

Disclaimer

We are in NO WAY responsible for your systems technical status.
This mod doesn't delete/overwrite anything!
The only thing it does is modify one single file (sudtest.ini|2kb).
It depends on how computer literate/illiterate you are.
Our Software (Switcher installer) was made by our programmer(*)
who has a lot of experience in his field of expertise - errors are unlikely.
Our mod has also been tested extensively by many third parties.

Our mod has been classified "addictive". We are not responsible for your life in any way.

I.a) Installation Advice

To install APRM-FOREVER, you have to start the setup.exe.
The path to install APRM-FOREVER to MUST be your SuddenStrike-Path (e.g. C:\ Program Files\
SuddenStrike Release 1.0)!
The Setup-program copies all necessary file's into the choosen folder.
The setup-program will create 2 new folders in your Map-folder:
aprm_singe for all singleplayer map's and aprm_mplay for all multiplayer map's.
In your SuddenStrike folder setup will create an other new folder: maps.aprm.
There you can store all your map's for the map-editor in the APRM-FOREVER-Mode.
After installation you will have a new icon on your desktop: vbrun60sp5.
If you have not installed the latest Visual-Basic-Runtime-Library's, you should do this now!

I.b) Uninstallation

To uninstall APRM-FOREVER you MUST switch to CDV-Mode first! Then you MUST start
SuddenStrike-CDV-Mode! After this,
it is safe to uninstall APRM-FOREVER over Systemcontrol\Software.
If you don't, your sudtest.ini file will be destroyed and SuddenStrike will not start again!

II. Features

Every possible modification in APRM-FOREVER has been made to improve the gameplay.
Many new units have been created each with its own unique characteristics.
Also no object has been left untouched and each one has received a makeover.
The weapons system has been completely re-designed to take full advantage of the systems
engine.
For those of you who like eye-candy, many new animations & sound files have been included to
give the game a whole new feeling.
To make everything even more exciting, we included a new level. We certainly didn't stop here.
We also fixed bugs included in the original version of Sudden Strike Forever.

APRM-FOREVER is extremely user-friendly.

A switcher allows the player to switch between the original version and the APRM-FOREVER.
In the same manner you can use the switcher to either make maps for the original version or for
the APRM-FOREVER.
Whenever you make maps for the APRM-FOREVER mod, you will have full access to the new units.
Also, all old maps will work with the APRM-FOREVER.
The switcher has another feature that allows you to enter an IP in a box to directly connect to the
host very quickly.
You can also find a direct link to the APRM-IP database provided by the SF-APRM Clan.

In the following you will find a more detailed report of the features included in APRM-FOREVER:

Sight- & Firing distance

An important feature that defines APRM-FOREVER are the changed sight- & firing distances. By increasing these values on most units, we created a more realistic combat atmosphere. A positive side effect of increasing these values is a environment that requires greater use of tactics. On the other hand, the sight distance of non-combat vehicles has been reduced so that it's not of benefit to use them as scouts. Another aspect that relates to this is that between sight & firing distance a good balance exists. The values have been chosen carefully, so that in the game it is no longer necessary to have infantry move in front of tanks for the tanks to use their full firing potential. You can now position an officer on the same plain, or close behind, a directional firing weapon to use their full potential. This makes the gameplay a lot more dynamic & also makes it more realistic, since the infantry can hide behind the protective tanks while assaulting.

Experience system

The experience system in APRM-FOREVER has been completely redone. Here the values have been chosen carefully, so that units during a game only gain minimum experience. This helps to prevent the 'training' of ones units by shooting at objects. Many sust-fans requested this, because this gives certain players an unfair advantage in multiplayer-ranking games. Officers & Generals now have a true meaning because of this. The factor 'experience' is in APRM-FOREVER of much greater importance as opposed to the original game. Experience has a great impact on accuracy and often decides between a win or a loss in a firefight. Experience also affects the reloading times and the sight. However, speed is not affected by experience, which means that units like the jeeps or motorcycles can still be used effectively as inexperienced troops. The experience system allows the map designers to design fair & fun battles in multiplayer without one side manipulating it by 'training' the units.

Damage system:

The damage system is the heart of the APRM-FOREVER. It is a completely new, highly developed and realistic damage model. This new damage model consists of numerous elements. An important element of this damage system is that, in the game, a shell of a certain caliber inflicts the realistic amount of damage on a its target. The same goes for the armor. A tank only receives damage from a certain caliber that could damage it historically. For example, it is no longer possible to destroy a heavy tank, lets say Tiger I, with a small caliber gun, like a British 2-pdr AT gun. Nor can grenades destroy tanks, or even damage them. On the other hand, a American M4A3 Sherman II tank can destroy a Tiger I with his 76mm cannon with a shot at either side or at the rear.

The front, however, is a bit better armored & requires a few more shots.
Another example is the Russian T-34/76. A German 37mm cannon can't destroy the T-34 from the front,
but very well has the power to destroy this tank with a hit on the side or rear.
The result of this realistic system is that the game gained tremendously on tactical depth.
Dependent on what firepower & resistance a certain tank has,
different tactics have to be used for each unit to effectively combat the enemy. For example,
it is of benefit to deploy a highly armored tank against a position with a lot of small guns since
the heavy tank is immune against small caliber guns.
One will also get good results when deploying a light & fast tank, the M-18 Hellcat for example,
against a heavy self-propelled tank who isn't as maneuverable.
The Hellcat could sneak up on the enemy tank or out flank him with his high speed and place a
few shots at his rear or side to disable him.
Another tactic is to send a couple of fast and/or lighter tanks against heavy tanks to attack them
from the rear.
There are many more examples. One important point one shouldn't forget is that it's better to
attack other armored vehicles from the side or the rear, and always show your strong side
(mostly front) the enemy. Certain tactics, like 'hugging' the trees or hiding behind houses, gain
tremendous importance with this system. Because of the realistic implementation of this system,
many action packed firefights will develop.
Another important aspect of the APRM-FOREVER is the highly developed firing-physics.
Through complex procedures it is now possible for a tank to shoot either HE or AP at certain
targets and still keep the MG.
While shooting at soft targets High Explosive is used, which has good collateral damage but
doesn't do much against armored vehicles.
When shooting at a armored vehicle a Armor Piercing round is selected,
which has little/none collateral damage but great penetration power. The same shell is fired from
the same gun,
while simulating a realistic effect. For example, a Tiger I, as opposed to the Panther,
has a better HE effect since he has a 88mm shell instead of the smaller 75mm used by the
Panther. However,
the Panther has a better AP effect since it had the better gun.
With this fine and complex system of gun effects a lot of different strong & weak points develop
for each tank,
each with its own characteristics like speed, maneuverability, reloading time, rotating time,
armor, etc... .
Advancing tanks, if armored strong enough, followed by infantry can absorb the damage so no
infantry is damaged.
The Tank 'absorbs' the damage, because when an enemy tank fires on another tank, AP shells
are used,
which we already know doesn't have collateral damage. Also, certain units shoot a third type of
Shell. For example,
the M-37-SPG fires a special kind of shell against Buildings and Bunkers. Also, by every other
weapons system,
realistic gun physics were implanted. For example, the explosive effect of artillery has been
changed.
A 122mm-howitzer shell is deadly against soft targets in a relative large area.
Light tanks are also vulnerable to 122mm-howitzer shells.
Medium or heavy tanks only take damage whenever they have been directly hit by a shell.
These tanks do not take collateral damage. Gameplay has greatly improved because of this
feature.
The annoying howitzer agony that existed in the original Sudden Strike has been removed.
The game has become a lot more dynamic.
It is still possible to use the great collateral damage of the heavy howitzers to take out cliff
positions or to level towns,
but since most tanks require a direct hit, the howitzers do not dominate the game anymore as
compared to the original Sudden Strike.

The game has been balanced out more evenly.

Another example worth mentioning that shows the realism and love for detail are the hand grenades.

Against medium & heavy tanks grenades are completely useless.

Against soft targets they are effective and have a relative large collateral damage circle.

Against light tanks, tanks without top cover, and armored scouting vehicles, grenades only do damage when directly hit. In other words, if a grenade slightly misses its target,

soft targets get damaged/destroyed but armored vehicles stay unharmed. It is very similar with houses.

If it is not a direct hit, no damage is dealt. This feature plays a major role when one tries to take out a bunker with grenades.

This list goes on and on. Unfortunately there is not enough paper in this world to write everything down.

One more thing should be mentioned.

The realism in APRM-FOREVER regarding the damage system has been designed with lots of love for detail.

One example to reflect this.

Even if the AP shell that has been fired on an enemy tank doesn't penetrate, it can cause collateral damage to surrounding troops.

Special animations exist that show the ricocheting of rounds.

New Weapon types:

In APRM-FOREVER not only has the weapon physic of the existing weapons been realistically modified,

but also new weapon types have been created. New weapon types include hollow charge, Molotow cocktail,

and certain rocket launchers have been equipped with incendiary bomb. The 20mm cannon now functions as a machine cannon.

Also interesting is the Heavy HE-charge. This is a high explosive charge in a crate that can be dropped off via a Truck.

An engineer is then used to explode the charge from a safe distance.

These charges are useful in destroying bridges or entire city blocks in case of retreat.

Five new weapon types exist just for the planes. New anti-tank rockets are fired from fighter-bombers. 500kg bombs,

'Spreng-bomben', and heavy air mines also made it into the game. Last, but not least, some airplanes are equipped with a 37mm AT cannon.

Unit parameters:

Every single value that is editable has been edited to reflect the historical counter parts as close as possible.

This includes, but is not limited too: speed, reload times, firepower, turret traverse speed, maneuverability, ammo, crew, etc .

This creates unique characteristics for each unit giving it certain strengths & weaknesses, which ultimately affects strategies.

A super weapon doesn't exist in the APRM-FOREVER. Even heavy armored tanks with great firing power, l

ike the Tiger II or the IS-2 have their weaknesses and can be destroyed. In case of the Tiger II,

the weaknesses are slow driving speed & slow turret traverse speed. In case of the IS-2,

the slow reloading times & the low ammo quantity will be its doom. But in the end,

everything depends on the experience of the units and the tactics of the player.

Land objects:

Even the land objects got a make over in APRM-FOREVER. All the values for buildings & bridges have been redone.

Every building now has a realistic resistance against each weapon type.

For example, small wooden buildings will be destroyed after 1-2 shots from a high caliber weapon.

A giant warehouse complex or a city house are a lot more resistant and protect the men inside a lot better.

The same goes for bunkers. The wooden ones are far more vulnerable than the concrete ones. Concrete bunkers offer excellent protection against all kinds of weapon types. The bridges have also been modified.

Wooden bridges & wooden crossings are very vulnerable to High explosives.

The concrete bridges, however, are very resistant against all kinds of things.

This makes things a lot more real and opens new doors for map designers.

In the original Sudden Strike it is possible to destroy concrete bridges with just about anything.

The problem with this is that bridges served no strategic point,

because every player could destroy bridges without a problem from a distance with howitzers.

In APRM-Forever however, bridges only go kaput when under certain conditions.

Now it's worthwhile attacking a bridge with paratroopers,

because the enemy can only get it back when attacking with ground troops.

Rendering the bridge useless with long range weapons won't work very well, as mentioned above.

If a retreating player wants to destroy a bridge, he now has to put more effort into it than just placing a few tanks there.

He can use the new Heavy-HE charge to destroy it. It is delivered via truck and remotely detonated via the new engineer unit.

Even big buildings and concrete bunkers are hard to destroy via conventional means. A Heavy-HE charge can be used to ease things.

Besides the Heavy-HE charge, one can also use one of the new Self-propelled howitzers, like the ISU-152 or the 'sturm tiger'.

It quickly turns the building and the people inside into rubble.

Tall buildings now provide a great advantage in sight. Units in Church towers can now see enemy units from very far away.

Sandbags and similar objects do provide some cover,

they also provide a limited amount of cover when under attack against explosive rounds.

Landscape types.

Units in APRM-FOREVER have different characteristics depending on the different landscape types.

For example weather conditions have some influence especially on the speed of tanks, cars and trucks.

Moreover there are different camouflages on each landscape-type. Furthermore we introduced beside

summer, winter, beach and desert another level- it is called AP-Level.

New Units

- Complete set of infantry men for each nation

- new french soldiers.

- German paratroopers.

- the British, the Americans, the Soviets and the Germans have an engineer, who can ignite Heavy HE-Charges (special crates).

- Each nation has elite-soldiers. These men are equipped with hollow charges.

- Each hollow Charge can destroy a tank. It explodes 3 seconds after placing.

- Every nation has got its own sniper.

- animation bug (mortar men) fixed.

-medics have been deactivated to avoid system.

France:

Samua 35-S (47mm) [new tank]
HMG Mitrailleur mle.1931 (7,5mm)
Howitzer L 13 S (105mm)
AT-Gun SA mle.1937 (47mm)
Canon de 75mm contre aeronefs mle.1933

Britain:

AT Gun 2pdr OQF Mk.IXA (40mm)
AT Gun 17pdr OQF Mk III (76mm)
AA-Gun OQF 3-in 20cwt (76mm)
Mortar Ordnance SB 4.2-in.(107mm)
Howitzer Ordnance BL 5.5-in Mk.II (140mm)
M4A4 Sherman V C Firefly (76mm)
WASP-Carrier (Flamethrower)
A22 Mk.III Churchill Crab-II (57mm)

USA:

AT-Gun 3-in. M5 (76mm)
HMG Ca..30 M1919A4 (7.62mm)
Mortar 81mm M1
Pack Howitzer M1A! (75mm) [now with long-range- and short-range fire]
M16 MGMC (4x AA-MG 12,7mm) [with devastating effect on soft targets!]
M21 [Halftrack with 12,7mm MG und 81mm grenade launcher]
M4A3E2 Sherman Assault Tank Jumbo (76mm)[Sherman with additional armor]
M4A1 Sherman II (Flamethrower)
M36 GMC (90mm)
M4 Sherman T-14 Mineexploder (75mm)

USSR:

HMG PM obr.1910 (7,62mm)
Mortar 82mm obr.1941
Mortar 120mm obr.1938
Field Cannon F-22 USV obr. 1939 (76mm)
Field Cannon M-60 obr.1939 (107mm)
Howitzer B-4 (203mm)
Willies MB Jeep (Lendlease)
Staff Car Willys MB Jeep (Lendlease)
BA-64-D (12,7mm AA-MG)
SU-100 (85mm)
OT-133 (Flamethrower) [T-26 with flamethrower]
KV-1e [KV-1with additional armor]
KV-2
ISU-152 [with long-range und directional fire]
ZIS-6 BM-31-12 „Andryusha“ (12x300mm Rockets) [with fire-bombs]
KV-1-PT34 Mineexploder (76mm)
T-44 obr. 1945 (85m)

Germany:

AA-Gun 3,7- cm Flak 36 (37mm)
MG-34 auf Dreibein
MG-42 auf Dreibein
Mortar 12-cm gr.W.42 (120mm)
Field Cannon 7,5 cm F.K. 40 (75mm)
15-cm Nebelwerfer 41 (6x150mm) [now with long-range-fire]

Sd.Kfz.234/1 (20mm Maschinenkanone)
Sd.Kfz.250/9 (20mm Maschinenkanone)
Sd.Kfz.251/2 [mit MG und 80mm grenade launcher]
Sd.Kfz.251/16 [with flamethrower]
Sd.Kfz.251/17 [mit 20mm Maschinenkanone]
Sd.Kfz.161 Pz. IV Ausf. E (75mm)
Sd.Kfz.161/1 Pz. IV Ausf. G (75mm)
Sd.Kfz.171 Pz V Panther Ausf. A (75mm)
Sd.Kfz.171 Pz V Panther Ausf. G (75mm)
Sd.Kfz.141/3 Pz III Flamm [Panzer III with flamethrower]
Sd.Kfz.165 Hummel (150mm)[with long-range und directional fire]
Sd.Kfz.164 Nashorn (88mm)
Sd.Kfz.251/1 s.W.R 40 (6x 320mm) [with fire-bombs]
Sd.Kfz.184 Ferdinand/Elefant (88mm)
Sd.Kfz.141 Minenraeum-Pz.III
Sd.Kfz.161/3 FLAK-Panzer 4 Möbelwagen (4x 20mm)

New Aircraft:

A-26C Invader
XA-26B Invader (37 mm)
A-26B Invader (Rocket)
B-17 Flying Fortress
Heikel He 111H-20/R1
Junkers Ju 88A
Heinkel He 177 Greif
Heikel He 177A-5 (Flamm)
Focke-Wulf Fw 189A-1 Uhu
Junkers Ju 87A-2
Junkers Ju 87B-1
Junkers Ju 87B-2
Junkers Ju 87C (Panzerblitzrakete)
Junkers Ju 87D (37 mm)
Junkers Ju 87R (firebombe)
Iljuschin IL-4
Iljuschin IL-4 (firebombe)
Iljuschin IL-4 (37 mm)
Iljuschin IL-4 (Rocket)
Petliakow PE-8

New Sounds:

Shotsounds:

-MG-42
-mortars
-german Flamethrower
-sovietischer Flamethrower
- PPSH41
- Stan (MK I und MK II)
- MP (cal. 45 M1A1)
- Browning 12,7mm
- FLAK-Vierling 38 (Sd.Kfz.7/1)
-all tanks

Motorsounds:

-german halftracks
-all APCs
-some additional sounds, even for the editor

-Prime movers aren't engineer vehicles any more.

- Dragontooth-feature was removed to disable system-crashes.
- Move-backward-function was removed in the case of all wheeled vehicles to improve pathfinding and to achieve more realism.
- many smaller have been eliminated
- Life-value of infantry men is shown in per cent (100) and the life value of all other units is shown in per mille(1000);
- the Lifevalue is not relevant for the resistance of a unit. The resistance of every unit is only determinated by the armor-values!.
- A-bomb-Cheat removed [this bomb is an air-mine now]
- Improved shot-animation of the ISU-152

Members of ALLIED POWER are:

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Credits

Thx to Fireglow for SuddenStrike.
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 SuddenStrikeNetwork; SuddenStrikeOnline; xp-Board and all friends of AP and APRM
 Copyright for the Sounds:Taloonsoft.
 Thx to Major König for Sound's.

Beta-Test-Crew: 7,62, MoD Duke, ema, FuManSchu, Panther, Prinz Eugen.

Have fun

Your Allied Power-Team!