

THE GALLANTRY OF 7.PANZERARMEE

28 February 2000

Thank you for downloading "The Gallantry of 7.Panzerarmee". I hope you enjoy my campaign as much as I've enjoyed creating it.

DIRECTIONS

1. Unzip everything to your "Scenario" folder ; overwrite old files.
2. Use standard Panzer General II equipment files or compatible.

If you are currently playing any previous release of "7.Panzerarmee", it's OK to install and overwrite the files. Once you finish your scenario, the new campaign will take over.

WARNING !!

In the Normandy scenario, DO NOT take the Allied ownership hex, which is the airfield, on the south end of the map until you get your large allotment of prestige points at the 16th turn. Furthermore, do not allow the U.S. to take their victory hex or the scenario will end, so concentrate on defending that hex. On the 15th and 16th turns, you will receive reinforcements that will originate from the south, close to the Allied airfield. They serve two purposes; the first is that you can use them to take the airfield to achieve your brilliant victory, and the second is that they simulate the assistance provided to you by neighboring units. As the 16th turn approaches, watch your prestige points. Once your prestige points exceed 5500, you are free to take the Allied hex, which will be necessary to achieve a brilliant victory. No more prestige will be given.

THE STORY

In this fictional story, Hitler reacts from the fear that his nation's economic sovereignty is threatened by his neighbors. Skirmishes within his border causes him to use force. With the success of the Commander of 7.Panzerarmee, he does not make the mistakes that he is known for. He overruns Moscow, and the disaster at Stalingrad does not happen. Unfortunately, his men and resources get depleted. The Allies see that the Germans are almost invincible, especially with their superior war equipment. With the capture of General Patton, and their ignorance of Germany's depleting resources, they decide to seek a peaceful resolution. Affected by the lack of supplies, Germany is also forced to seek an end to the war. The two sides eventually come to an agreement. (Details of the agreement, I believe, are not important.)

If the you, the player, lose a key battle, the stress of war will affect Hitler, and he loses his ability to use sound judgement. The war will end with the humiliation of Hitler and Germany.

WHAT'S NEW IN "A7PANZE3.ZIP"

This file updates "a7panze2.zip" and "a7panzer.zip". Changes made to "a7panze2.zip" are minor, but nevertheless, here they are:

- 1) Some scenarios did not have the units' experience levels set to match their experience bars. Now, all scenarios have their experience levels set properly. Setting them allows non-core and enemy units an equal chance to acquire leaders during battle.
- 2) I consolidated and refined the *readme* files of the previous releases of "7.Panzerarmee".
- 3) I modified the Normandy scenario again. This time I'm a bit more content with it.
- 4) I added the "a7other" folder, which contains the "Camp7.cam" file that I use to play the campaign. This will take you through the main upper-level scenarios only. If you believe that you're an expert player, use this file. Take the "Camp7.cam" file out of its folder and put it into the "Scenario" folder. Then, you'll want to take the "Camp7d.cam" file out of the "Scenario" folder and put it into the "a7other" folder.
- 5) I increased the turns required for a brilliant victory in the Volturno scenario.

RECOMMENDATIONS

In reference to the supply hexes, especially in the latter scenarios, follow this procedure:

- 1) insert your units, then enter the scenario

- 2) spread your units out as far as they can go, click the deploy button
- 3) reinsert more of your units, and reenter the scenario
- 4) spread your units out again
- 5) repeat all of the above until you have all of your units that you want deployed in the positions that you want them at

About the captured units, such as the Soviet tanks, that are sometimes provided to you, if you capture hexes with them, the flag of the ownership hexes will turn into the Soviet flag or will stay the Soviet flag. This is fine. You'll still get your prestige points, and you can still win the scenario doing this. In Dinant, you'll have Volksturns possessing American and Soviet halftracks. If you capture ownership hexes with them, the flags will turn into either a U.S. flag or Soviet flag depending upon which halftrack you capture it with. Again, you'll still get your prestige points. Do not waste your time recapturing ownership hexes. You will not gain additional prestige points.

In the Normandy scenario, if set your unit(s) on the hex adjacent to the Allied ownership hex, the AI will see your unit(s), so you should not have any of your units occupying those hexes unless you want them seen.

In the Pont-a-Mousson scenario, there is no special procedure for capturing General Patton. Play the scenario like you would normally do; wipe out General Patton if you have to. Through some miracle, he'll emerge from the rubble alive.

If you would like to use an equipment file other than the standard PG II files, I'd just like to caution you. Fred reported that in using Waffenkammer equipment files, he encountered a "vast number of 7-range arty pieces". In the standard PG II files, the longest range for a non-marksman Soviet artillery unit is 4, and I did not create too many marksman Soviet artillery units. In creating the campaign, I adjusted the strength levels and positioned the artillery units according to the values present in the standard PG II files, which is what I used. I never intended to have opposing units stronger than what is on the standard. If I would have used the Waffenkammer files, I would have strengthened units and positioned artillery units differently.

DIRECTOR'S COMMENTARY

This is the best campaign I can come up with that combines history with playability. In my opinion, the biggest obstacle preventing completely historical campaigns from ever being created is the individual player's freedom to choose the composition of his army. General Guderian had little choice in which tanks and troops he can have, but the Panzer General II player can have anything he can buy - even if it just came out of the assembly line.

There are several ways in which I attempted at making each individual scenario close to being historic:

- 1) To the best of my knowledge, I presented real people (Generals Heidrich, Manteuffel, Patton, Strauss, von Paulus, the Generalissimo of the Red Army, Colonel Talvela, the Fuhrer, and Mussolini) and real locations in the story.
- 2) I inserted maps having the terrain features that are close to what I imagine would be found in those locations.
- 3) I inserted the approximate date of each battle.
- 4) I restricted the number of deployment hexes and didn't provide supply hexes on some scenarios to prevent players from inserting units that I do not think belong in the scenario.
- 5) After researching several sources, which are mentioned at the *Works Cited* section, and rewording their passages, I inserted propaganda that the German people and troops were exposed to, which thus motivated them to fight.

My research and attempt at creating a decent story behind the campaign were the hardest and most time consuming in the project - even harder than creating good scenarios. If I didn't have anything good or relevant to say in the text files, I just left them off.

I designed this campaign to allow players with the widest varying skill levels possible. I did this by providing two variants of the same scenario. One is an upper level scenario and the other is a lower level scenario. A player starts at the upper level and will stay there if he consistently achieves a brilliant victory. If at any time, the player finishes with less than a brilliant victory, he will drop to the lower level. The way he can get back to the upper level is through attaining a brilliant victory. An average player can repeatedly get bumped between the upper level and the lower level. The difference between an upper level and a lower level *v-designated* scenario is that the lower level scenario is easier than its upper level counterpart. The opposition force is lower in strength and in number. However, since the lower level is suppose to be easier, I lowered the turns required for a brilliant victory. If you lose units here and there, even elite units, don't get too concerned; I designed each subsequent scenario to allow for this. Furthermore, the v-designated scenario is present if you fall too much.

My decision to use standard Panzer General II equipment files allows the most possible players to play my campaign. They can always use other equipment files of their choice as long as they are compatible. During my design, I acquired captured equipment by changing the appropriate numbers with Lasse's Scenario Editor. I especially got a kick out of changing the trucks of infantry and artillery units. For instance, there is a captured U.S. 8 inch artillery piece that is towed by a French truck, and the Fallschirmjagers and other infantry are running around with British, American, French, Soviet, and Italian troop carriers.

In the last three scenarios, setting the AI's flags to France has a nice effect, especially on the Pont-a-Mousson and Dinant scenarios. Those ownership hexes (the non-victory hexes) that have a U.S. flag on it serve as markers of hexes that *can* be avoided. They will only turn into a U.S. flag if the U.S. loses the hex and recaptures it.

I give thanks to the following individuals and organizations:

- 1) the Wargamer, Oronzo Venturoso, Steve Brown, and Panzerstef for posting my campaign in their websites,
- 2) Lasse Jensen for his excellent Campaign Maker/Editor and Scenario Editor,
- 3) Dave Summer for sharing with me his viewpoint of the unsuspecting player (one who didn't know what to expect),
- 4) Tony Latta and Robert S. for helping me understand Lasse's Campaign and Scenario Editor,
- 5) Jason Reihl and Mark Kirby for a history lesson and other information,
- 6) the sources which I cite below,
- 7) Bert Niessen, Paul DK, Patrick, konigstiger, Fred, tom, and russ for their positive criticisms about either or both versions of "7.Panzerarmee",
- 8) Brian for his opposing viewpoint,
- 9) and all others who I have forgotten to mention - please forgive me.

Their direct or indirect assistance contributed my satisfaction of my work.

THE FILES

Camp7d.cam a7panzer.txt a7panze3.zip a7readm3.doc a7other/Camp7.cam

name	scenario #	files
Ebro 11/2/38	0	a701.scn a701.txt a701b.txt
Gerona 1/31/39	1 21	a702.scn a702.txt a702e.txt a702t.txt a702v.scn a702v.txt
Vistula 9/12/39	2 22	a703.scn a703.txt a703b.txt a703e.txt a703t.txt a703v.scn a703v.txt
Tolvajarvi 12/9/39	3	a704.scn a704.txt a704b.txt

St. Quentin <i>5/14/40</i>	4 23	a705.scn a705v.scn	a705.txt a705v.txt	a705b.txt		
Somme <i>6/5/40</i>	5 24	a706.scn a706v.scn	a706.txt a706v.txt	a706b.txt		
Sidi Barrani <i>9/13/40</i>	6 25	a707.scn a707v.scn	a707.txt a707v.txt	a707b.txt		
Benghazi <i>1/24/41</i>	7 26	a708.scn a708v.scn	a708.txt a708v.txt	a708b.txt	a708e.txt	
Glasgow <i>3/13/41</i>	8 27	a709.scn a709v.scn	a709.txt a709v.txt	a709b.txt		
Minsk <i>6/30/41</i>	9 28	a710.scn a710v.scn	a710.txt a710v.txt	a710b.txt	a710e.txt	
Orsha <i>8/1/41</i>	10 29	a711.scn a711v.scn	a711.txt a711v.txt	a711b.txt	a711e.txt	
Moscow <i>11/26/41</i>	11 30	a712.scn a712v.scn	a712.txt a712v.txt	a712b.txt	a712e.txt	
Volchansk <i>6/4/42</i>	12 31	a713.scn a713v.scn	a713.txt a713v.txt			
Kalatsch <i>11/20/42</i>	13 32	a714.scn a714v.scn	a714.txt a714v.txt	a714b.txt	a714e.txt	a7loss.txt
Kharkov <i>3/11/43</i>	14 33	a715.scn a715v.scn	a715.txt a715v.txt	a715b.txt		
Kursk <i>7/4/43</i>	15 34	a716.scn a716v.scn	a716.txt a716v.txt	a716b.txt	a716e.txt	
Volturno <i>10/15/43</i>	16 35	a717.scn a717v.scn	a717.txt a717v.txt	a717b.txt	a717e.txt	
Cassino <i>3/23/44</i>	17 36	a718.scn a718v.scn	a718.txt a718v.txt	a718b.txt	a718e.txt	
Normandy <i>5/31/44</i>	18	a719.scn	a719.txt	a719b.txt	a719e.txt	a719t.txt
Pont-a-Mousson <i>9/4/44</i>	19 37	a720.scn a720v.scn	a720.txt a720v.txt	a720b.txt a721c.txt	a720e.txt a720f.txt	a720u.txt
Dinant <i>12/16/44</i>	20	a721.scn	a721.txt	a721b.txt	a721e.txt	a721t.txt a721u.txt

TOP SECRET, DIRECTOR'S COMMENTARY (continued)

(please read only after you play the campaign)

Just so you're familiar with army composition variations, you should look at Kovi's "tank-recon-air defense concept", and the "no-air force concept". I think they're very interesting. However, in this campaign, I would not go without artillery units. I designed this campaign, almost to the point of going

overboard, so you would have to use artillery units. Only Kovi might be able to pull off a no-artillery army. I can see a player being able to do without an air force, but the player would not experience the air war that I designed. It's like me taking a lot of time to create a gourmet meal, then seeing someone put hot sauce on it; that just ruins my intentions.

In order to make the game as fair as possible, I tried to put myself in the position of the unsuspecting player. To reach all objectives in the shortest time possible, I would split my armies evenly, and then, as a campaign maker, I would split the opposition forces evenly because putting opposition forces heavily in one sector can really screw up a good portion of a player's units. In my design, if the player does run into heavy opposition in one particular sector, the player can only blame the AI because the AI is the one doing all the redeploying. One time, I was playing Kharkov and three Soviet tanks showed up in my southwestern-most ownership hex when I was very close to getting my victory hexes. They didn't show up all at one time, but seeing three tanks in one area put some sweat on my forehead. Luckily the weather was decent, and with my bombers and fighters, I was able to reduce their strength enough so that my Fallschirmjagers were able to hold their position.

There's another area where my design paid off. The main purpose of those infantry reinforcements is to keep rear areas secure because there are going to be some individual enemy units that sometimes make a run for their victory hex. I absolutely hate losing games this way. The Fallschirmjager reinforcement in the Tolvajarvi scenario, however, is meant to assist the isolated Finnish units across the lake.

I was not aware just how stupid the AI is until I created the Normandy scenario. From its original conception, I must have modified and play-tested the scenario a dozen times before I decided to add it to the campaign, and I varied my play-testing greatly. The AI was just not coming close to its victory hexes. I brought his victory hexes closer, then I removed one victory hex so that he can concentrate on only one. After I found the AI's bombers out ammunition, I gave him a land-based air field because he did not know to go to his aircraft carrier to resupply! After my release of "The Gallantry of 7.Panzerarmee", I again decided to bring the U.S.' victory hex closer. This time I'm finally happy with the results.

This campaign went longer than I wanted. The most difficult thing I found in making a long campaign is that it is difficult to estimate at what strength the player's forces might be at late in the campaign. I didn't want to make the opposition forces too weak, and I certainly didn't want to make them too strong. My decision to restrict deployment capabilities in the earlier scenarios turned out to be more important than I thought. They did a good job at keeping the player's unit strengths from becoming too excessive. Furthermore, it gave him the option of having either few units that are very powerful or having all of his units fairly even in strength by using one set of units in one scenario and the others in another scenario.

In creating this campaign, I formed the opinion that a campaign maker should not use the special abilities of his leaders during play-testing. I did not use my liberator(s) to capture hexes, I downgraded my marksmen artillery units so that they would have a maximum range of 5 hexes, I did not use my units with devastating fire to fire twice, etc. If I were to have used my leaders' attributes, I would've set the prestige points and brilliant victory turn requirements too low. A campaign maker should not assume that the players of his game are able to acquire the necessary leaders. When I play-tested my campaign from the beginning after I released "The Gallantry of 7.Panzerarmee", I did not acquire a single elite recon veteran. Is that unusual or what!

WORKS CITED

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Thanks for playing my campaign. Feel free to drop me an e-mail to let me know what you think of my campaign.

- Dave Gunner Anderson

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