

AG

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COLLABORATORS

	<i>TITLE :</i> AG		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

AG

1.1 Allied General Guide

Allied General Guide

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    North Africa
    El Aghelia
    Crusader
    Mersa
    Gazala
    Tripoli
    El Alamein
    Cairo
===== Western Europe =====
    Torch
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Cobra
Meuse
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Germany
===== Russia =====
Finland
Pskov
Leningrad
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Dniepr
Korsun
Minsk
Ploesti
Zhitomir
Debrecen
Lake Balaton
Berlin

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1.2 1

North Africa

1 Sidi Barrani (10 turns)

Major Victory conditions

All of the following:

Bengazhi (2,5), Tobruk (11,5), Sidi Barrani (15,6) on turn ≤ 7

The player must achieve possession of all three cities before the end of player

turn 6 in order to qualify for the Major Victory. The scenario concludes as soon as the player holds all three cities.

Minor Victory conditions

All of the following:

Bengazhi (2,5), Tobruk (11,5), Sidi Barrani (15,6) on turn ≥ 8

If the player achieves possession of all three cities after the end of 6 it

results in Minor Victory. The scenario concludes as soon as the player holds all three cities.

Prestige awards

Major: 300

Minor: 200

Loss: 100

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1.3 2

2 El Aghelia (13 turns)

Major Victory conditions

All of the following:

Agheila (3,11), Mersa Brega (5,10), Tobruk (16,6), (17,6),

Bardia (21,6), Sidi

Barrani (24,7)

Minor Victory conditions

Tobruk (16,6), (17,6)

Prestige awards

Major: 500

Minor: 300

Loss: 100

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1.4 3

3 Crusader (15 turns)

Major Victory conditions

All of the following:

Agheila (3,17), Bengazhi (6,9), Bir Sheferzen (31,16), Tobruk

(26, 9), (27,9)

Minor Victory conditions

All of the following:

Benghazi (6,9), Bir Sheferzen (31,16), Tobruk (26, 9), (27,9)

Prestige awards

Major: 700

Minor: 400

Loss: 200

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1.5 4

4 Mersa (16 turns)

Major Victory conditions

All of the following:

Agheila (3,17), Benghazi (6,9), Tobruk (26,9), (27,9)

Minor Victory conditions

All of the following:

Benghazi (6,9), Tobruk (26,9), (27,9)

Prestige awards

Major: 700

Minor: 300

Loss: 200

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1.6 5

5 Gazala (12 turns)

Major Victory conditions

All of the following:

Gazala (5,3), (6,3), Tobruk (13,3), (13,4), Bir Hakim (5,11), El

Adem (16,7),

Bir Bevid (14,11), Airfield (1,11), Supply Depot (1,3)

Minor Victory conditions

All of the following:

Tobruk (13,3), (13,4), Bir Hakim (5,11)

Prestige awards

Major: 500

Minor: 400

Loss: 200

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1.7 6

6 Tripoli (22 turns)

Major Victory conditions

All of the following:

Tripoli (3,3), (3,2), El Agheila (38,17), Misurata (14,5)

Minor Victory conditions

All of the following:

Tripoli (3,3), (3,2), El Agheila (38,17)

Prestige awards

Major -- campaign ends

Minor -- campaign ends

Loss: 300

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1.8 7

7 El Alamein (17 turns)

Major Victory conditions

All of the following:

Mersa Matruh (2,5), El Alamein (23,11), El Daba (16,10)

Minor Victory conditions

All of the following:

El Alamein (23,11), El Daba (16,10)

Prestige awards

Major -- campaign ends

Minor -- campaign ends

Loss -- campaign ends

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1.9 8

8 Cairo (19 turns)

Major Victory conditions

All of the following:

Tobruk (1,6), Mersa Matruh (12,11), Cairo (29,16), (28,16),

(29,15)

Minor Victory conditions

All of the following:

Mersa Matruh (12,11), Cairo (29,16), (28,16), (29,15)

Prestige awards

Major: 600

Minor -- campaign ends

Loss -- campaign ends

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1.10 9

Western Europe

9 Torch (10 turns)

Major Victory conditions

All Victory objectives by turn 7

Minor Victory conditions

All Victory objectives by turn 10

Prestige awards

Major: 800

Minor: 600

Loss: 500

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1.11 10

10 Kasserine (16 turns)

Major Victory conditions

All Victory objectives by last turn

Minor Victory conditions

Hold all but any one Victory objective

Prestige awards

Major: 700

Minor: 500

Loss: 400

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1.12 11

11 Mareth (13 turns)

Major Victory conditions

All Victory objectives by turn 9

Minor Victory conditions

All Victory objectives by last turn

Prestige awards

Major: 800

Minor: 500

Loss: 300

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1.13 12

12 Tunis (18 turns)

Major Victory conditions

All Victory objectives by turn 13

Minor Victory conditions

All Victory objectives by last turn

Prestige awards

Major: 600

Minor: 500

Loss: Game Ends

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1.14 13

13 Sicily (18 turns)

Major Victory conditions

All Victory objectives by turn 11

Minor Victory conditions

All Victory objectives by last turn

Prestige awards

Major: 600

Minor: 500

Loss: 400

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1.15 14

14 Anzio (20 turns)

Major Victory conditions

All Victory objectives by turn 14

Minor Victory conditions

All Victory objectives by last turn

Prestige awards

Major: 600

Minor: 500

Loss: Game Ends

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1.16 15

15 Jupiter (20 turns)

Major Victory conditions

All Victory objectives by turn 15

Minor Victory conditions

All Victory objectives by last turn

Prestige awards

Major: 800

Minor: 600

Loss: 400

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1.17 16

16 Overlord (26 turns)

Major Victory conditions

All Victory objectives by turn 17

Minor Victory conditions

All Victory objectives by last turn

Prestige awards

Major: 800

Minor: 600

Loss: Game Ends

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1.18 17

17 Cobra (26 turns)

Major Victory conditions

All Victory objectives by turn 19

Minor Victory conditions

All Victory objectives by last turn

Prestige awards

Major: 800

Minor: 600

Loss: Game Ends

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1.19 18

18 Meuse (17 turns)

Major Victory conditions

All Victory objectives by last turn

Minor Victory conditions

All Victory objectives except (The Hague (14,1), Utrecht (24,1),

Rotterdam

(16,4), & Middleburg (6,11)) by last turn

Prestige awards

Major: 600

Minor: 500

Loss: Game Ends

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1.20 19

19 Moselle (17 turns)

Major Victory conditions

All Victory objectives by turn 10

Minor Victory conditions

All Victory objectives by last turn

Prestige awards

Major: 600

Minor: 500

Loss: Game Ends

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1.21 20

20 To The Rhine (15 turns)

Major Victory conditions

All Victory objectives by turn 10

Minor Victory conditions

All Victory objectives by last turn

Prestige awards

Major: 600

Minor: 500

Loss: Game Ends

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1.22 21

21 Ruhr (17 turns)

Major Victory conditions

All Victory objectives by turn 12

Minor Victory conditions

All Victory objectives by last turn

Prestige awards

Major: 600

Minor: 500

Loss: Game Ends

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1.23 22

22 Germany (24 turns)

Major Victory conditions

All Victory objectives by turn 14

Minor Victory conditions

All Victory objectives by last turn

Prestige awards

Major: Game Ends Win

Minor: Game Ends Win

Loss: Game Ends Draw

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1.24 23

Russia

23 Finland (12 turns)

Major Victory conditions

All of the following:

Leningrad (17,22), (17,23), (18,23), Viipuri (7,14), Tali

(8,14), Summa (8,18),

Terijoki (15,20), Sortavala (16,5), Taipale (20,14) on or before
last

The player must achieve possession of all six cities before the
end of

12 in order to qualify for the Major Victory. The scenario

concludes as soon as

the player holds all six cities.

Minor Victory conditions

All of the following:

Leningrad (17,22), (17,23), (18,23), Viipuri (7,14), Tali
(8,14), Summa (8,18),

Terijoki (15,20), Taipale (20,14) by last

Prestige awards

Major: 750

Minor: 500

Loss: 250

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1.25 24

24 Pskov (10 turns)

Major Victory conditions

All of the following:

Pskov (20,1), Ostrov (22,3), Opochka (22,8)

Two of the following four hexes:

Kaunas (2,17), Riga (6,4), Dvinsk (13,11), Polotsk (21,14)

Minor Victory conditions

All of the following:

Pskov (20,1), Ostrov (22,3), Opochka (22,8)

Prestige awards

Major: 1500

Minor: 750

Loss: 500

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1.26 25

25 Leningrad (12 turns)

Major Victory conditions

All of the following:

Leningrad (20,4), (19,4), (18,5), (18,4), (19,3)

Four of the following:

Lyuban (26,11), Porietchye (10,12), Kronstadt (15,4), Uritsk
(16,6), Krasnoye

Selo (16,8), Krasno-Gvardiesk (17,9), Ishora (20,8)

Minor Victory conditions

All of the following:

Leningrad (20,4), (19,4), (18,4), (18,5), (19,3)

Two of the following:

Lyuban (26,11), Porietchye (10,12), Kronstadt (15,4), Uritsk
(16,6), Krasnoye

Selo (16,8), Krasno-Gvardiesk (17,9), Ishora (20,8)

Prestige awards

Major: 1000

Minor: 500

Loss: 250

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1.27 26

26 Moscow (11 turns)

Major Victory conditions

All of the following:

Moscow (22,19), (23,18), (23,19), (22,20), (22,18), (21,18),
(21,19),

Yakhroma (18,8), Krasnaya Polyana (19,13), Khimki (17,15),

Podolsk

(21,24), Serpukhov (19,33)

Minor Victory conditions

All of the following:

Moscow (22,19), (23,18), (23,19), (22,20), (22,18), (21,18),
(21,19)

Three of the following:

Yakhroma (18,8), Krasnaya Polyana (19,13), Khimki (17,15),

Podolsk

(21,24), Serpukhov (19,33)

Prestige awards

Major: 1000

Minor: 500

Loss -- campaign ends

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1.28 27

27 Vyazma (12 turns)

Major Victory conditions

All of the following:

Moscow (36,18), Rzhev (13,11), Sychevka (11,15), Belyy (2,17),

Vyazma

(12,23), Gzhatsk (17,18)

Minor Victory conditions

All of the following:

Moscow (36,18), Rzhev (13,11), Sychevka (11,15), Vyazma (12,23),

Gzhatsk

(17,18)

Prestige awards

Major: 1000

Minor: 750

Loss: 500

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1.29 28

28 Kharkov '42 (9 turns)

Major Victory conditions

All of the following:

Kharkov (19,10), (19,11), (20,11), Volchansk (28,7), Valuki

(41,9), Lozovaya

(18,30), Krasnograd (10,21), Karlovka (5,19), Cugujev (24,14),

Zmiyev

(19,16)

Minor Victory conditions

All of the following:

Kharkov (19,10), (19,11), (20,11), Volchansk (28,7), Valuki

(41,9), Lozovaya

(18,30)

Two of the following:

Krasnograd (10,21), Karlovka (5,19), Gugujev (24,14), Zmiyev

(19,16)

Prestige awards

Major: 4000

Minor: 1000

Loss: 500

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1.30 29

29 Stalingrad (12 turns)

Major Victory conditions

All of the following:

Tractor Works (31,12), Stalingrad (30,15), (29,16), (29,12),
(28,15), (27,16),

Kalach (14,18), (14,19), (15,18), Kotelnikova (11,42), (11,43),
(12,43),

(12,44), (13,43), Kletskaya (9,3), (10,3), (10,4)

Minor Victory conditions

All of the following:

Tractor Works (31,12), Stalingrad (30,15), (29,16), (29,12),
(28,15), (27,16),

Kalach (14,18), (14,19), (15,18), Kletskaya (9,3), (10,3),
(10,4)

Prestige awards

Major: 1500

Minor: 750

Loss -- campaign ends

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1.31 30

30 Rostov (14 turns)

Major Victory conditions

All of the following:

Kalach (48,5), Tsymiyanskava (36,23), Morozovsk (28,14), (28,15),

(29,14),

Millerovo (13,6), (13,7), (14,7), Shakzhtinsky (10,15), (11,14),

Shakhty

(10,25), (9,25), (10,26), Rostov (4,30), (5,30), (4,31), (5,31),

on turn <= 12

Minor Victory conditions

All of the following:

Kalach (48,5), Tsymiyanskava (36,23), Morozovsk (28,14), (28,15),

(29,14),

Millerovo (13,6), (13,7), (14,7), Shakzhtinsky (10,15), (11,14),

Shakhty

(10,25), (9,25), (10,26), Rostov (4,30), (5,30), (4,31), (5,31),

on turn <= 14

Prestige awards

Major: 1500

Minor: 750

Loss: 250

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1.32 31

31 Kharkov '43 (9 turns)

Major Victory conditions

All of the following:

Valuki (41,9), Kupyansk (36,19), Krasny Liman (36,30), Belgorod

(24,1),

Kharkov (19,10), (19,11), (20,11), Bogoduhov (10,7), Krasnograd

(10,21),

(10,20), Lozovaya (18,30), Dnepropetrovsk (3,35), Smelnikovo

(8,38),

Pavlograd (13,34)

Minor Victory conditions

All of the following:

Valuki (41,9), Kupyansk (36,19), Krasny Liman (36,30), Kharkov

(19,10),

(19,11), (20,11), Bogoduhov (10,7), Krasnograd (10,21), (10,20)

Prestige awards

Major: 1500

Minor: 1000

Loss: 750

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1.33 32

32 Dniepr (13 turns)

Major Victory conditions

All of the following:

Kremenchug (15,4), Lovoago (41,10), Krasnograd (33,4), (34,5),

Cherkassy

(2,2), Kirovograd (5,12), Dnepropetrovsk (24,15), Krivoi Rog

(14,21),

(15,20), Nikopol (22,25), Berislav (13,38), Meltopol (32,40),

Kherson (3,44)

Minor Victory conditions

All of the following:

Kremenchug (15,4), Lovoago (41,10), Krasnograd (33,4), (34,5),

Cherkassy

(2,2), Dnepropetrovsk (24,15), Krivoi Rog (14,21), (15,20),

Meltopol (32,40)

Prestige awards

Major: 2500

Minor: 1500

Loss: 500

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1.34 33

33 Korsun (13 turns)

Major Victory conditions

All of the following:

Cherkassy (41,15), Kirovograd (47,38), (47,37), (48,38), Kanev

(29,8), Smela

(38,23), Korsun Shevchenkossy (26,16), (26,14), Zvenigorodka

(21,24), Shpola

(29,26), Uman (9,34), (9,33), Novoukrainka (29,45)

Minor Victory conditions

All of the following:

Cherkassy (41,15), Kirovograd (47,38), (47,37), (48,38), Kanev
(29,8), Smela
(38,23), Zvenigorodka (21,24), Shpola (29,26)

Three of the following five hexes:

Uman (9,34), (9,33), Novoukrainka (29,45), Korsun Shevchenkossy
(26,16), (26,14)

Prestige awards

Major: 2000

Minor: 1250

Loss: 1000

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1.35 34

34 Minsk (12 turns)

Major Victory conditions

All of the following:

Nevel (28,2), Smolensk (38,10), (37,10), (37,9), Gomel (34,27),
Dvinsk

(12,3), (13,2), Wilno (5,11), (4,11), Borisoy (20,14), Mogilev
(29,16), Minsk
(16,17), (17,17), (16,18), Novogradok (8,20), Baronovich (9,24),
Bobruysk
(25,23), Pinsk (9,31), (10,31)

Minor Victory conditions

All of the following:

Nevel (28,2), Smolensk (38,10), (37,10), (37,9), Gomel (34,27),
Dvinsk
(12,3), (13,2), Borisoy (20,14), Mogilev (29,16), Minsk (16,17),
(17,17),
(16,18), Bobruysk (25,23)

Prestige awards

Major: 2000

Minor: 1250

Loss: 500

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1.36 35

35 Ploesti (14 turns)

Major Victory conditions

All of the following:

Group B Depot (41,3), Tiraspol (47,5), Kishinev (32,4), Bacau
(11,10), Kachul

(25,17), Izmail (33,25), Galati (25,23), Braila (23,26), Brasov
(1,21),
Constanta (29,38), Ploesti (5,30), Sulina (43,1), Bucharesti
(5,35), (6,36)

Minor Victory conditions

All of the following:

Group B Depot (41,3), Tiraspol (47,5), Kishinev (32,4), Izmail
(33,25), Bacau
(11,10), Galati (25,23), Braila (23,26), Kachul (25,17), Ploesti
(5,30),
Bucharesti (5,35), (6,36),

Prestige awards

Major: 1500

Minor: 750

Loss: 500

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1.37 36

36 Zhitomir (15 turns)

Major Victory conditions

All of the following:

Kiev (51,15), (51,16), (52,16), Belaya Tserkov (49,24), Olevsk
(26,4), Rowne
(8,10), Zhitomir (34,18), (35,17), Brody (2,19), Berdichev
(33,23), Vinnitsa
(31,32), (32,32), Uman (49,39), (50,39)

Minor Victory conditions

All of the following:

Kiev (51,15), (51,16), (52,16), Belaya Tserkov (49,24), Olevsk
(26,4),
Zhitomir (34,18), (35,17), Berdichev (33,23), Vinnitsa (31,32),
(32,32), Uman
(49,39), (50,39)

Prestige awards

Major: 2000

Minor -- campaign ends

Loss -- campaign ends

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1.38 37

37 Debrecen (11 turns)

Major Victory conditions

All of the following:

Group B Depot (12,20), Debrecen (2,2), (2,3), (3,1), (3,2), Dej

(35,8), (36,9),

(35,9), Zalau (24,8), Oradea (7,11), (7,10), (6,11), Cluj

(31,17), (32,17),

(32,18), Targu-Mures (46,23)

Minor Victory conditions

All of the following:

Group B Depot (12,20), Dej (35,8), (36,9), (35,9), Zalau (24,8),

Oradea

(7,11), (7,10), (6,11), Cluj (31,17), (32,17), (32,18),

Targu-Mures (46,23)

Prestige awards

Major: 2000

Minor: 1250

Loss: 500

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1.39 38

38 Lake Balaton (13 turns)

Major Victory conditions

All of the following:

Bicske (40,7), Budapest (51,7), Sarbogard (42,29), Siofok

(26,28), Mor

(29,12), Tata (31,3), Szekesfeharvar (34,17), Papa (8,14),

Veszprem (20,23)

Minor Victory conditions

All of the following:

Bicske (40,7), Budapest (51,7), Sarbogard (42,29), Siofok
(26,28), Mor
(29,12), Tata (31,3), Szekesfeharvar (34,17)

Prestige awards

Major: 1500

Minor: 750

Loss: 500

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1.40 39

39 Berlin (15 turns)

Major Victory conditions

All of the following:

Triebel (50,41), Kustrin (47,11), Berlin (16,11), (17,11),
(18,11), (15,13),
(16,13), (15,14), (16,14), Seelow (40,11), Ketzin (7,11),
Potsdam (10,13),
Cottbus (40,36), Torgau (9,43)

Minor Victory conditions

All of the following:

Triebel (50,41), Kustrin (47,11), Berlin (16,11), (17,11),

(18,11), (15,13),

(16,13), (15,14), (16,14), Seelow (40,11), Ketzin (7,11),

Potsdam (10,13)

Prestige awards

Major -- campaign ends

Minor -- campaign ends

Loss -- campaign ends

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