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Commands

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New

This option allows you to open a <u>scenario</u> file and start a new game.

You'll have to make two decisions to use this option:

- 1. Which scenario you wish to play.
- 2. Which team in that scenario you wish to command.

You and your opponent must agree on these choices.

Open

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This ontion allows w	ALL TA ABEB & SAVER (game file and resume	a dame that was in r	rnarecc
THIS OPTION GROWS YO	ou to open a savea t	garrie file aria resurrie	a gaine that was in p	<i>n</i> ogi c33.

Save As

This option allows you to specify a file to save your current game in. Once you have specified a file, the status of your game is automatically saved at the end of each turn. If your opponent also saves the state of his game in such a file, you can use the <u>Open</u> option to continue this saved game.

Close

This option allows you to end a game. The status of this game will be saved only if you have specified a save file.

Exit

This option allows you to exit Panzerkrieg for Windows.

No more orders for now

This option is used when you're done making all of your moves for the current turn. It accepts your orders, waits for your opponent to finish giving their orders, and then implements your moves, combat, and transport. The effects are displayed on the map and in the listing of your units and the enemy units.

You can change your orders during a turn only before you choose this option. Once you choose this option, no changes can be made.

Read Scenario Description

This option allows you to read the text description of the scenario. This description will set the stage for the <u>scenario</u> by telling you the scenario setting, the teams involved, and the objectives.

See Game Information

This option displays the elapsed game time, the scenario time limit (if any), and the visibility limit in the <u>scenario</u>.

Cancel All Shooting Orders

This option cancels all shooting orders you have given to your units on the current turn. This can be useful if you decide to change your fire plan in mid-turn.

Display Time Remaining

This option opens a window which graphically displays how much of the current scenario time has elapsed, and how much remains to be played.

Send a Message to Your Opponent

This option allows you to send messages to your opponent during the course of the

Surrender Options...

This option let's you demand that your opponent surrender, or let's you offer your surrender. Both sides must agree to the surrender, or the battle continues.

Normal Map

This option displays the game map in normal scale. This produces the smallest map on your screen.

Larger Map

This option zooms in on the game map.

Still Larger Map

This option zooms further in on the game map.

Replot Map

This option replots the game map on the screen.

Display All Shooting Ranges

This option displays the weapons ranges of all of your units on the game map.

The ranges displayed do not take into account <u>Line of Sight</u> limitations.

Display All Sighting Ranges

This option displays the sighting ranges of all of your units on the game map.

The ranges displayed do not take into account <u>Line of Sight</u> limitations.

Display Shooting Range

This option displays the weapon range for the <u>current unit</u> on the map. There are two suboptions available here:

Actual - Displays the weapon range taking into account <u>Line of Sight</u> limitations. If a location is displayed as white or red, you can shoot there.

Maximum - Does not take into account <u>Line of Sight</u> limitations. Areas highlighted are within your shooting range, but you may or may not have a clear <u>Line of Sight</u> into them.

Display Sighting Range

This option displays a circle on the map representing the viewing range for the <u>current unit</u>. There are two sub-options available here:

Actual - Displays the sighting range taking into account <u>Line of Sight</u> limitations. If a location is displayed as white or yellow, you can see there.

Maximum - Does not take into account <u>Line of Sight</u> limitations. Areas highlighted are within your sighting range, but you may or may not have a clear <u>Line of Sight</u> into them.

Load a Passenger

This option lets you load one unit into another so it can be transported. Certain logical rules apply: Infantry can be loaded into a truck; a tank *can't* be loaded into a truck.

Artillery pieces can also be transported, though they are towed as trailers rather than loaded into the transporting unit.

This option is also used to order a unit that is transporting another to unload its passenger.

Move

This option lets you give movement orders to units. .

Search

This option instructs the <u>current unit</u> to make a search of the adjacent map locations looking for camouflaged enemy units. Searching is a very slow process.

Shoot

This option lets you give weapon orders to units.

Several options are available, depending on the <u>current unit</u> and its status.

Direct Fire
Indirect Fire
Range for Indirect Fire
Close Assualt
Cancel Shooting Order

Direct Fire

This option orders the $\underline{\text{current unit}}$ to attack a location using $\underline{\text{direct fire}}$.

Indirect Fire

This o	option	orders	the	<u>current</u>	<u>unit</u> to	attack	а	location	using	indirect	<u>fire</u> .

Range for Indirect Fire

This option	orders the	current unitto	fire a round	to be s	potted by	its forward	observer.
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Close Assault

This option orders the <u>cur</u>	<u>ent unit</u> to attack a	location using	Close Assault.
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Cancel Shooting Order

This option cancels the shooting orders for the the $\underline{\text{current unit}}$. Orders can only be canceled before choosing $\underline{\text{No more orders for now}}$.

Clear a Wreck

This option lets you order armored units to clear wrecks on the map. The <u>current unit</u> must be adjacent to the wreck. You specify which wreck is to be moved and where it is to be moved to.

Overrun

This option will order your <u>current unit</u> to begin overrun attacks on an adjacent enemy unit located in clear terrain. The overrun will continue until the enemy is destroyed, your unit is destroyed, the enemy moves away, or you cancel it.

Show Move In Progress

This option will display the movement path you have previou	isly ordered for the <u>current unit</u> .
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Unit Information

This option displays information about the <u>current unit</u> including its movement speed, attack and defense strengths, weapons range, and mobility type.

Procedures

To get help with a particular procedure, choose the appropriate menu.

Starting A Game
Communicating With Your Opponent
Placing Your Units
Giving Orders To Your Units
Movement
Combat
Transport
Wreck Clearing

Starting A Game

You have two ways of starting a game from the File menu:

New - begins a new scenario

<u>Open</u> - let's you continue a previously saved game in progress

Communicating With Your Opponent

There are five options for communicating with your opponent.

No communications just looking at Panzerkrieg for Windows

This option allows you to proceed and enter PFW without having an opponent or a second computer. You'll be able to use all the usual options, except that you won't have an opponent. Any enemy units you stumble upon won't move, and won't shoot back at you. This options is intended to allow you to look at and explore the scenarios available in PFW at your leisure, without the need for a second person.

Through a directly connected wire

This option is used when you have two computers that are located within 50 feet of one another, and not connected through a Local Area Network.

Through phone lines with modems

This option is used where the two computers are more distant from each other, or it's not possible to run a wire.

Through a NETBIOS Local Area Network

If your computers are connected to a Local Area Network that supports the NETBIOS protocol, they can use that network for their communications.

Via DDE on this machine

Two players can play against each other sharing one machine. Two copies of PFW are started (one per player), and the players alternate use of the machine during each turn. This allows you to use PFW with only one computer, albeit at a slower pace.

Placing Your Units

Some scenarios initially place your units on the map for you. Other scenarios allow you to choose where to initially position some or all of your units. If the scenario you've picked is one of these, you'll next be presented with a list of the units you need to position. To place a unit:

- 1. Select a unit from the **To Be Positioned** list by clicking on it's name in the box.
- 2. Click the spot on the map you want the unit to start at. This spot must be within the setup area for the unit. Areas that are not within the setup area for a unit are grayed-out on the map.

When you have placed all of your units on the map, click the **Done** button and the game begins.

Giving Orders To Your Units

You give orders to your units through a simple 2-step process:

First, choose the unit you want to command.

Second, you give a command.

You choose a unit by clicking on either it's name in the Units Lit box or it's picture on the map. Both the unit name and the unit picture will be highlighted. That unit is now the current unit.

You give a command to the unit by choosing the appropriate option from the **Unit Commands** menu.

Movement

To give movement orders to a unit choose $\underline{\text{Move}}$ from the Unit Commands menu.

Shortcut: You can use the left mouse button and double-click on a unit on the map.

Combat

Combat can be initiated in one of two ways:

To attack with one unit, make the attacking unit the $\underline{\text{current unit}}$ and then select $\underline{\text{Shoot}}$ from the Unit Command menu.

To attack with multiple units, click on the target location with the right mouse button.

Transport

To transport a unit choose <u>Load a Passenger</u> from the Unit Commands menu. The transporting unit and the passenger mut be adjacent to each other.

Wreck Clearing

To clear a wreck choose $\underline{\text{Clear a Wreck}}$ from the Unit Commands menu. The wreck and the unit clearing it must be adjacent to each other.

Symbols on the Map

There are several types of symbols used on the map in Panzerkrieg for Windows:

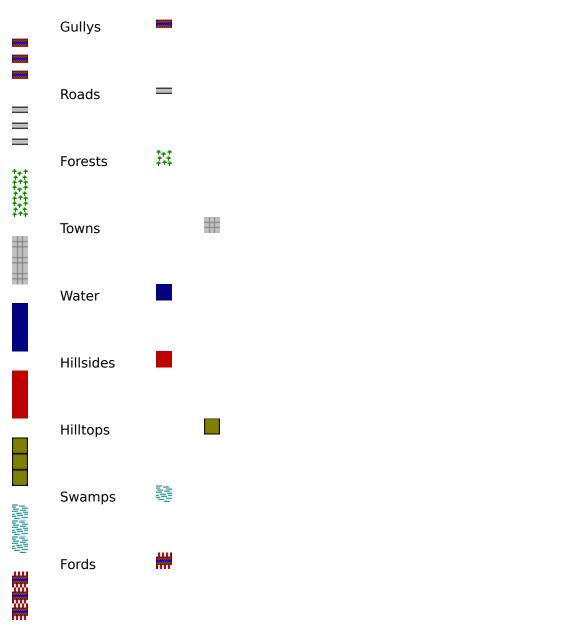
Terrain Symbols

<u>Unit Symbols</u>

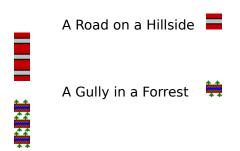
Other Symbols

Terrain Symbols

You'll see the following terrain symbols used on the map in Panzerkrieg for Windows:



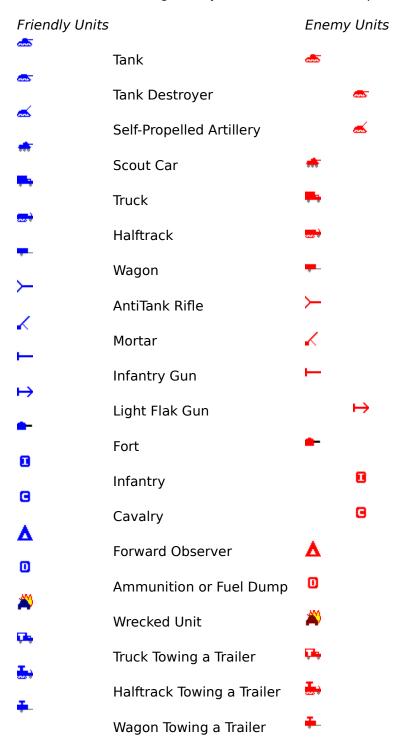
The basic terrain types can be combined. Some examples:



A Hilltop Town

Unit Symbols

You'll see the following unit symbols used on the map in Panzerkrieg for Windows:



Some friendly units can conceal themselves in the terrain. When a friendly unit is concealed from the enemy it will be displayed as follows:

AntiTank Rifle

Mortar

Infantry Gun

Light Flak Gun

Infantry

Cavalry

Forward Observer

Other Symbols

You'll see the following miscellaneous symbols used on the map in Panzerkrieg for Windows:



Someone has dropped some fire onto this location. It could be either friendly fire or enemy



An enemy unit has fired from this location - you see the muzzle flash.



Your unit has been fired at, but no damage was done to it.



Your unit has been fired at, and it was damaged.



You see *something* here, but its too far away to make out clearly. It *could* be an enemy unit,

You can only give orders or view information about one unit at a time. This unit is referred to as the current unit. To choose the current unit, click once on the unit symbol on the map or on its name in the unit information boxes.

A scenario is the setting for a Panzerkrieg for Windows game. It consists of a game map (15 km.), two teams, a list of units that comprise each team, and a description of the objectives for each team.

A Line of Sight (LOS) is a path between two units or locations. If an observer's view down this path is not blocked by terrain features such as a town, a hill, or dense woods, the LOS is clear. If the observer's view is blocked by any terrain, the LOS is blocked.

See the manual for a description of Direct Fire.

See the manual for a description of Indirect Fire.

See the manual for a description of Close Assault.