

CZECHOSLOVAK CAMPAIGN, 1939-45 (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:

Adler and **Dirk Oberlin** have playtested this campaign and notified me of several points that have now been improved – Dirk even corrected many of the briefings from my spelling mistakes! **Steve Brown** let me use 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 May, 2006, so if any links go bad, please email me!

2. REVISION HISTORY:

Version 1.00 released May 2006.

3. THE CAMPAIGN:

Czechoslovakia was the first country that was occupied by Germany against its wishes. Europe was not willing to wage war for this crime. But a force of Czechoslovakians escaped their country and would fight their enemy, the Germans, wherever possible. Small skirmishes in Polish Campaign were followed by seeking refuge in neutral Romania. From there on, the Czechoslovak Legion was evacuated to France. Here too, the Czechoslovaks were committed when the Germans were close to complete victory.

Yet, the Czechoslovaks continued their struggle to liberate their country. In the Middle-East they fought alongside the British in Operation Exporter. Then the Czechoslovaks became part of the famous garrison of Tobruk. They helped holding the port, and breaking its siege in Operation Crusader. After these adventures, the Czechoslovak brigade was used in France to capture the German-held port of Dunkirk. However, the Germans proved to be a worthy and excellent opponent despite years of fighting. The war ended with the Czechoslovaks still besieging Dunkirk, and finally accepting its surrender. In the days immediately following the war, a small force had been sent through Germany to enter Czechoslovak

territory again. A warm welcome in Prague was to be attended!

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.

After covering the Czechoslovak actions in WW1, I now have covered them in WW2 (with the exception of the Czechoslovaks fighting alongside the Soviets)! :-D Now Adler has another country covered with a campaign, and frankly it is a fun campaign but history did not allow to make the campaign longer. So it is REALLY short. But it gives you a chance to play the Free Czechs.

Prestige is given generous. You start with a fighter (2nd scenario) and will be able to upgrade to a modern Spitfire, which you will need. But also all fancy units can be bought, including tanks, which is historical. You can also use all prestige to create a core of engineers and artillery but that might be less fun. Remember, the campaign is pretty short, so live it large. ;)

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 some supporting forces.

Transport:

Transports are not needed at start but from Syria on, it will be wise to have them.

Tanks:

You won't be able to buy tanks until you reach Dunkirk. There you don't need tanks but it is historical to buy one, and fun too.

Anti-Tank:

AT units can be useful. The 76.2mm (6 Pdr) AT gun is a good tank and bunker buster!

Air-Defense:

AD units are really not needed but you could use one at Tobruk.

Artillery:

Artillery can be useful. I usually have just one and later two 76.2mm artillery but my playtesters usually had more.

Recon:

Recons are good to have around.

Infantry:

Infantry is very important. You will need few of them. Be sure to upgrade them occasionally!

Bombers and Fighters:

You really do need hold on to your core fighter. At Tobruk you want to have it upgraded to a Spitfire to challenge the Axis for the sky!

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 9b, below) are of the form MCAMPXXX.scn (for the scenario file) and MCAMPXXX.txt (for the scenario text file). The scenario intro texts are mxxinfa.txt. The brilliant victory, victory, tactical victory and loss texts are mxxendbv.txt, mxxendv.txt, mxxendtv.txt and mxxlost.txt respectively. The campaign file is MCAMPDFM.cam. The campaign intro file is MCAMPDFM.txt.

7b. Campaign Flow:

List of scenarios		Campaign flow			
Scenario Number	Scenario Name (scenario file name)	BV	V	TV	L
00	An Ill Fated Legion (MCAMPPOL)	01	01	01	---
01	Retreat to Nowhere (MCAMPFRA)	02	02	02	01
02	Syrian Adventure (MCAMPEXP)	03	03	03	02
03	Holding the Sandcastle (MCAMPTOB)	06	06	06	03
04	A Lonesome Fortress (MCAMPDU1)	05	05	05	04
05	Besieging a Citadel (MCAMPDU2)	07	07	07	05
06	Knights in the Sand (MCAMPCRUI)	04	04	04	06
07	Home? (MCAMPPRA)	WIN	WIN	WIN	07