

Open General  
School



# THEME 3

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v 1.0

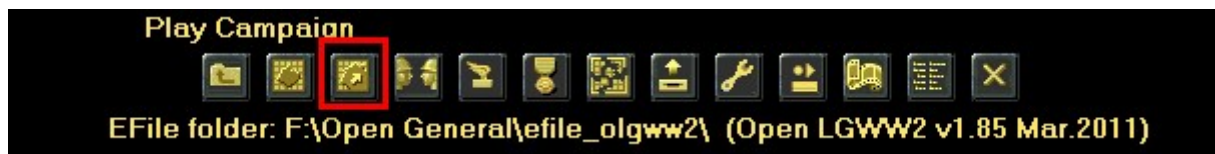
In this issue we will see

- What is prestige? Prestige modifier, to change difficulty.
- Scenario introduction. Victory hexes.
- Core and auxiliary units. Movement and/or attack possibility.
- Scenario planning. Terrain.
- Headquarters. Unit purchase. Deployment.
- Spotting the enemy. Recon. Phased movement.
- Artillery. Support fire.
- Attack. Attack planning.
- Close Defense. Attacking.
- Tanks. Overrun.

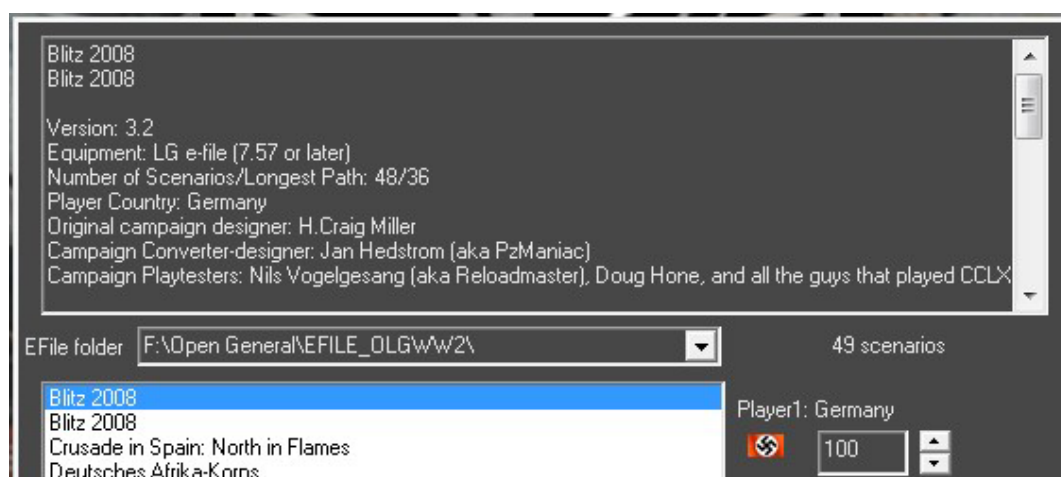
For this lesson we will start a campaign, but in this chapter we are only going to see the first scenario. A campaign is basically a series of chained scenarios, although it has some peculiarities that we will see.

This time we will use a new equipment for World War II, that are the most used, as those were included in the original game Panzer General II. In this case we'll use the Latin Generals one, by Santiago Fuertes, one of the best developers of efiles, scenarios and campaigns, and especially known for its maps, and with whom we are pleased to count in this school. Be sure to visit his website in [Latin Generals](#)

You know how to choose an equipment: the Latin Generals' one is called OLGWW2. When you have chosen it, it will be displayed in the bottom of the screen. Now click the campaign button.



We will choose a campaign that is probably one of the most famous: Blitzkrieg. The LG one is one of its many versions. In the introduction you have some information and advice.



Let's talk about the prestige. You can consider prestige like the money you have. We will see how to use it, but you probably already imagined that one of its uses is to buy units.

Prestige is also used to control the difficulty of the game. The player can change the difficulty in the scenario or campaign selection screen, by using the **prestige modifier**. With the arrows you can change the% of prestige that you receive (except the one allotted at scenario's end) and also the one received by your enemy (usually the AI). Example: you can make each player receives a certain prestige at each turn, let's say 40 prestige points; if we assign a 200% and to the enemy (AI) a 25% we'll receive 80 points and the AI only 10.



In this campaign the introduction advises us how to set the prestige; usually you don't change the enemy's prestige, as it would not be very "honorable". We are not going to change the any values.



Here is the first scenario: Madrid Offensive, a well-known scenario. In the original game is used as tutorial. So here we go!



This is also known to us: the introduction of the scenario. At the right it's the turn info: we are at 1 of 15. The victory type depends of the turn when we finish: 8 turns or less will be a BV. The weather is good. We are the Player 1 / Side 1. The prestige with which we begin this campaign is 750 pp. The prestige modifier isn't touched: 100%.

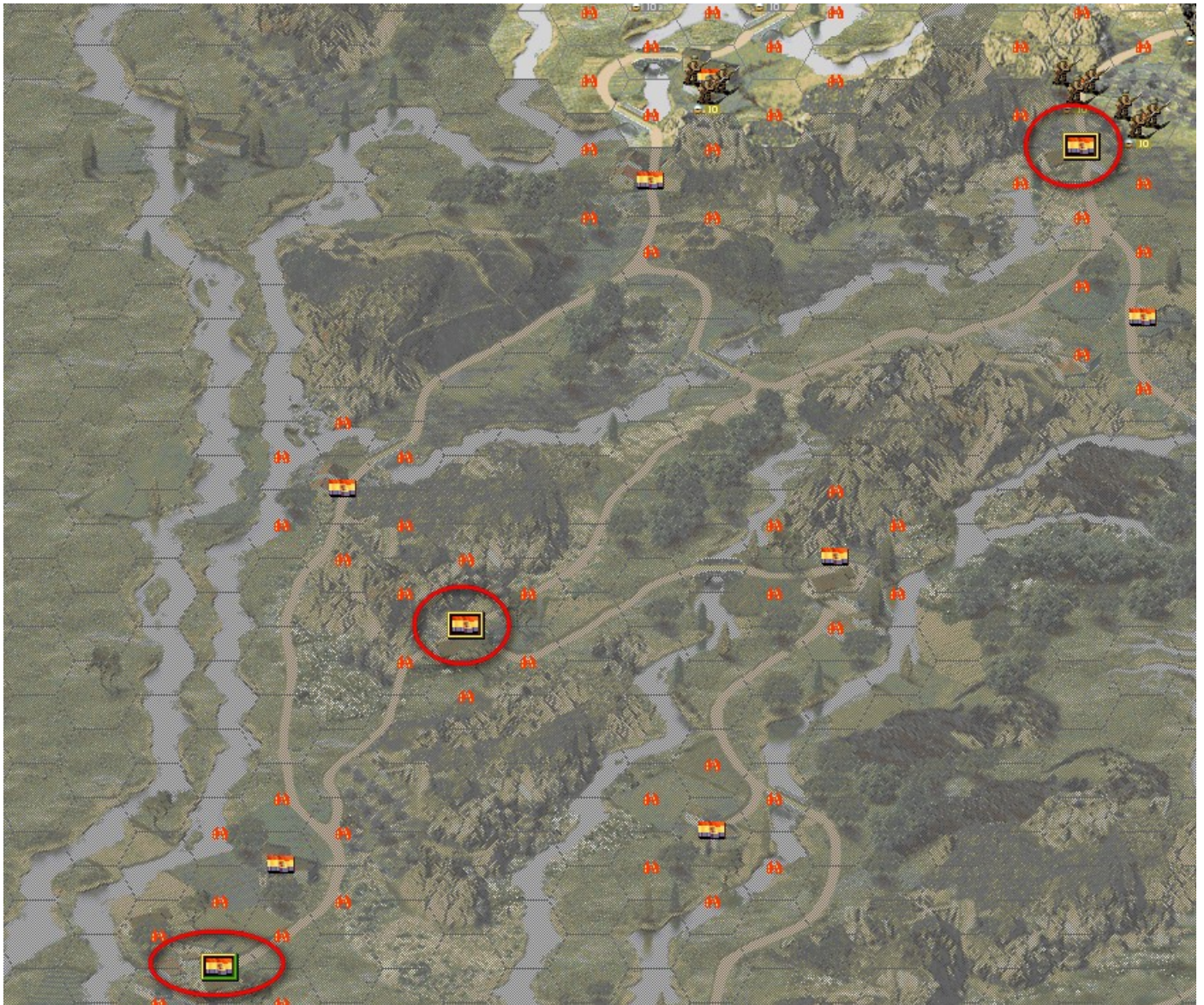


We aren't told what our goal is, but by default scenarios are offensive and we have to conquer the Victory Hexes (VH) of the enemy (VH to take by Side 1). The hexes controlled by the enemy are the enemy flags and are usually located in cities. The **VH have a golden border** around its flag. On many occasions the conquest of an enemy hex gives some prestige. This image shows the city of Almadrones, whose conquest will give us 80pp. To conquer a hex, simply enter it with one of your units.





We will have to conquer 3 VH to achieve victory. As we see, there are more enemy hexes. If we take them, we could be rewarded with prestige.

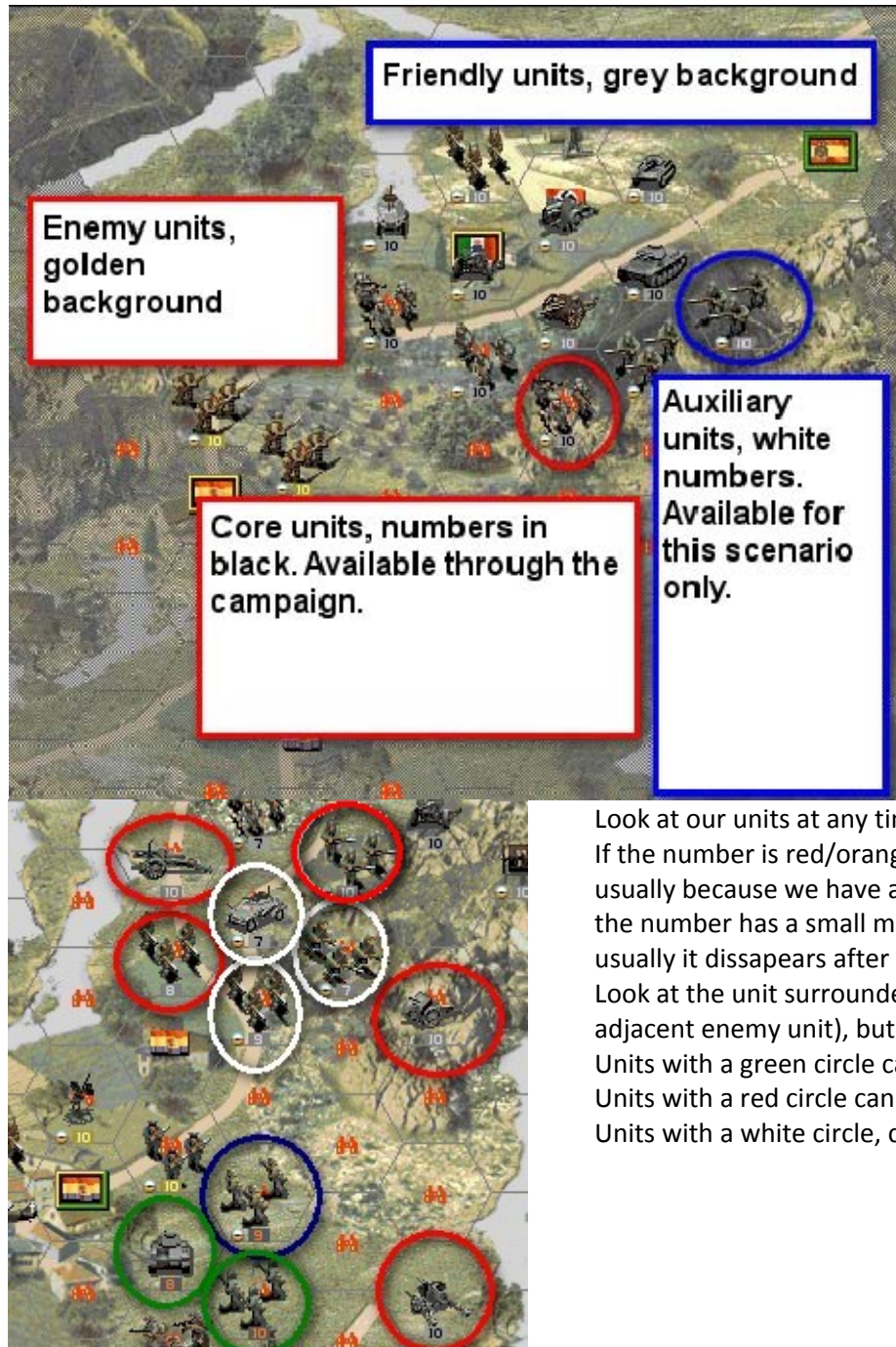


Note that we also have a VH. Although we attack and the AI defends, if we lose our VH, we have automatically lost the scenario.





Look at the units on the map. The units have a number that shows its strength (10 usually).



The "Core" units will be with you throughout the campaign, unless they are destroyed. Remember that we talked about the importance of experience; we said that experience is gained by fighting. In campaigns it's critical that our core units gain experience. You'll have to find a balance between fighting, to make them gain experience, and avoiding being destroyed, without losing sight of your objectives, both on the scenario and in the campaign.

Auxiliary units will be only available only at one scenario. You can use them as you wish, to win the scenario and help your core units.

Look at our units at any time of the battle.

If the number is red/orange means that we cannot move the unit, usually because we have already moved or because it has no fuel. If the number has a small mark, it means that the unit can attack, usually it disappears after attacking or if you run out of ammo.

Look at the unit surrounded by a blue circle: it can attack (at the adjacent enemy unit), but cannot move.

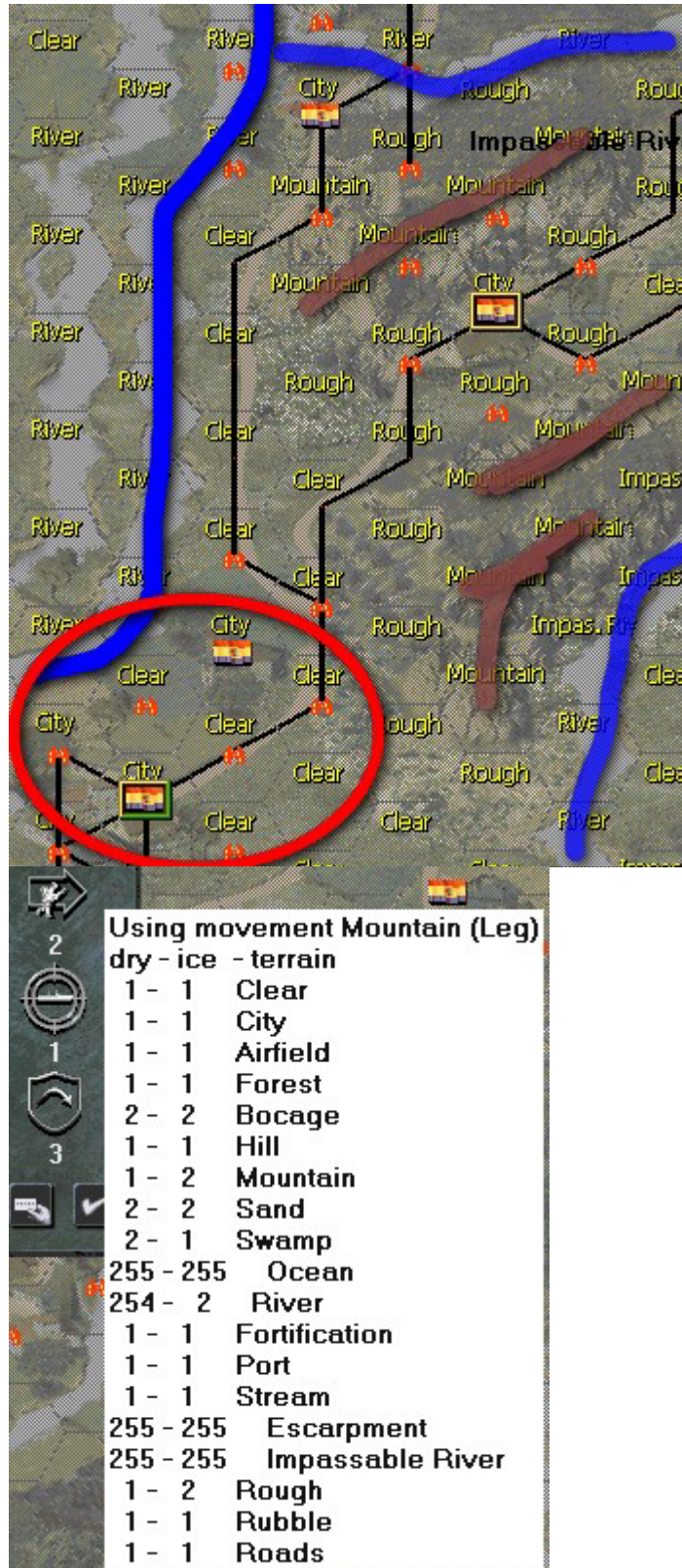
Units with a green circle cannot move or attack.

Units with a red circle can move, but cannot attack.

Units with a white circle, can move and attack.

The most difficult and important moment in the game is the beginning, before you start moving. You have to look at everything: your units, enemy units, terrain... You have to think how to move your units, where enemy units could be, which units you use and how ... This is really hard, takes time and effort, but is also exciting. Often you'll make mistakes and have to start again; but you'll have learned something new. Don't be discouraged. Great generals are forged this way!

## Terrain



Let's go to the scenario again. Press L and you can see the terrain. Look where the farthest VH is.

I've drawn rivers in blue and mountains in brown.

The VH is located in a corner of the map, flanked by rivers and protected by mountains. There are only two roads that converge at a single point.

It is a difficult terrain that slows our units. Also, when a unit reaches a river hex, it ends its movement (except if frozen).

Also, certain terrain types makes entrenchment easier, like cities, mountains and rough.

So to arrive at the last VH can be very complicated, especially if there are units protecting the access roads.

To know the cost of moving in a particular terrain, we use the unit's stats window. If we point the cursor to the movement icon, it displays a movement panel with all types of terrain and movement cost (dry and ice).

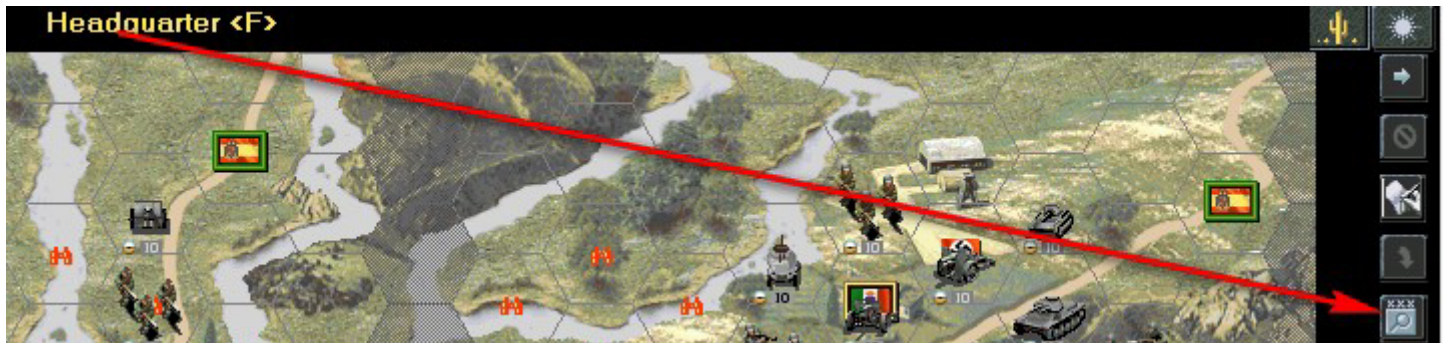
In this example, if we enter a Bocage hex we spend 2 movement points; 255 means that the unit cannot enter that hex (ocean or impassable river); 254 means that the unit can enter the hex, but its movement ends (rivers that aren't frozen).

Note that this unit has mountain movement (look at its movement icon). Compare its movement with a normal unit.

Of course when the unit is using its transport, it uses the transport's movement. There are different types of transport and you must study them carefully.




Although the units can be purchased at game's main screen, my advice is that you must go to the HQ and take a good look at your troops before taking any decision.



You know the HQ screen, but look at the arrow under the flag and click it.



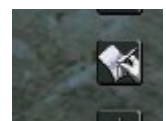
What we are seeing is that in this scenario we have troops from different countries. All are important in the scenario and must be studied carefully. But which are our "core" troops, which will accompany us throughout the campaign? Click

the icon of the coin. 

These are our "core" units. We see that in this first scenario units core units, with which we start, are "free". As we play with Germany, they are German troops.



Now if we want more units (that also will be core), we will have to buy them. The sooner you buy them, the sooner they will go into battle and gain experience. To do this we use the "Requisition" icon.





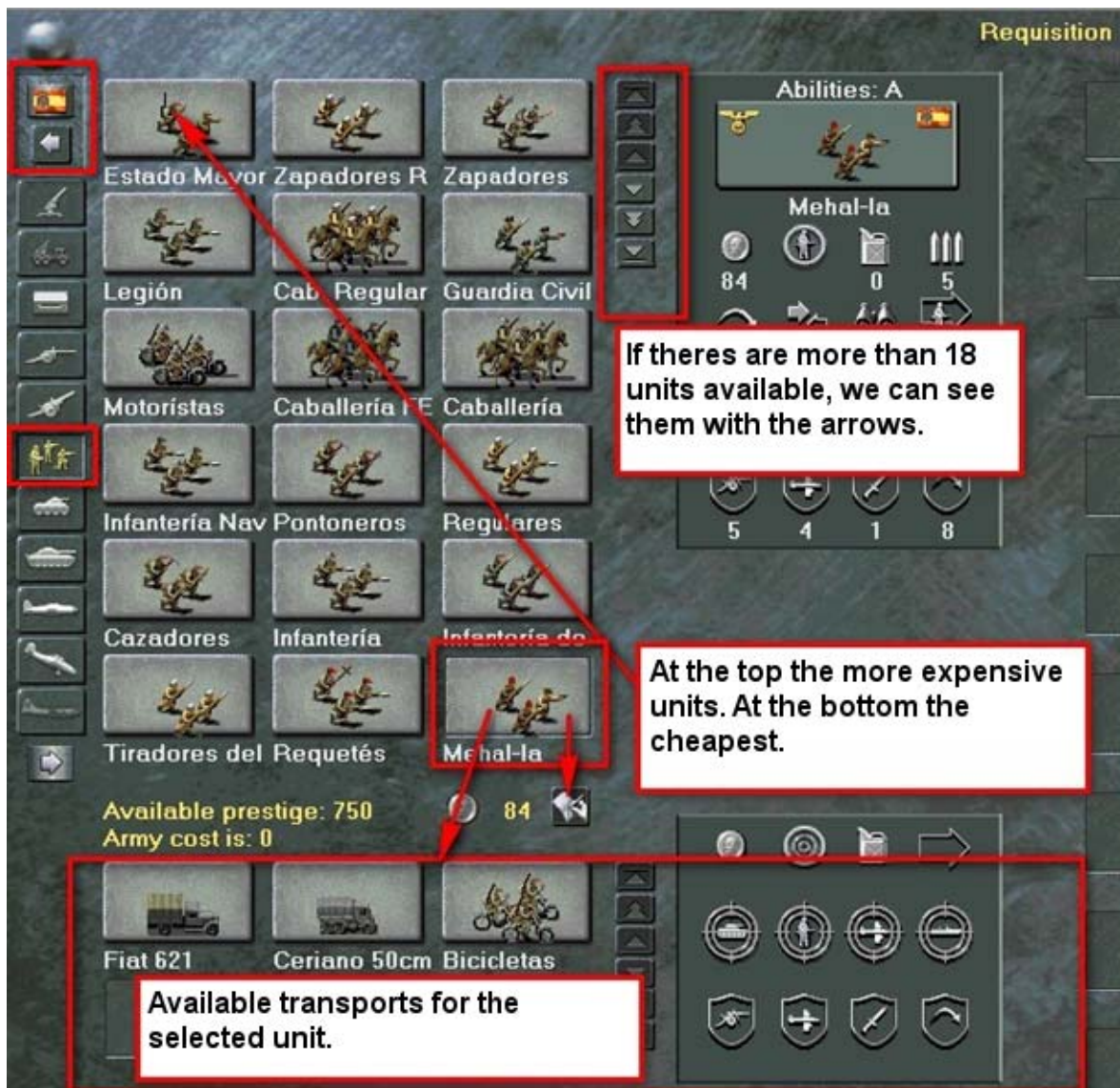
## Purchasing units



At the screen's left we can see all of the unit's classes, represented by an icon. Each class needs some explanation, and we'll be looking them later.

As we have seen in this scenario, we haven't only German troops at our disposal, but also Spanish and Italian. When this happens, we can buy troops from these countries and add them to our core. This opens up many possibilities. Let's take a look at the Requisition screen. We have chosen the Spanish Nationalist troops and within these the infantry class.

As we see, we have unit's properties window; when we select any unit it shows its statistics. It also shows the transports available to the unit. Similarly if we choose a transport it shows its characteristics. Sometimes the unit does not have transportation, nor is it compulsory to purchase it.





The purchase decision is very personal and depends on your strategy. I will make the decision based on what I see in this scenario: a difficult terrain where I could be ambushed.

**Requisition**

**Abilities: AM**

**Gebirgsjäger**

276

1 2 3

2 8 0 1

8 8 2 8

**Abilities: T**

120 40 12

0 0 0 0

2 1 0 3

**We are going to buy a mountain infantry unit. We choose the infantry class, and look for one with the M skill. As we have a lot of prestige, we'll buy a good unit. This unit moves very well in mountains, 3 hexes. It also has a good Soft Attack (8), and a good defense. We buy a transport with good movement, 12 hexes. The cost for the unit and transport is added and when we click the button the unit joins our core.**

Available prestige: 790  
Army cost is: 0

396

SdKfz 251/1 Opel Blitz 3T Bussing-NAG

Kfz 70 Opel Blitz

If we need to observe, we need a reconnaissance unit. There is a specific class, which we'll talk about later, but it is a land class, and given the difficult terrain, and that we know that the enemy has neither anti-aircraft guns nor fighters to attack us, we'll look for a unit with this ability, but aerial. The ability of the recon units is the Phased Movement, allowing them to "divide" the movement, i.e. move some hexes, stop, discover any enemy in its spotting range and continue to do so until spending all its movement points. We will see it later in screen captures.

**Requisition**

**Abilities: R**

**Ro.37**

300 125 4

1 5 2 17

1 2 2 1

6 6 0 1

**Now we are going to buy an aerial recon unit. They are with the bombers. The recon skill (Phased movement) is noted with the letter R. In the Italian equipment we see an interesting unit. It has a movement of 17 hexes, enough to discover enemy units and retreat. This unit also can attack, even with limited initiative and attack value. Its defense is enough, and its not very expensive.**

Available prestige: 394

300

SM.84 SM.79 Ba.88

Z.506 SM.81 Fiat Br.20 Cic

Ca.133 Ba.65 Ca.310

Z.501 Ro.37 Ca.AP.1

Ba.25





Bought units are shown on the right. Once we accept, we return to the main scenario screen and on the right we can see the units we have bought, so that we can deploy them: this is the deployment mode.







Let's see how the Phased Movement works. In a first move we reach the enemy VH. This allows us to look behind the enemy front line to 2 hexes, which is the spotting range of this unit. This can be dangerous if the enemy has anti-aircraft guns, but this is not the case. As we can see, we have marked hexes to continue moving. A unit with this ability cannot do this, once it have moved it cannot continue, no matter if it has used all its movement points or not.



As we see a recon unit can "discover" many hexes. But when we finish the turn, all the hexes outside the spotting range will be hidden again; this also happens when loading a saved game.

Since we discovered an enemy artillery unit we will talk about this unit class.



## Artillery.



Artillery is one of the most important unit classes of the games; you'll recognize it by its icon, as seen in the Requisition screen.



The most remarkable characteristic of artillery is that it can fire at more than one hex away; its range of attack is two or more. Some classes have a default ability, but there may be exceptions. The artillery has the ability to provide fire support; but if it has an "s" letter in lowercase it is an exception and cannot give fire support, as in the image.

Classes also have some common characteristics, also with some exceptions.

Artillery usually is a Soft target. It is not very effective in defense, but very effective in attack, especially against soft targets. Often it needs a transport to move, also weak on defense. Besides the biggest guns, with more range and destructive power, often have little ammunition, don't provide fire support (s) and cost a lot of prestige.

## Support fire



How does Fire Support work? Let's call units with this skill S (in this example artillery). Friendly units adjacent to S units receive what is called Close Fire Support (CFS), and their attackers receive the full attack of the S unit. If this condition isn't fulfilled, the attacker will receive only half the attack value of the S unit (rounded up).

The enemy infantry unit (red arrow) attacks our infantry unit. **Before the attack** it will be attacked by friendly support fire. The artillery unit with the blue circle is providing CSF, as this unit is adjacent to the attacked unit. The rest of the artillery (if the enemy unit is in range) only gives Support Fire.

One consideration to keep in mind is that fire support is given whenever possible; as it happens in the enemy's turn, we cannot choose. Sometimes this is a disadvantage, because we spend ammunition.

Let's see support fire against soft targets with these examples: The second unit will have 6, also has experience and range 4, it is our best artillery unit. Our core unit despite has range 5, is inexperienced and with only an attack of 4 will not be as effective. The third unit will be effective only because it can move and provide CSF, but is an experienced unit.



Even if an artillery unit hasn't good attack and its support fire isn't very destructive, the combination of support fires can be very effective, because the support fire is received before the attack occurs. This has two consequences:

- 1) If the attack is on an entrenched enemy unit, each support fire reduces 1 of its entrenchment. Remember that it is very difficult to attack entrenched enemy units.
- 2) Kills and suppression are taken into account before the attack between our unit and the enemy unit that is attacking. An example: a friendly unit is attacked by an enemy unit both with strength 10, and receives the support fire from four artillery units (a, b, c and d) as follows:
  - a) Killed 0, Suppressed 1
  - b) Killed 0, Suppressed 2
  - c) Killed 1, Suppressed 1
  - d) Killed 1, Suppressed 3

Then it comes the attack, but the attacking unit may only use strength 1 (subtracts 2 killed and 7 suppressed) against our strength 10 unit. You can imagine the result of the attack...



Look at the picture again. Our infantry unit is supported by 4 artillery units. Those attack the enemy unit before it enters combat. Although the enemy unit is better and more experienced it will hardly hurt us.

Note also how the artillery is positioned: close enough to provide fire support, but out of reach of ground units, especially tanks and infantry, who could destroy it easily.



Let's continue our scenario. We have found the enemy artillery, which of course is there to provide support fire. Now we can see its properties window.

Do a little exercise and think at which units it will provide CSF or support fire.





## Attack



But this infantry unit, that isn't entrenched, it's within range of our three artillery units, that will not suffer support fire, and also within our tanks' range. The tanks are hard units, so they will not be very damaged by the support fire. The infantry unit could be a easy target, so we can break the enemy front. If we can do it the artillery could be destroyed next turn.



After the attack from the artillery and the tank, the enemy infantry retreats. Now it and the enemy artillery are within our range.

We will explain how the combat is resolved. Look above: the tank (T) attacks the infantry (I).

- 1.-When there is an attack, the unit who wins the initiative attacks first. Let's assume that T wins.
- 2.-T attacks, uses its Soft Attack value and I uses his Ground Defense value. I suffers kills and suppression.
- 3.-I makes his attack (or counterattack) against T with depleted strength, not only by kills, but also suppressed strength. It uses its Hard Attack value and T its Ground Defense value.
- 3b. - If all strength of I has been killed or suppressed, the unit retreats to an adjacent free hex. If it can't it surrenders.
- 4.-Kills are permanent, but suppression is recovered instantly after the attack.

We have seen many details of combat, but let's remember an important one: the "stress" or combat fatigue. A unit not only loses strength, entrenchment and sometimes (lasting) suppression after an attack. Also, his fighting ability is diminished the more battles it fights during a turn. In this case the enemy infantry unit has suffered several attacks by artillery and a tank. It's tired and this makes it vulnerable.





We continued the attack with the other tank. The enemy infantry unit is very weak. It is better to attack it, instead of the strongly entrenched artillery. Of course we'll suffer CSF from the artillery, but if we look at its stats we see that it is not very effective against Hard objectives, like tanks.



We have opened a gap in the enemy front. Now we need to think.



Before ending our turn, we have another front in this scenario.



Here we will use a classical attack. First we soften the enemy's defense with artillery and then we use the infantry units. Our legionnaires are experienced units, and have a good Soft attack.







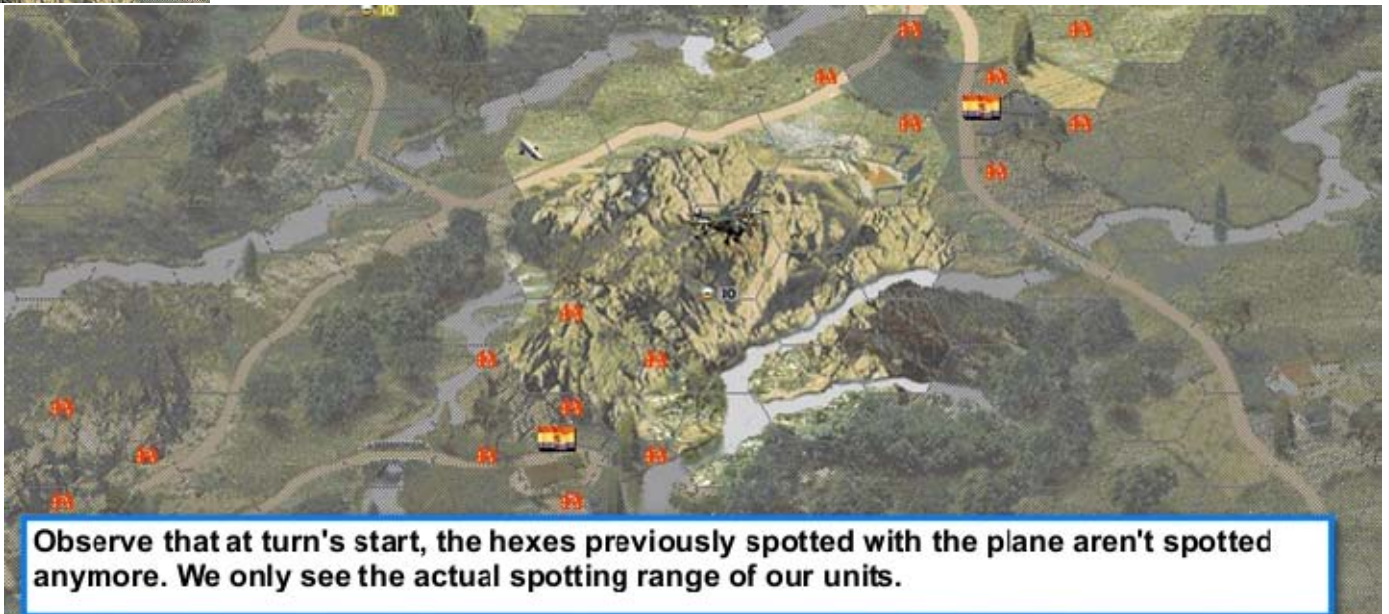
We are attacked with support fire by the enemy artillery, but despite this our unit is better: the enemy infantry withdraws. Now we can take the enemy hex. We can destroy the enemy unit, but we will suffer the support fire from the artillery.

We cannot view the properties window of the artillery unit. We really don't see it, is not in our sighting range. We know it's there because he has attacked us.

It's time to see what surprises the enemy has in store for us. If you have finished, end the turn.



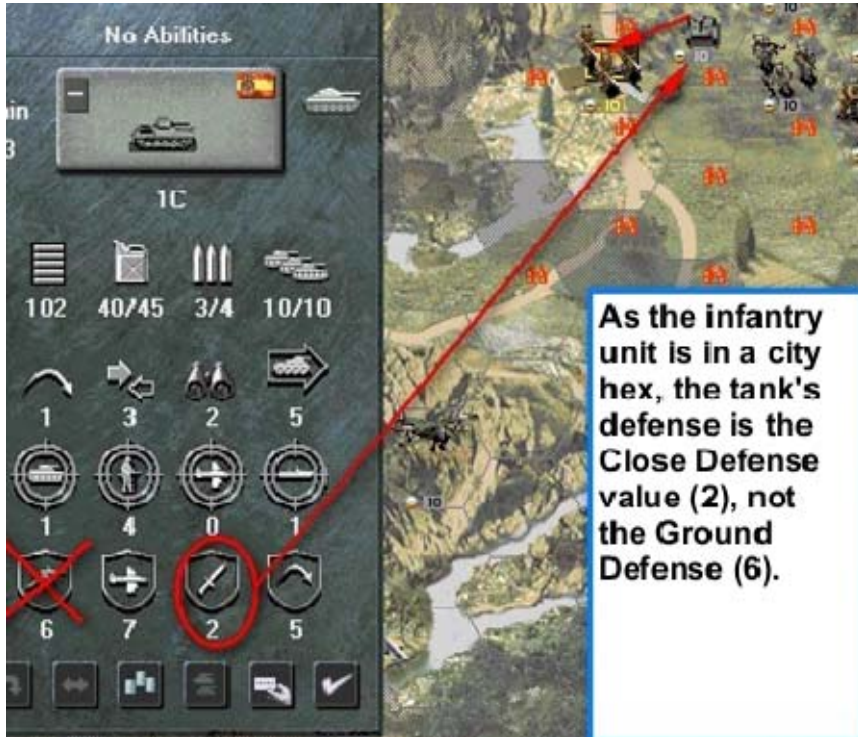
We note that, as the first line of defense has fallen, the artillery retreats. Remember that the artillery is often weak and should not be at the front, but supporting from the rear. But it will not do it in our turn: **a transported unit is not operational until its next turn**. As we can see, when it enters a hex out of our sighting range it disappears. Of course, the VH is an objective and cannot be left unoccupied: the infantry take positions there.



Observe that at turn's start, the hexes previously spotted with the plane aren't spotted anymore. We only see the actual spotting range of our units.



## Infantry ability: Close Defense (CD).



The infantry, on certain occasions has the ability to modify the defense value of its attacker. We can see that value in the properties window.

One such occasion is when the attack takes place in ground suitable for the infantry: **City**, **Mountain** or **Forest**. Let's call it difficult terrain.

This can occur if the infantry is attacked in difficult terrain, or if it's attacking a unit that is in difficult terrain. When the attack occurs the enemy's defense value is set to its CD.

There are other circumstances in which CD applies, that we will see later.

In the example the tank attacks infantry in a city: when it receives the infantry attack, it'll be harder to defend than in clear terrain; it will use its CD value, which is usually less. Same thing would happen if the tank was in city terrain and the infantry attacked from outside. The tank could not defend well and CD would be used in combat. Review the explanation of how the attack occurs on page 17 and apply it to this combat.

You must be careful before attacking an infantry unit in a city. This advantage of CD is increased by the entrenchment. In addition the unit may have good stats and be experienced. A direct attack can be disastrous. Artillery (and planes) are valuable resources because they attack from a distance and the infantry cannot defend against them; use them to remove the entrenchment and increase the fatigue of the defending unit before attacking with an appropriate unit (with good soft attack, like a tank).





Let's look at another possible solution to the same attack: this time we will use a tank's skill, the Overrun.



We start from the same initial situation with a tank adjacent to an infantry unit defending in a city. We also begin the attack the same way, with the artillery to wear it down: it loses a strength point.



Despite the CD we decide to attack with the tank.



We got another killed point. We move the tank to clear the hex and we will use our expensive mountain infantry unit for the assault on the city. It may not seem right, but its soft attack value is very good. It has some CD value (many infantry have 0) and we need it to gain experience.



## Tank's ability: Overrun.



We were not mistaken: the mountain unit is powerful, and forces the enemy unit to retreat, with only two points of strength. Now we'll attack with the other tank and see what happens.



When a tank attacks a weak enemy unit, it can destroy it without losing its movement (if it have some, as if in phased movement) and can continue to attack, if there is another target within range. This can be done several times in the same turn.



As we can see if there is an overrun, it's as if there wasn't an attack.

The tank has attacked and may continue to move.

Some efiles have very powerful tanks. In campaigns, when these tanks are very experienced, they can become terrible weapons.

Used skillfully, we can use the overrun to destroy multiple enemies in one turn.

In this chapter we have learned many things. You are also learning the game's philosophy. Now it's your turn to practice. We wait for your comments in the forum.