

French Campaign, 1940-45

Version 2.50 - by Steve Brown Workers' Collective



Version 1.00 - released 12/2001

Version 1.01 - released 01/2002

Version 2.00 - released 10/2003

Version 2.50 - released 01/2005

(this version)



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(version 2.50)

A product of *Steve Brown Workers' Collective*

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1. CREDITS AND CONTACT INFORMATION:

1a. Credits:

Much credit goes to the makers of the mods & maps used in this campaign; I appreciate feedback given on earlier versions of this campaign;. My playtesters were Dennis Felling, Chris Nies, Jan Hedström and Toliy. Jan deserves particular praise for giving major suggestions that have improved the campaign. **Dennis Felling made the scenarios *Mulhouse 1* & *Mulhouse 2* .**

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

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2. SIMPLE INSTALLATION INSTRUCTIONS:

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

Equipment file - Builders Paradise (at least v1.02.10)

Maps - Amiens (140), Birhach (216), Cass2 (255), Colmar (325), Elba (154), Fondouk (171), Kufra (161), Laon (133), Maknassy (203), Mulhouse (339), Toulon (126), Tunis (58).

PG2 Version - at least 1.02H

3. EXTENDED INSTALLATION INSTRUCTIONS:

These instructions assume you have some basic knowledge of copying, moving and unzipping files in Windows 95/98 and some knowledge of installing user-made additions to Panzer General 2. 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. README.ZIP - This readme in more than one format.
- iii. EQUIPMENT.ZIP - current Builders Paradise equipment file (see 3c).

3b. Unzip:

Unzip campaign files in this archive to your SCENARIO folder. If you need the French or German files, unzip those as well.

3c. Equipment file:

The Builders Paradise equipment file should be used, you can get it from http://www.strategyplanet.com/panzergeneral/PG2Main_news.html (look in the "Equipments" section), you should use the latest version, but the most recent version (at the time I released the campaign) is included with this download. You need the equipment files, the "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. Contact me if you have any questions.

3d. Maps, download:

You need the maps *Amiens (140), Birhach (216), Cass2 (255), Colmar (325), Elba (154), Fondouk (171), Kufra (161), Laon (133), Maknassy (203), Mulhouse (339), Toulon (126), Tunis (58)* - download them from the [PG2 Builders Paradise Map Center](#), www.strategyplanet.com/panzergeneral/PG2Maps_index.html. Another good source for maps is www.panzergeneral2.com. A zipped archive containing ALL the maps is available from <http://www.wargamer.com/pg2campaigns/steve/pg2-ffc.htm>.

If you are downloading the maps from Builders Paradise here is where you will find them:

In Europe section of the Map Center

Amiens, Cass2, Colmar, Elba, Laon, Mulhouse, Toulon,

In North-Africa section of the Map Center

Birhach, Fondouk *, Kufra *, Maknassy, Tunis

* You can also get these from the *My Maps* section of my web site.

(NOTE: the downloads from Builders Paradise do not have the *.MAP file included, you need to download the *.MAP file separately from "*The *.MAP files*" section of the [Map Center](#));

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** first patch your program to v1.02 using the official SSI patch and you **MUST** also be using at least the "unofficial" v1.02H or higher patch (the latest version at time of writing is v2.01). Look at the "[Versions & Patches](#)" section of [Builders Paradise](#) for more information and the "Clearinghouse" on my site for the unofficial patch. The unofficial patches will only work for US & UK versions of PG2; but will also work with German and French versions if you use the "*DEU/FRA to Text Converter*" from the "Downloads" section of my web site.

3g. List of playable campaigns in PG2

This campaign will be listed as "*FRENCH CAMPAIGN, 1940-45*". Once you have upgraded to the "unofficial" 1.02H 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 12/2001

Version 1.01 released 01/2002

Version 2.00 released 10/2003

Version 2.50 released 01/2005 - this version

5. THE CAMPAIGN:

You command French forces; starting with the German blitzkrieg in 1940, you then are evacuated to North Africa where you will fight with Free French forces and then join the Allied campaign in Tunisia, afterwards you fight in Italy and France. This version ends with the capture of Toulon and Marseilles in 1944 but will be extended to 1945 in the future. The campaign consists of 12 scenarios. Version 2.0 removes one scenario, adds another and makes many changes to all scenarios. Version 2.5 expands the campaign with 5 more scenarios in Alsace in 1944-45.

6. CAMPAIGN DEVELOPMENT NOTES AND BUGS:

All the scenarios are real battles; the orders of battle and deployment are largely mine (but are based on research and are mostly reasonable accurate). I have used a large variety of equipment and there may be some units that were never used in the depicted battles. Please understand that I make no claim that this is an exact historical campaign, but it is based on history and (hopefully) has the feel of the real battles.

One scenario, *Pont-du-Fahs 1*, has limited deployment; for this scenario I have put a 'staging area' on the map to deploy excess units, so the deployment window does not open on every turn. You should not use the extra units in the scenario (but they can sometimes be attacked). In v2.0 or higher of the Unofficial patch you don't need to deploy excess units.

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. In many scenarios the prestige level will make little difference, since there is no prestige available within scenarios. Prestige is low to avoid the core becoming too large; you will always have auxiliary units to help you, but in some scenarios you may not get enough prestige to buy or upgrade many units at all.

7. HINTS AND TIPS:

Most French tanks are weak compared to German tanks (and you may not be able to afford the best tanks) - but they are effective if used correctly and the scenarios have been designed with this in mind; even in Italy and France, when you get 'modern' tanks, you will still be outgunned when your M4 or M5 tanks meet Tigers and Panthers. I strongly recommend you rely less on tanks and more on infantry and artillery; this is a campaign where you will need infantry (at least 5 units), artillery, AT and AD guns (all of which can be towed by horses until you get to Africa) as well as tanks. You will usually have auxiliary aircraft to help you so a core airforce is not necessary (but you should be able to buy a modest airforce if you choose). The BP equipment file does have some limitations in French equipment, but the campaign is fun nonetheless...

Six of the scenarios 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.



8. FINAL NOTE:

Version 2.50 of this campaign is the result of many months work by the Steve Brown Workers' Collective over a period of 2 years and "we" consider it copyrighted. Please do not change anything on a version that can be downloaded from a web site or include it with any commercially available product without permission. Please link to my web site for updated versions.

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 sb5xxxx.scn (for the scenario file) and sb5xxxx.txt (for the scenario text file). The scenario intro texts are sb5xxxxi.txt. The brilliant victory, victory, tactical victory and loss texts are sb5xxxxb.txt, sb5xxxv.txt, sb5xxxxt.txt and sb5xxxsl.txt respectively. The campaign file is camp6sb3.cam and the campaign intro file is sb5.txt.

9b. List of scenarios:

(These are not in chronological order)

Scenario Number	Scenario Name (scenario file name)
00	Laon (sb5laon)
01	Amiens-Abbeville (sb5amie)
02	Kufra (sb5kufr)
03	Bir Hakeim (sb5birh)
04	Fondouk el Aouareb (sb5fond)
05	Faid (sb5faid)
06	Cassino (sb5cass)
07	Pont-du-Fahs 1 (sb5pon1)
08	Pont-du-Fahs 2 (sb5pon2)
09	Operation Diadem (sb5diad)
10	Operation Brassard (sb5bras)
11	Toulon-Marseilles (sb5toul)
12	Mulhouse 1 (sb5mul1)
13	Mulhouse 2 (sb5mul2)
14	Colmar 1 (sb5col1)
15	Colmar 2 (sb5col2)
16	Colmar 3 (sb5col3)

9c. Campaign flow:

Scenario	BV	V	TV	L
00	1	1	1	2
01	2	2	3	Lose
02	3	3	3	2
03	4	4	4	Lose
04	5	5	5	7
05	7	7	8	Lose
06	9	9	9	10
07	8	8	8	6
08	6	6	6	Lose
09	10	10	10	Lose
10	11	11	11	Lose
11	12	12	12	Lose
12	13	13	13	12
13	14	14	14	13
14	15	15	15	14
15	16	16	16	Lose
16	Win	Win	Win	Lose

Continued on next page (only in PDF version)....

10. APPENDIX 2; GRAPHICAL DEPICTION OF CAMPAIGN FLOW:

B = Brilliant Victory

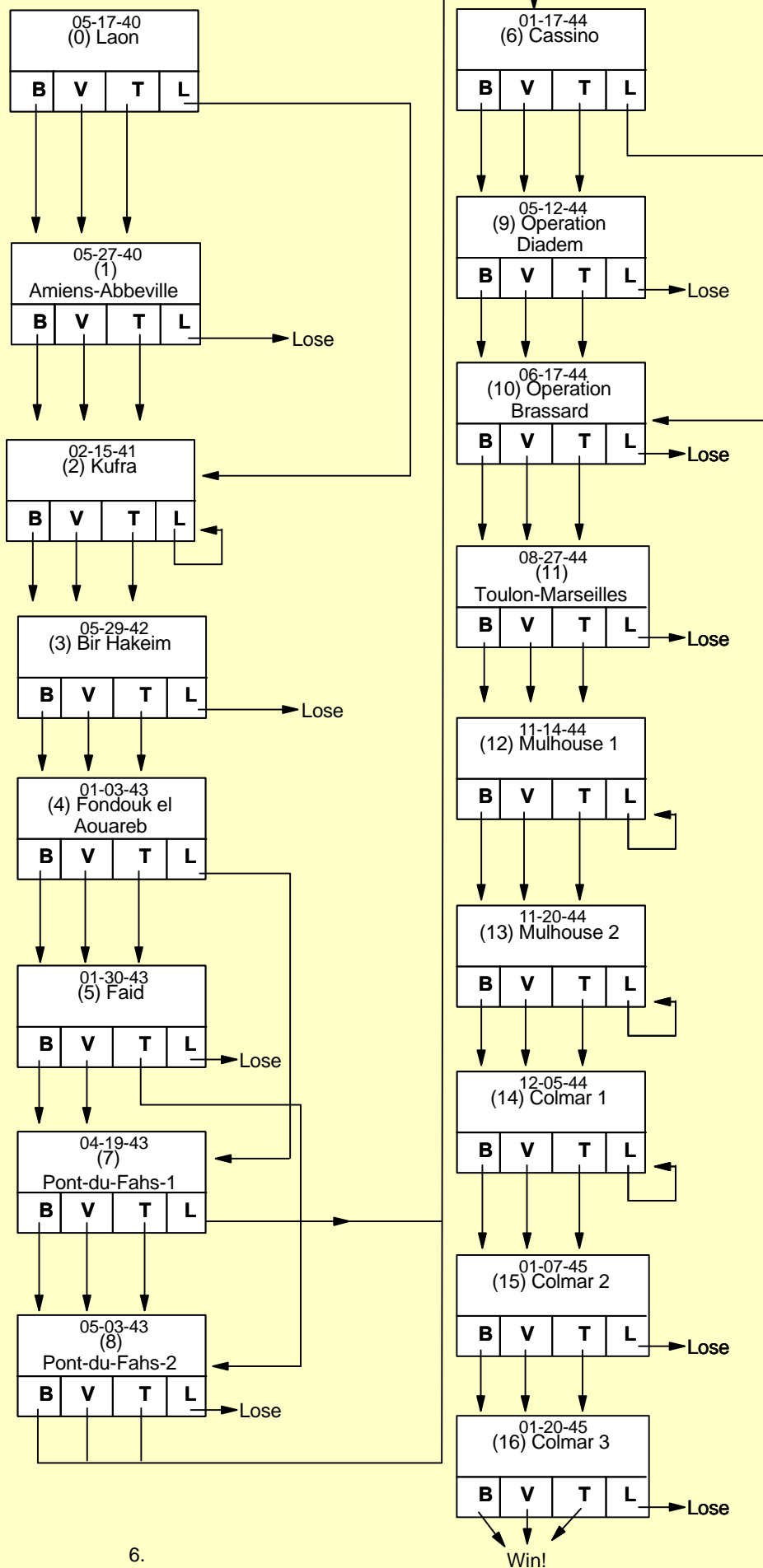
V = Victory

T = Tactical Victory

L = Lose

(no arrow) = this result is not possible

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



11. Appendix 3:
Map of the campaign

