PANZER CORPS

panzercorps™

WEHRMACHT

EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:

- Do not sit too close to the monitor.
- Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

USE OF THIS PRODUCT IS SUBJECT TO ACCEPTANCE OF THE SINGLE USE SOFTWARE LICENSE AGREEMENT

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CLOSE COMBAT -YOU ARE IN COMMAND!

Close Combat - The Longest Day is a highly enhanced rebuild of the critically acclaimed Close Combat Invasion Normandy, originally developed by Atomic Games. Take command of either the Allied Expeditionary Force or Germany's Wehrmacht. You will either carry out the world's largest amphibious invasion to liberate Europe from Nazi occupation or defend Hitler's Atlantic Wall!

Close Combat – The Longest Day comes with expanded force pools, support for much larger maps, night battles with simulated flare effects, and more! Also included in this rebuild is are 60+ battles, operations and campaigns including a new enhanced Grand Campaign as well as "classic" CC5 style Grand Campaign available for download!

Now in this classic top down real time tactical simulation, you take command of either US or German forces and either command the forces of the Allied Expeditionary Force or German forces and either successfully execute the worlds largest ever invasion to liberate Europe from Nazi occupation or defend Hitler's Atlantic Wall.   In this highly enhanced rebuild based on the critically acclaimed and award winning Atomic Games Close Combat series of games, you are in command!

1. INTRODUCTION

Welcome to Panzer Corps!

Panzer Corps is a new series of strategy games. Our initial release is set during World War II in the European theatre and covers most major historical battles, as well as a few fictional ones, fought in this theatre.

You take the role of a German commander in charge of a force of German and Axis soldiers and all of their cool weaponry. You will lead your panzers, planes, cannons and infantry across all major battlefields of World War II. Panzer Corps will even allow you to conquer Great Britain, the USSR and the USA if you are up to the task!

You can play a single player campaign or scenario, go into multiplayer and try your luck against the online community or even design your own scenarios, both single player and multiplayer, with the included scenario editor.

1.1. SYSTEM REQUIREMENTS

Minimum Spec

OS: Windows® XP/Vista/7
CPU: Pentium 4 or equivalent
RAM: 1GB RAM (XP) or 2GB RAM (Vista/7)
VIDEO: 64Mb video card
HDD: 500Mb
SCREEN: 600 pixels high
MOUSE and INTERNET CONNECTION for multiplayer
CD or DVD Drive: not required for the digital version

Recommended Spec

RAM: 2GB RAM or more
VIDEO: 128Mb video card or more
SCREEN: 768 pixels high or more

Please ensure your graphics and sound drivers are up to date before playing the game or you may experience graphical glitches or more serious errors. Check your manufacturer's website for the latest version, as new drivers are released regularly.

1.2. INSTALLATION

Please ensure your system meets the minimum requirements listed below. To install the game, either double click on the installation file you downloaded or insert the Panzer Corps CD into your CD-ROM drive. If you have disabled the autorun function on your CD-ROM or if

you are installing from a digital download, double-click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

1.3. UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the games Windows START menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

1.4. PRODUCT UPDATES

In order to maintain our product excellence, Matrix Games releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily by clicking on the "Update" link in your Game Menu or by using the "Update Game" shortcut in your Windows START menu folder for the game.

We also periodically make beta (preview) updates and other content available to registered owners. Keeping up with these special updates is made easy and is free by signing up for a Matrix Games Member account. When you are signed up, you can then register your Matrix Games products in order to receive access to these game-related materials. Doing so is a simple two step process:

Sign Up for a Matrix Games Member account - THIS IS A ONE TIME PROCEDURE; once you have signed up for a Matrix account, you are in the system and will not need to sign up again. Go to www.matrixgames.com and click the Members hyperlink at the top. In the new window, select Register NOW and follow the on-screen instructions. When youíre finished, click the Please Create My New Account button, and a confirmation e-mail will be sent to your specified e-mail account.

Register a New Game Purchase - Once you have signed up for a Matrix Games Member account, you can then register any Matrix Games title you own in your new account. To do so, log in to your account on the Matrix Games website (www.matrixgames.com). Click Register Game near the top to register your new Matrix Games purchase.

We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Games. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a Downloads hyperlink that takes you to a page that has all the latest public and registered downloads, including patches, for that particular title.

You can also access patches and updates via our "Games Section" (http://www.matrixgames.com/games/), once there select the game you wish to check updates for, then check the "downloads" link. Certain value content and additional downloads will be restricted to "Members Area" members. so it is always worthwhile to sign up there.

Remember, once you have signed up for a Matrix Games Member account, you do not have to sign up again at that point you are free to register for any Matrix Games product you purchase.

Thank you and enjoy your game!

1.5. MULTIPLAYER REGISTRATION

We highly recommend registering your game first before playing. You can simply do this through the game menu, from Multiplayer or directly at Slitherine`s website at:

www.slitherine.com/sign_up

This is because you will need a registered account to play Multiplayer games on Slitherine`s PBEM (Play by E-Mail) server.

When registering you can choose to sign up to the newsletters to receive regular updates, offers and discounts on Panzer Corps and the rest of Slitherine's catalogue so it is worth registering!

1.6. GAME FORUMS

Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to http://www.matrixgames.com and click on the Forums hyperlink.

1.7. NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has FAQs as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to http://www.matrixgames.com/helpdesk

2. GETTING STARTED

2.1. MAIN MENU

After an intro video you will enter the main menu, where you have the following options:

- » New Game – Start a new game
- » Load Game – Load a previous saved game
- » Multiplayer – Start a multiplayer game
- » Library – Tank info, game reference information and credits
- » Exit – Quit the game

In the Library menu you will find some additional reference information about the game, complementing this manual, and also historical background about some of the most important WWII tanks.

2.2. CAMPAIGN SELECTION

By clicking "New game" in the main menu you proceed to the campaign selection screen. Five campaigns are available:

- » Tutorial campaign
- » 1939 - Early Blitzkriegs
- » 1941 - Operation Barbarossa

» 1943 - Eastern Front

» 1943 - Western Front

If you are new to the game, it is highly recommended to play the Tutorial campaign first (see the following section).

The 1939 campaign comprises the whole of WWII from the German point of view, and is the recommended campaign option. It starts from invasion of Poland in 1939, and ends with defence of Germany from the Allies in 1945. Alternatively, if you show yourself as a brilliant commander, it is possible to the end the war with Germany victorious in a number of what-if scenarios in the USA, Great Britain and the Soviet Union.

The 1941 and 1943 campaigns start later, and the balance shifts more heavily in favour of the allies as the war progresses, so they are more challenging and recommended to veteran players.

Before going into the first battle you will be able to set some game options and you will be briefed about the upcoming challenge.

2.3. LOAD/SAVE

Saved games are either located in "My Documents\My Games\Panzer Corps" folder or "Documents\My Games\Panzer Corps" depending upon your operating system.

You can load your saved game from the main menu, from the System menu in the main UI, or by using the hotkeys Ctrl+L to load or Ctrl+S to save a game.

2.4. TUTORIAL

Initially you should play the tutorial campaign to familiarise yourself with the controls and game mechanics. We strongly advise new players to play through the tutorial campaign.

We have set up six custom tutorial scenarios that will take you to through the Panzer Corps boot-camp, fighting against your fellow German countrymen in the Blue Team to learn the basics.

2.5. SCENARIO SELECTION

Here you can select any scenario that is in the game. Just scroll through the list of available scenarios, select the one you like and hit play to go directly into the action. To load a custom scenario, not shown in the list, choose the "Custom…" option. Custom scenarios are scenarios designed by other players and are not official but can still be played in single and multiplayer.

Before going into the battle you will be able to set some game options and you will be briefed about the upcoming challenge.

Within the options you can choose what side you want to play: Axis or Allies. You can also play a "Hotseat" game against a friend, sharing the same PC with him. You can set your desired difficulty setting, there are 5 difficulty settings in total: from Sergeant to Field Marshal. Here you can also turn on or off: Weather, Supply and Fog of War.

» Weather. With this setting on, the weather and ground state will change dynamically in the course of a battle. Some weather types and ground states can negatively effect the course of your operation.

» Supply. With this setting on, the units will spend fuel and ammo for moving and fighting, and you will need to resupply them in a timely manner.

» Fog of War. With this setting on, enemy units on the map will not be shown, unless they are within the spotting radius of your own units.
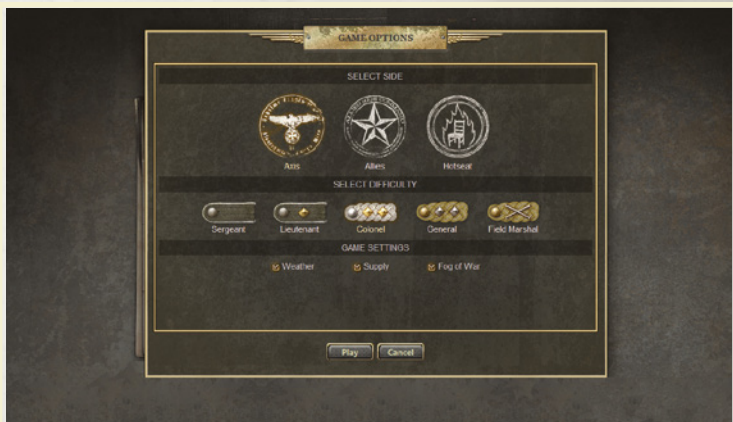
3. USER INTERFACE

3.1. TACTICAL MAP

The Tactical map occupies the biggest portion of the screen, and this is where most action takes place. Units move around and fight on the tactical map, cities and other important objects get captured etc.

Moving the cursor to a screen edge will automatically scroll the map in that direction. You can also drag the map holding the left mouse button or use arrow keys on the keyboard. Click on the mini-map to quickly jump to any location.

The map can be zoomed in and out by using a mouse wheel or keyboard shortcuts (+ or Pg Down to zoom in, - or Pg Up to zoom out).

Also, the Strategic Map button in the UI sidebar presents a reduced, screen-sized map that is useful for overview and planning.

The map is split in to hexes. Each hex can contain no more than one ground/naval and one air unit. When two units share the same hex, one of them is shown big and the other - small. You can toggle the map to show big surface or air units. Axis and Allied units differ in colour. Also, Axis units are marked with grey strength plates, while allied units have green. In most scenarios your goal is to capture or hold victory hexes. These hexes are marked with a golden border.

Each hex represents a certain terrain type like: Clear, Forests, Swamps, Hills, Rivers etc… Each terrain type affects a unit's movement and combat in its own way. Thus, natural obstacles like wide rivers or heavy mountain ranges are difficult to cross, and so complicate the offense and favour the defence.

Every unit has one move and one attack per turn. Any actions remaining to a unit in a given turn are indicated by small icons above the unit's strength plate.

You select units under your control and give them orders to move and attack with left mouse button. Alternatively, you can switch the game to 2-button mouse interface used in some other modern games, then you will use left button for selection and right button for moving and attacking. Mouse interface is configured in the game menu.

You can cycle through your units with remaining useful actions using the Previous Unit and Next Unit buttons in the UI sidebar. Right-click on any vacant hex to de-select a unit. When finished with moving your units, pass the turn on to your opponent by clicking the End Turn button.

On the tactical map you will see cities, ports, airfields and other important objects for your current battle. The ownership of each object is indicated with a flag. To capture an object, move a friendly unit into it. Naval, air and supporting units cannot capture objects, so the only classes capable to capture an object are: infantry, tanks, recon and Anti-Tank (AT).

In cities connected to the railroad network you can embark or disembark your ground units on trains to move them faster around the map.

Airfields are critical for supply of your air units: planes can only be supplied if they are located directly above an airfield, or adjacent to it. Also, airfields allow you to load infantry units on air transports and air lift them to other airfields. Paratroopers of course can be parachuted almost anywhere.

In Ports you can embark your ground units onto naval transport and disembark them later onto any free coastal hex. Ports also serve as supply hexes for naval units in those rare cases when you need to replenish their fuel or ammo reserves.

3.2. UI SIDEBAR

On the right side of the screen you can see the UI sidebar. It displays a lot of useful information about the battle, and contains additional game controls. You can hide the UI sidebar at any time to see more map on the screen, or show it again using the F hotkey.

On top of the sidebar you see from left to right: current turn, remaining turns and your earned prestige points.

You will earn prestige points by winning scenarios and taking cities, and you can spend those prestige points on upgrading, repairing, replacing or buying new units and equipment.

Beneath are: current weather, the End Turn button and the next turn weather forecast. You can click on both weather icons to get a more detailed weather report.

Underneath this are 9 unit order buttons. From left to right and top to bottom they are:

> » Undo: cancel your move, note this is only possible if you haven't attacked, encountered any enemy units with your move and still have the unit selected!

> » Supply: use the turn to supply your unit with fuel and ammunition.

> » Sleep: wait one turn.

> » Replacements: use the turn to replace casualties with recruits. It also adds some supply.

> » Elite replacements: use the turn to replace casualties with veterans. It also adds some supply.

> » Upgrade: use the turn to upgrade your unit when in a city.

> » Embark/Disembark: Air/Sea/Train transport at airfield/port/city.

> » Mount/Dismount

> » Switch: switch your unit between different roles (e.g. your 88 mm between AT and AA gun mode).

Underneath you will see a unit info box. Above that is a line with information about the hex terrain type and its map position e.g. Forrest (10, 12) or Swamp (14, 8).

Info on the selected unit is displayed as follows from top to bottom, left to right:

Unit class icon, national flag, experience stars (from zero for green to five for elite units).

The unit name, type and below that: strength, fuel, ammunition and entrenchment level.

You'll also see all this info for any unit under the cursor.

Lastly underneath the unit info you have 3 toggle buttons. These will open up a vertical side panel with extra information:

> » Unit List. Shows all your units deployed on the battlefield. Click a unit to instantly jump to it on the tactical map. Info shown: unit icon, strength, experience, organic transport assigned and any medals or heroes.

> » The Statistics Panel. Shows the stats of the selected unit (on the left), and any unit under the

cursor (on the right). This allows you to compare units stats easily.
See the Unit Statistics section for details on all unit stats.

» The Reserve List shows all units in your reserve. They can be deployed on the map and participate in the battle as long as you have enough free unit slots.

Only one of the lists (unit list or reserve list) can be active at any given time. So, opening one of them will close the other.

Underneath the unit box are 6 more buttons from left to right: Previous Unit, Next Unit, Toggle between Air/Ground surface mode, Toggle the Strategic Map, Open up the Purchase Screen and lastly the Game Menu.

The Strategic Map provides a quick overview of the battle by fitting the entire map onto the screen. Cities, ports and airfields controlled by the Axis are grey, while those controlled by the Allied side are green. Victory hexes have a golden border around them. Axis units are grey, Allied units are green, and all units are marked with their unit class icon.

The Strategic Map can show ground or air units but not both at the same time. Toggle the Ground/Air button to switch between views. To see terrain and city ownership more clearly, press and hold Space to temporarily remove all units from the strategic map.

As in the tactical map mode, hovering the mouse over any unit will bring up additional details in the UI sidebar. Click on any hex to close the Strategic Map and centre the tactical map on that location.

The Purchase screen is useful not only to buy additional units but to review all unit types available to you in the scenario and their statistics.

On the left are two important parameters affecting your ability to purchase new units: prestige and unit slots. Every unit type has an associated cost and cannot be purchased without adequate prestige. Slots determine the maximum number of units you can have in a given scenario. If all slots are filled, no more purchases are possible. You can also choose the nation and unit class to display.

All units in the list are marked with a green or red background. Red means that the unit cannot be purchased (but you still can select it and review its stats). If a selected unit can be equipped with a transport, available transport options are shown at the bottom. If any of the stats icons are unclear you can hover or click the stat icon to get more information.

You can compare stats by selecting one unit and placing the cursor over another. A red or green number indicates a weaker or better statistic respectively.

The in game menu allows: Save or Load game, Surrender a game, visit the Library, Quit to Main Menu or Exit the game.

In addition to this you can set the following game settings:

- » Music and sfx volume.
- » Scroll speed. How fast the map will scroll when the mouse cursor is at the screens edge.
- » Movement speed. Speed of the unit movement animation. Setting the speed to maximum will effectively disable movement animation, and the units will instantly jump to the target hex.
- » Mouse interface: 1-button or 2-button.
- » Hex sides: none, subtle or strong. Specifies how hex borders are shown on the tactical map.
- » Show unit glow. With this setting turned on, the tactical map will display a "glow effect" underneath all units located on complex terrain (like cities, forests and mountains). This makes it easier to see the units on the map.
- » Unmoved units warning. If turned on, the game will warn you about any unmoved units when you press the End Turn button.
- » Tutorial messages. Turn tutorial messages on and off. When you start a tutorial campaign, tutorial messages are turned on automatically. But you can also turn them on when playing any other campaign. Each message is tied to a specific gameplay situation, and explains important gameplay concepts as you encounter them in practice. This makes tutorial messages very useful to learn the game.

» Show opponent's moves. If this setting is
turned on, tactical map will centre on every
enemy unit moving within your spotted area.

» Show opponent's attacks. If this setting is turned
on, tactical map will centre on every enemy unit
attacking one of your own units. The last two
options allow you to understand AI's actions more
clearly, but the AI turn will take more time.

Last we have the mini-map. Axis units show up in grey,
green are the Allied units.

4. UNITS

4.1. UNIT CLASSES

INFANTRY

The infantry forms the backbone of any army during WWII. Infantry are the king
of close terrain, like cities, forests and mountains. In such terrain infantry are
able to effectively exploit the weak spots of enemy units, by shooting against
the opponent's close defence rating. This makes them deadly against even the most well
protected heavy tanks. In its close fighting role infantry is indispensable on both the defensive
and offensive. But in the open it becomes more vulnerable to enemy armour attacks. Infantry
units move slowly on foot, but can be equipped with transports to increase their mobility.

TANK

Tanks are armoured tracked fighting vehicles equipped with a rotary turret. In
Panzer Corps the tank is one of the most useful and versatile units - powerful,
well protected and mobile. They can strike deep into enemy territory, outflanking
and bypassing fortified spots, destroying vulnerable support units (like artillery and anti-air
guns) and preventing an organized defence and disrupting an enemy build up behind the main
front line. They are also useful for protecting more vulnerable offensive units, like artillery and
infantry, from enemy counter attacks. However, attacking entrenched infantry in close terrain
with tanks is usually not a good idea - even the strongest tanks may take heavy casualties
in these combat.

RECON

Recon units have good mobility, superior spotting range and a special "recon
movement" ability which make them ideal for scouting the map and uncovering
enemy units in the path of any offensive. Very often the success of your operation

will depend on proper reconnaissance, so it is usually a good idea to have a few recon units in your army. Recon units can also be used in combat, especially for mop up tasks or to damage vulnerable supporting units.

ANTI-TANK

AT Weapons are designed and used primary against enemy armour. Even self-propelled anti-tank units are less flexible and versatile than tanks, because they are less effective against soft targets. Also, most of them are equipped with a fixed turret, which makes them less suited for the offensive (attacking a tank with a fixed turret AT results in an initiative penalty to AT unit). But they excel in a defensive role, effectively protecting choke points from an enemy armour breakthrough. They are also much cheaper to produce, and so can be valuable assets in case resources are scarce.

ARTILLERY

Artillery fire is not very accurate and so rarely results in direct damage. But artillery is extremely useful as a support unit, both on offense and on defence. On the offense, artillery units can fire at enemy from a safe distance, causing heavy suppression and making the enemy an easy target for assault troops. On the defence, artillery units provides defensive fire to any friendly ground units positioned next to it. If one of these units is attacked by an enemy unit, the artillery will fire at it first. Any strength suppressed or killed by the defensive fire will not participate in the attack. Towed artillery units are extremely slow and so moving them between distant locations is only feasible if they are equipped with a transport. However, self-propelled artillery units can travel with good speed on their own.

ANTI-AIR

AA units are used to protect land and naval targets from air attacks. Because of their relatively poor mobility, AA units are hard to use to gain air superiority, but they are valuable on the defence, providing protection against air attacks to all adjacent ground units. Some AA units were successfully used in an anti-tank role (the most famous example being the German 88mm Flak gun), so in Panzer Corps you can switch such units to AT mode. However, while in AT mode, they can no longer provide AA protection to friendly units.

FIGHTER

Fighters are your ultimate weapon when struggling for air superiority. They can oppose enemy fighters and are usually devastating against enemy bombers and air transports. Also, fighters are useful in a defensive role: when placed next to a friendly bomber, they protect it from attacks by enemy fighters. Fighters can be used for attacking ground targets, but are much less effective in this role.

TACTICAL BOMBER

Tactical bombers deliver precise blows at enemy units from the air. They are especially effective against vehicles with poor protection, like trucks and guns, but also useful against armoured vehicles like tanks and recon units. However, they are much less effective against infantry. Tactical bombers can be very valuable assets in an offensive, but they are very vulnerable to both enemy aircraft and ground anti-air systems (especially when attacking), and so must be used with great care.

STRATEGIC BOMBER

Strategic bombers perform bombing raids from great heights and so are much less precise than tactical bombers. Their attacks rarely result in direct kills of enemy strength, but give a lot of other benefits: they cause heavy suppression of enemy troops and destroy their fuel and ammo reserves, thus making them easy targets for other units. Strategic bombers are useful against any ground targets and are usually much less vulnerable to ground anti-air systems (although they still must fear enemy fighters). They are also effective against enemy ships. When used against enemy cities or airfields, strategic bombers can destroy their capacity to supply enemy units and produce new ones.

STRUCTURES

Many different structures were used in WWII, and some of them are represented in Panzer Corps. The most important structures are forts and bunkers which are often quite hard and time-consuming to subdue. The best tactics against a fortified structure is to use a combined attack of aircraft, artillery and ground assault troops. Another structure type you will encounter is radar. Radar is good at observing territory around them, but also they provide support to all friendly air units within their spotting range by giving them an initiative bonus in combat. So, by destroying enemy radar you can make the air war easier for your fighters.

CAPITAL SHIPS

These large ships have extremely long ranges and can attack naval and ground targets from great distance. When used for ground bombardment, much like artillery, they rarely cause direct damage - instead they cause long-term suppression which can be exploited by a well-timed ground attack. Capital ships cannot attack submarines, and so rely on destroyer escort to deal with this threat. Due to their big size, they are also vulnerable to heavy bombers.

SUBMARINE

Submarines are naval vessels capable of moving and attacking while being submerged. They can be used against enemy transport ships and war ships with deadly efficiency. The only units which can harm a submarine are destroyers and tactical bombers, but even when attacked by these units, a submarine has a good chance to evade the attack and completely avoid any damage.

DESTROYERS

Destroyers are your primary anti-submarine weapons. Thanks to their good spotting range and mobility they excel in their escort role, but are vulnerable to capital ships and can only attack ground targets on adjacent hexes.

CARRIERS

Carriers serve as mobile airfields that can resupply fighters and tactical bombers. This makes them useful for naval invasions where land-based airfields are not available or are too far away from the action. Note however that a plane needs to be directly above the carrier to be supplied so only one unit a turn can be supplied, and strategic bombers cannot be resupplied by carriers. Carriers have no combat stats themselves and need escorts to protect them from enemy attacks.

LAND TRANSPORTS

These transports can be assigned to infantry and towed guns in order to increase their mobility. Transports enable these slower units to advance on par with tanks and self-propelled guns. However, increased mobility comes at a price. When a unit uses its assigned land transport to move, it stays in the transport for the duration of the opponent's turn. This makes the unit more vulnerable to ground and air attacks.

SEA TRANSPORTS

These units are used to move ground units the sea and are essential in operations involving any naval invasion.

AIR TRANSPORTS

These units are used to transport infantry units from airfield to airfield at great speed. They can also carry paratroopers to their drop zones.

RAIL TRANSPORTS

These units are used to move other ground units at great speed using railroad network.

ARMOURED TRAINS

These trains carry a lot of firepower, but they are restricted to following the railroad network.

RIVER BOATS

These small boats have a unique ability to travel both in sea and along the rivers, but their firepower is weaker than the larger ships.

4.2. UNIT STATISTICS

Each unit has a number of statistics assigned to it and affecting the gameplay in various ways.

COST

The prestige required to purchase a unit. Also affects the cost of replacements.

STRENGTH

Current strength of the unit. Strength is killed in combat and replenished using Replacements and Elite Replacements commands. In combat every point of a unit's strength has a chance to score a kill, so the more strength a unit has, the more effective it is in combat.

MAX STRENGTH

Maximum strength a unit can normally have. Elite units can be over-strength and exceed this number by one point per every experience star.

FUEL

Number of remaining fuel points. Fuel is spent on movement and replenished using the Supply command.

MAX FUEL

Maximum amount of fuel a unit can have when fully supplied.

AMMO

Number of remaining ammo points. A point of ammo is spent every time the unit fires at an enemy unit. Ammo is replenished using Supply command.

MAX AMMO

Maximum amount of ammo a unit can have when fully supplied.

ENTRENCHMENT

Entrenchment level of the unit. Each point of entrenchment increases the unit's defence in combat and improves the unit's chance to put up a rugged defence. Entrenchment growth rate depends on the terrain and the unit's class. Infantry units are the fastest to entrench, tank units are slowest. Clear terrain is the worst for entrenching in, rough terrain like cities, forests and mountains is the best.

EXPERIENCE

The current experience points. Experience is earned in combat and lost when a unit gets green replacements. Every 100 points of experience gives one experience star. Each star gives the unit various bonuses to initiative, attack and defence, making the unit more powerful and persistent. A unit can have a maximum of 5 stars.

MOVEMENT AND MOVEMENT TYPE

The number of movement points a unit can spend every turn. Depending on unit's movement type, every terrain type takes a certain number of points to travel across, so movement together with movement type determines how far the unit can travel in one turn.

SPOTTING

Spotting radius (in hexes). All enemy units within spotting radius will be revealed on the map.

RANGE

Unit's shooting range (in hexes). A range of 0 means that the unit needs to start adjacent to the target and actually enter the hex occupied by an enemy in order to attack it, and risk a counterattack.

INITIATIVE

Initiative is a complex measure of unit's gun range, optics, manoeuvrability and training, which indicates how much damage the unit can do before the enemy has a chance to shoot back. The bigger your initiative advantage, the more strength you can kill/suppress before the enemy counterattacks you, and so the less effective this counterattack will be.

SOFT ATTACK

Unit's attack strength against "soft" (i.e. un-armoured) targets, such as infantry, trucks and towed guns.

HARD ATTACK

Unit's attack strength against "hard" (i.e. armoured) targets, such as tanks and armoured recon cars.

AIR ATTACK

Unit's attack strength against air targets.

NAVAL ATTACK

Unit's attack strength against naval targets.

GROUND DEFENCE

Unit's defence rating against ground and naval units.

AIR DEFENCE

Unit's defence rating against air units.

CLOSE DEFENCE

Unit's defence rating when it is being shot at from short distance. In this situation the enemy can exploit any weak spots in unit's protection, and so the Close Defence is often much less than Ground Defence. In close terrain (like cities, forests and mountains) infantry always shoots against the opponent's Close Defence rating. This makes infantry especially dangerous in close terrain. Also, Close Defence is used if the unit is ambushed by the enemy.

TARGET TYPE

Determines what kind of attack must be employed against this unit. There is a corresponding target type for each of the four attack ratings available in the game: soft, hard, air and naval target types.

KILLS

Amount of enemy strength points destroyed by the unit. When a unit reaches a certain amount of kills, it can be awarded with a medal or get a hero. In addition to this, the game tracks the number of units destroyed by this unit, separately for each unit class.

BATTLE HISTORY

A listing of all important events which happened to this unit in the course of the game.

Unit statistics are shown in main UI and on Purchase screen. Also, a complete list of all unit's statistics can be seen on two tabs in the unit details screen. This screen is invoked by right clicking the unit on the tactical map.

5. CAMPAIGN PLAY

In a campaign game your core units travel with you from battle to battle. Core units have a golden border, while auxiliary units have a silver border. Auxiliary units only serve with you for a single battle and then are reallocated.

In the unit list your core units have a golden border, your auxiliary units a sliver border.

Before every battle in the campaign a deployment phase takes place, when you can manage your core units, e.g., give units green or elite replacements, "over-strength" or upgrade them – all without having to spend a turn. To do so, select a unit in the reserve list and click the appropriate button in the UI sidebar. You can also purchase additional units by clicking the Purchase button. At the beginning of the deployment phase the game will notify you of any new equipment types that became available since the last battle, so you will know what upgrade options are available to you.

Note that in Panzer Corps losses are not replaced automatically between battles. This must be done manually. During the deployment phase green replacements are free, so you can always bring your core units to full strength, but they will lose some experience in the process. By giving your units Elite replacements you preserve their hard-earned experience but at the cost of prestige points.

To deploy a unit, select it from the reserve list and then click the desired deployment hex. Use the strategic map to quickly find all deployment hexes on the map (they will be marked with an arrow). You can also right-click a deployed unit on the map to un-deploy it and place it back in reserve list.

After the battle the game will display the outcome. Three different outcomes are possible: a decisive victory, a marginal victory and a loss. Depending on the outcome of each battle/scenario you will progress through the campaign along a different path. This makes the re-playability of the campaigns even greater, depending on your abilities and record every campaign game in progress could turn out different.

In the course of the campaign your units will be awarded with medals and heroes for their performance, and these will of course migrate from scenario to scenario together with the units. There can be a maximum of 3 awards and 3 heroes on each unit, and each hero will improve unit's statistics in some way.

In addition to this, the game will occasionally assign bonus SS units to your core. Once you get a bonus unit, it will stay with you till the end of the campaign, unless it is destroyed in combat. Bonus units have a special upgrade path, different from ordinary units. You can have a maximum of 3 bonus units in your core. Bonus units do not use up a unit slot, and so can always be deployed on the map, no matter how many other units you deploy there.

6. GAMEPLAY TIPS AND TACTICS

6.1. WEATHER

Weather icons are shown at the top right of the screen next to the End Turn button. The left icon shows current weather, the right icon the forecast for the next turn. Forecasts are not 100% accurate and will give wrong information in approximately one case out of five. Still, the forecast is worth considering when planning your actions as bad weather can have dramatic effects on combat. For example, in rain and snow air units cannot engage in combat and their spotting range drops to zero.

6.2. GROUND STATE

Mud occurs after a few turns of rain, and frozen ground develops after several turns of snow. Both conditions have dramatic effects on movement. Usually these effects are negative - units move more slowly and can consume more fuel, for example. In some cases they can help – a frozen river can be easier to cross. The ground state is shown directly on the tactical map, but you can also see the current ground state, as well as the predicted state for the next turn, on the weather icons. Keep in mind that, just as for weather, forecast of ground state is not 100% accurate.

6.3. DEFENSIVE FIRE

Certain units have a special ability to protect adjacent friendly units from enemy attacks by firing on them before the actual combat is resolved. Any attacking strength reduced or suppressed during the defensive fire round does not participate in the main attack.

The following three unit classes can provide defensive fire:

> » Artillery. Protects ground units from attacks by other non-ranged ground units.
> » Anti-Aircraft. Protects ground and naval units from attacks by air units.
> » Fighters. Protect any units (except other fighters) from attack by air units.

Artillery and anti-aircraft units can provide defensive fire an unlimited number of times (as long as they have ammo), but a fighter can provide only one instance of defensive fire per enemy turn.

6.4. AMBUSH

Ambush is triggered when you move a unit into unspotted territory (covered with Fog of War) and it runs into a previously hidden enemy unit on its way. Ambushed units often take heavy casualties.

6.5. RUGGED DEFENCE

Occasionally a defending unit manages to surprise an attacking unit and opens fire from unexpected direction at close range. This situation is known as rugged defence. When rugged defence occurs, attacker often takes heavy casualties.

Only entrenched units can put up rugged defence and the higher entrenchment level, the more likely it becomes. That's why it is often a good idea to soften an entrenched unit with bombers and artillery before attacking it. While planning your attack, you can see the exact chance of rugged defence in the extended combat prediction window, invoked by Ctrl+click on an enemy unit.

Military engineers are specifically trained to fight against entrenched enemies and so are immune to rugged defence.

6.6. EVADE

When attacked by destroyers or tactical bombers, submarines have a 50% chance of evading the attack and completely avoiding damage. Keep this in mind when planning your naval battles.

6.7. MASS ATTACK

Mass attack happens when an enemy unit is surrounded by more than one of your units able to attack it. Such a situation is favourable for launching attacks on an enemy unit because it is stretched along a wider front, and so part of its strength cannot react to your attacks in a timely manner. The game models this fact by giving defending unit an initiative penalty for every enemy unit standing next to it.

In order to contribute to mass attack effect, your unit must be able to attack the enemy unit and have unspent attack action. Also, ranged units like artillery are not counted.

6.8. CLOSE TERRAIN

Close terrain types (like cities, forests and mountains) are special because they make it difficult to use long-range weapons. This is modelled by the fact that each terrain imposes a certain initiative cap on the fighting unit's initiative. Infantry is specifically trained to fight in close terrain, and their initiative rating reflects their training, not the range of their weapons, so infantry units are immune to the initiative cap.

Also, close terrain makes it easier for infantry to exploit weak spots in an enemy unit's protection, so in such terrain infantry units shoot against the opponent's close defence rating.

6.9. RIVERS

Rivers are among the most important natural obstacles you will encounter in the game. A unit always spends all its movement points to enter a river hex and while there it gets severe penalties if it attacks or is attacked. The only exception to this rule occurs when the rivers become frozen. A frozen river is easy to cross and does not impose any combat penalties.

6.10. COMBAT DETAILS

In Panzer Corps there is a combat details screen showing all the rules, calculations and dice rules used to resolve a particular combat. There are two methods to invoke the combat details. If the combat has already happened, press L hotkey. If you are only planning the combat, use Ctrl+click (instead of just click) on the target.

6.11.DANGEROUS HEXES

When a ground unit runs out of fuel, it becomes immobile. Air units, on the other hand, will be lost. For this reason it is very important to watch out for fuel levels of your planes and return them to the airfields in time. To help with this, the game will mark any hexes from where you can't return to a friendly airfield with red dots. Moving to such hexes is dangerous. You will have to take additional steps to save the planes in this danger zone from crashing: capture a new airfield closer to them, move in a carrier or simply end the scenario.

6.12. NEUTRAL HEXES

On some maps there are hexes belonging to neutral countries, not involved in the current conflict. Any movement, fighting and spotting on neutral hexes is prohibited. Neutral hexes are marked by a thicker fog of war and are separated from the rest of the map with a thick red border.

7. MULTIPLAYER

Panzer Corps includes a very comprehensive and easy to use multi-player system. To reach it, select Multiplayer from the main game menu. If you already have a Slitherine forum username or have previously played other multiplayer games on our server, choose the login option and enter your details. If you are new to Slitherine, register your username and password in game. You can use these details to log in to the Slitherine forum and view stats or chat to other players.

The revolutionary PBEM++ (Play by E-Mail) system does not require you to organise games in advance; you do not even need to be online at the same time as your opponent. It is as simple to play as a single player game, removing all the barriers to entry of other multiplayer games. It really needs to be tried to be believed!
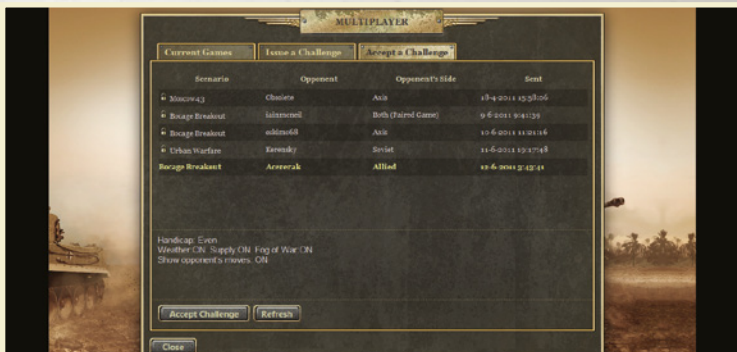
When you arrive in the Lobby, you'll see 3 tabs. The first tab, "My Games", lists any games you currently have going. The middle tab is how you issue a challenge to start a new game, while the third lets you view any challenges from other players looking to start a game. You can accept these to get playing.

Any games displaying a padlock icon are private challenges only available to specific opponents.

If you want to start your own challenge, click the "Issue Challenge" button and you'll see a list of available scenarios. Select the one you wish to play and then select your side and game options. Specify a password if you want to create a private challenge. Your opponent will need to know the password in order to accept such challenge.

A "Paired Game" is a locked private challenge, where players can invite and play a specific opponent.

Once you have an opponent, the game moves to "My Games". If it is your turn you'll be able to select the game and press Play. If not, you'll have to wait for your opponent to take their turn.

If your opponent was not active for a long time, you can try to claim the game as your victory using the Claim button.

When your opponent has moved you'll be notified by e-mail. It is very important that you enter your real e-mail address when registering or you will not see the e-mail alerts when it is your turn.

8. EDITOR

The game includes the editor we used to build all the scenarios so you can do anything we can do. The shortcut to launch scenario editor is located in Windows Start menu, next to the shortcut for the game itself.

Have a look and read the Scenario Editor Tutorial document for further information and instructions on how to best master the scenario editor.

8.1. MODDING

Panzer Corps provides a lot of modding options. You can edit and create new scenarios, alter equipment table and campaign structure, tweak game rules and UI.

For help modding and creating scenarios, please visit the Panzer Corps modding forum at www.slitherine.com/forum.

9. HOT KEYS

You can use the following hot keys in Panzer Corps:

INTERFACE

Esc – Main menu

B – Buy/Purchase menu

Alt+E – End turn

F – Toggle fullscreen mode

PgUp or + – Zoom In

PgDn or - – Zoom Out

Ctrl+L – Load Game

Ctrl+ S – Save Game

UNIT CONTROLS

Backspace – Undo move

E – Embark/Disembark

M – Mount/Dismount

S – Supply

R – Replacements

Shift+R – Elite replacements

U – Upgrade

Z – Sleep one turn

D – Disband

Shift+Z– Sleep always

ADVANCED UNIT CONTROLS

Alt+N – Rename

Alt+Click – Unit details

Ctrl+Click – Extended combat prediction

L – Last combat log

C – Casualties

TACTICAL MAP VIEW

N – Next unit

P – Previous unit

Tab – Toggle ground/air mode

MULTIPLAYER

Ctrl+M – Chat

10. CREDITS

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