



GUDERIAN'S GAMBIT

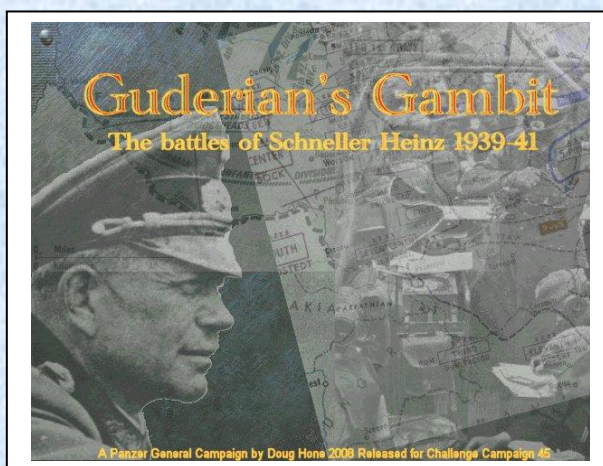


A PG2 Campaign by Doug Hone 2008

Thank you for downloading and trying my campaign. Like all designers I built this campaign for my own enjoyment and playing pleasure. Although I am happy with the final product I am always open to constructive comments and so if you think of a way my campaign can be improved then feel free to email me at honed@powerup.com.au The campaign uses Von Adler's 4000 Beta 0.63 efile which is included and many user made maps.

Maps you will need to play the campaign in order of requirement:-

#357 Grudziadz	Doug Hone
#387 Bialystok	Doug Hone
#458 Brest	Doug Hone
#582 Chelm	Doug Hone
#167 Ardenne3	Doug Hone
#136 Sedan40	Johan Leca
#133 Laon	Marco Inforugno
#583 Amiens40	Doug Hone
#60 England	Lasse Jensen
#182 Korsun	Jens Cieslak
#683 Minsk West	Doug Hone
#233 Mogilev2	Leonid Usachov
#135 Yelnya	Hannes Gruber
#684 Gomel	Doug Hone
#278 Konotop	Hannes Gruber
#685 Lkhvitsa	Doug Hone
#686 Bryansk	Doug Hone
#687 Mtsensk	Doug Hone
#690 TulaSouth	Doug Hone



Optional Smack Videos and Mus Files

The campaign uses 8 smack videos and 2 mus files which are totally optional but do greatly enhance the overall feel of a campaign. Be sure to check your PG2/Smack folder to ensure you don't already have the files before downloading them.

The smacks used are:- 4 and 11 from the PG2 cd, Poland39, France1940, FAS9, Smolensk, FAS13 and Kiev.

The mus files used are:- GGMusic and GGMusic2.

These are all available for download from:- <http://homepage.powerup.com.au/~honed/>

Efile

The campaign uses the stock Adlerkorps version 0.63 efile or later which is included in the download or a newer version can be downloaded from:- <http://www.adlerkorps.com/>

Installation Instructions.

Simply unzip the contents of the "Campaign Files" zip file into your 'PG2 Scenario' folder, start PG2 and select "Guderian's Gambit" from the campaign list.

There is also included a custom-made start screen with can be installed by following the instructions included in the zip file. The optional smack files should be placed into your 'PG2 Smack' folder and the mus files into your 'PG2 Sounds' folder.

Rules.

The campaign has a suggested core which if playing by the rules must be the core that you deploy. The units are class only and are dependant on what you can afford to buy, for example players on 25% may field 3 Motorized Infantry units while those on 100% will be able to field 3 SS Infantry units etc. If playing by the rules the recommended purchase must be what you buy at HQ however once again this is class only. Units won as prototypes may be added to the player core as substitutions for similar units under the rules and freely added to the core without rules. Prototypes not able to be added to the core under the rules at that time should be kept for later in the campaign where they may then become deployable.

Each scenario brief has the recommended purchases and the suggested core composition as well as instructions from OKH for your forces and also player information from me from time to time.

Every scenario has the top-left hexes named with a reminder of the recommended purchase and a cheat/hint about the current scenario.

Campaign Development.

I started this project way back in October 2000 when I began work on a campaign about my favourite German General, Heinz Guderian. It was my first campaign and used my first maps and the old Waffenkammer efile. Even when I was making the original campaign I knew that I had not only missed all the battles in Poland but those in Russia as well. I released the campaign and always planned a 2nd expanded version. Soon after the quality of efiles was improved and in 2002 I converted the campaign to Adlers efile but never released it. In June 2004 I began the expansion of the campaign with the release of my Grudziadz map, a scenario was made on it and I took a break. August 2005 saw the release of my Bialystok map and the 2nd and 3rd scenarios constructed on it followed in March 2006 by the Brest map and it's scenario. Another break was had before in April of 2008 I released the Chelm map and started a concerted effort to finish the project. In early July 2008, Highlander approached me with his idea to make my Guderian campaign into a CC on it's release. This sounded exciting and rather daunting at the same time as I had only just started the scenarios in Russia and had not had any of the campaign playtested as yet but it also spurred me into action and the result is something I am very proud of and hope you all enjoy playing.

Credits

A huge thanks to Highlander and Daerandir who playtested for me, to Technique for allowing me to use the "Advance to Dunkirk" scenario from his "Meine Ehre heisst Treue" campaign and to WonderDoc for allowing me to use the "Smolensk-Drive to Yelnya" scenario from his "Das Reich" campaign. Thanks also to Adler for his efile and to Drag Dasan for his help with the smacks. To Steve Brown for hosting the updates for the playtesters and PzManiac for his advice on Caps and Prestige Management. Also to the guys at the Axis History Forum for help with Russian OOBs and of course the man who made scenario and campaign creation so easy with his wonderful Suite- Luis Guzman.

Happy Hunting.

Doug.



Heinz Guderian