Panzer Command Tutorial Guide

Welcome to Panzer Command! This is the first game in a new series of tactical 3D titles focusing on World War II. This guide is intended to introduce you to the basics of the interface and menu system.

For a much more thorough explanation of each menu, screen and feature, please refer to the Game Manual, which goes into considerable depth on both the game rules, unit capabilities and the historical background for the Operation Winterstorm campaign.

We highly recommend printing out a copy of this tutorial guide and keeping it handy as you play the tutorial scenario in the game.

Alright, ready? Let's get started.

Resolution Configuration

Double-click on the desktop icon for Panzer Command and choose "Play Panzer Command" to start the game. The first screen that appears is the configuration screen for your graphics options. This screen allows you to balance the visual quality of the game with your system's power. If you find the game playing slowly or seeming to lag, the best option is to set some of these options lower and start over to see if it helps. Another big performance advantage can be gained by turning off Shadows in the in-game options if your system's specifications are towards the lower end.

Once the game starts, you can skip past the movies and credits by using the Escape key.

Main Menu

At the main menu, click on the Set Battle button, then choose the Tutorial Mission (should be the second one from the top). Once you've learned the game, you'll want to try one of the campaigns, but for now a single set battle is the best way to start. On this next screen, you can also choose which side to play as well as the mission difficulty.

Make sure to set the difficulty to Easy. Leave the other settings as is and click the Next button.

Purchase Screen

The next screen is the purchase screen and you'll be using this for both Set Battles and Campaigns. It's here that you spend your available points in a scenario on a battle group. Usually, there will be more choices than you can afford, so you will have to choose wisely. For this tutorial, you have enough to buy everything on the list.

Click on each unit name in the list on the left, then click on the right double-arrow button to purchase it for your battle group. Note that as you click on each unit, information about its specifications and capabilities appears. Also, a mini-map of the upcoming battle is shown and on it each unit's starting position is displayed with colored dots as that unit is selected. On the mini-map, you can also see a single red flag – this is the location of the objective you will be trying to capture.

Once you've purchased all five units in the list, click on the Start button to load the scenario. After a pause for loading, which varies in length depending on your computer's performance, you will find yourself on the battlefield with the battle ready to begin!

The Battle Interface

Once the scenario loads, your screen should look similar to this. As you can see, much of the screen is devoted to giving you a three-dimensional view of the battlefield. The bottom quarter, however, is aimed at giving you tools to easily manage your forces. Let's review the elements of the screen one by one. As always, note that the game manual goes into more detail on each of these elements when you're ready to learn more.

Mini-Map and Camera Controls

First, in the bottom right corner you see the mini-map of the battlefield. On this min-map, your forces show up as blue dots with the enemy as red dots. At the start of the tutorial, there should be no red dots, but there will be a red flag. As you can see, the flag is your objective and it is located in the midst of those farm buildings up ahead. There is a dark green shaded area on the mini-map as well, which represents your current "viewport" on the 3D world and helps you orient yourself as far as how what you are seeing in 3D corresponds to the 2D overhead map.

The basic Camera controls in Panzer Command are straightforward. Moving the mouse to any screen edge will move in that direction. Your scroll wheel will zoom in and out. Clicking and holding your middle mouse button or scroll wheel and moving the mouse

allows you to pan around. You can also do this by holding down the Shift key and moving your mouse, if you don't have a clickable middle mouse button. There are preset zoom views tied to the 1, 2 and 3 keys.

You can left-click anywhere on the minimap to "jump" to that location in your 3D view. Feel free to try this now, then click back on the minimap near the blue dots or use the other camera controls to move around the map until your view looks similar to the above again.

Unit List and HQ Units

The next important section is the Unit List. This is the bottom center section which has the row of icons, each one corresponding to one of your units. Every on-map unit that you purchased is on this list. Artillery and Air Strikes are off-map and won't show up here. We'll go into those later, for now let's focus on the units you have.

You can see that there are five tank icons, three infantry icons and three truck icons. These icon types help you differentiate which unit is which in your list. Also, notice that the first unit in each group has a small star. This is the Headquarters unit for each platoon of units.

Panzer Command operates on the basis of giving orders to platoons, which are normally composed of 3-5 units. In order to do this, you have to give those orders to the HQ unit in each platoon. Only HQ units (with the star icon) can change the orders for the entire platoon.

The easiest way to access your HQ units is to click on them in the Unit List. A single left-click selects a unit on the list. Once selected, it turns a golden color and the other units in its platoon are highlighted with a red background. Double-clicking on a unit in the list not only selects it, but also centers your 3D view on its location. This is a very handy camera shortcut to quickly move to the unit you want to see or give orders to.

Let's try double-clicking on the first unit in the list, the tank icon with a star, which is the command unit for the Panzer Platoon. Feel free to experiment by left-clicking and double-clicking on other units in the list as well. Note that when a unit is selected, a blue box appears around it in the 3D view as well. You will also see green command lines between all the units in its platoon, radiating out from the HQ unit.

Unit Details

Whenever a unit is selected, whether by clicking on it in the unit list or clicking on it in the 3D view, its details appear in the box on the bottom left of the interface. This box conveys a lot of information on a unit in a small space.

First, at the top is the unit's name, which usually also gives you information on which formation it belongs to. The name is also color-coded to show unit experience. A white name means a veteran unit, a green name is a green unit and a gold name is an elite unit. The second line is the unit's type. In this case, a Panzer IIIL tank. The third line tells you the platoon order and any sub-order that the unit is currently performing. If the unit is currently firing at a target, that information would appear on the fourth and fifth line, telling you the target, the range and the ammunition used.

You also see a small green icon on the right side of this box. This is the radio contact icon for artillery and is only available on platoon HQ units. What this signifies is that the platoon HQ is in contact (when green) or out of contact (when grey) with a forward observer that can call in artillery. This can change each turn, so it's worth checking your HQ units when you want to call in artillery to see who is in contact and who isn't.

If your unit is in some kind of cover, you will also see a small icon with a tree or a house under the radio contact icon. If your unit has any medals or special abilities, a button appears above the radio contact icon to allow you to view those medals and abilities.
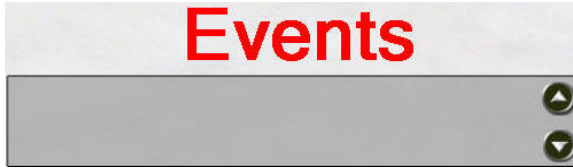
Finally, the bottom row of icons show damage to your unit. In the case of a vehicle like a tank, they show (in order from left to right) crew damage, gun damage, mobility damage, stunned and destroyed/abandoned. As your unit takes damage, these icons light up to give you a quick indication of its state.

For infantry units, the icons show suppression and casualties/destroyed. In order below from left to right, you see Suppressed, Pinned, Light Casualties, Heavy Casualties and Destroyed.

For more detailed unit information, you can click on the "Specs" button to the right of this box while a unit is selected to bring up its detailed game stats. These are explained in detail in the game manual.

Event List

Above the mini-map, you see a transparent box with two scroll buttons. This is the Event list. As events happen during the battle, they appear here with various color codes. It's important to know that each event is an active link. If you left-click on an event in the list, it will immediately take you to the location where the event happened. This can be very useful in making sure that you don't miss any of the action during the replay.

Replay Options

Above the unit list, you'll see these four buttons. From left to right they are:

  Game Speed, Kill Camera, Rewind, Play

Game speed allows you to change the replay speed to anywhere from 10% to 300% of normal speed. The Kill Camera, if on (it's off in the screenshot above), will jump to the location of a destroyed unit if it's out of your field of view and slow down replay so that you can see the unit's destruction happen. We recommend turning this off initially so that the sudden camera moves don't cause confusion.

The Rewind button allows you to return to the start of a replay and the Play button tells the game that you're ready to move on. It's important here to note that Panzer Command is a turn-based game where you and your opponent enter your orders simultaneously. You can take as long as you want to enter your orders, then you press Play. At that point, the game resolves the effects of your and your opponent's orders simultaneously for 40 seconds before returning control to you for your reactions.

Let's Start Playing!

Now you should have a good idea of what these various parts of the interface are for. Let's get down to the actual gameplay.

You start out in the Setup Phase. This is a special phase at the start of each scenario that allows you to redeploy your units. You can redeploy them within 250m of their starting locations, as long as they maintain a minimum distance from all enemy units (even those you can't see initially).
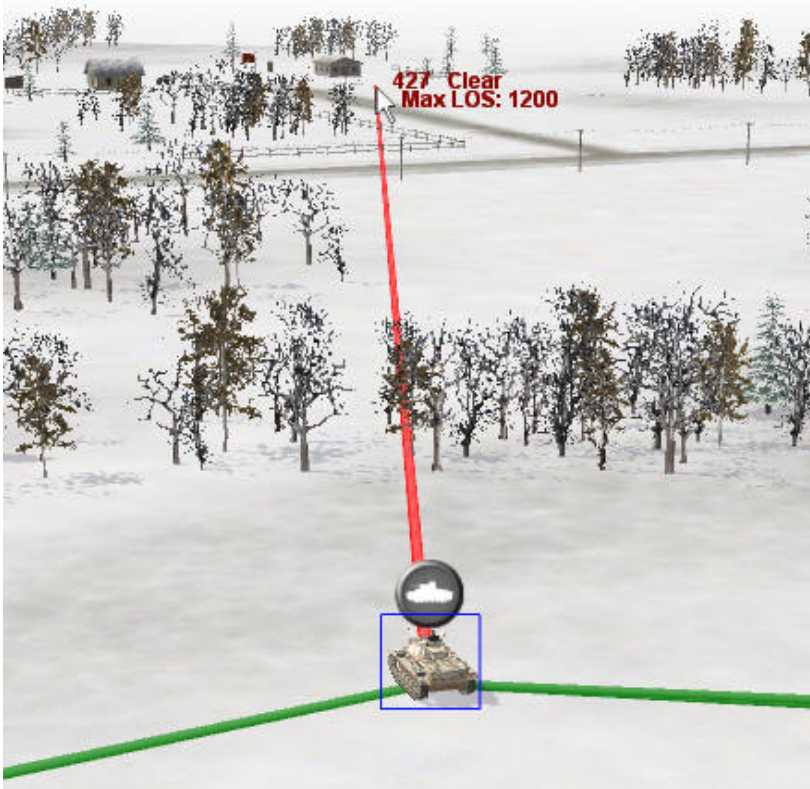
As you can see, we don't see any enemy units just yet and our forces seem to be deployed reasonably well. Nevertheless, let's start learning how to give commands.

Select the HQ unit for your Tank platoon by either clicking on it in the 3D view or in the Unit List. Then right click anywhere in the 3D view and a menu will appear, which shows three options – Line of Sight, Place Unit and Face Unit.

Whenever you right click while you have a unit selected, the menu that shows up will have a list of the commands that can be given to that unit. In the Setup phase, every unit has these options. We're not going to move our units around (Place Unit) or change their facing (Face Unit), so let's just do a quick Line of Sight test. Left click on the Line of Sight button.

You should now have control over what we call a "rubberband" – it's a line that you can move around the map and it will tell you information about where you are looking. If your selected unit can see that location, the line will be a solid red. If the line of sight is blocked, it will be a transparent red.

You can see in the screenshot here that I checked line of sight and found that I could see through the band of trees in front of me and into the area of the road leading to the objective. The information on the rubberband tells me the following:

It's 427m to where I'm pointing at, the terrain there is Clear and if nothing else obstructed my line of sight other than what I'm already looking through, my maximum visible range would be 1200m.

Feel free to play around with the Line of Sight tool and see what each of your units can see. Note that in Panzer Command, each unit does its own sighting so just because one tank in your platoon can see an enemy, it doesn't meant that another tank 50m to the right can see the same enemy. This is just the same way sighting works in reality, but it's important for the player to realize that. As a player, you see all the sighted enemy units, but that doesn't mean that every one of your units can see every enemy unit.

Ok, let's click on the Play button to end the Setup phase.

Turn 1: Orders Phase

Every turn starts with the Orders Phase. This is where you have the most influence and control over your units and where you set their orders for the next 80 seconds. I said 80 seconds instead of 40 seconds, because while you get a chance to adjust your orders after 40 seconds, you can only completely change them every 80 seconds.

Planning ahead in Panzer Command is important and the right Platoon order for the right situation is a rule of thumb to keep in mind.
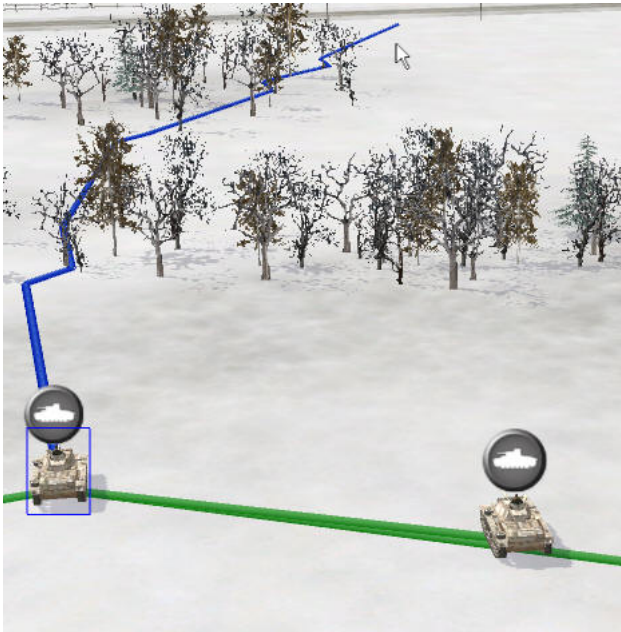

Let's start by selecting the HQ unit for the Tank Platoon again. Then right click anywhere in the 3D view to bring up it's menu. You can see that there are a lot more choices to consider now!

We're not going to cover all of these here, but please know that they are all covered in detail in the Game Manual. Instead, we're going to focus on two orders to start with and the first is Bound.

The Bound order is unique to the German side as they had better command and control over tactics at the platoon level, with radios in each tank. The Bound order automatically keeps half of your platoon stationary to provide covering fire every 40 second phase, while the other half moves. The next 40 seconds, they alternate so that after 80 seconds, the platoon is back together again. This is a very effective and safe way to advance on an enemy position because you will always have some of your units firing on the enemy.

One cardinal rule in Panzer Command is that stationary units can see more, fire more accurately and more often and are generally much more lethal. When you are moving, especially in a vehicle, you tend to notice less and your field of vision is reduced. Keep this rule in mind – if you can't see who's shooting at you or you are firing inaccurately, first check to make sure that you've given your units the

best chance to see and fight by stopping their movement. This applies to both tanks and infantry as infantry have machine guns that can't be effectively fired while on the move. So, let's select the Bound order. You'll see that you have another rubber band, this time blue. In general, blue rubber bands are for movement and red ones are for targeting. We're going to extend this rubber band towards the objective and left-click to tell our platoon that we want to move there. Note that we have to issue this order through the Platoon HQ unit in order to set the whole platoon's orders. Once you've clicked, the actual path will be automatically computed. It should look something like the below. You can click on the icon or tank for each unit in the platoon if you want to check their individual paths.
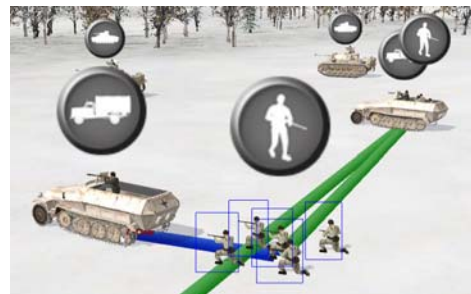

Note that some of the units in the platoon will say "Bounding (Moving)" in their Unit Detail box and will have a blue movement path. Others will say "Bounding (Covering)" and have no movement path. Those are the tanks that start out stationary and looking for targets. After 40 seconds, these groups will switch and the stationary tanks will start to move while the moving ones become stationary.

Ok, now let's get to our infantry and halftracks. Double-click on the infantry platoon's HQ icon. Then right-click to bring up its menu. You'll see that there is a "Mount" command on the menu and that's what we'll be using to get our infantry into their halftracks. We're going to advance on the objective in these halftracks as they provide some protection against small arms fire as well as giving us some additional firepower with their machine guns. Our infantry squads can also fire out of the halftracks while mounted, but at some reduction in firepower.
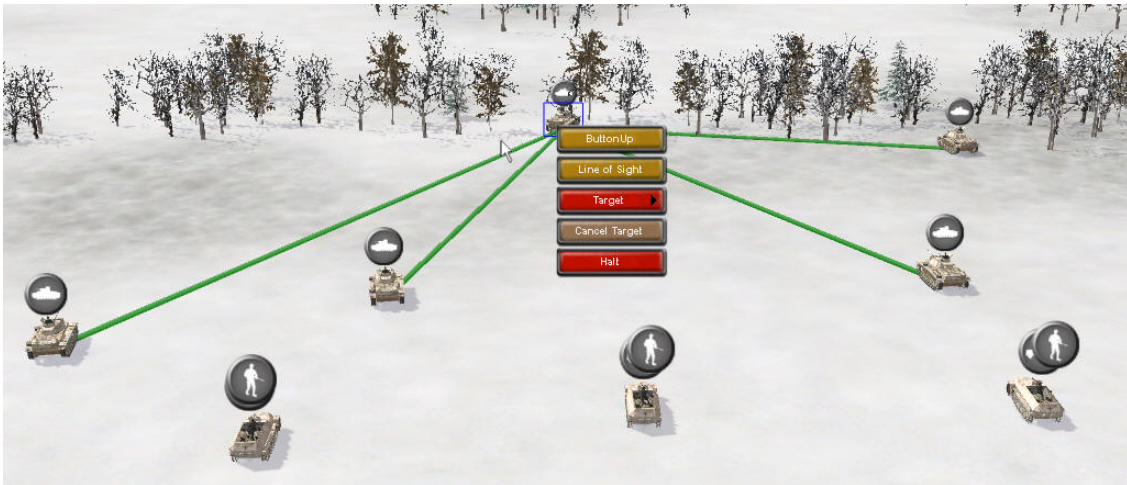
To mount, just left-click on the Mount command and move the rubberband over to the closest halftrack. Left-click on the halftrack and the infantry unit should mount up. See the screenshot to the right for an example. Go ahead and mount up all three of your infantry squads in halftracks.

We're not going to move the infantry up at first. We'll wait for our armor to get past the treeline before following with the mounted infantry, so we don't need to change anything else with them for now. That's it for the Orders Phase on Turn 1, so go ahead and click

on Play and watch the replay happen. Remember that you can still scroll around while
the replay is going on and click around between your units to see their status. Another
fun camera control is to hit the Tab key while on a selected unit to follow it during
replay.   Once you've watched the replay, move on to the next section by clicking the
Play button again to let the game know that you're done watching the replay.

Turn 1: Reaction Phase

After the replay is finished, things should look about like this. Some of your tanks will
have moved up and the rest of your units will still be where they started. We're just
getting started – the enemy is out there and how you approach his positions does make a
difference in how the battle goes.

Let's select the HQ unit of the tank platoon again and right click to pull up its menu. You
can see that this is a different menu. It's what you will see every other phase, what we
call the Reaction Phase. It doesn't allow you to completely change your platoon orders,
but it allows you to make some reactions that units could reasonably be expected to make
within this 40 second period.

For vehicles, buttoning up means protecting your crew, but limiting your visibility even
further. It's still a good idea once the shooting actually starts. The Target command will
stop a unit and start it firing at an enemy and the Halt command will stop a unit's
movement. We don't need to do any of these right now, so let's just hit Play again and
watch the next 40 seconds, then hit Play to continue to the Orders Phase for Turn 2.

Turn 2: Orders Phase

Your tanks should be at the treeline now, so let's start the infantry moving forward in
their halftracks. We'll keep them together by using the Advance command, which moves
every unit in the platoon forward at half speed while giving them a chance to fire at units
in their forward arc.

Select the HQ unit in the Halftrack platoon, right click to bring up its menu and then left-click on Advance. Set the location of the Advance order to just behind and to the right of where you sent the tanks, as in the screenshot below.

Now go ahead and hit Play again and both your platoons should keep moving.

Turn 2: Reaction Phase

Go ahead and hit Play again, let's allow our platoons to move to the positions we specified.

As a side note, at some point during these turns your Stuka air support may arrive. Its arrival is based on a randomized roll influenced by the amount of air support your side has vs. the enemy side. In this scenario, it's likely to arrive by Turn 5. Once it does, it will choose its own target and drop its bombs. If you don't see its target, don't worry – as I said earlier, each unit does it's own sighting and it's entirely possible for the Stuka to see something that your ground forces can't see yet. Once you get the target area in sight, you'll be able to see what it was attacking.

If something interesting happens in the replay, remember that you can hit the Rewind button to watch it again from whichever angle you like. Just hit Rewind before you press Play to move on to the next phase.

Turn 3: Orders Phase

Action! At least, chances are good that during the Reaction phase for Turn 2, your units moved far enough ahead to be engaged by a Soviet anti-tank gun on your right flank. It should look something like this. If this hasn't happened yet, don't worry, just run another phase while your units move forward and it should.

Notice that there are now events in the Event List. Damaging events are listed in Red, hits that did no damage are in black. My HQ tank for the Panzer Platoon was hit and Stunned – you can see that the Stunned icon in its unit details is now enabled with a yellow jagged line through it. You can also see that my tank automatically turned towards the anti-tank gun and that a red line is connecting the two. Go ahead and select one of your vehicles that is firing at the anti-tank gun or being fired at.

The red line shows up when you select a unit that is firing at another unit. It shows the selected unit's target. Yellow lines show other units firing at the selected unit. In this case, when the anti-tank gun is firing at our unit and our unit is firing back, the red line overrides the yellow line.

Notice also that we now have targeting information. My tank is reporting that it's engaging the anti-tank gun with HE (High Explosive) ammunition from its 50mm main gun at 425m distance.
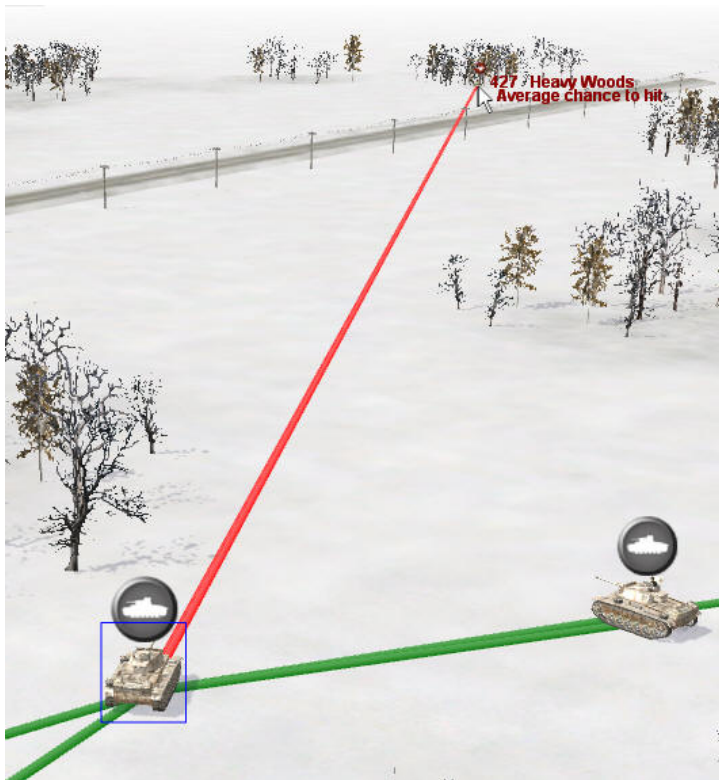
You may also notice that in addition to my HQ unit having a gold icon since it's selected and the platoon having a red background as usual, the HQ unit also has a lighter background now than the others. That's the indicator that it's under fire. Whenever one of your units comes under fire, a light background will show up behind it's icon. If you

want to see what's going on, you can just double-click on the icon when you see it light up like that and your camera will immediately move to its position.

In my replay, a second tank (the one on the far left) was on Bounding (Covering) orders and has also engaged the Anti-Tank gun. This is really what Bound orders were designed for and with three tanks on Bound (Cover) during the next phase, I'm pretty confident the anti-tank gun will be dealt with and normally I wouldn't want to slow down my attack too much.

Targeting an Enemy

A more conservative approach would be to target all the tanks on the anti-tank gun. Let's do that in this case just to learn how it's done. Select your HQ tank in this Orders phase (or the next if the AT gun didn't open up on you as early as it did on me) and choose the Engage -> Target order from the menu. You don't have to choose a gun or ammo type as these are automatically chosen to match the target and range, though you can if you want to. Now drag the red rubber band over to the anti-tank gun. When you're on target, there should be a "shot hint" that will tell you if your hit chance is poor, average or good. Left-click once you see that and your target will be locked in. See the screenshot below:

You may have noticed as you were targeting that before you had the rubber band over the anti-tank gun, there was a blue rectangle at the end of it that moved as you moved it. This is the area fire box. When you want to target an area rather than a specific enemy, just move the blue box so that it covers the area you want to target and click. Your unit will keep shooting at that area until you tell it to stop.

This can be an effective way to deal with hidden anti-tank guns or infantry in cover that has not yet been spotted, but whose position you think you know.

In this case, we've seen the gun, so we can target it directly, which is always the most effective way to destroy an enemy. Now, by targeting through your HQ unit, you just set the target for your entire platoon. This is an important time-saver. If you select the other tanks in the platoon,

you'll see that they also now have the anti-tank gun as their target. With any luck, that should take care of it.

Let's also stop our halftracks from moving further until this threat is neutralized. Select the HQ unit for the Halftrack platoon and give it Defend -> Stay orders. This will cause the platoon to stop but be actively looking for targets.

Go ahead and hit Play and watch the fireworks.

Turn 3: Reaction Phase

Nine times out of ten, that should have destroyed the anti-tank gun. However, it's the reaction phase and we gave both our platoons orders that were not focused on movement, so we'll have to wait until the Orders phase to get them moving again. If you haven't destroyed the anti-tank gun yet, this extra phase should do it.

In my case, my HQ tank recovered from being stunned, so I used my reaction phase to pull up its orders menu and Unbutton it (stunned vehicles automatically button up) to improve its visibility for next turn.

It's possible that you may start seeing other enemy units soon. If so, feel free to use your Reaction orders to target them and deal with them as you see fit. Since each game of Panzer Command can be different, I'm only focusing on the elements that are almost certainly going to be the same between our tutorial missions.

Go ahead and hit Play.

Turn 4: Orders Phase

An anti-tank rifle opened up on me from some Woods to the left, so I decided to resume Bound orders with my tanks to allow some to engage it while others move forward. I decided to leave my halftracks on Defend until I'm sure that I've neutralized as many anti-armor weapons as possible. This also allows me to spread the spacing out between the two platoons some more.

Keeping platoons spaced apart from each other may not be common in some games, but it's not only a historical tactic but a good idea. First of all, if you blunder into a bad situation, spacing ensures that not all of your forces are immediately engaged and pinned down or destroyed. Second, it keeps them from getting jumbled together, which can cause units to maneuver to avoid collisions when you want them to continue moving towards the enemy. Practice good spacing between your platoons and you'll generally have better results.

Once you've ordered your tank platoon to move towards the objective again, go ahead and press Play.

Turn 4: Reaction Phase

In my Orders phase replay, some Soviet Rocket Artillery (Katyusha) fell behind my current positions. This may or may not happen to you this phase, but it will happen soon enough. Because we've moved up, the artillery likely missed us, though with the inaccuracy of Katyushas, it's hard to be sure. It's still a good lesson that being too stationary can cause other problems on the World War II battlefield.

As with other events, you can click on the dark red artillery events to see where the rockets or shells hit the ground and you can rewind to watch them if you missed them.

I also managed to "pin" the anti-tank rifle unit and cause it some casualties. Whenever an infantry unit is fired at, it could be destroyed, take casualties, be suppressed or rout. An infantry unit which is already suppressed and is suppressed again is called "pinned". This significantly reduces the firepower and visibility of the infantry unit. Suppressed infantry units will generally be prone on the ground while unsuppressed ones are kneeling.

Although it's possible to destroy an infantry team or squad with one "hit", it's far more likely that they will take casualties. Each squad can either have no casualties, light casualties, heavy casualties or be destroyed. The single medkit icon in the Unit Detail area for the enemy Anti-Tank Rifle team tells me it has taken light casualties.

On our next Orders phase, we'll find out how to bring our own artillery into action. For now, if you want to make adjustments to unit targeting or movement from your Reactions menu, go ahead. Otherwise, just press Play and let the tanks keep moving forward.

Turn 5: Orders Phase

Alright, let's call in some artillery! Chances are that at least one of your HQ units has a green radio contact icon and can call in artillery. In my case, it was the HQ for my mounted infantry. Check your three HQ units to see which one is in contact. If you're unlucky enough to have none in contact, then try this again on the next Orders phase.
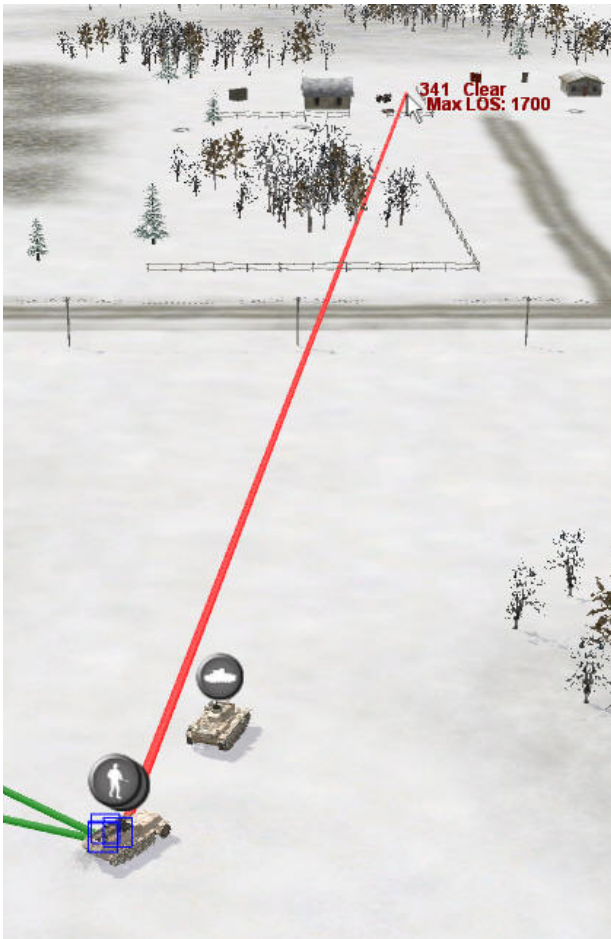
Artillery for the German side arrives one full turn (80 seconds) after it's been called in. This means you do have to plan ahead a bit. Soviet artillery takes two turns and is much harder to contact, so usually you will see Soviet artillery early in a scenario and rarely after that (they have a Turn 1 radio contact bonus to reflect pre-planned artillery). Once the artillery strike starts, it will last for six phases and then the artillery will "cool down" for six phases before it is available to fire again.

With your in-contact HQ, bring up the menu with a right-click and choose Spot Indirect. You'll see one artillery unit listed, the 105mm guns (4 of them), so move your mouse to them and a choice between Open and Closed Sheaf will appear. Open Sheaf means the guns each fire into their own "box" with the boxes arranged side by side. This can cover a large area, but spreads out the fire and is thus less lethal for any given box. Closed Sheaf fires all the guns at a single box and it much more destructive for any units in that box. Let's choose Closed Sheaf.

I'm going to aim the rubber band at the objective area and click there. I want to keep the strike as far from me as possible while still hitting a likely enemy-held area. See the screenshot on the next page for my targeting point.

Once you click on the location, a red target symbol will appear to show you where the artillery is expected to come in. 341 meters away should hopefully be safe enough. Now we have to remember not to move our forces directly into the artillery strike!

I'm going to issue a new Bound order to my Tanks to send them towards my left flank where I saw the anti-tank rifle. That should move them closer to the objective without getting too close. The halftracks will again hold in place with a Defend -> Stay order.

Let's go ahead and hit Play and run through the Orders and Reaction phases so that we can get to Turn 6 Orders, when the artillery fire should start to arrive.

Turn 6: Orders Phase

Well, my artillery started to fall on the farm pretty early in the turn. You should see the explosions and the Event List messages as the strike arrives. My units also spotted another Soviet infantry unit in the woods to the right of the farm – you can just see its red unit icon amidst the trees in the screenshot above. Note that the unit icons are a visibility aid, but you can play without them if you find them distracting. Just hit the "I" key to

toggle between the different unit icon states. I'm going to go ahead and hit Play for a few phases until the artillery has finished. See you again after that!
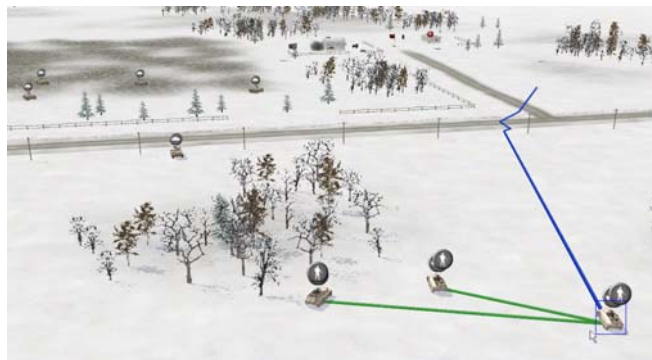
Turn 7: Reaction Phase

The artillery is still falling, but some Soviet units opened fire on my halftrack and revealed themselves. Once this happens in your game, you'll see that buildings automatically turn transparent once a spotted enemy or friendly unit occupies them. When no spotted unit is inside, they are opaque. In my case I see a machine gun team in the building on the left and a rifle squad in the building on the right. Let's let the artillery finish before we move forward, but I'll use the Target order from the Reaction menu to make sure my halftrack and infantry platoons are returning fire on these newly spotted enemy units. The tanks are moving ahead on the left with Bound orders and I'll leave them to do that since I want the platoon to continue to move up in a synchronized fashion.

Turn 9: Orders Phase

Well, the artillery is done. You may have caused some damage or suppressed some of the enemy. It's tough to be sure due to the fog of war, but because most of them are in the buildings, they generally weather the bombardment barring a lucky hit.

It's time to move up our infantry while our tanks on the left keep the buildings under fire. I've ordered my halftrack platoon to Advance on the objective, as seen here.

Turn 9: Reaction Phase

Let your infantry move up while your tanks keep up the fire. With any luck, you should be causing some casualties to the defenders and possibly causing some to rout out of the buildings. Take advantage of this by concentrating fire with Target reaction orders on any units that break and leave cover.

Securing Objectives

In order to secure the objective and win, you need to have a stronger force with 150m of it than the enemy has. Once we've weakened the enemy defenses, we'll send our tanks and infantry in closer to contest control.
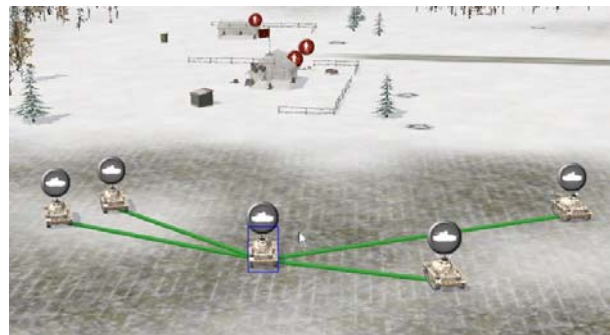
Turn 10: Orders Phase

Let's switch the tank platoon to Engage, which is the most tactically flexible of the combat-oriented platoon orders. We'll face the tanks towards the objective and move some of those that are more distant closer using Engage -> Face Unit and Engage -> Move. Here's where the fine-tuning of platoon orders comes in. You can give your HQ tank an Engage -> Face Unit order and then go to each individual tank and give them either Engage -> Move, Engage -> Face Unit or Engage -> Target, depending on what you want them to do. All of those are sub-orders of Engage and therefore available for "fine-tuning" the overall platoon orders.

It's important to note that whenever you are changing the <u>platoon</u> order through the HQ, all the subordinate units in the platoon will follow the HQ unit's order exactly. However, when all units already have the same platoon order, giving the HQ a separate sub-order won't change the sub-orders for the other units. To be more clear, if your platoon is in Bound and you give your HQ Engage -> Face Unit orders, all the units in your platoon will now be set to Engage -> Face Unit. However, if your platoon was already in Engage, with some tanks targeting the enemy, and you tell your HQ to Engage -> Face Unit, only your HQ's orders will be changed.

Here's what the end result looks like.

Since we don't need to destroy every enemy unit in order to secure an objective, at least temporarily, by advancing closer we should take control based on our force strength and win the scenario. However, destroying the enemy before we secure the objective will give us a better victory than just taking control while enemy are still contesting it. Let's give the tanks and halftracks another turn to pound on the Soviet forces before I move closer in. Be careful about getting too close to infantry! Within 25m, infantry can close assault your vehicles and that can be extremely costly.

Turn 11: Orders Phase

Move the halftracks and infantry a bit closer and make sure everyone has a good target and line of fire. Even if we don't destroy all the Soviet infantry, we want to pin or suppress them before we get closer. Suppression and casualties both cause close assaults to be less effective.

Turn 12: Orders Phase

I managed to clear one of the houses of Soviet infantry thanks to that turn of fire. If you did the same, then move on in. If not, you'll have to decide whether to continue firing or risk a closer attack. You can click on enemy units to check what you know about their status. Your information is not always complete, but it's usually helpful.

Let's switch the tanks to Advance and move them in closer. Let's do the same with the halftracks. With the infantry in the halftracks, remember to click on their unit icons to check and make sure you're happy with their targeting too. Usually, mounted infantry will be set to Defend orders and will automatically fire at the best closest target.

This last push, if you get close enough, should get you the objective as well as the victory. If so, congratulations! If not, keep attacking and victory will be yours.

Battle Results and Review

Here's the results screen you should see once all is said and done.

This screen shows the quality of your victory at the top. In the top left is a list of any friendly damaged or destroyed units and what happened to them after the battle. The top right lists any awards, experience gains and other abilities your units may have earned.

Finally, the two bottom sections are clickable orders of battle. Click on each platoon name, then on each unit icon to see what that unit did in the battle. Every kill will be listed on the right and those are clickable to see exactly what each one represents. Any medals or abilties will be listed below the unit's icon. Once you've looked through all your units, don't forget to click the "Review" button if you want to review the map.

What's Next?

I recommend trying the Tutorial battle one more time, on your own. **This time, set it to Normal difficulty.** This will give the Soviets a little more of a fighting chance and a little surprise for you. Once you've succeeded in winning that, proceed to choose a campaign and start your career as an officer in the German or Soviet armies. Neither side has an easy time of it, so good luck and above all, have fun!