



OPEN GENERAL

BASIC TUTORIAL

BY GUILLERMO BORES "GUILLE"



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1. Basic concepts

A campaign is a number of linked scenarios where some units (your core units) are carried over from one scenario to another, unless killed of course. Core units are given to you by the designer of the campaign (usually at the first scenario) or bought along the campaign. You can have some other units in each of the scenarios, but they can only be used for that scenario: they are called auxiliary units.

In each scenario you can achieve one of three levels of victory: Brilliant Victory, Victory or Tactical Victory; if you don't get at least a Tactical Victory you lose the scenario. To win a scenario you must achieve your objectives in the turn limit for each victory level; usually the objective is to take all flags with a yellow border, but they can be something different.

When you win a scenario you are given a number of prestige points, which can be used to purchase new core units or to upgrade the actual ones. You can also win prestige points by taking enemy flags or in some cases you are given a certain amount in some game turns. The prestige earned along the scenario (flags and turn prestige) is affected by the difficulty setting at the start of the campaign, but the after scenario prestige (victory level prestige) is not.

Another point about prestige is the Cap. The Cap is a limit to the player's prestige: if the player's army added to the player's available prestige is higher than the cap for the next scenario, he doesn't receive any after scenario prestige; if it is below the cap he receives the after scenario prestige, but not all if they will put him above the cap. Starting core units and prototypes don't add to the army value, only bought units.

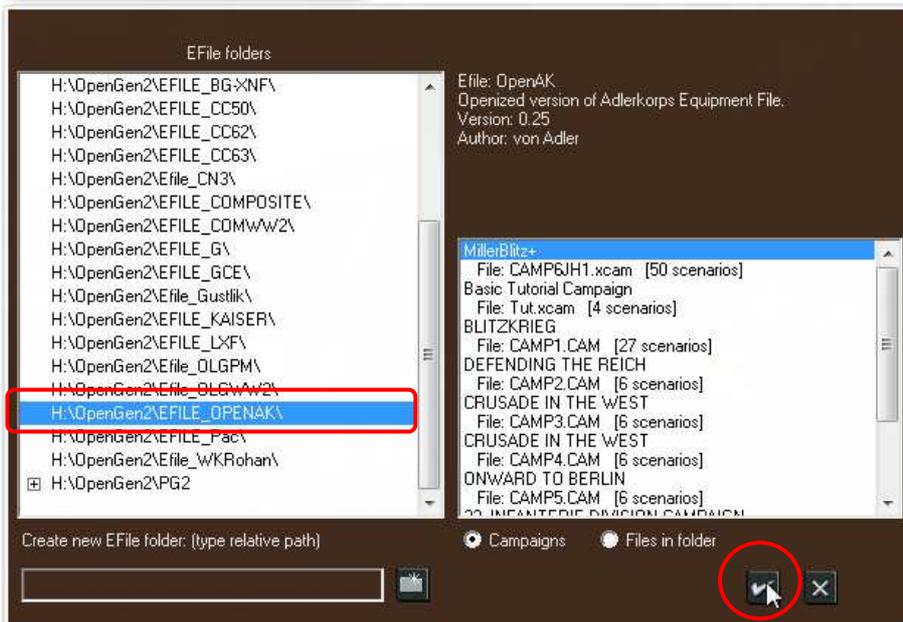
2. Basic Tutorial Campaign

When you run Open General for the first time, the program asks you if you want to run the tutorial campaign; just click the **Accept** button to start.

If it's not the first time that you run the game, you must follow these steps.



This campaign is made for the OpenAK efile, so you must change to this efile folder. To do this, click in the **Select Equipment** button in the start screen.



Then select the **OpenAK** folder and click **Accept**.

The list to the right are the campaigns available for the selected efile; you can see the “Basic Tutorial Campaign” second in the list

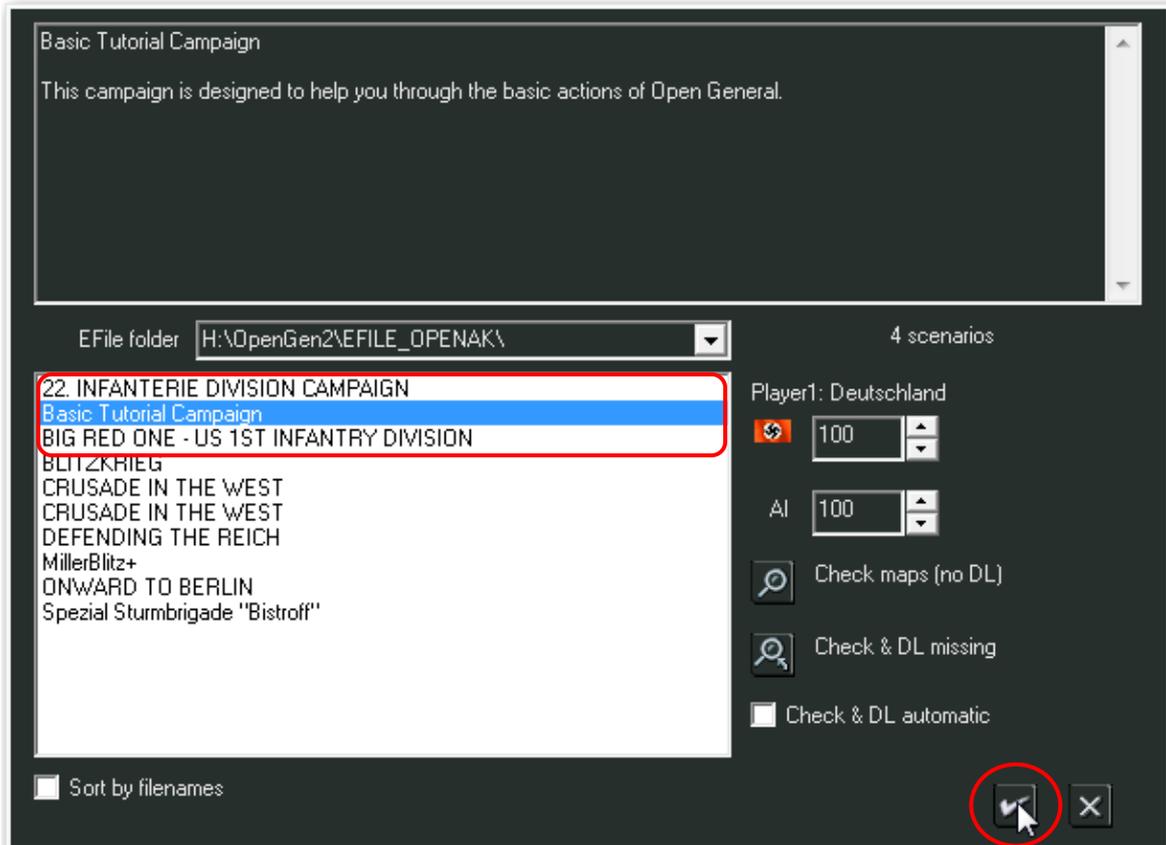


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Next click the **Play Campaign** button.



You'll see a window like the next one. Select the "Basic Tutorial Campaign" and click the **Accept** button.

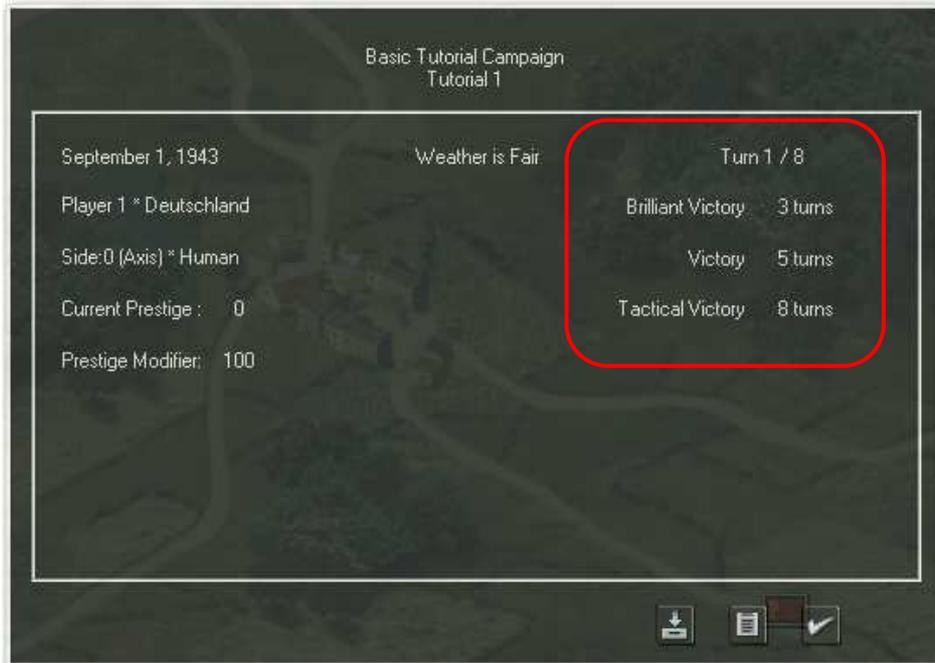




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2.1. Scenario 1

After loading the campaign, you are shown the *briefing window* for the first scenario. The window shows you of some settings, but you must watch closely the numbers to the right: they show you the actual turn (first of a total of 8) and the number of turns you have left to each victory level; if you finish the eight turn without achieving your objectives, then you lose. You can access the *briefing window* anytime by pressing the **B** hotkey.



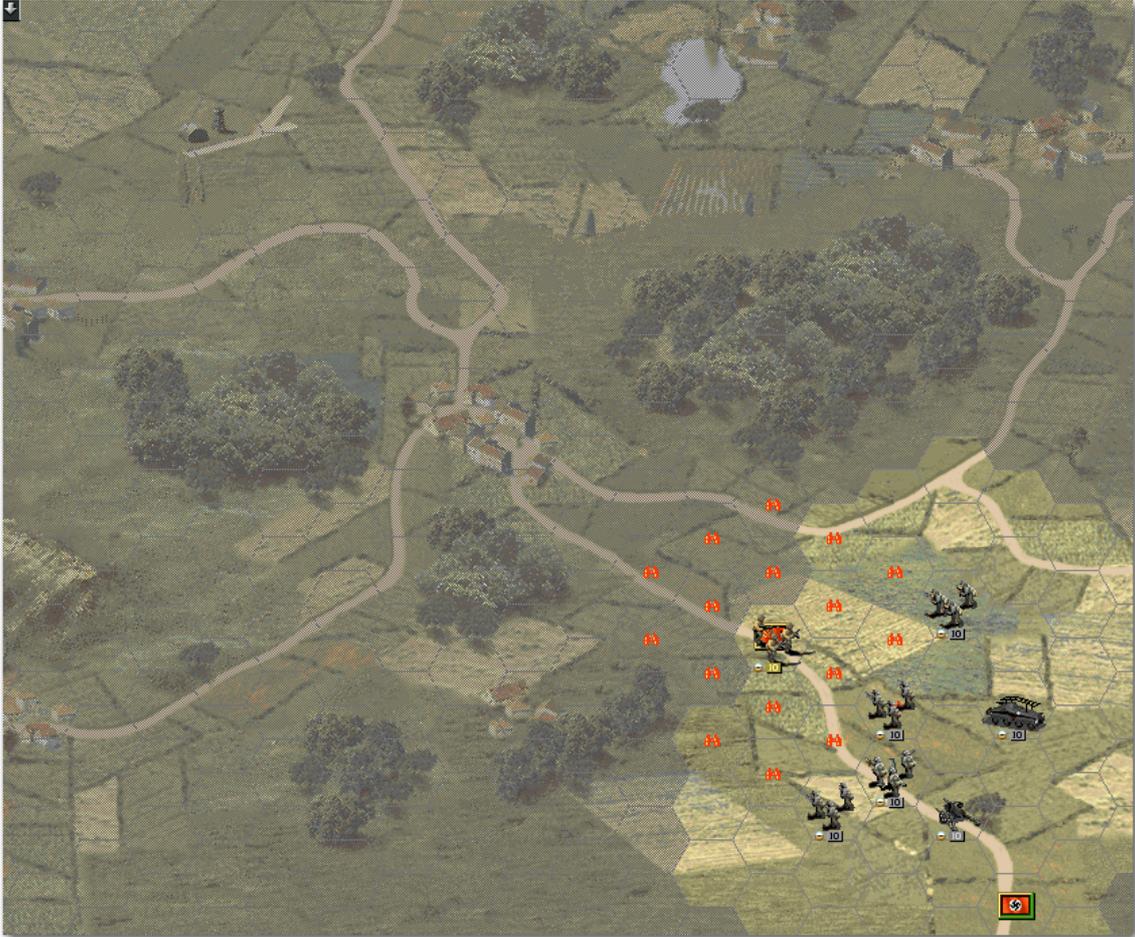
To start playing click the **Accept** button and you'll see the scenario map.





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It's better to turn on the options to show the selected unit range (**Ctrl+R**), the Fog of War (**Alt+9**) and enemy spotted hexes (**Tab**). The map will change to something like this:



The unspotted hexes are darkened, so you know that there could be some enemy units there; as you move your units, the darkened hexes change. The red binoculars show the hexes spotted by enemy hexes and detected enemy units.



When you select any unit (yours or an enemy one) you can see a red line that extends to the attacking range of the selected unit. Most units can only attack adjacent unit, but artillery units and some others have a greater range; the mortar unit in the image has a range of 3 hexes.



In this image you can see the difference between core and auxiliary units: the ones with the black numbers are core units, while the one with white ones (the artillery) is an auxiliary unit.



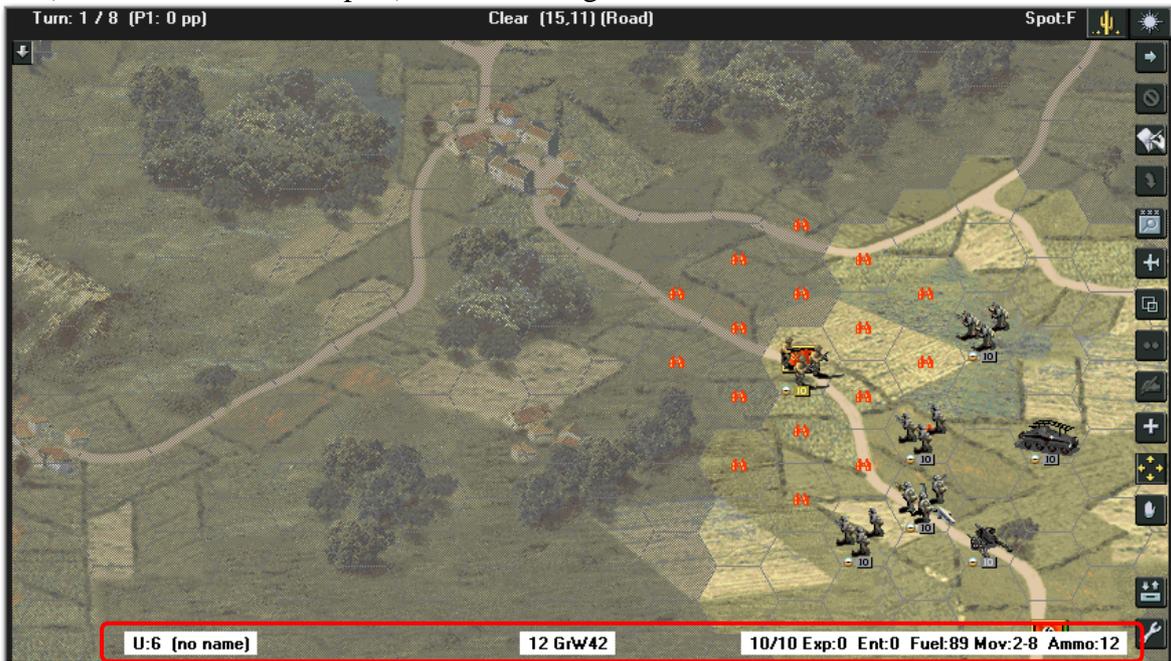
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When you point to any hex, you can see in the middle of the top information bar the terrain type and the hex coordinates (column, row)

If you point to any unit (yours or an enemy one), you can see in the lower info bar the following:

- Left: unit number and name.
- Middle: unit's equipment.
- Right: actual/base strength, experience, entrenchment, remaining fuel, remaining movement (without and with transport) and remaining/total ammo.



Now we can start to play. The following is an example, as the combat results have a random factor, so your results can be different.



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Turn 1



We can only see one enemy infantry in the VH; we need to know if there are more enemy units that can support it. The most useful unit to do this is a recon unit. Right click in the unit in 17, 10 to see its stats window.



This is a recon class unit, as noted by the symbol to the right of the unit's icon. It has greater spotting range than other units, 3 as noted by the number under the binoculars, and 10 movement points, as noted by the number under the arrow pointing right. The symbol in the arrow denotes the movement type, wheeled; you can point the mouse to this symbol to see a table with the movement costs for each terrain type.



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Select the recon unit in 17, 10 by clicking on it; the hexes where it could move are highlighted. Some hexes are darker: they are unspotted hexes, but you can move to them at the risk of being ambushed by unspotted enemy units.

Ambush is a thing to avoid: your unit will be attacked first by the enemy (normal combat is simultaneous, with some exceptions), and the enemy will have some advantages against you, inflicting high casualties.



Move it to 14, 9 by clicking in the target hex; it will spot some enemy units, with two artilleries among them. Move it again to 15, 8 to separate it from the enemy infantry. You can move the unit again because most recon units have phased movement, so they can move several times each turn; normal units usually move only once.



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Next we fire the mortar in 15, 11 at the enemy infantry in 13, 9 and then we do the same with the artillery in 16, 12 at the same target, to “soften” the enemy unit.

Units attacked several times in a turn have their entrenchment lowered by one for each attack and suffer some other penalties, so it is a good idea to attack multiple times the same unit.

As you can see, the strength number of the recon has changed color, because it can’t move more.

The two units that attacked hadn’t the symbol to the left of the strength number, as they can’t attack again.



Now we can move the infantry from 14, 12 to 14, 11 and the one in 16, 9 to 14, 6 with the help of its organic transport; this one is a risky movement as we move it into unspotted terrain and the hex could be occupied by an enemy unit that would ambush our unit and inflict heavy casualties; we are lucky and there is none.



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Then we move the artillery from 16, 12 to 16, 10; it won't provide support fire this turn as it is embarked, but next turn it will have more enemy units in range. Also it is out of spotting range of enemy units so they won't attack it; embarked artillery units are very vulnerable to attacks.

When you click the **End turn** button, the following window will show the AI settings.



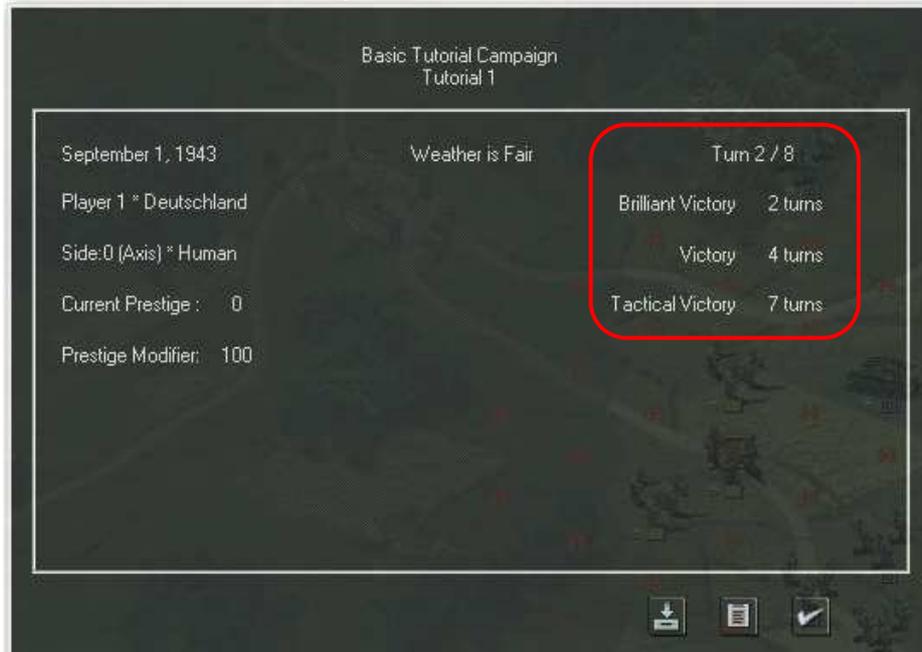
After clicking the **Accept** button, the AI will play its turn. Usually it will attack the recon with the artillery: the AI hates recons...



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Turn 2

We have one turn less to achieve our objectives...



This is the situation at the start of our second turn. As the enemy artillery and mortar are in unspotted hexes, we cannot see them until some of our units spot them again this turn. All units can move and fire again, and the artillery dismounted automatically.



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We want to weaken the enemy artillery, so it won't support the enemy defense with all its strength, so we move our recon to 13, 7 (where it spots again the enemy units), then to 12, 8 (thanks to the phased movement of the recon unit) and attack the enemy mortar. Both units could suffer casualties, and the recon is attacked by the support fire of the enemy artillery.

Support fire is an ability of many artillery units that make them attack any enemy unit that is attacking a friendly unit in its range.



Next we fire our mortar from 15, 11 at the enemy unit in 13, 9 and the artillery at the same target; this will inflict some casualties to the enemy unit and lower its entrenchment.



Then we move our infantry from 14, 6 to 12, 7 and attack the artillery in 11, 7; the infantry will be subject to support fire from the mortar.



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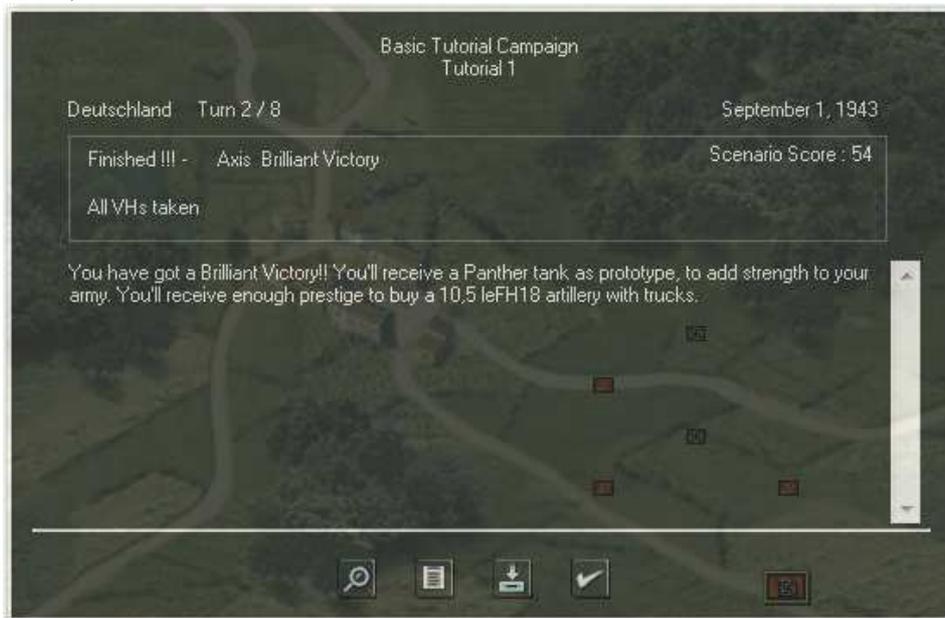


Now we move our infantry in 15, 10 to 14, 10 and attack the enemy infantry in 13, 9; the target will be destroyed or retreat, so we can move our infantry in 14, 11 to 13, 9 to win the scenario.



If you were unlucky with the combat results, you have another turn to try for the *Brilliant Victory*, and some more for the *Victory* or *Tactical Victory*.

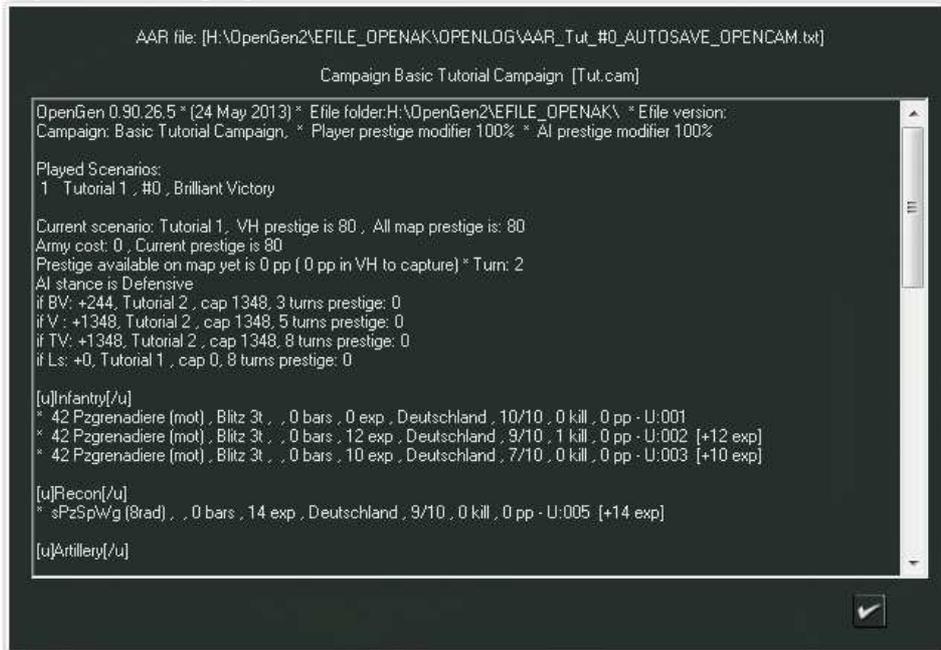
The **End of scenario** window will show us some info: the campaign name, scenario name, turns, date, victory level, score and some text.





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You can click the **AAR** button to see the status of your units and some other info, like next scenario, prestige level, campaign...



2.2. Scenario 2



If you won the previous scenario with a *Brilliant Victory*, you should have got a **Panther** tank as proto; if you got another type of victory, you should have enough prestige to buy one. Anyway you can buy a new artillery unit that will be part of your core, but will count against the cap.

The **Panther** tank is very powerful. It has *HA* (*Hard Attack*, value of attack against armored targets) of 20, and most important, it can attack at a range of two hexes as you can see under the *Range* icon.



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This will be your HQ window after you got a Brilliant Victory.



You can see all your core units and manage them.



If you click the **Core units cost and core values** button, you will see your core cost and the prestige available for purchases; the rewards for the different levels of victory in the current scenario are also visible.

As you can see in the image, all your units are free, so your army cost is 0: they don't count against the cap as they were given in the initial scenario or obtained as protos; the number in parenthesis are the value in prestige points of the unit.

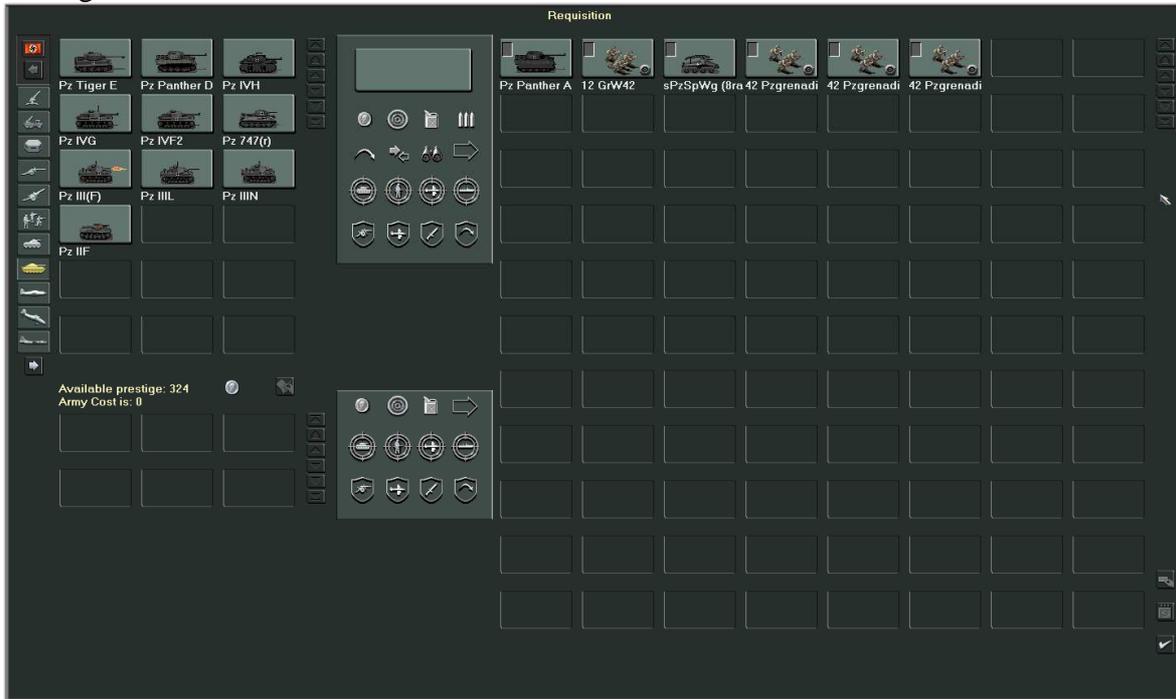


If you click the **Requisition Unit** button, you go to the *Requisition window*, where you can buy new core units.



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In the *Requisition* window, you can see your actual core units at the right, and the available units for purchase at the left; at first you can see only the *Tank* class units, but you can click the buttons at the left edge to select other classes.



If you select the *Artillery* class, you can see all available units; as there are many, you can use the buttons at the upper right to scroll the list. Scroll to the bottom and select the **10,5 leFH18** and then the **Blitz 3t** in the list of transports available below.



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With those units selected, the cost is 324, just the amount that you have. You can take a look at the stats of the unit and transport to the right. Click the **Requisition Unit** button to buy the unit.

If you click the **Core units cost and core values** button now, you'll see that your army cost has risen to 324, the cost of the purchased unit, and that the unit isn't free like the others: it counts against the cap. The symbol in the upper left corner of the unit icon is also different from the one in the free units (it has a yellow border).



If you didn't get a Brilliant Victory in the first scenario, you'll have enough prestige to buy a **Pz Panther D** (slightly worse than the **Pz Panther A**); buy it before clicking the **Accept** button.



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When you click the **Accept** button, you can see again the *briefing window*, with the info for your first turn.



After clicking the **Accept** button in the *briefing window*, you go to the *deploy window*, where you can deploy your core units. In this window you have the map shadowed, except the deployment hexes, where you can place your units. To the right there is a panel with your core units; just click in the one you want to deploy and then click in one available deployment hex.



When you are done deploying click the **Accept** button to start the scenario; you can deploy any undeployed unit later by clicking the **Deploy** button or pressing the **D** hotkey, but you will be only able to deploy in or adjacent to a *Deployment Hex* (with green border) or combined *Victory/Deployment Hex* (with yellow and green border).



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Turn 1



In this scenario I deployed as shown in the image. The idea is to scout with the recon, defend with the infantry and tank, and give support fire with the artillery and mortar. The lower right infantries will run to the fight as fast as they can.



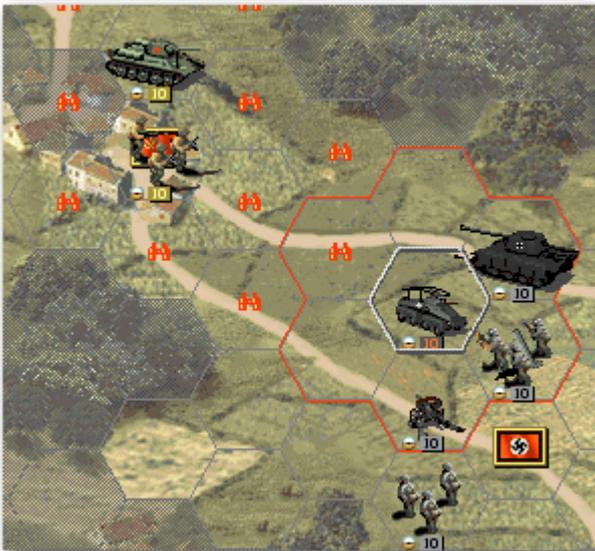
I moved the recon to the limit of the spotted hexes and it discovered some enemy units, with one tank among them.



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Another movement and no more units discovered, but they can be in any unspotted hex...



With the remaining movement I retreat the recon out of spotting range of the known enemies (no red binoculars in the final hex)



Some more movements and then, when I move one of the farthest units to this hex by truck, they discover a new enemy unit when they move adjacent to it. This could be dangerous...



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The attack triggered the support fire of the enemy artillery, so now it's known but not spotted; the attack was ineffective.



I moved the recon using its phased movement so it could attack the artillery; both suffered losses.



I moved the infantry that attacked the tank one hex upwards and moved the other one adjacent to the tank and attacked it.



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Then I select the **Panther** and look at the odds; they look good. Remember that these odds usually aren't what you'll get in the real attack: the result can be better or worse.



The enemy tank suffered 6 hits and 4 suppression point; as the sum of both was equal to its current strength of 10, it retreated to another hex. I'll retreat the damaged unit, move the mortar to the hex below the tank and end the turn.

Turn 3



This is the situation at the start of my third turn. The AI attacked the recon (remember: the AI HATES recons), resulting in some damage to it, and some damage to the attacking units; some of the damage was done by support fire from my artilleries. As you can see the AI used some replacements in the artillery... Let's do some killing.



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First I fired the mortar and the gun at the enemy infantry with 8 strength doing some damage. Now we are going to use the special ability of tank class: *overrun*. This ability allows the tank to attack several times in a turn; if the tank attacks and kills the unit it can move and attack again. We will move the tank adjacent to the damaged enemy infantry (the overrun only works for range 1 attacks) and look at the odds.



The odds show that the enemy unit will be killed, so there is the possibility of an overrun. Let's attack it.



The enemy unit was eliminated and the overrun was successful; the tank can move and attack again; the enemy tank is a tempting target. We'll move adjacent to it and attack.



The tank was killed with another overrun and we moved the tank and attacked the enemy artillery with ranged fire, ending the tank's movement.

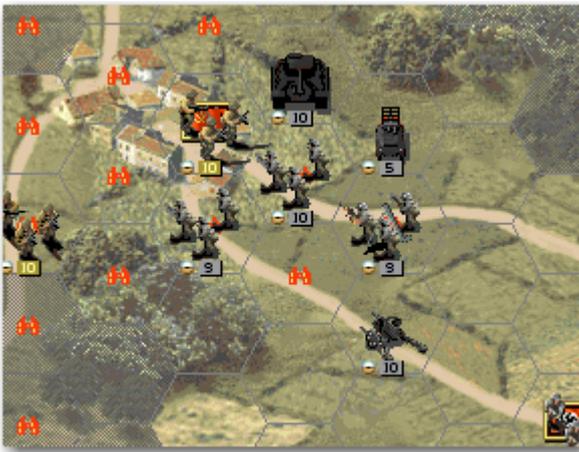


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We attack the enemy artillery with the recon, move it from its exposed position, do some more movements and end our turn, in the situation shown in the image.

Turn 4



The AI attacked the mortar with its artillery and moved some units. We are going to finish this pesky artillery for good. It has moved out of spotting range of our units again, so we are going to use the recon to spot it.



There it is. We attack it and will finish it with the tank...



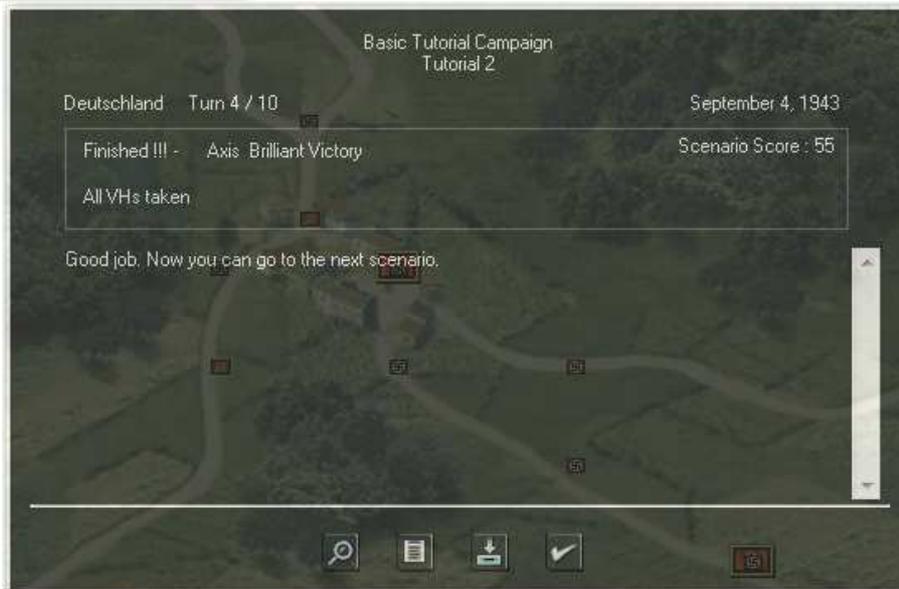
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The enemy artillery was destroyed by an overrun by the tank; after that I fired at the infantry in the VH with my two artilleries and later with the tank (you can move one unit, unselect it, do some actions with other units, reselect the first unit and then fire with it); the result was no casualties, but the unit was softened. I'll try to take the VH with my two infantries.



The first attack was successful, forcing the defending unit to retreat (it suffered kills+suppression at least equal to its strength). Now just move the infantry unit to the VH.



We got another Brilliant Victory!! Now to the third scenario, were High Command has promised some air support.

2.3. Scenario 3

In this scenario you can use some air units.

Bombers are very useful units, as they can attack at great ranges and do lasting suppression; suppressed strength points are recovered at combat's end, but lasting suppression last the entire turn, so it's carried over to the following attacks in the same turn. You must be careful with your bombers, as they are very vulnerable to enemy fighters and somewhat to its air defence units.

The fighter can attack other air (and ground) units, and escort bombers. The recon plane is a bomber with recon movement (like a recon unit); it's very useful to scout the enemy deployment.



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With the prestige we have now, we can buy a Marder III, an antitank unit with range 2 (a good advantage). It will be useful in this defensive scenario.



I deployed the units as shown in the image, and in the first turn I received a Ju88 bomber as reinforcement.



I moved the recon here and discovered many enemy units, ready to attack in its turn... Time to retreat the recon to a safer place.



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The recon retreated, and I moved the tank and the antitank to protect it; they are both out of enemy spotting range, so maybe they will ambush some units. I moved the mortar to cover the front units and deployed the remaining infantry...



And then moved them to forest hexes, where they can defend better. Infantry is good at defending in close terrain: forest, city, mountain, hill and bocage; it is very vulnerable in open ground, unless entrenched.



Its air time... Select the air mode by clicking the **Air mode** button, and select the recon plane (the **Fi-156C-3**). It can fly up to the enemy lines, but if you look at its stats you'll see that it has spotting range 3, so it could see more hexes from there.



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The recon plane discovers more units, so it's time to attack some of them.



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After selecting the **Ju 88A-4** we can see that it has a greater range than the recon plane, so it can attack more units; the artillery is always a good target.



And the expected results are very good.



Attack it and then we'll move the fighter. The fighter has good range too, but we are going to provide escort to the other two planes. By placing a fighter adjacent to a bomber, the fighter will attack the first enemy plane which attacks the adjacent bomber. We'll move the fighter so it's adjacent to both our bombers, and attack the unit under it. Then we'll finish the turn.



In the AI's turn, it moved a bomber and attacked one of our units; our Air Defence unit intercepted it and inflicted some casualties. When an air unit attacks a ground unit in range of an air defence unit, it is attacked by it before the air unit's attack is done.

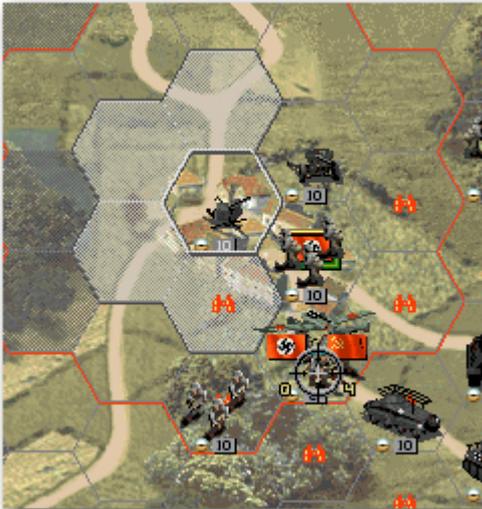


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Turn 2



This is the situation at the start of our turn. The AT was attacked several times and damaged, but the enemy units were also damaged and suffered support fire. Another bomber was received as reinforcement a **Ju 88P-1**, a good tank killer as you can see in its stats (high *Hard Attack*). We'll put it to good use.



First we attack the enemy bomber with our AD. Select the AD and then move the mouse to the target. If the enemy unit hasn't any unit under it, you should click first the **Air mode** button, in order to be able to target it. Attack it.



Then move the newly arrived bomber over the T-34 and attack it, and the other bomber over the KV-1 and do the same; air units usually need to be in the same hex than the unit they are going to attack. Both tanks will suffer damage.



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As one enemy unit is under our recon plane, we'll attack it and retreat the plane to the airfield.



Now we must decide if we want to finish the enemy bomber with our fighter or escort our bombers with it; if there are enemy fighters around, they could be damaged, but we haven't seen any... We decide to attack the bomber; we move the fighter adjacent to the target and attack it. It will be destroyed (or heavily damaged).



Then we select the **Panther** and target the damaged **T-34**; if we are lucky we could get an overrun and attack the **KV-1**.



The **T-34** was overrun, and we can do the same to the cavalry unit



The cavalry was also destroyed. Now we must decide what to do with the AT; it can fire to the **KV-1** (as it now have a clear line of sight) but will receive support fire from the enemy artillery, as it is within range. We can move it and fire from other position, but AT units receive a penalty for moving before attacking. We take the risk and fire at the **KV-1**.



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After firing we retreat the AT. Now we can reselect the **Panther** and attack the **KV-1**; afterwards we'll move it back to protect the mortar.



The **KV-1** retreated. This is the end of our turn.

Turn 3



As we feared, an enemy fighter appeared and badly damaged one of our bombers, leaving it with just two strength points...



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Select the fighter, move it adjacent to the enemy fighter and attack it.



It wasn't destroyed. Retreat both bombers to the airfield (they'll resupply, reloading ammo) and attack the enemy artillery with your gun. It will be damaged (and in this example it even got a leader, as noted by the small red star to the right of the strength number) but we need to get rid of it.



Move the recon to see if we have a path to attack it with the **Panther**. The artillery is covered by some enemy units, so the tank doesn't have a path to it.



We move the recon out of woods (where it is very vulnerable to infantry attacks, like all vehicles), one hex to NE. We attack the nearest enemy with the mortar; we were lucky, as it suffered heavy losses. It could be overrun.



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Move the infantry adjacent to the enemy artillery and attack it; it will be badly damaged or destroyed.



Attack the enemy infantry with the recon and the same infantry with the AT: as the infantry has range 1, the AT will not be attacked back.



Attack it again with the **Panther** and end the turn.



This is the situation at turn's end.



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Turn 4



In the AI turn, some enemy tanks appeared and destroyed the recon. Do you remember? The AI HATES recons.



Time to use the recon plane again. We move it to the farthest spotted hex where it spots more enemy units. Then we retreat it out of the enemy spotting range.



Next we move the fighter, destroy the enemy one (or badly damage it); move the bomber and attack the tank; then attack the same tank with the mortar.



We use the **Panther** to overrun the damaged tank, retreat to its starting position and attack the other tank at range 2.



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After that we use the infantry to soften the **KV-1**; we were lucky, it was damaged and retreated. We attack it again with the AT.



This is the situation at turn's end.



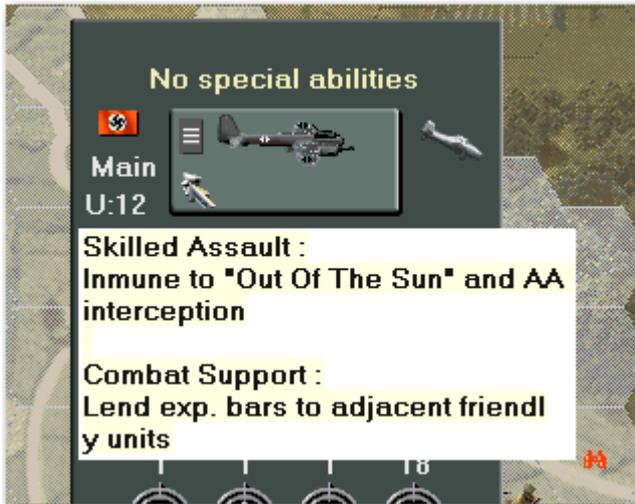
Turn 5



At the start of the turn the AT is without ammo (it doesn't have the symbol to the left of the strength, meaning it cannot attack); we'll need to resupply it. First we destroy the enemy fighter with the AD.



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One of our bombers got a leader; to take a look at its abilities, right click the unit and point the mouse to the small symbol to the lower left of the unit's icon. You can do the same with enemy units. Use the recon plane to spot, and try to destroy the enemy's tanks first...

This is what the recon plane spots.





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And this is the situation at the end of the turn.

From here you can continue yourself; you need to take the enemy VH without losing your one.



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3. 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/>

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/>

Panzerliga:

<http://www.panzerliga.de/en/index.php>

4. Acknowledgements

First and foremost to Luis Guzmán, creator of the Suite and of Open General; without his efforts nothing of this would be possible (and he “suggested” me to write this tutorial ☺)

To my wife and daughter.

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



5. Version history

0.1 First released version.