

Panzer Campaigns Japan '45 - Solo Victory Conditions

Purpose:

Rather than build additional scenario files for each battle/action that has AI scripts and unique victory conditions, the players will use this document to determine the victory level following completion of the game.

Instructions:

1. Under the Info menu in the game choose "Victory ..." and note the value for victory
2. Consult the chart on the next page
3. Find the scenario title or filename and then find the side that you played in the game
4. Find the victory points that you scored in the game (value obtained in step #1)
5. The result is the final victory level for the game

Notes on victory levels:

The values given are the break point for each level. A Major Defeat value of 700 equals 700 or any lesser amount of victory points. A Minor Defeat value of 900 for the same scenario would mean anything from 701 to 900 would result in that victory level. A Major Victory value of 1200 for the same scenario would mean that the player must have a score equal to 1200 or greater than that amount.

Panzer Campaigns Japan '45 - Solo Victory Conditions

| Scenario Title/Filename | Side | MajDef | MinDef | MinVic | MajVic |
|--|--------|--------|--------|--------|--------|
| #45_1101_1: Tanega Shima: First Strike at the Homeland | Allies | 600 | 800 | 1200 | 1200 |
| #45_1101_1_Tanegashima-Invasion.scn | Axis | N/A | | | |
| #45_1104_2: The Western Beach Landings | Allies | 1400 | 1600 | 1800 | 2000 |
| #45_1104_2_USMC-Beaches.scn | Axis | 700 | 800 | 900 | 1000 |
| #45_1104_2: The Western Beach Landings (HP) | Allies | 1400 | 1600 | 1800 | 2000 |
| #45_1104_2HP_USMC-Beaches.scn | Axis | 700 | 800 | 900 | 1000 |
| #45_1104_2v1: Western Beaches - Improved Defenses | Allies | 1100 | 1200 | 1300 | 1400 |
| #45_1104_2v1_USMC-Beaches.scn | Axis | 500 | 600 | 700 | 800 |
| #45_1104_2v2: Western Beaches - Crack Defenders | Allies | 700 | 800 | 900 | 1000 |
| #45_1104_2v2_USMC-Beaches.scn | Axis | -100 | 200 | 400 | 600 |
| #45_1104_2v3: Western Beach Landings - US Army | Allies | 1200 | 1300 | 1400 | 1500 |
| #45_1104_2v3_USArmy-Western-Beaches.scn | Axis | N/A | | | |
| #45_1104_3: Western Beaches: Beaches to Breakout | Allies | 1700 | 2200 | 2700 | 3200 |
| #45_1104_3_USMC-Beaches-to-Breakout.scn | Axis | 800 | 1100 | 1400 | 1700 |
| #45_1104_4: The Ariake Bay Landings | Allies | 800 | 1000 | 1200 | 1400 |
| #45_1104_4_Ariake-Bay-Beaches.scn | Axis | 200 | 400 | 600 | 800 |
| #45_1104_4: The Ariake Bay Landings (HP) | Allies | 800 | 1000 | 1200 | 1400 |
| #45_1104_4HP_Ariake-Bay-Beaches.scn | Axis | 200 | 400 | 600 | 800 |
| #45_1104_4v1: The Marines at Ariake Bay | Allies | 900 | 1000 | 1100 | 1200 |
| #45_1104_4v1_USMC-Ariake Bay.scn | Axis | 300 | 400 | 500 | 600 |
| #45_1104_4v2: 11th Airborne Div. at Ariake Bay | Allies | 1400 | 1600 | 1800 | 2000 |
| #45_1104_4v2_Airborne-Ariake Bay.scn | Axis | -600 | -400 | -200 | 0 |
| #45_1104_5: Ariake Bay: Beaches to Breakout | Allies | 900 | 1100 | 1300 | 1500 |
| #45_1104_5_Ariake-Bay-Beaches-to-Breakout.scn | Axis | 500 | 700 | 900 | 1100 |
| #45_1104_5v1: Ariake Bay: Beaches to Breakout(V.1) | Allies | 1100 | 1300 | 1500 | 1700 |
| #45_1104_5v1_Ariake-Bay-Breakout.scn | Axis | 700 | 900 | 1100 | 1300 |
| #45_1104_6: The Eastern Beaches | Allies | 1800 | 2000 | 2200 | 2400 |
| #45_1104_6_East-Beaches.scn | Axis | -300 | -100 | 100 | 300 |

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|--|--------|--------|--------|--------|--------|
| #45_1104_6: The Eastern Beaches (HP) | Allies | 1800 | 2000 | 2200 | 2400 |
| #45_1104_6HP_East-Beaches.scn | Axis | -300 | -100 | 100 | 300 |
| #45_1104_6v1: Eastern Beaches: Alt. Japanese Forces | Allies | 900 | 1200 | 1500 | 1800 |
| #45_1104_6v1_East-Beaches-AltJapOB.scn | Axis | 0 | 200 | 400 | 600 |
| #45_1104_6v2: 11th Airborne at the Eastern Beaches | Allies | 2200 | 2400 | 2600 | 2800 |
| #45_1104_6v2_East-Beaches-Airborne.scn | Axis | -100 | 100 | 300 | 500 |
| #45_1104_7: Eastern Beaches: Beaches to Breakout | Allies | 1200 | 1600 | 2000 | 2400 |
| #45_1104_7_East-Beaches-to-Breakout.scn | Axis | 700 | 900 | 1100 | 1300 |
| #45_1104_8: Operation Olympic - Beaches to Linkup | Allies | 3200 | 3800 | 4400 | 5000 |
| #45_1104_8_Beaches-to-Linkup.scn | Axis | 2400 | 2800 | 3200 | 3600 |
| #45_1105_1: Second Day at Ariake Bay | Allies | 400 | 500 | 600 | 700 |
| #45_1105_1_Ariake-Bay-Beaches-Day2.scn | Axis | 0 | 100 | 200 | 300 |
| #45_1107_1: Western Beaches: The Breakout | Allies | 800 | 1000 | 1200 | 1400 |
| #45_1107_1_USMC-Breakout.scn | Axis | | | N/A | |
| #45_1107_1v1: Western Beaches: Breakout - US 11th AB | Allies | 2700 | 3000 | 3300 | 3600 |
| #45_1107_1v1_USMC-Breakout-AB-Opt.scn | Axis | | | N/A | |
| #45_1107_2: Ariake Bay: The Breakout | Allies | 200 | 400 | 600 | 800 |
| #45_1107_2_Ariake-Bay-Breakout.scn | Axis | | | N/A | |
| #45_1107_2v1: Ariake Bay: Breakout - US 11th AB | Allies | 600 | 800 | 1000 | 1200 |
| #45_1107_2v1_Ariake-Bay-Breakout-AB-Opt.scn | Axis | | | N/A | |
| #45_1107_3: Eastern Beaches: The Breakout | Allies | 200 | 500 | 800 | 1100 |
| #45_1107_3_East-Beaches-Breakout.scn | Axis | | | N/A | |
| #45_1107_3v1: Eastern Beaches: Breakout - US 11th AB | Allies | 500 | 800 | 1100 | 1300 |
| #45_1107_3v1_East-Beaches-Breakout-AB-Opt.scn | Axis | | | N/A | |
| #45_1107_4_Packard and Plymouth Beaches.scn | Allies | 200 | 400 | 600 | 800 |
| #45_1107_4: Packard and Plymouth Beaches | Axis | -200 | 0 | 200 | 400 |
| #45_1119_1: The Advance to the North | Allies | 2400 | 2600 | 2800 | 3000 |
| #45_1119_1_Advance-North.scn | Axis | 1400 | 1600 | 1800 | 2000 |
| #45_1119_1v1: Advance to the North: US 11th AB | Allies | 2800 | 3200 | 3600 | 4000 |
| #45_1119_1v1_Advance-North-Airborne.scn | Axis | 1600 | 1800 | 2000 | 2200 |

| Scenario Title/Filename | Side | MajDef | MinDef | MinVic | MajVic |
|---|--------|--------|--------|--------|--------|
| #45_1119_2: The Advance North to Tsuno | Allies | 400 | 600 | 800 | 1000 |
| #45_1119_2_North-to-Tsuno.scn | Axis | -200 | 0 | 200 | 400 |
| #45_1119_3: The Advance North From Sendai | Allies | 1700 | 1900 | 2100 | 2300 |
| #45_1119_3_North-fm-Sendai.scn | Axis | 400 | 600 | 800 | 1000 |
| #45_1119_4: The Advance to the North (Center) | Allies | 3400 | 3600 | 3800 | 4000 |
| #45_1119_4_Central-Advance-North.scn | Axis | N/A | | | |
| #45_1121_1: Assault on Mt. Kirishima - Part 1 | Allies | 900 | 1000 | 1100 | 1200 |
| #45_1121_1_Mt-Kirishima-1.scn | Axis | 400 | 600 | 700 | 800 |
| #45_1123_1: Assault on Mt. Kirishima - Part 2 | Allies | 900 | 1000 | 1100 | 1200 |
| #45_1123_1_Mt-Kirishima-2.scn | Axis | 400 | 600 | 700 | 800 |
| #45_1126_1: Counterattack at Okuchi | Allies | 500 | 700 | 900 | 1100 |
| #45_1124_1_Okuchi.scn | Axis | 900 | 1100 | 1300 | 1500 |
| #45_1208_1: Japanese Counterattack - Take Sendai! | Allies | 100 | 200 | 300 | 400 |
| #45_1208_1_Take-Sendai.scn | Axis | 700 | 800 | 900 | 1000 |