

AUSTRIAN CAMPAIGN, 1938 (v1.00 converted to LXF Efile for Open General)

A product of Dennis Felling

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1. CREDITS and CONTACT INFORMATION:

1a. Credits:

The campaign has thoroughly been playtested not only by me but also by Highlander (**Highlander70**), StSarge (**StSarge**) and Marek (**Marek**). **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/felling/pg2/index.htm>

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

2. REVISION HISTORY:

Version 1.00 released 10/08/2004 (10 August 2004).

3. THE CAMPAIGN:

After the re-militarisation of the Rhineland earlier and the re-armament of the German Army, Hitler has found a new goal: on 12 March 1938 Austria is under attack by its old brother-in-arms from the Great War, Germany, which is ruled by the Nazis. After a failed coup-de-palais in 1934 the Germans try to overrun the country and then annexate it before any great power, not in the last place Mussolini's Italy, is able to intervene. Austria stands alone but has an army not less than the German but smaller. Certain people in Austria are not willing to resist but the majority is convinced to stay Austrian and not become German. According to an old treaty Italy is forced to help Austria, but will Mussolini risk war with Hitler? Will Austria become another victim of the Nazis? No matter the outcome: we will resist!

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. After Hitler came into power in Germany, the German Army was re-armed and as consequence of this Hitler's aggression was becoming reality. The Rhineland was re-occupied and Austria

was next. The Austrians were a defeated people, like the Germans, of the First World War and angry about the peace treaties signed after that war. The Austrian Army did not resist and even more, many units were absorbed in the German Wehrmacht. The famous 44th Infantry Division that was destroyed in Germany was based upon former Austrian units. The Austrians were likely the sole people in Europe that fought with the Germans and were treated as Germans alike.

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. One scenario contains Italian auxiliaries but it is mainly a German-Austrian clash. It is a fun campaign you will see. It has been playtested by experienced and inexperienced 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.

Transport:

Transports are not needed as such. Do buy horse wagons for your artillery and perhaps your AT units. But your infantry can walk. Trust me, it is not needed to buy trucks.

Tanks:

Tanks are really not needed. The Austrians have a good tank but it is expensive and with this prestige you could buy several infantries which can be as useful as tanks.

Anti-Tank:

AT units can be useful because you will face some German tanks, and so one 47mm AT unit is nice and should be enough. Though you should be able to live without. But it can be handy.

Air-Defence:

AD units are not needed, but again, can be useful. The Austrian airforce is no match for the German Luftwaffe but it can be enough some times. Anyway the German Luftwaffe is not deadly and you really can live without AD but perhaps you could buy one 4cm unit, perhaps instead of a 47mm AT. I usually have one AT unit instead of an AD unit.

Artillery:

Artillery is important and you should have enough with two pieces. The 7.5cm unit are just perfect. Not expensive, can walk 2 hex plus lots of ammo. I usually have two of them.

Recon:

I usually have one recon because it is fast and can kill some wounded Germans but it is also easy to be killed. Watch out. I normally buy one halfway during the campaign.

Infantry:

Infantry is very important. 5 to 6 regular Infantry units should do. I also have two Garde infantry units making it 4 regulars and 2 garde. They are cheap and powerful and gain experience quickly. Remember that Austria is a mountainous country: 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 fighter 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 9b, below) are of the form ACAMPxxx.scn (for the scenario file) and ACAMPxxx.txt (for the scenario text file). The scenario intro texts are dxinfo.txt. The brilliant victory, victory, tactical victory and loss texts are axxendbv.txt, axxendv.txt, axxendtv.txt and axxlost.txt respectively. The campaign file is ACCAMPDFC.cam. The campaign intro file is ACAMPDFC.txt.

7b. Campaign Flow:

<u>List of scenarios</u>		<u>Campaign flow</u>			
Scenario Number	Scenario Name (scenario file name)	BV	V	TV	L
00	Linz 1 (ACAMPLI1)	01	01	01	---
01	Salzach Valley 1 (ACAMPSA1)	02	02	02	---
02	Salzach Valley 2 (ACAMPSA2)	03	03	03	---
03	Linz 2 (ACAMPLI2)	04	04	04	04
04	Enns Line (ACAMPENN)	05	05	05	---
05	Retreat to Vienna (ACAMPVI1)	06	06	06	---
06	Vienna (ACAMPVI2)	WIN	WIN	WIN	---