DEUTSCHE MARINEKORPS CAMPAIGN, 1937-1945
Version 2.00 converted to LXF Efile for Open General

A product of Dennis Felling

1. CREDITS and CONTACT INFORMATION:

1a. Credits:
Mikael Anteskog Adler has created the original equipement file of which this campaign is using a modified version. It is a very balanced efile and has many, many units for every country. He also has helped me a lot with giving me historical facts about certain navies. **Doug Hone** and **Toliy** have gone through the briefings in the campaign to check them for errors. **Steve Brown** let me uses this readme template for my campaign as well. Thank you ALL!

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/felling/pg2/index.htm
This was written in November, 2007, so if any links go bad, please email me!

2. REVISION HISTORY:

Version 1.00 released July 2005.
Version 2.00 (JP's Panzers Campaign Challenge 40 Version) released November 2007

3. THE CAMPAIGN:

This hypotetical campaign follows the actions of an hypotetical force: the Deutsche Marinekorps. Together with a powerful flotilla of all sorts of warships, this force of Marines will join the battles of World War II. Fight at known battles as Westerplatte and Narvik with your ships fighting off the enemy fleets and supporting your invading marines! The campaign ends with an escape to German-occupied Norway for a last stand. In this campaign you can buy your own ships next to the ground and air units!

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 extra prestige.

It was a fun campaign to make. I made this campaign because I so much enjoyed Andreas Seidel's old "Das Deutsche Marinekorps" campaign where you had ships in your core. I found and find it so cool. So I made a modern version of it with everything new that was ready at the time. But then disaster struck ;), the 2.10 patch came out and made ships purchasable. This was an incredible good thing but I needed to make some changes in the campaign. I can only say that it is now better than it was ever before. You will be able to buy heavy ships, like the Bismarck, get a carrier force, with the Graf Zeppelin and carrier-borne fighters and bombers. It is really a new experience! I hope the campaign is well balanced and playable by everyone. Some scenarios are harder than others.

For JP's Panzers Campaign Challenge 40, I decided to update the campaign to modern standards. With new 2.20 patch it is possible to receive leaders on both FlaK and ships which is really fun. In this new version I added two new scenarios: Hel in Poland in September 1939 and Kolberg in Germany in March 1945. Some excellent maps of these areas were made since version 1.00 and both battles involved German naval and ground units. This version also contains a better system of in-scenario vs victoryprestige with the consequence that it now really pays of if you are playing at 50% or at 200%. Finally, in the scenarios in the Mediterranean, you can no longer deploy your ships, what was possible in version 1.00. But it made no sense having big German ships there as how would they pass Gibraltar?

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 few additional supporting units, and on sea you should have a good mix of destroyers and heavier ships like cruisers and battlecruisers.

Transport:
Transports only available for heavy units.

Tanks:
Tanks cannot be bought.

Machine Guns/Anti-tank:
Machine guns can be useful because they have support fire and add a lot of fire power to your core.

Air-Defense:
AD units are not needed, but again, can be useful. I usually have one AD units.

Mortars/Artillery:
It is also not needed to have it but one can be nice.

Recon:
There is the Aufklarer and later on the Fusiliere unit which are good recons. One should be sufficient.

Infantry:
Infantry is very important. You will at least need 5-7 infantries. Buy them early on and they will become experienced units later on.

Carrier-based Bombers:
These are really useful, against ground targets but far more against enemy shipping. I usually

have one bomber.

Carrier-based Fighters:
I usually have just one fighter, partly to protect my bomber and to defend my ground troops from enemy bombers.

Reconnaisance Aircraft:
You get one in your starting core. I keep it. It is REALLY useful in spotting the enemy ships!

Destroyers:
These are vital. They are the only ships that can attack submarines. I usually have 3-5 of them.

Cruisers and Battleships:
These are just as vital as destroyers. You will need these heavier ships to be able to sink heavier enemy ships. They are also very useful for attacking land targets. I usually have three of four of them.

Carriers:
They are needed per se but they are ideal in scenarios where you do not posses an airfield right away and carrier-based bombers and fighters can be deployed from a carrier. I usually buy one.

Submarines:
They are not needed but one can be useful.

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 <u>not</u> 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 KCAMPXXX.scn (for the scenario file) and KCAMPXXX.txt (for the scenario text file). The scenario intro texts are kxxinfo.txt. The brilliant victory, victory, tactical victory and loss texts are kxxendbv.txt, kxxendv.txt, kxxendtv.txt and kxxlost.txt respectively. The campaign file is KCAMPDFK.cam. The campaign intro file is KCAMPDFK.txt.

7b. Campaign Flow:

List of scenarios		Campaign flow			
Scenario Number	**Scenario Name (scenario file name)**	**BV**	**V**	**TV**	**L**
00	Almeria (KCAMPSPA)	01	01	01	---
01	Westerplatte (KCAMPWES)	20	20	20	---
02	Narvik 1 (KCAMPNA1)	03	03	03	---
03	Holland (KCAMPHOL)	04	04	04	---
04	Narvik 2 (KCAMPNA2)	05	05	05	---
05	Crete (KCAMPCRE)	06	06	06	---
06	Osel (KCAMPOSE)	07	07	07	---
07	Reval (KCAMPREV)	08	08	08	---
08	Murmansk (KCAMPMUR)	09	09	09	---

09	Taman (KCAMPTAM)	10	10	10	---
10	Corsica (KCAMPCOR)	11	11	11	---
11	Dalmatia (KCAMPDAL)	19	19	19	---
12	Leros (KCAMPLER)	13	13	13	---
13	Narva (KCAMPNAR)	14	14	14	---
14	Tornio (KCAMPFIN)	15	15	15	---
15	Memel (KCAMPMEM)	---	---	---	21
16	Peenemunde (KCAMPPEE)	17	17	17	---
17	Helsingborg (KCAMPSON)	18	18	18	---
18	Oslo (KCAMPOSL)	---	---	---	WIN
19	Copenhagen (KCAMPSAF)	12	12	12	---
20	Hel (KCAMPHEL)	02	02	02	---
21	Kolberg (KCAMPKOL)	---	---	16	---