

FALL GRUEN, 1938 (v1.00 converted to LXF Efile for Open General)

A product of Dennis Felling

CONTENTS:

1. Credits and contact information
 - 1a. Credits
 - 1b. Contact information
2. Revision history
3. The campaign
4. Campaign development notes
5. Hints and tips
6. Final note
7. Appendix 1; List of scenarios and campaign flow
 - 7a. File names for the campaign
 - 7b. Campaign flow

1. CREDITS and CONTACT INFORMATION:

1a. Credits:

Mikael Anteskog Adler (von Adler) provided me with some valuable documents. The campaign has thoroughly been playtested not only by me but also by Highlander (**Highlander70**), Victor Guivernau (**Guiver**), Doug Hone (**dhoned**) and **Floris Bex (Herr Flo)**. **Steve Brown (Steve Brown)** let me use his readme template at which you are looking now. **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*

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<<http://members.home.nl/members/pg2/index.html>>

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

2. REVISION HISTORY:

Version 1.00 released 20/06/2004 (20 June 2004).

3. THE CAMPAIGN:

The United Kingdom and France agreed to Germany's demands for the annexation of the Sudetenland, belonging to Czechoslovakia, at the Conference of Munich. Now, on 1 September 1938, German forces will cross the Czech border on a wide front. In contrary to what historically happened, the Czechs will not lay down their arms without a fight. This time they will fight. The Czechoslovakian army is the most modern of Central Europe. This invasion will be the first fighting campaign for Germany since the end of the Great War. The German army is not prepared and is inexperienced, in contrary to the German army that would overrun France only two years later. The Czechs stand alone, so are the Germans. Can the Germany succeed? It is up to you and your men!

4. CAMPAIGN DEVELOPMENT NOTES:

It was a fun campaign to make. It is a fully hypothetical campaign, meaning that things did not happen but it

was likely. In 1938 peace in Europe was only just saved by forcing the Czechs to hand over the Sudetenland. It is still a historical debate whether the Germans would have won a war with Czechoslovakia.

The campaign only contains 7 scenarios, but those are fought in a time period of two months. It will take you to various sites of Austria, Czechia (Bohemia and Moravia) and Slovakia. Also Hungarian and Slovakian units will assist you in the last scenario. It is a fun campaign you will see. It has been playtested by experienced and unexperienced PG2 players so I hope I have balanced the campaign well enough.

5. 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, and one or two extra units which could be an AT unit, or a recon, or a tank.

Transport:

If you buy transport I recommend you buy Lastkraftwagen (Truck) for your units. Horse Carts are nice, but in some scenario you need speed, and then trucks are the ideal match between quality, speed and cost.

Tanks:

Tanks are not needed but can be useful. The best you will be able to buy is a Pz IID tank, which is not a killer unit. One is enough.

Anti-Tank:

AT units can be useful because you will face superior Czech tanks, but your other units can take of them as well. But it surely is an option to have one or two; they are cheaper than tanks. But you can finish without.

Air-Defence:

AD units are not needed, but again, can be useful. There are plenty of auxiliary fighters to protect your core most of the time, but once they fail, it is nice to have one AD unit. But the prestige could be spent on other things better.

Artillery:

Artillery is important and you should have enough with two pieces. The 105mm guns are nice. With truck they cost 312 and are good units with enough firepower and ammo, and having range 4. The best you can get for that price.

Recon:

A recon unit is not needed as such, but one is useful to use as scout. You will face huge plains where a recon unit could save you some trouble.

Infantry:

Infantry is very important. 4 to 5 regular Infanterie units should do. They are cheap and powerful and gain experience quickly. There are numerous times where you will fight in cities, forest, mountains, and then you cannot be without infantry.

Bombers and Fighters:

You do not *need* core aircraft since there are usually plenty of auxiliary units and in any case. A waste of prestige, but it can be useful to have a bomber but I doubt you will have enough prestige for it.

6. 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!

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

7a. File names for the campaign:

All scenario file names (see section 7b, below) are of the form CCAMPxxx.scn (for the scenario file) and CCAMPxxx.txt (for the scenario text file). The scenario intro texts are dxinfo.txt. The brilliant victory, victory, tactical victory and loss texts are cxxendbv.txt, cxxendv.txt, cxxendtv.txt and cxxlost.txt respectively. The campaign file is CCAMPDFC.cam. The campaign intro file is CCAMPDFC.txt.

7b. Campaign Flow:

| List of scenarios | | Campaign flow | | | |
|--------------------------|---|----------------------|----------|-----------|----------|
| Scenario Number | Scenario Name (scenario file name) | BV | V | TV | L |
| 00 | Border Attack (CCAMPBOR) | 01 | 01 | 01 | --- |
| 01 | Vienna (CCAMPVIE) | 02 | 02 | 02 | 01 |
| 02 | Brno 1 (CCAMPBR1) | 03 | 03 | 03 | 02 |
| 03 | Brno 2 (CCAMPBR2) | 04 | 04 | 04 | 03 |
| 04 | Prague (CCAMPPRA) | 05 | 05 | 05 | 04 |
| 05 | Pilsen (CCAMPPIIL) | 06 | 06 | 06 | 05 |
| 06 | Slovakia (CCAMPHUN) | WIN | WIN | WIN | --- |