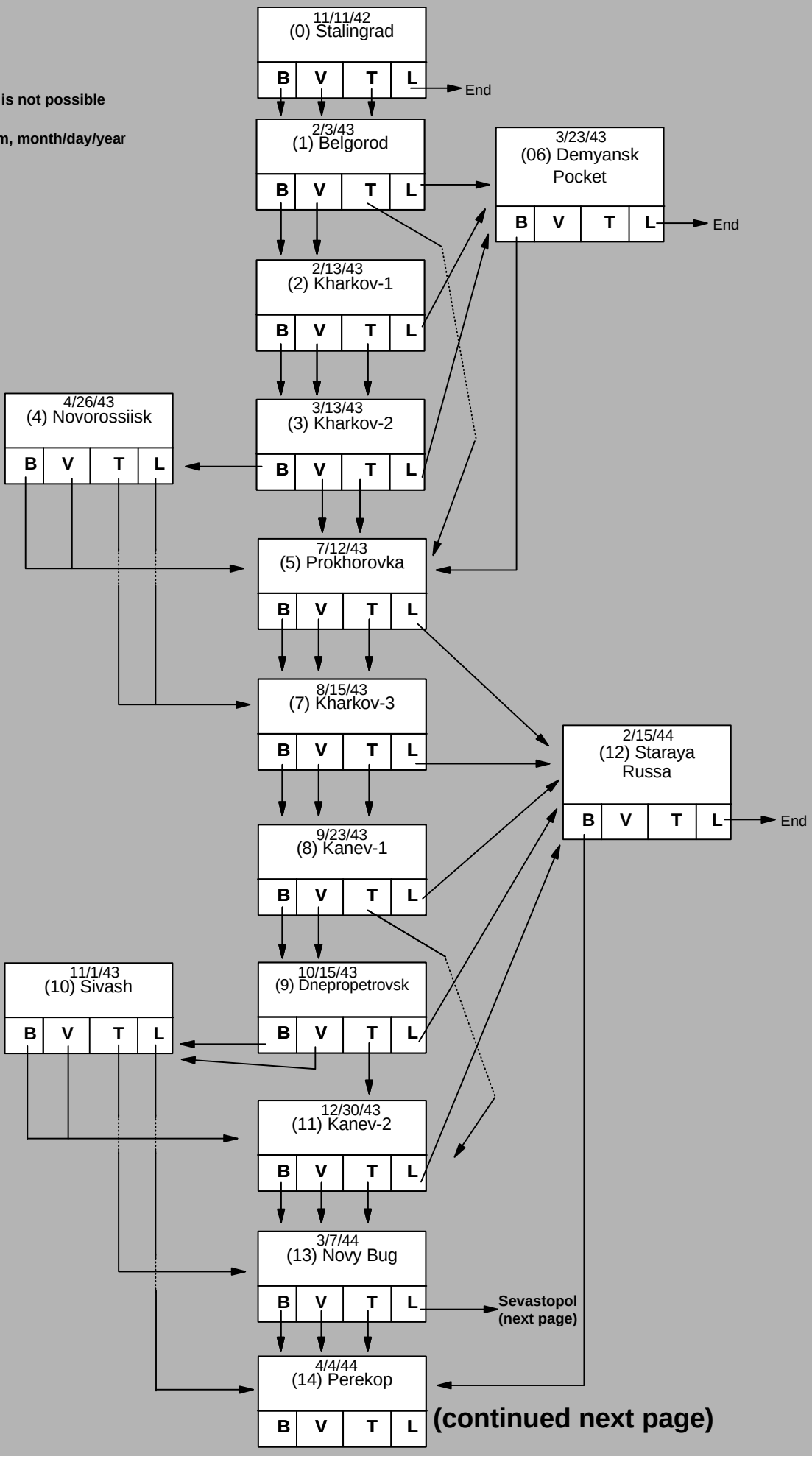
12. FINAL NOTE:

This campaign is the result of many months work by the Steve Brown Workers' Collective and I consider it copyrighted, so please do not change anything on a version that can be downloaded from a web site without permission. Enjoy the campaign!

13. APPENDIX - 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



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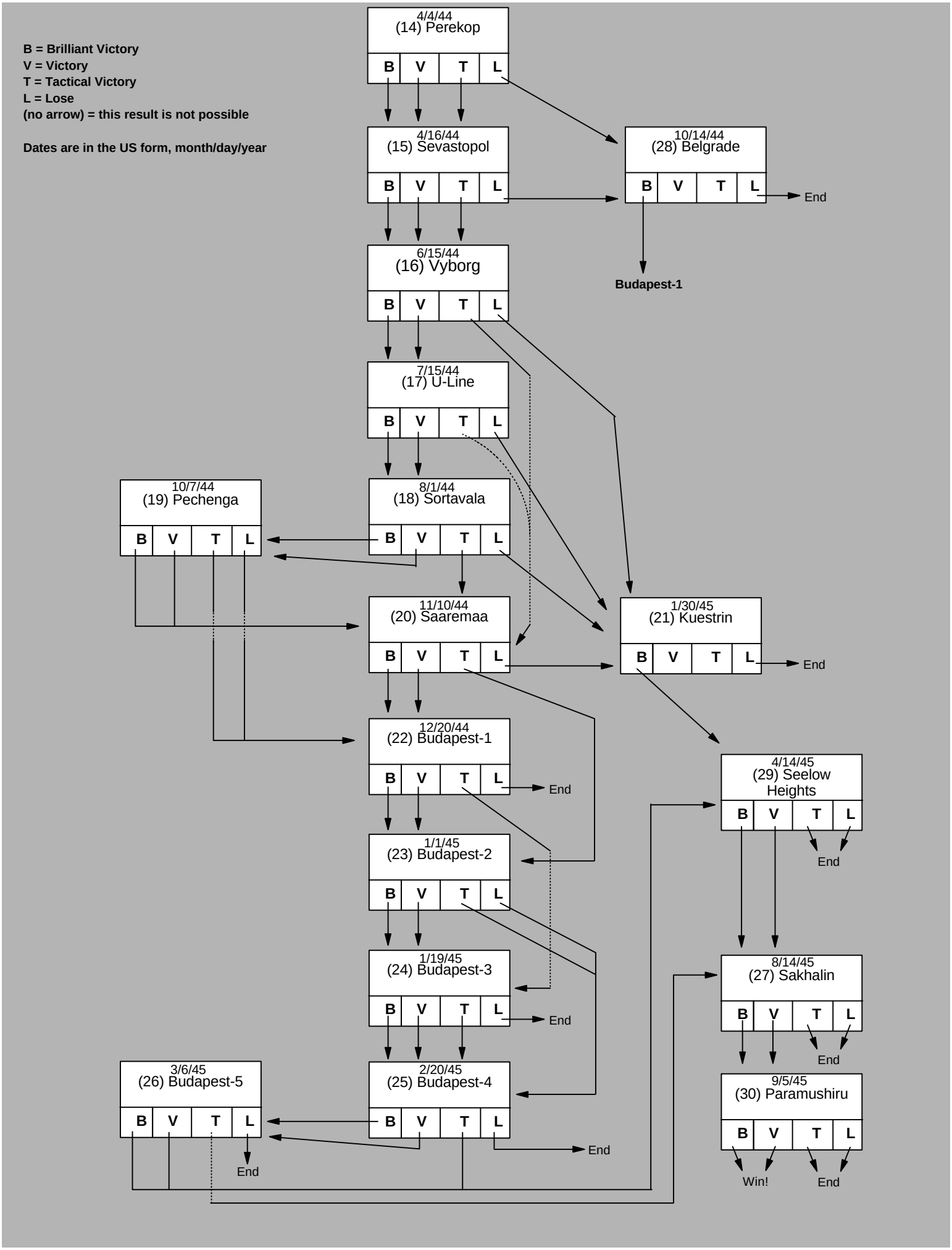
B = Brilliant Victory
V = Victory
T = Tactical Victory
L = Lose
(no arrow) = this result is not possible
Dates are in the US form, month/day/year
4/4/44
(14) Perekop
B V T L
4/16/44
(15) Sevastopol
B V T L
10/14/44
(28) Belgrade
B V T L
End
Budapest-1
6/15/44
(16) Vyborg
B V T L
7/15/44
(17) U-Line
B V T L
10/7/44
(19) Pechenga
B V T L
8/1/44
(18) Sortavala
B V T L
11/10/44
(20) Saaremaa
B V T L
1/30/45
(21) Kuestrin
B V T L
End
12/20/44
(22) Budapest-1
B V T L
End
4/14/45
(29) Seelow Heights
B V T L
End
1/1/45
(23) Budapest-2
B V T L
1/19/45
(24) Budapest-3
B V T L
End
8/14/45
(27) Sakhalin
B V T L
End
3/6/45
(26) Budapest-5
B V T L
End
2/20/45
(25) Budapest-4
B V T L
End
9/5/45
(30) Paramushiru
B V T L
Win!
End