

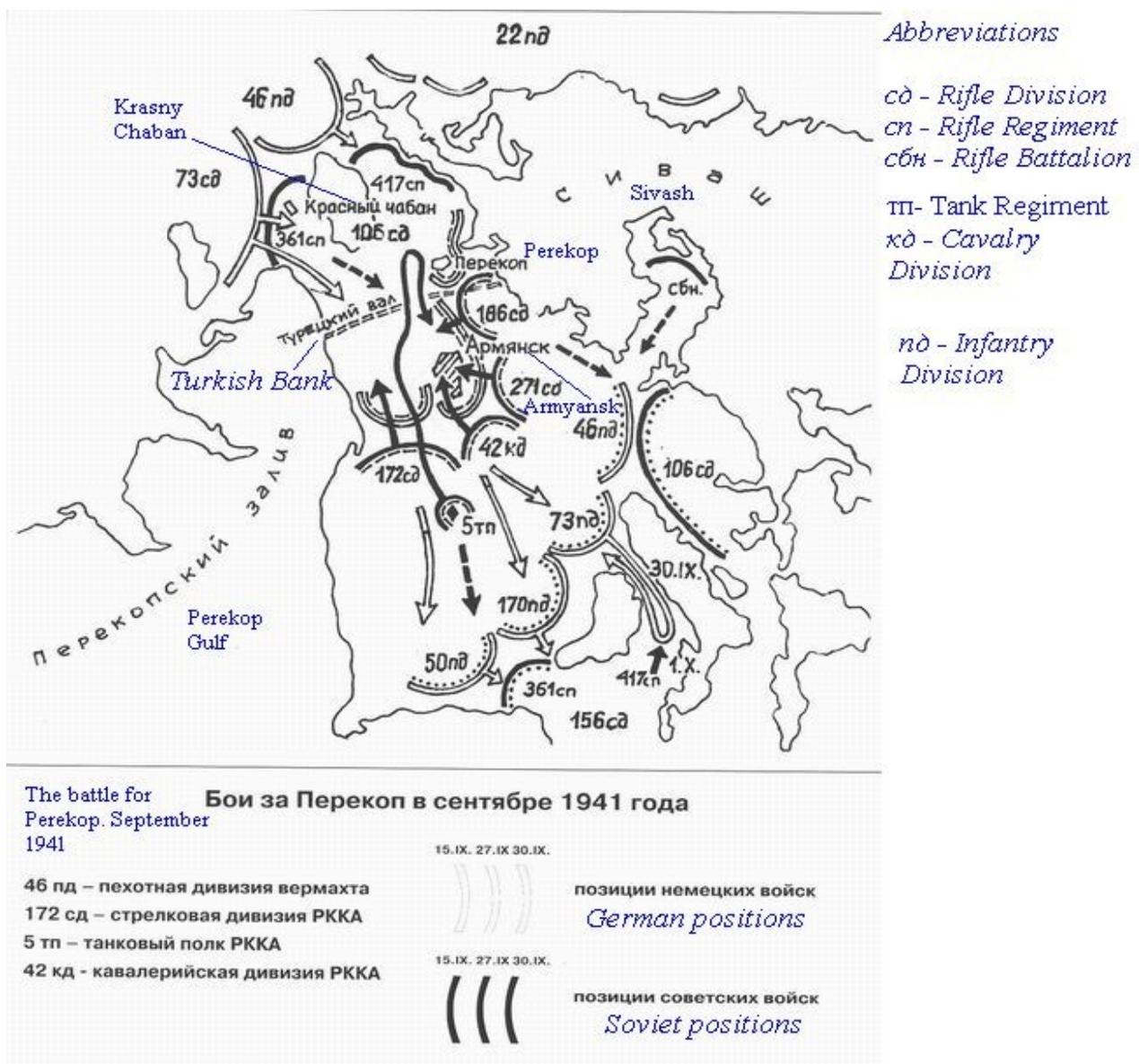
RO-Perekop_SO

History:

Crimea, Perekop Isthmus, 19-10-1941

In the preparation of the attack on the crimea, to capture the city of Sevastopol the 11th army is attacking the small isthmus of Perekop. The only 2 km wide and 10 km long stretch of land is the soul connection from the Russian main land to the crimea and therefor vital for the campaign. The Rail track is needed for transporting the supply's for the assault on Stalingrad planned later on in the campaign. Two companies will make each a thrust on the enemy to clear the bunkers and the roads The tanks will be used to give assistance in attacking the bunkers where the Russians hid their tanks, meeting on the other side of the isthmus.

While the local people are fleeing, their houses are demolished to be used in the defenses. Many local people are helping the military in their afford, fortifying the area with as many sand bunkers and tank ditches as possible. Woman and Children fleeing for the advancing Germans taking all food they can carry to prepare for the oncoming attack on Sevastopol. Leaving the lands they lived on for so many years, barren and empty behind.



(historical overview of the actual attack)

Gameplay:

The goal on the map is for the Germans to advance from the north side to the south side of the map capping 3 lines of defenses.

German targets:

The first line of defense consists of 3 bunkers, 2 in the east on both sides of the rail track and 1 in the east. When these are capped an engineer can blow up the trees that block the rail track and get the train started that will bring reinforcements to the second German spawn.

Then there are 4 bunkers on the second line of defense. 2 in the East and 2 in the West.

After these are capped it will be possible to attack the last 4 bunkers, again 2 in the East and 2 in the West. Mind you soldiers that the allied tanks are dug in and therefore hard to hit. Don't drive off with a tank blindly but attack in groups giving cover fire for anti panzer troops and engineers to blow up the tanks.

ALL TANKS WILL ONLY SPAWN ONCE. So when there aren't tanks left at your spawn you could go back to grab one at a previous one, but this takes lots of time due to the size of this map. So both teams should be aware that what you have lost, won't be replaced. This isn't true for the other vehicles. First they respawn and secondly most are usable by both teams. So you don't have to walk all the way back but you can grab a truck for faster moving around. These vehicles are placed on various places in the map.

Allied targets:

For the allied side the tanks are in the ditches. You can drive them out but they are placed there for strategically reasons and aren't replaced either so watch out what you do with them. You can enter the tank in the trenches but you can't get out. Due to the fact that they are dug in. Drive back a bit and you will be able to get out. I did this, otherwise you could use up the tanks too easily by jumping in and out of them, so there is a reason for it.



(objectives map)

Strategical advise:

For the axis to be able to win this map you need to attack in force. When you attack a bunker with like 4 infantry in 2 jeeps and 4 tanks it should be possible to take out both tanks in the bunker without loosing much of your own.

You could make the sacrifice by not blowing up cap point 4 (the trees that block the road) and start attacking the 4 bunkers at the second defense. You wont spawn on the second line till you have blown up 4 and therefor use up the tanks in the first spawn. After all tanks are used blow 4 and use the tanks on the second spawn. Every time a spawn gets activated some tanks will be provided. The further you go the less tanks will be spawned due to stretched supply lines.

For the allies to defend the trenches use good communication where the panthers are coming from. Mount your PTRD guns there. Also send people out to go tank hunting by taking a truck and getting behind enemy lines to blow the tanks as they approach



(view of the bunkers to cap)

Credits:

Many people helped me to make this map to become what it is now. If I forget anyone then I'm really sorry and this isn't meant intentionally also people are in random order...

This map was made for the RedOrchestra mod for UT2004. It was my release for the Summer Offensive contest in which i got a special recommendation due to the size of the map.

First of all i wanted to mention that SuperApe wrote the TeamVehicle actor. For more info see the UnrealWiki. Thanks for that, it made the gameplay possible.

Many many many thanks to:

Mr_Rabit (testing and last moment support)
Retodon8 (testing and a constant stream of criticism)
SaveTheJets (RO mapping community)
Wicked Penguin (RO mapping community)
Jcoquillon (RO mapping community and motivator)
Strahd (Testing server admin)
Uncle Drax (RO mapping community)
Monk (RO mapping community)
DasKarma (RO mapping community)
FlashPanHunter (RO mapping community)
MoinO009 (RO mapping community)

It was really nice to work with this great bunch of people from the naked mappers RO community. All of them are great guys who made high quality maps for the Summer Contest. It was really nice to see how we all came together and made such a nice mappack, really helping each other getting our maps to a level we probably never would have achieved without each other. I had a blast of a time during these 2 months of hard work and nice IRC chats. And couldn't nor wouldn't have done it without them.

For more info on the RO naked mapper community join #RO-leveldesign on gamesurge or on the forums of RedOrchestra. (<http://www.redorchestramod.com>)

But mostly i would like to thank my Girlfriend for supporting me through this sometimes hard task and for giving me the most beautiful gift i could ever get. Cause 2 weeks before we had to hand in the maps she told me that she was pregnant. Thanks girl for this great gift and for standing behind me all this time. We are gonna spawn the best baby there is on this side of the galaxy.

Vincent 'Koetje' Zwart
Vijfhuizen 11-7-2005.