

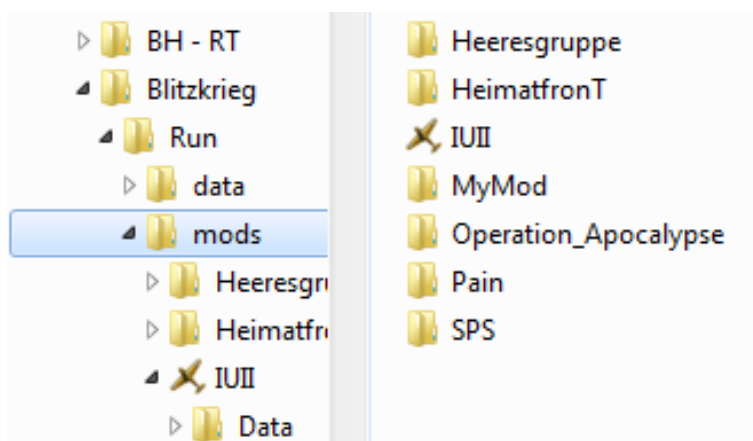


## Installation

The **IUII** mod will work under BK version 1.2, BH, RT and Anthology.

Simply unzip the mod into the Blitzkrieg **Mods** folder. The easiest way would be to put the downloaded zip-file into the **Blitzkrieg\Run\Mods** folder, right-click it and select **Extract** (for the **Steam** version, that would be the **Blitzkrieg\Mods** folder). In case you don't have a **Mods** folder yet, create it.

In the game, select the mod through the **Options > Load Mod** buttons. Its name should appear in the mod list. If not, check whether the path to the mod is correct. The path should be: **Blitzkrieg\Run\Mods\IUII\Data\...**





## Video Setting

The **IUII** mod uses only **high resolution** skins, so be sure that the **Texture Quality** in the **Video Options** is set to **High**.







## Terms and conditions

The models, designs and source files remain the intellectual property of their authors/creators. None of them are allowed to be used in any commercial way.

All other modifications remain the property of  
CDV Software Entertainment - Nival Interactive.

This mod is a work of fiction, only existing in the mind of the creators. Any resemblance to real events or people, living or dead, is purely coincidental. Some views expressed in specific chapters do not necessarily reflect those of the creators.

Some models and/or objects may contain the *Swastika*-symbol. There is no intention to offend anyone or to propagate any sympathy for Nazism or Fascism whatsoever. The symbol was used by some modelers, only in a historical and/or graphical way.



## Tips for IUII gameplay

Most of the **IUII** mod maps are not so hard compared to the **OA** mod maps. In some cases, AI attacks will occur and in a few occasions they might have re-spawning enemy units. Some maps will demand a correct timing, others a smart approach and in a few you will need to be swift.

- **Save** your game **often**. Creating **multiple** saves can even be very helpful at times. There's always the possibility that the game crashes and in some cases, the last save file might have become damaged.
- Use **Pause** (spacebar and shown as a cross in the **IUII** mod).
- The **sight** of humans has been slightly altered. All can see a little further than in original BK. Snipers and officers even more, so try keeping those alive.
- Original BK **Africa** maps have multiple **Terrain Tiles** that block passage of tanks and trucks. These have been set passable, but still affect the speed of units.
- **Read** the mission objectives carefully. In some cases, the AI will keep spawning enemy units until the player has taken a specific area, therefore it is important to know what to do and to put a halt to this spawning.
- In those maps where AI attacks occur, **laying mines** will not only be essential, but laying them on **strategic** places might lead to a better outcome. Study the map and try laying mines between houses, buildings, rocks, rivers, etc.

- In the maps containing spawning enemy units, it can be a good tactic to '**catch**' enemy tanks with mines but to keep them **alive** (for as long as possible). This will prevent them from spawning and thus prevent or delay another enemy attack. This tactic will 'buy' you more time.
- Taking out enemy tanks goes a lot faster when you **select** a squad or anti-tank gun and next, **click** on the enemy tank. Squads will throw more grenades and AT will aim and fire better. Using this tactic can make a difference between victory or defeat.

Also, AT guns might sometimes say: '*unable to penetrate*'. However, in some cases, they might be able to penetrate the rear or side of a tank, but again, you will need to **select** it and **point** it to the tank.

- Try to **lure** AI enemy attacks into traps. Soldiers are capable of this!
- **Replenish** your troops with the available trucks. Trucks and engineers should be constantly at work.
- If a map, by all means, remains impossible for you to complete, you can still open the map within the **MapEditor** and give yourself some extra units.

More information (and walkthrough's in some cases) of maps in particular can be found here: <http://www.blitzkrieg.be/bkmaps/sp/iu>

Within the **IUII** mod, it is possible to change to another gameplay. **Weapon files** and **ranges** have been altered to get a more realistic play. A bit 'Kursk'-like. This gameplay might however, still hold some flaws as it has not been fully tested yet. To get this, you just need to rename the **consts\_iu.xml** to **consts.xml**. Also rename your original **consts.xml** as a **backup**!

All **IUII** mod maps were created and tested with the original **consts.xml**, therefore, changing the gameplay might bring strange behavior and unpleasant surprises...



## Chapter maps to play

All **IUII** maps are put into **chapters**, even if they consist of **one single map**. This way, the **map description** will show at the start of the **chapter**.

- [IU01] > [IU16]: The Giovani chapters by kaoz.
- [IUII] Operation Battleaxe: 1 map chapter by kaoz.
- [IUII] Operation Compass: 8 map chapter by kaoz.
- [IUM2] Agedabia April 1941: a 4 map chapter by Stefanuccio.
- [IUM2] La Nostra Guerra: an alternate 4 map chapter by Flak.
- [IUM2] The Battle of Ortona: a 1 map chapter by zaltar and scripted by kaoz.

The **Giovani** chapters in particular, all consist of one map; it was the intend to create a custom campaign that lists these chapters, but up until now, this hasn't been successful.

Further concerning the **Giovani** chapters, it might seem at first, that it glorifies Italian Fascism. On the contrary, the protagonist **Giovani** will become the opposite throughout the story and when carefully reading between the lines, one should notice the story rather ridicules it. Besides, the battles that **Giovani** is going through, would be historically impossible. The story is just a silly way to go over a series of historical battles with a figure and his diary, that of course, end up non-historical in **Blitzkrieg**.





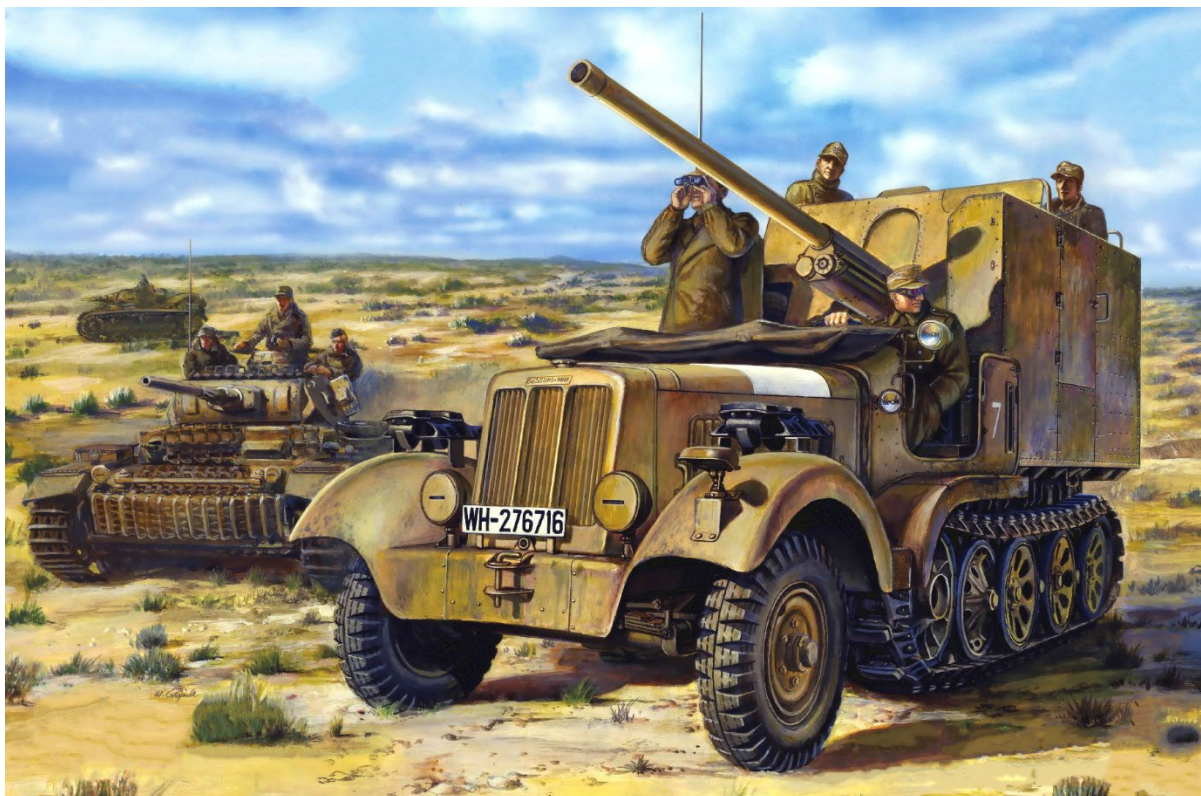
## Unfinished Business

Although this version of the **IUII** mod is considered to be final, there is some stuff that remains unfinished. This might one of might never become fixed.

- Mjr Pain's trucks might miss rider files or still missing Africa/Winter skins
- Mjr Pain's A15 Crusader tanks have a turret aiming error
- Mjr Pain's Panzerzug Africa skin sucks!
- Dunkelrot's Obice\_da\_75\_18\_M34 creates strange screen behavior when it fires
- ZWB\_ravines can be destroyed by long time shelling artillery, but should not
- Feldgrau's HG boats are missing water effects when moving
- Unsuccessful Custom Campaign
- Adding Dunkelrot's Goliath?

Within the **IUII** mod's **Data** folder, one can find a **zzz\_misc** folder. Among other things, it contains a **units\_weapon.xls** and a **MP\_units\_weapon.xls**. These excel files offer a full overview of almost all of the unit's edited parameters, its skin credits and weapon ranges. Be sure to check these out if interested.

Furthermore in the **IUII** mod's **Data** folder, the **editor** folder contains a **filter.xml**. In case you want to be able to filter the Mjr Pain units within the **MapEditor**, you could make a backup of your original BK **filter.xml** and then replace it with the **IUII** one. Bear in mind however, than not all Mjr Pain units are included, but all filters are!



## Credits

This mod could not have been possible without the work and efforts from a lot of people. Their names are listed in the **Options > Credits** section from the **Main Menu** in the game, but it wouldn't hurt to list them here as well.

### 2D Concept Artists (buildings & other objects):

Aleksej fon Grozny  
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[BKP]  
CorpBob  
dunkelrot  
gagarin  
HungaryBlitz  
kaoz  
kun@  
Leclerc  
LouisXIV  
Major Pain  
ritzmod  
Solvang  
Tangram  
von Luger  
von osten



### **3D Unit Modeling Artists:**

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### **Skin Artists:**

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Dunkelrot  
Eisenhans  
Feldgrau  
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Major Pain  
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### **Sound Artists:**

Australian by Dundee | created by kaoz  
Canadian from Squire's CFCS | edit by kaoz  
Greek by Herr Kodax | created by Ufiak & kaoz  
Indian by Apu | created by kaoz  
Italian by Folgore | created by Jagged Steel & kaoz



**The IUII mod contains parts from other mods:**

HeimatfrontT (thx Frosti)  
PanzerWaffen (thx Kun)  
All Units Mod (thx LouisXIV)  
Winter Buildings (thx Tangram)  
Italian Mod (thx dunkel and LouisXIV)  
Hungary Blitz Mod (thx HB)  
BalkanFeldzug Mod Buildings (thx Stahlsohle)  
CSLA Mod Buildings (thx dtf Games)  
EA Mod (thx Leon and Kun@)  
Heeresgruppe Mod (thx Feldgrau)  
Stalingrad (thx dtf-games)  
DAK mod (thx AfG)

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AfG  
BadMoon  
bb  
Big Joe  
[BKP]  
CorpBob  
dunkel  
Feldgrau  
Flak  
Folgore  
gagarin  
GordonCZ  
Grot  
hannibal  
HungaryBlitz  
keepitsimple  
Kurt  
Leon  
LouisXIV  
Major Pain  
Ogmodon  
Randell  
ritzmod  
rolesz  
runrum  
solvang  
SquireJames  
Tangram  
von Luger  
von osten  
Wespex  
zaltar