

DUTCH CAMPAIGN, 1940-49 (v3.00 converted to LXF Efile for Open General)

A product of Dennis Felling

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1. CREDITS and CONTACT INFORMATION:

1a. Credits:

Leonid Usachev (LeonPGII) provided the equipment file. It is a very good, high cost e-file which can be used both in the Pacific as Europe. **Jesper Damgaard (Panzergranadier)**, **Mick Marchand (mjpatterson)** and even more **Steve Brown (Steve Brown)** have playtested and provided some very valuable suggestions which made the campaign many times better. They made the difference. **Steve Brown (Steve Brown)** let me use his readme template at which you are looking now. Also thanks to **IOError (IOError)** for finding some bugs that are very hard to spot. **Dirk Doberlin (Terminator1)** has corrected spelling and grammar mistakes in the briefings. **THANK YOU!**

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 – *Dennis Felling*
armygroupdf@hotmail.com
<http://members.home.nl/members/pg2/index.htm>

The internet is in flux... if any links go bad, please email me!

2. INSTALLATION INSTRUCTIONS:

2a. Video and Music:

A custom video campaign introduction and scenario introductions can be downloaded at the **Adlerkorps web site** (<http://www.adlerkorps.com>) - these are optional. Installation instructions are included with the “PG2 Mods For Dummies”. See [my web site](http://members.home.nl/members/pg2/index.htm) (<http://members.home.nl/members/pg2/index.htm>) for which videos you need. THESE VIDEOS ARE CALLED “SMACKS”;

3. REVISION HISTORY:

Version 1.00 released 07/03/2004 (7 March 2004)

Version 1.01 released 11/03/2004 (11 March 2004), few bugs were spotted and are no more.

Version 2.00 released 03/09/2004 (3 September 2004), an entire revision and selected as Campaign Challenge XXI!

Version 3.00 released 12/12/2006 (12 December 2006), another complete revision and two new scenarios added.

4. THE CAMPAIGN:

You start in May 1940 when Germany invades the neutral country of the Netherlands. You will challenge the Germans but they prove too strong. You get evacuated to the Dutch colony of the Dutch East Indies where the Japanese attack in 1942. Again the war is lost. But in 1943 you hold the Japanese at Merauke and are being brought back to Europe where Operation Market-Garden has started on Dutch soil. You will fight the Germans in heavy battles in will reconquer the southern part of the Netherlands. In May 1945 the Germans surrender and your men will take part in the last episodes of the Pacific War and retake Tarakan from the Japanese in the Dutch East Indies. But as soon as the war ends, many colonies of European powers, including our Dutch East Indies, are in uprising and demanding independence. Diplomatic negotiations are taking months and years. And in 1949 the Netherlands accept the independence of the Republic of Indonesia. But before that two large scale military actions have been undertaken to reclaim the colony!

5. CAMPAIGN DEVELOPMENT NOTES:

This is my first historical campaign which makes it more fun for certain players (Jan, are you reading this? ☺). All scenarios are based upon historical actions although at the majority of the battles there was little information to be found. As always history is not fully written and some imagination had to be used. But I can guarantee that it is historical.

All scenarios can be won (except one). That one is "Zeeland" in which you can only lose. Goal in this scenario is to play all turns and keep your core together and hope not to lose core units. Just retreat when pressure gets to high. There is room for retreat when things get too nasty. Very useful for gaining experience but don't let your units be killed. You'll see, it's fun! ☺

With version 3.00 I have added two new scenarios dealing with the post-WW2 action in the Dutch colony of Indonesia. It centers on the two main military actions of that independence war: the two police actions. The Indonesian nationalists bear a Japanese flag because the Leon Efile does not have Indonesia as a country.

6. HINTS & TIPS:

Unit purchasing is different in this campaign than most other campaigns. If you want to play without my purchasing advice please ignore this section. In general you should build up a strong infantry force, and a small artillery component, along with an anti-tank and air defense unit, and perhaps an aircraft or recon and you will be fine.

Transport:

If you buy transport I recommend you buy horse carts for all of your units. Infantry can do without transport. Once you get back into Europe in 1944 starting with Grave it is useful to buy some trucks for your units. But still various units can stay on foot or being transportable with horse carts. But trucks will also be very useful in Indonesia.

Tanks:

Tanks are useless. The Dutch only had one tank which is scratch. You will be fighting a lot in tank-

hostile areas and the unit is too weak. Buying a tank is a waste of prestige although you might try it for some fun. Though if you have a tank, in the last two scenarios you will be able to upgrade or buy a Stuart tank.

Anti-Tank:

It useful to have an anti-tank unit. The 47mm PAG Bohler is a very good and stable unit which can later upgrade to a 6 pounder. You will face German and Japanese tanks and this unit will be able to knock them out. One is enough in most cases.

Air-Defence:

You should have at least one AD unit. To start with an 20mm unit is very good although the 40mm unit is required later on. One is enough.

Artillery:

Artillery is important and you should have enough with two pieces. For a long while two 75mm artillery units are sufficient. Later on these can be upgraded to heavier and long-range pieces including the 25 pounder.

Recon:

Recons are not really needed although you can decide to buy one anytime in the campaign. They can be useful...

Infantry:

Infantry is everything in this campaign. You will at least need 6 infantry units. I usually have around 6 regular Infanterie units on foot. They are absolutely vital when you will have to fight in rough terrain like mountains or cities or jungle. Besides they are cheap. You can go for more expensive ones but it is not needed because you can upgrade them later a number of times.

Bombers and Fighters:

You do not *need* core aircraft since there are usually plenty of aux units and in any case, apart from prototypes, you will not be able to afford aircraft until the later part of the campaign. I usually have no aircraft in my core... You can decide to buy an bomber later on in the campaign which is a useful unit that can be used as flying artillery unit.

7. FINAL NOTE:

This campaign is the result of many, many months' work by Dennis Felling and I 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!

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

8a. File names for the campaign:

All scenario file names (see section 9b, below) are of the form DCAMPxxx.scn (for the scenario file) and DCAMPxxx.txt (for the scenario text file). The scenario intro texts are dxxinfo.txt. The brilliant victory, victory, tactical victory and loss texts are dxxendbv.txt, dxxendv.txt, dxxendtv.txt and gxxlost.txt respectively. The campaign file is DCAMPDFD.cam. The campaign intro file is DCAMPDFD.txt.

8b. Campaign Flow:

<u>List of scenarios</u>		<u>Campaign flow</u>			
Scenario Number	Scenario Name (scenario file name)	BV	V	TV	L

00	Fortress Holland (DCAMPHOL)	01	01	01	---
01	Zeeland (DCAMPZEE)	---	---	---	02
02	Tarakan 1 (DCAMPTAR)	03	03	03	---
03	Balikpapan (DCAMPBAL)	04	04	04	---
04	Battle of Leuwiliang (DCAMPJA1)	05	05	05	---
05	Battle of Buitenzorg (DCAMPJA2)	06	06	06	06
06	Merauke (DCAMPMER)	07	07	07	06
07	Grave (DCAMPGRA)	08	08	08	---
08	Liberation of Brabant (DCAMPBRA)	09	09	09	---
09	Walcheren (DCAMPWAL)	10	10	10	---
10	Bommelerwaard (DCAMPBOM)	11	11	11	11
11	Tarakan 2 (DCAMPTA2)	12	12	12	---
12	Tarakan 3 (DCAMPTA3)	13	13	13	---
13	Operation Product (DCAMPPRO)	14	14	14	---
14	Operation Crow (DCAMPKRA)	WIN	WIN	WIN	---
