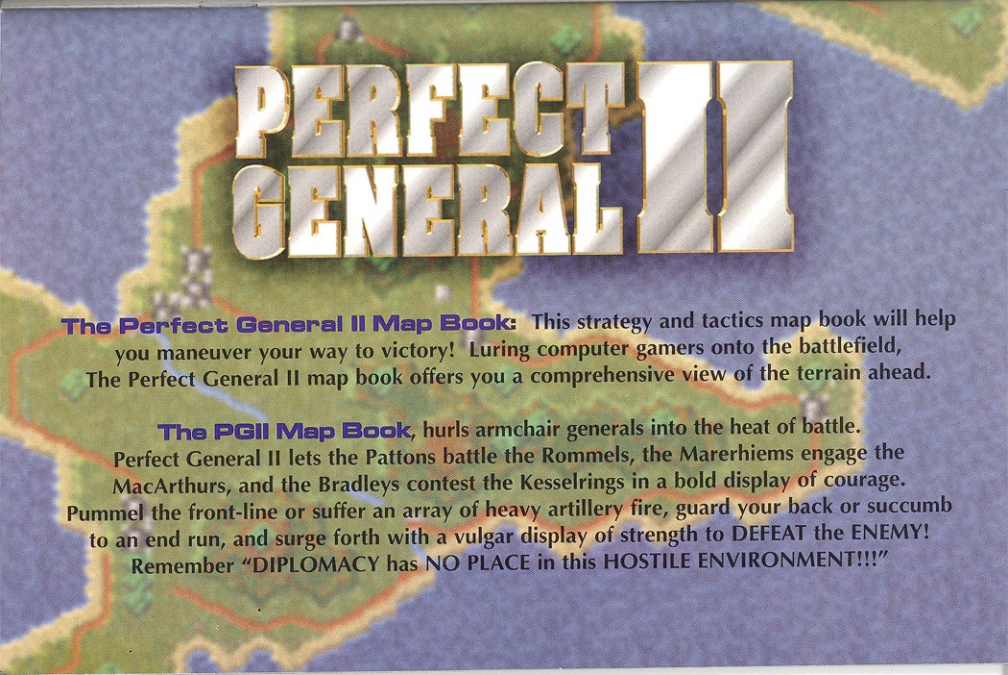


MAP BOOK

VOLUME ONE

PERFECT
GENERAL II





PERFECT GENERAL II

The Perfect General II Map Book: This strategy and tactics map book will help you maneuver your way to victory! Luring computer gamers onto the battlefield, The Perfect General II map book offers you a comprehensive view of the terrain ahead.

The PGII Map Book, hurls armchair generals into the heat of battle. Perfect General II lets the Pattons battle the Rommels, the Marerhiems engage the MacArthurs, and the Bradleys contest the Kesselrings in a bold display of courage. Pummel the front-line or suffer an array of heavy artillery fire, guard your back or succumb to an end run, and surge forth with a vulgar display of strength to DEFEAT the ENEMY! Remember "DIPLOMACY has NO PLACE in this HOSTILE ENVIRONMENT!!!"

Big River

Category - Special Battlefields

Description: It has been happening for many months, small groups of rebel soldiers have been moving on Issia. Up until now, their numbers have been small and nothing to really worry about.

In the past week, they have amassed quite a force. It is up to us, the elite troops to defend our capital against these misguided souls. They must be held off until our reinforcements arrive...hopefully soon.

Turns: 14/21

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	110/140	90/125

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	4	250/300	150/190
	7	150/225	125/235

Weather:	<i>Turns</i>	<i>Event</i>
	2	Fog
	5	Fog

Special: None

Airports: 0



Big River

Coup D'Tat

Category - Special Battlefields

Description: "Get lost you bozos", yelled the prime minister as he left the palace. And with that, the island nation of San Provolone fell into civil war. The royalists sided with old King Gaelen while the republicans lined up behind Prime Minister Spumoni. The army, scattered around the country began to fight.

In this scenario, the forces are split quite evenly. The defender has about a 10% advantage to compensate him for moving second. You have your choice of 10 randomly selected set-up zones from a total of 15. Some units are on garrison duties in cities, some are in the country on maneuver, while others are at sea and can land on designated beaches. There are no reinforcements. Possessions of port cities brings 20 points of new units every other turn. Half bring new units on odd-numbered turns while other port cities do so on even-numbered turns. Each airport produces 1 airplane per turn to the owner, if there is room on the runway. Hey, we know that this is wild and woolly, no-front-line type of battle. But Perfect Generals may be called upon to fight in all types of situations.

Turns: 15/30

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	225/250	250/280

Reinforcements: Port cities bring 20 points every other turn to the owner
Airports bring 1 airplane per turn, if there is room on the runway

Weather:	<i>Turn</i>	<i>Event</i>
	6	Fog
	7	Fog
	8	Fog



Coup D' Tat

Flank Attack

Category - Special Battlefields

Description: No matter how perfect a general is, he will one day have to face that challenging dilemma - a turned flank. In this battle, you have been sent forward as an advance guard to seize the important cities in the middle of the map. You have moved up quickly and see the enemy dead ahead. But you were unaware that the mountain range on you left has a pass. And the river on your right flank has a ford. One flank will be turned, and you must hold onto your objective as best you can.

The cities in the center are worth the most points, but those on the flanks can provide reinforcements. The city on the sea on the right side of the map will bring 15 points in reinforcements ashore for its owner, beginning on turn 3. The ship then comes into port with fresh troops every odd-numbered turn. The airport to the north of this city will produce a new plane for its' owner if the airport has no plane. It does this every even-numbered turn beginning on turn 2. The 3 cities on the west side of the map that are adjacent to airports can fly troops in. The owner receives 10 points of reinforcements every other turn beginning on turn 2.

Turns: 8/12

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	225/300	175/250

Reinforcements	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	9	50/100	75/140

Weather:	<i>Turn</i>	<i>Event</i>	<i>Chance</i>
	5	Snow	50%
	8	Snow	50%
	11	Snow	50%



Flank Attack

Four Points - Four Battles

Category - Special Battlefields

Description: These folks are either brave or stupid, We have them practically surrounded and they just won't give up. The options have been laid down on the table for them. Now they must pay.

Turns: 14/30

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	525/575	300/400

In the four corners of the map

Reinforcements: None

Weather:	<i>Turn</i>	<i>Event</i>
	5	Fog
	6	Fog
	7	Fog

Special: None

Airports: 0



Four Points - Four Battles

Hill Country

Category - Special Battlefields

Description: Taking Surinam shall be quite a chore. Sailing up the river is not an option in this case because it narrows to a small ford through the mountains. Attacking head on will produce many casualties. There must be an easier way to make in past Manaus. Utilizing the troops to move rapidly through these mountainous terrains will win this little war.

Turn: 10/14

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	300/400	135/200

Reinforcement:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	6	100/160	
		from the eastern road	

Weather: None

Special: None

Airports: 2



Hill Country



Long Desert Winds

Category - Special Battlefields

Description: This should be a walk in the park for the attacker in this great battle. It may look real easy to take Koroi, but the defender will be getting new forces until your army can take and hold Koroi.

Turns: 16/24

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	450/500	200/260

Reinforcements: The owner of Koroi receives 20 points on all turns

Weather: None

Special: None

Airports: 6



Long Desert Winds

Split Battle

Category - Special Battlefields

Description: We shall overcome the poor villagers just beyond the river. They live peaceful lives. That is about to change and we shall own their land. It was once our ancestors and shall be within our families again. We have had about enough.

Turns: 11/23

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	490/600	275/400

Reinforcements: None

Weather: None

Special: None

Airports: 4



Split Battle

The Bridge Encounter

Category - Special Battlefields

Description: "The defense of Crestone is crucial", yelled the commander in the din of the battle. "Without this strategic location we will soon be doomed".

This battle takes place in a river valley, each of which can be a great asset to the defender. There are many strategies for both the attacker and the defender here.

Attacker...go go go! Don't stop until the desert is yours.

Turns: 14/22

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	525/600	290/400

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	7	100/145 from the west	

Weather:	<i>Turn</i>	<i>Event</i>
	1	Fog
	9	Fog

Special: None

Airports: None



The Bridge Encounter

The Burma Road Miracle

Category - Special Battlefields

Description: This scenario poses a different kind of threat to the attacker. Through the jungle they will have to find their enemy, who is hidden among the trees. Artillery and engineers must first clear out the forest before getting good sighting.

Turns: 16/24

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	350/400	100/150

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	2	50/60	30/70
	4	50/60	
	5		30/40
	6	50/60	
	8	50/90	30/90
	10	50/60	
	11		30/50
	12	50/60	
	14	50/60	30/40
	16	50/75	

Weather:	<i>Turn</i>	<i>Event</i>
	3	Fog
	4	Fog



The Burma Road Miracle

The Great Road Conflict

Category - Special Battlefields

Description: Defend the road at all costs, the civilians need the road to get supplies in to the their devastated nation. The marauding bandits that want to take control will charge huge fees for protection to use the road.

Turns: 14/20

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	600/700	300/400

Reinforcements: None

Weather:	<i>Turn</i>	<i>Event</i>
	3	Fog
	6	Fog

Special: None

Airports: 0



The Great Road Conflict

The Little African Coast

Category - Special Battlefields

Description: Along the coast of Africa lies some extremely valuable desert. This is a great merchant route. The holder of these lands becomes rich very quickly. Many factions and governments have tried to unite the area under their leadership, it has not worked...until now.

This makes the current leadership very powerful. You and your contingent of forces must land and destroy the government. Good luck!

Turns: 12/16

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	325/400	140/200

Reinforcements:	Turns 2-10	The owner of Oran receives 20 points each turn
	Turns 2-10	The owner of Rabat receives 30 points each turn
	Turns 2-12	The owner of Fuijib receives 20 points each turn

Weather: None

Special: None

Airports: 0



The Little African Coast

The Water Center

Category - Special Battlefields

Description: This is a race for control of the resources and factories that have been around Calfo. Two forces entering un-contested land. There can be only one victor. Will it be you?

Turns: 16/19

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	250/350	275/390

Reinforcements: Starting on turn 5 - 50 points to the owner of Dansk
Starting on turn 5 - 50 points to the owner of Blight
Starting on turn 6 - 30 points to the owner of Calfo
Starting on turn 4 - Airplane in NE & SW airport for owner

Weather: None

Special: None

Airports: 5



The Water Center

An Important Conflict

Category - Destination Islands

Description: The desert sweeps over the roads to Frisko and Malfa. It will be your job to move across the island and take this new country. This young nation has fallen into civil unrest. Two neighboring countries would love to annex it as part of their own. The race is on. The UN has sworn there will be no other intervention. The key may be in the owning of the airports.

Turns: 20/27

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	65/90 in 1 of 2 random locations	50/75 in 1 of 3 random locations

Reinforcements: Starting on turn 2 - The owner of Bali receives 30 points
Starting on turn 2 - The owner of Alo receives 30 points
Starting on turn 2 - The owner of Tina receives 30 points

Weather:	<i>Turn</i>	<i>Event</i>
	10	Night
	11	Snow

Special: Turns 1-6: Attacker receives 3 off-shore artillery
Airplane range - 30
In order to get the reinforcements in the three towns, the airports near the town must also be owned.

Airports: 10



An Important Conflict

Island Exotica

Category - Destination Islands

Description: No one owns them, everyone wants them. These islands have great potential for resorts and tourist trade, but first we must gain control of every island. We must act fast and attack all the islands at once, before someone else gets them. There has been a rumor that a second organization has hired an army to take hold of these islands before we do.

Turns: 19/34

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	210/275	220/300

Reinforcements: Turns 3, 6, 9, 12 - Each side receives 10 points per town owned

Weather:	<i>Turn</i>	<i>Event</i>
	11	Night

Special: Each Turn - Attacker receives 1 off-shore artillery

Airports: 6



Island Exotica

Island of One

Category - Destination Islands

Description: The attacker has coordinated forces coming from the north and south. These forces should move rapidly to consolidate their frontline armies from two forces down to one. This will lead to a swift victory.

Turns: 14/24

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	400/475	300/360
	from 2 locations	

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	3	250/300	200/240
		from the north	from the eastern border

Weather: None

Special: Turns 5-12 - Defender receives 5 long range off-map artillery

Airports: 2



Islands of One

Of Central Importance

Category - Destination Islands

Description: This will be the last time, our airspace is violated by these ingrates. They sit on their all powerful islands, taunting us with their cheap airplanes. It will end right here...We issued the warning last week and yet they still had their jets buzz our capital building.

Our forces will amass one massive attack scattered on all their islands at once. It will be a great victory for our military.

Turns: 12/30

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	450/475	225/260

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	5	200/250	250/290

Weather:	<i>Turn</i>	<i>Event</i>
	2	Fog
	3	Fog

Special: Airplane range - 25



Of Central Importance

The Wonder Islands

Category - Destination Islands

Description: How will you fair with your troops running every which way? The defender is well entrenched and owns the rest of the island besides the landing areas.

Turns: 14/26

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	400/440	250/295

Reinforcements: Starting turn 3 - Attacker receives 50 every other turn
Starting turn 3 - Defender receives 20 points in each of the following towns: Kahului, Milolii, Opihikao, Honomu, Keahole Point.

Weather:	<i>Turn</i>	<i>Event</i>
	7	Fog
	8	Fog
	9	Fog

Special: None

Airports: 7

Tinian Plot

Category - Destination Islands

Description: "The troops should be attacking about now", proclaims the general as he enters. "The liberation armies have provided the cover in order to sneak the troops onto the beaches. They should be able to pull off this coupe without a hitch."

Turns: 12/21

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	250/290	80/110

Reinforcements: Turn 6 - Attacker receives 100 points at the original landing areas
Starting on turn 4 - Defender receives 10 points per town.

Weather:	<i>Turn</i>	<i>Event</i>
	7	Night

Special: None

Airports: 3



Tinian Plot

Treasure Islands

Category - Destination Islands

Description: There has been an air drop of troops on one of the interior lakes, the defender had to scuttle an army together, which had to be landed from another island. The defender has a better position, but they also have to protect the entire island from the invaders.

Turns: 15/17

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	100/125	130/155

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	5	45/45	
	9		40/40
	10	50/50	

Weather:	<i>Turn</i>	<i>Event</i>
	7	Rain
	8	Rain

Special: None

Airports: 0



Treasure Island

Conflict of Infinity

Category - Random Ecstasy

Description: This scenario will test your ingenuity in making battle plans on the fly. Each player starts in a random city. They must expand their empire quicker than their adversary. It ends up being a truly huge battle of strategy.

Turns: 25/44

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	50/70 in a random city	50/70 in a random city

Reinforcements: Starting the 2nd turn - 15 points for both the attacker and defender per city that they own.

Weather:	<i>Turn</i>	<i>Event</i>
	13	Snow
	14	Snow
	15	Night

Special: Airplane range - 30

Airports: 5



Conflict of Infinity

Campaigns

When playing the campaigns, you are going up against more than just one scenario. Campaigns are several scenarios linked together. Each part of the campaign requires that the player accomplish a given task. This makes each phase of a given round very essential. One mistake can change the outcome of the entire battle. For a complete description of each of the campaign requirements, take a look at the scenario description.

Battle of the Bulge

Bastogne	Conquer land with 50 buy points
Battle for St. Vith	Conquer land with 50 buy points
Race to the Meuse	Conquer land with 50 buy points
The Panzers Last Chance	Conquer land with 100 buy points

Desert Fox

Siege of Tobruk	Score higher than 3000 points
Crusader	Destroy 150 defender buy points
Cauldron	Control all campaign regions
Montgomery's Stand	Conquer land with 60 buy points

Campaigns

Eclipse of the Rising Sun

Bloody Ridge	Control all campaign regions
New Guinea	Score Higher than 3500 points
Return of Guam	Control all campaign regions
Siezure of Tinian	Control all campaign regions
Macarthur Returns	Control all campaign regions
Mount Suribachi	Control all campaign regions
Operation Iceberg	Destroy 100 defender buy points
Operation Olympic	Control all campaign regions
Operation Coronet	Control all campaign regions

The Kursk Campaign

Battle for Orel	Score higher than 3000 points
The Tigers are burning	Score higher than 3000 points
The Kursk Salient	Destroy 150 defender buy points

Gung Ho Battle

Category - Random Ecstasy

Description: A civil war has broken out in the republic. Both sides need to scuttle troops from every town. The civil war is rapidly spreading. Collect towns in order to make them produce soldiers and equipment to support your troops. Put down the unrest by destroying your opponent and every unit he produces.

Turns: 18/32

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	110/120 in a random city	75/85 in a random city

Reinforcements: Starting turn 2 - Both the attacker and defender receive 10 points per city

Weather:	<i>Turn</i>	<i>Event</i>
	6	Fog
	7	Fog

Special: None

Airports: 0



Gung Ho Battle

Octa-Spider

Category - Set Piece Setup

Description: The Nordvikians held-out against the Oren Burgundians, in this very non-historic battle. Can you do the same? Use those preselected units to destroy each army of the invading hordes. A true battle to confuse the most well-coordinated octopus.

Turns: 12/28

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	4 Light Tanks	5 Machine Guns
	8 Heavy Tanks	30 Infantry
	8 Mobile Artillery	20 Bazooka
	6 Elephant Tanks	2 Light Artillery
	2 Airplanes	2 Airplanes

Reinforcements: Turn 4 - Attacker receives 50 points in Omsk, Tula, and Mezen if owned.
Turn 4 - Both attacker and defender receive 10 points per town owned
Turn 8 - Both attacker and defender receive 10 points per town owned

Weather: None

Special: Turns 9, 10, 11, 12 - Defender receives 1 off-shore artillery

Airports: 3



Octa-Spider

Stormy Conflict

Category - Random Ecstasy

Description: Troops have been airlifted in to help settle some small rioting problems, but we have found that others have been doing the same. Now the region is engulfed in controversy as both try to take more land for their own. The plan has been a disaster. The only thing to be done is watch as one country becomes extinct and the other is expanded. Which country will win the lion-share of the land?

Turns: 16/26

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	275/300	250/275

Reinforcements: Starting on turn 5 - Both the attacker and defender receive 5 points per town owned.

Weather:	<i>Turn</i>	<i>Event</i>
	8	Night
	9	Snow
	10	Snow
	11	Snow

Special: None

Airports: 6



Stormy Conflict

Strike Force Delta

Category - Set Piece Setup

Description: A classic. Breaking through two thin channels to victory. Whoever can control the Buri hill may actually win.

Turns: 7/12

Starting Forces:

Attacker

10 Machine Guns
10 Armored Cars/MG
5 Armored Cars
3 Light Tanks
1 Heavy Tank

Defender

3 Mines
15 Bazookas
4 Armored Cars/MG
1 Medium Tank
1 Mobile Artillery
2 Airplanes

Reinforcements:

Turn
3

Attacker

2 Heavy Tanks
10 Armored Cars
7 Medium Tanks
from the north

Defender

Weather:

Turn
6

Event
Fog

Special:

None

Airports:

1



Strike Force Delta

Air Superiority

Category - Set Piece Setup

Description: A challenge has been made by the two factions. It is their elite squads against ours. They have the airplanes, but we have the ground advantage. We can win...I know we can!!

Turns: 8/11

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	5 Infantry	8 Infantry
	10 Machine Guns	20 Bazookas
	2 Armored Cars/MG	10 Armored Cars
	4 Heavy Tanks	5 Light Tanks
	10 Light Artillery	2 Heavy Artillery
	2 Heavy Artillery	12 Airplanes
	2 Elephant Tanks	

Reinforcements: None

Weather: None

Special: Turns 1 & 2 - Attacker receives 2 off shore artillery

Airports: 6



Air Superiority

Frozen Rivers

Category - Set Piece Setup

Description: The attacker has been trapped at the river and must use the 2 bridges very quickly, but the game really gets wild when the snow comes and freezes up the river. This allows a big push into the defender's territories.

Turns: 17/24

Starting Forces:	Attacker	Defender
	3 Infantry	15 Infantry
	28 Armored Cars	15 Bazooka
	30 Light Tanks	5 Armored Cars/MG
	12 Heavy Tanks	5 Armored Cars
	10 Heavy Artillery	10 Heavy Tanks
	4 Artillery	7 Mobile Artillery
	8 Elephant Tanks	3 Light Artillery
		6 Heavy Artillery
		2 Airplanes

Reinforcements:	Turn	Attacker	Defender
	8		4 Mobile Artillery
			3 Heavy Tanks
			5 Armored Cars
			5 Light Tanks

Weather:	Turn	Event
	2	Snow
	5	Snow
	8	Snow
	10	Night
	11	Snow
	14	Snow

Special:	None	Airports:	5
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Frozen Rivers

Mano-A-Mano

Category - Set Piece Setup

Description: An elite troop of guards have vowed to defend this region from all who try to invade. They fight against a superior force, but valiantly they are determined to defend against the interloper.

Turns: 17/19

Starting Forces:

Attacker

4 Armored Cars/MG
2 Light Tanks
2 Medium Tanks
2 Heavy Tanks
1 Mobile Artillery
2 Airplanes

Defender

3 Machine Guns
4 Bazookas
1 Light Tank
2 Heavy Tanks
1 Mobile Artillery
2 Airplanes

Reinforcements:

Turn
6

Attacker

9 Armored Cars
6 Light Tanks
11 Bazookas
11 Medium Tanks
6 Heavy Tanks
1 Elephant Tank
1 Mobile Artillery
12 Machine Guns From the west

Defender

6 Elephant Tanks
15 Armored Cars
4 Mobile Artillery
10 Bazookas

Weather:

Turn
5
7
8

Event
Night
Snow
Fog

Special: Turns 15, 16, 17 - Defender receives 3 long range off map artillery

Airports:

4



Mano-A-Mano

Now What??

Category - Set Piece Setup

Description: Just what the title says. Interesting starting positions for both sides. Split your forces or try to join them. Darente and Samarovo should prove to be the pivotal points of this contest.

Turns: 11/14

Starting Forces: The attacker and defender start with 2 starting positions each alternating from the right. The positions start with the attacker on the left.

Attacker Position 1

10 Infantry
15 Armored Cars/MG
10 Light Tanks
6 Heavy Tanks
6 Heavy Artillery
1 Light Artillery
1 Heavy Artillery
4 Elephant Tanks

Defender Position 1

5 Mines
3 Armored Car/MG
12 Medium Tanks
5 Mobile Artillery
2 Airplanes

Attacker Position 2

2 Bazooka
2 Armored Cars
2 Light Tanks
1 Mobile Artillery
1 Light Artillery

Defender Position 2

15 Infantry
5 Bazooka
8 Light Artillery

Reinforcements: None

Weather:

Turn
3
6

Event
Fog
Fog

Special: None

Airports: 2



Now What ??

Strategic Strike

Category - Set Piece Setup

Description: Namlea, Namlea, oh who controls Namlea? Could this be the key to success? Classic confrontation of mechanized against infantry.

Turns: 10/12

Starting Forces: *Attacker*
5 Bazooka
10 Armored Cars/MG
1 Heavy Tank

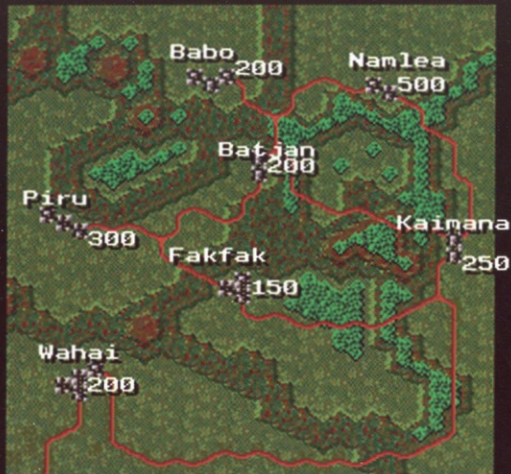
Defender
4 Infantry
6 Bazooka
7 Armored Car/MG
1 Medium Tank
1 Mobile Artillery

Reinforcements: None

Weather:	<i>Turn</i>	<i>Event</i>
	4	Rain
	5	Rain

Special: None

Airports: 0



Strategic Strike

The Great Classic

Category - Set Piece Setup

Description: Does the title represent the game? Yes indeed. The clash of powerful armored movements against the withering fire power of artillery. This conflict will go many ways from game to game.

Turns: 9/12

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	5 Infantry	40 Infantry
	10 Machine Guns	20 Bazookas
	5 Armored Cars/MG	25 Armored Cars
	19 Medium Tanks	5 Mobile Artillery
	15 Heavy Tanks	10 Light Artillery
	1 Airplane	10 Heavy Artillery
	12 Elephant Tanks	1 Airplane

Reinforcements: None

Weather: None

Special: None

Airports: 2



The Great Classic

Trapped

Category - Set Piece Setup

Description: Having an enemy at your front and at the same time at your back can be annoying. It will be a considerable challenge for the trapped to become untrapped. But it has been done. And many times.

Turns: 15/22

Starting Forces:	Attacker	Defender
	20 Heavy Artillery	10 Heavy Tanks
	10 Armor Cars	16 Light Artillery
	5 Armor Car/MG	30 Armored Cars
	2 Bazookas	20 Bazookas
	5 Machine Guns	20 Elephant Tanks
	22 Infantry	15 Infantry
	27 Light Tanks	2 Light Tanks
	20 Medium Tanks	3 Medium Tanks

Reinforcements:	Turn	Attacker	Defender
	8	8 Elephant Tanks	
		8 Armored Cars	

Weather:	Turn	Event
	8	Night
	11	Rain

Special: None

Airports: 0



Trapped

Ambush at Tay Ninh

Category - Historical

Description: After the Viet Cong (VC) were shot to pieces in the Tet Offensive, the North Vietnamese Army (NVA) attempted to occupy and isolate Tay Ninh. Sporadic feeling attacks probed the city and its ARVN defenders. On August 18, 1972, the 5th NVA and the 9th VC hit Tay Ninh West. They then broke into Tay Ninh and overran an ARVN unit. The monsoon rains slowed US tanks and limited air strikes. On the 20th, the NVA and VC were forced from the city. The retreat took place in the usual NVA style-5 city blocks were set afire and innocent civilians were massacred. When the attack there died down, it flared up again elsewhere. US armor raced to suppress the attacks. Reinforcements were choppered in, and NVA losses began to mount. A final assault resulted in the decimation of an NVA unit. Better weather late in the battle made a big B-52 strike possible. It was a classic battle of US firepower and mobility versus NVA manpower and initiative.

Turns: 10/15 **Starting Forces:** *Attacker - 100/120 Defender - 200/220*

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	2	90/100 in North	10 at any airport
	3	35/50 in any of 8 regions	
	4		25/30 in 4 regions
	5	30/40 in 6 of 8 regions	
	6	25/30 in 4 of 8 regions	10 at any airport
	7		35/50 in 4 regions
	9		45/55 in 5 regions
	10		10 in any airport
	11	50 in 5 of 7 regions	60 in 5 regions
	14		10 at any airport

Weather:	<i>Turn</i>	<i>Event</i>	<i>Chance</i>	Airports: 5
	2-9	Rain	25%	
	11-15	Rain	25%	

Special: All defendants' reinforcements are air-dropped, and get half movement on their first turn. The attacker may not select heavy or elephant tanks, planes, or mobile artillery. Turns 2, 4, 8 - Attacker receives 1 shot. Turns 10 - Attacker receives 3 shots.



Ambush at Tay Ninh

Berlin's Last Stand

Category - Historical

Description: The Oder River front was the scene of the last battles in Europe. From February to May, the Soviets closed in from the east. The Americans 9th Army was ordered to halt at the Elbe River on April 11. The Red Army raped the city of Berlin. What would have happened if the US had not been held back? This is Operation Eclipse, which includes a US air drop on the outskirts of Berlin. Who will reach the Fuehrer's bunker first?

Turns: 8/10

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	350/390	250/260 on west
		No Elephant Tanks
		350/380 on east
		No Heavy Tanks
		No Armored Cars/MG
		No Elephant Tanks

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	2-10	20 even turns in Berlin	
	3	75 on west edge	
		30 air-dropped in 3 random zones	
		around Berlin.(No heavy tanks,	
		mobile, heavy artillery	
	4-8	20 each turn on east	

Weather: None

Special: Turns 3, 5, 8 - Defender receives 3 off-map artillery representing the carpet bombing raids.

Airports: 12



Belins Last Stand

Counterattack At Rostov

Category - Historical

Description: The Germans drove across the Donets Basin in November of 1941. Their goal was Rostov, the important road, rail, and communications link to the oil-fields in the Caucasus. Capture of the city would also provide a bridge across the Don. Mud slowed the attackers, then frozen ground speeded their advance. Rostov fell in November. But the advance left a gap between the victorious 3rd Panzer Corps on their left flank. This is where the Soviet counterattack under Timoshenko fell. More and more units were pulled out of Rostov to counter the Soviets. Then the Don froze, and the Soviets opened another front across the frozen river. Rostov was recaptured on the 27th. This battle was the first setback for the Wehrmacht in 5 months. It confirmed the defenders' suspicions that the Germans were peaking out, and led to the counterattack at Moscow.

Reinforcements:	Turn	Attacker	Defender
	3	50/60 in West	20 every turn in the North, East, and South
	5		35/50 in the North, East, and South
	7		75/90 long in the East and South
	14	75 in the West	35/35 in north,east & south

Weather:	Turn	Event	Chance
	2-3	Rain	20%
	4-5	Rain	30%
	6-7	Rain	40%
	8-9	Snow	25%
	10-11	Snow	35%
	12	Snow	50%
	13-14	Clear	
	15	Snow	40%
	16	Snow	50%
	17	Snow	60%
	18	Clear	

Turns: 13/18

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	375/400	275/300

Special: Airplane Range = 30 hexes

Airports: 12



Counterattack at Rostov

Invasion of Laos

Category - Historical

Description: In early 1971, US General Creighton Abrams planned an invasion of Laos with South Vietnamese Defense Minister, General Vien. The plan was to attack from Khe Sanh up Route 9. It was code named Lam Son 719. The goal was to relieve pressure on the Khe Sanh by clearing Route 9 up to Tchepone. From there, South Vietnamese (ARVN) force would spread out and destroy supplies, bases, and cut the Ho Chi Minh Trail. US air and artillery support from South Vietnam

would support the Route 9 ground assault, to be followed by ARVN air drops. These air assault teams were to capture key hills and then establish fire support bases. The February, 1970 attack ran into the same crack North Vietnamese (NVA) troops. This, plus an early rain slowed the invasion long enough for scattered NVA groups and tanks from the north to converge on the battlefield. Only US air and artillery support saved the ARVN from a complete rout. It only proved that the ARVN were no match for the NVA without support. For both sides, this battle will be a test of how well you can concentrate your forces to strike a telling blow against your opponent. In the long game, you can explore the possibilities if US ground forces had actually joined in.

Turns: 10/15

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	110/130	90/110
	No elephant tanks	No elephant tanks
		No airplanes

Reinforcements:

Turn	Attacker	Defender
1-15	1 plane each turn	
1	30/35 in 2 of 4 air-drop zones randomly.	
2	50/55 in 2 of 4 air-drop zones randomly.	15/20 in 3 of 5 areas.
2-15		10 points on south map edge every turn.
4	25/30 in 2 of 4 zones as in turn 2	25/30 points in 3 of 5 areas.
6	15/20 in 1 of 4 zones.	25/30 as in turn 4.
7	30/35 in 2 of 4 zones.	4 heavy tanks and infantry.
8	40/45 on east.	5 medium tanks and infantry in the north.
9		35/40 on south edge.
11	100 on east edge.	75 in north, south, or west.
12 and 13	30 in 3 of 5 zones.	
13		25 in 1 of 3 areas.

Weather:	<i>Turn</i>	<i>Event</i>	<i>Chance</i>
	3	Rain	50%
	6	Rain	50%
	8	Rain	50%
	9	Rain	50%
	12	Rain	50%

Special: Attacker receives off-map B-52 raids: Turns 1, 2, 9, 11, 14 - 1 off-shore artillery each turn. Turns 3, 5, 6, 12 - 3 off-shore artillery each turn. Airplane range = 30 hexes.



Invasion of Laos

Liberation of Kuwait

Category - Historical

Description: During Desert Storm, several Iraqi divisions were tied down in anticipation of an American sea landing. In this battle, you have the option of an overland attack from the south or sea landings along the coast. The defending Iraqi 11th division has a big area to defend. In the words of 1 Iraqi tanker, "It was not a fair war. We did not even know you were in the area when our tanks started blowing up."

American commander commenting on the effect of US ammunition on the enemy. "It demoralized them, not to mention killed them."

Turns: 15/22

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	300/330	200/225
	from the south	
	or on the coast	

Reinforcement:	<i>Turn</i>	<i>Attacker (South)</i>	<i>Defender (North)</i>
	2	50/60	25/35
	5		25/35
	16	50	35
	18	25	15
	20	15	10

Weather: None

Special: Odd turns from 3 - 21 - Attacker receives 1 off-shore artillery. Turns 4, 8, 12, 16, 20 - Defender receives 1 off-map artillery. Airplane Range - 30

Airports: 6



Liberation of Kuwait

MacArthur Returns (What if)

Category - Historical

Description: The historical version of this scenario is in the Rising Sun Campaign. But what would have happened if the Japanese Army had just 30% more troops.

Turns: 12/24

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	250/300	290/340
	On 8 of 11 landing sites	No heavy tanks
	Sets up elsewhere on island	No elephant tanks
		No heavy artillery

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	3	100/120	110/110
	5	140/160	
	13	50/50	

Weather: None

Special: Receives 1 airplane every odd turn if he holds an airport. Receives 1 offshore artillery shot every turn.

Receives 1 each: infantry, machine gun, bazooka on each 3rd turn beginning turn 2.

Airports: 3



MacArthur Returns

New Guinea (What if)

Category - Historical

Description: If both sides had more forces, what a terrible blood bath beyond what it was. The historical version is in the Rising Sun Campaign.

Turns: 10/20

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	100/125	100/125
		No heavy or elephant tanks
		No heavy artillery

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	2	100/125	

Weather: 10% chance of rain on even numbered turns

Special: Attacker receives 1 airplane every 2 turns he is in possession of either airport

Airports: 2



New Guinea

Operation Coronet (What if)

Category - Historical

Description: Using more forces for both sides change the complexity of this battle quite a bit. The historical version is in the Rising Sun Campaign.

Turns: 14/23

Starting Forces:	Attacker	Defender
	200/240	330/325
	Choice of 7 of 10 beaches	No heavy artillery
	No heavy artillery	No elephant tanks
		No heavy tanks

Reinforcements:	Turn	Attacker	Defender
	2	100/120	35/35
	4	175/175	50/50
	5	100/100	35/35
	11	175/175	200/200

Weather: None

Special: Turns 2 - 20 attacker receives 1 airplane on even numbered turns.
Turns 1 - 19 attacker receives 1 offshore artillery shot

Airports: 4

Operation Olympic (What if)

Category - Historical

Description: If the big bombs did not do their thing, it is a high probability. The U.S. would really do an overwhelming invasion, just to save lives. So this invader simulates 50% higher forces than the historical version in the Rising Sun Campaign.

Turns: 15/22

Starting Forces:	Attacker	Defender
	300/300	300/300
	any beach	No heavy artillery
	1/2 movement 1st turn	No elephant tanks

Reinforcements:	Turn	Attacker	Defender
	2	145/145	
	3		100/100
	4	145/145	
	5		50/50
	6	50/50	
	16	100/100	60/60

Weather: 20% chance of rain or fog every 4th turn

Special: Attacker receives 1 off board artillery shot per turn
Defender receives 1 Infantry, 1 Machine Gun, 1 Bazooka every 3rd turn from 4 - 19
Attacker receives 1 airplane per turn at any airport controlled
Attacker receives 1 plane at each of the 3 airports, and 1 every other turn starting at turn 3.
Turns 2 & 4 - Attacker receives 3 infantry, 2 machine guns, 1 bazooka, and 1 engineer.

Airports: 6



Operations Olympic

Panzers at Kiev

Category - Historical

Description: Until August of 1941, Army Group South had made the least progress of the 3 armies invading the USSR. The strategy was to encircle Kiev with 6th Army from the north and Panzergrupp Kleist from the south. Von Runstedt made slow progress, but managed a bridgehead across the Dniepr on August 11. Hitler then diverted Guderian from the assault on Moscow. The fresh panzers joined 6th Army to smash the Soviets in the flank. Five Soviet armies were cut off, and Kiev fell on September 18. The Soviets had plenty of punch to launch counterattacks, but conflict between Stalin and Krushchev prevented quick decisions. In particular, Stalin's orders to hold fast at Kiev allowed the defenders to be trapped. The Germans claimed 600,000 prisoners; the Soviets admitted 175,000. Although Kiev is famous as a German victory, the marshy terrain and the exhausted army made the going slow. This threw the timetable off, but the invaders did gain the entire Ukraine and had torn a 200-mile hold in the Soviet line.

Turns: 12/18

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	370/400	300/325

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	2	35/40 in the West	
	2-10		25/25 in the East
	3	75/85 in the North	
	4	50/60 in the North	
	6	35/40 in the North	
	8	35/40 in the South	
	13	60/60 in the South	50/50 in East
	14-18		30/30 in East
	14	50/50 in the West	
	15	40/40 in the South	

Weather:	<i>Turn</i>	<i>Event</i>	<i>Chance</i>
	8	Rain	90%
	9	Rain	90%
	15	Rain	50%
	16	Rain	50%

Special: Airplane Range - 30

Airports: 20



Panzers at Kiev

Persian Stalingrad

Category - Historical

Description: On September 22, 1980, Iraq invaded Iran. In the north, the attack on Dezful ran out of steam. The invaders of Ahvaz ran into an unmapped marsh and was bogged down. One town was taken, but the Iraqis failed to garrison it, and the Iranians simply moved back in. But Saddam Hussein's goal was Abadan in the south. Here, the attacking tanks rolled up to the city and opened up. The resultant rubble slowed the attack. And the armor had outrun the infantry. The defenders halted the armor with anti-tank weapons in tough street fighting. The Iraqis surrounded, but never captured the city. For the Iranians, Abadan was the linchpin of their defenses.

Turns: 12/30

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	325/360	165/190

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	2	30/40	
	3		25/35
	7		15/25
	8		25/25
	9		60/75
	13	75/75 in Iraq	

Weather: None

Special: Attacker receives 15/15 every other turn beginning on 15. Defender receives 20/20 every other turn beginning on 14. Defender receives 5/5 (no armor) every 2nd turn in and around Abadan on turns 3-20

Airports: 9



Persian Stalingrad

Quang Tri Province

Category - Historical

Description: In April 1972, the US had withdrawn from Vietnam, and the conventional war was on. General Giap grouped the North Vietnamese Army and attacked outlying firebases. As long as the NVA had the cover of bad weather, they advanced. When the weather cleared, American B-52 raids and off shore naval gunfire slowed the invaders. The NVA did surround Quang Tri City, but they could not capture it or crack the My Chanh River line. The elite ARVN 1st Division and 57,000 tons of US ordnance stopped Giap short of his goal.

Turns: 15/21

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	300/360	185/225

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	2	50/60 north or west	25/35 east edge
	8	25/35	
	12	25/30	
	16	75/75	55/55

Weather: Turns 1-4 rain
50% chance of rain thereafter

Special: Defender receives 1 airplane on turns 5-21
Defender receives 1 off shore artillery on even numbered turns beginning on turn 6
Defender receives 2 off shore artillery on turn 5

Airports: 3



Quang TRI Province

Seizure of Tinian (What if)

Category - Historical

Description: Having 1/2 the forces of the original makes this game intriguing. The historical version is in the Rising Sun Campaign.

Turns: 6/12

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	75/90 on 6 of 9 beaches	70/80
	1/2 movement	No heavy artillery
		No elephant tanks
		No heavy tanks

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	2	85/105	40/40
	7	35/35	25/25
	8	35/35	25/25
	9	35/35	

Weather: None

Special: Attacker receives 2 offshore artillery per turn.
Attacker receives 1 airplane per turn.
Defender gets small pockets of reinforcements throughout the game.

Airports: 3



Seizure of Tinian

Skirmish at Khafji

Category - Historical

Description: In January of 1991, Saddam Hussein attempted to strike back against the Desert Storm Forces. It was the beginning of the end for the Butcher of Baghdad.

Turns: 9/13

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	50/75	60/90

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	2	50/50 northwest 75/75 northeast	25 southwest
	3		25/25 south
	5	50/50 north	40/40 southwest
	6		50/50 south
	7		100/100 south/southwest
	10		50/50 south
	11		25/25 southeast
	12		25/25 south

Weather:	<i>Turn</i>	<i>Event</i>
	5	Night
	9	Night

Special: Defender receives 1 off map artillery per turn starting turn 2
Airplane Range - 30

Airports: 11



Skirmish at Khafji

Stalingrad

Category - Historical

Description: This is the battle over Stalingrad. It could be a very tough defense.

Turns: 14/20

Starting Forces:	Attacker	Defender
	125/200 southeast	200/250
	250/290 southwest	
	100/100 in Stalingrad	

Reinforcements: Even turns - owner of northeast city receives 30
Odd turns - owner of northwest city receives 20

Weather: None

Special: None

Airports: 0



Stalingrad

The Korsun Pocket

Category - Historical

Description: After their earlier conquests, Army Group South was on the defensive. The Soviets had recaptured Kiev, and the Dnepr was the last major river to cross the Ukraine. The Red Army attacks had left the German 11th and 42nd corps in a salient. On the 25th of January, 1944, the 1st Ukrainian under Koniev moved forward. On the next day, the 2nd Ukrainian under Vatutin joined in. The pincers closed and 2 corps were trapped, but the Reds thought that they had the whole army. They settled into defensive positions. In February, the Germans counterattacked. The efforts of the relieving force and the trapped units were not coordinated.

Reinforcements:	Turn	Attacker	Defender
	3	50/60 west	
	5	50/60 east	
	6		50/60 south/west
	12	125/125 east/west	90/90 south/west

Weather:	Turn	Event	Chance
	2	Snow	50%
	3	Snow	50%
	4	Snow	50%
	5	Rain	25%
	6	Rain	25%
	7	Rain	25%
	8	Rain	25%
	10	Snow	50%
	12	Rain	25%
	13	Rain	25%
	14	Rain	25%

Turns:	11/16	
Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	375/400	325/350
Special:	Airplane Range - 30	
Airports:	15	



The Korsun Pocket

The Kursk Salient (What if)

Category - Historical

Description: Doubling of all forces verses the Kursk campaign version is like WOW! Enjoy.

Turns: 14/22

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	300/350	200/250
		No heavy tanks
		No elephant tanks

Reinforcements:	<i>Turns</i>	<i>Attacker</i>	<i>Defender</i>
	2	20/20	
	5	50/50	20/20
	8	50/50	20/20
	11		20/20
	14	50/50	25/25
	16	25/25	25/25
	18		25/25

Weather: None

Special: Airplane Range - 25

Airports: 9



The Kursk Salient

The Panzers Last Chance (What if)

Category - Historical

Description: A rough and tough situation with the Americans less reinforced than historically and struggling with only 40% of their historical forces of one of the battles in the Bulge campaign.

Turns: 9/13

Starting Forces: *Attacker* *Defender:*
 140/160 70/80
 No heavy tanks
 No elephant tanks

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	3		25/25
	5		25/25
	10	50/50	90/90

Weather:	<i>Turn</i>	<i>Event</i>	<i>Chance</i>
	1	Fog	100%
	2	Fog	50%
	3	Fog	25%
	4	Rain	50%
	9	Snow	100%
	10-13	Snow	50%

Special: Defender receives 1 airplane per turn from turn 3-8 and 10-12

Airports: 1



The Panzers Last Chance

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MAP BOOK

VOLUME TWO

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Neutral Supremo

Category - Mutual Neutral

Description: Ahh...When to attack these rich-in-victory-points neutral countries. It is a delicate situation. The towns Sullivan and Manes are crucial.

Turns: 10/20

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	90/110	50/65

Reinforcements: Starting turn 2 - Each side receives 10 points per city.

Weather:	<i>Turn</i>	<i>Event</i>
	6	Snow
	7	Snow

Special: Turn 2 - 5 attacker receives 2 off-shore artillery

Airports: 0



Neutral Supremo

Should I?

Category - Mutual Neutral

Description: Or should you? Except where you and your opponent start all else is neutral countries. Big points there, but do you jeopardize a win by giving your enemy all those neutral forces just for extra victory points. A tough decision.

Turns: 12/18

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	200/240	100/150

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	3		20/40 from northeast
	5	100/125 from south	
	6	100/125	20/40
	9		20/40
	12		20/40

Weather:	<i>Turn</i>	<i>Event</i>
	2	Rain
	7	Snow
	8	Snow

Special: Airplane Range - 30
Turn 4-7 Attacker gets 5 off shore artillery

Airports: 1



Should I ?

The Neutral Dilemma

Category - Mutual Neutral

Description: Don't even think of not invading. This baby is a humdinger. Play with gusto. Don't hold back. Go for it.

Turns: 16/19

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	275/375 in Southeast	90/140 in Southwest
	250/325 in Northwest	275/350 in Northeast

Reinforcements: None

Weather:	<i>Turn</i>	<i>Event</i>
	5	Fog
	9	Fog

Special: None

Airports: 0



The Neutral Dilemma

Forming the Line

Category - Infiltrators Beware!

Description: Listen to the title of this scenario. Starting scattered all over the map and staying that way would not be good advise. Establish a line somewhere on the map and move out from there.

Turns: 14/21

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	150/175	125/155

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	6	140/190	
	7		200/240

Weather:	<i>Turn</i>	<i>Event</i>
	5	Night
	10	Night

Special: None

Airports: 1



Forming the Line

Massacre from the Sky

Category - Infiltrators Beware!

Description: Control Valley Field and Carmanville and you'll control the contest. This is not an easy one to figure out as to what is best to do. Keep playing and trying different tactics and a pattern to success will develop.

Turns: 11/13

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	140/190	60/100

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	3		50/50
	8	30/50	

Weather:	<i>Turn</i>	<i>Event</i>
	2	Fog
	4	Fog
	6	Fog

Special: None

Airports: 5



Massacre from the Sky

The Great Bay Battle

Category - Infiltrators Beware!

Description: Snow, snow and more snow. This weather factor makes for a different game. The slaughter will probably happen around Hamlord and St. Gilles. Enjoy the beautiful snowscapes.

Turns: 10/12

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	400/430	190/225

Reinforcements: None

Weather: Snow during all turns (except 7 - Rain, thaw)

Special: Turns 3, 5, 7 - Defender receives 2 very long range off map artillery support

Airports: 2



The Great Bay Battle

The Power Sweep

Category - Infiltrators Beware!

Description: You're on your own on this one. Millions of combinations. If you're a good tactician, play this as soon as you will. If you are new to Perfect General II, then practice with many other scenarios first.

Turns: 10/15

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	350/400	200/250

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	4		75/125

Starting turn 5 - attacker receives 1 airplane per turn at the airport (if owned)

Weather:	<i>Turn</i>	<i>Event</i>
	8	Rain
	9	Rain

Special: Airplane Range - 30

Airports: 1



The Power Sweep

Classic Frontline (engineer's delight)

Category - The Great Unknown

Description: This scenario is part of "The Great Unknown" and therefore no information is available as to start units, replacements, weather, etc. You're playing blind. A different kind of challenge.

Turns: 11/17



Classic Frontline (Engineer's Delight)

Misty Rivers

Category - The Great Unknown

Description: This scenario is part of "The Great Unknown" and therefore no information is available as to start units, replacements, weather, etc. You're playing blind. A different kind of challenge.

Turns: 10/15



Misty Rivers

Taking it All

Category - The Great Unknown

Description: This scenario is part of "The Great Unknown" and therefore no information is available as to start units, replacements, weather, etc. You're playing blind. A different kind of challenge.

Turns: 16/22



Taking it All

The Longest - The Bloodiest

Category - The Great Unknown

Description: This scenario is part of "The Great Unknown" and therefore no information is available as to start units, replacements, weather, etc. You're playing blind. A different kind of challenge.

Turns: 25/36



The Longest - The Bloodiest

Arrow Point - The Navy's Hand

Category - Little Jewels

Description: Make good use of the naval support. It will make it or break it for you. An interesting little game with many options especially for the defender.

Turns: 16/19

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	400/450	150/200
	No artillery	

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	5	65/65	50/50 if own Booligal
	7		100/100 if own Nowra
	8		50/50 if own Booligal
			100/100 if own Nowra

Weather: None

Special: Defender receives 7 off shore artillery support each turn.

Airports: 0



Arrow Point - The Navy's Hand

Dual Island Invasion

Category - Little Jewels

Description: Each side is invading this (previously) peaceful island. Both players will select 3 out of 5 possible invasion points. Reinforcements will be arriving each turn.

Turns: 8/14

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	50/50	50/50

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	2-4	50/50	50/50

Weather: None

Special: None

Airports: 1



Dual Island Invasion!

Just Desserts

Category - Little Jewels

Description: Why Bordertown is in the middle of the desert and not on the border is a mystery. But it sure is important in this game. Yet, at least one game was played and won by the attack without even touching Bordertown. Remember for both sides artillery can be quite an effective in the soft sands of the desert. The only airport on this battlefield is rather important.

Turns: 12/16

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	300/425	200/225

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	6		30/110 from the east

Weather:	<i>Turn</i>	<i>Event</i>
	5	Snow

Special: None

Airports: 1



Just Desserts

Little Air Superiority

Category - Little Jewels

Description: Oh yes, the great Battle of the Hublites against the Meharians. Who will win, probably the Meharians, but you Hublites are going to put up a nasty defense, A short and sweet battle.

Turn: 7/11

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	375/425	175/225

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	6		90/110 northeast

Weather:	<i>Turn</i>	<i>Event</i>
	5	Snow

Special: Turns 6, 7 - Defender gets 2 off shore artillery shots

Airports: 6



Little Air Superiority

Little Gem

Category - Little Jewels

Description: The great swamp debate - whether to attack/defend in the swamp or just slug it out in the desert. Don't forget the farm in the far left of the battlefield. It is the most valuable victory point area on the whole map.

Turns: 9/12

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	275/310	175/210

Reinforcements: None

Weather:	<i>Turn</i>	<i>Event</i>
	5	Fog
	8	Fog
	9	Fog

Special: None

Airports: 0



Little Gem

Little Rivers

Category - Little Jewels

Description: The snow turns will help both sides. A considerable challenge for the defender. This game should make your lunch time much more enjoyable.

Turns: 9/12

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	210/250	160/200

Reinforcements: Turns 2 - 6 Attacker receives 20 points in the Northwest
Turns 3 - 9 Defender receives 10 points

Weather:	<i>Turn</i>	<i>Event</i>
	2	Snow
	5	Snow
	8	Snow

Special: None

Airports: 0



Little Rivers

Simply Unusual

Category - Little Jewels

Description: And what it is - unusual. A real slugfest. Oh so many ways to win this one. A gamers delight. Can the defense prevent the attacker from joining forces and can the attacker consolidate.

Turns: 7/11

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	325/400	250/300

Reinforcements: None

Weather: None

Special: None

Airports: 0



Simply Unusual

Surrounded

Category - Little Jewels

Description: What a surprise if the defender suddenly attacked Tecko or Esquel. Interesting!!!! A Great little fight.

Turns: 6/7

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	120/170	200/210

Reinforcements: None

Weather:	<i>Turn</i>	<i>Event</i>
	1	Fog
	6	Fog

Special: None

Airports: 0



Surrounded

Swamped

Category - Little Jewels

Description: Use, move through, fight in the swamps. Without this thinking your game is lost. Aquidauana may not be as important as you think. This is a tough and variable one for both sides.

Turns: 12/17

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	150/175	75/100

Reinforcements: Turns 2-7 Controller of lower left town receives 15/15
Turns 5-9 Controller of center town receives 20/20

Weather: None

Special: None

Airports: 0



Swamped

The Black Forest

Category - Little Jewels

Description: A truly intense little game. As attacker you may feel bottlenecked. Just keep pounding away with fighter planes, mobile artillery, regular artillery, and light tanks (moves quickest through woods) and you will be O.K.

Turns: 8/10

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	200/240 Southwest	290/340
	275/300 Southeast	

Reinforcements: None

Weather:	<i>Turn</i>	<i>Event</i>
	6	Snow

Special: None

Airports: 2



The Black Forest

3 Point Assault

Category - Surgical Strike

Description: The first in very limited units that you can choose from. Simply put, the attacker must break through somewhere and the defender must prevent this. A game either side could come out victorious.

Turns: 11/17

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	240/300	160/225
	Only: machine guns, light tanks, heavy tanks	Only: Bazooka light artillery, heavy artillery, infantry

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	6	125/140	100/125
		Only: armored cars heavy artillery	Only: armored cars heavy artillery

Weather:	<i>Turn</i>	<i>Event</i>
	5	Rain
	8	Rain

Special: None

Airports: 0



3 Points Assault

Be Quick Be Slow

Category - Surgical Strike

Description: One side is fast, the other side is powerful. Millions of tactical combinations in this one. Totally control the center and you'll win.

Turns: 11/16

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	375/450	110/200
	May Select: medium tanks, heavy tanks, mobile artillery,	May Select: infantry, light artillery, heavy artillery, armored cars/MG armored cars, light tanks, mobile artillery

Reinforcements: Same restrictions as initial placement.

Turns 4-11	Turns 2-11
Attacker	Defender
20/20	20/20

Weather:	<i>Turn</i>	<i>Event</i>
	6	Night

Special: None

Airports: 0



Be Quick Be Slow

Fight in the Hills

Category - Surgical Strike

Description: An interesting initial setup for both sides. The Pasnians have unbelievable position, but the Kanrachians have the might. This should be cool.

Turns: 9/12

Starting Forces: *Attacker*
300/375
May Select: armored cars/MG,
light tanks, mobile artillery,
airplanes

Defender
200/290
May Select: armored cars/MG,
airplanes, medium tanks,
elephant tanks

Reinforcements: None

Weather: *Turn* *Event*
2 Fog

Special: None

Airports: 3



Fight in the Hills

No Person's Land

Category - Surgical Strike

Description: Would have liked to call this game "No Man's Land", but this would not be 90ish. An intriguing contest to say the least. Both sides could initiate some aggressive offensives. Be on your guard.

Turns: 15/25

Starting Forces: *Attacker*
600/675
May Select: machine guns, bazooka,
armored car/MG, armored car,
light artillery, heavy artillery,
airplanes, light tanks, medium tanks

Defender
425/550
May Select: infantry,
armored car/MG
heavy tank, mobile artillery,
heavy artillery, airplanes

Reinforcements: Same restrictions as starting forces

Turn 6:
Attacker
50/75

Turn 7:
Defender
20/60

Weather: None

Special: None

Airports: 2



No Person's Land

Blood Bath

Category - Infantry Battles

Description: 1st of two infantry only games. You won't have the swift movements that you're used to but a compelling contest anyway. Make good use of the railing system. All units move 22 hexes on the railing.

Turns: 9/11

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	30 bazookas	10 bazookas
	14 machine guns	21 machine guns
	40 infantry	20 infantry
	6 engineers	10 engineers
	2 light artillery	8 mines

Reinforcements: None

Weather: None

Special: None

Airports: 1



Blood Bath

Railroad Mayhem

Category - Infantry Battles

Description: The railroad network is obvious and very useful in this all infantry game. But remember, artillery can destroy railroads and make forward progress quite sluggish. But also remember engineers can rebuild the broken rail lines.

Turns: 14/20

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	110/130	70/90

Reinforcements: None

Weather: None

Special: Both attacker and defender are limited to:

- mines
- infantry
- machine guns
- light artillery
- bazookas
- engineers

Airports: 3



Railroad Mayhem

Big Woods, Big Points

Category - Even Stevens

Description: The Warenians have the definite advantage attacking from the north and the south. But the defender could inflict a couple of bloody noses by grouping a large force either in the east or the west at startup. The Hamburgites (defender) can certainly get the big victory points in the woods quickly.

Turns: 12/18

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	325/375	310/340

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	7	90/110 from east	75/105 from west

Weather:	<i>Turn</i>	<i>Event</i>
	4	Fog
	5	Fog

Special: None

Airports: 2



Big Woods, Big Points

Kabec

Category - Even Stevens

Description: A tongue & cheek, and loosely based game of a British and French battle that happened in Canada a couple of centuries ago. You may say "What is a battle that happened 2 centuries ago doing in PGII". We felt tactically & strategically this battle was interesting enough to use here and converted to mid-twentieth century weaponry.

Turns: 18/23

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	225/225 near southern river	20 bazookas
		5 engineers
		2 heavy tanks
		2 elephant tanks
		4 medium tanks
		4 machine guns

Reinforcements:	Turns 5, 8, 11, 14	<i>Attacker</i>	<i>Defender</i>
			15 at Kabec
			20 from the west

Weather:	<i>Turn</i>	<i>Event</i>
	7	Fog
	8	Fog

Special: Defender receives 1 off map long range artillery shots each turn

Airports: 0



Kabec

Sparse Islands

Category - Even Stevens

Description: A juicy double invasion island hopping scenario. A challenge for both sides. You are both fairly even, so who knows.

Turns: 14/23

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	110/150	110/150

Reinforcements:	<i>Turn</i>	<i>Attacker</i>	<i>Defender</i>
	5	40/60	40/60
	9	120/150	115/140

Weather:	<i>Turn</i>	<i>Event</i>
	3	Fog
	4	Fog

Special: None

Airports: 2



Sparse Islands

The Light Tank's Specialty

Category - Even Stevens

Description: Because of the light tank's speed through the woods, this could be the key unit to win this particular scenario.

Turns: 11/29

Starting Forces:	<i>Attacker</i>	<i>Defender</i>
	240/300	230/280

Reinforcements: None

Weather: None

Special: None

Airports: 2



The Light Tank's Specialty

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