

Panzerzug!

(The History of Panzerzug No. 3)



Panzerzug 3 (left) before "Grajewo" and (below) a crewmember with a captured Soviet flag after "Grajewo"



Revision History

Version 1.00 - 06/2005

Version 1.01 - 07/2005

Panzerzug! - The History of Panzerzug No. 3

Version 1.00

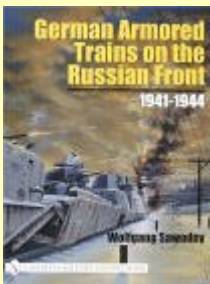
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1. CREDITS and CONTACT INFORMATION:

1a. Credits:

William Dickens and **Mike Thorne** created the Pacific Equipment File; Bill allowed me to add the Panzerzugs as a separate country; **Dennis Felling & Toliy** were helpful plus they made some scenarios. **Leonid Usachev** provided some useful Soviet oob information. **Doug Hone** made the Osowiec map for this campaign. *Gryfoon, Patrick Steinman and Peter Stone* (aka Badpanzer) were my playtesters - Peter, in particular, gets special praise for his huge amount of feedback. *Many* unmentioned people have created PG2 mods. The "Panzerzug" concept was invented by **Karl Thomasson**.



The following reference books were very useful!

- * German Armored Trains in World War II - Wolfgang Sawodny
- * German Armored Trains in World War II, Volume II - Wolfgang Sawodny
- * German Armored Trains on the Russian Front - Wolfgang Sawodny

1b. Contact information:

Any problems, suggestions, comments or abuse should be directed to me (Steve Brown). All feedback is greatly appreciated.

E-mail: steve@pg-2.com

WWW: <http://www.pg-2.com>

This was written in May, 2005, so if any links go bad, please email me!

2. SIMPLE INSTALLATION INSTRUCTIONS:

For players familiar with PG2 - here is all you need to know. For Pacific Equipment File downloads see the page on my site:

Equipment file - Pacific Equipment File v4.0 (or later) - main page is on my site.

Maps - Berlin - 72, Haguenau - 356, Kalatch - 335, Kirov - 302, Mozhaisk - 121, Myschko - 160, Osowiec - 372, Possad - 510, Romny - 276, Szolnok - 499, Viipuri (original SSI), Zhitomir - 234

PG2 Version to use - at least 2.10

Sound Effects - Soundup2005.

3. INSTALLATION INSTRUCTIONS:

This readme assumes some basic knowledge of copying, moving and unzipping files in Windows and you should at least know which folder on your computer contains the program. 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 ALL 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 very 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.** The "Upgrade Center" on my web site has the basics of upgrading - <http://www.wargamer.com/pg2campaigns/steve/upgrade/pg2-uc.htm>

3a. Download the campaign:

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

- i. CAMPAIGN.ZIP - The US/UK version of the campaign,
- ii. README.ZIP - Campaign documentation,
- iii. EQUIPMENT.ZIP - Latest version of the equipment file

3b. Unzip:

Unzip files from CAMPAIGN.ZIP to your SCENARIO folder. Unzip files from EQUIPMENT.ZIP to your main program folder (usually PANZER2)

3c. Equipment file:

The Pacific Equipment File must be used. The latest version is in this download and on [my web site](#). You need the equipment files, the "soundup2005" for new sounds (which you can download from my site), icons and other graphics upgrades from www.wargamer.com/pg2campaigns/steve/pacfile/pg2-pacfile.htm and the "datup" (for the graphics and icons) - if you have not installed equipment files or graphics updates before just download everything and follow the instructions, or contact me if you have questions. The "Upgrade Center" on my web site has the basics of upgrading - <http://www.wargamer.com/pg2campaigns/steve/upgrade/pg2-uc.htm>.

3d. Maps, download:

You need the maps *Berlin - 72, Haguenau - 356, Kalatch - 335, Kirov - 302, Mozhaisk - 121, Myschko - 160, Osowiec - 372, Possad - 510, Romny - 276, Szolnok - 499, Viipuri (original SSI), Zhitomir - 234.*

All these maps are available from the maps section of the "Clearinghouse" on my site. In addition, a large .zip file containing all the maps for this campaign (13MB) is at www.wargamer.com/pg2campaigns/steve/panzerzug/pg2-panzerzug.htm. Two excellent map sources are www.panzergeneral2.com and www.stahlhelm.prv.pl.

3e. Maps, install:

If you do not know how to install user maps, follow the instructions EXACTLY from "**How to use maps**" at the [Upgrade Center](#) and you should have no problems - most campaign crash problems are related to incorrect installation of the user maps;

3f. Extra sound:

An *optional* sound sequence that plays during scenario briefings is available from www.wargamer.com/pg2campaigns/steve/panzerzug/pg2-panzerzug.htm - installation instructions are included with the download;

Panzerzug 3 in September, 1939



3g. Patches & running French or German versions of PG2:

You **MUST** first patch your program to v1.02 using the official SSI patch and you **MUST** also be using the "unofficial" v2.10 or higher patch (the latest version at time of writing is 2.10). Look at the "[Versions & Patches](#)" section of [Builders Paradise](#) for more information and the "Clearinghouse" on my site for the unofficial patch. The unofficial patches will only work for US & UK versions of PG2; but will also work with German and French versions if you use the "*DEU/FRA to Text Converter*" from the "Downloads" section of my web site.

3h. List of playable campaigns in PG2

This campaign will be listed as "*PANZERZUG!*" Once you have upgraded to the 'unofficial' patch, the up and down arrows of the scroll bar now work (but not the scroll bar itself), so scroll down until you see the campaign.

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

4. REVISION HISTORY:

Version 1.00 released 06/2005

Version 1.01 released 07/2005

5. THE CAMPAIGN:

This campaign follows "Eisenbahn-Panzerzug 3" (Armoured Train Number 3) from 1939 to 1944 - this is a historic campaign (although many scenarios are hypothetical "mission" type scenarios) and is somewhat unusual compared to other campaigns. If you are unfamiliar with the "Panzerzug" concept please read the "*How to play with Panzerzugs*" document included with the campaign download.

6. CAMPAIGN DEVELOPMENT NOTES and BUGS:

This campaign was playtested at 100 prestige; inexperienced players may want to start at 150 or higher, which will gain you some extra prestige.

Prototypes are only available after the scenarios **Zutphen**, **Osowiec** and **Sebesh-Novosokolniki Line 2** (for the others either there are none available in the timeframe or I have disabled them).

For scenarios 7-10 new units will have 1 bar of experience and for 11-14 they will have 2.

7. HINTS & TIPS:

As mentioned above, there is document called "How to play with Panzerzugs" (howto.pdf) that explains more about the Panzerzug concept. You should read it if you have never played this campaign since it gives important playing advice for this unique campaign.

The unit roster contains actual units you would have available on a Panzerzug, plus some units (railway guns, bomber, heavy AA cars) that are added for some "spice" to the campaign. However most units are accurate (for example many Panzerzugs did have flamethrowers as standard equipment).



8. FINAL NOTE:

This campaign is the result of many months' work by *Steve Brown Workers Collective* and "we" 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!

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

9a. File names for the campaign:

All scenario file names (see section 9b, below) are of the form sb0xxxx.scn (for the scenario file) and sb0xxxx.txt (for the scenario text file). The scenario intro texts are sb0xxxxi.txt. The brilliant victory, victory, tactical victory and loss texts are sb0xxxvb.txt, sb0xxxv.txt, sb0xxxvt.txt and sb0xxxvl.txt respectively. The custom .map files are sb0xxxx.map. The campaign file is camp6sb0.cam. The campaign intro file is sb0.txt.

9b. Campaign Flow:

List of scenarios

Scenario Number	Scenario Name (scenario file name)	BV	V	TV	L
00	Koenitz (sb0koen)	01	01	01	01
01	Zutphen (sb0zutp) - scenario by Dennis Felling	02	02	02	01
02	Barbarossa: Grajewo (sb0graj) - scenario by Toliy	03	03	03	02
03	Barbarossa: Osowiec (sb0osow) - scenario by Toliy	04	04	04	04
04	Nevel-Velikiye Luki Line 1 (sb0nev1)	05	05	05	05
05	Nevel-Velikiye Luki Line 2 (sb0nev2)	06	06	06	05
06	Nevel-Velikiye Luki Line 3 (sb0nev3)	07	07	07	07
07	Vitebsk-Nevel-Polozk Line 1 (sb0vit1)	08	08	08	07
08	Vitebsk-Nevel-Polozk Line 2 (sb0vit2)	09	09	09	09
09	Sebesh-Novosokolniki Line 1 (sb0seb1)	09	09	10	11
10	Sebesh-Novosokolniki Line 2 (sb0seb2)	11	11	11	10
11	Schaulen-Moscheiken-Weinoden Line 1 (sb0sch1)	12	12	12	Lose
12	Schaulen-Moscheiken-Weinoden Line 2 (sb0sch2)	13	13	13	Lose
13	Schaulen-Moscheiken-Weinoden Line 3 (sb0sch3)	14	14	14	Lose
14	Schaulen-Moscheiken-Weinoden Line 4 (sb0sch4)	Win	Win	Win	Lose

Campaign flow



Panzerzug 3 in Summer 1944
(between scenarios 10 and 11).

Photos in this readme taken from
<http://www.dampflokotiven-dr.de/>
but I do have the book. . .

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in PDF version

10. APPENDIX 2; GRAPHICAL DEPICTION OF CAMPAIGN FLOW:

B = Brilliant Victory

V = Victory

T = Tactical Victory

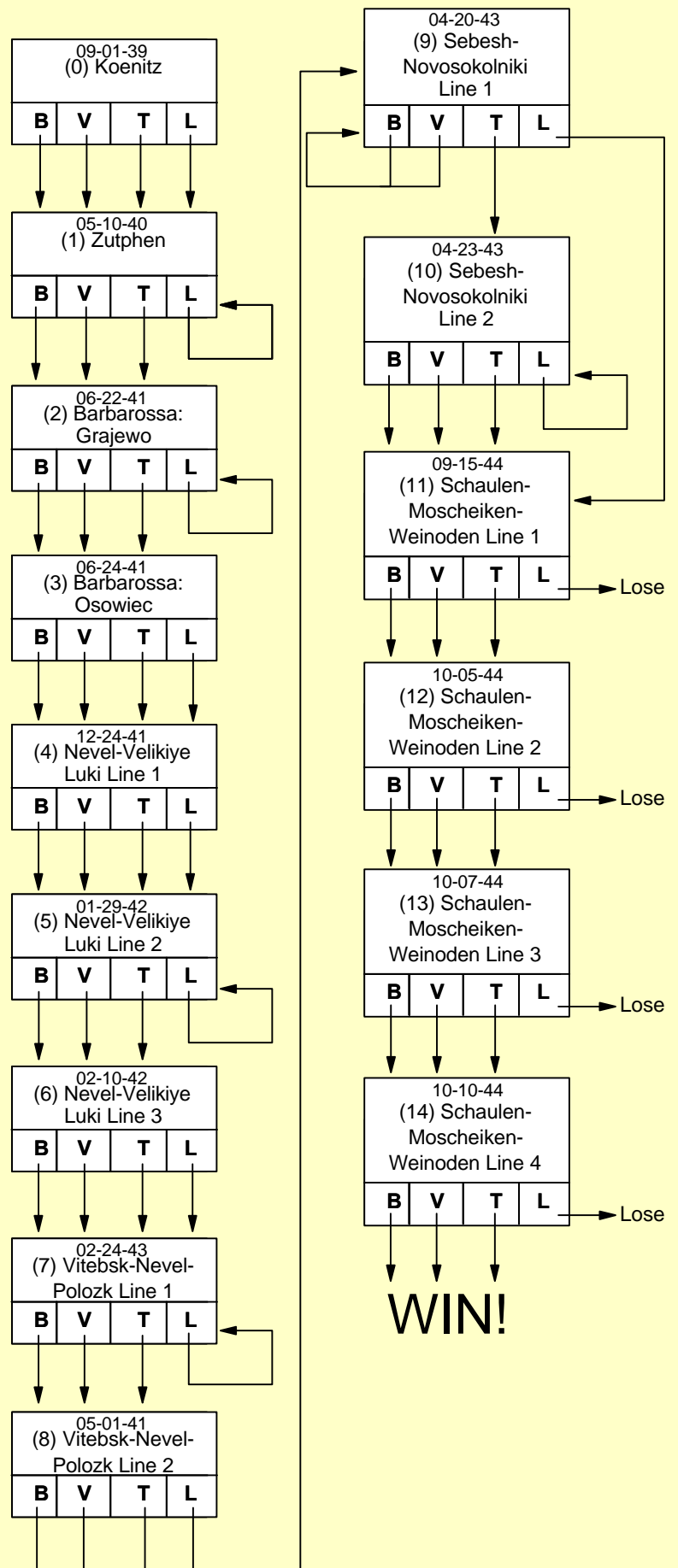
L = Lose

(no arrow) = this result is not possible

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



Inside Panzerzug 3's Command Car



11. APPENDIX 3; MAP OF THE CAMPAIGN:

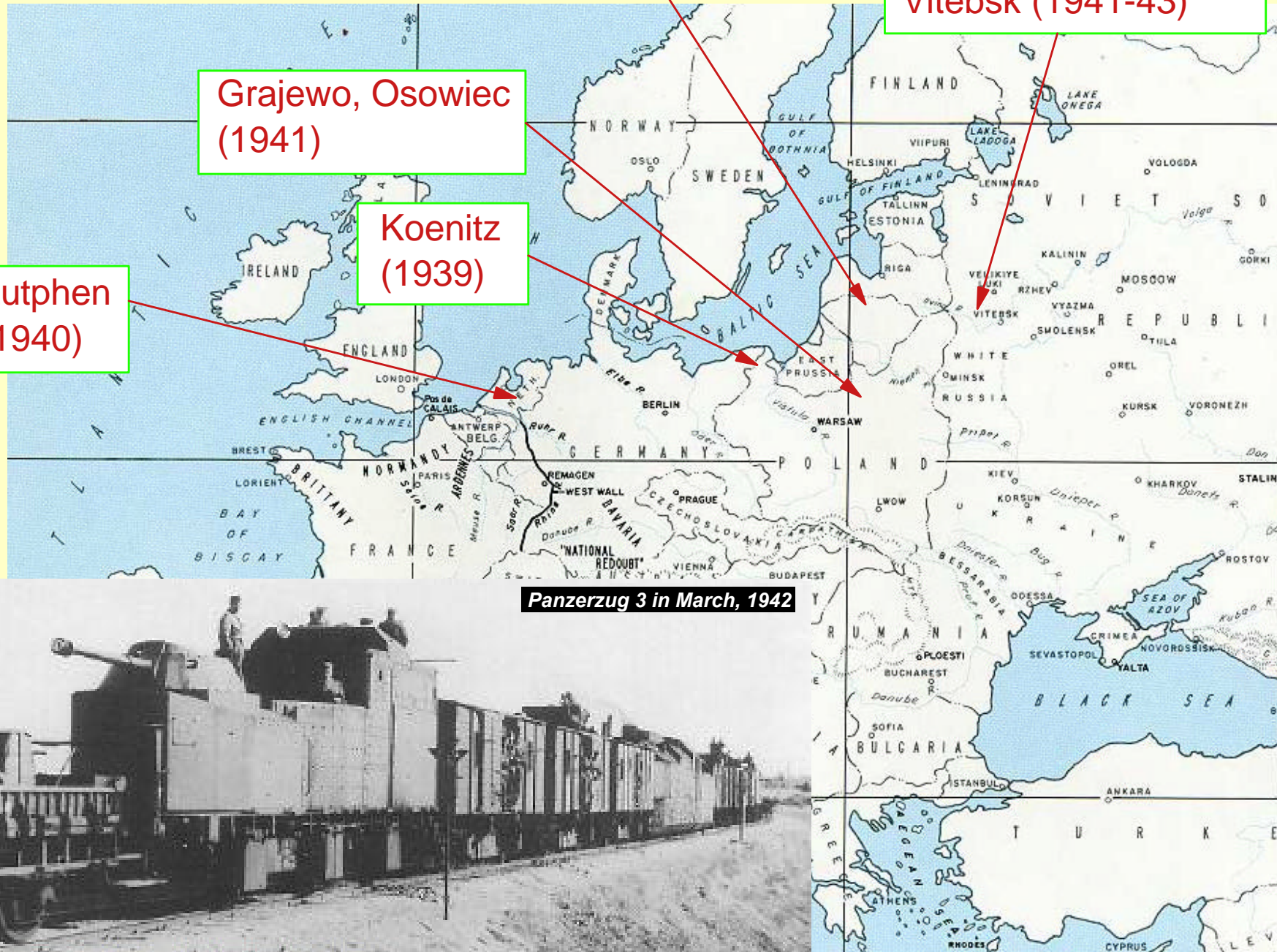
Moscheiken,
Weinoden (1944)

Nevel, Novosokolniki,
Polozk, Velikiye Luki,
Vitebsk (1941-43)

Grajewo, Osowiec
(1941)

Koenitz
(1939)

Zutphen
(1940)



Panzerzug 3 in March, 1942

