



## Thai Campaign Version 1.00

*A product of Steve Brown Workers' Collective*

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## 1. CREDITS and CONTACT INFORMATION:

### 1a. Credits:

**William Dickens** and **Mike Thorne** created the Pacific Equipment File and Bill added a few Thai units for me; Ally "Highlander" and Peter "Badpanzer" Stone were my playtesters. *Many* unmentioned people have created PG2 mods...

### 1b. Contact information:

Any problems, suggestions, comments or abuse should be directed to me (Steve Brown). All feedback is greatly appreciated.

E-mail: [steve@pg-2.com](mailto:steve@pg-2.com)

WWW: <http://www.pg-2.com>

This was written in December, 2005 - if any links go bad, please email me!

## 2. SIMPLE INSTALLATION INSTRUCTIONS:

For players familiar with PG2 - here is all you need to know. For Pacific Equipment File downloads see the page on my site:

**Equipment file** - Pacific Equipment File v4.11 (or later) - main page is on my site.

**Graphics** - At least the Datup dated December, 2005.

**Maps** - Bogor (341), Imphal (230), Kengtung (434), Rahaeng (433), Saigon (204)

**PG2 Version to use** - at least 2.10

**Sound Effects** - Soundup2005.

## 3. INSTALLATION INSTRUCTIONS:

This readme assumes some basic knowledge of copying, moving and unzipping files in Windows and 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 very 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 "Upgrade Center" on my web site has the basics of upgrading - <http://www.wargamer.com/pg2campaigns/steve/upgrade/pg2-uc.htm>

### **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 - Campaign documentation,
- iii. EQUIPMENT.ZIP - Latest version of the equipment file
- iv. SMACK.ZIP - Brilliant Victory Graphic

### **3b. Unzip:**

Unzip files from CAMPAIGN.ZIP to your SCENARIO folder. Unzip files from EQUIPMENT.ZIP to your main program folder (usually PANZER2)

### **3c. Equipment file:**

The Pacific Equipment File (at least v4.11) must be used. The latest version is in this download and on [my web site](#). You need the equipment files, the "soundup2005" for new sounds (which you can download from my site), icons and other graphics upgrades from [www.wargamer.com/pg2campaigns/steve/pacfile/pg2-pacfile.htm](http://www.wargamer.com/pg2campaigns/steve/pacfile/pg2-pacfile.htm) and at least the December 2005 "datup" (for the graphics and icons) - if you have not installed equipment files or graphics updates before just download everything and follow the instructions, or contact me if you have questions. The "Upgrade Center" on my web site has the basics of upgrading - <http://www.wargamer.com/pg2campaigns/steve/upgrade/pg2-uc.htm>.

### **3d. Maps, download:**

You need: *Bogor (341), Imphal (230), Kengtung (434), Rahaeng (433), Saigon (204)* .

These maps are available from the "Clearinghouse" on my site. Also, a .zip file containing maps for this campaign is at [www.wargamer.com/pg2campaigns/steve/thai/pg2-thai.htm](http://www.wargamer.com/pg2campaigns/steve/thai/pg2-thai.htm). Two excellent map sources are [www.panzergeneral2.com](http://www.panzergeneral2.com) and [www.stahlhelm.prv.pl](http://www.stahlhelm.prv.pl).

### **3e. Maps, install:**

If you do not know how to install user maps, follow the instructions EXACTLY from "[How to use maps](#)" at the [Upgrade Center](#) and you should have no problems - most campaign crash problems are related to incorrect installation of the user maps;

### **3f. Extra sound:**

Music that plays over the scenario briefings and a Brilliant Victory sequence (which is also included in the SMACK.ZIP archive of this campaign download) are available from [www.wargamer.com/pg2campaigns/steve/thai/pg2-thai.htm](http://www.wargamer.com/pg2campaigns/steve/thai/pg2-thai.htm) - this is optional. Installation instructions are included with the downloads.

### **3g. Patches & running French or German versions of PG2:**

You **MUST** first patch your program to v1.02 using the official SSI patch and you **MUST** also be using the "unofficial" v2.10 or higher patch (the latest version at time of writing is 2.10). 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.

### **3h. List of playable campaigns in PG2**

This campaign will be listed as "*THAI CAMPAIGN*" Once you have upgraded to the 'unofficial' patch, the up and down arrows of the scroll bar now work.

**That s it ... start the campaign and enjoy!**

#### **4. REVISION HISTORY:**

**Version 1.00** released 12/2005

#### **5. THE CAMPAIGN:**

This campaign follows historic (although somewhat “enhanced”) battles of the army of Thailand from early 1941 to 1942 - starting with the Thai-French war in January 1941 and ending with the capture of Kengtung, in Burma, from Nationalist Chinese forces in May 1942. Your enemies at various times are Britain (includes Indian and Burmese forces), China, France and Japan.

#### **6. CAMPAIGN DEVELOPMENT NOTES and BUGS:**

This campaign was playtested at 100 prestige; inexperienced players may want to start at 150 or higher, which will gain you some extra prestige.

#### **7. HINTS & TIPS:**

In the first 2 scenarios do not buy trucks for your infantry otherwise you may not have a large enough core to get to scenario 3.



#### **8. FINAL NOTE:**

This campaign is the result of many months' work by *Steve Brown Workers Collective* and “we” consider it copyrighted. Please do not change anything on a version that you are making available to other players. You absolutely do **not** have permission to include this campaign with any commercial product without my permission!

#### **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 sb11xxx.scn (for the scenario file) and sb11xxx.txt (for the scenario text file). The scenario intro texts are sb11xxxi.txt. The brilliant victory, victory, tactical victory and loss texts are sb11xxxv.txt, sb11xxxt.txt and sb11xxxi.txt respectively. The campaign file is camp6s11.cam. The campaign intro file is sb11txt.

##### **9b. Campaign Flow:**

###### **List of scenarios**

###### **Scenario      Scenario**

###### **Number      Name (scenario file name)**

00      Poipet (sb11poi.scn)

01      Sisophon (sb11sis.scn)

02      Chumphon (sb11chu.scn)

03      Betong (sb11bet.scn)

04      Mae Sot (sb11mae.scn)

05      Kengtung (sb11ken.scn)

###### **Campaign flow**

**BV**

**V**

**TV**

**L**

01

01

01

replay

02

02

02

02

03

03

03

03

04

04

04

04

05

05

05

05

Win

Win

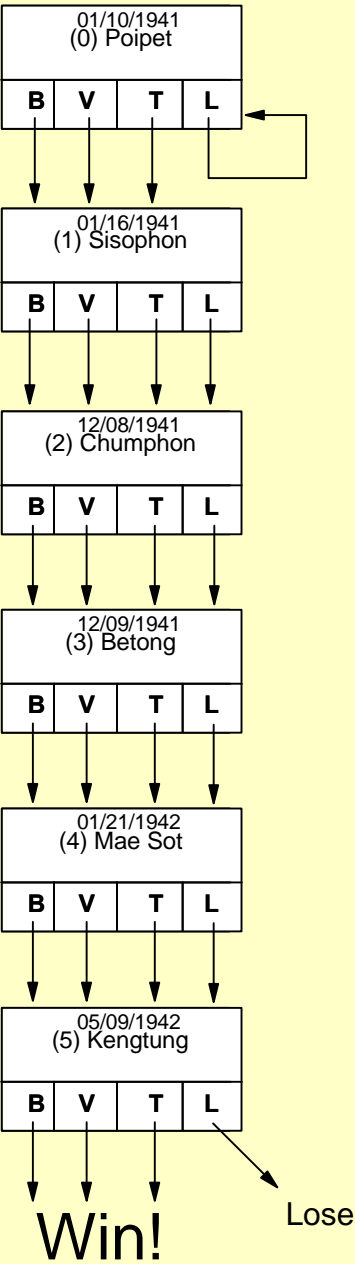
Win

Lose

Continued on next page 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:

