



US NORTH AFRICA CAMPAIGN

(version 1.1)

A product of the Steve Brown Workers' Collective

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1. CREDITS and CONTACT INFORMATION:

1a. Credits:

[Bill Dickens](#) created the Maknassy map at my request; Lasse Jensen is responsible for the Campaign Maker, Scenario Editor and much other material from PG2 Builders Paradise, Lasse also created the Tunis and Kasserine maps (which are used in 7 scenarios); SSI's PG2 Scenario Builder was used. Many other people, too many to mention, have created all sorts of stuff for the expansion of PG2. I had a lot of good feedback from some people about v1.0, particularly Paul the Wanderer and hyldebo;

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.

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<http://go.to/ganzergeneral2> - if a link changes, go here for the correct link.

2. 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.

2a. 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. DEU.ZIP - Extra *.deu files for the German version,
- iii. FRA.ZIP - Extra *.fra files for the French version,
- iv. README.ZIP - This readme in more than one format.

2b. Unzip:

Unzip campaign files in this archive to your SCENARIO folder. If you need the French or German files, unzip those as well. If you have v1.0 installed replace all the files with these.

2c. Equipment file:

The Builders Paradise "Pay to Play" equipment file should be used, you can get it from <http://www.strategyplanet.com/panzergeneral/pg2index.html> (look in the "Equipments" section), the campaign was developed with v.1.00.06 (the latest version at the time of writing, you should use at least that version). 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.

2d. Maps, download:

You need the maps *Bona, Casablanca, El Guettar, Fondouk, Gela, Kasserine, Maknassy, Oran and Tunis* - download them from the [PG2 Builders Paradise Map Center](http://www.strategyplanet.com/panzergeneral/pg2mapindex.html), <http://www.strategyplanet.com/panzergeneral/pg2mapindex.html>

In Europe section of the Map Center (listed under Italy)

Gela,

In North-Africa section of the Map Center (listed under Tunisia)

Elguetar - my map, is also on my web site,

Fondouk - my map, is also on my web site,

Kasserin,

Maknassy,

Tunis,

In North-Africa section of the Map Center (listed under Algeria)

Bona,

Oran,

In North-Africa section of the Map Center (listed under Morocco)

Casablan - my map, is also on 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](#));

2e. 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;

2f. List of playable campaigns in PG2

PG2 only lists the first 8 campaign files it finds in the scenario folder (*.CAM files) in alphabetical order, so if you have 8 or more files before "CAMP6SB1.CAM" you must move some to leave space for this campaign. This campaign will be listed as "*US NORTH AFRICA CAMPAIGN*", but may not have a US flag next to the name;

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

3. REVISION HISTORY:

Version 1.00 released 02/2001

Version 1.10 released 04/2001 (this version, bug corrections and some scenario changes).

4. THE CAMPAIGN:

You command US forces in North Africa; the campaign begins with Operation Torch (player choice of Casablanca or Oran) in November 1942 and finishes with the invasion of Sicily in July 1943. The campaign consists of 18 battles (maximum scenarios is 14) and follows a historical timeline - except for two scenarios, "Bone 1" and "Bone 2", which are fictional. The campaign is unusual in that it is played over a short time period, the whole campaign is only 8 months long and most of the battles take place from November 1942 to April 1943. There are also 2 points where you determine the campaign path.

Some of the scenario introductions provide important information, so please read them!!

5. CAMPAIGN DEVELOPMENT NOTES:

The orders of battle and deployment are largely mine (but are based on research), I feel it is more important to make the battles interesting than exactly historical. I have used a large variety of equipment and there may be some units that were never used in the battles depicted. 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. It is my intention that you lose some core units during the campaign, do not keep reloading!

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, but 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.

There are two scenarios that are only used to give the player a choice of campaign path (please read all the scenario intro texts!!). You cannot get a brilliant victory in either of these scenarios so you cannot get all brilliant victories in this campaign. You should leave unit purchasing until AFTER these two scenarios are finished since you get a small amount of prestige within them.

In many of the scenarios you can also buy British and sometimes French units.

6. HINTS & TIPS:

Many of the battles are defensive, or contain significant defensive elements. For many of those battles you have to play defensively until the enemy is worn down and THEN advance, otherwise you will be defeated. Defensive tactics basically are to sit in place and do not move (particularly your entrenched auxiliary units which can be used to delay an attack), use your artillery only for defensive fire (using your turn to re-load), have some units to move around as your "fire brigade" and retreat where prudent - you can always regain lost territory later.

Some of the enemy units are very experienced and can be difficult to kill. However good tactics will pay off, you may think you cannot destroy that Tiger with your meagre and inexperienced units, but you can do it if you concentrate your attacks - the enemy is sometimes strong but you are smarter than the AI.

There is very little prestige available in some scenarios, the reasoning for this is that many battles take place very close in time (for example, the 3 battles "Sidi Bou Zid," "Sbeitla & Feriana" and "Kasserine Pass" take place over a period of less than a week) and I decided that it is not appropriate to have too much prestige available. Sometimes if you want expensive equipment you may have to save your prestige for a future battle.

The Builders Paradise equipment file gives many possibilities for unit purchasing, you will probably find your core has many cheaper units and few top-of-the line units. I will not give purchasing hints except these important ones:

1. I have made the Axis (and French in the first scenario) airforce stronger than is historically accurate, this has been done specifically to encourage the use of air defense units. I recommend you buy at least one good unit as early as possible, a towed unit is my preference and use it in conjunction with the auxiliary units you usually receive. If you rely only on fighters for air defense they **will be destroyed or seriously damaged** unless the enemy is softened up first, since the Axis air force is very aggressive in this campaign. You can, in fact, play the campaign without buying any core fighters (there are plenty of auxiliaries) but you will have trouble without good air defense. In some scenarios you will have no air defenses at all except for your Air Defense units!

2. In the Builders Paradise equipment file anti-tank weapons are worth buying. It is best to create a modest sized tank force and buy plenty of anti-tank weapons (in at least a 50-50 ratio). In early scenarios the 3 inch US unit is very useful since it will out-shoot most Axis tanks and, later, the M10 tank destroyer is invaluable.

Many of the battles 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.

7. FINAL NOTE:



This campaign is the result of many months work by the Steve Brown Workers' Collective 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. Enjoy the campaign!

8. APPENDIX 1; LIST OF SCENARIOS AND CAMPAIGN FLOW:

8a. File names for the campaign:

All scenario file names (see section 8b, below) are of the form sb3xxxx.scn (for the scenario file) and sb3xxxx.txt (for the scenario text file). The scenario intro texts are sb3xxxxi.txt. The brilliant victory, victory, tactical victory and loss texts are sb3xxxxb.txt, sb3xxxxv.txt, sb3xxxxt.txt and sb3xxxsl.txt respectively. The campaign file is camp6sb3.cam and the campaign intro file is sb3.txt.

8b. List of scenarios:

(These are not in chronological order)

Scenario Number	Scenario Name (scenario file name)
00	Player determined campaign path 1 (sb3opt1)
01	Tebourba (sb3tebo)
02	Medjez el Bab 1 (sb3med1)
03	Medjez el Bab 2 (sb3med2)
04	Faid Pass (sb3faid)
05	Sidi Bou Zid (sb3sidi)
06	Sbeitla and Feriana (sb3sbei)
07	Kasserine Pass (sb3kass)
08	Maknassy pass (sb3makn)
09	Bone 1 (sb3bon1)
10	Operation Torch - Oran (sb3torc)
11	Operation Torch - Casablanca (sb3casa)
12	Player determined campaign path 2 (sb3opt2)
13	Fondouk Gap (sb3fond)
14	El Guettar 1 (sb3elg1)
15	El Guettar 2 (sb3elg2)
16	Bone 2 (sb3bon2)
17	Mateur (sb3mate)
18	Bizerte (sb3bize)
19	Gela (sb3gela)

8c. Campaign flow:

Scenario	BV	V	TV	L
00	player choice, either 10 or 11			
01	02	02	03	09
02	03	03	03	09
03	04	04	04	09
04	05	05	06	15
05	06	--	--	16
06	07	07	07	16
07	12	12	12	16
08	13	13	13	Lose
09	05	05	05	Lose
10	01	01	01	Lose
11	01	01	01	Lose
12	player choice, either 08 or 14			
13	17	17	17	Lose
14	15	15	15	Lose
15	17	17	17	Lose
16	17	17	17	Lose
17	18	18	18	Lose
18	19	19	Lose	Lose
19	Win	Win	Win	Lose

9. APPENDIX 2: GRAPHICAL DEPICTION OF CAMPAIGN FLOW:

B = Brilliant Victory

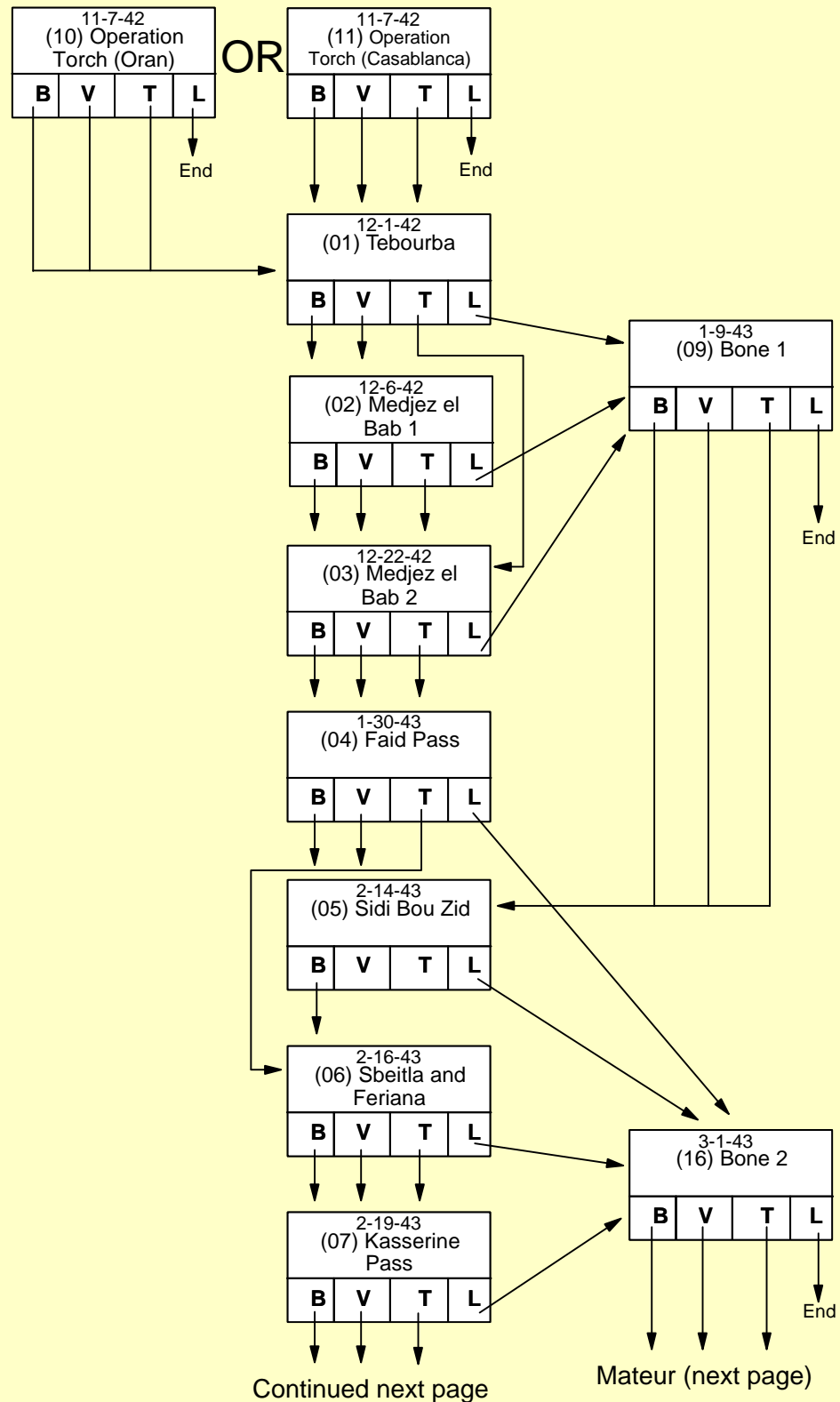
V = Victory

T = Tactical Victory

L = Lose

(no arrow) = this result is not possible

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



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

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