

ULTIMATE Panzer General II

Modified Equipment File - Readme File version 2.61

17 September, 1998 - Raymond SHRODER

The Panzer General Zerstoror <http://www.geocities.com/~calhern>

- I. Introduction**
- II. Installation**
- III. Data Criteria**
- IV. Data Change History**

I. Introduction

UPG2.ZIP includes:

- Equip97.eqp - modified equipment file
- Equip97.txt - companion text file
- UPG261.doc - this readme file (Word format)
- UPG261.txt - this readme file (unformatted text)
- UPG2 v2.61.xls - Excel data spreadsheet (Excel 5.0 version)
- UPG261new.doc - Word Table listing all new and renamed units

The Ultimate Panzer General II Equipment File (UPG2) was constructed to enhance SSI's Panzer General II (PzGen II) by eliminating data entry errors in the original equipment file and by increasing the number/types of units available during game play.

After the release of Pacific General, I decided to make a more accurate equipment file for the original PzGen by incorporating SSI's "improved" data from both the Allied and Pacific General games. The result (UPG), is available at The PzGen II Zerstoror <http://www.geocities.com/~calhern> and at The Wargamers. This modified equipment file corrected many data errors and also added about twelve additional units to the game. With the release of Panzer General II, it was apparent that the new game also needed corrections. After working extensively with Steve Strayer on his equipment file (ver 1.0 – 1.2), I decided to construct an improved version, which would be more historically accurate and include many of the "missing" weapons from the original version of Panzer General.

One critical element missing from all modified equipment files was the impact of ballistics and ammunition types on the combat performance of different weapon systems. In constructing UPG2, I have made extensive use of the ballistic charts prepared by Werner Haupt in German Anti-Tank Guns and by Panzergranate Simulation, Darmstadt, Germany as well as tables by Thomas L. Jentz and John Ellis. These two considerations (Ballistics and Ammo) were important influences on weapons performance and were used specifically to modify SSI's original Hard Attack values.

II. Installation

Simply copy the Equip97.eqp and Equip97.txt files into your original Panzer General II directory (typical default is c:\panzer2) and start the game normally. Make a backup the original game files so that they can be restored if necessary without requiring the entire game to be reinstalled.

III. Data Criteria

In order to maintain database integrity, I have endeavored to avoid personal interpretation of the data when at all possible. Resorting to the use of "voodoo factors" or "personal opinion" has been kept to an absolute minimum.

For general unit statistics, many published references were utilized such as those authored by Peter Chamberlain and George Forty. Also, an excellent source for short, concise data is HPS Simulations's: Encyclopedia of Land Combat, vol.1 by Scott Hamilton and Gregory Smith.

All changes were implemented on an excel spreadsheet which faithfully calculates the prestige cost of all units based on SSI's original data formula. No "guess factor" was used for prestige costs and while a small general prestige change by unit type was implemented (see below), no arbitrary increase/decrease in prestige costs were applied to any units in the database.

Ballistic Tables and Ammunition Production Types published in German Anti-Tank guns by Werner Haupt, tables published by Panzergrante Simulations of Darmstadt, Germany and additional ballistics data by Jentz & Waters were extensively use and incorporated. Identical caliber weapons may differ in Hard Attack values because one weapon's values were calculated using improved ammunition which had become available later during the war.

Finally, any and all errors are solely of my own making. If you have questions, or note a discrepancy in the database, please contact me via email, so that any necessary corrections can be made.

IV. Data Change History

Version 1.0 (22Dec97)

Added 117 new units to the original PzGen II equipment file and over 300 individual corrections have been made to existing equipment. For a complete listing of all units please see the UPG2.xls Excel Spreadsheet.

Version 1.1 (24Dec97)

1. Additional Units (new total: 118) – German Ferdinand to represent the Elefant as deployed at Kursk before equipped with machine guns.
2. Joseph Stalin Class Tanks and Antitank units CD and AA adjustments.
3. Bridge Infantry standardized with Hard Attack of "2".
4. Volkssturm, US Paratrooper, US Rangers slightly modified.
5. Minor corrections: Hetzer , JagdTiger.
6. UK & Pol Paratrooper units' Initiative rating increased to "2".
7. Major German aircraft adjustments to the He-162, Me-163 and Do-335.
8. Me-109g/k increased Soft Attack to "2".
9. Minor production rate changes (ie; rarity code adjustments) for the following:

Increased Prestige costs (12 pts):
PzIV C, StuG IIIF, KV-1B, SU-122

Decreased Prestige costs (12 pts):
Pz38(t)F, PzIIIL, JgPz IV/70, SU-85, SU-100

A special thanks goes to Chris Haltiner and Gerhard Haeusler for their helpful recommendations for version 1.1 changes.

Version 1.2 (27Dec97)

1. Me-109k date changed
2. Coelion renamed to Coelian
3. German towed artillery dates moved forward
4. All sIG artillery ranges reduced back to 3 (sorry, they aren't the same weapon as the 15cm sFH 18's).
5. Bismarck & Me-109f modified
6. A few other minor adjustments.
7. 16 additional new units added (Grand Total = 134):

German: sIG-38(t)H, StuG IIIF/8, Kugelblitz, Fusilier, Ta-152H, Skijaeger
 USSR: P-63A
 Poland: TK3
 UK: South Africans, Czechoslovak, Belgian, Nederland
 USA: 75mm M19, 105mm M3
 Italy: 37mm (AT)
 France: AMC-35

Prestige changes due to change in rarity code value:

Increased Prestige costs: (12pts)
 Me-109f

Decreased Prestige cost (12pts)
 SU-76

A special thanks goes to Gerhard Haeusler and Tim Wylder for their helpful recommendations for version 1.2 changes.

Version 2.0 (02Jan98)

Version note: Beginning with release 2.0, in addition to individual unit statistical refinement, production figures were checked and adjustments made to the “rarity code” when necessary. The “rarity code” affects the unit’s total cost and (I believe) the Computer AI’s determination on which units to purchase during a scenario or campaign game. A small general cost adjustment (downward) was made to Infantry, ground transports and towed weapons (AT/ARTY) types and (upward) for armor.

1. Pz38(t) series – minor adjustments
2. Schutzstaffeln spelling changed... thanks to my German speaking friends (was Schultzstaffeln)
3. Infantry adjustments to: Schutzstaffeln, Grenadiers, Guards, UK Engineers & US Paratrooper
4. Increased ALL Jet initiatives by +1
5. General “TYPE” prestige adjustment:

UNIT TYPE	Change	Prestige Cost
Engineers	+3	+36
Paratrooper	+1	+12
Alpini	+1	+12
Bridge	+1	+12
Regular Inf.	-1	-12
“sub”regular	-2	-24
towed AT	-2	-24
SP Antitank	-1	-12
SP Artillery	+1	+12
SPAD	+1	+12 (Tank Chassis units only)
Tanks	+1	+12
Ground xports	-1	-12

Note: While this entailed a substantial number of changes, each individual change was rather small. The basic result was to somewhat reduce the cost of Infantry and Towed Equipment when compared to armor and self propelled weapons.

6. Me-110G changed to Fighter
7. Ammunition quantities verified and corrected where needed.

A special thanks to Chris Haltiner for his recommendations for version 2.0 of the UPG file.

Version 2.1 (11Jan98)

1. Availability adjustments: Canada, S. African, & N. Zealand Infantry, Fusiliers, nearly all Italians Inf.
2. Italian Units renamed to historic/Italian designations, see UPG2NEW.DOC for list of changes.
3. Added twelve additional units: Polish (75, 100, 155 art., Wz-29, 40mm AD), UK Tetrarch I, IT Cavalry, German Marder IIIM, 250/9 & 250/10 Recon units, Jaeger (Light) Inf. & USA M13 AD.
4. A few additional very minor adjustments.

A special thanks to Francesco Portolano for his recommendations for Italian Army changes for version 2.1.

Version 2.2 (16Jan98)

1. Added unit: Italian Giovani Fascisti
2. Corrected spelling (plural) for Bersaglieri and sIG33H changed to "GRILLE" (Cricket)
3. Adjusted numerous artillery availability dates & changed T-34/85 to 11/43
4. German SPA ammo capacity increased: Hummel = 5, Wespe = 7
5. Eleven (11) icon changes:

Unit	Old Icon		New Icon	Notes
#480 SU-100	r08		r06	SSI incorrectly used ISU-122's icon
#483 SU-85	r08		r06	same as above
#671 M3 Grant	uk07		us02	New (previously unused/correct) USA icon
#672 M3A4	uk07		us02	same as above
#522 T-34/76b	r01		r17	New icon to distinguish from T-34/76a
#523 T-43	r01		r17	same as above
#273 7TP	uk36		us28a	"larger" icon for "larger" Polish tank
#679 15.2 How	r19		r38	New "short barreled" artillery icon
#723 75mm	r19		r38	same as above
#586 75 M17	g122a		r47	to match other French AD unit
#626 Archer	us21a		uk96	New (previously unused/correct) icon

A special thanks again to Francesco Portolano for his help with the Italian Army changes and also to Erik Tan for his SHP icon extraction program and Chris Lipski for his initial recommendations on correcting the icons in version 2.2.

Version 2.3 (07Feb98)

1. Minor adjustments to UK/US armor ammunition values
2. Minor adjustments to UK armor movement values
3. All Recon movement values adjusted (up to 10 maximum based on 1 move per 5 mph)
4. All transport Truck movement increased to 10
5. 2 Additional UK Firefly variants added: Firefly IIC and Firefly IVC (original renamed: Firefly VC)
6. a very few additional minor adjustments to other unit statistics

Version 2.4 (18Mar98)

1. General adjustment to (primarily towed) Antitank units: lowered SA values & Prestige costs
2. Me-110G AA value changed so it can initiate attacks as a fighter
3. Some minor changes to Czech and French Infantry units
4. UK Bridging and Engineer AA value reduced to "1"
5. Fallschirmjager AD value increased to "8"
6. Panther D costs reduced by 36 prestige points to 396.

Version 2.5 (10Jun98)

1. Added 3 new units: Finnish T-26, Fr Algerian Inf. and Hungarian Engineers (Hadsereg Mernok)
2. Minor adjustments to Ta-152, Do-335 and Sissi-joukkueet
3. Adjusted Recon SA values: PSW-222, 231, 232 (+1), PSW-234/1 & 250/9 (+2)

4. Changed to National Names for: Strongpoint, Fort, Cavalry, Infantry, Truck, Wagon & Sea Transport - special thanks to Ronald Gretz for furnishing translations. Also Schutzstaffen renamed: Waffen SS.

Version 2.6 (16Sep98)

1. Rumanian Me-109E changed to Me-109G
2. USSR BA-10 SA increased to "4"
3. US B-25H HA reduced to "11"
4. sIG IB and sIG II range reduced to 2 hexes (costs reduced by 2 points)
5. Pz IIL Lynx SA/HA values reduced to "4/6"
6. PSW-234/1 cost increased by "1"
7. PSW-231 (German & Rumanian) availability changed to 6/38
8. 250/1 Recon HA increased to "4"
9. US 90mm AT availability changed to 4/45
10. German & Italian 37mm ATG AD raised to "8"
11. UK 3.7inch AD - AD reduced to "6"
12. Rumanian IAR-80 INT increased to "5"
13. Unit NATIONAL names corrected (old/new):
Spanish Naval Transports/ Transporte Naval
Nationalist Infantry - Legionnaire/ Legionario
German Bunker - Blockhaus/ Stuetzpunkt
German Fortification - Festigung/ Festung
German Paratroopers - Fallschirm/ Fallschirmjager
German Truck - Lastwagen/ Lastkraftwagen
German Wagon - Wagen/ Pferdewagen
German Bridge Engineers - Brueckenbau/ Bruckenpioniere
14. Six additional units added (total additional units in Ultimate file is now 158):
German Pz Aufkl 38(t) - light recon tank based on Pz38(t) with 20mm main gun
Nationalist HARKA - Elite (Spanish lead) Moroccan troops
Nationalist 4th of Navarre - Spanish (Fascists & Carlistas) Antitank troops
Nationalist Division Azul - The Blue Division fought on Russian front until late 1943.
Republican Guardia de Asalto - Best troops in the Republican Army
Republican Brigada Marina - Spanish Marines

Special thanks to Michael Bench (the developer of SSI's original PG & PG2 equipment data bases) for his extensive and informative information on individual unit strenghts and the specific guidelines used to calculate the initial Panzer General II unit values.

I'd also like to thank Lieutenant Miguel Taya for the suggested new units and his recommended statistics for those units involved in the Spanish Civil War.

Version 2.61 (17Sep98)

1. SdKfz 7/1 HA & SA values reversed
2. Nashorn and StuG IIIB SA increased to "10"
3. Pz IIIN HA increased to "12"
4. Pz IVD SA decreased to "6"
5. Recon version of Pz38(t) renamed: AuPz 38(t)

Good Hunting!