BRITISH WESTERN DESERT & ITALY CAMPAIGN
(version 3.0 - for AdlerKorps equipment file)

A product of the Steve Brown Workers' Collective

CONTENTS:

1. CREDITS and CONTACT INFORMATION:

1a. Credits (in no particular order):

My Chief Playtester for versions up to 2.0, **Omar Mirza**, did a very large amount of playtesting and is responsible for this campaign being much better than I planned, playing hints and other information from Omar (for versions up to 2.0) are included in this file (see section 6b); **Dan Christensen** did some playtesting for version 1.0 and made some good suggestions that shaped the campaign; **Lasse Jensen's** Campaign Maker, Scenario Editor and other tools from PG2 Builders Paradise (http://www.strategyplanet.com/panzergeneral/pg2index.html) were invaluable, Lasse also created many North Africa maps which made the campaign possible; **Andreas Seidel** was largely responsible for the Waffenkammer upgrades which were used for versions up to 2.11; **Mikael Anteskog** "*Generalleutnant von*" **Adler** made the AdlerKorps equipment file and gave me beta versions to use, he also did some playtesting for version 3.0; **Carl Johan** "*Programmer*" **Ankerstjerne** created the conversion utility to convert this campaign to the AdlerKorps equipment file, he also did a lot of playtesting for version 3.0; SSI's PG2 Scenario Builder was used; feedback from users of previous versions was appreciated (and there was a lot of it).

1b. References (the major ones, anyway):

These are not the best books on the subject, but they had lots of battle maps.
George Howe, "Northwest Africa: Seizing the Initiative in the West" (a US Army history, 1957),
W.G.F.Jackson, "The Battle for North Africa, 1940-43" (1975);

1c. Contact information:

Any problems, suggestions, comments or abuse should be directed to me.

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http://go.to/PanzerGeneral2 or http://wargamer.com/pg2campaigns
If any of the links in this document do not work, look in my 'links' section for updated links.

2. INSTALLATION INSTRUCTIONS:

These instructions assume you have basic knowledge of copying, moving and unzipping files in Windows 95/98 and some knowledge of installing user-made additions to Panzer General 2. User-made additions to Panzer General 2 are not as easy to install as the original software, but are not difficult if you read the installation instructions and use a certain amount of common sense - new maps, equipment files and other material have installation instructions (some of which are included with the downloads and some of which are on the web sites). It is important to remember that while I am happy to help with any problems - *all the information you need is available, you only need to take the time to find and read it.*

2a. Installation instructions for expert players:

Maps   Agedabia, Alamein, Bardia, Barrani, Capebon, Cassino, Catania, Gothic, Kasserin, Medenine, Messina ***** , Peenemun, Tunis;
Equipment   AdlerKorps 2.24+, AdlerKorps 2000 1.0+ or AdlerKorps Europe 3.0+;
PG2 Version   standard SSI 1.02, or unofficial 1.02G (or newer).

* NOTE: In early 2001 the Messina map was changed, this changed the graphics and the .map file. Even if you already have this map I recommend you download the .map and .shp files, unless you are 100% sure you have the latest version. The 'Operation Baytown' scenario uses this map and will work with either version, but if you use the old version it may be too hard.

2b. Preparation for installation:

There have been 6 previous versions of this campaign, 1.0, 1.1, 1.11, 2.0, 2.1, 2.11 - and to confuse the issue, 1.11 used different file names. If you have installed version 1.x, but never used version 2.0, you should delete all the version 1.x files. To do this, delete all the following files *(PLEASE NOTE: YOU MAY NOT HAVE ALL THESE IF YOU DID NOT INSTALL MORE THAN ONE VERSION OF THE OLD CAMPAIGN)* from your Panzer General 2 "SCENARIO" folder:

      i. the files camp6sb1.cam, alamein1.map, alamein2.map,
      ii. all files beginning with "sb1",
      iii. all files beginning with "c3".

It is not necessary to delete these files, but it could save some confusion. If you already have an older version, the files in version 3.0 have the same names and replace the older versions;

2c. Download the campaign:

Download the campaign (yes, you most likely have done this already). This archive contains:

      i. CAMPAIGN.ZIP (US/UK version of the campaign),
      ii. DEU.ZIP (extra *.deu files for the German version),
      iii. EQUIPMENT.ZIP (AdlerKorps 2.25 equipment. This is not the latest version see 2e.),
      iv. FRA.ZIP (extra *.fra files for the French version),
      v. README.ZIP (this readme in a couple of different formats),

2d. Unzip:

Unzip the campaign files in this archive to your SCENARIO folder, if you need the French or German files, unzip those as well. See section 8 for a list of file names for this campaign. If you have an old version of the campaign just replace all the files;

2e. Equipment file:

The AdlerKorps equipment file must be used. You can use either AdlerKorps 2.25, AdlerKorps Europe 3.0 or AdlerKorps Europe 1.0 - complete details of the AdlerKorps equipment is at http://www.medio.mh.se/~vonadler/pg2.html - you can use the standard 'datup' since it has all the correct flags for the countries used in this campaign.

For new users: To upgrade equipment you first have to patch your program using the official SSI v1.02 patch (see Versions & Patches section of Builders Paradise). Then you have to upgrade your panzer2.dat (the graphics), go to PG2 Builders Paradise and install the "Easy Icon Upgrade" (look in the Equipments section) - to do this you will need a fresh v1.02 of your panzer2.dat file. You also need to upgrade the sounds (See the Sound Upgrade in the same section). Lastly, back up your old EQUIP97.TXT, EQUIP97.EQP and GUI.TXT from your program folder, then copy the same 3 files from the AdlerKorps equipment your PG2 program folder. This information is very much abbreviated, if you have any questions - please contact me!

2f. Extra maps, download:
Download the following maps from PG2 Builders Paradise Map Center, http://www.strategyplanet.com/panzergeneral/pg2mapindex.html - (NOTE: the downloads do not have the *.MAP file included, you need to download the *.MAP files separately from "The *.MAP files" section of the Map Center);

	Name	Location on Builders Paradise Map Center
i.	Agedabia	(in Africa-North section, Libya)
ii.	Alamein	(Africa-North, Egypt)
Iii.	Bardia	(Africa-North, Libya)
iv.	Barrani	(Africa-North, Egypt)
v.	CapeBon	(Africa-North, Tunisia)
vi.	Cassino	(Europe, Italy)
vii.	Catania	(Europe, Italy)
viii	Gothic	(Europe, Italy)
ix.	Kasserin	(Africa-North, Tunisia)
x	Medenine	(Africa-North, Tunisia)
xi.	Messina *	(Europe, Italy)
xii.	Peenemun	(Europe, Germany)
xiii.	Tunis	(Africa-North, Tunisia)

* NOTE: In early 2001 the Messina map was changed, this changed the graphics and the .map file. Even if you have the Messina map I recommend you download the files again, unless you are 100% sure you have the latest version. The 'Operation Baytown' scenario uses this map and will work with either version, but if you use the old version it may not work properly

2g. Extra maps, install:
If you do not know how to install user maps, follow Lasse's instructions EXACTLY (particularly his instructions at listed under "*How to use maps*" at the Map Center) and you should have no problems - most campaign crash problems are related to incorrect installation of the user maps.

There are 2 new MAP files included in this campaign (SB1ELA2.MAP and SB1SUPE.MAP) which use the SHP files from "ALAMEIN.MAP" and which will appear as maps in the maps list in the SSI Scenario Builder;

2h. Note about the "EL ALAMEIN" map (IMPORTANT!!):
On some older versions of the El Alamein map the *.MAP file is called "EL ALAMEIN.MAP". This will be a problem only for a very few people who have not upgraded maps for a long time, just download the new .map files (see section 2f.) and you will have no problems;

2i. List of playable campaigns in PG2
PG2 only lists the first 8 campaign files it finds in the scenario folder (*.CAM files) in alphabetical order, so if you have 8 or more files before "CAMP6SB1.CAM" you must move some to leave space for this campaign. This campaign will be listed as "*BRITISH WESTERN DESERT & ITALY CAMPAIGN*", but may not have a British flag next to the name. If you have upgraded to the 'unofficial' patch, version 1.02G or higher, then this is not a problem because the up and down arrows of the scroll bar now work (see "Versions & Patches" section of Builders Paradise - at the time of writing the patch will only work for US/UK versions of PG2);

That's it ... start the campaign and enjoy!

3. REVISION HISTORY:

3a.   Demo Version released 11/1999 - 3 scenario demo;
3b.   Version 1.00 released 02/2000 - complete campaign up to El Alamein;
3c.   Version 1.10 released 04/2000 - corrected a problem with El Alamein map file name;
3d.   Version 1.11 released 04/2000 - modified version by Lasse Jensen to make some later battles easier (I was happy enough with the modifications to call it v1.11, but all the file names are changed, so it is really more than just a 0.01 extra version);
3e.   Version 2.0 released 08/2000 - added Tunisian and Italian battles;
3f   Version 2.1 released 10/2000 - some changes to scenarios;
3g   Version 2.11 released 09/2001 - last of the Waffenkammer versions;
3h   Version 3.0 released 09/2001 - this version, changed to AdlerKorps equipment file.

4. THE CAMPAIGN:

This campaign consists of battles by British Commonwealth and other Allied forces; it begins in Egypt in 1940 and follows the ebb and flow of the North Africa and Italian campaigns to finish in Italy in 1945. This campaign contains units from Australia, Canada, France, Germany, Greece, India, Italy, New Zealand, Poland, South Africa, UK and USA, consists of 29 battles and follows a historical timeline (brilliant victories only mean you get to play more battles) - except for one scenario, "Cairo", which is fictional. This is an intense and challenging (but fun) campaign.

There is 1 rule for this campaign - in the *Medenine* scenario you are only allowed to deploy 4 Infantry, 3 Artillery, 2 Tanks, 1 Recon and no Air Defense, Anti-tank or Aircraft. Please don't cheat...

5. CAMPAIGN DEVELOPMENT NOTES AND BUGS:

There is a small bug (it's not really a bug, it is just a side-effect of the way PG2 handles ammo) that means a unit often can fire once when ammo is down to 0; this often happens in the desert. So, if you notice enemy artillery is down to 0 ammo it still may be able to fire 1 more time.

The orders of battle and deployment are largely mine (but are based on research), I feel it is more important to make the battles interesting than exactly historical. I have used a large variety of equipment and there may be some units that were never used in the battles depicted. Please understand that I make no claim that this is an exact historical campaign, but it is based on history and (hopefully) has the feel of the real battles - the campaign is designed to be playable and fun.

Two scenarios, *Medenine* (see section 4 above for rules) and *Operation Vulcan*, have limited deployment; for both scenarios I have put a 'staging area' on the map to deploy excess units, so the deployment window does not open on every turn (and in *Medenine* you can deploy your fighter normally but should not use it). You should not use the extra units in the scenario (but they can sometimes be attacked).

This campaign was developed and playtested at 100 prestige but inexperienced players may want to start at 150 or higher - the campaign is intended for experienced players and may be difficult for new players (but, it is a learning experience). If you play at higher prestige, say 300, you will find the later scenarios are too easy.

I have tried to give a flow to the campaign that provides a feel for the original battles; when you are on the offensive you will have a series of offensive battles, when you are on the defensive you will have a series of defensive battles. Due to the nature of the campaign there are a LOT of defensive battles. For example; in 1942 you will have a series of short, hectic, defensive battles - *Operation Venezia*, *Operation Aberdeen*, *Withdrawal from the Gazala Line* and *Mersa Matruh* - which follow the long retreat from Gazala and Tobruk to El Alamein and lead up to the battles at El Alamein. When fighting in Italy there are a number of scenarios (*Assaulting the Gustav Line*, *Operation Honker* and *Assaulting the Gothic Line*) with a lot of fortifications and minefields - you may find this a bit tiresome but it reflects reality.

The maps mostly contain multiple battles. There were many battles fought over the same areas very close together in time, so sometimes you will have a number of battles in sequence on the same map. For example; there are 3 battles played in sequence in 1941 - *Operation Brevity*, *Operation Battleaxe* and *Operation Crusader* - which are played on the same map, have similar starting points and similar objectives but are all quite different in scale, the idea is to feel the frustration of trying to relieve Tobruk.

I have kept prestige low to avoid the core becoming too large, but you will always have auxillary units to help you, and in some scenarios you may not get enough prestige to buy or upgrade many units at all - this is all part of my master plan. During the later part of the campaign you will get much more prestige.

Most cities and some geographical features have been named. All battles are on the correct maps, except *Keren* for which I have used the Kasserine map and *Breakthrough!* (on the Italian Adriatic coast north of Ravenna) for which I have used Peenemunde, which are both good alternatives. *Beda Fomm* takes place south of the real location, because a correct map was not available at the time. I have used names on the Barrani map different to what was originally intended (the east-west axis is compressed).

6. HINTS & TIPS:

6a. From Steve Brown
Please read the intro texts, some contain hints for the upcoming battle.

In some scenarios you will have to play VERY defensively. You will have to devise the best defensive tactics, but defense means "defense" - do not attack, conserve your ammunition until you have weakened your enemy. In many scenarios if you blunder into the battle "Blitzkrieg style" you will lose, often you will either have to retreat or not move at the start of a scenario.

Many of the battles are desert battles and PG2 has special desert rules, the most important of which are the supply rules. Full supply is only available from hexes that are not "sand", if you re-supply in sand you will receive fewer supplies, and sometimes very little (maybe 1 ammo point). Even a strong, experienced unit will become weak just by travelling from one side of a map to the other if it does not have a supply point at the other side, so be careful where you move your tanks and other motorised units because desert movement uses a lot of fuel. As a result, attacks that start with powerful forces can easily run out of supplies and grind to a halt - plan carefully and take advantage of supply points when you capture them. By the time you finish the second or third battle you will understand about supply - or you will be defeated.

The campaign has been designed so you cannot survive just by using tanks and air defense. You will need a variety of units. By the time you get to Tunisia I strongly recommend you purchase some infantry (your core should have 4-5 at least, Ghurkas and engineers are a good combination) because you will need them in the rough terrain of Tunisia and Italy. The later scenarios (Operation Supercharge II onwards) have been designed with infantry in mind.

You WILL lose core units. The campaign is designed so that you will almost certainly lose at least 1-3 core units during the campaign and maybe up to 5 - just accept your losses and keep playing. Recent research into PG2 has shown that you can never get more than 5 bars of experience (no matter what the experience says) so any lost unit can be easily replaced;

If you have played the previous versions you will notice the British artillery has been improved in this version, since AdlerKorps allows most British artillery 1 movement point - this makes the campaign somewhat easier.

Please note, the following hints from Omar Mirza were made for version 2.0. The campaign has changed slightly since then (as has the equipment file) so they are not 100% relevant to this version - but I have included the comments unedited since they are worth reading.

6b. From Omar Mirza:

This Campaign is the finest you will ever be privileged to play. I've got about 2000 hours of experience playing Panzer General 2, and I can tell you, I made sure you're in for a challenge as Chief playtester. For Veteran players a prestige setting of 100 is appropriate. Newbies should play at 125 the first time around. I playtested version 1.0 through The First Battle of El Alamein. For Version 2.0, I retested the entire campaign for play balance with the Waffenkammer 4.02 Equipment file, and made sure anytime you get a BV, you've really earned it, some of the original scns have been retooled from version 1.0 to version 2.0. I have spent over 1,000 hours playtesting this campaign. Generally, for the larger scenarios the margin between what I can get it

in and the last turn for a BV is plus 2-3 turns. For the smaller scns its at least 1-2 turns over what I get it in. The only exceptions are Mersa El Brega, Operation Aberdeen, Operation Lightfoot & Operation Strike, where you will have to play just as well as I, to get a BV. I've played most scenarios in the campaign an average of 15 times in order to fine tune them, get the AIs Choreography just right, and create the fine line between impossible, and, "almost unplayable." Some may seem impossible the first time around. They get easier the 2nd time around. May not be a bad idea to save your game frequently.

None of the scenarios are "unfair" per se, a BV is always possible, (provided you've done your homework and played well, and managed your limited prestige intelligently throughout) but the campaign difficulty level has been designed for longevity. I expect people to play it more than once, and still get a challenge even after you understand exactly how each Scenario works. We had to account for the high player learning curve during campaign replay, and the BVs are set having taken this factor thoroughly into account. Remember I played the entire campaign through and this version only got released after I was able to get a BV in EVERY Scenario playing the campaign straight through. This Campaign has been RIGOROUSLY playtested by me at the 100 prestige setting with Waff 4.02.

I don't want to give anything about the campaign away, this is not a Review. So I will only give a few playing tips that will be critical while you play to remember and apply.

In some Scenarios, the trick I use is NOT to deploy all my units right away, particularly where you have a Supply hex on the front line. I usually like to hold back some tanks & recon, moving aux units back on T1 first, making room to put my recon first next to that supply hex, then having moved that, and after spotting the enemy fully, put some tanks right on the front line (where there is no initial deployment hex, but a supply hex), then arty, take out the enemy frontal arty smashing it with OVERRUN, and pull back out of enemy arty/antitank gun range before the AIs turn. You have to do it very carefully, but it works for me and the payoff is extremely good for you. Sometimes I'll put arty right there in front on t1, attack and pull back out of range of enemy arty before the AI gets a chance to hit back at my arty.

Always remember DESERT SUPPLY RULES. Sometimes enemy arty is in the desert, and you have to exhaust its ammo by attacking targets every turn that it is covering, if possible, cover it with your units on all sides, prevent its resupply, and only then can you take your objective and attack the artys directly. What initially looks like a hopeless situation can work out very well with this strategy over an extended period of turns. Also, those pieces of 'rough' can be very valuable real estate when you're on the move to get fully resupplied.

In some battles there are AI units which you don't need to waste effort fighting, just play defensively against, and let the AI attack wear itself out against your defenses, just look at your strategic objectives. They may not involve fighting the AI everywhere it advances needlessly. Sometimes AI units will just advance and you don't need to attack them, because they are not attacking your forces. Attacking them with your arty from a desert hex for example in a given scn, will just make the defense of your entrenched position more difficult when they do attack you several times in a turn, because your arty will run out of the ammo needed for defensive fire in order to hold that position much faster. Instead, you need to resupply your arty(s) each turn (not just shoot at the AIs units with it on your turn) and just defend in that situation. Attacking from an entrenched position lowers your entrenchment level, wears down your troops, and may expose you to additional enemy arty fire making you weaker.

Please remember many of these battles are DEFENSIVE BATTLES. You may have to retreat before you can advance in many situations. Its much easier to destroy enemy tanks when they have not engaged you first, so always use recon before you blunder forward with your invaluable armour etc. And its usually always an advantage to fight with your own arty providing your forces defensive cover when the AI attacks, than venture out into the quiet before the storm when you don't know what exactly is out there in the desert. Rommel, your AI opponent, let it be remembered, was the "Desert Fox," and if I do say so myself, this campaign does him & the Africa Corps justice. It is up to you to do the British 8th Army and Allied forces proud. Sometimes, I will expose a juicy target like an arty unit in a truck at a range of 2 from an enemy unit (with another of my ground units between the arty and the enemy). Sure enough, that's a nice way to lure the AI

into an "Out of the Sun" Surprise contact with your waiting fighter which is NOT kept visible to the enemy unit but in its flight path on the way to a tactical ground attack on the arty.

Also, I don't needlessly engage enemy FTRs with my aircraft head-on in every scn, usually I try to eliminate enemy bombers first, and let the Axis fighters get worn down by my AA. I look at it this way, if attacking that Axis FTR is going to cost me several of my overstrength points on my core fighter(s), I'd rather wait till its weakened, using my arty as bait to lure Axis Aircraft into a killing zone of overlapping AAA and then hit them with any available Allied auxiliary fighters BEFORE I hit them with my expensive overstrength core fighter(s) and lose valuable overstrength pts on them. Your FTR aircraft(s) first job is to protect your ground forces in this campaign from enemy air attack. In some scns where you have adequate auxiliary air support, you will need to seize/contest control of the airspace simply because enemy airforces are going to inflict unacceptable levels of damage to your core & aux ground forces otherwise, at other times, you'll just need to be able to cover your most vulnerable units, forget about controlling the air, and just keep advancing quickly. You don't need to completely control the airspace in every scn in order to get a BV or Victory. Just keep focused on your objectives to get through the scn as fast (yet with some measure of prudence) as possible.

You will always have auxiliaries supporting you in every battle. Use them ruthlessly to shield your core units from attacks. I personally almost never use my prestige to purchase replacement points during a scenario, I save it for new equipment since it is very limited, and that's how I played this campaign through and expect you to play/learn to play. Badly damaged core units are just retreated from the front line, not refurbished, and auxiliaries never get any prestige help. Also, if you purchase new/inexperienced tank units to replace lost tanks after Battleaxe, be very careful about exposing them to enemy attack until they have picked up some experience, its easy to lose inexperienced Stuarts for example, if you are not careful when facing experienced enemy tank forces and arty. The trick is not to let the AI tanks get the first strike in against your inexperienced units., i.e shield inexperienced units from attack and only expose them thoughtfully to enemy c-attack on the AIs turn when you do use them. Once my units have picked up significant experience I do overstrength them to the maximum possible, (usually never if they just have 1 or 2 bars of experience, because those overstrength pts will just get worn down in almost any scenario, I save the prestige to buy new equipment/upgrades) particularly my exp'd tank units. Starting at Medenine you will encounter less Axis tank opposition and the playtesting assumes that you will be buying more infantry, you will be less focused on overstrengthening tank units than on buying infantry & also overstrengthening your exp'd infantry as the terrain changes dramatically from *good tank country* & open deserts to hills, mountains/rough terrain & you're forced/assumed to adjust your core army purchases and strengths accordingly. These are the assumptions according to which the playtesting was conducted in the second half of the campaign. And playing it this way will undoubtedly increase your enjoyment also. You are not given enough prestige to do both: buy infantry and keep your core tanks overstrength starting at Medenine.

A final tip. I love Overruning enemy units, and if the odds in my favor on attack are lets say even 8:1, I will always soften up the target first with arty/airstrikes or aux unit attacks at less favorable odds to me, rather than have my tank strength go down from 15 pts to 14 pts for that attack, and not be able to attack again. Repeated Overrun is crucial to winning many battles on time for a BV. As is effective use of the bug that allows you to overrun, move, hit another target w/o completely destroying it, and move again, all on the same turn. Also, after its clear I am going to occupy the last vic hex on that turn, I use another trick to pick up exp, I hit the most exp'd AI units still around with units that have not fired yet, at just about the worst possible odds available to me since the AI won't be getting another turn ... as long as the units I use to do this don't have overstrength pts, it costs me nothing to see them beat up, they pick up valuable exp for free which is very very useful, and then I move a unit to end the scn by taking the last victory hex which I cleared before I used this strategy. Also, while I'm not about to tell you how to play, or organize your forces, but, super exp'd tanks alone won't be a winning strategy in mountain terrain, particularly by the time you get to Tunisia in the latter part of the campaign. Ghurkas can move through Mountains as clear, and the more exp'd the better.

CONCENTRATION OF FORCE is a Crucial principle required to win in this campaign. Never let a sucker AI get an even break. When you attack an exp'd enemy tank, make sure you hit it enough times to destroy it that turn. Good Luck! I know you'll enjoy this campaign. I'm glad to have been a part of developing it. **OMAR MIRZA - omar1974@aol.com**

7. FINAL NOTE:

This campaign is the result of hundreds of hours work by the Steve Brown Workers' Collective and I consider it copyrighted. Please do not change anything on a version that can be downloaded from a web site. You need my permission to include it as part of any sort commercial product or to charge for a download. Enjoy the campaign!

8. APPENDIX 1; LIST OF SCENARIOS AND CAMPAIGN FLOW:

8a. File names for the campaign:
All scenario file names (see section 8b, below) are of the form sb1xxxx.scn (for the scenario file) and sb1xxxx.txt (for the scenario text file). The scenario intro texts are sb1xxxxi.txt. The brilliant victory, victory, tactical victory and loss texts are sb1xxxxb.txt, sb1xxxxv.txt, sb1xxxxt.txt and sb1xxxxl.txt respectively. The campaign file is camp6sb1.cam, the campaign intro file is sb1.txt.

8b. List of scenarios & campaign flow:

Scenario Number	Scenario Name (scenario file name *.scn)	Campaign Flow			
		Brilliant Victory	Victory	Tactical Victory	Loss
00	Operation Compass (sb1comp)	01	01	02	03
01	Attacking Tobruk (sb1to41)	02	02	22	22
02	Beda Fomm (sb1beda)	03	03	04	04
03	Mersa el Brega (sb1mers)	04	04	04	06
04	Defending Tobruk (sb1deto)	05	06	06	Lose
05	Operation Brevity (sb1brev)	06	--	--	07
06	Operation Battleaxe (sb1batt)	07	07	07	Lose
07	Operation Crusader (sb1crus)	08	08	09	Lose
08	Operation Venezia - Gazala, part 1 (sb1vene)	09	09	10	11
09	Operation Aberdeen - Gazala, part 2 (sb1aber)	10	10	11	11
10	Withdrawal from the Gazala Line (sb1gaz3)	11	--	--	12
11	Mersa Matruh (sb1matr)	12	12	12	Lose
12	First Battle of El Alamein (sb1ela1)	13	13	23	Lose
13	Alam Halfa (sb1alha)	14	14	Lose	Lose
14	Operation Lightfoot (sb1ela2)	15	15	Lose	Lose
15	Operation Supercharge (sb1supe)	16	16	Lose	Lose
16	Medenine (sb1mede)	17	17	17	Lose
17	Operation Pugilist-Gallop (sb1pugi)	18	18	Lose	Lose
18	Operation Supercharge II (sb1sup2)	19	19	Lose	Lose
19	Operation Vulcan (sb1vulc)	20	20	20	Lose
20	Operation Strike (sb1stri)	29	29	24	Lose
21	Operation Fustian-Marston (sb1fust)	24	24	24	Lose
22	Keren (sb1kere)	04	04	04	Lose
23	Cairo (sb1cair)	14	14	14	Lose
24	Operation Baytown (sb1bayt)	25	25	25	Lose
25	Assaulting the Gustav Line (sb1gust)	26	26	Lose	Lose
26	Operation Honker (sb1honk)	27	27	Lose	Lose
27	Assaulting the Gothic Line (sb1goth)	28	28	Lose	Lose
28	Breakthrough! (sb1brea)	Win?	Win?	Lose	Lose
29	Cape Bon (sb1cape)	21	21	21	24

Continued on next page ....

9. APPENDIX 2; GRAPHICAL DEPICTION OF CAMPAIGN FLOW:

12-8-40
(0) Operation Compass

B	V	T	L

1-20-41
(1) Attacking Tobruk

B	V	T	L

2-2-41
(22) Keren

B	V	T	L

End

2-6-41
(2) Beda Fomm

B	V	T	L

3-31-41
(3) Mersa el Brega

B	V	T	L

5-15-41
(5) Operation Brevity

B	V	T	L

4-31-41
(4) Defending Tobruk

B	V	T	L

End

6-15-41
(6) Operation Battleaxe

B	V	T	L

End

11-18-41
(7) Operation Crusader

B	V	T	L

End

5-27-42
(8) Operation Venezia

Gazala Line, part 1

B	V	T	L

6-5-42
(9) Operation Aberdeen

Gazala Line, part 2

B	V	T	L

(11) Mersa Matruh (next page)

6-13-42
(10) Withdrawal from Gazala Line

Gazala Line, part 3

B	V	T	L

(continued on next page)

9.

B = Brilliant Victory
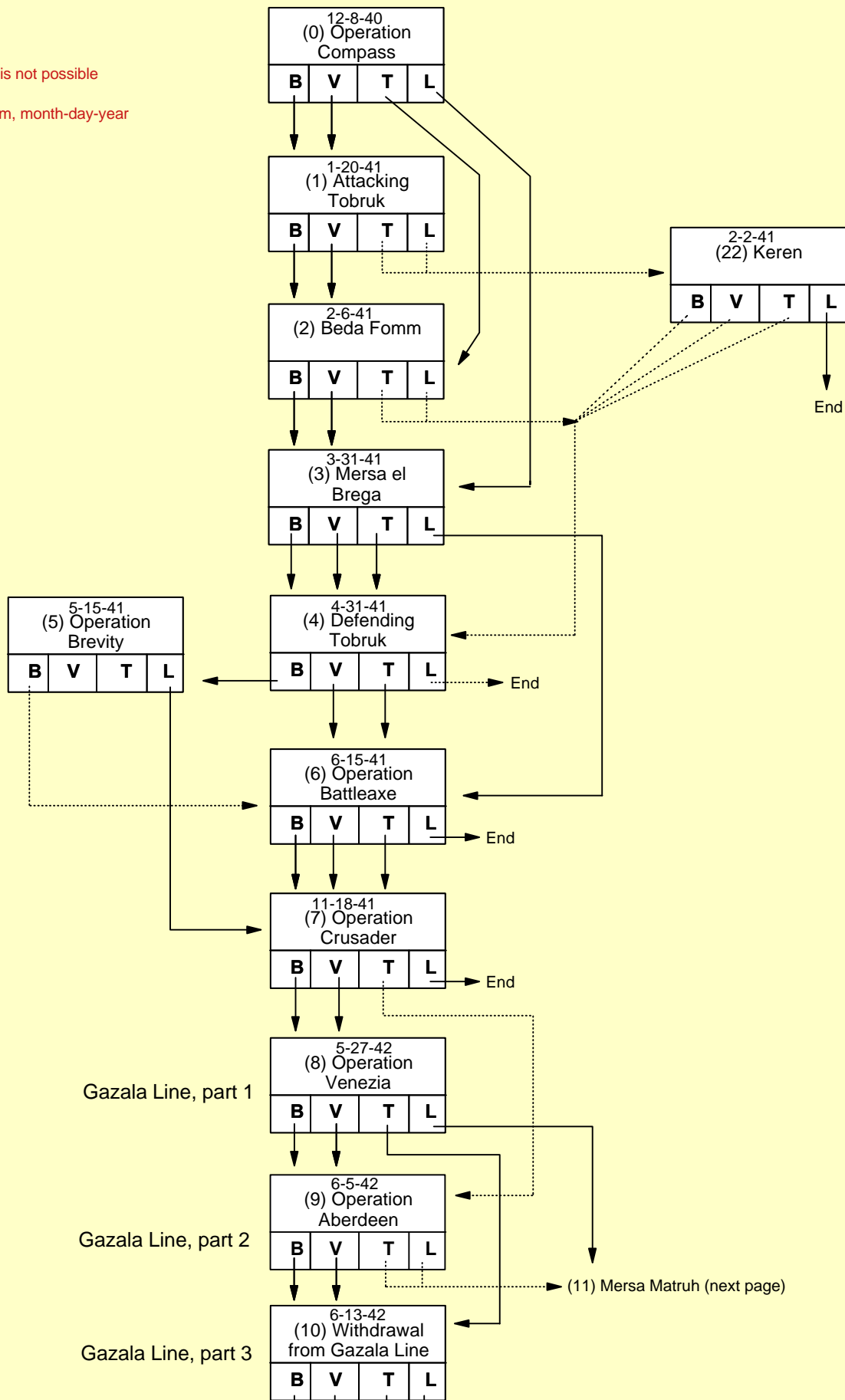V = Victory
T = Tactical Victory
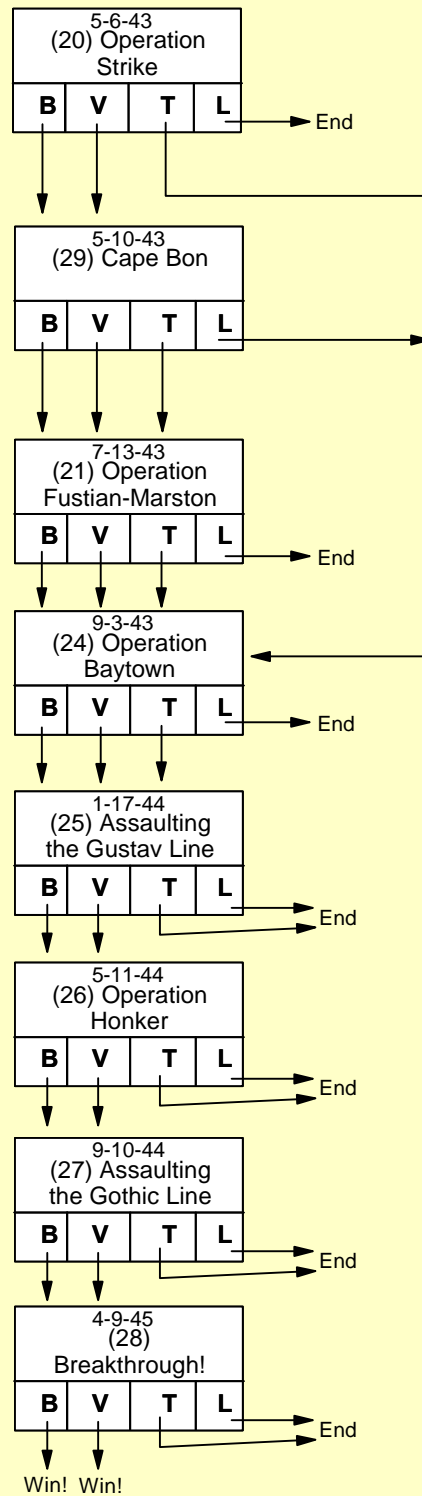L = Lose
(no arrow) = this result is not possible

Dates are in the US form, month-day-year

6-27-42 (11) Mersa Matruh			
B	V	T	L

End

6-13-42 (10) Withdrawal from Gazala Line			
B	V	T	L

7-5-42 (12) First Battle of El Alamein			
B	V	T	L

End

8-10-42 (23) Cairo			
B	V	T	L

End

8-30-42 (13) Alam Halfa			
B	V	T	L

End

Second Battle Of El Alamein, part 1

10-23-42 (14) Operation Lightfoot			
B	V	T	L

End

Second Battle Of El Alamein, part 2

11-1-42 (15) Operation Supercharge			
B	V	T	L

End

3-6-43 (16) Medenine			
B	V	T	L

End

Mareth Line, part 1

3-18-43 (17) Operation Pugilist-Gallop			
B	V	T	L

End

Mareth Line, part 2

3-26-43 (18) Operation Supercharge II			
B	V	T	L

End

4-19-43 (19) Operation Vulcan			
B	V	T	L

End

(20) Operation Strike (next page)

(continued from previous page)

5-6-43 (20) Operation Strike			
B	V	T	L

→ End

5-10-43 (29) Cape Bon			
B	V	T	L

7-13-43 (21) Operation Fustian-Marston			
B	V	T	L

→ End

9-3-43 (24) Operation Baytown			
B	V	T	L

→ End

1-17-44 (25) Assaulting the Gustav Line			
B	V	T	L

→ End

5-11-44 (26) Operation Honker			
B	V	T	L

→ End

9-10-44 (27) Assaulting the Gothic Line			
B	V	T	L

→ End

4-9-45 (28) Breakthrough!			
B	V	T	L

→ End

Win! Win!

FAQ starts on next page ...

10. APPENDIX 3; FAQ:

This FAQ was originally written for Version 2.0 and there are some items that are not 100% relevant for Version 3.0.

This FAQ contains some specific answers about how to win certain scenarios and some gameplay suggestions - please do not read this if you want to play the campaign without prior knowledge. Some of these are real "frequently asked" questions, some are questions which you may (or may not) want an answer to.

Part 1: Miscellaneous questions

Some are directly related to the campaign, some are general questions.

Q 1/1. I just played a scenario and there were some trucks driving around with nothing in them, do I have the wrong equipment file?
A 1/1. You have the correct equipment file (at least, I assume you do...); these are empty trucks to simulate supply convoys. They are harmless but can block roads.

Q 1/2. I just played a scenario, after recapturing one of my own lost hexes I won - is this correct?
A 1/2. Yes, it is correct. In some defensive scenarios the victory hexes are victory hexes for both sides. At the start the enemy will capture some of your own hexes and you have to recapture them.

Q 1/3. In Operation Brevity I cannot deploy my airforce, I would like to use my experienced fighters. Is there a problem?
A 1/3. There is no problem. While I am sure you would like to deploy your airforce in this scenario, you cannot do so.

Q 1/4. In Operation Brevity the scenario just ends after one hex is captured, is this correct?
A 1/4. It is correct, that's how the scenario is designed - and it is mentioned in the scenario intro (that's why you have to read the scenario intros carefully!).

Q 1/5. My fighters are too weak to attack the enemy! (or) The enemy bombers are too powerful!
A 1/5. Buy some Air Defense units! Buy them early and buy more than one. You need a combination of aircraft and air defense.
Q (continued). But I don't like to buy towed air defense units ...
A. If used correctly they are powerful. You need to buy air defense units.

Q 1/6. My tanks are being badly damaged by long range German artillery - what are your tactics?
A 1/6. It is not tactics but correct unit selection that is important here. Probably you have chosen the fastest tanks (Cruiser models) rather than the strongest - to be successful it is helpful to "buy" a mix of armoured units. In early battles my advice is; have some Cruisers for speed and some Matilda II for strength (they have a high ground defense value). Matilda II were designed for infantry support and in PG2 are very useful in that role, they are very resistant to artillery fire. As time goes by and new tanks become available, use your own judgement for new equipment purchases, but until late in the campaign you will probably want 2 different types of tanks for different roles.

This question refers to Waffenkammer, where the AVRE has engineering ability - it is not relevant for v3.0
Q 1/7. What's the deal with the AVRE? Why is it so expensive?
A 1/7. The AVRE is an engineer tank (it has engineering ability). It is very powerful but is so expensive you may not be able to afford more than 1 (maybe not even that) - in fact prestige allocations are desiged so it is deliberately difficult to afford more than 1. If you are having problems getting through the El Alamein

scenario "Operation Lightfoot" having an AVRE is a lot of help to break through the entrenched positions, but is not neccessary.

Q 1/8. How historic are the scenarios?
A 1/8. All the battles (except one) are real, and happened on or about the dates listed. The initial deployment areas, location of enemies, location of counterattacks are based on reality but the composition of forces are mostly my invention. My main objective throughout the campaign was playability. The only truly fictional battle is "Cairo" which is playable from a Tactical Victory at "First Battle of El Alamein".

Q 1/9. I have just started your campaign and my infantry seem useless, should I get rid of them and buy tanks?
A 1/9. In early scenarios infantry are weak when facing tanks in the open desert and are very vulnerable to artillery, but are good to shield your artillery from flank attacks and to assault city positions. In later scenarios as they gain experience they are more able to directly face tanks but should still be used wisely and in Tunisia and Italy scenarios there is some fighting in terrain where tanks are at a disadvantage (mountain, rough, forest, hill and city). In later scenarios there are also lots of fortifications.

Q 1/10. I have read a review of your campaign and it sounds too hard for me!
A 1/10. The difficulty in this campaign is not due to brute strength, rather you have to think about everything you do. If you are a new or not-so-skilled player you may find this campaign a real challenge, but it will certainly test your playing skills - and maybe make you a better player. This version is easier than the original version.

Q 1/11. I have an artillery/infantry in a transport that cannot move!
A 1/11. You have encountered the "recon bug" - if a unit that requires transport receives the recon movement leader it cannot move from that point on. You have 3 options, first is to start the scenario again from a saved game, second is to upgrade the unit at the next HQ to a self-propelled unit (if one is available), third is to edit a saved game to change the leader. You can download the Guzman 'Multieditor' from Builders paradise to edit a saved game or, if you feel confident editing the saved game file with a hex editor, the following instructions were posted to the Builders Paradise Forum (and they work):

> "Just get yourself a hex editor, like Axe 20 (go to
> www.downloads.com) then load up one of your saved games in it.
> In the editor set it to hexadecimal at 12 bytes/line, then use
> the navigate bar to find line 2DD0. It and the following lines
> are your leaders, listed in order of when you got them.
> the lines are built like so:
> e.g.)01 00 00 00 00 00 00 00 00 0B 1A 02
> Byte 1=01
> 2-8=unknown
> 9-10= leader name as found in Names.txt
> 11= random leader ability
> 12= unit class ability
>
> Simply change byte 11 to the ability you want. they're listed
> below:
>
> 0A-Determined Defense
> 0B-Battlefield Intel.
> 0C-1st Strike
> 0D-Resilience
> 0E-Influence
> 0F-Fire Discipline
> 09-Agressive Attack
> 10-Liberator
> 11-Alp. Training
> 12-All Weather Cbt.

13-Forest Camo.
14-Combat Supp.
15-Infiltration Tac.
16-Aggressive Man.
17-skilled Recon
18-Recon Mvmt.
19 skilled Ground Att.
1A-Street Fighter
1B-Overwhelming Att.
1C-Superior Manuever
1E-Ferocious Defense
1F-Overwatch
20-Devastating Fire
21-Bridging
22-Shock Tactics
sleighr"

Part 2: How to win at various scenarios

The following are hints to play various scenarios. Please play the scenarios first, most players will not have problems but if you are finding a scenario hard - these may help. Do not take all these hints as proof that the campaign is too hard, but many many hours of playtesting has enabled us to come up with good advice.

Q 2/1. How do I win "Attacking Tobruk"?
A 2/1. Initially send your auxiliary AT guns down one of the east-west roads - these will assault the road blocks and destroy the supply convoys and will be targets for Italian air attacks. Use your 2 destroyers to supress the Italian artillery in Tobruk (place the ships next to the artillery, once out of ammunition it will not be able to reload more than 2 ammo per turn which you can then use up by firing at it with your destroyers). Once you feel you have the assault on Tobruk in hand, send some units to the west to attack the final hex (Gazala) - don't leave this last part too late.

Q 2/2. How do I win "Beda Fomm"?
A 2/2. The north is the problem here. The tactics are to play defensively; capture the northern city (Agedabia), move an artillery piece next to the city protected by other units and only let it fire in defense (in your own turn, reload its ammunition), this should give you enough time to capture the rest of the hexes. Speed is important in the south, or your northern units could be overwhelmed.

Here is Omar Mirza's advice to get a Brilliant Victory:

" Well, lets look at what tactics you are using here. In the South you have a mixed aux group of Aussies, Recons, empty Bren Carrier, 2 range 3 artys and 2 Cruiser Is. Now you don't have control of an airfield to deploy your fighter(s) at on T1, so the airfield is an objective you must take quickly, however, if you take it on T1 with your recons and tanks smashing the Italian defender at the airfield, which you can in fact do, the Axis armour counter attack on T1 will smash your Cruiser Is so badly that they will be of little use to you and immediately the rest of the battle will become very difficult. So the key here is the slow and steady, methodical approach that wins the race and lets you a BV in the scn. You move up your arty just into range, and protect it in front and on the flanks with the recons and empty bren carrier (which can take a lot more punishment than the relatively fragile Cruiser tanks on defense). You keep the Cruiser Is out of sight and as far away as possible cut off from any c-attack by the Bren carrier to their right. The Axis armour will c-attack, smash up the Bren carrier, hit the recons some, but your Cruiser Is must not be attacked. On T2, you use your arty and your recons etc. and take the airfield and deploy your fighters, but you don't need to hold it, and should not unnecessarily, till you need it again to rearm your fighters when they are low on ammo, because it is in Axis arty range. Now you C-attack 1 of the strongest tanks hitting it with everything you can and using the Cruiser Is to deliver the coup de grace and smash it, perhaps even getting an overrun and being able to do more attacks on other tanks on T2/T3. Also, for this strategy to work, you had to have moved a core Cruiser V on T1 within striking distance of this aux group to help with T2 c-attacks on advancing Axis armour. What I have outlined here, is not an obvious strategy, but it works quite well. And it is defensive play. If you took the airfield on T1, by T3 you will not have done too much

artys providing supporting fire support to the Aussie infantry. Try to get an Axis tank to enter a piece of rough, and you should be able to destroy it with a combination of Arty/Air/recon/infantry attacks.

In the North I usually take Agedabia on T1 or T2. I deploy 2 infantry (Engineers/Ghurkhas) here along with 2-3 arty, and an AA. You don't want to FIGHT with the Axis infantry with yours attacking out from the city and its entrenched positions, because if your infantry goes below 10 strength pts, and is inexperienced, Axis infantry will attack it very aggressively. But move up the arty slowly 1 a turn from their start positions to the following deployment configuration which I find works best to hold the city of Agedabia till you have to retreat when it comes under arty fire. (You just pull back 1 space out of Axis arty range, and take it back after the other Victory hexes are in your control, so you don't have to HOLD it under arty fire the whole scn. The following defensive deployment configuration is the one I use: (42,14) Tank, (41,14) Infantry, (40, 15) Infantry, artys deployed at (41,15), (42,15), (42, 16). AA at (41,16). (40,16) CANNOT AND DOES NOT HAVE TO BE HELD FOR THE ENTIRE SCN, you can take it easily enough anytime you want, as long as your infantry remains at full strength and your arty does not fire every turn at the Axis forces, but gets resupplied fully just about every turn to the max possible in the desert so that when you are attacked you get very powerful defensive fire support. This allows you to hold these positions just outside Agedabia till its time to retake the city, but, this means your arty cannot go elsewhere in the scn. Mainly on T1 I deploy my tanks not in the North near the city of Agedabia but a little lower down, and I drive NORTH with them (all heavies in my core except 1 Cruiser V, which I usually like to send South on T1). After you have smashed the Italian tanks & recons in the North, then you must resupply in the rough (but that it within Axis arty range) and attack the artys in the center with your heavy tanks after that. You may want to risk moving 1 of your range 4 artys from the Agedabia area to help, but keep in mind the enemy fighter aircraft and recons, tank survivors still around if you do so. Most likely your heavy tanks will never get to the South in time, which is why how you handle those auxiliaries on T1 in the South is Crucial to getting a BV here. Use the empty bren carriers ruthlessly to absorb enemy tank attacks in the North, and block them from any path than leaves them free to attack your artys in the North."

Q 2/3. I am getting Clobbered at "Operation Aberdeen" by the AI !!! Help!!! How do i take the airfield? (by Omar Mirza)
A 2/3. What is it this campaign has been teaching you so far? What looks like the easiest way to do something, is often the most perilous. If you are deploying units in the East and just rushing fwd on T1 to try to take the airfield, well the German c-attack can be pretty nasty on Stuarts ... so again, don't let the AI get the first blow in against your armour here and cripple/destroy it. A frontal assault is the key here, drive down South towards the airfield with with arty, some tanks, a recon etc from deployment hexes in the North and destroy at least 1 bunker obstructing your path with an arty/engineer attack. What tanks you do deploy in the East, you must use to circle around the German bunkers and defenses by deploying them next to the entrenched AT gun on T1 in the East, and driving N and just slightly West, and use these forces to protect your flank and link up with the forces in the North coming South. The Stuart has a 3 spotting value, so you can keep it away from the Bunkers/city and out of Axis arty range this way. This group of tanks must then while protecting your flank on the East, perhaps drive fwd to protect your arty from attacks, havng linked up with the group you drove down South towards the airfield. The key to a BV here is both keeping your arties protected from attack, and getting them far south enough quickly so that you can use them against the Airfield defenders and Axis arty there, which will probably get to fire at you before you can fire back. That is the only way to get a BV here on time. It certainly forces you to take risks with your forces, and the wrong, unthinking strategy will cost you tanks from your core forces. The right strategy as outlined here will limit those losses and give you a shot at a BV.

Also, i like to deploy my best tanks with leaders/overstrength in the CENTER of the battlefield so i can c-attack German artillery/Axis tanks here decisively on T1, and in the Center-West near the Victory hex i just fight defensively. I use two AAA in this scn, 1 in the Center-West next to the Victory hex you are defending with the heavily entrenched AT gun, another in the extreme North-West of the map. I use my auxiliary fighter to cover my advance (artys) driving South towards the airfield from the North. In the extreme N.W, predictably, that Vic hex is within Axis arty range, i'm sure you can figure out by analogy to the strategy outlined for taking Agedabia in Beda Fomm written by me how to deal with this situation. You don't have to take it and hold it for the entire scn and expose those forces needlessly to enemy arty fire.This relativist geographical description only makes sense once you've played the scn, and looked at the map carefully and all the initial deployment hexes.

Q 2/4. How do I win "Withdrawal from the Gazala Line"? (by Omar Mirza)

A 2/4. Are you really sure you want me to tell you? Wouldn't you rather figure this out for yourself first by playing the scenario? Won't reading this ruin your enjoyment of the campaign? If so STOP reading now. I really don't think you should be reading this UNLESS you have lost the scn and really want to replay the scn or the campaign, and want help. So here goes: In the Western aux force you have a mix of infantry, an arty, AA & a 3 bar exp'd tank & recon. Move the infantry into the "rough", where they can survive a combined Tank/Stuka attack and slow down the Axis by entrenching. Try to keep the arty surrounded on T1 by other units, you will be a couple of spaces short, that will not matter. But keep that tank within range of the AA on T1 and move it just slightly fwd in a defensive position blocking off enemy attacks on that aux arty in that group. On T2, move the recon to probe the location of enemy units in the North-East and swing around them safely out of range of the AT gun particularly, and escape together with the tank, abandoning the rest of the units to their fate ... you will, by salvaging the tank, and moving it to assist you in the center and eventually lead a counterattack Westwards, have played the only winning strategy, if the tank stays it will be overwhelmed and destroyed too. If the rest of the group tries to run rather than stand its ground it will be destroyed much quicker. That is the key.

The next step on T1 for you is to concentrate your best tank units and 2 artys plus AAA behind them, and deploy them in the South. Move the Aux recon in the East, Westwards, and it will expose a powerful enemy formation in front of your deployment area. The key to dealing with that is not defensive here, but a pre-emptive c-attack by making an end run around it to firstly destroy the arty and if your tanks are overstrengthened, taking on the weaker German tanks, at least try to wear down their overstrength pts right away. You do have to block them from your arty and AAA and the Vic hex here, so be careful. Strafe the range 2 capable StuG with your experienced Spitfire immediately. That unit can cause you serious damage. After you have dealt with this group entirely by T3 hopefully, you need to drive Westwards (but before you do fully resupply your forces at the airfield/city otherwise you will run short of fuel early in the desert, if you are using Stuart tanks) and link up with your forces in the center, head for the enemy arty and knock that out first. In the Center on T1, pull back 1 infantry unit into the rough, on T2 use it to help smash the bunker blocking your tank columns moving South, this is much more effective than tank attacks on it, avoid engaging that tough enemy AT gun. Also drive at least 2 tanks Southwards from the North where you deployed them on T1, to reinforce your position in the center. Keep your infantry, an arty, an AAA, and a couple of tanks (not your strongest or best) in the North to help take that hex/deal with enemy units. Use your bomber/aux fighter in the North to strafe those units on T1 and thereafter wearing them down You have plenty of time in the North to take the hex, and you need to avoid the U-Boats and land those aux units in transports, not in port, but on the coast Westwards almost aligned with that Victory hex you need to take. Feed the U-Boats those empty transports in port, and move auxs in Transport directly West on T1, then only Southwards to the coast to disembark to avoid the U-Boats. As for the Australians in the North, move them further Northwards out of range of enemy arty to the South, they are useful for a while to keep the enemy tank units occupied and away from your core forces as they move up cautiously into position to take that hex, under AAA cover, and as much as possible, out of sight of enemy units, so they don't get bombed. Your 1 arty will help hold off enemy infantry attacks on the British defensive bunker by providing defensive fire. Use a combined Air attacks/arty/infantry attack NOT tanks, to knock out the AT gun in the North. Keep your tanks out of range till that is done. In the South East, you must move the Indians westwards on foot, carefully avoiding the AT gun.

Q 2/5. Okay, I am taking quite a few losses on the overstrength pts on my tanks in "Mersa Matruh" which are getting worn down, and I know I need to get to the "First Battle of El Alamein" with as strong a tank force as possible, how do i get a BV here quickly, an with minimal prestige cost to my core forces in losses? (by Omar Mirza)

A 2/5. After you have played the scn the first time, it should become obvious that there is a way to get a BV by T3/T4 without costing you much. I can win quickly, and end it on T2 without breaking a sweat. Can you figure out how? It involves using BRAINS, once you know the exact T1 position and type of Axis forces you are facing, that you must destroy, in order to do it. Hint. You do not have to destroy everything in the field to do this, and you must move like lightning.

Q 2/6. How do I win "Operation Lightfoot"?

A 2/6. Operation Lightfoot (the first part of the second battle of El Alamein) is intended to be the most challenging of the campaign, that requires a variety of units which must be used intelligently. In this scenario (and Operation Supercharge, the next scenario) a number of hexes are set to "Escarpment" so you cannot move into them, this is done to simulate minefields and channel your attacks - so be careful!

Here are hints from Omar Mirza about how to win at Operation Lightfoot (I recommend you at least try to play it first, this scenario is not a problem for a player who plays intelligently):

"The first time you play it, w/o having read this, its most likely gonna kick your ass. Its challenging, and maybe you should STOP reading right now, just save the game prior to deployment in the scn, and play it for the first time without reading this paragraph any further. That way you can always replay it if you don't fare too well. You may enjoy the challenge of figuring it out yourself first. Everytime you make a false move here, blindly groping in the dark, you will be severely punished. Its what makes this a superbly balanced scenario that i do get a BV playing, on T9, for me its possibly the best in the entire campaign because it requires real playing skill and the AI is dangerous in defence here. Use a great deal of caution, and move fwd only with deliberate speed, bringing up your arty into range of German AT weapons to destroy them, keeping well away from them until this has been accomplished. This is the way to deal with AT guns in this campaign. Use your arty to provide fire support to resist powerful German tank c-attacks as the Axis attempts to fill the breach in their lines. If you just rush fwd and don't use common game sense, and start doing stuff that you can normally get away with in other scns/campaigns you will lose here, being a real tactical "error", your forces will in fact be very severely punished ... example advancing w/o recon into well laid traps, when you don't know what is waiting for you ... using your bombers w/o ascertaining what AAA the Germans have and where beforehand ... these kinds of things will cost you very dearly here.

(Here, you will have to learn how to CRAWL, before you can WALK. You must PLAN the deployment of your forces accordingly to do so. If you try to RUN, you will lose. The key to dealing with the Axis range 2 tanks & AT guns here is HEAVY DEFENSIVE ARTY FIRE SUPPORT, you must INCH FORWARD SLOWLY, and keep moving up that arty, under AAA & Fighter cover protected by your other forces into fwd positions SLOWLY, always providing overlapping FIRE SUPPORT as you inch fwd, i cannot emphasize enough how crucial this is to you. When the AI c-attacks your forces on its turns, your arty MUST have been already been positioned to lay down HEAVY FIRE SUPPORT starting on T1, & continuing thereafter throughout the scn. It is the only way to minimize casualties here, and to win without getting a bloody nose.)

But not if you tread cautiously. The Allied Airpower is best used concentrated in the South (where German arty is not covered by AAA), where you also have to move at least 3 of your infantry down South from the center as reinforcements starting on T1, and possibly even an arty later on. Pulling back in the south on T1 from the airfield out of range of German arty is advisable. Holding your position in the areas where you can't see anything ahead except a German arty is adviseable, especially if you can outrange Axis arty and destroy it before moving fwd. Use AAA & auxiliary fighters to cover your arty on the move, and allow the AAA to deal with incoming enemy fighters. Do not take on that Me-109G head-on, it is not necessary, have patience, it will eventually come into your exp'd AAA guns range for you to blast out of the sky. Concentrate your core forces for a breakout in the North and swing towards the Center-South of the battlefield, always waiting to move up arty to deal with those AT guns & Axis AAA. In the North as elsewhere, you must smash the entrenched bunkers to create room to maneuver and move forces through the minefields, either with an AVRE or Engineer infantry. I like upgrading an exp'd tank unit to an AVRE for this scenario and also overstrengthening it to the maximium possible. You may have to trade something less useful in, in order to be able to afford this. Its well worth it. I also like using 4 artys (overstrengthened if possible), and overstrengthened tanks to the maximum I can afford to do so. In the center keep up the pressure on the German infantry with the auxiliary arty, pour your tanks through, bring up that Bishop behind them and await further reinforcements. Remember, the Victory bunker in the south has an entrenchment level of only 6, each air attack etc will take off 1 level. And you don't have to hold it for the entire scn, just be able to occupy it on your last move (it is within Axis arty range so holding it from early on poses problems). Work on that Southern arty with your bombers and tanks. You will lose auxiliary forces, but those artys do eventually run out of ammo in the desert and they cannot resupply very well after that."

Q 2/7. Any tips for a BV at Operation Pugilist-Gallop? (by Omar Mirza)
A 2/7. Very simple, the key here is to focus on the getting to the Victory objectives quickly. Do NOT attempt to smash your way North through the fortifications at (15,10), (14,11) towards Gabes. If you try that you will lose the scn because you will not have enough time.