

2 SCENARIO CREATION

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## 1. Editing a scenario/savegame

#### 1.1. Editing a scenario

To load a single scenario, you must press the **Load Scenario** button or go to **File**  $\rightarrow$  **Load Scenario**, and select the scenario file. If you want to load a scenario from the old formats of from PG2, then you have to select it in the combo box.

Buscar en:	🍌 SCENARIO <	+ 🗈 📸 📰 -		Buscar en:	📕 SCENARIO 💌	+ 🗈 📸 🎫	
9	Nombre	Fecha de modifica	Tipo 🔺	94	Nombre	Fecha de modifica	Tipo
	📕 Gea	09/08/2012 10:15	Carpeta de		📕 Gea	09/08/2012 10:15	Carpeta de
Sitios recientes	🔒 Old	09/08/2012 10:15	Carpeta de	Sitios recientes	July Old	09/08/2012 10:15	Carpeta de
	ACAMPBAC.xscn	12/10/2012 15:23	Archivo XS		1912Kumanovo.scn	13/04/2011 19:05	Archivo SC
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	ACAMPSAM.xscn	12/10/2012 15:23	Archivo XS		acampoms.scn	08/12/2011 16:34	Archivo SC
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	ACAMPWLA.xscn	12/10/2012 15:23	Archivo XS		acampufa.scn	08/12/2011 16:34	Archivo SC
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	Nombre:	-	Abrir		Nombre:	-	Abrir
	Tipo: OGen scenario Files (* XScn)	•	Cancelar		Tipo: Pg2 Scenario Files (* SCN)	Jr.	Cancelar

Loading a .xscn file.

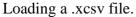
Loading a .scn file.

When the scenario loads, the Suite changes to the **Scenario Summary View**. There you can change any values, as if creating a new scenario. You can also change the units and their stats using the same scenario creation tools.

### 1.2. Editing a savegame

To load a savegame, you must press the Load Save button or go to File  $\rightarrow$  Load Saved Game, and select the savegame file.

Buscar en:	퉬 SAVE 💌	🗕 🔁 🖶 🗕		Buscar en:	🍌 SAVE	•	+ 🗈 📸 🐨	
œ.	Nombre	Fecha de modifica	Tipo 🔺	(As	Nombre	^	Fecha de modifica	Tipo
Red	AUTOSAVE_OPENCAM.xcsv AUTOSAVE_OPENSCN.xcsv gea_001_Brilliant Victory.xcsv gea_002_Brilliant Victory.xcsv gea_002_Brilliant Victory.xcsv gea_003_Victory.xcsv gea_004_Tactical Victory.xcsv polsov_002_Brilliant Victory.xcsv polsov_005_Brilliant Victory.xcsv polsov_005_Brilliant Victory.xcsv polsov_005_Brilliant Victory.xcsv polsov_006_Brilliant Victory.xcsv polsov_006_Brilliant Victory.xcsv polsov_006_Brilliant Victory.xcsv polsov_006_Brilliant Victory.xcsv polsov_006_Brilliant Victory.xcsv polsov_006_Brilliant Victory.xcsv v v v v v v v v v v v v v	05/07/2012 10:03 13/04/2011 13:11 15/02/2012 15:25 15/02/2012 15:25 27/02/2012 15:25 05/03/2012 13:25 06/07/2011 10:25 06/07/2011 10:25 06/07/2011 12:59 07/07/2011 12:59 07/07/2011 13:35 19/07/2011 10:31	Archivo XC Archivo XE Archivo XE Archivo XC Archivo Archivo A		۲ Nombre: Tipo:	Ningún elemento coincide con el 	criterio de búsqueda.	Abrir Cancela



Loading a .csv file

After loading a saved game, the Suite shows the **Unit Settings View**. Then you can use the same tools than for scenario creation; some options in the Suite views are available only when editing saved games.



### 2. Basic scenario creation

### 2.1. Info and map

You need to find info (OOB and maps, at least) about the battle that you want to make.

There are many places to find info about the most known battles (Google), but some are mostly unknown and then you must ask for help in forums o search libraries...

When you have the info, you must search for a valid map in Gilestiel's page (http://pg2mapfinder.gilestiel.eu/), or make your own.

#### 2.2. Creating a new scenario

First you must change to the Efile folder of the equipment for which you are making the scenario, with the toolbar button or with **Tools**  $\rightarrow$  **Change Efile folder**. In the following screens I'm going to select the Composite WW2 (Efile\_COMWW2). Then go to **Scenario/Savegame**  $\rightarrow$  **New scenario** Fill the data fields with the names that you want for your files, and then select the map.

Create New Scenario	Create New Scenario
Static	Static
Scenario File ScenNew	Scenario File OSuiteManual01
Scenario title Scenario created by OpenSuite	Scenario title Sample Scenario 1
Intro text file ScenNew_i	Intro text file OSuiteManual01_i
Map C Define only image file (empty map data) C Import from mapfile (image and data) File AACHEN.MAP	Map C Define only image file (empty map data) File CIECHANO.map CIECHANO.map
OK Cancel	OK Cancel

The **Define only image file** option for the map lets you load only the image of the map; you should define the terrain in the **Map Editor View**. We will talk about this in another chapter. After pressing **OK**, the Suite changes view to the **Scenario Summary View**.

ile View	Tools Campaign Sce	nario/Savegame	MAPX Editor	Equipment	Help			
	🔟 🔝 🔟 😫	R 🖬 🔛	🖻 🙇 🦉	🙇 🔿 🤉	3 💥 🛽		1 🔏 🗠 💆	2 2
Scen Title	Sample Scenario 1	Visible	Turn Messages	Victory Conditions	Axis	Ŧ	Date September	▼ 1 ▼ 1936
Map Pic	12.png	]		Turns	Hexes	Units	Atmostferic cond.	
Intro	OSuiteManual01_i [ply/txt]	E	Brilliant Vid		0	0	Ground condition	0 fair 0 Dry
1				tory 18	0	0	Iconset to use	
Comment			Tactical Vio	tory 20	0	0		Default 💌
1	Play custom music during Scena		Current Ti	urn 0			Base Hex prestige	40
Music 1		T	Turns/Day				Base Hex turn pp	1
Music 2		T	Days/Turn	C			Prestige on M	ap Prestige x Turn
PLAYER 1 Main Country Sup.Country Sup.Country Sup.Country Sup.Country Side	1 0 none ▼ 2 0 none ▼ 3 0 none ▼	Set F/F           Set F/F	Sup.Country 2 Sup.Country 3	2 Players 1 Waffen SS 0 none 0 none 0 none Allied	• • • •	Set F/F           Set F/F           Set F/F           Set F/F           Set F/F           Set F/F           Set F/F	Proto Time Frame Def. Proto Strength Options Inc Can play custom scc *** OG Mode *** (i Direct LOF blocked e Extended spotting r	0) even if range >2
AI stance	Defensive	AI player 7	AI stance	Defensive	•	AI player ? 🥅	Extended naval rule	
# Units ir transport laval transpo rain transpo lelo transpor	rt 0 Prestige	0 th 0 0 0	# Units   Air transport   Naval transport   Train transport   Helo transport	0 Default 0 Prestige	Army cost Units Strength Experience modifier			
							11	
					No file loade	d		



#### 2.3. Scenario info

Here goes the scenario name, the map picture used and the intro text. You must be sure that the **Visible** checkbox is ticked, so the scenario can be selected to play. To edit the scenario intro, you can press the **E** button to the right of the name of the file.

Here you set the turns to a BV, V or TV. If the turns for a TV pass without achieving the victory conditions (default is taking all VHs), you lose the scenario. You can also set turns per day or days per turn.

The **Current Turn** box is only available in saved games.

Here you select the date and the atmospheric and ground conditions. The **Latitude/Zone** is used to determine the weather changes in the scenario.

In this section you set the *Player 1* (and in the one to the right the *Player 2*) characteristics: the main and support countries, the side and the air and naval transport available. The AI stance is useful for *Player 2* (the AI) and determines its strategy: *Aggressive* makes it attack the player's VH, and *Defensive* makes it set a defense for its own.

The **Set F/F..** buttons are for setting the *Fronts* and *Factions* available in the scenario for each country (see 3.5).

Scen Title	Sample Scenario 1	Visible 🔽
Map Pic	12.png	
Intro	OSuiteManual01_i [ply/txt]	E
Comment		

Turns Hexes Units Brilliant Victory 10 0 0 Victory 14 0 0 Tactical Victory 0 0 16 Current Turn 0 Turns/Day œ 3 Days/Turn ť

und the	Date September	1	•	194	2	1	
the	Latitude/Zone	3	3 E-Europe				1
	Atmostferic cond.	0	fair			•	1
	Ground condition	0	Dry			•	1
YER 1	Campaign Dossier						1
Country	8 Germany		-		Set F/F		
ountry 1	0 none		-		Set F/F		
ountry 2	0.0000		_	[ [			

PLAYER 1	Campaign Dossier		
Main Country	8 Germany	•	Set F/F
Sup.Country 1	0 none	-	Set F/F
Sup.Country 2	0 none	-	Set F/F
Sup.Country 3	0 none	-	Set F/F
Sup.Country 4	0 none	-	Set F/F
Side	Axis	-	Show units
AI stance	Aggressive	•	AI player ? 🗖



ile View	/ Tools Campaign Scenar	io/Savegame	MAPX Editor Equipment Help
	🔟 🖪 🛅 🜌 🚊		2 🚨 🖉 🌌 🛆 🐹 🔽 🖾 📾 🖉 🖉 🙎
Scen Title	Sample Scenario 1	Visible 🔽	Turn Messages     Victory Conditions     Axis     T     Date     September     I     I     1942       Latitude/Zone     3 E-Europe     I     I     I     I     I     I
Map Pic	12.png		Turns Hexes Units Atmostferic cond O fair
Intro	OSuiteManual01_i [ply/txt]	E	Brilliant Victory 10 0 0 Ground condition 0 Dry
Comment			Tactical Victory 16 0 0 Iconset to use Default
	Play custom music during Scenario	File	Current Turn 0 Base Hex prestige 40
Music 1		T	Turns/Day
Music 2		T	Days/Turn C Prestige on Map Prestige x Turn
PLAYER 1 Main Countr		Set F/F	Player 2     2 Players       Main Country     20 USSR       Set F/F     Def. Proto Strength
Sup.Country		Set F/F	Sup.Country 1     0 none     Set F/F     Def. Proto Strength     0
Sup.Country	The second se	Set F/F	Sup.Country 2 0 none   Set F/F Options
Sup.Country		Set F/F	Sup.Country 3 0 none Set F/F Options Inc. Planes Movement 0
Sup.Country	/ 4 0 none 💌	Set F/F	Sup.Country 4 0 none Set F/F Can play custom scenario music *** OG Mode *** (f0)
Side	Axis 👻 🗄	Show units	Side Allied Show units Direct LOF blocked even if range >2 Extended spotting rules
AI stance	Aggressive A	I player 7 🦵	AI stance Defensive AI player ?
# Units	0 Army cost	0	# Units 0 Army cost 0
kir transport	0 Default Units Strength	0	Air transport 0. Default Units Strength 0.
aval transpo	ort 0 Default Experience	0	Naval transport 0 Default Experience 0
avai u arispi	ort 0 Prestige	0	Train transport 0 Prestige 0
rain transpo	ort resuge		

If you want to assign turn prestige, then press the **Prestige x Turn** button. A new dialog will pop up where you can set the amount of prestige in any given turn. You can change the player at the upper left.

Prestige		0				x
Player	1 [Axis]					
PRES	TIGE per T	URN				
т1		T9 0	T17 0	T25 0	T33 0	1
Т2	0	T10 0	T18 0	T26 0	T34 0	
тз	0	T11 0	T19 0	T27 0	T35 0	
T4	0	T12 0	T20 0	T28 0	T36 0	
T5	0	T13 0	T21 0	T29 0	T37 0	
т6	0	T14 0	T22 0	T30 0	T38 0	
T7	0	T15 0	T23 0	T31 0	T39 0	
тв	0	T16 0	T24 0	T32 0 T4	40 (to last turn) 🛛 🛛 🛛	
Set (	ilobal Prest	ige to -> 0			xperience for new units and ss is no more defined in T40	
	Base turn p	restige for hexes enabl	ed in map 0			
			F	Prestige avaible on Map	ОК	

There are many more options, but we are making a simple scenario first.

At the end of the title bar of the Suite you can see that the scenario is modified and the changes not saved.

OpenSuite 5.0.13 - SUMMARY - File: H:..W2\SCENARIO\OSuiteManual01.xsce <Modif: SCN>)

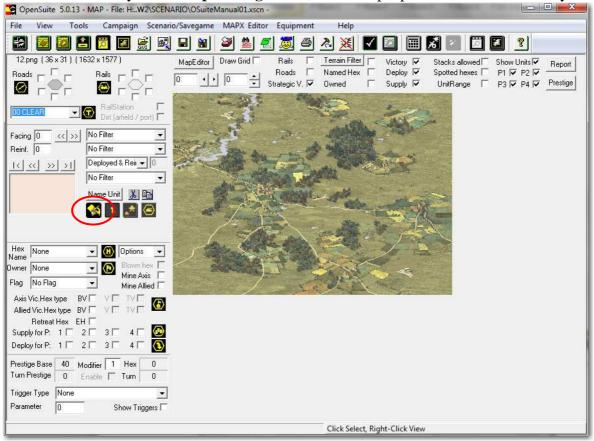




Press the **Save** button to save the changes or the **Save as...** button to save the scenario with a new name, but be warned that there is not any **Undo** command in the Suite. If you try to close the Suite without saving, a dialog will show to allow you to save.

### 2.4. Buying and deploying units

I'm used to work mainly in the Map Settings View, but other people could work differently.



To buy units, in the **Map Settings View** you can click this button, located in the middle left side of the screen.



A new window opens, where you can buy units for both players. You only need to change the **Player** combo box.

	ELECT EQUIPMENT FO	R NEW UNIT	Date 1942-09 All country		
	김 유민은 비행 전 문문	No Country	NO country	UNITS FOR PLAY	ER 1 * 1 / 100
Class No Filter 🔄 🥅 Ni 20056 2 FlaK38 - AD Germany A 1938-0		Only Purchasables	Inc. Trans	Unit's Name	Add Name
0059 2 FlaKv38 - FlaK Germany A:1930 :0057 2 FlaKv38 - FlaK Germany A:1940 :0059 3.7 FlaK36 - AD Germany A:1938 :0061 8.8 FlaK36 - AD Germany A:1940	¥ 19	0		Default name	<u> </u>
0064 SdKfz 7/1 - AD Germany A:1941- 0065 SdKfz 6/2 - AD Germany A:1939-		48 0	12 1	Set Apearence	Remove
0066 SdKfz10/4 - FlaK Germany A:193 0068 Scm PaK38 - AT Germany A:194( 0069 7.5cm PaK41 - AT Germany A:19	PT172 << >> Entrench 0		66 🐧		
0070 8.8 FlaK36 - FlaK Germany A:1940 0078 StuG IIIF - AT Germany A:1942-0!	Reinforce 0	1 5	2 0		
0080 10.5 leFH18 - ATY Germany A:19. 0081 15 sFH18 - ATY Germany A:1933-	Exp.Level 0		$\hat{\mathbf{O}}$		
0082 17 K18 - ATY Germany A:1941-06 0093 Kavallerie - INF Germany A:1935-0	Exp. Bars 0				
0094 Pionier - INF Germany A:1935-09 ; 0095 BrueckenPionier - INF Germany A:	Curr.Strength 10	2 5			
0096 Grenzwacht - INF Germany A:193 0097 GebirgsJaeger - INF Germany A:15	Basic Strength 10 Unit's country	I 🔄 😔	$\odot$		
0098 FallschirmJaeger - INF Germany A: 0099 Infanterie - INF Germany A:1939-0 - 0101 DCV/ 222 DCN Commun. A:1932	1	3 6	0 9		
150 / 4050 items					
⇒ None 2078 Leichte Pferde [TPT Germany] 2084 Leichter Traktor [TPT Germany]			66 E		
2087 Blitz 1t [TPT Germany ] 2922 Sdkfz 11 [TPT Germany ]	TRANSPORT				
	I RANSPURI				
	Match Weight	0 0	0 0		

You can set different filters at the top, to show only the units that you want; in this example I have chosen infantry units for *Player 1*, only purchasable, and ordered by availability date.

Sort	Available date 🛛 👻	SELECT EQUIPME	ENT FOR NEW UNIT	Date	1942-09		<b>~</b>
	Player 1	Germany No Country No Country	No Country No Country Only Purcha	Г	All country NO country Inc. Trans	UNITS FOR PLA	YER 1 * 1 / 100
1930-01 1935-01 1935-09 1935-01 1936-01 1936-01 1936-01 1936-01 1936-01 1936-01 1937-12 1937-12 1937-02 1938-06 1938-06 1938-06 1939-08 1939-09 1939-09 1939-09	<ul> <li>→ 1948-12 E:3098 Schartsoc</li> <li>→ 1948-12 E:34 Fionier - INF</li> <li>→ 1948-12 E:34 Fionier - INF</li> <li>→ 1948-12 E:3883 Pionier - INF</li> <li>→ 1948-12 E:3858 Bruecker</li> <li>→ 1948-12 E:3953 BauPioni</li> <li>→ 1948-12 E:3955 BrueckenPi</li> <li>→ 1948-12 E:365 Grenzwach</li> <li>→ 1948-12 E:3760 GebirgsB</li> <li>→ 1948-12 E:3760 GebirgsB</li> <li>→ 1948-12 E:3760 GebirgsB</li> <li>→ 1948-12 E:3760 GebirgsB</li> <li>→ 1948-12 E:3786 GebirgsB</li> <li>→ 1948-12 E:3786 GebirgsB</li> <li>→ 1948-12 E:3786 GebirgsB</li> <li>→ 1948-12 E:3786 GebirgsB</li> <li>→ 1948-12 E:3788 FallschirgsP</li> <li>→ 1948-12 E:3222 FJ MG34</li> <li>→ 1948-12 E:3222 FJ MG34</li> <li>→ 1948-12 E:3221 Feldgend</li> <li>→ 1948-12 E:3221 Feldgend</li> <li>→ 1948-12 E:3221 Feldgend</li> <li>→ 1948-12 E:3254 BauVerm</li> <li>→ 1943-12 E:3354 BauVerm</li> <li>→ 1942-12 E:3731 Infanteria - 1</li> </ul>	NF S Ge NF Prorier Pronier Pronier S Ga NF S Ga NF S B76 S B76 S B76 Entrench Reinforce Exp. Level ger - Exp. Bars - IN S Curr. Strength am NF Basic Strength S B76 Curr. Strength S B76 S S S S S S S S S S S S S S S S S S S	Image: Constraint of the second se	Image: Solides         Image: Solides           0         8           **         64           2         3           Image: Solides         Image: Solides           7         Image: Solides           Image: Solides         Image: Solides		Unit's Name Default name Set Apearence	Add Name
8 > Non	35 / 4050 items	TRANSPI					



Sort	Available date	•	SE	LECT EQUIPME	NT FOR N	NEW UNIT	Date	1942-09		~
Player	Player 1	•	🔽 Ge	1.		o Country		All country		
Class	1 Infantry	•		Country Country		o Country nly Purchasables		NO country nc. Trans	UNITS FOR PLA	
	1> 1948-12 E:309				\$		I Hereiter		Unit's Name	Add Name
	1> 1948-12 E:93 3> 1948-12 E:94			8.8	-	0	000		Default name	2
	1> 1948-12 E:388 1> 1948-12 E:388					84 75	7	3	Set Apearence	Remove
936-01	1> 1948-12 E:395 1> 1948-12 E:95	3 BauPioni	er - II	HOS						
936-01	1> 1948-12 E:96	Grenzwach	- IN =			$\land \Rightarrow_{\ominus}$	66	7	P1:001 Axis Infante P1:002 Axis Infante	
	2> 1948-12 E:318 2> 1948-12 E:376			Entrench					P1:003 Axis - Infante	rie * E:99 - INF Ger
938-01	1> 1948-12 E:204	6 MG34-11	√F (	Reinforce	U	0 1	2	0		
	1> 1948-12 E:366 5> 1948-12 E:348			Exp.Level	0	00	6	0		
	5> 1948-12 E:97 5> 1943-11 E:98			Exp. Bars	0					
939-06	6> 1948-12 E:322	2 FJ MG34	- ĨNI	Curr.Strength	10	2 6	0	0		
	3> 1948-12 E:222 3> 1942-12 E:99			Basic Strength	10					
	9> 1943-08 E:102 9> 1948-12 E:395			- Unit's country			$\mathbf{i}$			
	1 -> 1946-12 E:330 1 -> 1942-12 E:373			8 Germany	•	7 6	0	8		
000.11	35 / 4050 ib	NO GRADINESSES		Te erennery		1	1.	1.		
		5005			\$					
) -> Noi :-0140	ne SdKfz 251/1 [TPT	Germanu 1		HING			66	$\langle \lambda \rangle$		
E:0141	Opel Blitz [ TPT Ge	rmany]		70714		84 75	1	9		
	Zundapp KS750 [ Pferde [ TPT Germ		y]			84 79	1	3		
E:2926	Fahrraeder [ TPT G	iermany]		TRANSPO	IRT		$\widehat{\mathbf{Z}}$			
5:3683	Opel Blitz [ TPT Ge	rmany]		, Inc. Fortific	ations					
				, no. i oran	ight	2 2	0	2		

In the center of this window, you can change some properties of the unit that you are going to buy:

- **Entrench**: the entrenchment level.
- **Reinforce**: the turn number in which the unit appear.
- **Exp. Level**: the experience points of the unit.
- **Exp. Bars**: the experience bars of the unit.
- **Curr. Strength**: current strength of the unit.
- **Basic Strength**: the maximum strength of the unit when you assign it replacements.

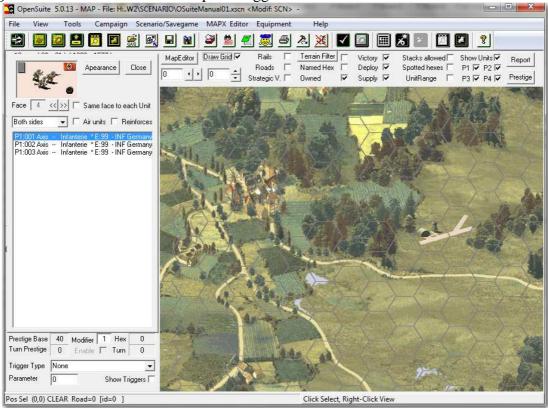
When you are done press the **OK** button. Then the purchase window closes and you return to the **Map Settings View**, with a new panel at the left that shows the units bought.



2



Now you can deploy them by just selecting the unit to deploy and clicking in the map. In the image I have checked the **Draw Grid** checkbox, to show the hex grid over the map, and unchecked the **Strategic V.** checkbox to show the map at a bigger scale.



When you have finished deploying, click the **Close** button to close the deployment panel. Once deployed, you can right click in any unit to display a window with info about it.

Transp 141 Opel Blitz - TPT Germany	<u> </u>	Equip. 99 Infanterie	<ul> <li>INF Germany</li> </ul>	<ul> <li>Special attributes</li> </ul>
84 75		te .	Image: Weight of the second	ClearMines, NoProto
PA976 Ground unit - TPT Target: Soft	<b>66</b> 1 0	H08 Ground unit - INF Target: Soft	Image: 0	0
Mov: Wheeled		<u>Mov: Lea</u> Transports / weights Ground 0000 0001 Air 0000 0000 Naval 0000 0000 Rail 0000 0000	2 6 0 7 6 0	Valid From: Sep , 1939 Until: Dec , 1942 Front/Fact. 8
- Ground weight		Unit Appearance Name Defat 🕶 Defa	None	Clear Name
Curr. Str 10	Entrench 0 Moves Left 3 emaining Fuel 75 Ammo x 2 14	Leader   Status   Al [] None (Random	Custom	Chance 0 %
Disband I II	Suppression 0 Must Survive 1 upply units on zoc 1 nnot reassign unit 1	00 - According unit's		<u>ح</u> ح





Here you can change its transport (**Transp** button), equipment (**Equip**. button), look at its stats and change some of them.

Here you can change the unit's name.

Name	Defal 👻	Default name
		1

In this part of the window, you can change its country and player, set its experience and bars (with **Auto bar** checked, the bars are set automatically according to its experience), base strength, current strength, entrenchment level, and set the unit as a reinforcement, by typing the turn number it appears in the **Reinforce** box.

We'll see more of these options in the second part of the manual; some of them are only useful for editing a savegame.

ie			Clear N	ame
hange ce and	Country 8 Gerr	nany	F	P1 Axis 💌 Core 🗆
are set	Exp.Level	0	Rand	Entrench 0
ence),	Exp. Bars	0	🗹 Auto bai	Moves Left 3
hment ent, by	Base strength	10	F	Remaining Fuel 75
in the	Curr. Str	10		Ammo x 2 14
	Hits suffered	0		Suppression 0
second	Deploye	d		Must Survive 🗔
e only	Disband			supply units on zoc 🔲
	Reinforce	0	C	annot reassign unit 🗖

1.1

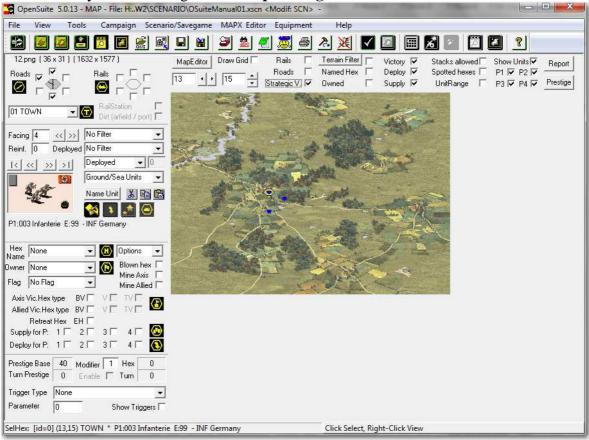
እ 🖻 🛱

You can also use the **Cut**, **Copy** and **Paste** buttons at the left, to move the selected unit to the clipboards, make a copy of the selected unit, or paste the unit of the clipboard in the map.

You can work also in the Unit Settings View.

### 2.5. Victory hexes (VH) and Supply hexes (SH)

VH are the main objective of the game: you need to take all of them to win a standard scenario; for more victory conditions go to 3.7. SH allow to deploy new units in them and in the adjacent hexes. To set VH or SH you must change to the **Map Settings View**.





At the lower left corner there are checkboxes to set the selected hex as a VH for the *Axis* or the *Allied* side; you must check the one you want, and remember to set owner and flag also.

Axis Vic.Hex type BV V V TV V VI V Allied Vic.Hex type BV V V V VV

"VHs for Side 1" means that player of *Side1* should try to capture this hex, so this VH should be owned by *Side 2*. If you set it as owned by *Side 1*, this VH won't count for the number of VH to take unless captured by enemy and recaptured by *Side 1*.

Also, remember to define at least one VH for each side; otherwise game will end as soon as any flagged hex owned by the player with no VHs, is taken.

Here you can change any hex into a SH or a DH. The number is the player that can use it to supply or deploy.



There are different options to view the map. You can see the grid, roads, VH, SH, DH and the units of any of the four players.

MapEditor Draw Grid 🗌	Rails 🗌	Terrain Filter	Victory 🔽	Stacks allowed	Show Units 🔽
	Roads 🔲	Named Hex 🔲	Deploy 🔽	Spotted hexes 🗔	P1 🔽 P2 🔽
13 • 15 •	Strategic V. 🔽	Owned 📃	Supply 🔽	UnitRange 🗌	P3 🔽 P4 🔽

You can also use the filter to the left to show only the units that you want: the first one to select one country, the second the type of unit, the third to show only deployed or reinforcements, and the fourth to show ground, air or sea units. All filters are cumulative.

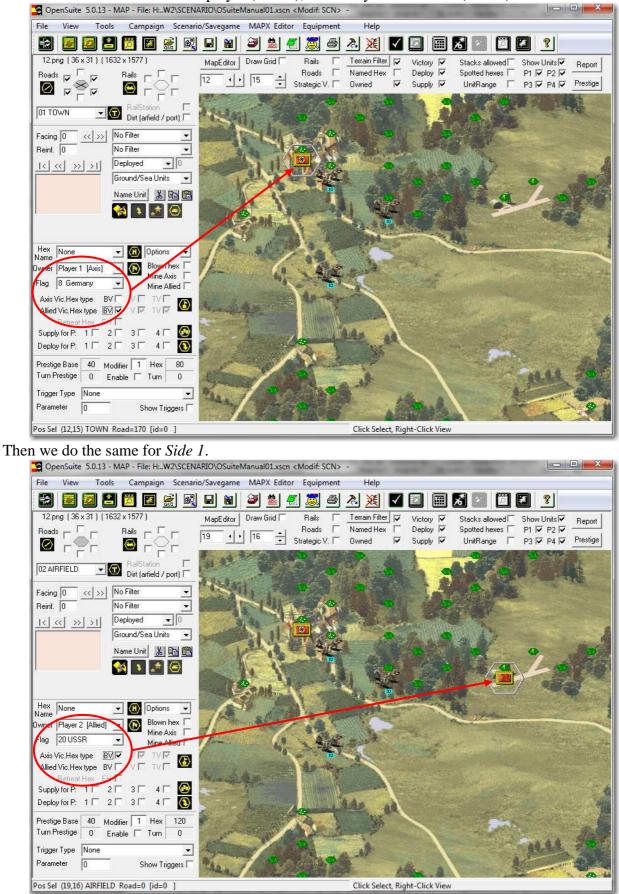
No Filter	-
No Filter	-
Deployed	• 0
Ground/Sea Ur	nits 🔻

The terrain filter displays a little icon in the map hexes, showing the terrain type.





Here we set a VH for the allied player (*Side 2*), owned by the Germans (*Side 1*)

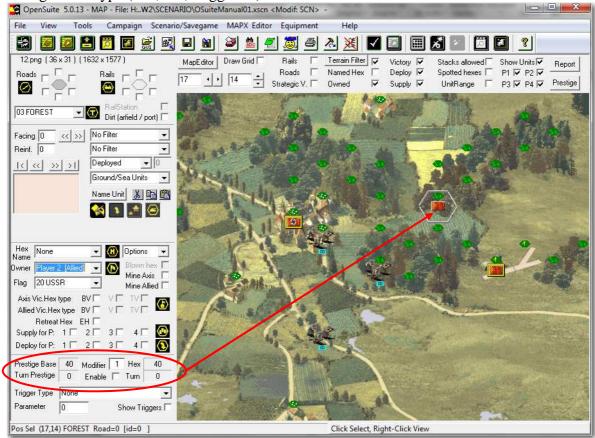




You can also set any hex as owned by one side. To do this you only need to select the hex and then use the **Owner** combo box to set one.

Hex Name	None	•
Owner	Player 2 [Allied]	•
Flag	20 USSR	•

Owned hexes show the controlling side flag, and can give prestige to the other side when it captures it, if the Modifier is different than 0; to the right it shows the amount of prestige that it gives, depending of hex type (VH, SH, flagged...)





## 3. Advanced options

#### 3.1. Turn messages

You can define some text that can appear in the turn start window. To do this, click the **Turn Messages** button in the **Scenario Summary View**, and you'll get a window where you can select the turn number and type the text of the message.

	Select turn mess	age to view / edit	
Turn 1	C Turn 11	C Turn 21	C Turn 31
🔿 Turn 2	C Turn 12	C Turn 22	C Turn 32
🔿 Turn 3	C Turn 13	🔘 Turn 23	🔘 Turn 33
C Turn 4	C Turn 14	C Turn 24	🔘 Turn 34
🔿 Turn 5	C Turn 15	C Turn 25	🔿 Turn 35
🖸 Turn 6	🔘 Turn 16	🔘 Turn 26	🔘 Turn 36
C Turn 7	C Turn 17	C Turn 27	C Turn 37
Turn 8	C Turn 18	C Turn 28	C Turn 38
🗇 Turn 9	C Turn 19	C Turn 29	C Turn 39
🗇 Turn 10	C Turn 20	🔿 Turn 30	C Turn 40
/ 316 characters			
		Save to file	Cancel
		00.000	53.1301

### 3.2. Modifying base hex prestige

The default cumulative prestige points awarded by taking objectives are:

- VH: 80
- SH: 80
- Port: 80
- Flagged Hex: 40

Those values can be changed by a multiplier; you can set it in the **Map Settings View** in the lower left corner, by changing the **Modifier** number.

To change the base value, the one that is given for a normal flagged hex, you can change the **Base Hex prestige** value in the **Scenario Summary View**, in the upper right corner.

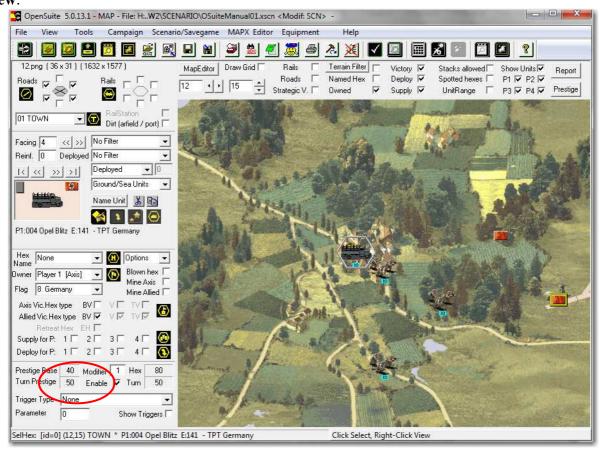
Base Hex prestige	40
Base Hex turn pp	50



### 3.3. Units/hexes that give prestige

You can define that some unit or hex gives a certain amount of prestige each turn. To do this you select the unit or any flagged hex and check the **Enable** checkbox in the bottom left of the **Map Settings View**. The base turn prestige is set in the **Scenario Settings View**.

Base Hex prestige	40
Base Hex turn pp	50



### 3.4. Triggers

It possible to set any hex as a trigger: a hex where if a unit ends there its move, something happens.

You can do this in the **Map Settings View**, in the lower left corner, by selecting the trigger type in the combo box and then typing the parameter.

Trigger Type	None	•
Parameter	0	Show Triggers 🗖

The possibilities are

- *Replacements*:
- *Gain prestige*: the player receives extra prestige points. Parameter: 0 for random (40-160), or up to 255.
- *Gain experience*: the unit receives extra experience points. Parameter: 0 for random (40-100), or up to 255.
- *Raise leader*: the unit receives a leader, if it hasn't one.
- *Raise prototype*: the player receives a prototype. Parameter: time frame of the prototype, default 9, up to 255.
- *Change AI stance*: the AI changes its stance, from defensive to offensive or vice versa. Parameter: 0 not expiring, or number of turns to expire.
- *Extra spot*: the unit spots the surrounding area. Parameter: 0 for random (3-10), or up to 255 hexes.



If you check the **Show Triggers** checkbox, the hexes with triggers show in the map with a little "T" in them.



### 3.5. Front and Factions (F/F)

F/F can be used to limit the units that the player can get. Both are essentially the same, and they depend on the Efile used. In the images I'll use Composite WW2 that hasn't *Fronts* defined, just Factions.

First you must click the **Set F/F.** button in the **Scenario Settings View**; a new window will open.

Then you must click in the **Edit...** button of the *Fronts* or *Factions* (in this example *Factions*). P1 Axis -- Germany

)	Edit	Factions 0		Edit
		Edit	D Edit Factions 0	D Edit Factions 0

Main Country	8 Germany	-	Set F/F

Infantry       Special Forces         Navy       Security Forces         SP Units       Cavalry         Militia       Command         Armor       Winter         Airborne       P2Gren         Fighters       Sturm         Fighter/Bombers       No description         Strategic Bombers       No description         Towed Units       No description         None       No description         Western Captured Equipment       No description         Mountain       No description



You can now check the desired *Factions* that will be available to the player to buy new units or upgrade existing ones. In the example, the player can buy/upgrade to infantry units, armor, fighters and units that aren't self-propelled.

Editing FACTIONS for Germany		P1 Axis Ger	many	and the second se	
Value 1105	OK Cancel	Fronts 0	Edit	Factions 1105 Bit01> Infantry (1)	Edit
✓       Infantry         Navy       SP Units         Militia       ✓         ✓       Armor         Airborne       ✓         ✓       Fighters         Fighter/Bombers       Bombers         Strategic Bombers       ✓         ✓       Towed Units         ■       Recon Bombers         ■       None         ■       Western Captured Equipment         ■       Eastern Captured Equipment         ■       Mountain	<ul> <li>Special Forces</li> <li>Security Forces</li> <li>Cavalry</li> <li>Command</li> <li>Winter</li> <li>P2Gren</li> <li>Sturm</li> <li>No description</li> </ul>	Player P1 A Country Gerr	and the second s	DK	Cancel

You can chek the available units by clicking the Show units button in the Scenario Settings View.

Axis	<b>_</b>	Show units	From: Jul , 1936	Ground	Soft			\$	
			Until: Aug , 1941	1	Leg		1		
			24 items	Front/Faction	0 102	6		PA18	36
			E 10093 3 7 cm P2/2 E 00081 15 sFH18 E 00081 15 sFH18 E 00081 15 sFH18 E 0095 BrueckerP1 E 0122 P2 IA - TK E 0124 P2 IIA - TK E 0124 P2 IIA - TK E 0142 Lastplarde- E 0005 He-51C - FT E 0142 Lastplarde- E 0005 He-51C - FT E 02078 Lichte Pfe E 20278 Lichte Pfe E 20278 Schwere Pf E 20278 Bit - 11 - 17 E 2258 Ar-65F - FT E 2268 Ar-65F - FT E 2268 Ar-65F - FT E 2268 Ar-65F - FT E 2268 S 10.5 IeFH18 E 2655 20.5 IeF	- ATY Germany ATY Germany Germany Germany Germany Germany PT Germany PT Germany R Germany erde - TPT Germany C Germany C Germany C Germany C Germany AD Germany AD Germany O - TPT Germany O - TPT Germany O - TPT Germany	Available At		Image: Second	9 2 0 0	2 0 0 1
			SupportFire			*	Naval 00	00 0000 01 0000 00 0000 00 0000	



### 3.6. More unit settings.

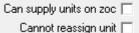
To edit the status of any unit, you can go to the Map Settings View and right click on it:



Or you can go to the Unit Settings View:

	Z → X × ▼ □ □ □ ∞ × □ □ 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Image: Show as Face     Image: Show as Face       Shown: 4/4     INF - 158 pp   Set Face 4	Player     P1 Axis     8 Germany     Must Survive       Eguip.     99 Infanterie - INF Germany     Make Core       Transp     141 Opel Blitz - TPT Germany     V
1.1001 Avis Infancteie * E:99 - INF Germany 1.1002 Avis Infancteie * E:99 - INF Germany 1.1003 Avis Infancteie * E:99 - INF Germany 1.1004 Avis Opel Bitz * E:141 - TPT Germany	Iransp         If 141         Opel Bitz - TPT Germany         ▼           Embark         None         ▼         Leg           Show         © Unit's Equip         O urg.Transp         C Embarked         Ground Unit
	Image: Strength     10     Current strength     10     Full       Image: Strength     10     Current strength     10     Full       Image: Strength     75     Armo x 2     14       Image: Strength     0     Suppression     0       Image: Strength     3     Entrench     0       Image: Strength     3     Entrench     0       Image: Strength     Cannot reassign unit     Turn Prestige     0     Air Mission       Image: Strength     Cannot reassign unit     Turn Prestige     0     Air Mission
	Leader   Status   Al
	I O None
Sort Player Unit number  Sort Filter Clear Filter Country No Filter Solution Only Leaders	O None     Castom     Chance     V     V     V
	G Random C Custom Chance 0 %

Here you can define if the unit Must Survive (see 3.7.1), supplies adjacent units, and if player can reassign it.





Here you can define if the unit has a leader and if it is random or custom. To create or modify a leader, you must click the button with the head figure.

Leader Status AI	
0 None	•
C Random C Custom	Chance 0 %
00 - According unit's class	<b>_</b>
00 - According list of leaders	<b>_</b>

Here you define the status of the unit; it's used in editing saved games.

Leader Status	AI			
<b>Valid</b> Retreated Aux Unit Free Core		Can Move 🔽 Can ReSupply 🔽 Can Fire 🔽 Building	Has Moved Has Resupplied Has Fired Has Fired Support Has Intercepted	

Here you set some guides to the AI for using the unit. The unit role isn't implemented yet. **Anchored** means that unit doesn't move, only if forced to retreat. **Hold position until turn** means that the AI won't move the unit until the specified turn.

Leader Status	AI	
Unit's Al role		- Hex objetive
Anchored Kamikaze		Hold position until tum

### 3.7. Extended victory conditions

The default victory condition is to take all VH on map in the time allowed for a BV, V or TV; if the turns for a TV pass without taking the hexes, the player losses the scenario.

Some of these conditions can be asked for simultaneously, but you must only meet one of them to win the scenario. To set extended victory conditions you must click the Victory Conditions button in the Scenario Settings View; this will show the Extended Victory Conditions window.

Any scenario will end too if one player destroys all enemy units.

Extended Victory conditions	-	-	×
Enable #VH to control		Axis	Allied
	<b>#</b> ∨H for B∨	0	0
	#VH for ∨	0	0
	#VH for TV	0	0
Units to Retreat	#Units to retreat	0	
	For Axis	0	
	For Allied	•	
Enable Units to Survive		Axis	Allied
	#Units to Survive	• 0	0
	#Units marked MSL	1 O	0
Enable typed VH			
OK	Cancel		



#### 3.7.1. Destroy/survive units

To set this victory condition, you must do two things. First you must define any number of units as Must Survive Units (MSU). You can do this by right clicking the unit in the Map Settings View or by selecting the unit in the Unit Settings View, and then checking the Must Survive checkbox. The unit will appear in the Suite with a check mark near its strenght number.



Axis

2

Allied

0

0

Second, you must check the Enable	
units to Survive checkbox in the	Enable Units to Survive
Extended Victory Conditions	#Units to Survive
window, and type the number of the	#Units marked MSU
MSU that need to suvive not to lose	
the scenario. In the image the two	

#### 3.7.2. Typed VH

lose it.

Typed VH allow you to set some VH as needed for a level of victory.

To enable this option you must check the Enable typed VH checkbox in the Extended Victory **Conditions** window.

MSU must survive the scenario not to

Enable typed VH	l
	1

Then in the Map Settings View you could check any of the checkboxes in the image to mark the VH as needed for a level of victory.

Axis Vic.Hex type	BV 🗖	$\vee \square$	TV□	ĺ
Allied Vic.Hex type	BV 🔽	$\vee \mathbf{\overline{\vee}}$	TV 🔽	l

Let's see two examples; in both of them we will suppose that there are only three VH for the Axis side.

In the first example, the Axis side needs to take only A in the number of turns set for a BV. If the turns for a BV pass without taking A, then he just needs to take B and C; if he achieves it before the turns for a V pass, he will get a V, otherwise just a TV or if the turns for it pass, a Loss.



In the second example, the Axis side needs both A and B to achieve a BV in the specified number of turns, for a V he needs all three, and for a TV just A and C.

	Example 2	
Axis Vic.Hex type     BV     V     TV       Allied Vic.Hex type     BV     V     TV	Axis Vic.Hex type BV 🔽 V 🔽 TV	Axis Vic.Hex type BV VV VV Allied Vic.Hex type BV VV VV
Α	В	С

#### 3.7.3. Hold VH

You can define the number of VH that the player should control at the end of the scenario to achive any result. To do this you must check the **Enable #VH to control** checkbox and type the number of VH to hold for each level of victory.

Enable #VH to control		Axis	Allied
	<b>#</b> ∨H for B∨	3	0
	<b>#</b> ∨H for ∨	2	0
	#VH for TV	1	0
gs View:		Turns	Hexes
ne maximum number	Brilliant Victory	10	3
nd then the victory	Victory	14	2

Tactical Victory

16

You can do this too in the Scenario Settings View:

Be aware that the scenario will last until the maximum number of turns defined (16 in the example), and then the victory condition will be checked.

#### 3.7.4. Retreat a number of units

To define this victory condition, you must do two things. First you must check the **Units to Retreat** checkbox in the **Extended Victory Conditions** window, and type the number of units to retreat for any side.



Then you must set at least one Escape Hex (EH) in the map, for the units to retreat to.



#### 3.8. Scenario options

You can access the scenario options by clicking in the **Options** button in the **Scenario Summary View**. A new window will open where you can set the options you want; some of them will only be useful in campaigns.

cenario Options			
Γ	Default experience for new units & prototypes		
Г	Allow setting default unit's strenght for each player	(also when getting prototypes)	
Г	Use current / basic strenght as defined (so no rese	et current to basic)	
Г	Use Fuel as defined (so no reset when load)		
	Use Ammo as defined (so no reset when load)		
Г	Avoid paratroop deployment on ocean hexes using	g air transport	
2	Play custom music during Scenario File		
Ξ	No prototypes		
-	Allow custom time frame in range between 1 and 1	2 months for valid prototypes	
	Allow Typed VH		
Г	Allow to BLOW Bridges, Ports, Airfields & Cities	True range 0 (cannot fire to surrounding hexes)	
Г	Allow to REPAIR blown hexes	True spotting 0 (cannot spot surrounding hexes)	
Г	Allow to BUILD Pontoons, Ports, Airfields & Forts	✓ Line of fire is blocked also at range >2 by Mountains, Forest and Cities	
Г	Air units extend ZOC (as ground units)	☐ Friend Units ALSO block LOF (line of fire) -unles light attribute	
Г	Air Units can be fired when entering AD range	✓ Extended LOS rules (Forest, blocks LOS, limited Air LOS	
Г	BB,CV & BC can fire as FlaKs	Allow roads on any terrain ( impassable rivers or even ocean)	
Г	Allow barrage fire (indirect fire)	Reinforces arrives when player is active (either same as PG2- at turn start)	
Г	Enable Air missions	Added Core behave as prototypes (ON). Default as purchased (OFF)	
		Ports dont behave as Supply Hexes	
		Enable random misdropping for airborne units	
		Weather can change ground condition	
		Extended naval rules	
10	Set Mode PG2		



- *Default experience for new units & prototypes*: lets you define the experience for units bought in the scenario and prototypes obtained.
- Allow setting default unit's strenght for each player: lets you define the strenght for units boutght in the scenario.
- Use current/basic strenght as defined.
- Use Fuel as defined.
- Use Ammo as defined.
- Avoid paratroop deployment on ocean hexes using air transport.
- *Play custom music during Scenario File*: you can define two music files to be played during the scenario. The files are selected in the **Scenario Summary View**.
- *No prototypes*: used in campaigns; a BV doesn't give the possibility of obtaining a prototype. This option can be also be set in the **Scenario Summary View**.
- *Allow custom time frame...*: you can set the time frame to choose available prototypes, from 1-12 months. The default is 9. This option can be also be set in the **Scenario Summary View**.
- *Allow Typed VH*: see 3.7.2.
- Allow to BLOW: units with the required attribute can blow some kinds of terrain.
- Allow to REPAIR: units with the required attribute can repair blown terrain.
- *Allow to BUILD*: units with the required attribute can build some terrain enhancements.
- *Air units extend ZOC*: air units have a ZOC in the six surrounding hexes.
- Air units can be fired when entering AD range
- *BB, CV & BC can fire as FlaKs*: those ship classes can defend from air attacks with a range of 1, and attack planes at their range.
- Allow Barrage fire: some units can attack hidden hexes.
- *Enable Air missions*: enables the use of Air Missions in the scenario. This changes the way the players can use their planes. This option can be also be set in the **Scenario Summary View**.
- *True range 0*: units with Range 0 cannot attack adjacent hexes.
- *True spotting 0*: units with Spotting of 0 don't spot adjacent hexes.
- Line of fire is blocked also at range > 2 by Mountains, Forest and Cities.
- *Friend units ALSO block LOF*: units of the same side than the firing one block line of fire.
- *Extended LOS*: Mountains, hills forest and city hexes cut LOS to the hexes opposite them; units in forest hexes aren't spotted by other ground units, unless adjacent; units in forest or city hexes aren't spotted by air units more than 2 hexes away; units than cannot move and are spotted, remain located, but can only be inspected if within spotting range.
- Allow roads on any terrain: roads can be set in any terrain, even impassable ones.
- *Reinforces arrive when player is active*: reinforcements arrive in the player turn, not at the start of the *Player 1* turn.
- *Added Core behave as prototypes...*: core units given in a scenario other than the first don't count against the cap if checked.
- Ports don't behave as Supply hexes.
- *Enable random misdropping of airborne units*: airborne units can land in other hex than the targeted one.
- *Weather can change ground condition*: several turns of the same weather can make the ground change its condition.
- *Extended naval rules*: ships return fire to artillery and forts, ships can only attack submarines at range 1, destroyers can escort naval transports against submarine attacks like fighters escort bombers, and submarines need direct LOF to attack.

The option *PG2 Mode* disables options not present in PG2 (up to 2.20 patch) to enhance compatibility with older campaigns and scenarios.



## 4. Links

Here you have some links to the main webpages with material for Open General and Panzer General 2: Luis Guzmán's web page: http://luis-guzman.com/ JP's Wargame & History Forums: http://www.panzercentral.com/forum/viewforum.php?f=178 Kaiser General: https://sites.google.com/site/jkpanzer/ Steve PG2 Campaign: http://hosted.wargamer.com/pg2campaigns/steve/pg2.htm Gilestiel PG2 Mapfinder: http://pg2mapfinder.gilestiel.eu/ Adlerkorps: http://www.adlerkorps.com/ Latin Generals: http://gilestiel.nerim.net/lg/ The MG Bunker: http://sites.google.com/site/themgbunker/ OpenGeneral & PanzerGeneral (polish): http://www.pg2.net.pl/ Polecam (polish): http://opengeneral.pl/polecam.html Polish forum: http://www.forum.gildiageneralow.pl/opengen/0/ Rayydar's (German): http://www.rayy.de/raiders/pages\_e/RayyFrames2N.html Panzerliga: http://www.panzerliga.de/en/index.php

## 5. Acknowledgements

First and foremost to Luis Guzmán, creator of the Suite and of Open General; without his efforts nothing of this would be possible. He made some suggestions and always answered my questions (even the stupid ones <sup>(i)</sup>)

To my wife and daughter, who allowed me the time to do this.

Also my thanks go to all modders, mapmakers, iconmakers, and campaign and scenario designers and converters; the time that you "waste" creating your works is time that many people will enjoy. If you have some question or suggestion about this manual, email me at <u>gbs6711@gmail.com</u>



## 6. Version history

0.1 First released version.