

1 About Red Storm Rising

The strategic and political background for RSR was inspired by Tom Clancys great novel "Red Storm Rising". It's a great book and I can recommend it to everyone who's interested in modern warfare.

The 1st thoughts about a RSR mod has come when playing the Nam mod. That moders had changed really basic things, like timeline and modern weapons. But first when CC5 arrived it was possible to get the attractive strategic element of an Nato vs. Soviets War in Germany. Then I forgot the idea for years, and later when playing the Meuse mod, testing around with some tools and read the forums I decided to make the mod. Soon after posting Drew joined the team, what a luck! He was able to create great graphics, and helped on thousand other points. Additionally we got lots of infos by CSO forum posters, so we could use them and had the motivation to went ahead.

Finally we got Beta 0.9 version!

We made the Beta in a very short time. The most important thing was to make a mod that makes fun playing it. It was not perfect, at least not 90% perfect, but the idea was to make an engine ready, and then to correct some things later. That worked very well, we got lots of hints and stuff from the forum, at least our mod-team was growing: Southernland joined in for the maps and Alexey made really improved great tank & wreck graphics.

2 Credits

Mod Team: Zerberus, Drew, Alexey Kolchanov, Southernland

Data, Pics & more Infos about Canadian Forces: 1CP

Data, Pics & more Infos about Dutch Forces: Platoon Pete

Pvt Grunt – Map Coding for East Berlin

Dmitry Losevsky - Data Research & Coding

Ruben S. – Hosting

Maxim Miroshnichenko - some tanks blueprints, additional data research

David Shetley – Help with UK soldier data & english language

Buck Compton – Help with Dutch BG

Credits for grabbed stuff:

Most Weapon pics, sounds, few tank graphics from Tombstones great Nam Mod (that Mod was the 1st modern Mod and the inspiration for RSR)

Not to be forgotten all that tool-makers out there who maked this mod possible.

Hope I didn't forgot someone: if so it's not on purpose, but just on my forgetfulness, just write me and forgive me.

3 Install

What You should have to install:

- CC5 Full Install

- CC5 patched to v5.01

- CC5 Config Manager v1.3 or higher

Before You install the plugin You MUST have installed this custom maps:

- BSiemens

- BInHavel

- BTempelh

- SovietHQ

- Bernau

- Mueritz

- Potsdam

- TorgauAr

- Coswig

- Wismar

- Witberge

- Ludwigs

- Magdebrg

- Luebeck

Hamburg
Lauenbrg
Fallingb
Bremen
Osnabrck
Minden
Hannover
Seesen
Edermiss
Helmstdt
Nordhaus
EssenSub
Krefeld
KoelnSub
Bitburg
Taunus
Hadamar
Marburg
Brilon
Bodenwdr
HMuenden
Hersfeld
Buedinge
Heiligen
Herlesha
Fulda
Weimar
SaaleAre
Lichtenf
Bayreuth

Just copy the maps into Your CC5 Maps directory. Select all the maps files in maps directory and right click on them. Select "Properties" at the bottom of the menu and then click on the Read-only attribute to remove it (WinXP instruction).

After that You can install the mod by using the plugin with Zeppos Plugin Manager.

Use of Videos:

If You have downloaded the video files copy them into a folder

C:\program files\ssil\close combat invasion normandy\videos

You may not have the original CD-Rom in drive to view the video. The video language is german, but I hope it's enjoyable for foreign speakers, too.

4 Limitations of the game engine

There are lots of limitations of the game engine, that was a hindrance for figure an accurate scenario.

The engine don't knows multinational armys, so the NATO speeches are german or american english (switchable), the NATO ranks are US ones, and the NATO names are mixed american/german.

The engine doesn't nows Mechanized units, mean f.e. Bradleys with mechanized infantry troops on board which leave the vehicle at mouseclick. There are a few ways to simulate this, but none of them is very satisfying.

Another problem was the limitedated number of team slots. I have filled *every* slot I had, but there wasn't enough to build every unit I wanted. Means if there is an unit to add, there must be removed another unit.

The small maps doesn't show a realistic modern war theatre. Modern battlefields will have tank battles over distances from several kilometers, not of some 100 meters, so I resized the kill rating distances of all weapons, to figure that. Also the tank armor values are not more so different like in WW2, a T80 is quite similar to an Abrams or a Leopard 2. The difference is in the vehicle teams and the electronic stuff (last thing is another point that isn't possible to show in CC).

5 Differences of WW2 warfare and modern war

There are big differences between WW2 warfare and a modern war (if the theatre is an open landscape like germany). Nowadays most armys are fully mechanized. A war in Europe would have shown large tank battles and not more so much infantry battles like ww2.

Playing RSR will sometimes give You a hellish battle at the beginning where lots of tanks on both sides will be destroyed within seconds. Also the smaller infantry tanks with gatling guns (like the Bradley, the BMP-2 or the Marder) will make mince meat of on infantry unit, if spotted. At the other side all infantry units will carry good AT weapons that could knock out even the heaviest tank.

That all is different to CC5 original and most of the other mods (who plays in WW2), it's up to You if You want to play with much infantry or much tanks. For those of You who don't like tank battles, RSR might not be the best mod, for the others I hope You have really fun!

Have fun!

Zerberus

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