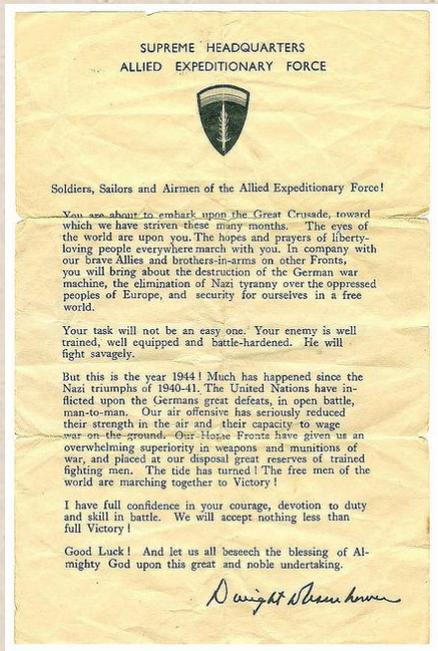


THE BATTLE OF FRANCE 1944 v1.1

by Tootall



Readme: the official guide to the Bof1944.scn ToT scenario



Eisenhower's D-Day speech letter

BBC News Flash – June 6th 1944

London - Thousands of Allied troops have begun landing on the beaches of northern France as the start of a major offensive against the Germans.

Thousands of paratroops and glider-borne troops have also been dropped behind enemy lines and the Allies are already said to have penetrated several miles inland.

The landings were preceded by air attacks along the French coast.

About 1,300 RAF planes were involved in the first wave of assaults then 1,000 American bombers took up the attack dropping bombs on targets in northern France.

The Prime Minister Winston Churchill has told MPs that Operation Neptune - the codename for the landings - is proceeding "in a thoroughly satisfactory manner".

He said the landing of airborne troops was "on a scale far larger than anything there has been so far in the world" and had taken place with extremely little loss.

The assault began shortly after midnight under the command of General Bernard Montgomery.

Upwards of 4,000 ships and several thousand smaller craft crossed the Channel to the northern coast of France.

King George VI broadcast a message last night warning of the "supreme test" the Allies faced and he called on the nation to pray for the liberation of Europe.

The Allied naval commander, Admiral Sir Bertram Ramsay, said the landings had taken the Germans completely by surprise. There were no enemy reconnaissance planes out and the opposition of coastal batteries was much less than expected.

A statement broadcast from Berlin at midday said the German troops were "nowhere taken by surprise". It said many parachute units were wiped out on landing or taken prisoner.

Hits were also scored on battleships and on landing craft from the "guns of the Atlantic Wall" - the German defensive positions.

President Franklin D Roosevelt told a news conference the invasion did not mean the war was over.

He said: "You don't just walk to Berlin, and the sooner this country realizes that the better."

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1. Scenario Name and Author

"The Battle of France 1944" v1.1 by Tootall



The coast of France before the storm

This ReadMe has been updated to reflect all the latest changes to the scenario. All new or modified sections are preceded by two red asterisks (**). If you already had installed the original version of the scenario, please delete it and replace it with version 1.1.

2. Before Installation

1. This scenario requires Civilization II Test of Time. If you don't already have it, you may purchase it on ebay or Amazon.
2. You **must** install the Test of Time v1.1 patch **before** installing this scenario. You may download it here: <http://forums.civfanatics.com/downloads.php?do=file&id=59>
Note: For those users who have the "Sid Meier's Civilization® Chronicles" version of the game installed on their computer, please use the " CivChroniclesPatch.exe" included in the ZIP file to install the patch.
3. The game has been created and tested on a 64 bit computer and therefore should work on both 32 and 64 bit computers. Those players wanting to play this scenario and who have a 64 bit computer will need to run the Civ2XP64Patcher.exe program each time they start up their Test of Time game (please use the " Civ2XP64Patcher.exe " included in the ZIP file).
4. The animated sprites and terrain have been disabled in the scenario.

3. Installation instructions

1. Under your ToT directory, create (if you have not already done so) a folder called Scenarios. Do not put this in the Original, Fantasy or Sci-fi folders. It must be directly under the main Test of Time directory.
2. Inside the Scenario folder, create a second folder called 'Battle of France 1944'.
3. Unzip ALL the files you've downloaded into the newly created Battle of France 1944 folder.
4. To install sound, create a folder called Sound in your new Battle of France 1944 folder. Extract all the sound files into the Sound folder.
5. **** If you already had the original scenario and are installing version 1.1 of the scenario, please delete the original folder and replace it with the newer version (DO NOT RENAME THE 'Battle of France 1944' FOLDER)**
6. **VERY IMPORTANT - this game is designed to be played as the Allies ONLY. Do not even attempt to play as the Germans!**
7. ****VERY IMPORTANT – you must run the "Bof1944" batch file, and select option #1 or option #2 before you begin the game (see Major Game concept #3)!**

4. Victory Conditions

The goal for the Allied player is to capture all 19 objective cities on the map and win a 'Decisive Victory'. These cities are spread out and can be found in France, Belgium, The Netherlands and Germany proper.

5. Scenario Parameters

The following scenario parameters have been preset in the game:

1. The following terrain is impassable to all ground units: Mountains. The main purpose is to prevent the AI's ground units from wandering into countries that weren't part of the Germans operational zone.
2. Government switching has been disabled.
3. You cannot obtain technologies by conquest.
4. There is no pollution.

6. House Rules

******There are six house rules in this scenario that I **strongly** recommend humans players adhere to. There is also one optional house rule that has been added to increase the historical accuracy:

1. Firstly, there are 2 versions of 'Landing Craft' in the game and they are subject to the following House Rules:



The starting Landing Craft last from Turn 1 to Turn 13 and are recalled at the beginning of Turn 14. These transport units are ocean going, carry two units and can transport all types of ground units (infantry, armored, mechanized and artillery). Only infantry types may invade/disembark on non-beach hexes, i.e. armored, mechanized or artillery types (as well as infantry types) may only invade/disembark on beaches.

Note: After running the batch file and reloading the game on Turn 14 **disband** all the 'None' and 2nd generation 'Landing Craft' units.



The second generation Landing Craft don't come into being before Turn 14 and are created only through the event file and appear only in a number western Rhine river cities once captured by the Allies. These units are constrained by the 'Ship must stay near land (Tireme)' unit flag. They carry only one unit and may only carry infantry types, recon units or artillery units (i.e. 57mm AT Gun, 17Pdr AT Gun or the 5.5in Gun). They may disembark on any hex along the Rhine river.

2. Secondly, Freighters may only embark/disembark units directly inside port city hexes, i.e. units may not be disembarked from an ocean hex next to the port nor may they be embarked/disembarked from or on beach or non-beach hexes.
3. Thirdly, Allied armored and mechanized units are not allowed to be transported on the second generation Landing Craft. Instead they may only cross the Rhine river on Pontoon Bridges (see Major Concept #10 for further information).
4. ******Fourthly, do not use air units to help Allied ground units bypass Zones of Control, in general, as this would be completely unhistorical, and more specifically do not use airborne or paratrooper units to land in either tile 86,36 or 84,40 in order to bypass the Siegfried line, unless you have already eliminated some of the Blockhaus' situated next to these tiles. These tiles were left undefended for the sole purpose of allowing air units to pass.
5. ****Fifthly**, it is strictly forbidden to stack any air unit on top of your ground or naval units under any circumstances (exception: within cities or on airbases is allowed). This would give the Allied player a completely unfair advantage by preventing the AI from launching attacks.
6. Sixthly, changing city names is not permissible. A very large number of events apply to specific cities and altering names will render them inactive.
7. ****Optional House rule:** on game turns 1, 2 or 3 you may not land more than 8 units per beach tile. This is to reflect historical accuracy as the Allied High Command could never have landed all their invasion troops on a single beach. Had they attempted to do so their troops would literally have been run into one another.

7. Major Game Concepts

There are several game concepts you should be aware of before playing the game:

1. *Hex and unit size.* Each hex represents around 9 miles. Each unit is the equivalent of a regiment.
2. *Stackable Hexes and Pillaging.* All non-ocean hexes have been made into stackable (fortress) hexes. This feature was used to prevent the unrealistic ability of a single unit being able to destroy a whole stack of enemy units.

As such, the pillaging of roads/railroads and stackable (fortress) hexes has been deactivated.

KNOWN BUG: Despite deactivating the pillaging ability through the game.txt file, the AI will on occasion pillage some fortress (stackable) hexes, primarily around the Siegfried Line or the eastern side of the Rhine river. As such, the Allied player should be careful before stacking large numbers of units around these areas to ensure that the hex in particular hasn't been pillaged of its fortress attribute, for fear of losing all these units to a single German attack. This can be done by selecting the hex (or rather square) and checking its attribute on the right side of the screen. If the stackable attribute isn't displayed then that means the AI pillaged the fortress attribute.

3. *Reinforcements/Replacements.* There is almost no production in the game (only a few German cities are able to build specific units). Instead, the Allies and Germans are eligible to receive, each turn, either reinforcements and/or replacements through the events.txt file.

******The reinforcements are set to arrive on specific turns as per their historical counterparts. Depending on the turn and which ports are liberated on the Continent, American and Allied reinforcements may arrive either in England or the Continent (see Major Concept #4)

******The replacements are set to arrive on random turns and locations as per the events.txt file. All replacements, except for the French, arrive in England, and as such must be transported to the Continent by freighter units.

4. *Ports and Freighters.* The capture of certain northern and southern French and Belgium ports was a **crucial** component of the Allied campaign in the battle of France. It's only through these ports that the Allies were able to funnel the vast stockpiles of supplies and reinforcements needed to smash the German war machine.

To reflect this dynamic, the capture of certain key ports will provide the Allies with new freighter units. As all Allied reinforcements and replacements arrive in England (with the exception of French Infantry and Alpine replacement types), it will quickly become apparent that these freighters will play a crucial role in maintaining the Allies advance across France.

**** In addition,** American and Allied reinforcements will now begin to appear directly in four different Channel ports (Cherbourg, Le Havre, Dunkerque and Anvers), depending on what turn you are at in the game and whether the ports in question have been liberated.

5. ****The French Atlantic Ports.** During the war the ports of Brest, Lorient, St-Nazaire and La Rochelle served as major bases of operation for Admiral Karl Doenitz's Atlantic U-boat campaign against the Allied shipping lanes. The capture of 3 of these 4 French ports by the Allied player will allow him to receive all the types of American replacements units. The capture of 1 or 2 of these ports will only allow him to receive some of the replacements types.

Failure to capture any of one of these 4 ports will have an important impact on the overall rate of American replacements (particularly with regards to key armored and artillery types). Though not an absolute necessity, it might make the Allies ability to achieve victory more challenging.

****Note:** There is a finite number of German U and torpedo boats located in the Channel and Atlantic ports, but a regular flow from Germany. As such the Allied player should to be on a

constant vigil to protect his transports, particularly his landing craft since they are irreplaceable, from attacks from German naval forces.

6. *Removal of starting Landing Crafts and Battleships.* As the major landing operations came to a conclusion and the push through the countryside of France came into full effect the Allied High Command withdrew the landing craft and battleships to go support other theaters of operations. As a consequence, at the beginning of the 14th turn, all Allied Landing Craft and Battleships will be removed from the game. **It's important** that the Allies ensure that all units be disembarked from the Landing Craft and there are no longer any Naval shells aboard the battleships by the end of the 13th turn.
7. *The naval mine fields.* Impenetrable naval mine fields have been set up along the North Sea and Italian coastline along with the entrance to some major rivers. This was done to prevent the Allied player from making end runs around the German defenses which never occurred historically. Therefore, **DO NOT** attempt to destroy these mine fields either with naval or air forces, otherwise you will incur unnecessary losses to no avail.
8. *Recon units.* Recon units play a vital role for the Allies as they possess the spy's 'Investigate City'



attribute. With this ability the Allied player can determine whether a city is ripe for picking or a hornet's nest of enemy activity.

9. *Blown Bridges and river assault.* As the Allies approached the Rhine river, the Germans blew up all the bridges to prevent their capture (with the exception of the Remagen bridge, an event which isn't reproduced in this game). Instead the events file will trigger the creation of a number of Landing Craft along the Rhine river which will allow the Allied player to make river assaults.
10. *Pontoon Bridges.* Allied Armored and mechanized units (all ground units with a movement factor of 2 or greater) are not allowed to be transported on the second generation Landing Craft. Instead they may only cross the Rhine river on Pontoon Bridges.



The capture of certain German and Dutch cities along the eastern side of the Rhine river will generate pontoon bridges that will allow the Allied player's armored and mechanized units to cross.

11. *Winter,* sometime in the month of November, 1944 you will be asked to run the batch file. Running the file will replace the rules.txt, terrain1.bmp, terrain2.bmp and units.bmp files with their winter equivalents.

In addition, the movement costs per hex for some terrain types, the road movement multiplier and the range of all aircraft will be affected. The defense multiplier for some terrain types will also be affected. Airborne units will no longer be able to make paratroops during the winter months.

Note: Spring will return in March, 1945.



Near the German border and the vaunted Siegfried line.

12. *The Border hexes.* The borders serve no other purpose then to delimit the boundaries of the major European countries of the period and are designed to add a little bit of flavor to the game (the concept came from Eivind IV's 'The Norwegian Campaign' scenario).

Note: Austria, northern Italy, Spain, Switzerland are bounded by Mountain hexes and are therefore inaccessible to ground unit. There are no cities, airbases or roads in these regions. There is no point in trying to access them as they have no value whatsoever in terms of the game.

8. Designer's Notes

Why design a Test of Time scenario in 2011 when so many of its successors have dominated the franchise for the past few years? In my humble opinion Civilization II remains by far the most flexible platform of the series. No other incarnation covers such a wide variety of topics, historical periods or scale. It allows players to maneuver individual characters through the caves of Moria in Favoured Flight's excellent scenario of the same name, to managing global economies and armies in Curt Sibling's much vaunted Dictator series, through to what I consider as being the most brilliantly designed scenario of all time, Catfish's "The War of the Ring".

Why design a scenario based on the battle of France in 1944? Firstly because I've always been fascinated by history in general and military history in particular. I must admit I was largely inspired by two sources, Captain Nemo's "Second Front" scenario, and for those old enough to be familiar with the genre Avalon Hill's "Fortress Europa" board game. As such, I wanted to combine the two and create a scenario that went beyond the opening Normandy campaign to cover the entire Allied campaign from the beaches to the German Rhineland.

Why remove the Landing Craft and accentuate the role of Freighters? Even though the Allies kept offloading troops and supplies on the beaches of Normandy well after the invasion, the key to their

continued success was on liberating and operating major ports. I wanted to add that dimension to the game. **The role of the freighters, though still significant, has been reduced in order to enhance the playability of the game (see Major concept #4).

** I made a series of modifications to my original scenario design thanks in large part to the feedback from experienced players and designers. Their testing and observations made light of some design flaws and playability issues that had escaped my attention during my own original testing.

**As such I would like to extend a heartfelt thanks to Agricola, Techumseh's, McMonkey and Catfish on their invaluable comments and suggestions. I hope these changes will enhance the players overall experience of the scenario.

9. Credits

Though my scenario was largely an individual effort, none of it would have been possible without the creative genius and inspiration from so many other designers and artists of the series (it's from Techumseh's "Operation Market-Garden" scenario that I was inspired to use the blown bridges concept).

I would like to acknowledge the work of two great artists, Fairline and Catfish. It's their great unit and terrain artwork that I believe gives my scenario a polished look.

I would also like to extend a heartfelt thanks for all those who tirelessly set about writing all those help guides for all of us 'wanna' be scenario designers.

The sounds, improvement and wonder icons come from a large variety of sources, too many to name or even properly identify. Nevertheless, many thanks for your great work!

Eisenhower's D-Day speech was downloaded from the internet as an MP3 file and converted to a WAV file with the help of the Switch Sound File Converter (a free downloadable software program accessible from www.nch.com.au/switch/index.html)

The map was my own creation. Any inaccuracies or design flaws are mine and mine alone. To paraphrase another designer, "a special thanks to anyone who downloaded and played this game, keeping Civilization II alive and well!"

Tootall, March 2012

Front page photo credits:

Background image:

"Normandy beach", National Archives and Records Administration, College Park, Md. The Normandy beach as it appeared after D-Day. Landing craft on the beach unload troops and supplies transferred from transports offshore. Barrage balloons hover overhead to deter German aircraft. Undated.

Foreground image:

"Into the Jaws of Death", Chief Photographer's Mate (CPHOM) Robert F. Sargent, U.S. Coast Guard. A LCVP (Landing Craft, Vehicle, Personnel) from the U.S. Coast Guard-manned USS Samuel Chase disembarks troops of the U.S. Army's First Division on the morning of June 6, 1944 (D-Day) at Omaha Beach.

Note: This ReadMe file was created on Microsoft's Word 2007.

A. Appendix: Game Units

Allied Units –

SHAEF, General Dwight D. Eisenhower

American and French Units

As part of the 12th(🇫🇷)American Army Group, General Omar N. Bradley
Comprised of the First(🇺🇸) and Third American(🇺🇸) Armies

As part of the 6th(🇺🇸) American Army Group, General Jacob L. Devers
Comprised of the Seventh American(🇺🇸) and First French Armies(🇫🇷)

	Unit	Move	Att.	Def.	HP	FP	Special
	French Alpine	1	7	5	2	1	Ignores city walls Alpine (treats all squares as road)
	French Infantry	2	9	5	2	1	Ignores city walls
	French Armor	2	15	6	2	2	
	US Regular	2	7	2	2	1	Ignores city walls
	US Veteran	2	10	4	2	1	Ignores city walls Can make amphibious invasions
	Paratroopers	1	10	5	2	1	Can make paratroops Ignores city walls
	Rangers	1	10	5	2	1	Ignores city walls Can make amphibious invasions Alpine (treats all squares as road)
	Armored Infantry	3	12	6	2	1	Ignores city walls
	M16 Halftrack	2	6	4	2	1	Can attack air units (fighter) x2 on defense versus air
	M5 Stuart	3	10	5	2	2	Two space visibility

	M18 Hellcat	2	16	4	2	2	x2 on defense versus armor
	M4A1 Sherman	2	15	5	2	2	
	M4A3 Sherman	2	16	7	3	2	
	M26 Pershing	2	18	7	3	3	
	Sherman DD	2	15	5	2	2	Can make amphibious invasions
	POA-CWS	2	20	5	2	3	Ignores city walls
	57mm AT Gun	2	10	4	2	1	x2 on defense versus armor
	M12 GMC	2	16	3	2	3	Ignores city walls
	Recon unit	4	0	2	1	1	Two space visibility Can spy on cities

Ninth Air Force, USAAF, Lt.-General Lewis H. Brereton

	Unit	Move	Att.	Def.	HP	FP	Special
	P-38 Lightning	23	8	4	2	2	Two space visibility Can attack air units (fighter)
	P-51 Mustang	25	9	5	2	2	Two space visibility Can attack air units (fighter) x2 on defense versus air
	P-47 Thunderbolt	22	18	3	2	2	Two space visibility
	B-25 Mitchell	33	18	4	2	3	Two space visibility

British and Commonwealth Units

As part of the 21st Army Group(🇬🇧), Lt.-General Bernard L. Montgomery
Comprised of the Second British(🇬🇧) and First Canadian Armies (🇨🇦)

	Unit	Move	Att.	Def.	HP	FP	Special
	Allied Infantry	2	9	5	2	1	Ignores city walls
	British Regular	2	6	4	2	1	Ignores city walls
	British Veteran	2	7	5	2	1	Ignores city walls Can make amphibious invasions
	Airborne	1	9	6	2	1	Can make paratroops Ignores city walls
	Commandos	1	9	6	2	1	Ignores city walls Can make amphibious invasions Alpine (treats all squares as road)
	Mechanized Infantry	3	9	7	2	1	Ignores city walls
	Cromwell	2	15	5	2	2	
	Churchill IV	2	15	5	3	2	
	Sherman VC	2	18	5	2	3	
	Allied Armor	2	16	5	2	2	
	Churchill AVRE	2	22	6	3	3	Ignores city walls
	Morris C9 AA	2	9	4	2	1	Can attack air units (fighter) x2 on defense versus air
	17Pdr AT Gun	2	15	5	2	3	x2 on defense versus armor



5.5in Gun	2	18	3	2	3	Ignores city walls
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2nd British Tactical Air Force, Air Marshall Sir Arthur Coningham



Unit	Move	Att.	Def.	HP	FP	Special
Spitfire IX	20	9	4	2	2	Two space visibility Can attack air units (fighter)



Typhoon	22	18	4	2	2	Two space visibility
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Avro Lancaster	30	20	4	2	3	Two space visibility
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Allied Eastern and Western Naval Task Forces, Admiral Sir Bertrand H. Ramsay



Unit	Move	Att.	Def.	HP	FP	Special
Freighter	26	1	2	2	1	Carries 4



Destroyer	24	6	4	2	2	Two space visibility Unit can spot submarines
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Cruiser	28	8	6	2	2	Submarine advantages / disadvantages Unit can spot submarines
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Landing Craft	18	1	2	2	1	Carries 2
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Landing Craft	4	1	1	2	1	Ship must stay near land Carries 1
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Battleship	22	16	12	4	4	Submarine advantages / disadvantages
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Pontoon Bridge	0	0	6	4	1	x2 on defense versus air Carries 5
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German Units – OB WEST, Field Marshall Gerd von Rundstedt

	Unit	Move	Att.	Def.	HP	FP	Special
	Static Division	0	0	7	2	1	
	Wehrmacht	1	7	4	2	1	Ignores city walls
	Volksgrenadier	1	12	2	2	2	Ignores city walls x2 on defense versus armor
	Panzer Grenadiers	3	9	7	2	1	Ignores city walls
	StuG III G	2	13	6	2	2	
	PzKw IV H	2	16	5	2	2	
	Pzkw VD	2	16	7	3	3	
	Flak 88mm	0	0	7	2	3	Can attack air units (fighter) x2 on defense versus air x2 on defense versus armor
	155mm Artillery	1	18	3	2	3	Ignores city walls
	Blockhaus	0	0	13	4	2	Two space visibility x2 on defense versus armor x2 on defense versus air
	155mm Naval Battery	0	0	12	3	2	Two space visibility Can carry air units x2 on defense versus armor x2 on defense versus air Unit can spot submarines
	240mm Naval Battery	0	0	15	5	2	Two space visibility Can carry air units x2 on defense versus armor x2 on defense versus air Unit can spot submarines

Waffen-SS

SS-Oberstgruppenführer Josef 'Sepp' Dietrich

	Unit	Move	Att.	Def.	HP	FP	Special
	SS Pz Grenadiers	3	12	9	2	1	Ignores city walls
	SS JgPz IV/48	2	15	8	2	2	
	SS Panther	2	19	8	3	3	
	SS Tiger I	2	19	6	3	3	x2 on defense versus armor
	SS Tiger II	2	21	9	4	3	
	SS Hummel	2	21	3	2	3	Ignores city walls

Luftwaffe

Reichmarshall Herman W. Göring

	Unit	Move	Att.	Def.	HP	FP	Special
	Fallschirmjäger	1	9	6	2	1	Ignores city walls
	A.A Battery	1	0	5	2	1	x2 on defense versus air
	Me-109	13	6	4	2	2	Two space visibility Can attack air units (fighter)
	FW-190	14	7	4	2	2	Two space visibility Can attack air units (fighter)
	Junkers-88	26	15	2	2	2	Two space visibility



V-1 Bomb

17

12

0

1

2

Destroyed after attacking (missiles)



V-2 Rocket

21

18

0

1

2

Destroyed after attacking (missiles)

Kriegsmarine, Grand Admiral Karl Dönitz



Torpedo Boat

10

4

3

2

2

Two space visibility
Unit can spot submarines



U-Boat

16

10

2

3

2

Two space visibility
Unit can spot submarines



Floating Mines

1

3

3

2

2

Ignore zones of control



Mines

0

0

99

9

1