Open Suite

Manual

2 Scenario creation

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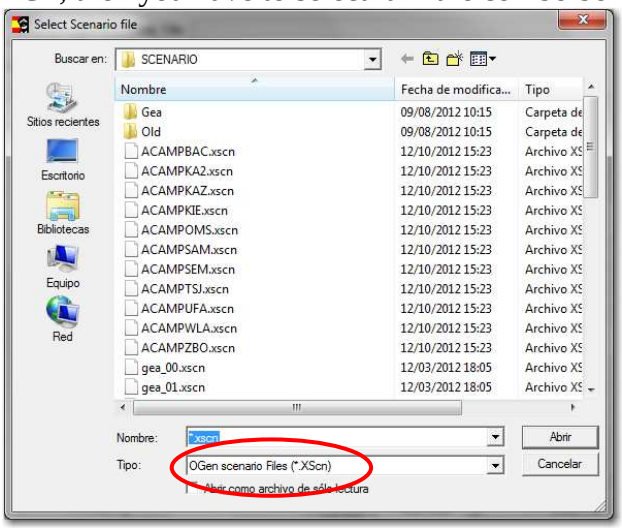
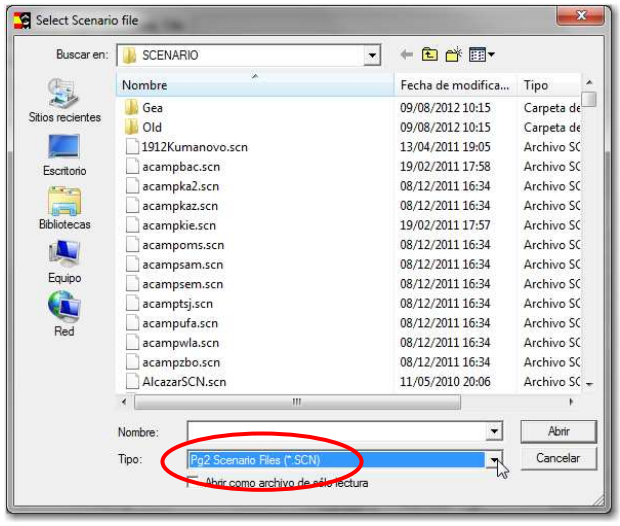
1. Editing a scenario/savegame

1.1. Editing a scenario

To load a single scenario, you must press the **Load Scenario** button or go to **File → 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.



Loading a .xscn file.

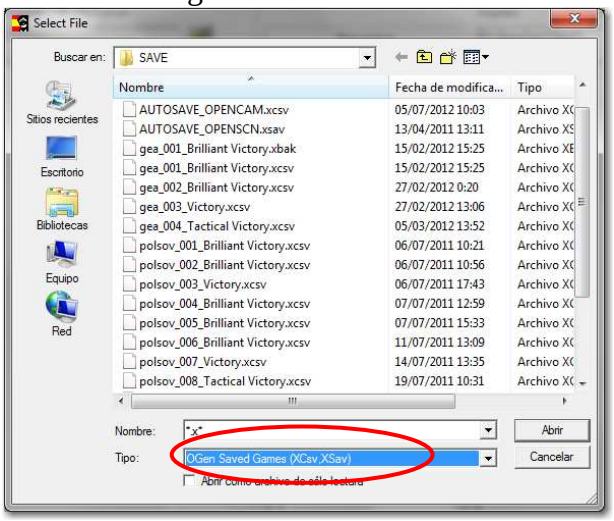


Loading a .scn file.

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 → Load Saved Game**, and select the savegame file.



Loading a .xcsv file.

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.

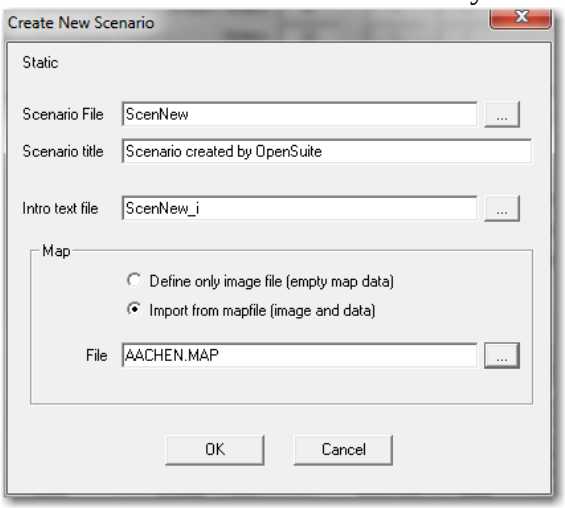
2. Basic scenario creation

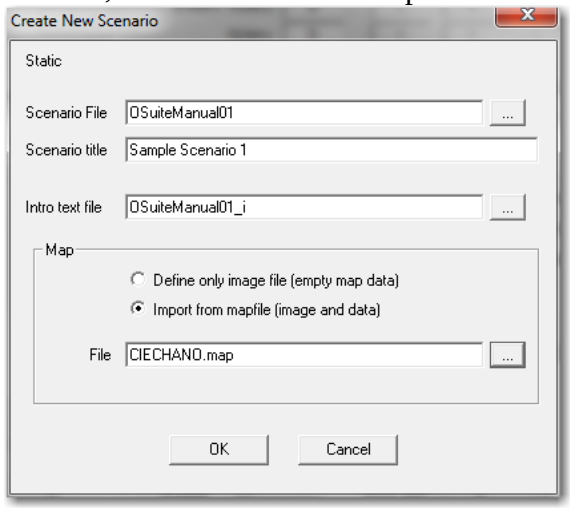
2.1. Info and map

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.

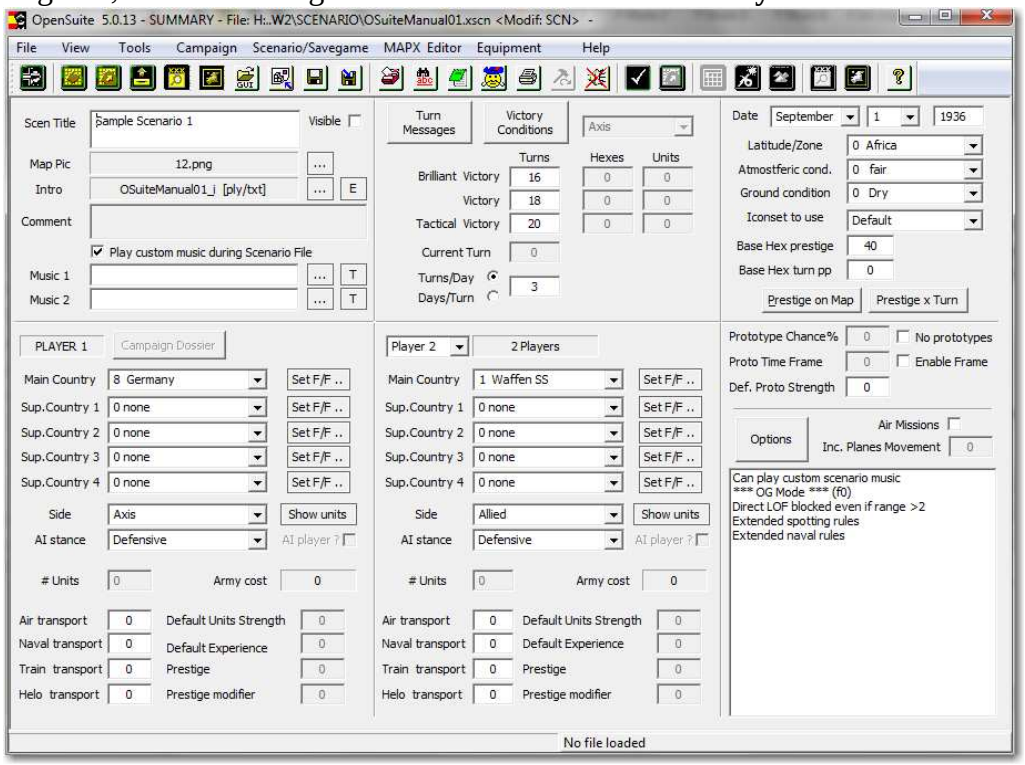
2.2. Creating a new scenario

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 → Change Efile folder**. In the following screens I'm going to select the Composite WW2 (Efile_COMWW2). Then go to **Scenario/Savegame → New scenario**
Fill the data fields with the names that you want for your files, and then select the map.



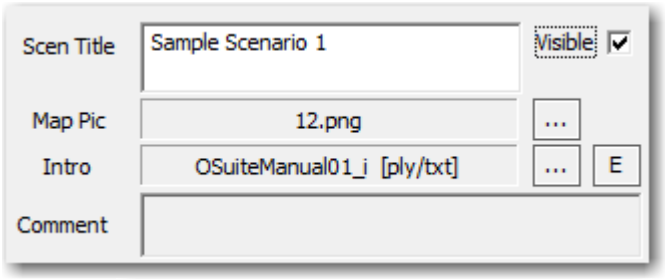


The **Define only image file** option for the map lets you load only the image of the map; you should define the terrain in the **Map Editor View**. We will talk about this in another chapter.
After pressing **OK**, the Suite changes view to the **Scenario Summary View**:

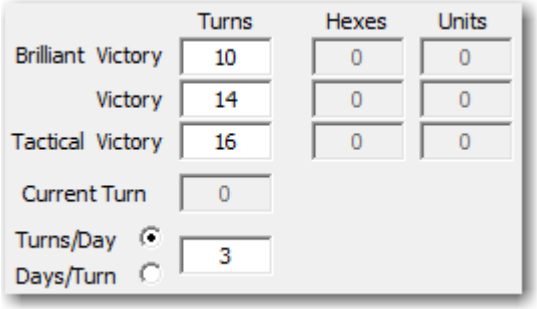


2.3. Scenario info

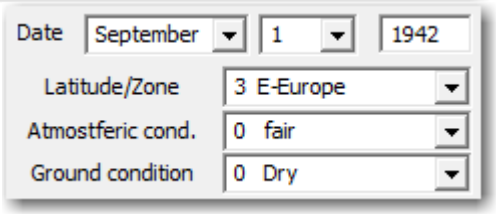
Here goes the scenario name, the map picture used and the intro text. You must be sure that the **Visible** checkbox is ticked, so the scenario can be selected to play. To edit the scenario intro, you can press the **E** button to the right of the name of the file.



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.

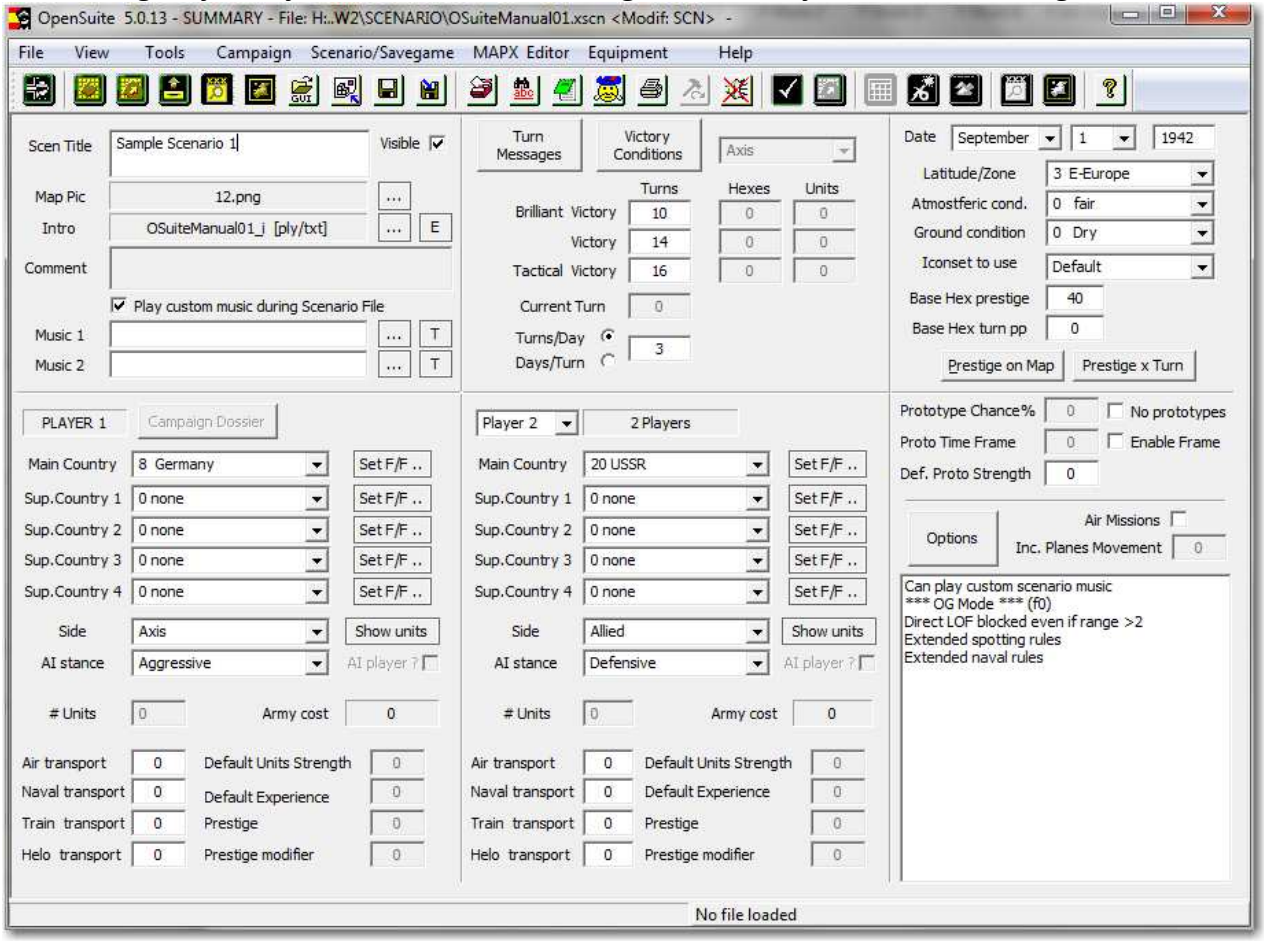


Here you select the date and the atmospheric and ground conditions. The **Latitude/Zone** is used to determine the weather changes in the scenario.

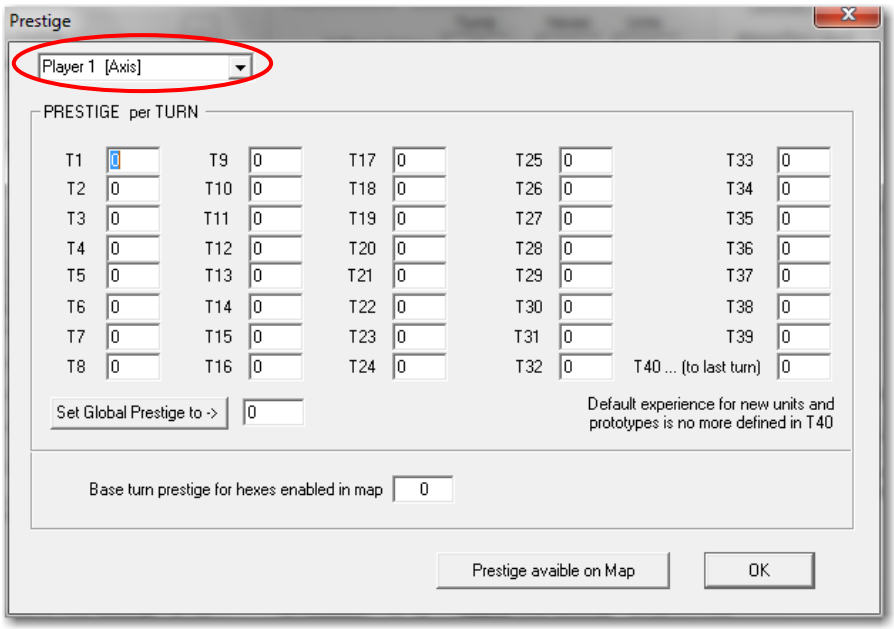


In this section you set the *Player 1* (and in the one to the right the *Player 2*) characteristics: the main and support countries, the side and the air and naval transport available. The AI stance is useful for *Player 2* (the AI) and determines its strategy: *Aggressive* makes it attack the player's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

After setting *Player 2*, you should have something like this. Any value can be changed later.



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.

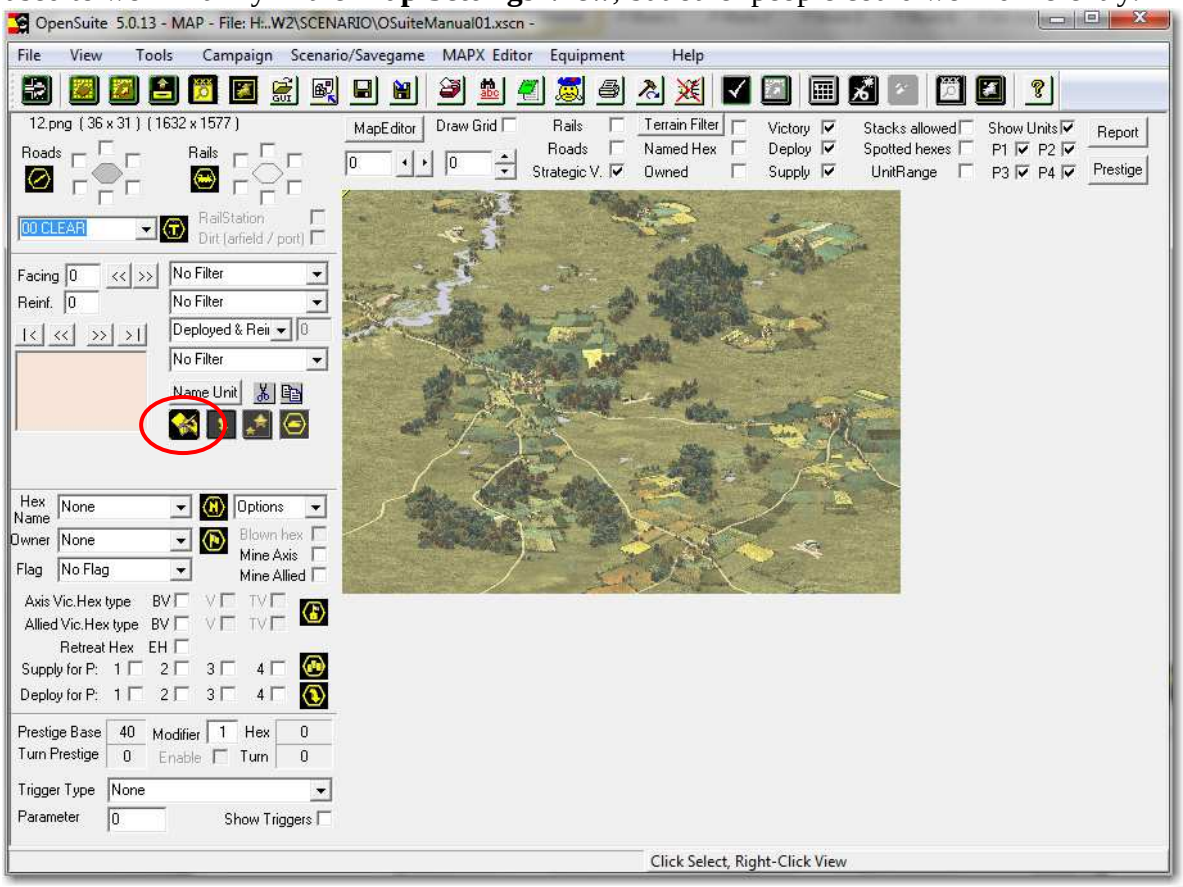


There are many more options, but we are making a simple scenario first.
At the end of the title bar of the Suite you can see that the scenario is modified and the changes not saved.

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.

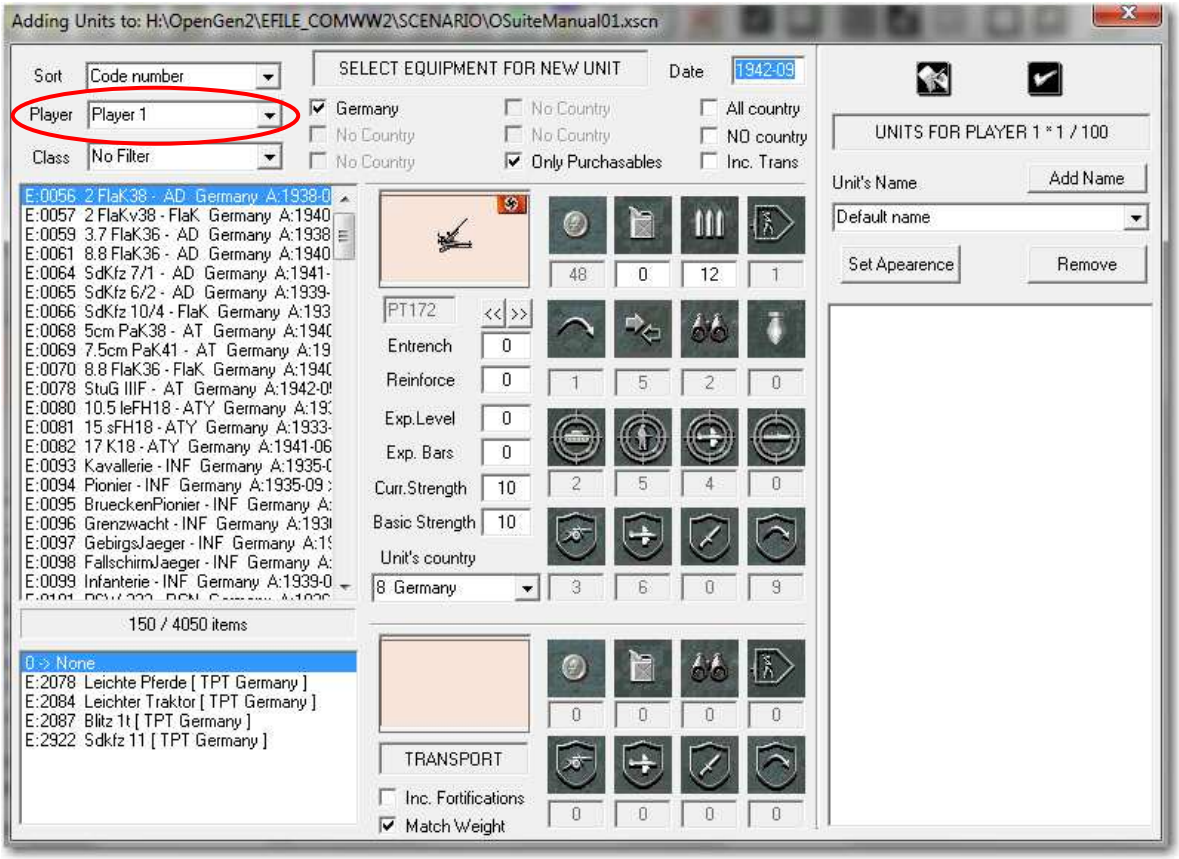
2.4. Buying and deploying units

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

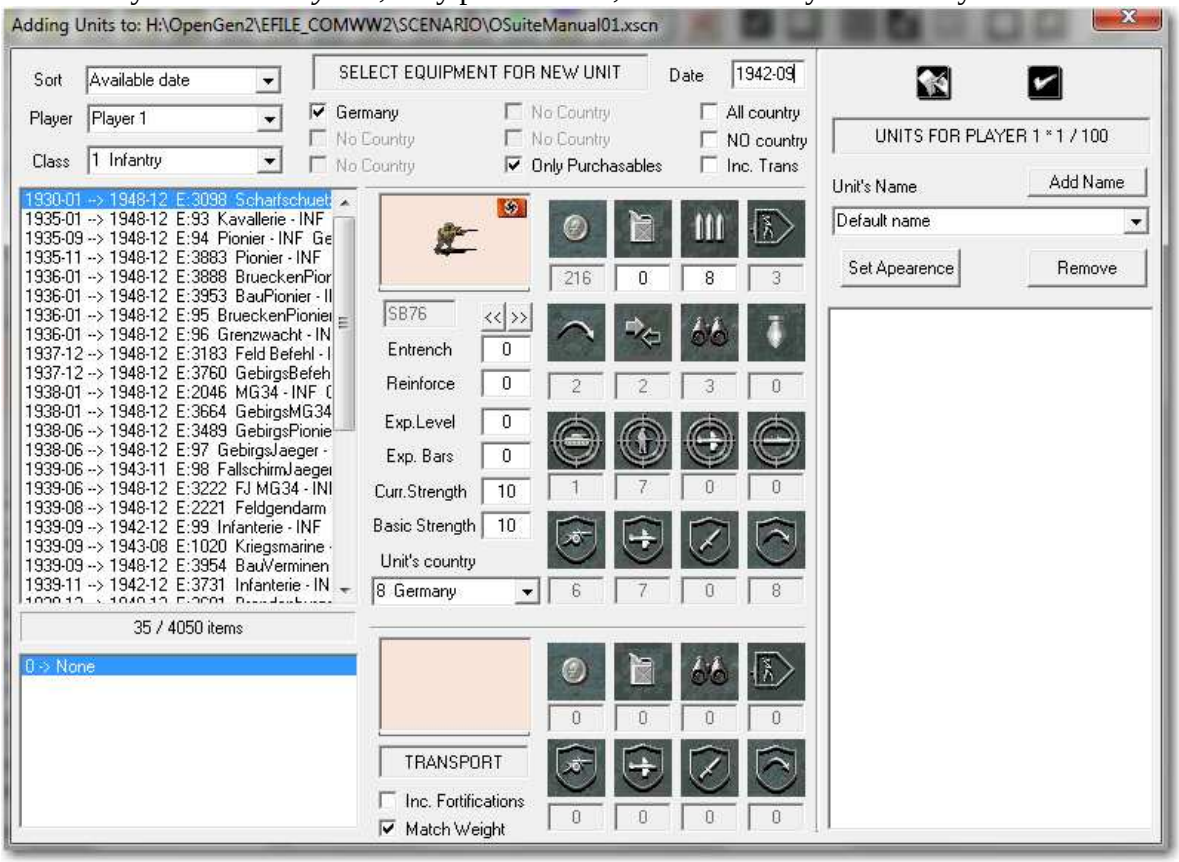


To buy units, in the **Map Settings View** you can click this button, located in the middle left side of the screen.

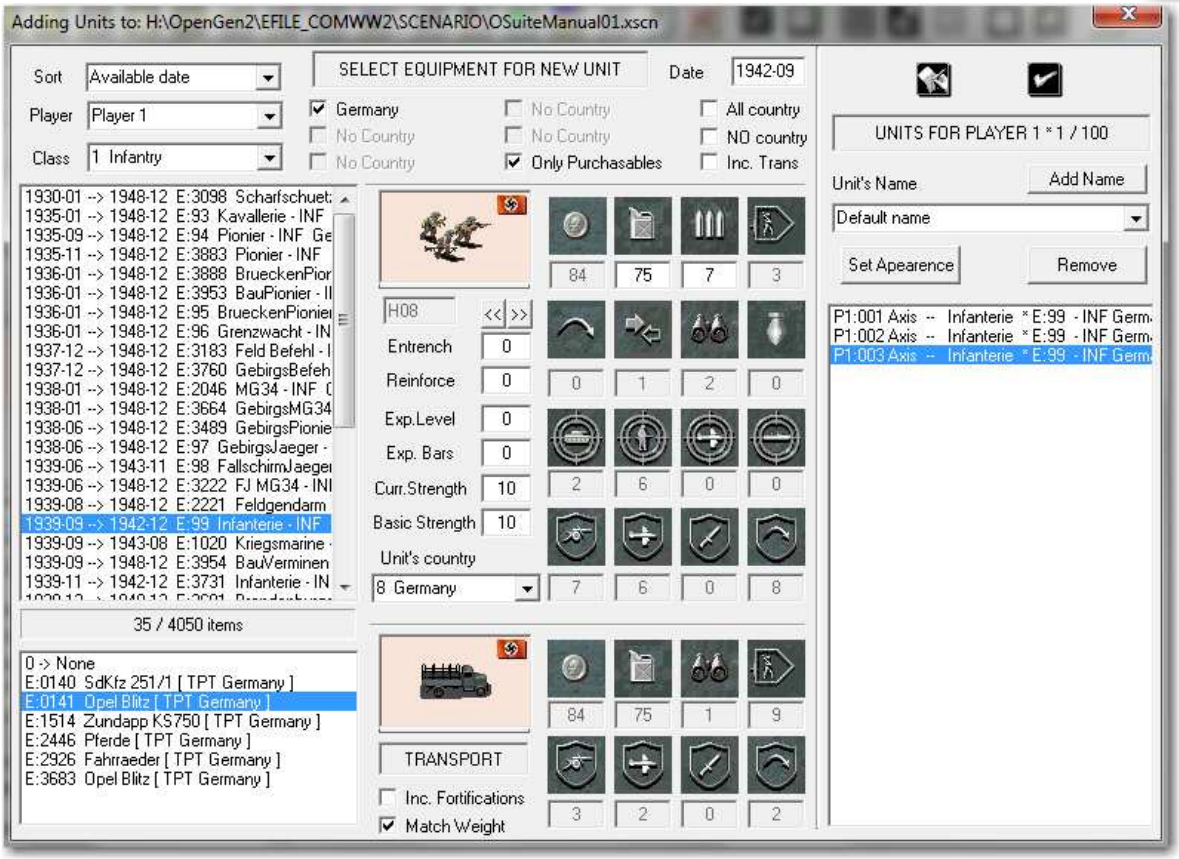
A new window opens, where you can buy units for both players. You only need to change the **Player** combo box.



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.



Now you select the unit that you want to buy and its transport and press the **Buy** button.

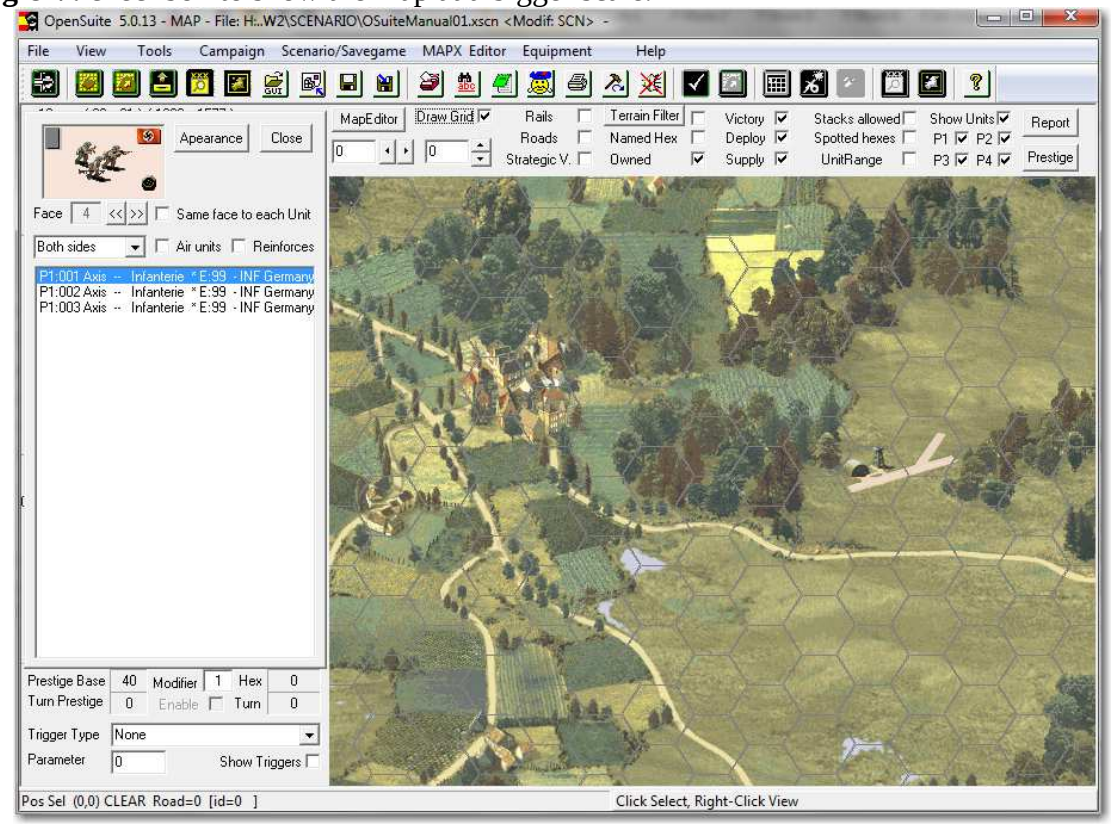


In the center of this window, you can change some properties of the unit that you are going to buy:

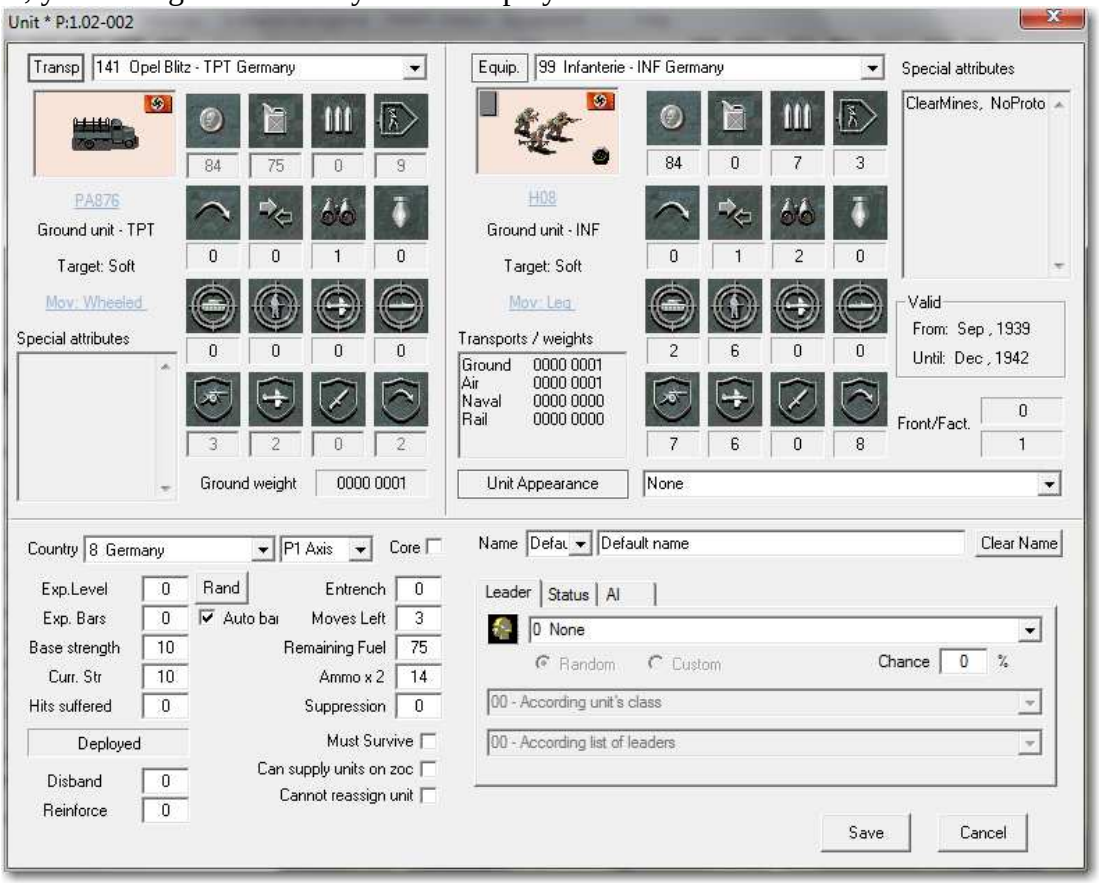
- **Entrench**: the entrenchment level.
- **Reinforce**: the turn number in which the unit appear.
- **Exp. Level**: the experience points of the unit.
- **Exp. Bars**: the experience bars of the unit.
- **Curr. Strength**: current strength of the unit.
- **Basic Strength**: the maximum strength of the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

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.

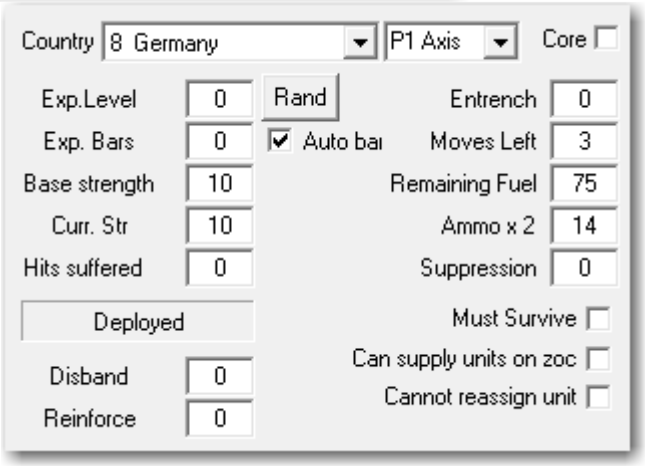


When you have finished deploying, click the **Close** button to close the deployment panel. Once deployed, you can right click in any unit to display a window with info about it.



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.

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.

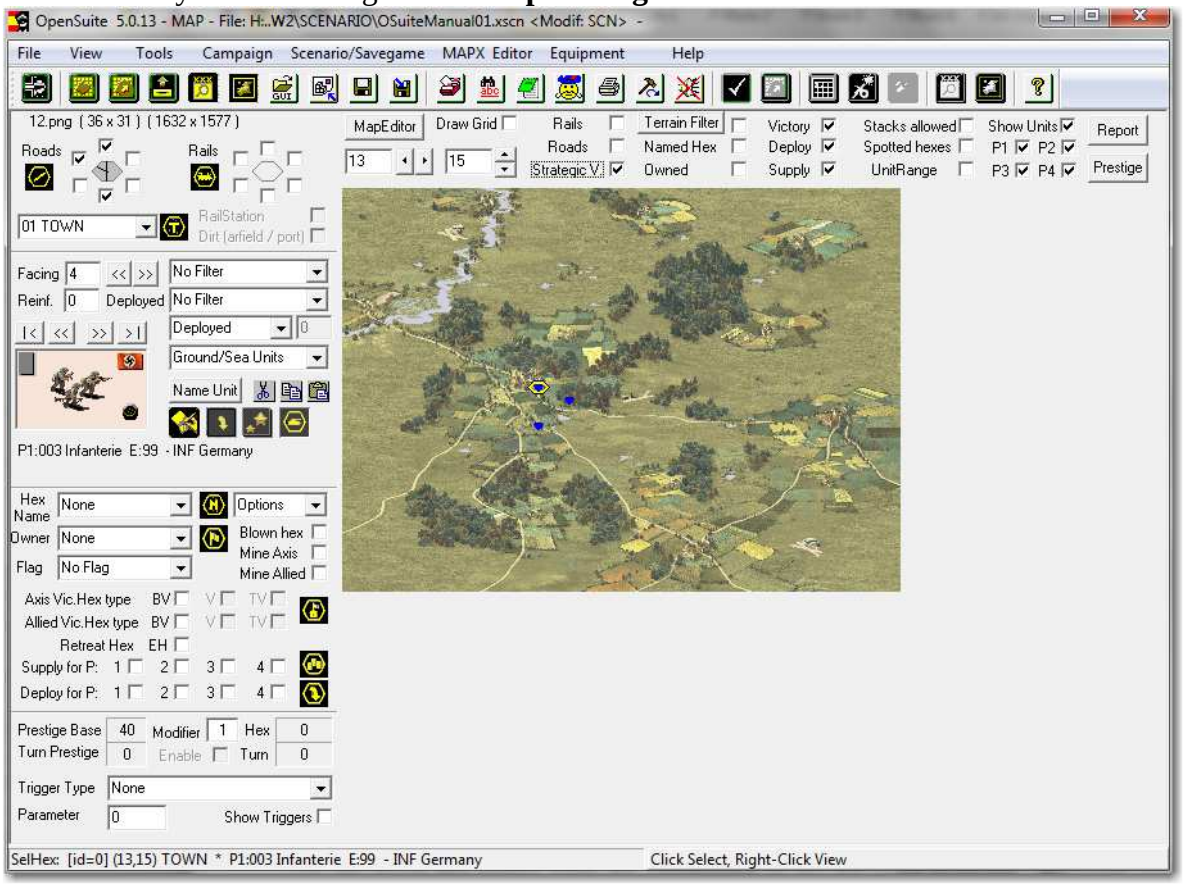


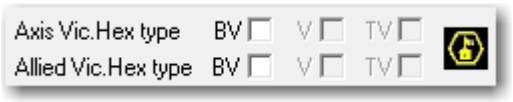
You can also use the **Cut**, **Copy** and **Paste** buttons at the left, to move the selected unit to the clipboards, make a copy of the selected unit, or paste the unit of the clipboard in the map.

You can work also in the **Unit Settings View**.

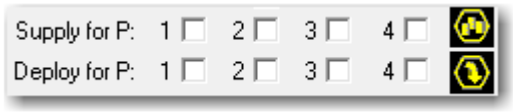
2.5. Victory hexes (VH) and Supply hexes (SH)

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**.



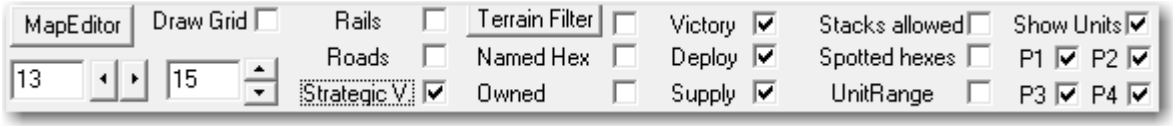


At the lower left corner there are checkboxes to set the selected hex as a VH for the *Axis* or the *Allied* side; you must check the one you want, and remember to set owner and flag also.
"VHs for Side 1" means that player of *Side1* should try to capture this hex, so this VH should be owned by *Side 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.

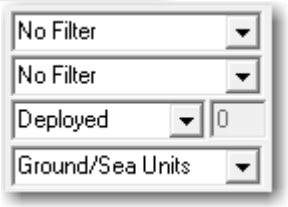


Here you can change any hex into a SH or a DH. The number is the player that can use it to supply or deploy.

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.

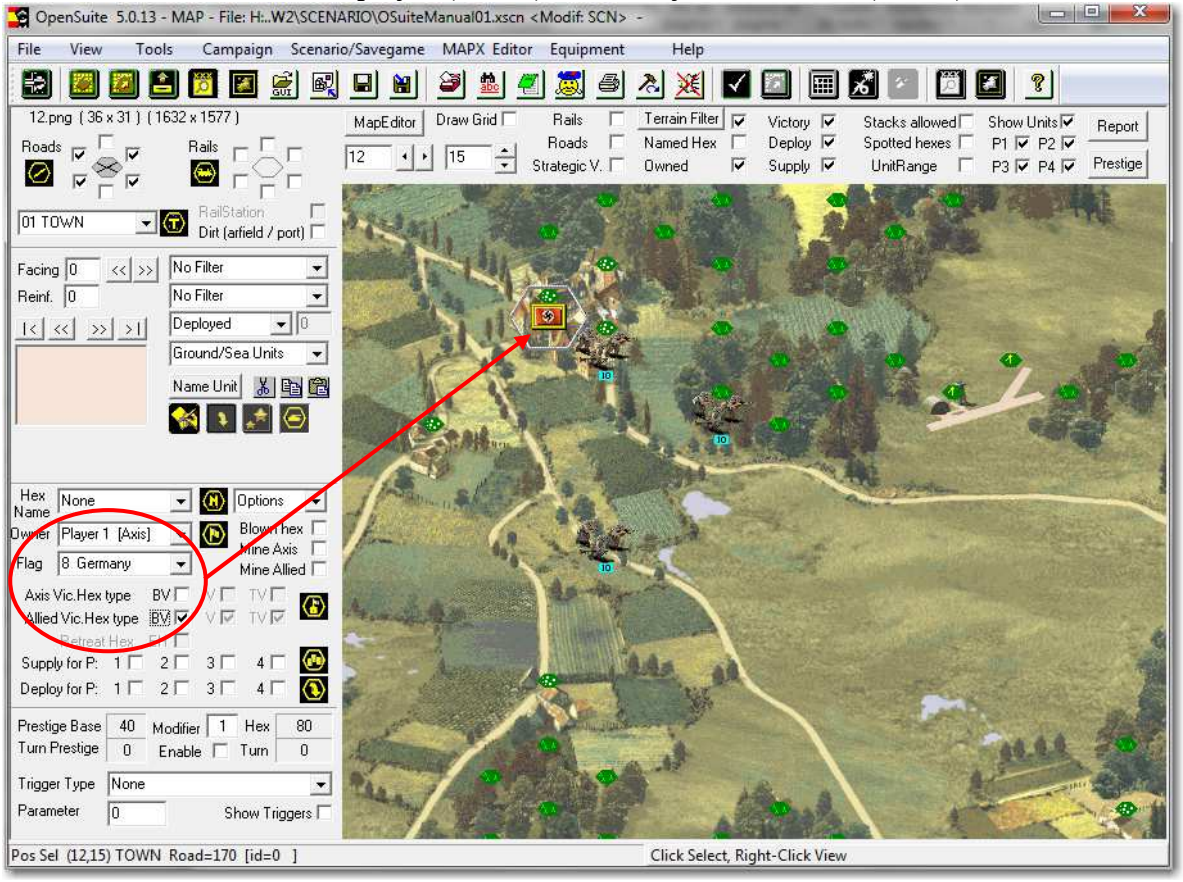


You can also use the filter to the left to show only the units that you want: the first one to select one country, the second the type of unit, the third to show only deployed or reinforcements, and the fourth to show ground, air or sea units. All filters are cumulative.

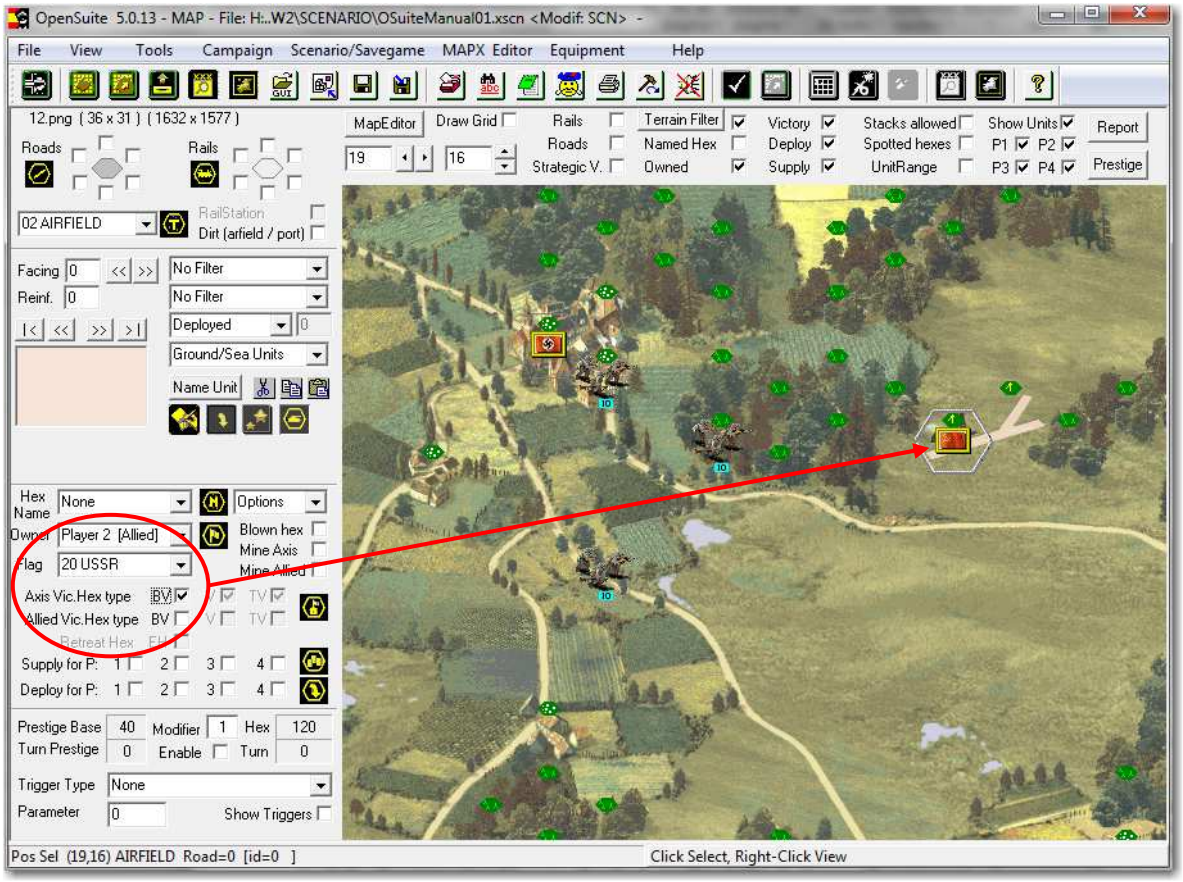


The terrain filter displays a little icon in the map hexes, showing the terrain type.

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

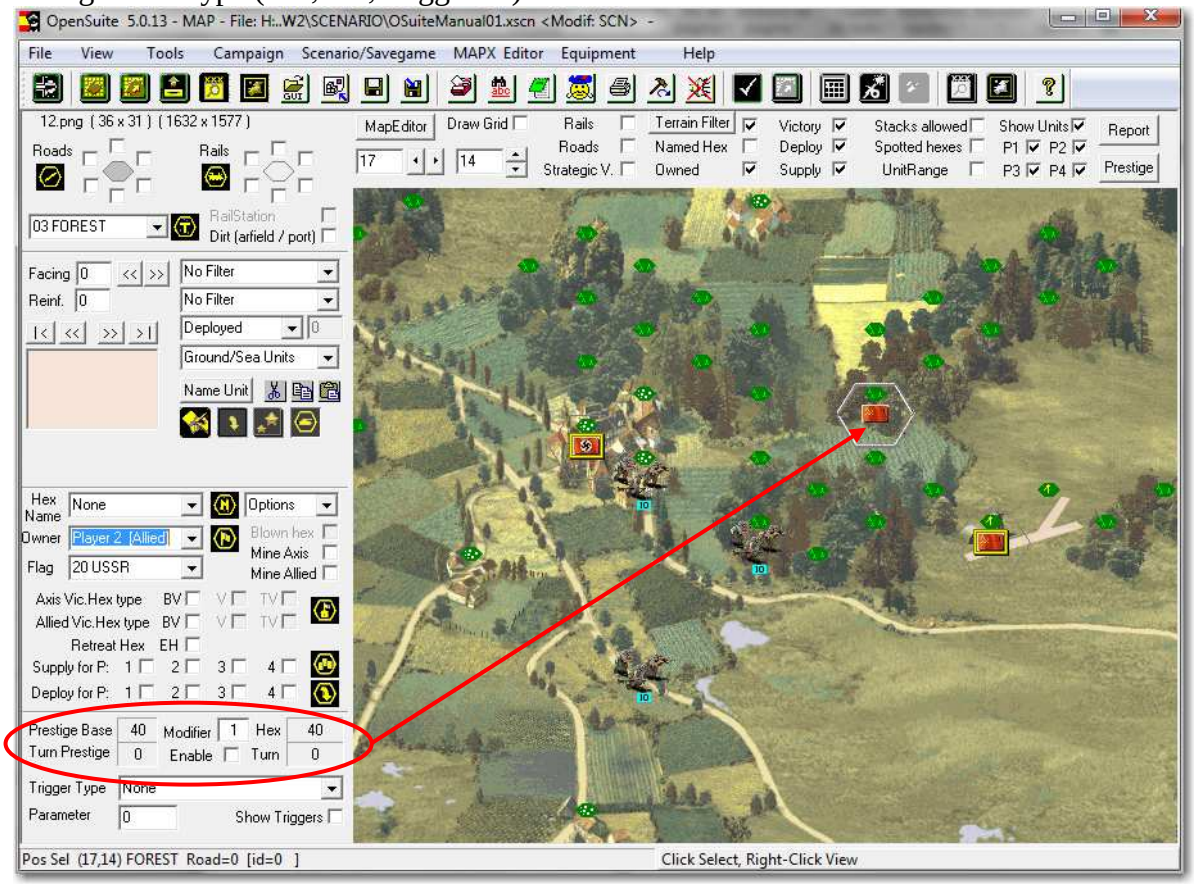


Then we do the same for *Side 1*.



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.

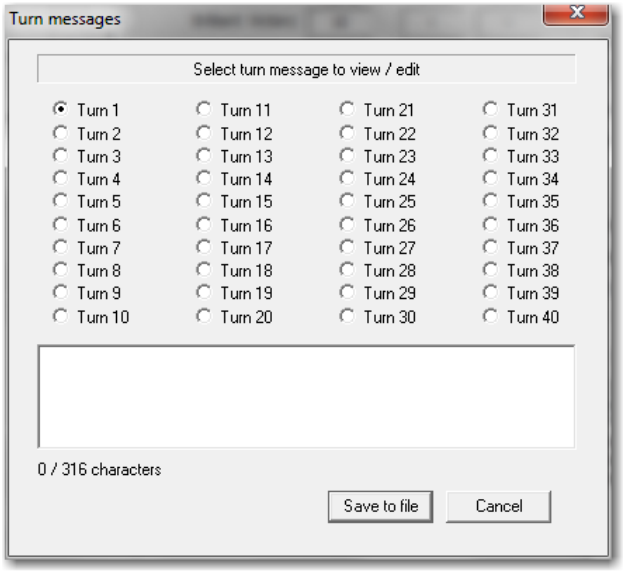
Owned hexes show the controlling side flag, and can give prestige to the other side when it captures it, if the Modifier is different than 0; to the right it shows the amount of prestige that it gives, depending of hex type (VH, SH, flagged…)



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.



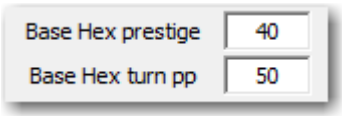
3.2. Modifying base hex prestige

The default cumulative prestige points awarded by taking objectives are:

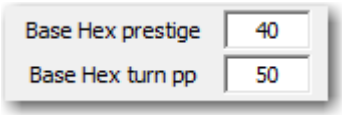
- VH: 80
- SH: 80
- Port: 80
- Flagged Hex: 40

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.

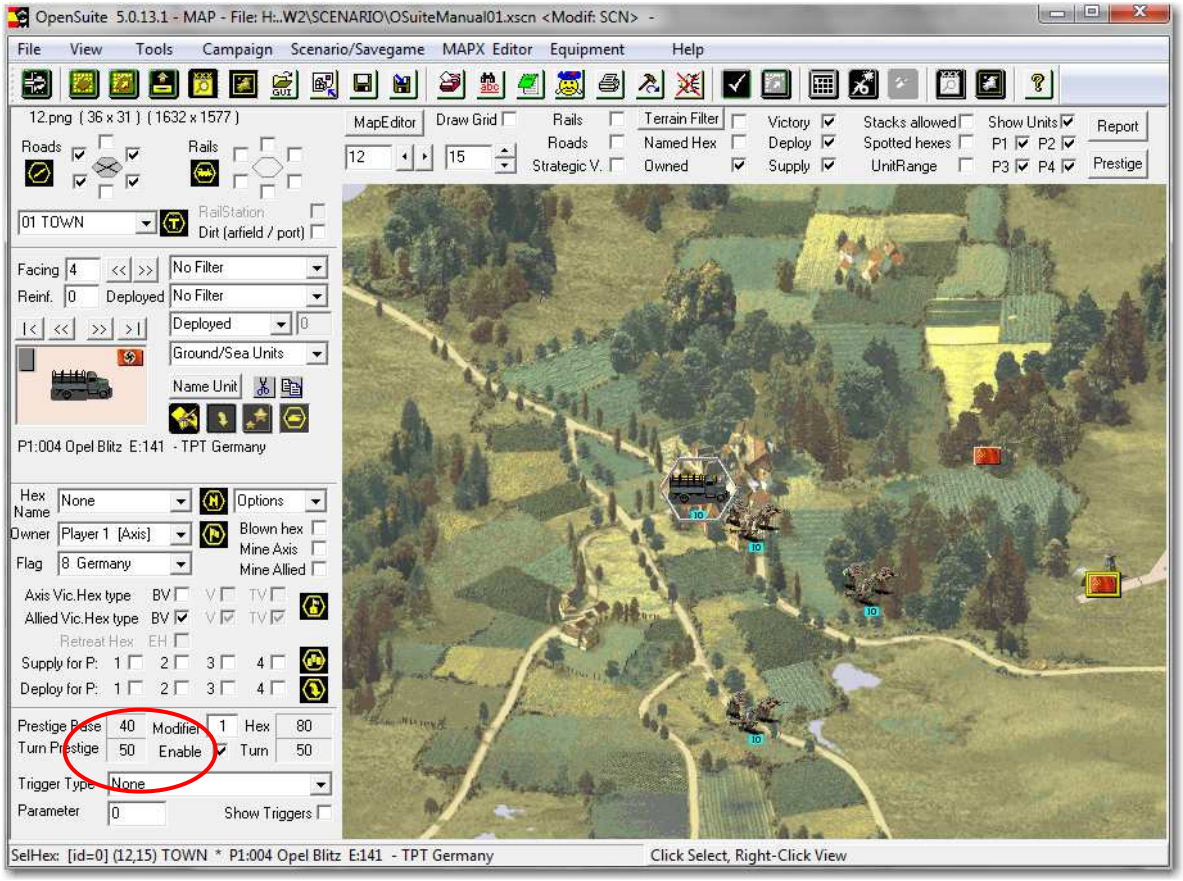
To change the base value, the one that is given for a normal flagged hex, you can change the **Base Hex prestige** value in the **Scenario Summary View**, in the upper right corner.



3.3. Units/hexes that give prestige

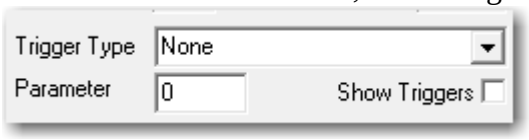


You can define that some unit or hex gives a certain amount of prestige each turn. To do this you select the unit or any flagged hex and check the **Enable** checkbox in the bottom left of the **Map Settings View**. The base turn prestige is set in the **Scenario Settings View**.



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.



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.

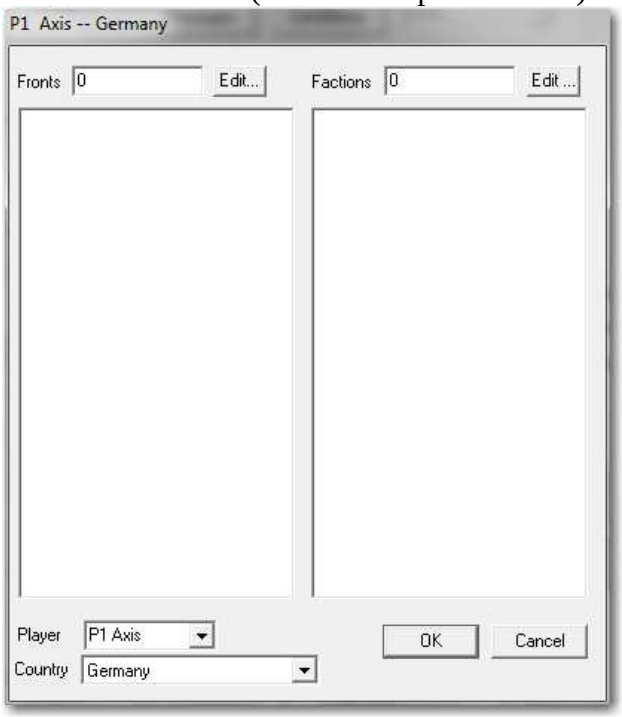
If you check the **Show Triggers** checkbox, the hexes with triggers show in the map with a little "T" in them.

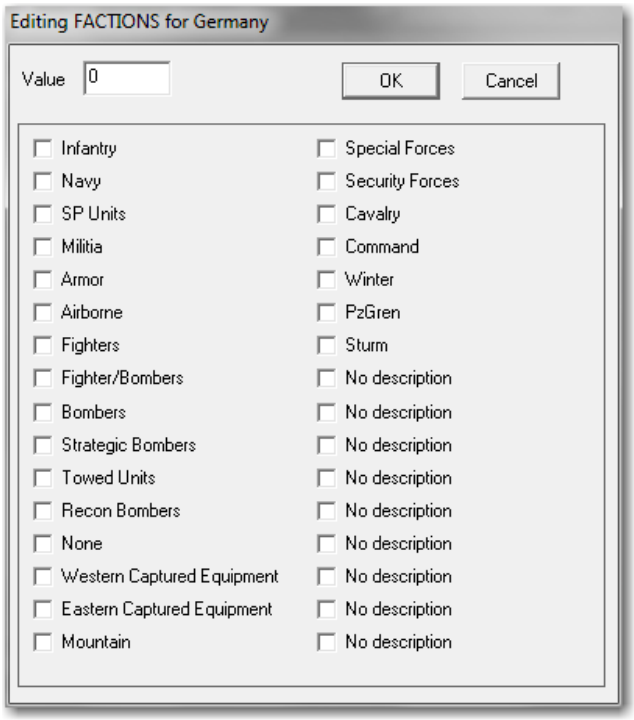
3.5. Front and Factions (F/F)

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.

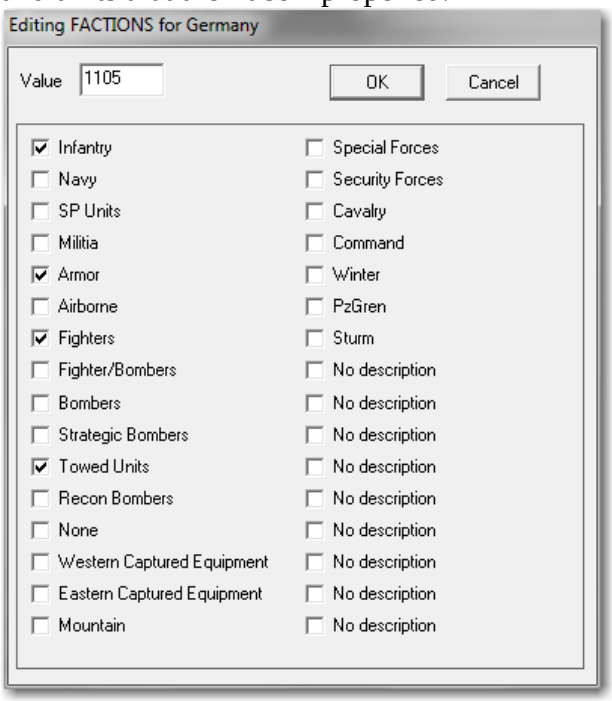
First you must click the **Set F/F..** button in the **Scenario Settings View**; a new window will open.

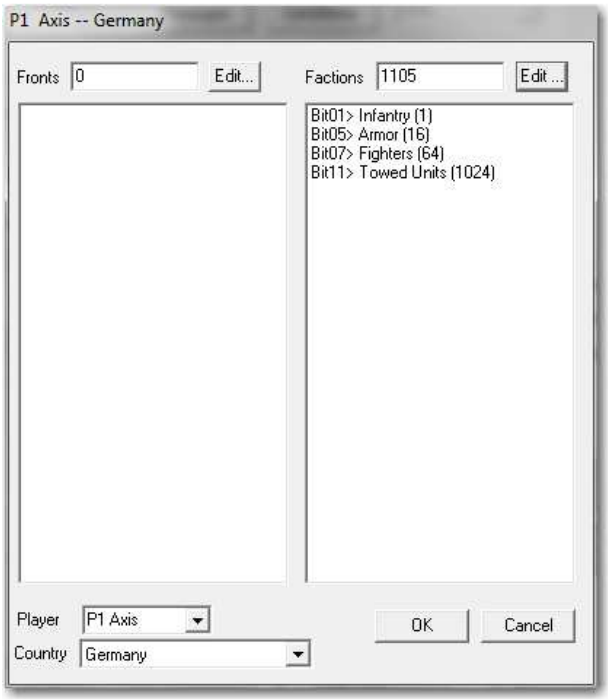
Then you must click in the **Edit…** button of the *Fronts* or *Factions* (in this example *Factions*).



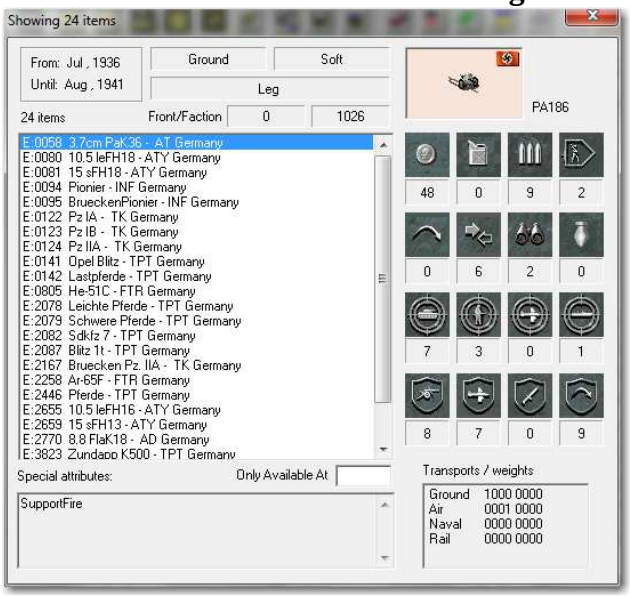


You can now check the desired *Factions* that will be available to the player to buy new units or upgrade existing ones. In the example, the player can buy/upgrade to infantry units, armor, fighters and units that aren't self-propelled.



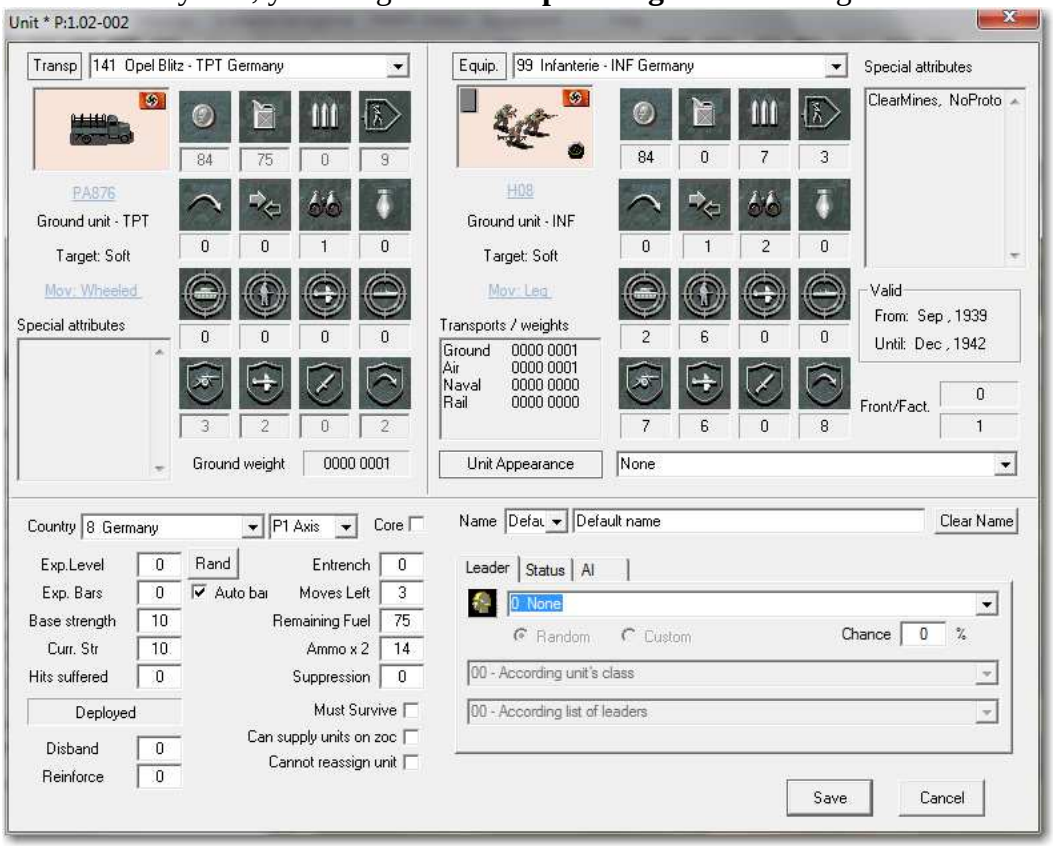


You can chek the available units by clicking the **Show units** button in the **Scenario Settings View**.

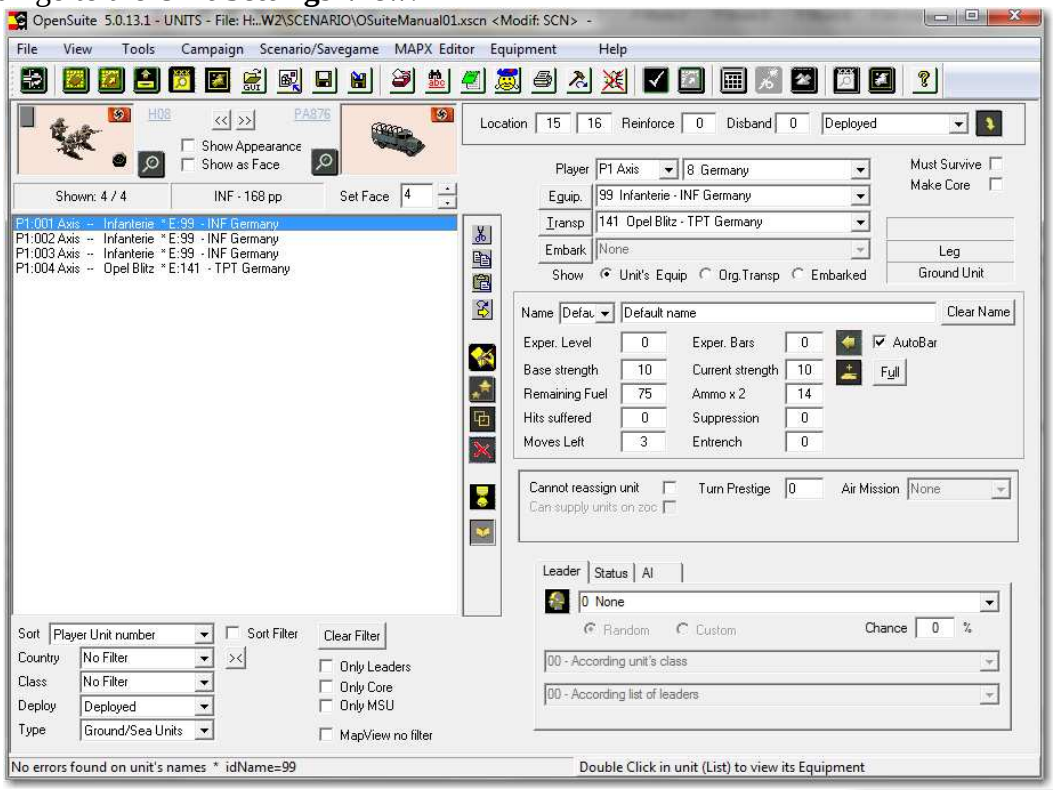


3.6. More unit settings.

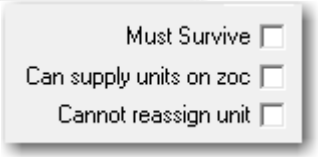
To edit the status of any unit, you can go to the **Map Settings View** and right click on it:



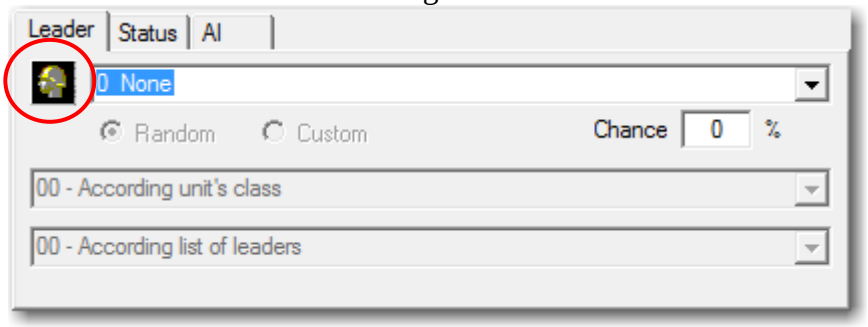
Or you can go to the **Unit Settings View**:



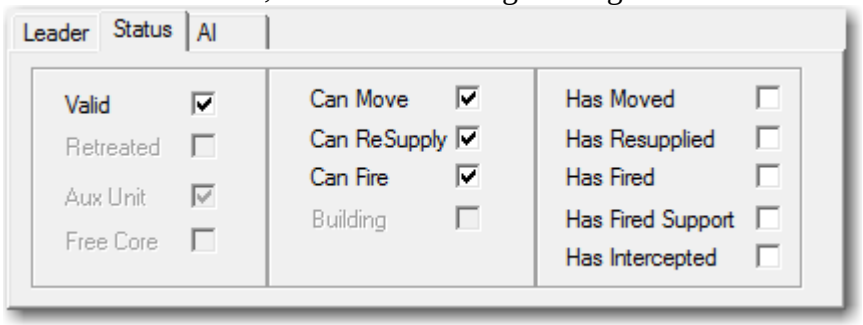
Here you can define if the unit Must Survive (see 3.7.1), supplies adjacent units, and if player can reassign it.



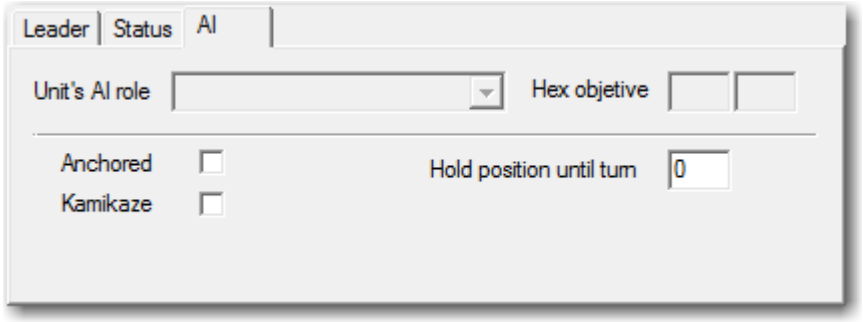
Here you can define if the unit has a leader and if it is random or custom. To create or modify a leader, you must click the button with the head figure.



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



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.

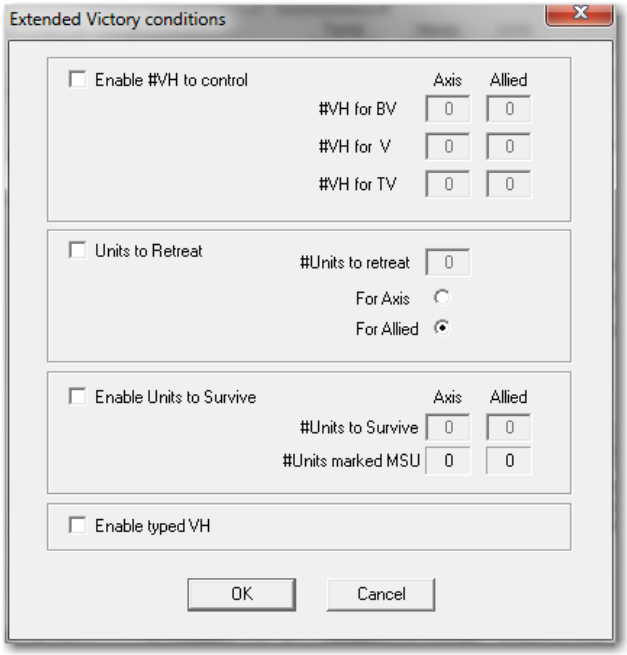


3.7. Extended victory conditions

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.

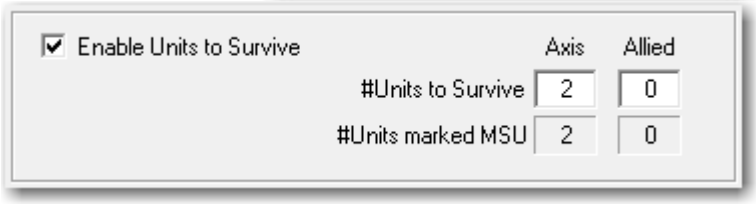
Any scenario will end too if one player destroys all enemy units.



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.

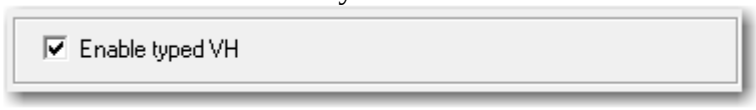
Second, you must check the **Enable units to Survive** checkbox in the **Extended Victory Conditions** window, and type the number of the MSU that need to suvive not to lose the scenario. In the image the two MSU must survive the scenario not to lose it.



3.7.2. Typed VH

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.

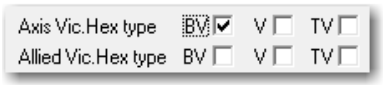


Then in the Map Settings View you could check any of the checkboxes in the image to mark the VH as needed for a level of victory.

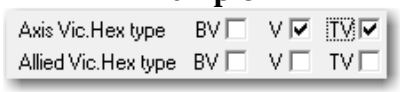
Let's see two examples; in both of them we will suppose that there are only three VH for the Axis side.

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.

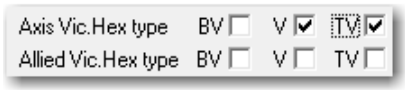
Example 1



A



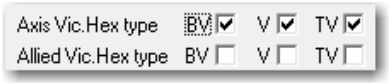
B



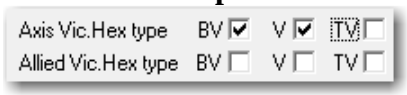
C

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.

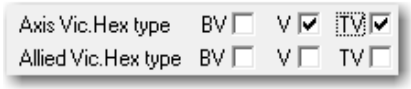
Example 2



A



B



C

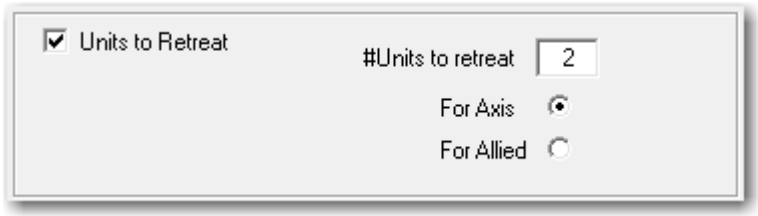
3.7.3. Hold VH

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.

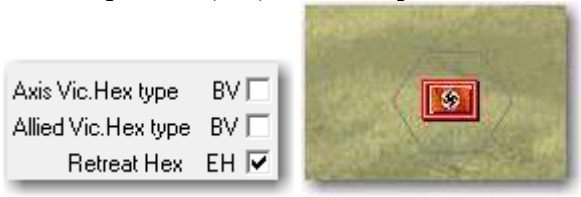
You can do this too in the **Scenario Settings View**:
Be aware that the scenario will last until the maximum number of turns defined (16 in the example), and then the victory condition will be checked.

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.

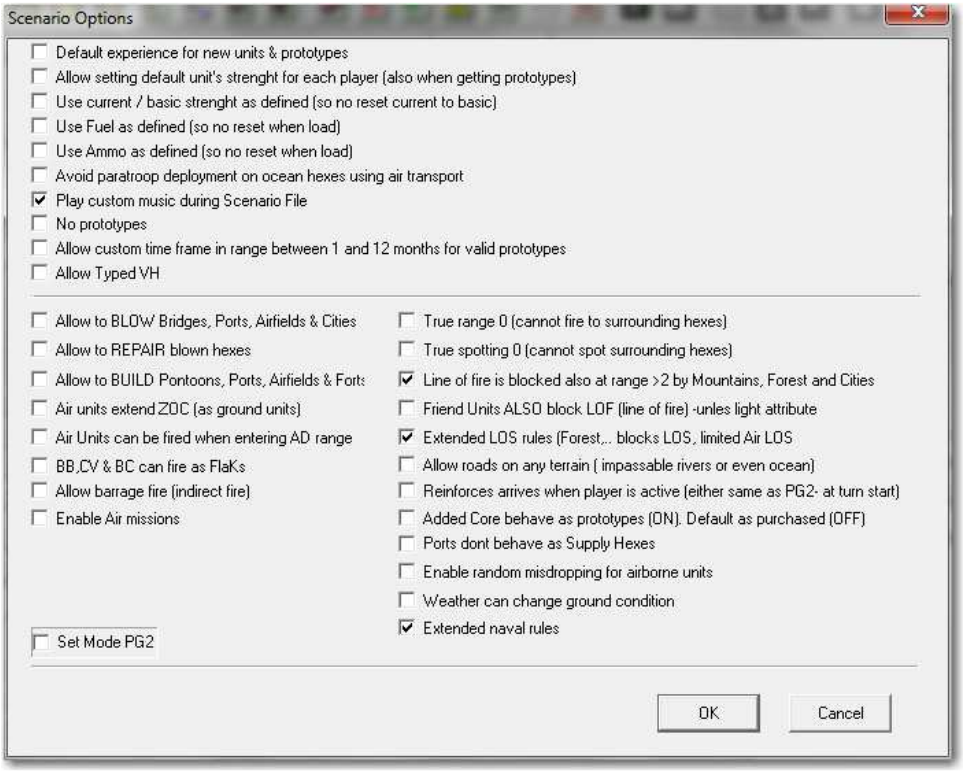


Then you must set at least one Escape Hex (EH) in the map, for the units to retreat to.



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.



- *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 ☺)
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 gbs6711@gmail.com

6. Version history

0.1 First released version.