



THEME 4

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Translation by Guillermo Bores

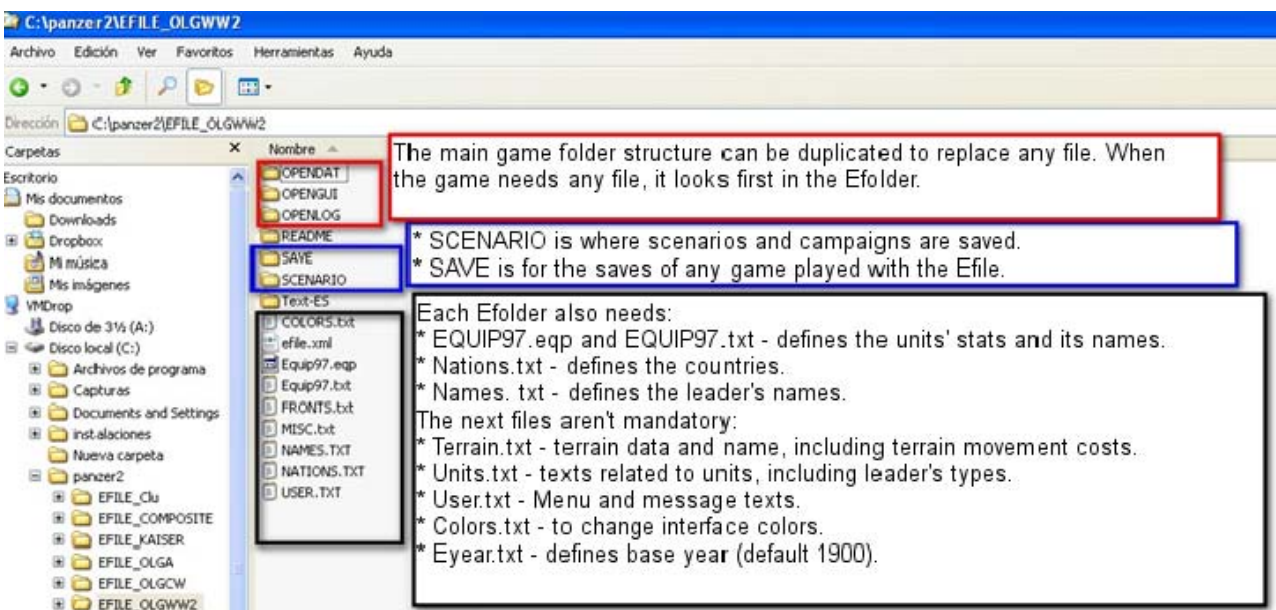
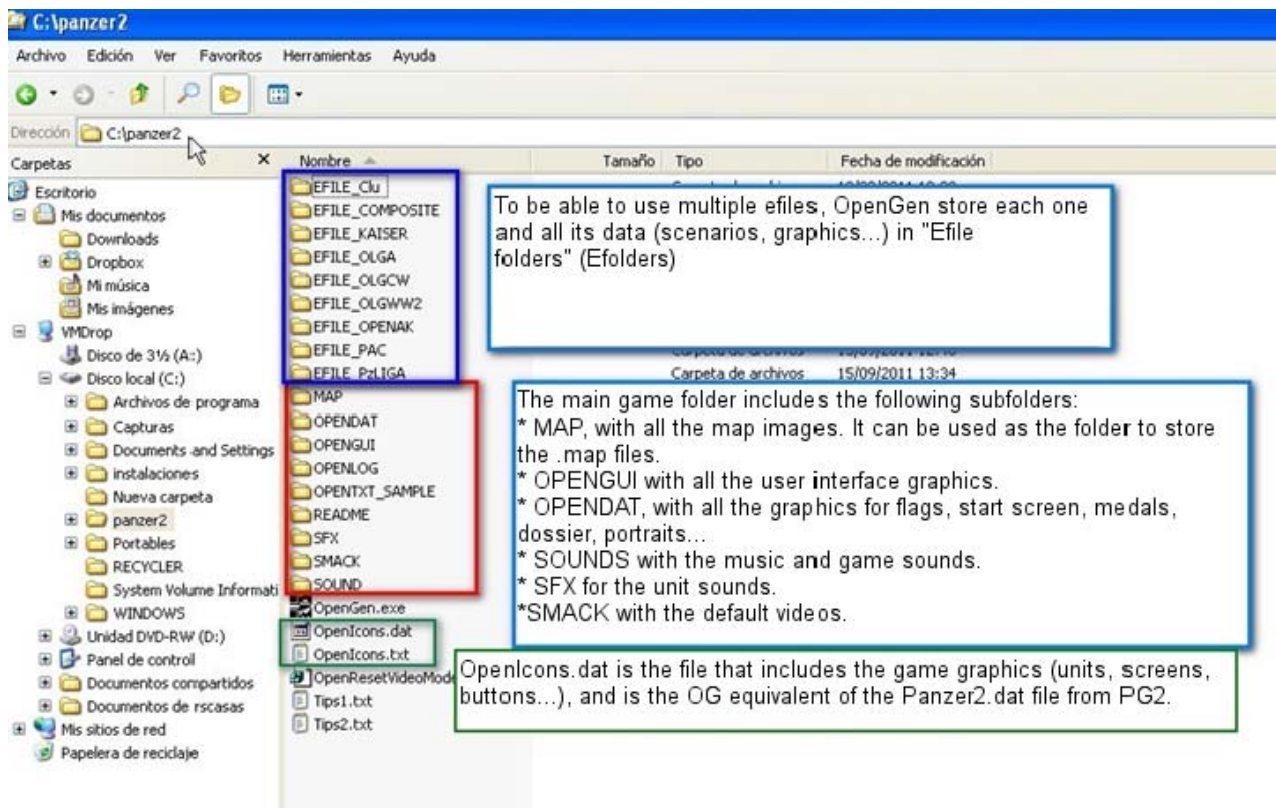
v 1.0

In this new chapter we'll see:

- Folder and file structure.
- Efile update. Scenario installation.
- Zone of Control (ZoC). Recon units.
- Spotted hexes refresh.
- Attacking a VH.
- Supply and replacements.
- Weather.
- Mountain movement.
- Infantry units.
- Bridging units.
- Play By Email (PBEM)

Note from Guille: I deleted the last part of the chapter, an introduction to the Suite. The new Suite is near in the future, so that could change. Other things in this chapter are going to change in the new versions of the exe, but I think they should be included.

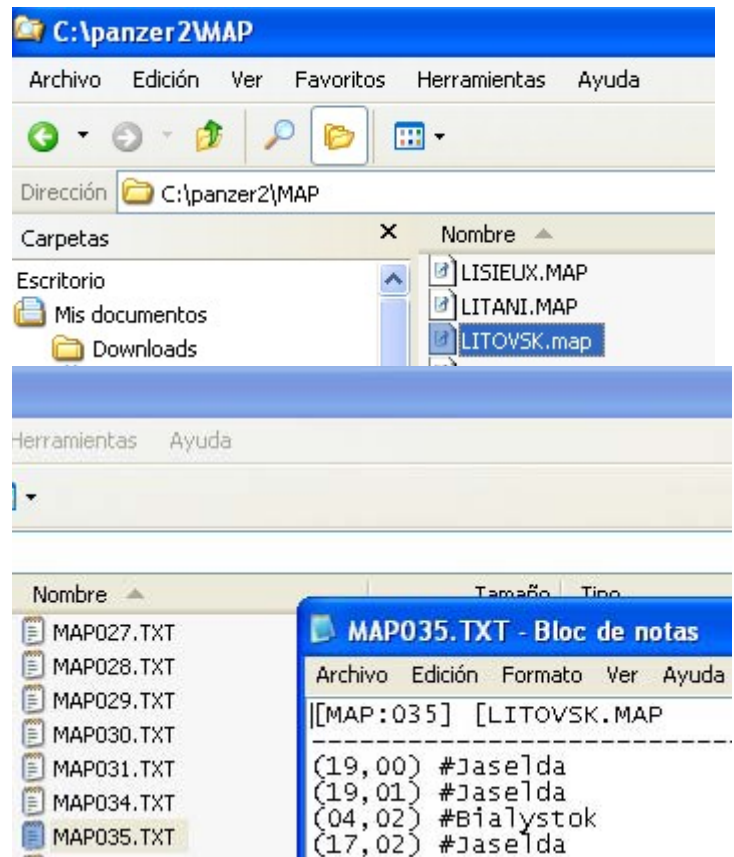
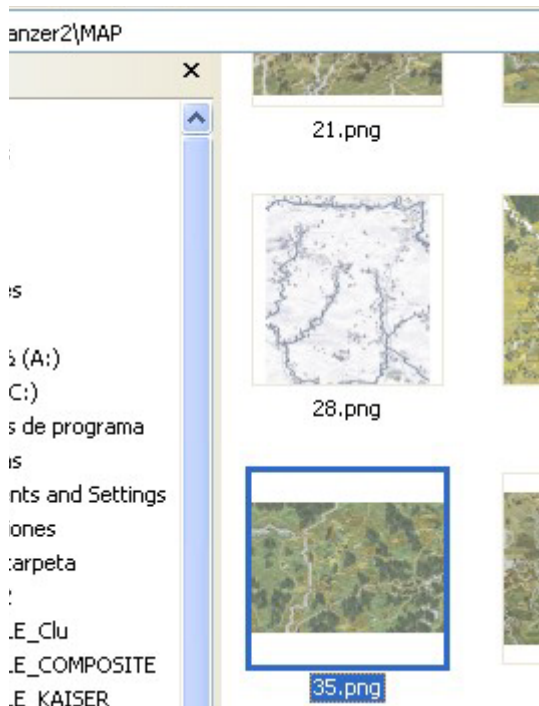
Folder and files structure.



The installer doesn't include all efiles; some are downloaded from the web. Usually they come in a compressed file, that we extract in the efile folder; if it doesn't exist, we can create one with any name starting with "efile_". Sometimes we download a new version of an efile, to update it the same way.

The MAP folder contains the maps. A map is composed of two files: the .map file, which defines the map structure, and the map image (in this case in PNG format). There is a .txt file that defines the map names (cities, rivers...) and that comes with the scenario.

A map isn't just for a scenario or efile. If you download any, then it's better to store them in the MAP folder.



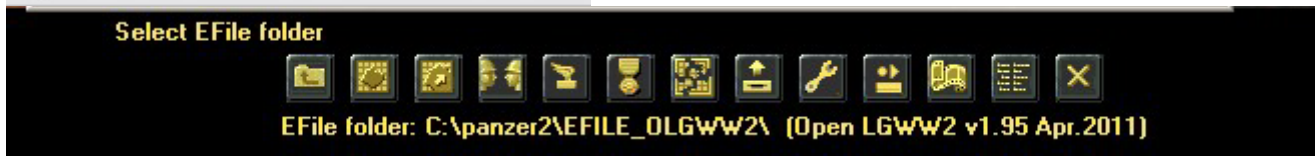
The SCENARIO folder is the most important. When we want to play a campaign or scenario that we have downloaded, the files go here. Scenarios has some files: a .SCN, a .PLY (user scenarios) or .TXT for the intro, another .TXT for the map and unit names, a .FRONT file to define fronts, a .TMSG for the turn messages and a .SMX to define flags if the scenario uses countries over the 31.



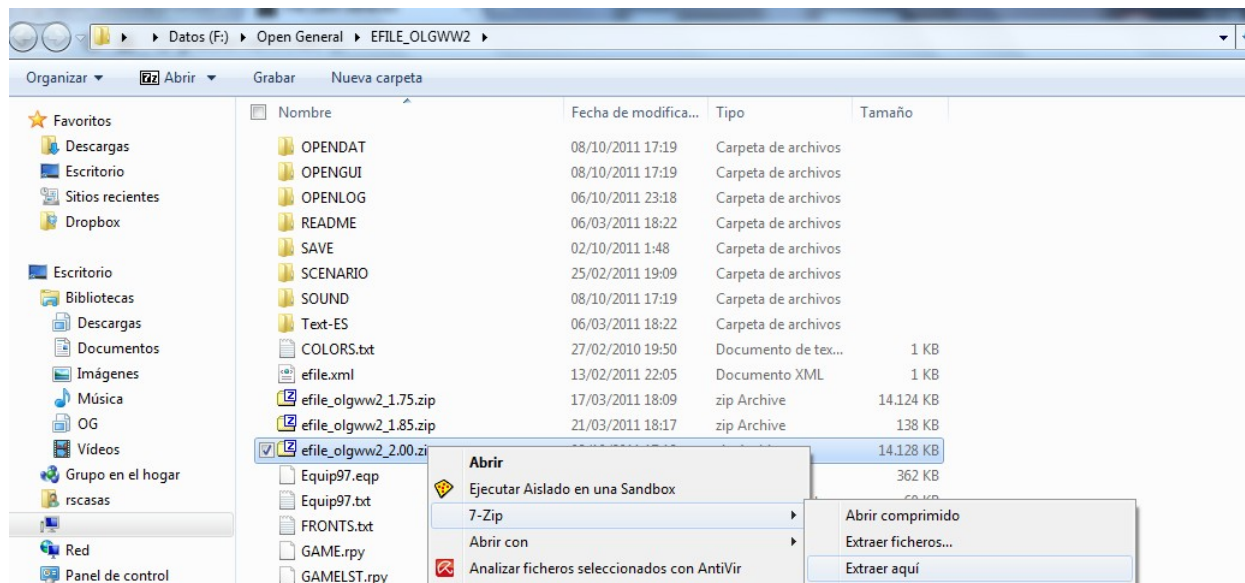
Efile update and scenario installation.



We are going to update the OGLGWW2 efile, from Santiago Fuertes; as we can see, it's version 2.0, and the one installed is version 1.95.



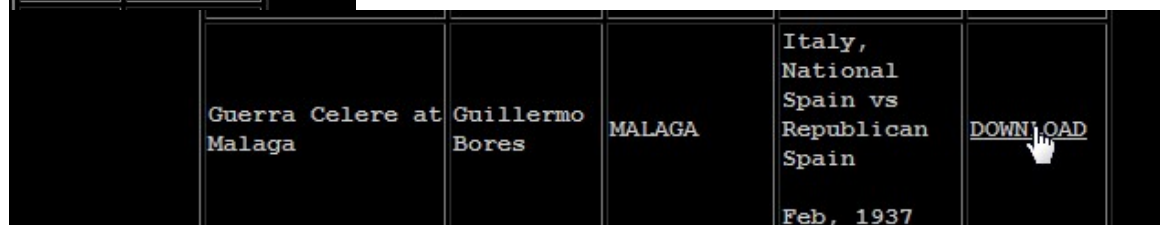
It's a compressed file that we extract to the same folder of the efile, and that's all.



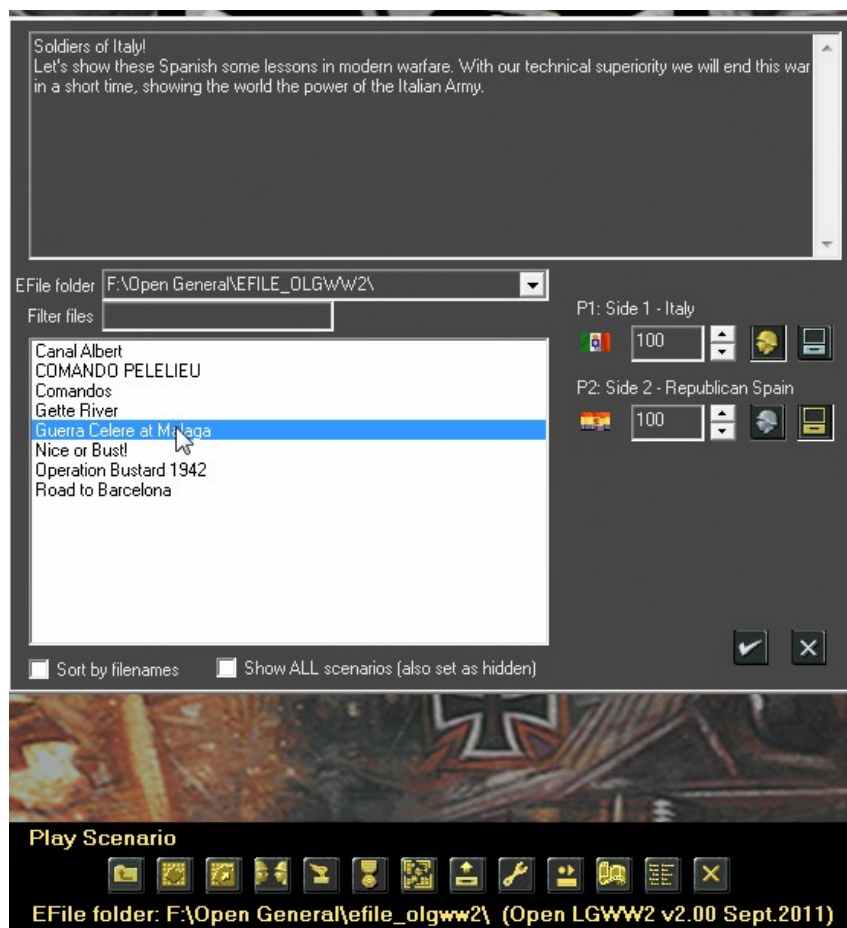
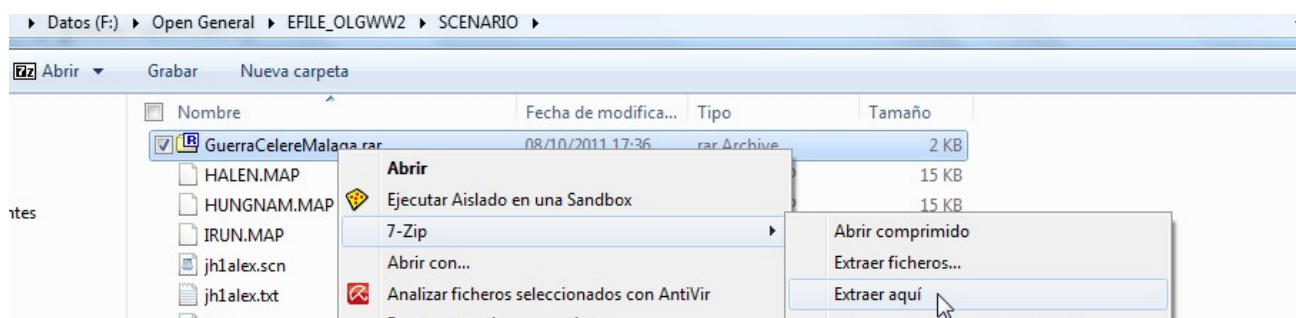
Now we are going to download a scenario.



We are going to use the downloaded scenario to learn how to play by mail (PBEM).



The procedure is the same; only we extract to the SCENARIO folder.



Now that we have selected the OLGWW2 efile, it shows version 2.0; and if we go to the scenarios, the new one shows.

The way to install a campaign is the same. It's a good idea to read the "readme.txt" file included with them.

From now on, you have a good deal of scenarios and campaigns available. Be careful, as not all scenarios and campaigns are done for Open General; many of them are for the original PG2, and maybe they don't have all the OG options available, but usually they are perfectly playable.

Zone Of Control (ZOC).

Units have a Zone Of Control (to units of the same type: ground, aerial or naval) in the 6 hexagons that surround it. This means that enemy units can't cross it in with its movement; they will have to go round it to continue movement, except units with the Recon ability.



The artillery unit is mounted in its transport; it's an easy target for a tank. But because of the ZOC of the infantry and the mountainous terrain, which the tank can't cross, the artillery unit is safe from it.

Recon units. Phased movement.

We learned earlier from this ability. Let's see the common characteristics of this class, remembering that there can be exceptions, and some examples of the use of these units.

Select Recon

No Abilities

Psw 231(8)

264 55 8

1 7 3 10

3 3 [2] 1

8 6 2 6

Hard target

Good initiative

Good movement

Good spotting, usually 3 or 4 hexes.

Weak attack values. Attacking isn't its task.

Good defense, because being hard target

Not very expensive.

Available prestige: 102 264

City (19,7) Alaminos: \$:40 (Road)

We will take this enemy hex, as it will give us 40 prestige points. We are going to use the Recon unit. The Recon units have usually phased movement, and a good spotting range; this one has 3 hexes, so we will see if there are enemy units nearby.

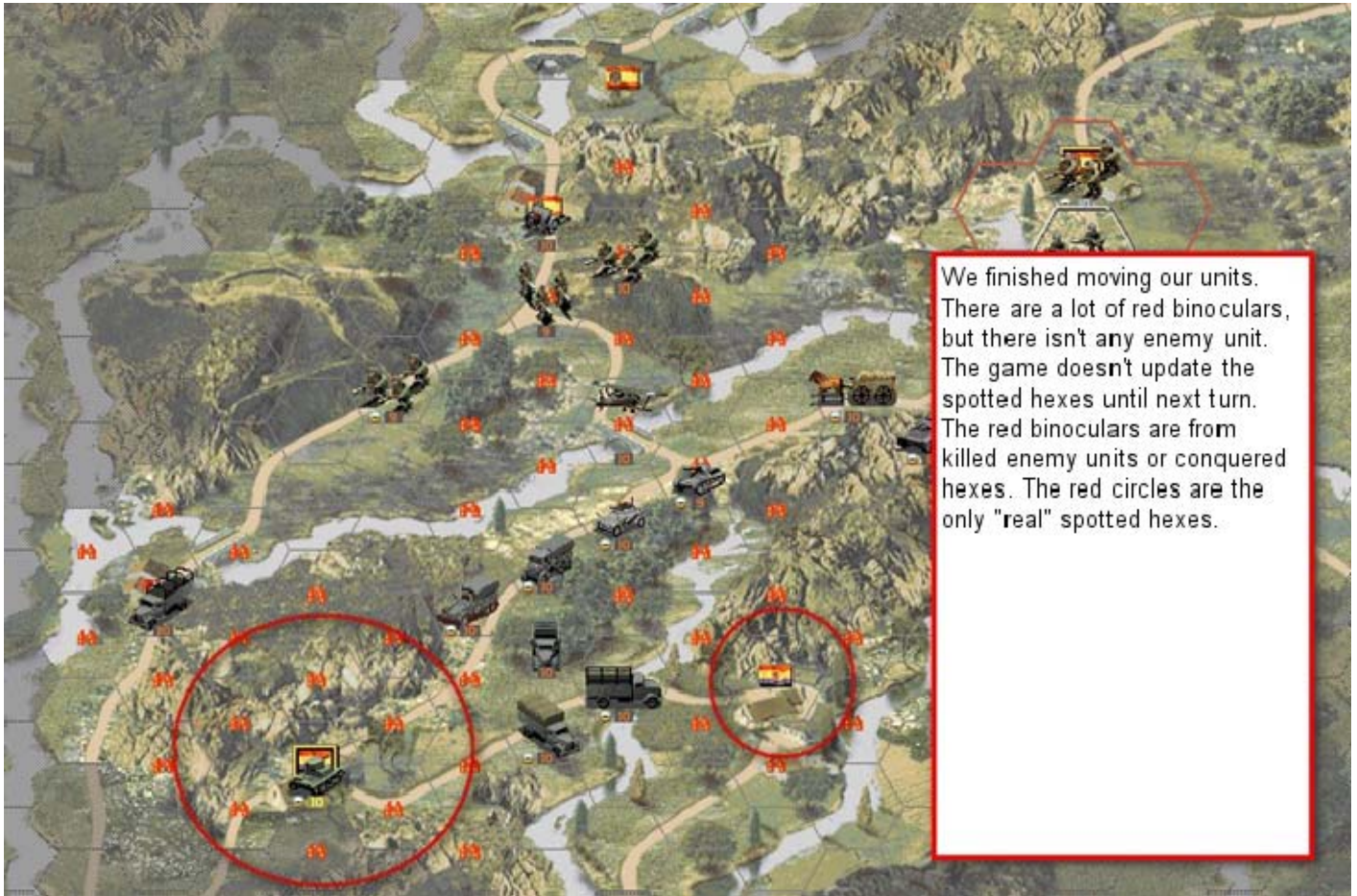
Now we can spot more hexes and see that there aren't enemy units nearby. Also, we have one hex more of movement, so we could escape of any enemy unit.



We have some movement left, so we can flee from danger.

As you can see, recon units are very useful.

Spotted hexes update.



The game also doesn't "remember" spotted hexes if we load a saved game. We'll just see the ones spotted by our units.

Attacking a Victory Hex defended by a tank.



Abilities: AM

Main U:20

Gebirgsjäger

6 24/40 6/7 10/10

1 2 2 3

2 8 0 1

8 8 2 8

We know there is a tank waiting for us. It's time for our unit to prove itself. The hex north of the VH is mountain terrain. Our unit can go there, adjacent to the tank, without attacking. If the tank attacks, it will be close combat, and the unit has good defense against ground attacks. Then we move the artillery closer to attack.



Tank Hard

Main U:34

1

204 50 14 10/10

1 7 2 4

7 5 0 1

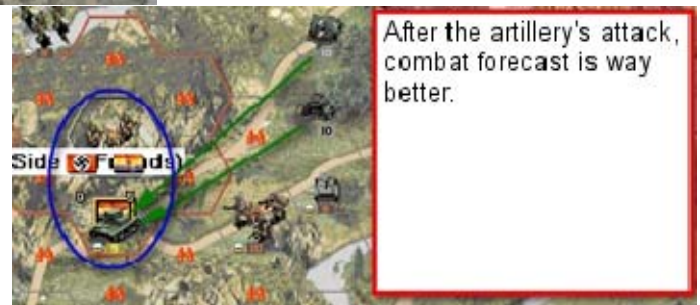
7 6 3 3

Tanks are Hard targets. Infantry and artillery units usually hadn't good attack values against Hard targets. This tank has a good hard attack, so attacking with another tank isn't a good idea. The best unit would be an AT but we had none, so we must use the infantry. This won't be easy...



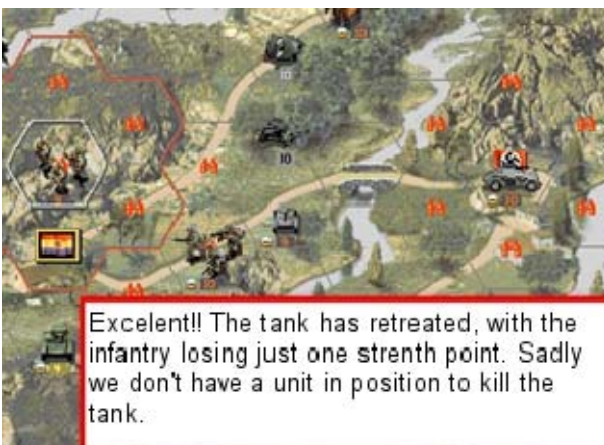
Side (S) (r) (ds)

Combat forecast isn't good. We must soften the tank with the artillery.



Side (S) (r) (ds)

After the artillery's attack, combat forecast is way better.



Side (S) (r) (ds)

Excelent!! The tank has retreated, with the infantry losing just one strenth point. Sadly we don't have a unit in position to kill the tank.

Fuel and Ammo. Supply and Replacements.

Units that need fuel to move when fighting without it have initiative halved.

You cannot attack without ammo, and any unit in this situation defends with halved unsuppressed strength and its defense value is also halved.

In the image, the infantry unit is under support fire of the enemy artillery: attacking it's a bad idea, but we don't want to retreat.



Supply replenishes ammo and fuel. It doesn't cost prestige, and only can be done if the unit hasn't moved and fired. It happens automatically at end of turn if conditions are met, but we can do it manually.

Replacements are the replenishment of strength points and it costs prestige. It's done manually and also replenishes ammo and fuel.

There are some rules:

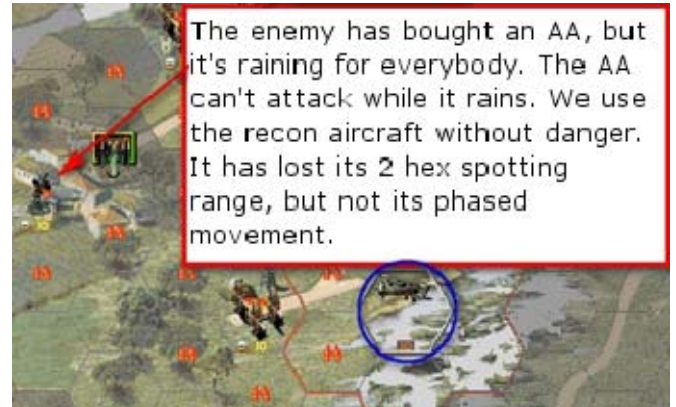
- In Sand/Snow terrain only 1/4 are recovered.
- If there are enemy units adjacent, it loses 1/3 for each unit.
- In blown terrain, it only recovers 3/4 maximum.
- Factors are cumulative in the previous order.
- Ships only resupply in ports and adjacent hexes.
- Planes only resupply at airports and adjacent hexes.

The infantry unit only recovers 2 of 3 strength points, as it has an adjacent enemy unit.

Weather.

Weather can change some rules. Usually bad weather helps the defender.

Planes cannot attack or be attacked with snow or rain, except if attacker (ground or plane unit) have the "All Weather Combat" leader. If there is air-ground combat in bad weather, both units use halved strength. The rest of units have an increased defense (except in close combat).



Mountain movement



Look at the movement possibilities of this unit. It can only move 1 hex into the mountain, and its transport must go round the mountains.



Look at this one, which can go 3 hexes into the mountain terrain.

This is even more important for artillery, as it can move without transport and giving support fire.



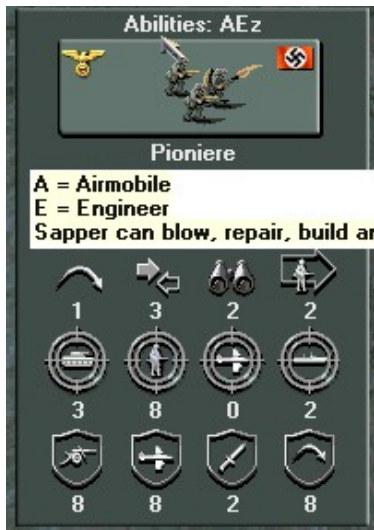
On the other side, this artillery must mount in its transport, and can only move one hex in mountains.

Infantry units. "Dismount if attacked" ability.

Infantry units are the core of an army. Its default ability is that they dismount from their transports if attacked. If a unit cannot dismount, it defends with its transport stats.

Infantry is a "Soft" objective. It can move without transport and usually hasn't good "Hard" attack values. There are many infantry types, and you should always look its stats and abilities. In the examples there are some types:

- E "Engineer": This expensive units ignore the entrenchment of its enemies. They have good attack values, and are good for assault (Close Combat).
- A "Airmobile": a very common ability. It means that the unit can be transported by plane; we'll see it later.
- z "Sapper": a new OG ability. It allows the unit to build new constructions, like airports. It can also blow things, like buildings, and repair the destroyed things. It can also lay mines. All this is defined in the scenario settings.
- B "Bridge": if placed in a river hex, they can be used like a bridge by other units. We'll see an example later.
- C "Combat Support": unit lends its experience bars to adjacent units.
- R "Recon": phased movement.



Bridging units.



When a bridging unit enters a river hex, they become a bridge, allowing friendly units to cross the river. Look at the possible movement of the recon before and after moving the bridging unit.



Play By EMail (PBEM).

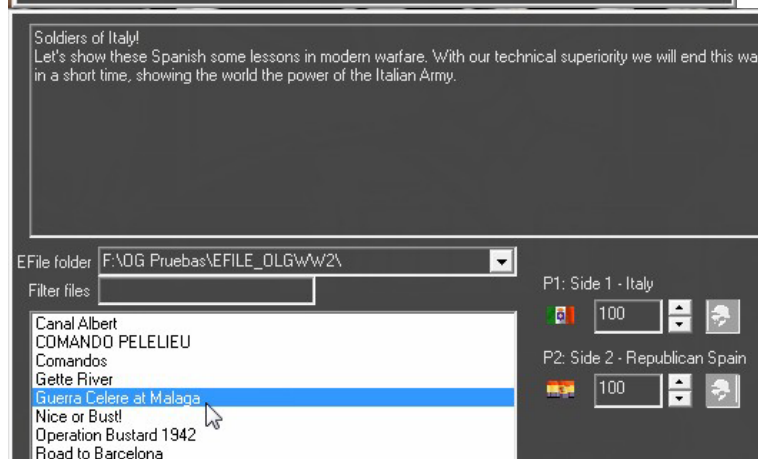
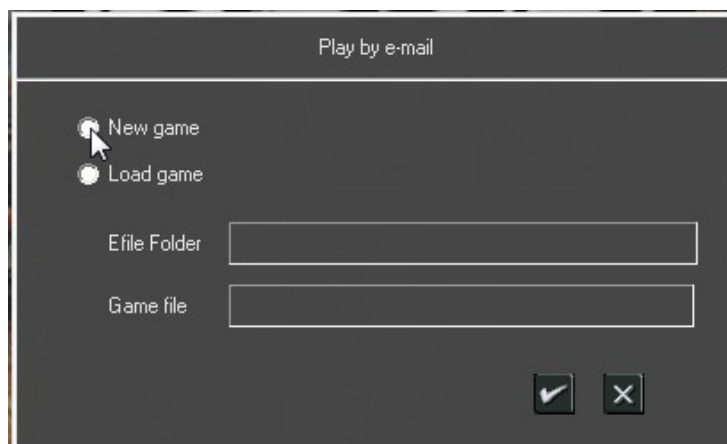
PBEM is for many people the best experience with the game.

When we play against the computer, our enemy is the Artificial Intelligence (AI) of the game. All AI have weakness, and never can be compared with a human player. Also there is a “social” factor in being in touch with a “battle brother”.

To play PBEM we only need an opponent and a scenario. Be careful that you both use the same version of the efile, the scenario and the exe.

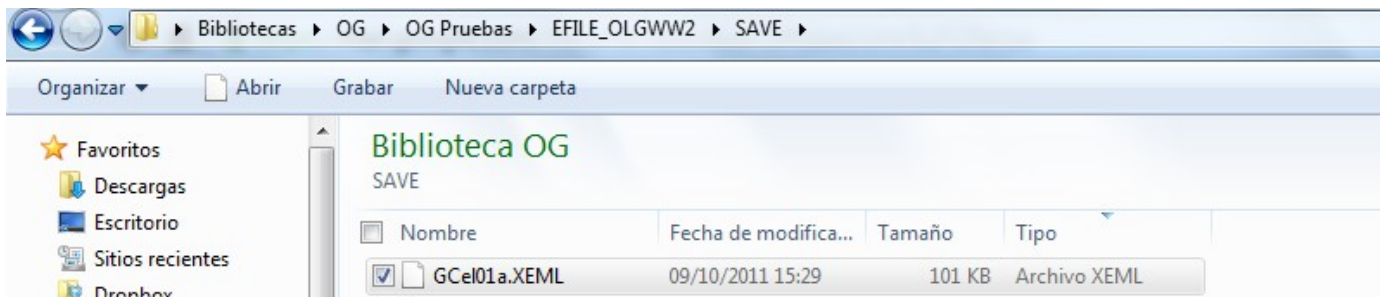


A password is used to access your turn.



Now just select a scenario and play the first turn (Turn 1 player A). When you finish your turn, the program saves the game (Turn 1a) and finishes. The starting player plays Side 1.

Now you must send the saved game to your opponent. It's stored in the SAVE folder of the efile used, and has the XEML extension.



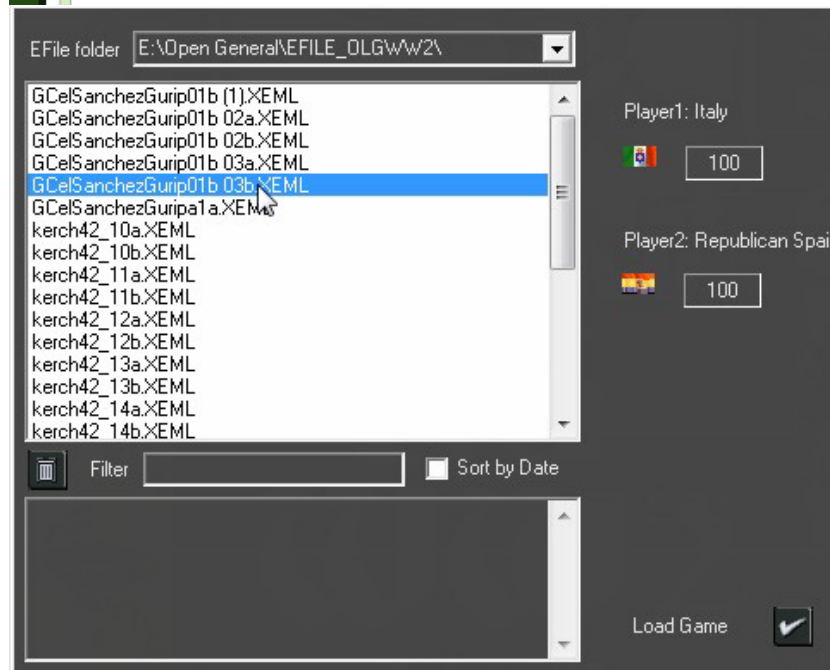
<https://mail.google.com/mail/?hl=es&shva=1#inbox/13308d91e56a2902>



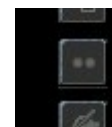
Your opponent receives your mail and downloads it in the same folder.

You can use the names:
Scenario+player1name+player2name

Here we made a mistake and added 03b. The game always add the turn at the end.



Now in the game again, we click the PBEM button and select Load Game. After typing the password, we can see our opponent's turn.



Before start moving, we can see this button activated: if we click it, we can see a replay of our opponent's turn.

And that's all. Then we continue playing until one side wins. Usually you'll play the same scenario with both sides, and the one that wins both wins the game, or the one that wins in less turns.