

**NOTE:** You may find it useful to procure a printout of this Tutorial file so that you can better follow along in your first encounter on the East Front!

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*LIMA JULIET VICTOR, LIMA JULIET VICTOR, LIMA JULIET VICTOR.*

*This is TANGO CHARLIE KILO...*

*...do you hear me, Hauptmann Neitzel?*

*.....*

*Your signal is very weak, Hauptmann.*

*Come on man!! Get those Panzers rolling, I want you out front with your Scout Cars! Move forward man! I need to locate that Russian tank division—do you hear me Hauptmann?*

*.....*

*I don't care if you do not know where the Russian positions are – MOVE forward now and I am certain you will find them. Find them and eliminate them. Now MOVE or I will find someone who will—is that clear Hauptmann!?!*

*Take the hill overlooking the town of Tornoff—and then secure the town.*

*...and one more thing Hauptmann Neitzel: some stragglers have ambushed my ammo train. So use your fire missions VERY carefully until further notice. Be sure and keep a lookout for those stragglers. I'll let you know when I have more ammo up to support you.*

*Now MOVE OUT before I have to come up there and .....*

*.....you're the cutting edge Herr Hauptmann. Now for the Fatherland, get those Panzers moving!*

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Welcome to *TalonSoft's EAST FRONT!*

This tutorial has been put together as a training exercise to introduce you to some of the moves and techniques that may help you in playing *TalonSoft's EAST FRONT*. While no tutorial can completely explain all issues, it's hoped that you will find the information in this document useful.

In order for the tutorial to work, it is necessary for you to load and run *TalonSoft's East Front*. Once the Main Menu screen has opened press the "Play Scenario" button to start. Once you press the Play Scenario button you will be taken to a new menu where you can pick the *type* of scenario you want to play. For the tutorial, you need to have the "Standard" box checked on, then click on the "Start a New Game" button. You will now find yourself at the scenario selection screen. From here you can chose one of many scenarios to play. Scroll down the list by clicking on the arrow buttons located on the right side of the scenario selection dialog. The buttons with the "double arrows" will move up or down the list a screen at a time. Locate "**Tutorial 1: Reconnaissance**", make sure it's highlighted, and then click the OK button on the bottom of the screen. This will now launch the game.

From the A/I Selection Dialog that is now presented you need to select the **Russian A/I** as "**Computer with FOW**" and leave the **German A/I** as "**Manual**". Next you should click on the "Rules" button and turn **OFF** (no check mark) the Optional Rule for **Extreme Fog-Of-War**, and the Optional Rule for **Armor Facing Effects**, leave the **Indirect Fire By The Map** Optional Rule checked **ON**. You may decide to change these rules later, see page 28 of the Players Guide for their effect. Note that Optional Rules can be defined *only at the beginning* of a scenario. Click on the OK button in the Optional Rules dialog and a second time in the A/I Selection dialog. Your computer will now load the scenario.

In *TalonSoft's EAST FRONT*, there are often many different ways to perform the same task. These options are based on your personal style of play. This document will attempt to introduce you to a few and illustrate how you can find others. Use this just to get started.

## **TOUR DE FORCE**

You should now be viewing a screen that has a map of the battlefield on it. Over the top of this is an announcement dialog indicating that it is the German players turn at turn "1 of 14". Click on this dialog box to proceed (you can also use either the "Enter" or "Escape" key on your keyboard). Now push the **M** key on your keyboard. This is a hot key that toggles ON and OFF the Menus located at the top of the screen. You will need to access the menu items from time to time so leave the Menus ON. We will present some of the Menu options later in this tutorial. Refer to the list on page 30 of in the Players Guide to see additional hot keys.

Now, before we get the game started, push the number **1, 2, 3, 4,** and **5** keys on the top of the alpha keyboard. Be sure and allow enough time for the computer to load each map view before pressing the next number. This will load each map view into memory and gives you the overall '*lay of the land*' for your scenario. The first time you load each map, expect a short delay as your PC loads the maps for the first time. Once the various map views have been loaded, the next time you select another map view the display should change much faster.

When you cycle through the maps at various scales you may notice the objectives (which are all Russian held at start) are marked with a red star on a brown background. If you do not see them, click on the menu item "**Display**", then click on "**Objectives**" or use the **O** hot key to toggle objectives on and off.

Put your map in 3D Normal View by accessing the "**Display**" Menu at the top of the screen. Then choose the "**3D Normal View**" option on the lower section. Alternatively, you can press the **1** key on the top of the keyboard. In the center of your map you should see you units. Move your mouse to the right side of the map – all the way over and notice how the display scrolls. You can scroll in any direction using this "auto-scroll" technique.

At this time we need to use some of the buttons located in the Tool Bar at the bottom of your screen. Move your mouse cursor over the buttons and a brief description will appear above each. The fourth button from the right is the "**Jump Map**", click on this button. This feature gives an overview of the entire battlefield and can be especially useful on large maps. You can also use it to move around the battlefield by "Left Clicking" anywhere on the Jump Map that you wish to view. The German units are shown on the Jump Map as small blue squares. For descriptions of other buttons, consult Page 6 of the Players Guide. Now Left Click on the map where your units are located.

Next, click on the "**Toggle display of bases**" button (fifth from the right), so you don't overlook any of your units or the Russians that might be visible at start. (In this scenario there are no enemies visible at start.) With this option toggled ON, each icon will have a colored base, blue for the Germans and brown for the Russians.

Click on the empty area of the hex containing your lead units – the two Pz 38(t)'s and leader in hex 9,18. Note the hex co-ordinates are in the lower right corner of the screen. Later instructions will refer to these hex co-ordinates.

Move your cursor over your units. Notice as the cross hairs pass over a unit, the Icon is highlighted in yellow and a Unit Info Box is displayed superimposed over the map. The info box changes as a new unit is highlighted. In basic terms, the Unit Info Box contains a sketch of the Unit, the name of the unit in a label at the top of the box and several game information factors. Refer to Page 8 of the Manual for more details about the information in the Unit Info Box. If the Unit Info Box is not conveniently positioned on your map, left click and drag it to a new position.

Now, place your cursor over the lead Pz 38(t) in hex 9,10 and left click once on the icon. Notice the base turns a brighter color and the label in the Unit Info Box also turns a brighter grey. The Unit is now **Selected** so be careful, you don't want to move it just yet.

Put your cursor over the Unit Info Box and RIGHT CLICK. Notice that the bright grey goes away. You have NOT **UnSelected** the unit, you have just switched to the other Pz 38(t) in the same hex. RIGHT CLICK once more on the Unit Info Box and now you see the commander in that hex. As you RIGHT CLICK on the Unit Info Box you *cycle*

through each unit in a hex, one at a time.

With a Pz 38(t) *selected* hit the <F2> key. The "Extended Unit Info Box" is displayed in the center of the map.

There is no fixed terrain movement cost chart in *TalonSoft's East Front* Parameter Data. With *East Front's* system of **Action Points** (APs), each unit type has its own movement cost chart for a particular ground condition (Normal, Soft, Mud, Snow). The movement cost, in Action Points, for this unit in the current ground condition is listed on the left side of the Extended Info Box in green numbers.

On the right side of the Extended Info Box is a short historical review of the unit. As many of these historical write-ups scroll off the bottom of the box, you may need to Page Down (using the PgDn key, or the Down-Arrow to the left of the historical review) to read all the info. Unit weight and weapons are listed at the end of this write-up. Note the left and right arrows under the unit picture and above the write-up. These allow you to see the data on other units in the database.

At the bottom center of this Extended Unit Info Box you can see the Max Range vs. Hard Target (3) and vs. Soft Target (6) values. Beside this info is the word "**Range Display**" with a small button just to the right of it. Press this button now.

A small Graph is shown with range on the X-axis and Fire Factors on the Y-axis. There are two bar curves; the Red curve graphically shows the Selected unit's Attack Strength vs. Hard Targets, and the Blue curve shows its Attack Strength vs. Soft Targets. Press <Esc> or <Enter> or left click on the dialog box to make the Graph disappear. Press <Esc> or <Enter> a second time or left click on the small 'x' button next to the "Close" caption at the bottom right of the dialog box to make the Extended Info Box disappear. You are now back looking at your units in the center of the map.

With your Pz 38(t) in hex 9,10 selected, click on the third button from the right. It depicts binoculars and was added to the toolbar after the Players Guide was printed. With the "Binoculars Button" depressed, you can see how much, or in this case, how little, of the map you can actually view from the hex the selected unit occupies. The selected unit can not see the area of the map that is shaded. In *TalonSoft's East Front*, you do not need a unit to occupy a hex to check visibility. Clicking on any vacant hex in this mode will show which hexes can be seen. You can also toggle this hex visibility mode on and off by using the V hot key.

Select the lead Pz 38(t) and now press the H Key. This is another Hot Key that was added after the Players Guide went to press. (Consult the game's On-line Windows help for an updated list.) With the H key toggled on, the lighter shaded hexes are within the movement range of this unit.

Next *Select* one of the trucks near the back of the column. Notice this transport unit depicts a helmet in the lower right of the Unit Info Box. This means that this unit is currently transporting something. RIGHT CLICK on the truck picture in the Unit Info Box and you cycle to the Unit Info Box of the unit being transported by the truck. If you continue to cycle through the Unit Info Boxes by right clicking on the pictures, you should find that both trucks in this hex are carrying Motorized Rifle Platoons. These units are not displayed as separate icons on the map until they are unloaded.

Note, that when you Unload a transported unit from a truck, the helmet will have a yellow outline. When unloaded, the truck is still a functional unit in the game and can move independent of the unit that it transported. Motorcycle, bicycles and horses however are transport units that can not move on their own after they are Unloaded.

## **TURN 1**

As you have been ordered we will now move Captain Neitzel to the front. Select Captain Neitzel (the leader that represents your Battalion commander) from his position at the rear of the German recon force (hex 6,11) and RIGHT CLICK on the hex containing the two PSW 231 Scout Cars (hex 8,10). The commander unit moves and expends 16 AP's. He now has 84 AP's remaining in the AP section of the Unit Info Box. Now RIGHT CLICK on the leader's Unit Info Box and one of the PSW 231 Scout Cars appears. Now LEFT CLICK on the PSW 231's Unit Info Box and the Scout Car platoon will also be selected.

Note that both the commander and a single Scout Car are Selected, but one unit is not selected. Both selected units have brighter bases and the 3D Icons are outlined in green. Also if you now cycle through the units by right clicking in the Unit Info Box, the Selected units have brighter name labels.

RIGHT CLICK on the road hex two to the right of your selected units (hex 10,10). The commander represented by the Kübelwagen along with a Scout Car platoon move down the road.

Press the **2** key to Zoom the Map out one level. Alternatively you can hold the <ALT> key down and click on the zoom button which looks like a magnifying glass (sixth button from the right). The zoom button zooms *in* a level if pressed by itself, and zooms *out* if pressed while the <ALT> key is held down.

At this new view, more of the map is visible. RIGHT CLICK on the road hex four more hexes east (to your right). Both units respond again to your movement orders and there is no enemy action. Press the Binocular Button (or **V** Key) now and you will see that more hexes are visible. Press the space bar to center your units on the screen. You can observe the Objective hex on the hill now from this position. Still no enemy!

It is IMPORTANT to NOTE however, that even though you can see more terrain, there MAY be enemy units that are now in your Line Of Sight that are NOT shown. Enemy units tend to hide in whatever cover is available. A hex in *TalonSoft's East Front* represents terrain that is approximately 250 meters across, and even in open country there is deemed enough cover to hide, at least for a short while. Exercise caution!

The enemy units are revealed DURING your turn ONLY if they open fire on you. Otherwise, they will remain hidden until the beginning of your next turn. Press the **V** key again to turn off the visible hexes.

Before you move again, click on the "**Save AP's for Firing**" button (middle button of the center 9 buttons). Notice that when you toggle this option on, a small colored bullet appears in the top left corner of the Unit Info Box of units that can fire. Now your selected PSW 231 unit will move as far as possible while still retaining enough action points (AP's) to fire. With the two units (PSW 231 and Captain Neitzel) still selected, continue right-clicking on the road and advance your units as far as they can go. There is always the chance that the Russians may open fire as you move. If they do, remember your orders and keep moving forward. Your progress should halt in hex 18,10.

When your Scout Car platoon and commander have reached their destination, click on the "**Display**" Menu. Choose the "**On-Map Thermometers**" item. You will notice a small bar graph with the red portion representing the "Unused" Action Points (AP's). Notice that the units that have not moved or fired so far have a completely red bar graph. The Scout Car platoon that just moved shows a graph with only some red and the commander's graph is now showing all white, no AP's. This On-Map Thermometer option is a very fast way to display units that may still move and/or fire. Two other On-Map Thermometers show your current strength and morale levels as a fraction of your units full strength or maximum morale. Note that the On-Map Thermometers can only be viewed in the 3D Modes.

If your On-Map Thermometers are not red click on the red bordered "Action Value" number segment in the Unit Info Box to set the On-Map Thermometers to display AP's. Similarly, clicking on the green bordered "Strength Value/Command Value" number segment turns the graph green and shows the units current versus full Strength level. Clicking on the blue bordered "Morale Value/Leadership" number segment will show the units current vs. maximum Morale level in blue.

At this point it is POSSIBLE but not CERTAIN that Russian forces have engaged your PSW 231 scout car platoon and Captain Neitzel and they may have suffered Damage and/or Disruption. You may have also run over a mine!

Disruption is not a nice thing in that it causes your units to lose their ability to move close to the enemy. It also reduces their attack strength to half its normal value. Disruption is removed at the beginning of the next turn if the disrupted unit passes a "Morale Check". The Morale check is a 10-sided die roll that is modified by the presence of any friendly leader in the hex and the terrain of the hex occupied (the better the defensive value of the hex, the better the chance the unit will undisrupt). Any unit taking a morale check that is stacked with a commander of that unit's organization uses that commander's morale rating if it is greater than the unit's morale rating. If the commander's morale rating is equal to or less than the unit's current morale, the disrupted unit will get a +1 increase to its morale

rating.

Notice the morale value on your Scout Car platoon in the Unit Info Box. It is a red number, rather than white, which indicates the commander present is from that unit's formation and is providing a positive modifier. A commander can only assist units with the same organization. Captain Neitzel is the Battalion commander and he will modify all German units in this scenario. The other commanders, will only modify forces of their own organization. To determine which units are in the same organization, select a unit, say Sergeant Saunders (hex 9,10) and click on the "**Highlight Organization**" button (second from right). This should result in all three units in the hex being hi-lighted with a red border.

Moving the commander up with the advancing unit as you have may have exposed him to enemy fire. However, should the unit suffer disruption, the commander will improve the chance of disruption recovery when the next turn begins, allowing the unit to move and attack normally. Note, that TalonSoft's East Front does not try to represent every Officer and Non Commissioned Officer (NCO) in the army. Only the exceptional leaders are represented by their own game piece.

As a further note, the commander icon of a motorized unit is depicted as a small car known as a Kübelwagen. Leaders on foot such as non-motorized infantry are depicted as a single soldier. In either case, the photo of the leader is always shown in the Unit Info Box.

By now, you may have been fired on, struck a minefield, or both. In this scenario, there is nothing you can do about removing minefields, as that is a function of Engineers, and you unfortunately do not have any. However, there are several methods that can be used to explore the types of units you have at your command and confirm that this is the case.

To explore the force under your command, click on the "**Status**" menu item and select "**Strength**". The dialog that appears contains the list of your units by type, number of Strength Points and Victory Points awarded to the opponent if your unit is lost. Your losses so far, as well as the enemy's losses, are also shown in this display. When playing with FOW on, the enemy strength window is blank. As you scroll through the list of your units you can see that there are no Engineers available.

Next, click on the "**Display**" menu and select the "**Find Org...**" This dialog lists units, but groups the units by combat formation and commands. A plus (+) sign indicates an expandable branch of that command tree. Expand the tree to see how your Recon Battalion is organized. This dialog item is very useful in larger scenarios to sort out units from different commands. Click on the main displays "**Highlight Organization**" button when using this dialog box and the formation you choose from the organization list will be highlighted on the map. When you complete your investigation close the dialog by clicking on the OK or Cancel buttons.

Finally, again under the "**Display**" menu, select "**Highlight**" and a separate list of unit types and unit status is shown. In this example you would select "**Mine-clearing units**", but you could also use this option to find any of the items listed here.

When units are highlighted using either of the last two methods, it is often useful to Zoom Out to review your selection over a wider area. Click the "**Highlight Organization**" button off when you are finished your investigation. Consult the Help menu – "General Help" (or press <F1>) for a full description of the menu items. The information above is intended only to give you the feel of "How?" and "Why?" to use some of the options that are available to you.

Now let's continue with the rest of the German Move.

DOUBLE CLICK on the hex containing the two Pz 38(t)'s (hex 9,10). Double-clicking in a hex selects *all* units, so both tank platoons and the commander are selected and highlighted. RIGHT CLICK on the road five hexes to the east (right) of the tanks (hex 14,10). The Panzers will move in column up the road to hex 14,10. All units receive the benefit of the road movement rate. Only two units normally receive the road movement bonus, but the commander doesn't count against this limit. If a third non-commander unit had been selected with these two Panzers, it would have moved at the *non* road movement rate.

Click on the "**Visible Hexes**" Binocular button (or press the **V** key) and note what you can see from this position. Remember that you are not looking for the enemy in this step, only evaluating what you can see when your next turn begins. Notice the two hexes behind the trees south of the road (14,12 & 15,13) are shaded and unseen. It might be worthwhile if they were visible. Move one of the Pz 38(t) platoons an extra hex down the road to hex 15,11.

Unselect one of the two tank platoons and the commander by left-clicking on the Unit Info Boxes of the two units to deselect them, use a RIGHT CLICK on each unit to advance to the next one. When only one tank platoon is outlined in green (selected) advance it to the next hex on the road (15,11) by RIGHT CLICKING on the map hex. Now your panzer platoons can see over a wider area. Turn off the Visible hexes using either the button or the **V** Key.

At this point we have only moved units on the road and you have seen that it is not necessary to right click on each hex. The same principle holds true for "non-road" movement, but rather than simply clicking on the desired destination hex and letting the computer select the route, it is recommended to plot a course a few hexes at a time.

For this example we will move the second scout car "cross-country", north of the road, to take up a position to the German left flank. To do this we want to first Select the Scout Car (hex 8,10), then click on the "Save AP's for Firing" Button to save some AP points. Note the bullet should be displayed at the top of the Unit Info Box to indicate the saving and there should also be a white line in the Action bar at the bottom of the Unit Info box if the Action value number segment was the last one selected in the Unit Info Box (not Strength or Morale).

RIGHT CLICK two hexes north (up the map) on the clear terrain hex. Continue right-clicking on clear terrain hexes through the trees toward the northeast (up right) until you can move no further and the status line on the bottom of the screen says you have "Insufficient Action Points". Your Scout Car will stop with 42 Action points remaining, and you can see from the Unit Info Box that the "Fire Cost" for this unit is 40 AP's. Your position is not a very good to either observe the enemy or fire.

Toggle off the "Save AP's for Firing" and continue moving on the clear hexes to a point that will cover your left flank. By now you may have found some enemy unit (depending if the computer opponent has elected to fire).

To support your advance you should also move your motorcycle troops and trucks up the road. First select a position for them on the road but covered from suspected enemy LOS by trees. The enemy loves to fire on loaded transports as they are very vulnerable. It is better to keep your infantry loaded and unseen until the enemy positions have been clearly determined.

Use the **V** key (or the Binoculars button) to toggle on Visible hexes and click around the map to choose your destination hex. It is always better to know what hexes can see your vulnerable units before you actually move to that location. When you are ready, select your trucks and motorcycles and right click on the location you have chosen.

Finally, advance your motorized Battalion HQ up the road positioning it one hex behind your infantry. The purpose of the HQ's is to provide supply. Each turn a unit fires there is a chance that it will run LOW on ammo. NOTE – units never run *out* of ammo in the game. When a unit is low on ammo, its fire effectiveness is halved.

Supply effects are discussed in the game's Readme file. For our purposes we will attempt to keep the Battalion HQ within 8 hexes of our advancing force to maximize re-supply of units that run low on ammo.

Note however, an HQ will *not* be able to provide supply in the turn *after* it moves, so only adjust you HQ position when it is required to keep up with advancing troops. With you Battalion HQ positioned on the road in the vicinity of hex 11,11, it should be safe from observation and thus any enemy indirect fire, and can provide support for your units until your forces advance beyond the hill.

A quick look around the map with the On-Map Thermometer toggled ON (set to display the red AP-remaining graph) will show that all German units have moved. To be certain that nothing has been missed, press the "**Next Unit**" button (1 button on the right). The message appears saying "All units have been considered".

Your move is now complete. Before you Click on the "**Next Turn**" button (first button on the left) press the **2** key to change the map to 3D Zoom-Out view or select whatever view that you find appropriate to watch the opponent's turn. You may also wish to save your game with one of the options under the "**File**" menu before proceeding.

Now press the "Advance to Next Phase" and LEFT CLICK once on the "Russian Player" box that displays in the center of your screen (if you *right* click on the turn box, it will only display a few seconds without need of clicking it each turn). Sit back and see what the Russians do and how your troops respond.

## TURN 2

At the start of your second Turn, a German Command report is displayed. It tells you that 1 HQ is unable to provide supply, but we accepted that when we moved our Battalion HQ forward. Information is given about how many units Disrupted/Undisrupted out of the number of units checked. Click on the **X** in the top right corner of the dialog box to close the Report (or press the <ENTER> key). Then click on the turn indicator dialog to start your turn. You will note on the bottom left of your screen a game progress bar graph showing you that you are on turn 2 of 14.

As much as "planning, planning and more planning" is the way of the military, there is a saying among all Old Soldiers, that "all battle plans go out the window after the first shot is fired". At the start of your second turn, the battle has begun. Some units may be disrupted or suffered losses and some of your units may have even retreated. It is also possible that some of your units even fired back. All this has happened completely out of your control.

Because of possible disruption and loses, it is now difficult to provide exact instruction for the battle from here on out. You should now have observed and perhaps exchanged fire with a Russian BA-10 Armoured Car on the hill top objective. Capt. Neitzel and his Scout Car Platoon will have seen several Russian T-26 Light Tanks. *It looks like you've found what your commander wanted you to locate.*

Click on the "**Artillery Dialog**" button (third from the left) located in the bottom toolbar and the "Artillery Dialog" box appears. You can see that you have three batteries of 105's available. Note the \* beside the battery name. This indicates that the battery is "Off Map", but available to you on call. If your artillery is on the map, the Locate button in the dialog would center the map on the artillery unit selected from the list.

With the artillery dialog open, the cursor has changed from a cross, to cross hairs in a circle, and the game has automatically toggled from MOVE to FIRE Mode. Select a unit in the "Artillery Dialog" and pass your cursor over the map. You will see two values separate by a slash (/).

These two numbers represent the selected battery's Hard and Soft attack factors (respectively) against any target in the hex the cursor is "roaming" over. This is per gun in the battery. Notice the Hard Target value is 1 on any hex at this range, and the Soft Target value is 13 in the area of the Objective, but 12 further back behind the hill where the Russian tanks are located.

When the game was started, the "Indirect Fire by Map" option was on, so you can target "empty" hexes that you think might contain Russian units if you wish. With the Hard Target fire factor of 1 for the Russian tanks, no soft targets visible, and artillery ammo in short supply, it is best to instead close the indirect fire dialog box and wait for better targets.

Closing the Artillery Dialog will return the game to MOVE Mode, so press the "**Move/Fire Mode**" button (second from the left) to put the game in Fire Mode. The cursor changes to a cross in a circle. Select one of your Pz 38(t)'s and pass the cursor over the Russian BA-10 Armored Car on the Objective. The Unit Info Box changes to display the Russian, but no Fire values appear on the map! RIGHT CLICK, and nothing happens! Note the message on the status bar at the bottom of the screen: "Range of the Weapon Exceeded by 1 hex".

With the Pz 38(t) selected, press the <F2> key and consult the "Extended Unit Info Box". Note the range vs. Hard targets for a Pz 38(t) is three Hexes and your Panzers are four hexes from the BA-10.

Select the Pz 38(t) without the commander and move it to hex 15,9. The Russian will likely fire at you, but this is the best unit you have for the task at hand and you have to get within range to shoot. Also, the Russian can't shot too

many times and you have several units. Move the Pz 38(t) now and see what happens, you may take hits/casualties.

Now, with your Pz 38(t) two hexes from the BA-10, press the Fire/Move button to select Fire mode and pass your cursor over the hex containing the target. Move the cursor around the Russian unit. You should be able to bring up one box showing the basic Hard/Soft Fire Factors (actually 5/4) and, if you position the cursor *directly over the 3D icon* representing the target, a second box which tells you the target is 5 BA-10 @ 5 (where the "@ 5" represents your tank's 5 "Hard Attack" factors—one per tank in your panzer platoon). Note you may not get 5 Ba-10 @ 5 if you have taken casualties, the @ 5 may be @ 4 or 3, etc. depending on your current strength.

Zoom right in close now: press the **1** Key and the map Zooms in to 3D Normal view, centered on Selected unit. Now **RIGHT CLICK** on the Russian to FIRE!

(Cool animation, eh? Hope you didn't get the worse of the exchange if the BA-10 fired back)

Your Pz 38(t) has 34 AP's left, not enough for another shot, but you can move it further if you wish. No need to worry about that yet, you can always come back to a unit with AP's remaining, even after you have moved and fired. However, if your Pz 38(t) is disrupted, it can advance no closer to enemy units.

Press the Fire/Move button to get back to Move mode and **DOUBLE CLICK** on the hex containing the Unmoved Pz 38(t) with the commander. Right Click on hex 16,8, just below the hill objective. You are going to Assault the BA-10's on the objective, but in this case you will want to attack up the slope with a slight disadvantage. If you attempt to Assault from hex 17,9 on the same elevation as the BA-10, you risk possible Russian Fire and disruption from the Soviet T-26 tanks. If this Russian Fire causes your Pz 38(t) to disrupt, your Assault will not be permitted. Disrupted units are not permitted to Assault.

With your Pz 38(t) and the commander in hex 16,8 selected, and the game in Move Mode, right click on the Russian BA-10. Red Assault-indicator arrows display on the target hex and the Assault Status Dialog appears showing the odds for your attack. Commanders cannot Assault on their own, thus they have a zero Assault Factor in the Unit Info Box. The Leader in this case will provide a positive modifier to the assaulting Pz 38(t)—but only if assaulting with a unit of his organization.

If your other Scout Car platoon (the one that moved out on the German left flank) is Undisrupted, you can add it to the assault also. Select it and move it to a hex next to the target. Then, making sure that you are still in Move mode, right click on the unit to be Assaulted.

If you wish to cancel the Assault after viewing the odds, click on the "Assault" menu item (on the top of the screen) and select the "Cancel Assault" option. Click anywhere on the map to cancel the menu and return to play. If you accept the Assault odds and have no further units to add, press the "**Resolve Assault**" button (seventh button from the left in the middle group of nine) on the bottom of the screen. With any luck you have captured your first objective and are well on the way to enjoying many fine hours of gaming with *TalonSoft's EAST FRONT*. You're now on your own!

*Good Luck Hauptmann Neitzel, now MOVE FORWARD and secure that town!*

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On behalf of all the Volunteer Playtesters and Scenario Designers, we hope that everyone that plays *TalonSoft's EAST FRONT* gets as much enjoyment from it as we did in being a part of its creation.