

"39-45"

January 2000, the 2nd

PLEASE VOTE :

If you have downloaded this scenario on a site where you can vote, please do it, and only after a serious playtest. I got bored to see that some scenarii like mines with more than 2300 downloads have 14 votes...It doesn't reflect anything logical..... http://talonsoft.thegamers.net/scenario_depot.html

REALLY URGED PLAYERS :

Well, the basis courtesy would be to read all this text, but you can speed up the process by reading only the following "install process"...and for info, "updates" at the end of the present document.

Install process :

Dezip the files onto a temporary directory (or else)

Put the .SCE file into your "scenario" sub-directory (located in your OAOW2 game installation)

Put the border.bmp into your graphic sub-directory (located in your OAOW2 game installation).

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Previous "War in Europe" released scenario :

The name of this scenario could remind something to those of you who have played my first scenario, created under OPERATIONAL ART OF WAR 1 (TM), which intitulate **"War In Europe"**. It can be found on several servers, dedicated to wargames...(Gamers, Talonsoft)

As many of you sent me positive mails (but also critic, thanks to you) I was really limited by the huge scale (both distance and time) I used, and by the creator engine of OAOW 1 (also patched several times) to make a top game. I was wondering to develop or not this scenario under OAOW ELITE EDITION, but I didn't want to pay for a patched game, since I already bought OAOW 1 & 2....

Differences between 39-45 and "War In Europe" :

- War in Europe was created with OAOW 1, and thus is limited in regard of the engine tool.
- 39-45 is developed under OAOW 2, and it benefits fully from the new engine tool.
- Adversaly, "War in Europe" used a correct weapon database (39-55) since "39-45" had to fit with the 1956-2000 weapon database...
- The map has been redrawn entirely, and is much more accurate.
- Some countries are now non-playable until they enter the war.

What you need to play "39-45" :

You will need a (legal) copy of "OPERATIONAL ART OF WAR 2" from TALONSOFT.

A winzip or like program to extract the files.

A PC computer.

The bad new, is that as usual with me, the computer should be VERY strong, as I used a lot of materials...

For example, my actual configuration (on which I created the game) is :

P2 392 mhz (Hum.....392 ?)

228 MO SDRAM

The other components don't matter with that sort of game (3DFX)...

Content of "39-45" :

Well, I will not describe all what it cover, as the dumped scenario text was more than 1200 pages of WORD text...

- * It takes place in Europe (the map is very accurate).
- * The scale is 50 kms.
- * The turn is actually set in full-week (I first set daily, but it was boring, due to the number of units and limited move).
- The lenght is 311 turns...(01/09/1939 to 12/08/1945)
- The forces are AXIS and ALLIES.
- The nations are exactly what they were in 1939.
- The unit scales range from brigades to divisions, with corps and army HQs.

The main goals are :

ALLIES : Defeat the AXIS coalition, especially Nazi Germany and Facist Italy.....Beware, it is a hard task.

AXIS : Defeat the allies by invading France, Britain, and URSS. It is easier than playnig the allies, if you strike before US entry...

Special rules :

1. Enhanced PO strategy set by using 3 force orders per formation.
2. The reddition of each country, simple or complex (I couldn't have handled Danmark as URSS...).
3. The entry in the conflicts of 2 nations (URSS and SPAIN).
4. The possibility of using nuclear weapons (at the end, and in a limited quantity).
5. The developement of the axis secret weapons (V1 & V2, ME-262).
6. The full effects of the Axis-Soviet pact.
7. Special "Blietzkrieg bonuses" which cover historical battles.
8. Tito partisans guerilla.
9. Vichy Government.
10. Free French forces.
11. Atlantic wall, Maginot , Siegfried and Stalin lines).
12. Increasing industrial power during conquest and course of war.
13. Winter effects.

Warning :

- The weapon database is OAOW 2, so don't espect to find all the tanks and planes. I had to use equivalent or estimated so to simulate specific weapons (ME-262, King Tiger...).
- After heavy tests, I have decided to multiply each naval fleet quantity by five, to try to make them survive longer, and give them possibility to support land artillery fire.
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Ethics :

Don't use my work for other things than your own pleasure. If you want to use it (or a part of it) as a starting base for your own work, please ask me before, and give it the credit it merits.

Credits :

Patrick FEYRET

Actually you can join me (please no insults or viruses) :

Pfeyret@free.fr (I let you guess while I prefer this one !)

Updates :

12/01/2000 : V2.1

- Corrected events
- Corrected map (especially Greece)
- Corrected order of battle and deployment (set 18 garrison divisions to URSS, to prevent strange comportement from the IA, like letting Finland occupy Leningrad and letting the south oil fields unprotected...). Also corrected atlantic wall, siegfried and maginot lines with addition of squads and mortars...

16/01/2000 : V3.0

- Added major events : operation HUSKY (Sicile and Italy)
- Corrected all west allies formation orders, AXIS player should now expect hard time !
- Added many allies garrisons, which were hardly lacking ! Britain is more defended, as islands Feroe and Iceland, expect heavy allies action in Norway, and caucasian south border is now well defended. Note that these units have a fair proficiency of 60, and DO NOT reconstitute if destroyed (at this time you should have been able to vectorize some reinforcements...)
- Corrected strange supply points, and adapted them for beachheads (normandy, Italy, Sicile).
- Corrected allies force deployment to match with historical offensives (HUSKY and OVERLORD), to prevent allies from launching invasion without support and by small groups.
- Corrected sea transport level. AXIS has less ships, but a bonus is granted for SEA LION duration. ALLIES have bonuses for OVERLORD.
- Fortified all fixed defensive line units.
- Following player Richard J.BLAIS suggestion, added french fleet event : upon axis initiative (theater option), each french captured fleet (4) can join axis / join free french / scuttle.
- Set VICHY surrender events...

19/01/2000

V3.1

- Corrected missing exclusion zones in south Caucasian URSS.
- Corrected german and soviet air forces (used different planes to simulate JU-87, ME-262) and added ME-110 and TU-2. Withdrawn soviet IL-2.
- Corrected replacement pool to suit aircrafts, and set possibility to partially repair damaged fleets.
- Corrected soviet air formation orders.
- Corrected a long-missing german HQ deployment...
- Corrected atlantic wall units.
- Corrected Vichy forces deployment
- Corrected Greece surrender error
- Set navy limited repair capacity (enables production of one ship/week to simulate repair but entirely destroyed fleet units are never reconstituted).

08/03/2000

V3.2

- Corrected false russian deployment (Finland Expeditionary Force).
- Corrected Greece map (supply problem).
- Corrected french fleet availability (turn 32 instead of turn 45).
- Corrected formations orders.
- Increased axis computer IA.

14/03/2000

V 3.3

- Corrected 3rd URSS army reinforcement problem (Bessarabia)
- Corrected winter event
- Corrected russian army deployment
- Corrected border

28/03/2000

V 3.4

- Corrected axis reinforcement deployment
- Corrected missing roads
- Fixed italian surrender problem (missing event).
- Changed replacement values.

06/06/2000

V 3.5

- Corrected reinforcement values.
- Corrected events.
- Developed briefing text with precise rules.

01/05/2000

V 3.6

- Corrected Baku event location error .
- Corrected USA entry into war (1 year error).
- Added 1st US army (nov 42)
- Replaced 7th british army 43 by 7th british army 42.
- Programmed these armies to invade north africa (Operation torch).

06/06/2000

V 3.8

- Corrected accidental withdrawal of USA instead of DANMARK !
- Adjusted the reinforcement pool.

06/08/2000

V 3.9

- Corrected a bug into URSS entry into war.