

Panzer General II

Baltic Efile

V.10

Covers the period from 1914-1926

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The Baltic General

Home of the Baltic Efile

Overview

The Baltic Efile has been specifically designed to represent the inter-war conflicts in the Baltic region during 1918-1920. The efile has grown, however, to cover much of Europe in order to represent the European theater of WWI. With the development of the new "I" patch, I have plans to expand the efile's nations to cover all of WWI Europe.

Installation

- 1) Apply the [Builder's Paradise](#) Reference Datup Part 1 (download also available on my [site](#)), version 08/06/2003.
Instructions: the reference datup is a compressed panzer2.dat file. First, back up your existing panzer2.dat file (found in the root panzer general directory). Next, copy the extracted panzer2.dat file to the pg2 root directory.
- 2) Add the new equipment by extracting the files from this .zip file (BALTIC-EFILE.ZIP) into your Panzer General II folder and overwrite any existing files from a previous installation.
- 3) [optional] Use the FLAGSHIFTER program (available with your baltic efile download) to switch to the Baltic Efile flags.
- 4) Start Panzer General II and play the game!



Estonian Renault FT-17 tanks right after purchase
Source: <http://members.nbci.com/balticum/>

Functional Notes:

- 1) *Armored Trains*: Armored trains are AT, ARTY, and TANK class and have deep sea movement. In some cases, special armored wagons are used as transport. The implementation of railroads is done on a modified map by restricting the trains' movement to sea and by placing port hexes along the railroad line. Deployment of armored trains on ocean port hexes is possible in the game, but is improbable in reality and should be avoided.
- 2) *Elite infantry*: these units are very expensive and are effective as breakthrough and assault troops. In some cases, elite infantry may acquire rail transport. When next to railroad lines, these units can move rapidly using their transport.
- 3) *Cavalry*: all cavalry units are in the TANK class. These soft-target units are very useful against unprotected soft targets and may use their fast movement for wide flanking maneuver. However, they are vulnerable to artillery fire and should never be used to assault a fortified position.
- 4) *Visual tokens*: I have added non-moving and non-attacking units in INF class to function as placeholders at divisional and corps level to allow the creation of path-selection scenarios.
- 5) *Bombard Artillery*: The Army and Corps level artillery positions are represented by either 150 or 180mm artillery units, which are less powerful than their artillery-class counterparts but are longer-ranged to suppress defensive lines in depth.
- 6) *Trench warfare*: Some scenarios use a modified map with trench (fortification) lines. There are some defensive units with both trench and regular unit functions. Use these units for counterattacks and for shifting from line to line. The trench unit can be employed frequently in campaign design to force the computer to hold defensive positions. In addition, unit stacking with trench or fortification units adds a great touch to scenarios against the AI!

Release Notes:

V.10 20/05/2004

A huge recalculation of all ATY, AT, and armored units' stats! All PGII stats have been calculated according to real-world values and are grounded in uniform formulas. The plan is to move to a 2000/2000 efile really soon!

V.7.0 31/07/2003

Well, after discovering that I was not keeping track of the icon count correctly, I decided to release this quick fix. Now the efile is again compatible with the regular version of the game. Also, I have added a new unit: Gas Cloud to simulate the horrendous WWI practice of gas artillery. Some minor updates/changes for units all around.

Units: 999

Icons: 399

V.6.0 22/07/2003

A long time since the last update! I have gone through 4 playtest versions, however! The modifications are too long to list. Almost all classes have received major overhauls. Naval units are now only in all-nations category and are generic for all nations.

Units: 998

Icons: 393

V.4.0 19/12/2002

This update features a few new units. Specifically, I focused on updating the French and Polish units. There are also some changes with naval units and small errors fixed all around.

Units: 947

Icons: 398

V.3.0 26/09/2002

This is the last fundamental update. I have spent a lot of time on this one, and I hope that apart from a few minor tweaks and icon changes I will not alter the efile in the future. The efile uses the BizUp2 datup upgrade, which is available on my site for download. I have updated the campaign to include some of the neat units I have added...

Units: 920

Icons: 394

V.2.0 11/06/2002

This is a big update. In fact, it was so fundamental, that I had to redesign some scenarios in the campaign. The efile now uses the April 25th, 2002 Datup, so please download it.

Nations: 26 (some nations have 2 or 3 slots)

Units: 893

Icons: 384

V.Alpha.1 22/07/2001

The birthday of the Efile!



Aereal dogfight



List of foreign names (arranged by country's slot number)

Latvian [2], Latvian Brunuvilciens Corps [11]

Automachina – Truck
Brunuvilciens – Armored Train
Brunuvagons – Armored Wagon
Freikorps – German Mercenaries Gvarde – Guards
Inzenieris – Engineers
Jager – All-terrain Infantry
Juras Transports – Naval Transport
Kajnieki – Infantry
Kavalerija – Cavalry
Platforma – Truck
Rekrutis – Recruits
Sapieru Dalas – Sappers
Strelnieks – Riflemen
Vezumnieks – Wagon

Makhnovista [3] (a Ukrainian Anarchist movement) [see Ukrainian]

Estonian [4], Estonian Soomusrong Div. [15]

Algaja – Recruits
Alpinist – Mountain infantry
Insener, Kaardivagi – Engineers
Jalavagi – Infantry
Platvormvagun – Truck
Ratsavagi – Cavalry
Soomusauto – Armored Car
Soomusrong – Armored Train
Tasuja, Vanapagan, Toonela, Pohjan Poika: names of various armored cars
Vagun – Wagon

Ukrainian [5]

Bronyepoisd – Armored Train
Furgon – Truck
Kavalerija – Cavalry
Pihota – Infantry
Sapernoye Vysko – Engineers
Tachanka – Heavy MG Cavalry
Telega – Wagon
Tsyvilniye Vysko – Civil Defense

Finnish [6]

Jalkavaki – Infantry
Kiljetus – Naval Transport
Rautatievaunu – Train
Rautatievaunu Pass. – Armored Train
Soujekuskunnat – Infantry Reserve
Suksi - Ski-Infantry
Vauna – Wagon

French [7]

Kaiser Germany [8], German Panzerzug Corps [13], German Freikorps [14]

Artilleriewagen – Artillery Armored Wagon
Brukenpioniere – Bridging Engineers
Flakwagen – Anti-aircraft (flak) Armored Wagon
Flammenwerfer – Flame-thrower Infantry
Freikorps – Volunteer
Gardeinfanterie – Guard Infantry
Huszar, Uhlanen, Kavallerie – Cavalry
Krad Infanterie – Motorcycle Infantry
Jaeger – Mountain Infantry
Landeswehr – Recruit



The Maksim-Sokolov Machine Gun



Armored train in Russian Civil War

Lastkraftwagen – Truck
 Minnenwerfer – Mortar
 Niederbordwagen – Flat-bed Rail Car
 Panzerstrumwagen – Heavy Armored Wagon
 Rungenwagen – Rail Car
 Panzerwagen – Armored Rail Car
 Panzerzug – Armored Train
 Reservisten – Reservist
Czechoslovakian [9] (Also represents Austro-Hungarian units) – [see Germany above]
USA [10]
Union of Cossacks [11] (although cossack units operated separately for the most part, I put them under one banner for the game's sake) [see Russia]

Lithuanian [12]

Alpinistas – Mountain Infantry
 Inzinerijos – Engineers
 Karinis Eselonas – Armored Train
 Pestininkai – Infantry
 Pionierius – Assault Engineers
 Platforma – Truck
 Raitininkai – Cavalry
 Raitoji Gvardija – Guard Cavalry
 Sargyba – Guards
 Vagonas – Horse-drawn Wagon

German Panzerzug Corps [13], German Freikorps [14] [see Germany]

Estonian Soomusrong Div. [15] [see Estonia]

Polish [16], Polish Pancerno Corps [17]

Furmanka – Horse-drawn Wagon
 Kawaleria – Cavalry
 Pancerno Motorowa – Armored Train
 Piechota – Infantry
 Piechota Gorska – Mountain Infantry
 Pociag Pancerny – Armored Train
 Rekonesans Konny – Cavalry Scout
 Reserwa – Reservist
 Saperzy Mostowi – Bridging Engineers
 Saperzy Szturmowi – Assault Engineers

Romanian [18]

Vanatori de Munte – Mountain Infantry

Bulgarian [19]

Kavaleria – Cavalry
 Morska Pehota – Naval Infantry
 Opalchenec – Recruits
 Pehota – Infantry
 Razuanavachi – Scouts
 Sapiori – Sappers

Soviet Red Army [20] (Note: the Soviet Union was officially formed in 1923; however, I represent all Bolshevik forces in Russia under this banner) [see Russia]

Latvian Bruņuvilciens Corps [21] [see Latvia]

Russian White Guard [22] [see Russia]

British Empire [23]

Japan [24]

Hoihei – Infantry
 Kihei – Cavalry



German Ballon abwehr Kanone (BAK)

Imperial Russia [25]

Belaya Gvardia – White Guards
Bronyebatareya – Artillery Armored Wagon
Bronyeconvoy – Armored Convoy
Bronyemortira – Armored Mortar Wagon
Bronyepoesd – Armored Train
Bronyzeninty – Anti-aircraft (flak) Armored Wagon
Cavaleria – Cavalry
Chekist – see ChK
ChK – Soviet Secret Police (also known as VChK, later NKVD)
Grenadiery – Grenadiers (Assault Infantry)
Gruzovik – Truck
Gvardeiskaya Kavaleria – Guard Cavalry
Inzhinernyi Voiska – Bridging Engineer
Kazaki – Cossacks
Konnaya Tyaga – Wagon
Konnaya Razvedka – Cavalry Scout
Krasnaya Gvardia – Red Guards
Latysskie Strelki – Latvian Riflemen
Leibgvardia – Royal Guards
Morskaya Pekhota - Marine Brigade
Motocycli – Motorcycles
Novobranets – Recruit
Osadnaya – Siege (as in Siege Gun)
Pekhota - Infantry
Pogranichnie Voiska [or Pogranichniki] - Border Troops (not a unit, but in some unit names in campaigns)
Sapernie Voiska - Combat Engineer
Shturmovoy – Assault Engineer
Strelok – Rifleman
Tachanka – Heavy MG Cavalry
Velorazvedka – Bicycle Recon
Soviet ChK [26] [see Russia]



British interventionist airforce at Archangelsk, 1919

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Final Note and Disclaimer

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