

About the Campaign

This campaign covers a short and sustained period of combat operations taking place over a period of less than 72 hours, in Poland, on the Eastern Front in early August 1944. Although fictional it is heavily based on actual events.

In the campaign you take the role of 1 Kompanie Commander Hauptmann Hans von Schroif, of the 3rd Panzer Division's (Known as the Berlin Bear division – the bear features on the city coat of arms) I(gep)/PzGrn Rgt 3 equipped with half-track carriers (SPW). Hauptmann von Schroif - AKA you - has been tasked with commanding a small kampfguppe, to which has been attached the 6 Kompanie (Panzer IVs) under the command of Hauptmann Eric Faust. You have a sister kampfguppe – commanded by Hauptmann Krüger – with roughly the same make-up, SPW and PzIVs. Krüger is a glory hunter with a desire for a Knights Cross. Correspondingly his unit is very aggressive. Other elements from Division will be attached given the situation – mostly recce units from Aufklärungs-Abteilung 3 (AA3).

Reinforcements; Resupply and Refit

It is worth noting that the player receives no reinforcements and little in the way of refit in the 72 hour period.

Therefore you, the player, have to use your forces wisely, especially your panzergrenadiers. Keep your casualties as low as you can, for as long as you can. The key to success is close co-operation between your SPW, panzergrenadiers and panzers.

Key characters, including platoon leaders, are all named individually and are tracked throughout the campaign. You'll notice, as casualties mount that key names slowly start to disappear. Don't get killed yourself though early on, as it may lead to you ending the campaign, like your life, prematurely.

Player Campaign Briefings and Tactical Maps

The briefings take the form of an immersive narrative. Therefore they tend to be fairly lengthy, Not everyone's cup of tea but I like that. To help process the info I compiled all the campaign briefings into a PDF file titled Kampfguppe von Schroif Campaign Briefing Handbook. Each brief is linked via the Campaign Flowchart so you can quickly access the briefing you want. If you don't like reading then the Operation and Tactical Maps in each mission provide the key info required at a glance.

There is also a table showing your unit, its commanders and their 'soft' values e.g. experience, morale etc. In addition there are Force Tracker graphics which allow you to track casualties and effectiveness of your unit as the campaign rolls on.

In addition there is a pack of Tactical Maps included in the zip file. These are maps of all the main missions and are blank unannotated JPGs. They offer the player the ability to use them to plan their actions either on paper (print them out) or digitally on your PC/Laptop.

Mods

There are no mods required to play this campaign. It's playable "out of the box" using the base CMRT game. If you are interested in what mods I use (and you'll see in the screenshots) then I use the following:

Aris' vehicles (both German and Soviet)

Kieme's buildings and terrain mods

Tanks a Lot buildings (these just add more 'skin' options for buildings but they are great!)

Veins' German and Soviet soldiers

Veins' tracers and special effects (smoke, flame and dust)

Rambler's CMBS Trees and Hedges (yup CMBS mod but it works in CMRT).

Acknowledgments

Huge shout out to SeinfeldRules for the kind permission to use his "Assault Position" scenario in this campaign.

I owe a huge debt of thanks to the guys who did the playtesting. So a big shout out and thanks to the following for playtesting, feedback, proof reading and critical comment:

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Special mention goes to Combatintman who painstakingly proof read and checked all the briefings for every scenario and their associated tactical and operation maps. I think the words Oberleutnant and Oberstleutnant will be forever etched in his brain! He also provided the "Force Tracker" graphics.

Any subsequent errors, omissions and weirdness are entirely my fault!

Any feedback etc please don't hesitate to contact me at georgemc@blowtorchscenarios.com or via the Battlefront.com forum my 'nick' is George MC.

For info about the development of this campaign you can check out the thread below:

<http://community.battlefront.com/topic/121775-cmrt-campaign-kampfgruppe-von-schroif/>