TURKISH CAMPAIGN, 1939-43 (v2.0 converted to LXF Efile for Open General)

A product of Dennis Felling

1. CREDITS and CONTACT INFORMATION:

1a. Credits:
Chris Nies (PFC Lobo) and **MJ Patterson (mjpatterson)** have playtested my campaign and provided me with valuable opinions that made the campaign even better. **Steve Brown (Steve Brown)** provided me with a map (Kut) which I am very grateful. He also let me use his readme at which you are looking now but edited for the Turkish Campaign. **Carl Johan Ankerstjerne (Programmer)** helped me a lot and saved me much time. I also want to thanks all others that helped me in larger or minor ways by providing me information or maps or whatever. For version 2.00 I have gotten a lot of valuable feedback of Bjoern Neuhaeuser **(Bjoern Neuhaeuser)**, Mikael Anteskog Adler **(von Adler)**, Theo **(Teike)** and Patrick **(PAT)**. **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. REVISION HISTORY:

Version 1.00 released 28/8/2003
Version 1.10 released on 29/8/2003 (minor but essential scenario changes)
Version 2.00 released on 15/9/2003 (minor and larger scenario changes).

3. THE CAMPAIGN:

You command Turkish troops during an fictional (but well "researched") intervention of Turkey in WW2 along the Axis powers. Your troops will start with training battles before Turkey enters the war in 1941. You will then fight in all sorts of terrain and against all kinds of enemies. Fight the Russians in the Caucasus, the British in Egypt and Middle East, Partisans in Yugoslavia, invade British Cyprus, repulse an Russian seaborne invasion and much more to end the campaign at Kut, Iraq in 1943 and winning the war. This

campaign is the first Turkish Campaign ever made for Panzer General 2. You will be using no super units. Be happy with 75mm artillery and Regular infantry or Mountain infantry. It is hard, but fun! ☺

4. CAMPAIGN DEVELOPMENT NOTES:

This is no historical campaign. It is completely fictional. But wait, you will face a researched campaign. All battles were likely to happen if Turkey would enter WW2 which could have happened in many occasions.

This campaign was developed and playtested at 100 prestige; inexperienced players may want to start at 150 or higher, which will gain you an amount of extra prestige; experienced players might try at below 100 prestige like 50 or lower.

5. HINTS & TIPS:

Unit purchasing is very different in this campaign than almost any other, because of the terrain. If you want to play without my purchasing advice please ignore this section. In general you should build up a strong infantry force, with plenty of artillery, and concentrate less on tanks and other AFVs:

Transport:
If you buy transport I recommend you buy trucks. The campaign is designed assuming many infantry units will be on foot so do not feel the need to give infantry transport, but it is not necessarily bad to do so...

Tanks:
Turkish tanks are very weak until late in the campaign. You only have one option: the T-26. Use your tank as infantry support as it does not have the quality of a German or Russian tank. Later on in the campaign it VERY useful to get a BV and to get a Pz III tank as prototype. These are much better than the T-26 tanks. Even later it is possible to upgrade your little T-26 to a Stuart. At the start I have one tank. In the middle of the campaign I have two tanks and in the end sometimes 3.

Anti-Tank:
There are few Allied AFVs in this campaign so anti-tank capability of not of much relevance, but sometimes you WILL face a deadly tank and an experienced AT unit is very useful. AT units (especially the 37mm) is deadly against tanks and is useful at softening up targets as it's a very stable unit. I usually stay with the 37mm you get at the start. It will do fine during the campaign.

Air-Defence:
You should have at least 1 or 2 AD units or have the luck and getting an fighter as prototype after a BV. My preference is the 40mm towed units. Air defence is important in this campaign but, unlike some of my campaigns, you don't need massive air defences.

Artillery:
My personal preference is for the 75mm and 105mm units, which have 1 (only the 75mm) movement point and are very good units. Whatever you decide, 2 or 3 later on maybe 4, units are necessary.

Recon:
Not much choice here, the Ba-10 is a very good unit that can kill and it is not easy defeated. A Humber later on is also a nice unit. I usually have one recon, either an Humber or a Ba-10.

Infantry:
Infantry is everything in this campaign. Personally I prefer 7 or 8 regular infantry. It is really important to give transport to most units. Trucks are vital in some scenario for a fast movement.

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 personally like to get a Curtiss P-40 or Fw-190.

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 9b, below) are of the form TCAMPxxx.scn (for the scenario file) and TCAMPxxx.txt (for the scenario text file). The scenario intro texts are txxinfo.txt. The brilliant victory, victory, tactical victory and loss texts are txxendbv.txt, txxendv.txt, txxendtv.txt and txxlost.txt respectively. The campaign file is CAMP6DFT.cam. The campaign intro file is CAMP6DFT.txt.

7b. Campaign Flow:

List of scenarios		Campaign flow			
Scenario Number	**Scenario Name (scenario file name)**	**BV**	**V**	**TV**	**L**
00	Training at Fethiye (TCAMPTR1)	01	01	01	01
01	Training at Izmir (TCAMPTR2)	02	02	02	02
02	First Battle for Batumi (TCAMPBA1)	03	03	03	03
03	Damascus (TCAMPDAM)	04	04	04	04
04	Beirut (TCAMPBEI)	05	05	05	05
05	Invasion of Cyprus (TCAMPCYP)	06	06	06	06
06	Drive to the Sea at Trabson (TCAMPTRA)	07	07	07	07
07	Third Battle of Batumi (TCAMPBA3)	08	08	08	08
08	Tblisi (TCAMPTBL)	09	09	09	09
09	Defense of Tblisi (TCAMPDOT)	10	10	10	10
10	Siege of Suchumi (TCAMPSUC)	11	11	11	11
11	El Arish (TCAMPARI)	12	12	12	12
12	Player Choice Egypt (TCAMPPCE)	13 or 14			
13	Assault on Suez (TCAMPSUE)	15	15	15	15
14	Assault on Port Said (TCAMPPOR)	15	15	15	15
15	Cairo (TCAMPCAI)	16	16	16	16
16	War on the Balkans – Again… (TCAMPBAL)	17	17	17	17
17	Kut (TCAMPKUT)	Win	Win	Win	17 *

- * If you lose the last scenario, you will start this scenario again with the core you had when losing it. Some day you will win and complete this campaign. Don't worry. ☺