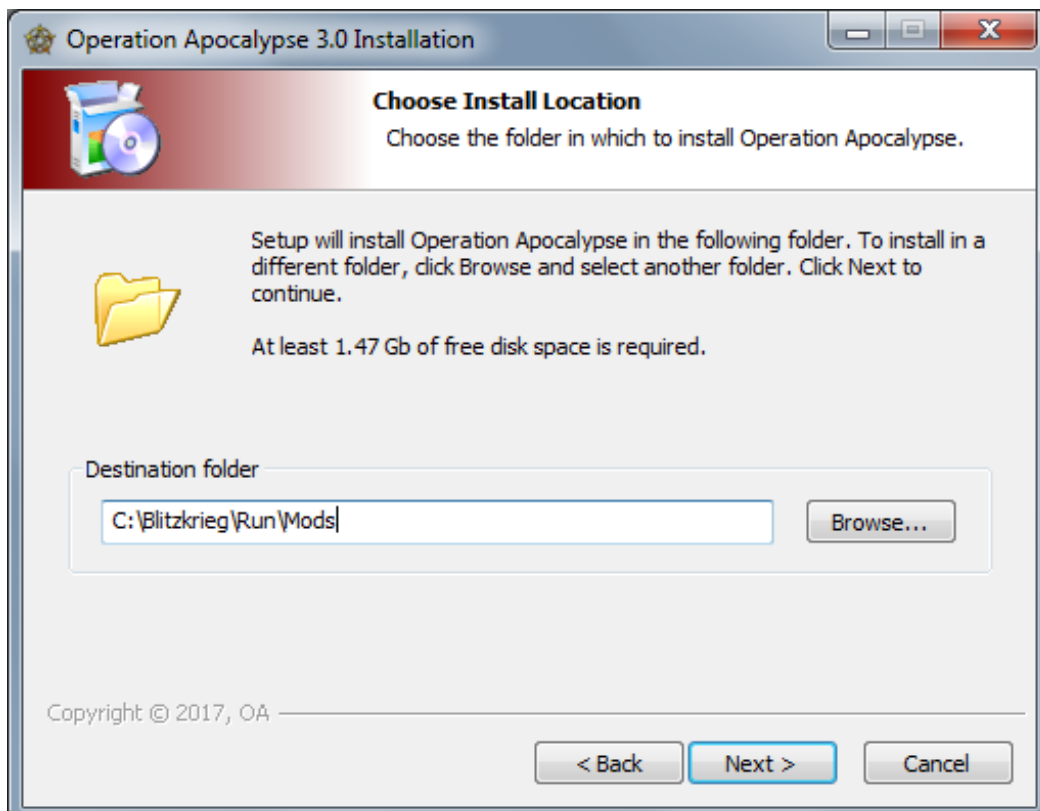# Installation

The OA mod will work under BK version 1.2, BH, RT, Anthology and probably others.

Double-click the **OA_setup.exe**. When prompted for a **Destination folder**, browse to your **Blitzkrieg\Run\Mods** folder of the installed game (**Blitzkrieg\Mods** for the **Steam** version!). In case you don't have a **Mods** folder yet, create it.

It should, more or less (version number and size might differ), look like this:

In the **Mods** folder, the installer will automatically create a directory named **Operation_Apocalypse** with all the data in it. A **Uninstall.exe** will also be created, which you, obviously, can use to undo the installation. On the other hand, you could also remove the mod simply by deleting the directory.
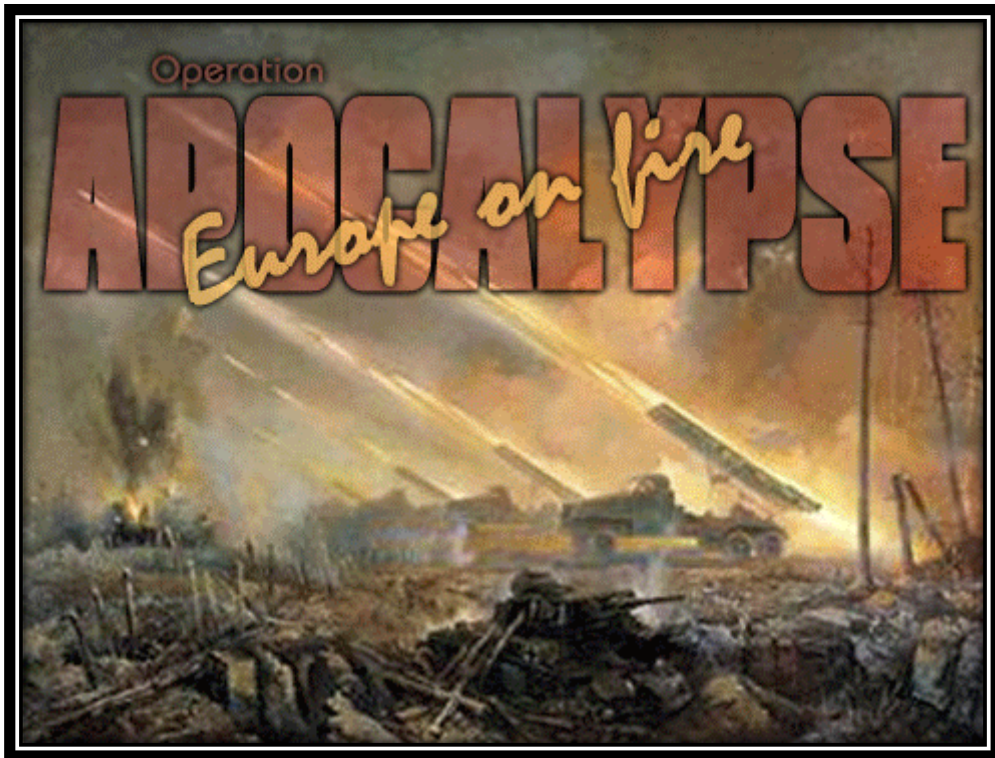
In the game, select the mod through the **Options > Load Mod** buttons. Its name should appear in the mod list. If not, check whether the path to the mod is correct. The correct path should be: **Blitzkrieg\Run\Mods\Operation_Apocalypse\Data\...**
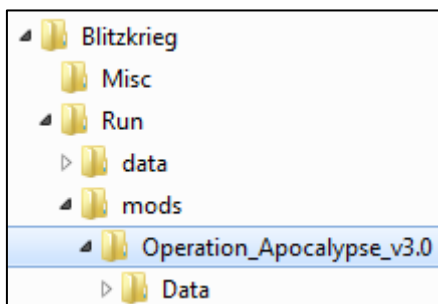
(OA version number might differ, never mind that)

The OA mod uses high resolution skins <u>only</u>; ensure 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 of the views, expressed in the campaign, do <u>not</u> reflect those of the creators.

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

The mod OA comes with a few music files. You need to copy the **Music** folder from the mod's data folder to **Blitzkrieg\Run\data** in order to work. Backup or rename the original **Music** folder, so you'll be able to restore it whenever you want.

Tips for OA gameplay

With a title like **Operation Apocalypse**, it seemed evident that maps were going to be **tough** rather than easy. One of the main ideas for the OA mod, was to have a possibility for the AI to actually win the map. For some maps, this was only achievable by using an incredible amount of AI enemy attacks. In most cases, the amount of attacks was balanced in such a way that if the player does nothing, the AI will overrun the player and win.

This approach demands a lot of work, patience and time from the player. **Work**, because micromanaging, laying mines, digging trenches, retreating and building 2_{nd} defense lines, replenishing, repairing, healing, and so on, will be needed to achieve victory. **Patience**, because the AI enemy attacks can be very overwhelming and leave the player somewhat flabbergasted. **Time**, because most maps will demand hours, sometimes days, to complete.

In case you expected a typical BK attack, destroy and conquer-map in a short amount of time, maybe these maps are just not your cup of tea. Some players have referred to the maps as being '*from hell*' or '*impossible*'. True, these maps can lead to frustration if you are used to playing real-time or online multiplayer style. In contrast, these maps try to force the SinglePlayer to use all sort of other skills and/or tactics.

Because of that, here are some very important tips. Most of them will show indispensable in order to win.

- ❖ **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 <u>last</u> save file might have become damaged.

- ❖ The **Game Speed** is best set to '**-1**' (which is the standard setting for most of the maps in the OA mod). Use the '**+**' and '**-**' buttons in the game to change it at your desire. Depending on your type of video-card, some maps might be demanding, especially those having a lot of scripting orders attached to the AI units will create a lot of movement and actions on the map. Besides, lower **Game Speed** will make it easier to keep overseeing the map situation(s).

❖ Use **Pause** (spacebar and shown as a **cross** in the OA mod). In most cases, the maps require a lot of commands that need to be executed in a short amount of time. Next, to keep control over different, but simultaneous situations, sometimes over various fronts, and again, to keep overseeing the map situation(s), **pausing** will be indispensable.

❖ **Read** the mission objectives carefully. Going into battle regardless of the objectives may cause the AI to win. 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. In some situations, this tactic will 'buy' you more time.

❖ Those maps where AI attacks occur, may sometimes require that you **withdraw** some of your most important units out of enemy artillery range and that you build a **2$_{nd}$ defense line**. Use the important units there instead of losing them in an early battle. To be able to build 2$_{nd}$ defense lines, you might need to sacrifice some units, preferably soldiers, to **delay** the AI enemy attacks.

❖ 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.

❖ A good tip (from player *bloodwork*) is to start a map, just let it roll and see what is coming at you (especially in case of the AI enemy attacks). Then restart the mission, better prepared.

❖ If a map, by all means, remains impossible to 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/oa

Different gameplay

All the **Weapons** files within the OA mod have been changed to more realistic ranges (which can be consulted or viewed in the **ZZZ_Misc\ranges.xls** file). This offers the possibility of playing the OA mod in a more 'Kursk'-style gameplay.

To make this happen, you will need to swap the **consts.xml**, located in the mod's **Data** folder. Rename this file, as a backup, and next, rename the **consts_oa.xml** to **consts.xml**.

However, all the OA maps were created within the standard BK ('**30**' range-style) **consts.xml**, but you have the choice to change that.

Chapter maps to play

The basic idea for Operation Apocalypse was that the 1944 assassination on Hitler had succeeded and because of this, the Axis had sought peace with the Allies. This alternate history setting would then give the possibility to have all the different BK parties (Allies-Axis-USSR) in one map rather than the usual Allies vs Axis and USSR vs Axis maps.

OA1_OstWall_1944:	Three hard, summer maps. Allies+Axis vs USSR.
OA2_OstWall_1944:	Four hard, autumn maps. Allies+Axis vs USSR.
OA3_OstWall_1945:	Five hard, winter maps. Allies+Axis vs USSR.
OA4_OstWall_1945:	Still under construction. Allies+Axis vs USSR.
OA5_OstWest_1944:	Six maps, various seasons. USSR vs Allies+Axis.
OA6_OstWest_1944:	Still under construction. USSR vs Allies+Axis.
OA7_OAC:	Three map chapter by LouisXIV. USSR vs Allies+Axis.
OA8_Budapest:	Four map chapter, originally by Dimitry M. but reworked to the OA setting and an additional fifth map. USSR vs Allies+Axis.
OA9_Visla:	Five map chapter, originally by Zigfrid, but also reworked to the OA setting. USSR vs Allies+Axis.
OA10_Race4dominion:	Five map chapter. Maps by zaltar, scripted by kaoz. Allies+Axis vs USSR.

Credits

The OA 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):

dunkelrot	kurt	Tangram
Aleksej fon Grozny	Major Pain	kaoz
BadMoon	CorpBob	HungaryBlitz
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ritzmod		feldgrau

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Skins:

Aleksej fon Grozny	desert	ogmodon
Randell	HungaryBlitz	gagarin
Eisenhans	Rolesz	feldgrau
Major Pain	von osten	Big Joe
kaoz	Squire James	

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The OA mod contains parts from other mods:

HeimatfronT (thx Frosti)
PanzerWaffen (thx Kun)
All Units Mod (thx LouisXIV)
Winter Buildings (thx Tangram)
Italian Mod (thx dunkel et al)
Hungary Blitz Mod (thx HB)

BalkanFeldzug Mod Buildings (thx Stahlsohle)
CSLA Mod Buildings (thx IceBear)
Frankreich '40 Mod (thx keepitsimple)
Heeresgruppe Mod (thx Feldgrau)
Stalingrad (thx dtf-games)

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Interface Art:
kaoz

Mission Design:
zaltar
kaoz

Thanks:

AfG - Wespex - Panzzer - Yoky - Indubio - Dima – Zigfrid
for the use of their maps (and messing them up!)

Roel, elvis and bloodwork
for beta-testing and giving feedback on the maps!

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dunkelrot	HungaryBlitz	Leon	SquireJames
Aleksej fon Grozni	Randell	Desert	keepitsimple
Major Pain	Eisenhans	cc_commander	feldgrau
LouisXIV	Tangram	Rolesz	GordonCZ
von osten	BadMoon	bb	runrum
ritzmod	[BKP]	ogmodon	Grot
Kurt	Wespex	gagarin	Big Joe
CorpBob	hannibal	danzig70	

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Mod created 2008 > 2009 > 2010 > 2014 > 2017 > MMXX