



## Revision History:

- \* US North Africa Campaign v1.0 - 02/2001
- \* US North Africa Campaign v1.10 - 04/2001
- \* US North Africa Campaign v1.50 - 03/2002
- \* US North Africa & Italy Campaign v2.0 - 11/2002
- \* US North Africa & Italy Campaign v3.0 - 11/2002
- \* US North Africa & Italy Campaign v4.0 - 12/2002
- \* US North Africa & Italy Campaign v4.0a - 05/2003
- \* US North Africa & Italy Campaign v4.1 - 07/2003  
(this version!)
- \* US North Africa & Italy Campaign v5.0 - 07/2003

(NOTE: versions 2.0-5.0 are designed for different equipment files)



**US NORTH AFRICA & ITALY CAMPAIGN (v4.0)**  
 (Formerly "US North Africa Campaign" v1.0, 1.1 and 1.5)

*A product of the Steve Brown Workers' Collective*

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**1. CREDITS and CONTACT INFORMATION:**

**1a. Credits:**

**Bill Dickens** created the Maknassy map at my request; **Doug Hone** created the North Sicily map specially for me...; **Lasse Jensen** is responsible for the Campaign Maker, Scenario Editor, Kasserine and Tunis maps and much other material from PG2 Builders Paradise; SSI's PG2 Scenario Builder was used. Many other people, too many to mention, have created all sorts of stuff for the expansion of PG2. I had a lot of good feedback about earlier versions, but honourable mentions go to **Paul the Wanderer** and **Hyldebo**; **Jan Hedström (Pzmaniack)** and **Chris Nies (PFC Lobo)** did a lot of playtesting for version 2.0 and both made a big difference to the final product - **Jan is also 100% responsible for the conversion to AdlerKorps.**

**1b. Contact information:**

Any problems, suggestions, comments or abuse should be directed to me. Any feedback on this campaign, good or bad, will be greatly appreciated - *Steve Brown*  
[steve@magnekor.com](mailto:steve@magnekor.com) or [pg2campaigns@wargamer.com](mailto:pg2campaigns@wargamer.com)  
<http://go.to/panzergeneral2> or <http://www.wargamer.com/pg2campaigns>  
 If any links go bad on my own site either email me or use the "go.to/panzergeneral2" link

**2. SIMPLE INSTALLATION INSTRUCTIONS:**

For players familiar with PG2 - here is all you need to know:

**Equipment file** - Bill's Big Equipment file (0.1 beta or newer)

**Maps** - Anzio (241), Bona (111), Casablanca (172), El Guettar (170), Europe (346), Fondouk (171), Gela (69), Kasserine (62), Maknassy (203), North Sicily (332), Oran (114), Port Lyautey (149) and Tunis (58) - plus the original SSI "Salerno" map.

**PG2 Version** - This version MUST be run using the unofficial 1.02G patch.

### **3. INSTALLATION INSTRUCTIONS:**

This readme assumes some basic knowledge of copying, moving and unzipping files in Windows and you should at least know which folder on your computer contains the program. User-made additions to Panzer General 2 are not as easy to install as the original software, but are not difficult if you read the installation instructions and use a certain amount of common sense - new maps, equipment files and other material ALL have installation instructions (some of which are included with the downloads and some of which are on the web sites). It is important to remember that while I am happy to help with any problems - ***all the information you need is available, you only need to take the time to find and read it.*** The "Campaign Installation Instructions" page on my [web site](#) should help if you have problems.

#### **3a. Download the campaign:**

Download the campaign (yes, you most likely have done this already). This archive contains:

- i. CAMPAIGN.ZIP - The US/UK version of the campaign,
- ii. DEU.ZIP - Extra \*.deu files for the German version,
- iii. FRA.ZIP - Extra \*.fra files for the French version,
- iv. README.ZIP - Various documents,
- v. EQUIPMENT.ZIP - Latest version of the Builders Paradise equipment file

#### **3b. Unzip:**

Unzip files from CAMPAIGN.ZIP to your SCENARIO folder. Unzip files from DEU.ZIP or FRA.ZIP if you need them. If prompted, replace all files with the files in this download.

#### **3c. Equipment file:**

Use AdlerKorps 2000 equipment file from <http://www.medio.mh.se/~vonadler/pg2> but, the most recent version at the time of writing, v0.61, is in EQUIPMENT.ZIP). You need the equipment files, the "sound files" and "soundup" (for the sounds) and the "datup" (for the graphics and icons) - if you have not installed equipment files before just download everything and follow the instructions, or contact me if you have questions.

#### **3d. Maps, download:**

You need the maps *Anzio (241)*, *Bona (111)*, *Casablanca (172)*, *El Guettar (170)*, *Europe (346)*, *Fondouk (171)*, *Gela (69)*, *Kasserine (62)*, *Maknassy (203)*, *North Sicily (332)*, *Oran (114)*, *Port Lyautey (149)* and *Tunis (58)* - plus the original SSI "Salerno" map.

At the time of writing **Europe** (Map Number 346) and **North Sicily** (332) are only available from the "PG2 Clearinghouse" section of my web site ([http://www.wargamer.com/pg2campaigns/steve/clearinghouse/pg2-mods\\_n\\_stuff.htm](http://www.wargamer.com/pg2campaigns/steve/clearinghouse/pg2-mods_n_stuff.htm)). The other maps (and eventually Europe and North Sicily) are available from the **PG2 Builders Paradise Map Center**, ([http://www.strategyplanet.com/panzergeneral/PG2Main\\_maps.htm](http://www.strategyplanet.com/panzergeneral/PG2Main_maps.htm)). A .zip file containing all the maps (14.85MB) is at <http://www.wargamer.com/pg2campaigns/steve/files/sb-misc/usnaic20-maps.zip>

#### **In Europe section of the Map Center**

Anzio (Map No. 241) | Gela (69)

#### **In Africa, North section of the Map Center**

Bona (111)	Maknassy (203)
Casablanca (172) *	Oran (114)
El Guettar (170) *	Port Lyautey (149) *
Fondouk (171) *	Tunis (58)
Kasserine (62)	

\* These were made by me and are available from the "My Maps" section of [my web site](#)

### **3e. Maps, install:**

If you do not know how to install user maps, follow the instructions EXACTLY from "[How to use maps](#)" at the [Map Center](#) and you should have no problems - most campaign crash problems are related to incorrect installation of the user maps;

### **3f. Patches:**

You **MUST** use the official SSI patch (v1.02) and the unofficial v1.02G or higher (latest version at time of writing is 1.02G) patch. Look at the "[Versions & Patches](#)" section of [Builders Paradise](#) for more information. The 1.02G patch will work for US & UK versions of PG2; and will also work with German and French versions if you use the "[DEU/FRA to TXT converter \(for userpatch 'PG2UK102G'\)](#)" from the [Tools](#) section of [Builders Paradise](#);

### **3g. List of playable campaigns in PG2**

This campaign will be listed as "*US NORTH AFRICA & ITALY CAMPAIGN*". Once you have upgraded to the 'unofficial' 1.02G patch, the up and down arrows of the scroll bar now work (but not the scroll bar itself), so scroll down until you see the campaign.

That's it ... start the campaign and enjoy!

## **4. REVISION HISTORY:**

**Version 1.00** released 02/2001 (Designed for Builders Paradise Equipment file)

**Version 1.10** released 04/2001 (bug corrections and some scenario changes).

**Version 1.50** released 03/2002 (many scenario changes).

**Version 2.00** released 11/2002 (more scenario changes and 5 new scenarios).

**Version 3.00** released 11/2002 (same as v2.0, but converted to use Bill's Big Equipment File).

**Version 4.00** released 12/2002 (same as v2.0, but converted to use AdlerKorps Equipment File).

## **5. THE CAMPAIGN:**

You command a US corps in North Africa and Italy; the campaign begins with Operation Torch (choice of Casablanca, Port Lyautey or Oran) in November 1942 and finishes in 1944 after the initial Anzio landings. The campaign consists of 24 battles (longest path is 18) and follows a historical timeline, except for two fictional scenarios. The campaign follows the North Africa campaign, moves to Italy and covers fighting in Sicily (2 scenarios) & mainland Italy (4 scenarios).

## **6. CAMPAIGN DEVELOPMENT NOTES:**

The orders of battle are based on reality, but are modified to make the scenarios interesting. I feel it is more important to make the battles interesting than exactly historical. I have used a large variety of equipment and there may be some units that were never used in the battles depicted. Please understand that I make no claim that this is an *exact* historical campaign in terms of OoBs, but it is based on history and (more importantly) I believe it has the "feel" of the real battles. The battles and the enemy dispositions are much the same as in real life - with some tweaks.

This campaign was developed and playtested at 100 prestige, I have no idea what will happen at other levels but inexperienced players may want to start at 150.

There are three scenarios that are only used to give the player a choice of campaign path. You can't get a brilliant victory in these scenarios so you can't get all brilliant victories in the campaign

In many scenarios you can also "buy" British and French units. I personally have never played with anything except US units, so if you want a "pure" US campaign only buy the US units.

The campaign ends somewhat abruptly after the Anzio landings; there is a possibility it will be extended in the future

## **7. HINTS & TIPS: (originally written for v2.0, some of this may be outdated by v4.0)**

Many of the battles (particularly in Tunisia) are defensive, or contain significant defensive elements. For many of those battles you have to play defensively until the enemy is worn down and THEN advance; otherwise you will be defeated. Defensive tactics basically are to sit in place and do not move (particularly your entrenched auxiliary units which can be used to delay an attack), use your artillery only for defensive fire (using your turn to re-load), have some units to move around as your "fire brigade" and retreat where prudent - you can always regain lost territory later.

Some of the enemy units are very experienced and can be difficult to kill. However good tactics will pay off - the enemy is sometimes strong, but you are smarter than the AI.

There is very little prestige available in some scenarios, the reasoning for this is that many battles take place very close in time (for example, the 3 battles "Sidi Bou Zid," "Sbeitla & Feriana" and "Kasserine Pass" take place over a period of less than a week) and I decided that it is not appropriate to have too much prestige available.

The Builders Paradise equipment file gives many possibilities for unit purchasing, you will probably find your core has many cheaper units and few top-of-the line units. I will not give purchasing hints except these important ones:

1. I have made the Axis (and Vichy French in the first scenario) airforce stronger than is historically accurate, this has been done specifically to encourage the use of air defense units. I recommend you buy at least one good unit as early as possible, towed units are my preference that should be used in conjunction with the auxiliary units you usually receive. If you rely only on fighters for air defense they **will be destroyed or seriously damaged** unless the enemy is softened up first - the Axis air force is very aggressive in this campaign. You can, in fact, play the campaign without buying any core fighters (there are plenty of auxiliaries) but you will have trouble without good air defense. In some scenarios you will have no air defenses at all except for your Air Defense units!

2. Anti-tank weapons are worth buying. It is best to create a modest sized tank force and buy some anti-tank weapons. In early scenarios the 3 inch US unit is very useful since it will out-shoot most Axis tanks and, later, the M10 tank destroyer is invaluable.

Many of the North Africa battles are desert battles and PG2 has special desert rules, the most important of which are the supply rules. Full supply is only available from hexes that are not "sand", if you re-supply in "sand" you will receive fewer supplies, and sometimes very little (maybe 1 ammo point). Even a strong, experienced unit will become weak just by traveling from one side of a map to the other if it does not have a supply point at the other side, so be careful where you move your tanks and other motorised units because desert movement uses a lot of fuel. As a result, attacks that start with powerful forces can easily run out of supplies and grind to a halt - plan carefully and take advantage of supply points when you capture them, when a unit is low on ammo or fuel you should look for a non-"sand" hex to move it to.

If you have bad luck and lose a unit or two please do not reload the scenario :-). If you get a Brilliant Victory please do not keep reloading the scenario until you get a good prototype. I understand the need to do this, but if your core gets too strong the campaign will not be fun. I plan on you losing units now and then so I have given some prestige to replace lost units.

## **8. FINAL NOTE:**

This campaign is the result of over 2½ years work by the Steve Brown Workers' Collective (development of version 1.0 started in early 2000) and "we" consider it copyrighted. Please do not change anything on a version that you are making available to other players. You absolutely do not have permission to include this campaign with any commercial product without my permission!

## **9. APPENDIX 1; LIST OF SCENARIOS AND CAMPAIGN FLOW:**

### **9a. File names for the campaign:**

All scenario file names (see section 9b, below) are of the form sb3xxxx.scn (for the scenario file) and sb3xxxx.txt (for the scenario text file). The scenario intro texts are sb3xxxxi.txt. The brilliant victory, victory, tactical victory and loss texts are sb3xxxxb.txt, sb3xxxxv.txt, sb3xxxxt.txt and sb3xxxxl.txt respectively. The campaign file is camp6sb3.cam. The campaign intro file is sb3.txt.

### **9b. Campaign Flow:** (These are not in chronological order)

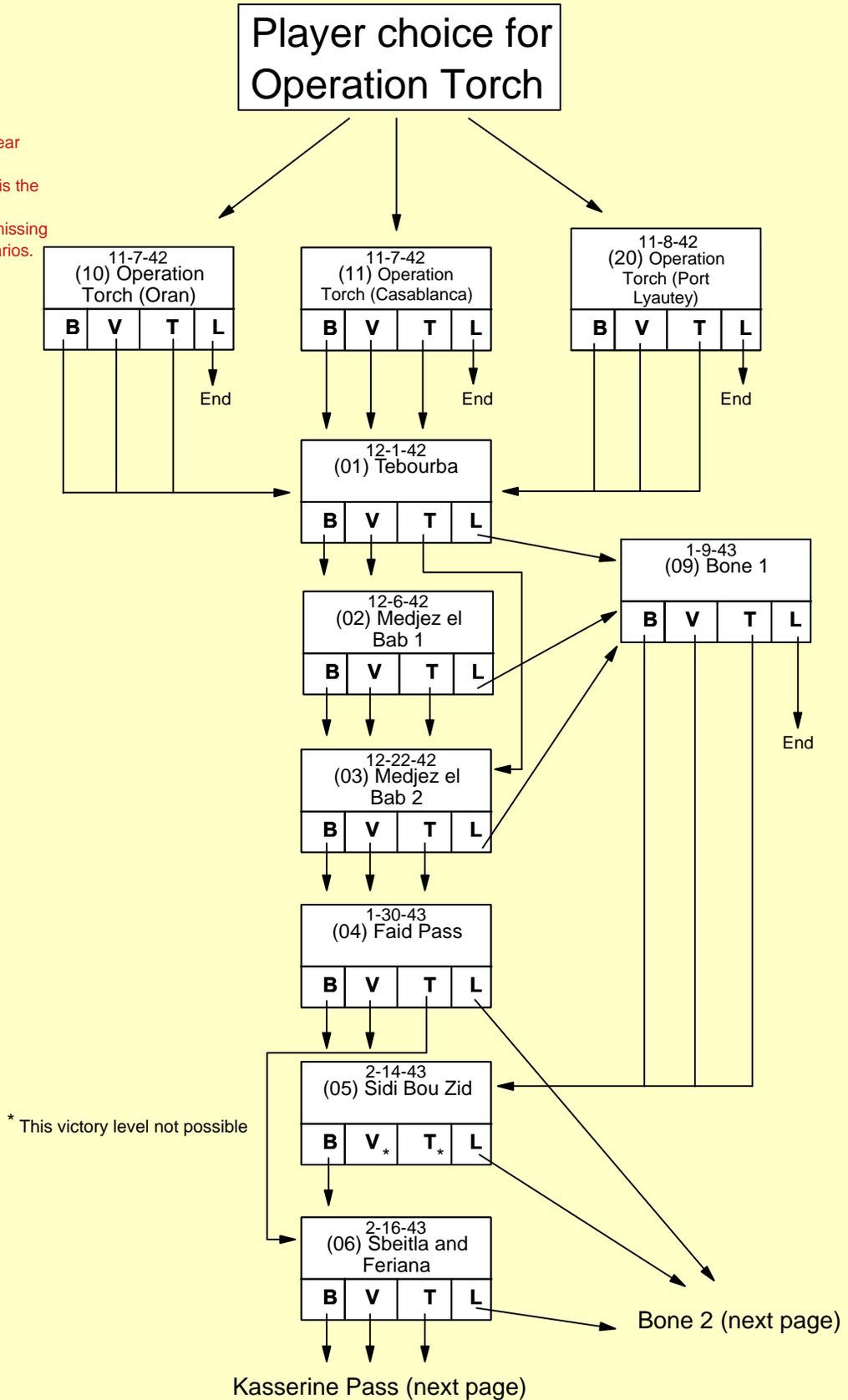
<b><u>List of scenarios</u></b>		<b><u>Campaign flow</u></b>			
<b>Scenario Number</b>	<b>Scenario Name (scenario file name)</b>	<b>BV</b>	<b>V</b>	<b>TV</b>	<b>L</b>
00	Player determined campaign path 1 (sb3opt1)	player choice, either 10 or 25			
01	Tebourba (sb3tebo)	02	02	03	09
02	Medjez el Bab 1 (sb3med1)	03	03	03	09
03	Medjez el Bab 2 (sb3med2)	04	04	04	09
04	Faid Pass (sb3faid)	05	05	06	15
05	Sidi Bou Zid (sb3sidi)	06	--	--	16
06	Sbeitla and Feriana (sb3sbei)	07	07	07	16
07	Kasserine Pass (sb3kass)	12	12	12	16
08	Maknassy pass (sb3makn)	13	13	13	Lose
09	Bone 1 (sb3bon1)	05	05	05	Lose
10	Operation Torch - Oran (sb3torc)	01	01	01	Lose
11	Operation Torch - Casablanca (sb3casa)	01	01	01	Lose
12	Player determined campaign path 2 (sb3opt2)	player choice, either 08 or 14			
13	Fondouk Gap (sb3fond)	17	17	17	Lose
14	El Guettar 1 (sb3elg1)	15	15	15	Lose
15	El Guettar 2 (sb3elg2)	17	17	17	Lose
16	Bone 2 (sb3bon2)	17	17	17	Lose
17	Mateur (sb3mate)	18	18	18	Lose
18	Bizerte (sb3bize)	19	19	Lose	Lose
19	Gela (sb3gela)	21	21	21	Lose
20	Operation Torch - Port Lyautey (sb3port)	01	01	01	Lose
21	Race to Messina (sb3race)	22	22	23	24
22	Salerno 1 (sb3sal1)	23	23	23	Lose
23	Salerno 2 (sb3sal2)	24	24	26	Lose
24	Salerno 3 (sb3sal2)	26	26	26	Lose
25	Player determined campaign path 3 (sb3opt3)	player choice, either 11 or 20			
26	Operation Shingle (sb3anzi)	Win	Win	Win	Lose

# 10. APPENDIX 2: GRAPHICAL DEPICTION OF CAMPAIGN FLOW:

B = Brilliant Victory  
 V = Victory  
 T = Tactical Victory  
 L = Lose  
 (no arrow) = this result is not possible

Dates are in the US form, month-day-year

The number before the scenario name is the scenario number in the campaign file (camp6sb3.cam). Some numbers are missing because they are "player choice" scenarios.

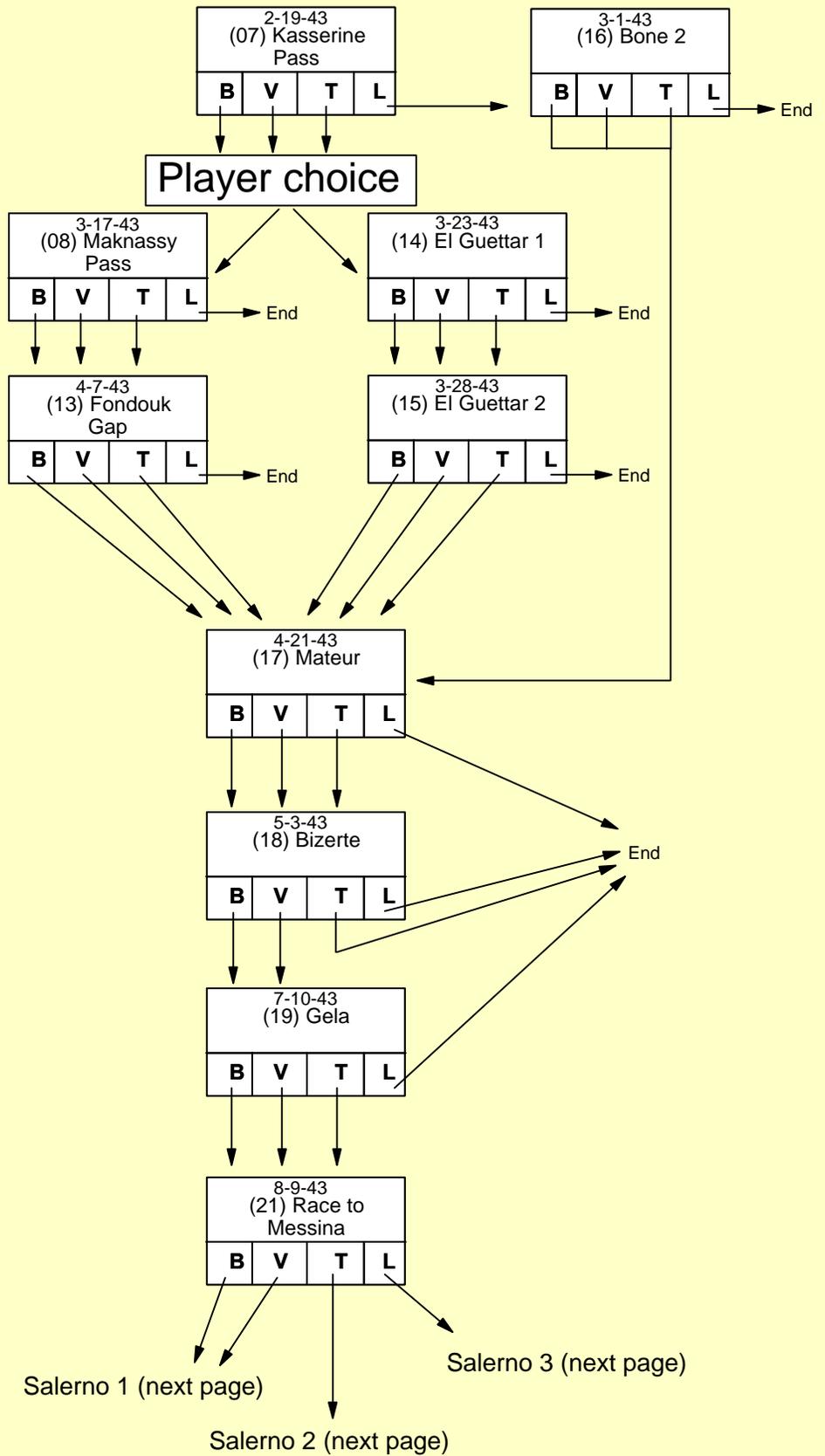


B = Brilliant Victory  
 V = Victory  
 T = Tactical Victory  
 L = Lose  
 (no arrow) = this result is not possible

Dates are in the US form, month-day-year

The number before the scenario name is the scenario number in the campaign file (camp6sb3.cam). Some numbers are missing because they are "player choice" scenarios.

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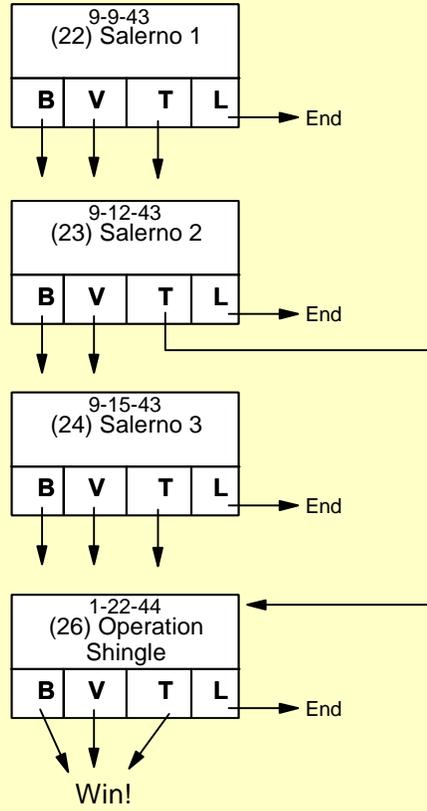


B = Brilliant Victory  
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L = Lose  
(no arrow) = this result is not possible

Dates are in the US form, month-day-year

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This map is only intended to give a general idea of the locations of the battles

