

# The Czechtniks

## The Great War campaign about Czechs in Serbian army

### CONTENTS OF DOWNLOAD:

This download contains everything You need to play the campaign, except for the maps. (These could be downloaded from <http://pg2mapfinder.gilestiel.eu/> ) PG2 users: in case You are new to the game follow this link <http://hosted.wargamer.com/pg2campaigns/steve/pg2.htm> and there's a step-by-step recipe. Just don't forget to switch the flagsets by PG2GraphSwitcher. OG users: Copy the whole downloaded "EFILE\_ALEX" folder to the main OG directory, then copy the "OPENGUI" and "OPENDAT" folders found in the "EFILE\_KAISER" folder into the "EFILE\_ALEX" folder, so that You have the correct flagset, etc. I don't know of any other more elegant work-around.

### EQUIPMENT FILE:

This campaign uses modified Baltic efile, which is included in a download. I've made several changes in the original efile, although at first I sworn to myself I won't do it, as it takes away all the elegance of design – work with what You (and players) already have. Nevermind. These changes are in no way meant to simulate the real situation during the 1914-1915 period on Serbian front. They just improve the gameplay. **This is not a Kaiser General campaign** and as such, it is not compatible with it.

### VERSION OF CAMPAIGN:

pg2\_1.00

This campaign was designed for the original Panzer General II. It could be played in Open General as well, but a player should consider several things.

OG uses a bit distinct AI than PG2 and therefore the gaming experience will also be distinct. Few scenarios work different in OG than they were meant to work. However, it is not that major difference; for example it won't cause the campaign to be unplayable. Just keep in mind the differences between the two games.

Once I'll find some spare time, I'll hopefully "openize" the campaign for the Kaiser Efile. Any help would be appreciated.

This campaign is strictly linear and it is also strictly fictional. For those who are interested in deeper details – well, there are books about the WW1 Balkan theatre of war, the Serbian resistance and the Czech involvement on both sides of conflict. But this campaign is not a history lesson. Neither it is a celebration of war or some kind of political statement – although I must admit that I feel great respect and sympathy towards the Serbian nation.

## DIFFICULTY OF SCENARIOS:

During the briefing for the first mission, You may notice a shortcut right after the scenario name; in this case an -E- (meaning "Easy"). This feature accompanies all the scenarios, but it should be used as a general guide only, because every player has different capabilities, style of play, conception of difficulty, core units' design, etc. And we did not even start to think about the prestige percentage.

"Easy" and "Normal" scenarios may be compared to the original SSI "Madrid" of the "Blitzkrieg!" campaign. You got lots of time, the enemy is weak and You should not lose a core unit unless for the "Surprised!" or similar stuff. "Hard" or "eXpert" scenarios are a bit different, compare them to "Klin" of the above named campaign. The enemy is numerous, with tight time limit You maybe won't be able to score a "Briliant Victory", unless You'll put your soldiers into several risky situations.

It was very, very extensively tested at 100% and is winnable without much effort or serious damage to the core. I made several runs at harder difficulty and it is still possible to win, but... ok, You know, don't You?

## CORE:

I assume that You **don't lose core units**. It can prove disastrous, as your core will hardly pass beyond **sixteen units**... except for good luck with the "Liberator" leaders and/or prototypes. **Several opening scenarios use limited deployment and HQ**. You should have enough prestige at your disposal after these scenarios, so then your core may grow up – both in quantity and quality.

Your optimal core should consist of **at least thirteen ground units**.

As this is a WW1 campaign, moreover in a difficult terrain, there is no need for more than **two or three cavalry units**.

**Several infantry units** will be very needed, and **a pair of mounted Chetniks** could be used as a commando-like force in woody areas and during the scenarios with long march routes.

You may find **one airplane** pretty useful, though sometimes there won't be... ahem, sorry , nothing.

Choose your **support guns** properly.

This campaign is not about airforce. There's just one scenario where the enemy gets his hand on a solid plane, so You'll need exactly **zero flak units**. Rather get **one AA MG (Schwarzlose 07/12)**.

With their high ammo quantity and overall solid statistics, **a pair of additional machine-guns** will do good job both on attack as on defense.

You'll need to destroy fortified buildings – why not try **one 75mm field gun** of ours?

By the end of the year 1914 all the horses will either be in a service elsewhere or massacred by machine-guns. If You wish to recruit **one additional cavalry scout**, do it soon.

And as always: **Buy more artillery! :)**

**MAPS:**

Summary of maps needed:

durstein.map(#269)

seelow.map(#10 ssi)

mulhouse.map(#339)

serchio.map(#411)

wielun.map(#367)

caporeto.map(#450)

almaty.map(#53)

kandala.map(#1006)

luding.map(#568)

imphal.map(#230)

javorie.map(#646)

ufa.map(#301)

ulanude.map(#73)

haguenau.map(#356)

vladivos.map(#51)

carpat.map(#218)

pntllria.map(#456)

sarykmsh.map(#463)

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**Special thanks go to:**

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**Gixian – for his test run on low percentage, notes on few oddities of campaigns behaviour in OG and of course for a nice correspondence – this time even without the cz-en dictionary... :-)**

**Steve Brown – for making this work available on his website!**

**Toliy – for designing the Baltic efile.**

**Dennis Felling – for his "CZECH LEGION - SIBERIAN ANABASIS 1917-1920" campaign that inspired me into campaigns' design.**

**Kaiser General team – for designing the Kaiser efile. Hopefully I'll remake this work into a real KGs campaign.**

**You, the player – for every good idea You'll share and for the time spent with my work.**

**Having said all that... I hope You enjoy this campaign. You can contact me at:**

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**Have fun!**

**Alexandr, June 2011**