

Multiplayer folder	Information - for Version 1.4.1	Map
Bulge	IDS_SCENARIO_DESC_WINTER_VILLAGE,"Winter Village--Both sides fight for control over a large Village."	Yes
Bulge	IDS_SCENARIO_DESC_CLOSE_COMBAT,"Close Combat--A dense battlefield with lots of small villages, hills and forests."	Yes
Bulge	IDS_SCENARIO_DESC_bulge2,"Buying Time--The German's advance continues through the shattered American lines. Isolated US forces offer desperate resistance, buying time for defences to be organised. The Americans must fight off the German Panzers until the vital bridge can be blown."	Yes
Bulge	IDS_SCENARIO_DESC_bulge1,"A Christmas Surprise--US troops rest in the Ardennes, a quiet sector of the line, unaware that they are the target of the massive German assault. The Germans achieve total surprise and bewildered US troops suddenly find themselves fighting for their lives."	Yes
Bulge	IDS_SCENARIO_DESC_meeting_engagement_MP,"Race for the Town--US and German forces race towards a strategic town in this meeting engagement."	Yes
Desert_text1.txt	IDS_SCENARIO_DESC_MP_DESERT_ENCOUNTER,"Desert Encounter--Axis and Allies collide in the African Desert."	Yes
Desert_text1.txt	IDS_SCENARIO_DESC_MP_DESERT_CAPTURE_THE_FORT,"Desert Fort--Capture the fort!"	Yes
Desert_text1.txt	IDS_SCENARIO_DESC_MP_RIDGES,"Desert Ridges--Capture or hold at least 3 Victory Points."	No
Desert_text1.txt	IDS_SCENARIO_DESC_MP_CENTRAL_PLATEAU,"Central Plateau--Capture or hold at least 3 Victory Points."	No
Desert_text1.txt	IDS_SCENARIO_DESC_MP_DESERT_CTF,"CTF--Capture the enemy flag + bring it home x 3!"	No
Desert_text2.txt	IDS_SCENARIO_DESC_MP_DESERT_ENCOUNTER,"Desert Encounter--Axis and Allies collide in the African Desert."	Yes
Desert_text2.txt	IDS_SCENARIO_DESC_MP_DESERT_CAPTURE_THE_FORT,"Desert Fort--Capture the fort!"	Yes
Desert_text2.txt	IDS_SCENARIO_DESC_AXIS_ATTACK_MP,"Desert Rats--The desert rats with numerous anti tank guns must hold off an armour heavy force of Germans and Italians."	Yes
Desert_text2.txt	IDS_SCENARIO_DESC_MP_RIDGES,"Desert Ridges--Capture or hold at least 3 Victory Points."	No
Desert_text2.txt	IDS_SCENARIO_DESC_MP_CENTRAL_PLATEAU,"Central Plateau--Capture or hold at least 3 Victory Points."	No
Desert_text2.txt	IDS_SCENARIO_DESC_MP_DESERT_CTF,"CTF--Capture the enemy flag + bring it home x 3!"	No
Normandy_text1.txt	IDS_SCENARIO_DESC_MP1,"Bocage Village--Two large forces face-off across an abandoned village."	Yes
Normandy_text1.txt	IDS_SCENARIO_DESC_MP_ALONGTHEROAD,"Along The Road--A single road runs through small villages, leading to the opposing forces."	Yes
Normandy_text1.txt	IDS_SCENARIO_DESC_MP_UPHILL,"Over the Hill--A wide hill seperates the American and German armies."	Yes
Normandy_text1.txt	IDS_SCENARIO_DESC_MP2,"River Line--A German Counter attack must capture the US Encampment."	No
Normandy_text1.txt	IDS_SCENARIO_DESC_MP_BRIDGES,"A Bridge Too Far--Capture or Hold at least 3 Bridge Victory Points."	No
Normandy_text2.txt	IDS_SCENARIO_DESC_MP1,"Bocage Village--Two large forces face-off across an abandoned village."	Yes
Normandy_text2.txt	IDS_SCENARIO_DESC_MP_ALONGTHEROAD,"Along The Road--A single road runs through small villages, leading to the opposing forces."	Yes
Normandy_text2.txt	IDS_SCENARIO_DESC_MP_UPHILL,"Over the Hill--A wide hill seperates the American and German armies."	Yes
Normandy_text2.txt	IDS_SCENARIO_DESC_ATTACKDEFENCE,"Road to Caen--A small German force holds the road to Caen while reinforcements arrive. Can the Canadians punch through?"	Yes
Normandy_text2.txt	IDS_SCENARIO_DESC_British_attack_MP,"D-Day + 3--The bridgeheads are established and British forces are pushing in land. A strong German force holds the town ahead and must be dislodged."	Yes
Slitherine Map Pack 1	IDS_SCENARIO_DESC_CLASHOFARMOUR,"Clash of Armour--Leave the infantry behind. Who brings a grunt to a tank fight?"	Yes
Slitherine Map Pack 1	IDS_SCENARIO_DESC_STREETFIGHTING,"Street Fighting--Close-quarters infantry fighting in a constricted urban environment"	Yes

Notes

Inconsistent naming of files and scenario name, e.g. in Normandy files are MP_Uphill while scenario name is Over the Hill.

Bulge & Slitherine Map Pack 1 folders only got text1.txt

Desert & Normandy folders got text1.txt and text2.txt

Bulge - Buying Time & Bulge - A Christmas Surprise have got intro text

Bulge folder got 'New Save.BAM' file?

Desert folder got 2 extra file 'MP_desert_capture_the_fort.txt' and 'MP_desert_encounter.txt' same as the lighting file

Normandy text1.txt file lists 2 extra scenarios with no associated files - River Line and A Bridge Too Far

Desert text1.txt and text2.txt files list 3 extra scenarios with no associated files - Desert Ridges, Central Plateau & CTF