

PORTUGUESE CAMPAIGN, 1936-1945 (converted to LXF Efile for Open General)

Version 1.00

A product of Dennis Felling

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1. CREDITS and CONTACT INFORMATION:

1a. Credits:

Steve Brown let me use this readme template for my campaign as well. 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/felling/pg2/index.htm>

This was written in September, 2005, so if any links go bad, please email me!

2. REVISION HISTORY:

Version 1.00 released September 2005.

3. THE CAMPAIGN:

Portugal has ambition. When the Civil War in Spain breaks out, Portuguese forces help Franco control the border with Portugal. Portugal hates to see the Socialist troops so close to its own borders. But when World War 2 breaks out, German submarines use Portuguese waters to operate in and then Portugal renews its old alliance with Britain dating from 1373 and joins the Allies against the Axis. A Portuguese Expeditionary Force will be used in operations in Italian controlled Ethiopia, Vichy French Madagascar and Morocco. Against the Germans and Italians in Tunisia and finally it will fight in Italy where almost all nations that have joined the Allies are fighting!

4. CAMPAIGN DEVELOPMENT NOTES, RULES and BUGS:

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

It was a fun campaign to make. I was talking with Adler on MSN and we came up with the idea that some

nations in AK most likely won't ever see a campaign made. And so I decided to change this and in a way I made this campaign but Adler in special. Nonetheless it is fun to play with a small nation that is usually nowhere to be seen in campaigns. There is a reason for that: Portugal was neutral during WW2, so this campaign is fully hypothetical. But I made ALL scenarios in a way that they COULD have happened with some SLIGHT changes to history. So don't be afraid that the Portuguese will be fighting the core SS troops in the Battle of the Bulge. For example they end up in Italy where many, many nationalities on the Allied side fought. Brazilians fought in Italy, so it is not unlikely that Portuguese forces would be used there in case Portugal would have joined the Allies. So have a little imagination. ;)

I hope the campaign is well balanced and playable by everyone. Some scenarios are harder than others. With most scenarios you cannot be dropped out of the campaign but instead you have to replay the scenario and try to win another time.

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, with artillery, and some supporting forces.

Transport:

Transports are not needed at start however during the campaign you might want to buy trucks for your units so they can travel much faster.

Tanks:

Tanks are not needed as such and you can only choose of two crappy tank. But it is fun and can be quite strong in the end once experienced.

Anti-Tank:

AT units are not needed and you have only the option of choosing between an MG or a 37mm (later 57mm) AT gun. But having one can be useful though you will not face many tanks.

Air-Defense:

AD units are not really needed as such, but like AT guns, they can be useful.

Artillery:

Artillery is important and I usually have two 75mm guns. They are cheap and work really well. Later on they can be upgraded to better pieces.

Recon:

I usually have one recon.

Infantry:

Infantry is very important. 4 to 6 infantry should be enough. Regular Infantry works, but they are really weak, but they will do at start. Later on you can go for the 40 Regular or Guards infantry. In 1944 you will be able to get 44 Regular Infantry which are the best infantry Portugal gets.

Bombers and Fighters:

You do not *need* core aircraft since there are usually plenty of auxiliary units but having a fighter or a bomber is fun and can be quite useful now and then.

6. FINAL NOTE:

This campaign is the result of 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 PCAMPXXX.scn (for the scenario file) and PCAMPXXX.txt (for the scenario text file). The scenario intro texts are pxxinfo.txt. The brilliant victory, victory, tactical victory and loss texts are pxxendbv.txt, pxxendv.txt, pxxendtv.txt and pxxlost.txt respectively. The campaign file is PCAMPDFP.cam. The campaign intro file is PCAMPDFP.txt.

7b. Campaign Flow:

List of scenarios		Campaign flow			
Scenario Number	Scenario Name (scenario file name)	BV	V	TV	L
00	Badajoz (PCAMPSP1)	01	01	01	---
01	Brunete (PCAMPSP2)	02	02	02	01
02	Azores (PCAMPAZO)	03	03	03	02
03	Mogadishu (PCAMPET1)	04	04	04	03
04	Harar (PCAMPET2)	05	05	05	04
05	Madagascar (PCAMPMAD)	06	06	06	05
06	Casablanca (PCAMPCAS)	07	07	07	06
07	Faid (PCAMPFAI)	08	08	08	07
08	Corsica (PCAMPCOR)	09	09	09	08
09	Gustav Line (PCAMPGUS)	10	10	10	09
10	Serchio (PCAMPSER)	11	11	11	10
11	Turino (PCAMPTUR)	WIN	WIN	WIN	11