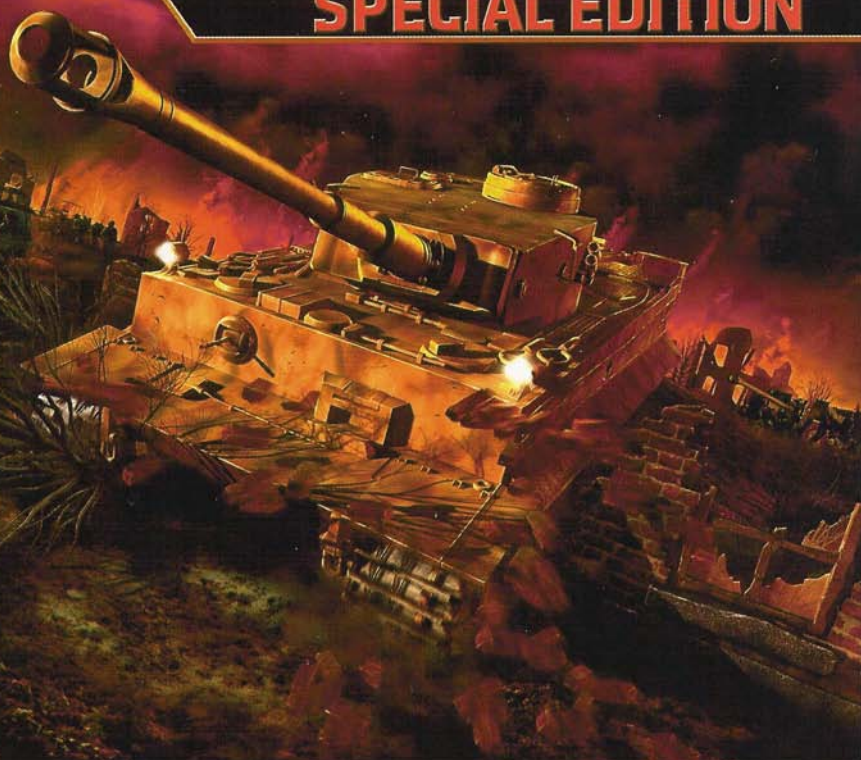


PANZER ELITE

SPECIAL EDITION



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SPECIAL EDITION INSTRUCTIONS:

To install the Special Edition CD insert it into your CD drive and start the file "Index.html" if it doesn't do so automatically. That document will explain how to install the Mods, tools and extensions for Panzer Elite.

1. QUICK START

This section is designed to get you started playing Panzer Elite as quickly as possible. It is divided into three sections. The installation section will show you how to install the game software and utilise the installation menu. The section on 3D configuration will show you how to set up the graphics system for the game, based on the type of computer and video card capability you have. The last section will guide you into the tutorial scenario provided with the game and provide you with step-by-step instructions for your first battle.

INSTALLATION

To install Panzer Elite, simply place the CD in your CD-ROM. If the Autorun file does not load automatically, use Windows Explorer® and start the setup program (Setup.exe) inside the Install folder on the CD. This will give you a start-up screen which will allow you to install, play, or upgrade Panzer Elite or run the 3D Config utility. Press the install button and follow the instructions on your screen to install the game. To uninstall the game, insert the original CD and you will find that the Install button has changed to Uninstall; you should select it. Alternatively use the Windows® uninstall utility in your control panel.

3D CONFIG

Before playing the game for the first time, you must set your 3D configuration using the 3D Config utility included with Panzer Elite. Run this program, and select from one of the following settings:

Software Renderer. This setting uses the game software itself to draw the vehicles and terrain during the course of the game. It provides medium-quality graphics and the slowest speed, while allowing the game to run on many lower-end systems without newer graphics cards. Advanced settings for the software rendering system include the use of halfscan mode. If you are using any system slower than a Pentium II, 266MHz with an 8MB video card which supports Direct3D® you should try this setting.

Direct3D® Support. This setting uses Microsoft Direct3D® to draw the vehicles and terrain during the game. It provides enhanced graphics and speed and is compatible with most 3D graphics cards. It is recommended for use on faster systems with good graphics cards. Tabs

under this option include the settings for Advanced D3D and Scale D3D, which allow the selection of advanced features of D3D, such as alpha blending, filtered textures, and fog, as well as the scaling of game graphics to improve the visibility of terrain features at long range (see below: Advanced settings).

Resolution. This setting displays the available resolutions of video available, depending on your graphics rendering selection. Since there are only five settings available in the game, it is highly recommended that you use one of those settings. The five settings used by Panzer Elite are 640x480, 800x600, 1024x768, 1152x864, and 1280x1024. The higher resolution settings are only recommended for fast computers. Remember that higher resolutions need more memory inside your 3D card and that this might affect performance.

Advanced. This button allows you to customise some of the more advanced game features. These features should only be modified by a person who is familiar with the capabilities of their 3D card, or if you are having problems running the game. Software mode advanced features only allows modification of the program to run in halfscan mode (sacrificing quality for speed). Direct3D® advanced features include advanced filtering and texture formatting, as well as the scaling of some of the different terrain features and units in the game.

2. MAIN MENU OPTIONS

The Main Menu has seven buttons; Instant Action, Single Scenario, Campaign, Scores, Multiplayer, Options, and Quit. All are explained below, except for the QUIT button, which is used to exit the game. When you select the QUIT button, you will be asked for confirmation before the game closes.



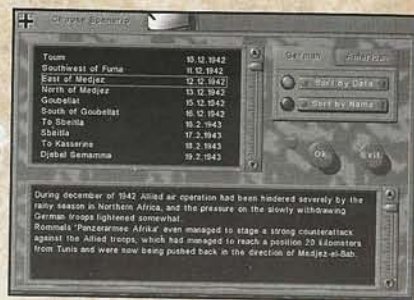
INSTANT ACTION

This selection allows you to begin play immediately. First, a menu will pop up displaying three tabs; Nationality, Command, and Type of Tank. The Nationality tab allows you to select which side you would like to play. The Command tab allows you to select how many tanks you would like to command; your own only, yours and a wingman, or an entire platoon (four tanks for the German forces, five for the Americans). The Type of Tank tab allows you to choose your own tank, as well as that of your wingman or platoon. To accept the current selections, click on the red OK button. The game will cycle through three different instant action scenarios where your primary goal is simply to survive as long as possible. To cancel your selections, click on the red EXIT button, which will return you to the Main Menu.

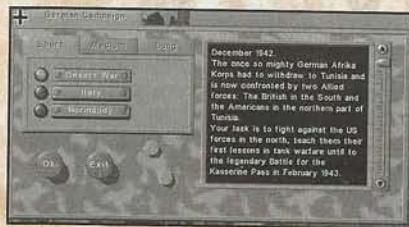


SINGLE SCENARIO

This selection allows you to choose from one of the 40 scenarios and two sides available. In each case, you will be allowed to configure your platoon and examine the mission briefing before play begins. On the left side of the selection screen, you will see a list of scenarios with the description of the currently selected scenario beneath. On the right side of the selection screen, you will see a selection of tabs and buttons. The tabs allow you to choose between the American and German sides, while the buttons allow you to select whether you would like the scenarios sorted by date or by name. When you have selected a scenario and a side, click on the red OK button. This will begin the scenario by sending you to the platoon screen. To change your mind, click on the red EXIT button. This will return you to the Main Menu.



CAMPAIGN



Under the Campaign Menu, you will be presented with a set of three tabs which allow you to choose between starting a new German or American campaign, or loading a saved campaign. Under the German and American campaign tabs, the campaigns will be further broken down into short, medium, and long campaigns. The short campaign consists of all of the scenarios in any one theatre; North Africa, Italy, or

Normandy. The medium campaign consists of two theatres, either North Africa and Italy, or Italy and Normandy. The long campaign is made up of all three theatres put together. Each selection is described in the adjacent text box. An EXIT button is also provided should you decide to return to the Main Menu. Under the Load Saved Campaign tab you will see a list of saved campaigns along with an EXIT button in case you decide to change your mind. When you have made your selection, click on the red OK button to begin the campaign. As you progress through a campaign, your crews will often gain experience and medals, and will sometimes be killed. You may receive replacements, new vehicles, vehicle options, special types of ammunition, and fuel resupplies. Each campaign is linear, so that you will progress from one scenario to the next in each theatre until you are transferred to the next theatre or the war comes to an end.

MULTIPLAYER



This selection brings up a small menu which allows you to select whether you would like to start a new game or join an existing game, as well as a red EXIT button, which leads back to the Main Menu. To join a game which has been set up by another player, select the Join Game button. First, you must choose what type of connection you are using (TCP/IP Manual, TCP/IP Auto, or IPX), then follow the guidelines shown. A list of games currently in progress will be displayed, and you can then select a game to join, by pressing the red JOIN button, or cancel, by clicking the red EXIT button. Pressing the Start New Game button brings up a menu which allows you to select what type of connection you are using (IPX or TCP/IP), followed by which scenario will be played from a list on the left side of the screen. When you have finished selecting a scenario, click on the red OK button to allow other players to join. To change your mind and return to the Main Menu, click on the red EXIT button. In either case, you will be asked to choose a side, (up to ten players, five on each side may play), and enter your name. Further details on how to configure the Multiplayer aspects of this game are given in chapter 8.

OPTIONS

This button brings up a choice of four further buttons for reconfiguring the keyboard, changing the resolution of the game, modifying sounds, and editing mouse and joystick controls, as well as an EXIT button for return to the main menu. The Reassign Keyboard button brings up a set of four text boxes with the default settings, which may be changed and saved (note that if a button is already assigned to another feature, that button will have to be reassigned as well), or the default settings restored. In addition, by selecting the Joystick option, Joystick controls and buttons can be remapped. When you have finished modifying and saving your keyboard settings, you may return to the Options Menu by clicking on the red EXIT button. The Change Resolution button brings up a menu allowing the selection of any of the three possible game resolutions; 640x480, 800x600, 1024x768. When you have finished with your selection, click on the red EXIT button to return to the Options Menu. The Sounds button allows you to select toggle checkboxes for headphones, four speaker stereo, or EAX enhanced sound. There are also sliders for music volume and sound effects volume. Press the red EXIT button to return to the Options menu. The Controls button allows you to re-centre a joystick or modify the mouse sensitivity through the use of two sliders. Once finished, press the red EXIT button to return to the Options menu.



CREDITS

This button brings up a scrolling list of the game developers, programmers, and playtesters. You can leave this screen at any time by clicking the left mouse button or pressing the Escape key (ESC).

3. CONTROLS/COMMANDS

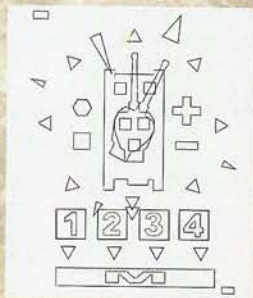
Panzer Elite may be played using the keyboard, a joystick, a mouse, or any combination of the three. It is fully optimised to support Microsoft® DirectInput compatible force-feedback controllers.

MOUSE

Left-clicking on an enemy unit will select it for targeting, showing a white square around the unit. Unidentified targets will have their target type listed. If the rectangle turns grey, the line of fire to the target is blocked. Left-clicking on a piece of terrain (including a building, tree, or simple patch of ground) will select it as a target, showing a yellow diamond around the object. Holding down the right mouse button will allow a scrolling mouse view of the environment, whether in external view mode or a crew position. The middle mouse button, if available, can be used to call up a pop-up menu of alternate commands for those who prefer not to use the keyboard. Clicking on village signs will display the name of the town nearby.

MOUSETANK

The MouseTank is a graphic device located in the upper left-hand corner of the screen during gameplay. It provides an intuitive mouse interface to make controlling the tank easier. The mouse can be used during gameplay to drag the barrel of the main gun in the desired direction. The yellow turret outline will indicate the current position of the turret, while the white will indicate its desired position as it turns. The hull (and therefore the entire vehicle) can also be turned by dragging the yellow outline of the hull. Each of the blocks within the hull and turret represent one crewman. The front left hull box is the driver, the front right hull box is the radio operator, the left turret box is the gunner, the right turret box is the loader, and the rear turret box is the commander. You can jump to any crew position by selecting the appropriate box with the left mouse button. Your current position will be highlighted in blue. Any positions occupied by dead or wounded crewmen will be highlighted in red. The mouse can also be used to increase or decrease the vehicle's speed by left-clicking on either the plus or minus signs respectively. Selecting any of the small triangles provides an external view of your tank from the location of the triangle. Selecting the triangle behind the turret gives a view from that location. The numbers represent the other tanks in your platoon (vehicles one to four if you have an American platoon, vehicles one to three for a German platoon). By selecting one or more of these numbers, you can give orders to all or part of your platoon. The numbers are normally white, but will be highlighted red when selected, blue when engaged in combat or black if the vehicle is destroyed. The triangles located under the numbers show a rear view of the other tanks in your platoon.



The centre box with an "M" opens the menu with additional commands. The magnetic compass is shown as red triangles with the large triangle pointing north. The green triangle points in the direction you are looking.

KEYBOARD

Due to the many different tanks, options, and crew positions available in the game, there are literally dozens of keyboard commands. You can take full control of your platoon with the mouse interface, although some keys are necessary if you have selected advanced realism options and some functions are only available on certain types of tank. At first, you should allow the computer to control most of your crew while you make decisions at the platoon level. Later, as you become more experienced, you can take control of the other crewmembers. The following pages show the main keyboard commands used in the game.

Controlling the Tank

1-0 (main keyboard)	10%-100% speed
+ (Plus)	Increase engine speed
- (Minus)	Decrease engine speed
Backspace:	Stop, apply brakes
Arrow Keys up/down:	Increase/decrease speed
Arrow Keys left/right:	Steer left/right
4/6 on keypad:	Turret traverse left/right
8/2 on keypad:	Cannon up/down
Shift + Home	Auto-centre turret and main gun to hull centre

(directional and turret controls can be set to fine control by pressing the Ctrl-key simultaneously)

Fire Controls

Left mouse button:	Select target
Space:	Fire main gun: select target to fire at or deselect with 'U' to fire in gun direction
Ctrl-Space	Fire at will (main gun will be operated by your AI gunner)

R:	Select closest enemy in range
T:	Select closest threat (to your tank)
N:	Next in selection
C:	Mark target in centre of view
Shift-N	Previous selection
U:	Unselect target

Ammunition selection:

A	Armour Piercing
H	High Explosives
S	Smoke
Shift A or H	Special AP and special HE
L:	Loader info (ammo in stock)

/ (divide on keypad): Fire Bow MG
 * (multiply on keypad): Fire Coax MG

Cockpit and External View Controls

Ctrl-B: Close hatch
 5 (keypad): Commander view (outside hatch or inside depending on hatch status)
 1 (keypad): Gunner view
 7 (keypad): Driver view
 9 (keypad): Radio Operator view
 3 (keypad): Loader view

 F1: Forward view
 F1 (again): Secondary forward view (gunner's scope, driver's vision slit etc.)
 F2: Left view. Press F2 again for secondary left view if available
 F3: Right view. Press F3 again for secondary right view if available
 F4: Back view. Press F4 again for secondary back view if available
 F1-F4 with Ctrl: External views

Use right click and hold plus mouse movement to pan your view.

Shortcuts:

F5: Commander's binoculars
 F6: Driver's vision slit
 F7: Bow MG scope (mouse movement now controls Bow MG)
 F8: Gunner's scope (mouse movement now controls main gun and turret traverse)
 F12: Map view, artillery support controls and platoon status

WINGMEN COMMANDS

Formation controls:

Shift-L: Change your platoon to line formation
 Shift-C: Change your platoon to column formation
 Shift-E: Change your platoon to echelon left formation
 Shift-R: Change your platoon to echelon right formation
 Shift-W: Change your platoon to wedge formation
 Shift-V: Change your platoon to inverse wedge formation
 Shift-D: Change your platoon to diamond formation

Select wingman (toggle selection, multiple selections possible):
 Ctrl-1: Select wingman 1
 Ctrl-2: Select wingman 2
 Ctrl-3: Select wingman 3
 Ctrl-4: Select wingman 4
 Ctrl-5: Select all wingmen
 Ctrl-6: Select convoy (if applicable to current scenario)

Ctrl-A: Attack marked target
 Ctrl-F: Fire at will

Ctrl-X: Cease fire
 Ctrl-W: Wait
 Ctrl-C: Continue
 Ctrl-G: Go to marked location

ADVANCED CONTROLS

Smoke Mortar

Ctrl-S: Fire smoke mortar: smoke
 Alt-S: Fire smoke mortar: HE (German tanks only)
 Ctrl-F9/F10: Turn smoke mortar left/right (German tanks only)

Gun/Gun Scopes

Z: Zoom in scope (German main gun optics only)
 F9/F10: Increase/Decrease range finder on German optics
 M: Change optics of main gun to MG (for German Coaxial Machine Gun only)
 Shift-Space: Fire main gun overriding AI gunner
 Ctrl-/ (divide on keypad): Toggle fire at will for Bow MG

Wingman Macros

Shift-1: Store current Selected Wingman on key 1 (1= on main keyboard)
 Shift-2: Store current Selected Wingman on key 2
 Shift-3: Store current Selected Wingman on key 3
 Alt-1: Select wingman as stored on key 1
 Alt-2: Select wingman as stored on key 2
 Alt-3: Select wingman as stored on key 3

Formation Width

Ctrl-plus on number pad: Increase formation width
 Ctrl-minus on number pad: Decrease formation width

Save Screenshot

Shift-F12: Save screenshot (into root directory of Panzer Elite)

Engine Controls

Ctrl-E: Turn off engine
 Ctrl-M: Turn on manual mode (gearshift)
 Ctrl-Cursor Up: Gear up
 Ctrl-Cursor Down: Gear down

Display Options

Ctrl-T: Toggles text message window on/off
 Ctrl-M: Toggles mousetank vector display on/off

View Ranges & Performance

Alt-F1: Short view range
 Alt-F2: Medium view range (default)
 Alt-F3: Long view range

Misc. Controls

Enter	Chat mode. End line with Enter to send to your team or with Ctrl-Enter to send to all players in multiplayer mode
ESC	Pause Game Menu/Quit Game
M	Toggle Message Window On/Off
Shift + F12	Save screenshot (into your installation directory as a bitmap file(*.bmp))

JOYSTICK

A joystick may be used instead of or in addition to other controllers. All of the following features are supported. However, if these features are not available on your particular joystick, you will have to use an alternate (keyboard or mouse) command. You can reconfigure your joystick with the Options/Controls menu.

(JOY) Stick Movement	Moves Vehicle, Increase/Decrease Speed
(JOY) Stick Rotate	Rotate Turret
(JOY) Throttle	Set Tank Speed
(JOY) Hat Forward	Camera Forward
(JOY) Hat Left	Camera Orbit Left
(JOY) Hat Right	Camera Orbit Right
(JOY) Hat Backward	Camera Backward
(JOY) Button 1	Fire Main Gun
(JOY) Button 2	Mark Target Centre
(JOY) Button 3	Mark Target Closest
(JOY) Button 4	External View, Front
(JOY) Button 5	Commander's Position
(JOY) Button 6	Radio Operator's Position
(JOY) Button 7	Driver's Position
(JOY) Button 8	Gunner's Position

GAME MENU

The Escape button calls up the Game Menu, which allows you to select from game functions, but does not pause the game (use F12 to call up the map function and pause the game). However, this does not work in multiplayer mode. If you have already failed a primary mission goal, or completed all primary mission goals, you will also be given a selection for returning to headquarters for a debriefing, ending the scenario.

4. COMBAT STATIONS

Each tank has five basic crew positions; Commander, Driver, Gunner, Loader, and Radio Op. Some tanks will have more than one of some crewmembers (the American M3 Lee tank, for example, has an extra gunner and an extra loader for the sponson-mounted 75mm gun), while some will have less (in the German PzKpfw II series tanks, which had only a three-man crew, the main gun was loaded and fired by the commander). Each of these positions is explained in more detail below, as are the skills which distinguish one crewmember from another.

Remember that the use of the mouse and the MouseTank features is generally faster, easier, and more intuitive than using the keyboard commands from any position. Advanced keyboard commands are included here, and many keyboard commands which affect more than one station are duplicated under multiple sections.

CREW SKILLS

Each of your crewmembers is normally proficient in two skills, one of which is his primary specialty. There are five skills, including Commander, Driver, Gunner, Loader, and Radio Op. In addition, he will also have three common abilities, including Morale, Spotting, and Engineering. Each of these skills and abilities is explained in more detail below. It is important to keep these crew abilities in mind during play in order to know which are your stronger crews and which are weaker, and to utilise each crewmember best according to his abilities. Each skill is rated on how well that particular crewmember knows that skill. There are five ratings; Poor, Average, Good, Excellent, and Outstanding, each indicating an increase in skill from an untrained person. Crewmembers who are wounded will operate at one-half of their normal capacity.

Commander: This skill influences the morale of the entire crew of the tank, as well as the ability of that commander to respond quickly to orders, maintain his position in formation, spot and engage enemy units, and so on. A good commander can partly make up for a mixed crew.

Driver: This skill enables the crewmember to drive a tank. Higher levels of ability with this skill allow the driver to drive faster for longer periods without overheating the engine, find better firing positions, and avoid tipping over or becoming stuck due to difficult terrain.

Gunner: This skill allows the crewmember to fire the main gun. Increased ability with this skill will allow more accurate shooting and faster reaction against new targets, along with a more accurate assessment of the danger posed by enemy units and the ability to target the weak spots of enemy tanks.

Loader: This skill enables the crewmember to load the main gun. The better this skill is, the faster the crewman will be able to load the main gun, enabling the gunner to fire faster. In addition, improvement in this skill also improves the accuracy of the crewmember with the coaxial machinegun.

Radio Op: This skill allows the crewmember to operate the radio as well as the bow machinegun. Improvement in this skill will increase the accuracy of the machinegun, as well as the speed at which the radio op relays messages to and from other tanks.

Morale: This ability reflects the willingness of each crewman to overcome his natural fear due to his confidence, training, and loyalty. It also reflects his confidence in the vehicle and the rest of the crewmembers. A good commander will be able to improve this ability, while a poor commander may have the opposite effect. This ability is used to determine whether or not crewmembers bail out and abandon their tank, or if they are pinned and incapable of moving or firing due to fear of enemy fire.

Spotting: This ability reflects the alertness and perception of each crewmember. A crewman with a higher spotting ability is more likely to see enemy units at a longer range. This ability is heavily influenced by the limitations on the crewman's visibility from each fighting posi-

tion, as well as terrain and smoke outside of the vehicle. This ability is especially important to drivers, gunners, and commanders.

Engineering: This ability reflects the basic knowledge of tank design, construction, and repair known to the crewman. In game terms, the higher the engineering ability, the faster important pieces of equipment which are only lightly damaged will be repaired. Major repairs will still have to wait for the depot-level maintenance carried out between scenarios. Each crewmember is responsible for the repair and maintenance of the equipment in and around his combat station.

COMMANDER

The tank commander is responsible to the platoon leader for the discipline and training of his crew, the maintenance of assigned tactical equipment, the reporting of logistical needs, and the tactical employment of his tank. He briefs his crew, directs the movement of his tank, submits all reports, and supervises initial first-aid treatment and evacuation of wounded crew members. He is responsible for the laying and firing of all weapons. The following sections describe the Commander's position and list the keyboard commands that are associated with that crewmember, although the easiest way to command from this position is to utilise the intuitive MouseTank interface.

Commander's position: The Commander's position is normally in the rear or right rear of the turret in most tanks. When unbuttoned, you can use this position to get an excellent all-around view of the area. When buttoned, vision is much more restricted, with vision blocks (armoured viewports) or a periscope normally available. To look out of a vision block or periscope, hold down the right mouse button and move the mouse to pan your view.

DRIVER

The driver moves, positions, and stops the tank. While driving, he constantly searches for covered routes and covered positions to which he can move if engaged. During engagements, he should assist the gunner and tank commander by observing targets and watching for incoming fire. He maintains his tank's position in formation and watches for visual signals from other tanks in the platoon. The driver is also responsible to the tank commander for the maintenance and refuelling of the tank. The following sections describe the Driver's position and list the commands that are associated with that crewmember, although the easiest way to command from this position is to utilise the intuitive MouseTank interface.

Driver's position: The Driver's position is usually on the front left of the hull, although some vehicles placed the driver in the front centre. From this position, you can view the steering and engine controls. Most tanks also have a vision block (armoured viewport) to the front, and more rarely to the left side as well. Some also include a periscope.

GUNNER

The gunner searches for targets and aims and fires both the main gun and coaxial machinegun. He is responsible to the tank commander for the maintenance of the tank armament and fire control equipment and assists other crewmembers as required. As the assistant tank commander, the gunner is responsible for the operation of the tank and the performance of the crew in the absence of the tank commander. The following sections describe the Gunner's position and list the commands that are associated with that crewmember, although the easiest way to command from this position is to utilise the intuitive

MOUSETANK INTERFACE.

Gunner's position: The Gunner's position is usually on the left side of the turret, although some vehicles placed the gunner on the right. From this position, you can view the main gun and firing controls, and sometimes the coax. All tanks also have a vision block (armoured viewport) to the front, which includes the optical rangefinder and sighting system for the main gun, and more rarely a normal vision block to the side as well.

LOADER

The loader loads the main gun and coaxial machinegun, as well as the anti-aircraft machinegun (if the vehicle is so equipped), acts as air guard, watches for enemy aircraft, and stows and cares for the ammunition. The loader also assists other crewmembers as required and searches for targets until such time as he is needed to load the main gun. The following sections describe the Loader's position and list the commands that are associated with that crewmember, although the easiest way to command from this position is to utilise the intuitive MouseTank interface.

Loader's position: The Loader's position is usually on the right side of the turret, although some vehicles placed the gunner on the left. From this position, you can view the main gun and normally the coax as well. Most tanks also have a vision block (armoured viewport) to the front, and more rarely to the side as well.

RADIO OPERATOR

The radio operator is responsible for the operation and maintenance of the tank radio and the bow machinegun. When he is not operating one of these pieces of equipment, he is watching for targets or assisting the driver in his duties. It is his responsibility to ensure that communication is established and maintained with all of the other elements of the unit. The following sections describe the Radio Op's position and list the commands that are associated with that crewmember, although the easiest way to command from this position is to utilise the intuitive MouseTank interface.

Radio Op's position: The Radio Op's position is usually on the right front of the hull. From this position, you can view the bow machinegun and the radio. Most tanks also have a vision block (armoured viewport) to the front, and more rarely to the side as well.

Radio Op Menu. This is the menu that is accessed when you press F12 during gameplay. This selection brings up a notebook with four tabs, and pauses the game temporarily. No matter which tab you select, a map of the battlefield will be shown on the left side of the notebook (by default, the map covers both pages when the notebook is opened and whenever the map is selected). The information shown on the map will range from none to the position of every unit in the game, depending on the level of difficulty you have chosen and friendly units' scouting reports. The map is always started centred on the player's tank, and uses different colours to identify friendly and enemy units, as well as the player's platoon. The mouse and arrow keys can be used to scroll the map. When a location on the map is selected, this will recentre the map on that spot. The map also has its own selection menu for a grid overlay (in miles or kilometres), town and village names, and the drawings from the scenario briefing. The right side of each page will show some useful information about your mission or the platoon, depending on which tab you select. All four tabs are described in more detail below.

- **Radio:** This tab allows you to scroll through the messages you have received during the course of the game. There are also three filters that can be selected. The Send To Own Players Only selection prevents enemy forces (in multiplayer mode) from receiving your messages. The Filter Enemy Messages selection prevents you from receiving any messages sent by the enemy (in multiplayer mode). The Filter Game Messages selection prevents you from receiving any game messages such as the accomplishment of mission goals or notification when a friendly unit is destroyed. The scroll arrows can be used to move through the messages.
- **Support:** When artillery is available, this tab shows how many strikes remain, what type and calibre they are, and whether they are firing smoke or high explosive shells. Artillery fire missions can be selected by left-clicking in either the smoke or HE checkbox for the desired artillery unit. The location can then be selected by left-clicking on the map where the artillery strike is desired. Remember that lower-echelon (battalion artillery, mortars) are faster to respond. You may have to wait several minutes for the fire mission to be called in to headquarters, approved, relayed to the firing battery, and fired. An estimate of the time until impact ("splash") will be shown after the artillery strike is requested. Multiple fire missions can be requested for the same location (using faster, weaker missions to pin the enemy while the slower, more powerful artillery gets ready). (Note: you can only call one fire mission at a time per listed artillery battery, but you can call all of the batteries at once if you wish.)
- **Platoon:** This tab shows the current platoon statistics, including the ammo and fuel levels for each vehicle, the current formation of the platoon, and any damage sustained by any of the tanks in the platoon. For a more detailed list of vehicle damage, left-click on the individual tank.
- **Mission Goals:** This tab shows all of the primary, secondary, and bonus goals for the current scenario, and whether any of them have already been completed (or failed).

The icons on the right side have the following functions:

- **Close box:** Exit the map and return to the game
- **Call in spotting report:** This button will let you call in a spotting report from your HQ through your radio operator and will mark all friendly positions and spotted enemy positions on your map. You may only call in those reports every few minutes (delay depends on your radio operator's skill). Consecutive reports will overlay each other and allow you to judge the movement of the platoons.
- **Centre on player:** This button centres the map on your position
- **Zoom in/out:** You can zoom in and out of the map using this function
- **Expand/collapse map:** You can expand the map over the two pages again by pressing this button
- **Filter grid:** You can turn off the kilometre/miles grid using this button
- **Filter text:** You can turn the map text on and off, including town and unit names
- **Filter spotting report:** You can turn the spotting report overlay on and off with this button
- **Briefing sketch:** You may turn the arrows and positions overlay on and off – this is shown in the briefing prior to the mission

5. HEADQUARTERS MENU

When playing a scenario or campaign game, you will be presented with a screen that shows your tanks, your tank commanders, a briefing table, and your Aide de Camp (ADC). Each of these objects can be selected using your mouse to provide access to an appropriate menu. The menus accessed through each of these objects are covered in detail below.



AIDE DE CAMP

The ADC provides useful information in small comic-like balloons that help you to navigate around the Headquarters Menu. In addition, selecting the ADC with your left mouse button will bring up another menu. This menu is your platoon logbook, and it has four sections that can be selected using the tabs at the tops of the pages. The four sections cover History, Statistics, Platoon, and Headquarters.

History. This section saves the debriefings from each previous scenario, to provide an idea of how you are doing in the long run. This information is a good reference when trying to decide which scenarios to play independently of a campaign (that is, you should go back and try again on those you did not do so well in).

Statistics. This section provides a running total of all of the things your platoon has done. It includes a list of all of the vehicles in the platoon, and next to each tank, a list of its statistics. This includes how many rounds have been fired, how many hit or destroyed enemy units, how many hit or destroyed friendly units, how many kilometres the tank has driven during the course of play, how much fuel it has used, and so on. By the end of the long campaign, you will find you have spent a good portion of the military budget for your country!

Platoon. This section gives an overview of the personnel assigned to your platoon. It shows five headings, Commander, Tanks, Modifiers, Ammunition, and Fuel. The Commander section shows which commander goes with which tank. The Tanks list shows which tanks have which numbers and what type of tank they are. The Modifiers section shows what modifiers, if any, apply to each tank or crew, based on their optional equipment and the special abilities of their commanders. The Ammunition list shows how many of each type of ammunition is loaded in each tank. The last section, Fuel, shows how much fuel is in each tank, and what the maximum fuel capacity is for each vehicle. (Note: you can click on these texts with the left mouse button to modify the settings.)

Headquarters. This section allows you to modify the difficulty and realism settings for the scenario or campaign. These settings are explained in detail in chapter six. There is also a button with two arrows on it in the lower portion of the right-hand page. By left-clicking on this button, you can save the game as it is.

VEHICLE MENU

Each vehicle of the platoon has its own supply menu, which can be accessed by selecting the tank with your left mouse button. When the mouse pointer is hovering over each vehicle, it will show an icon if there are any problems with the tank (fuel drums if it is short of fuel, a red cross if any crewmembers are wounded, or a shell if the ammo supply is low). Clicking on one of these icons will open the vehicle menu at the appropriate place. The closest tank in view (it will usually appear larger than the rest) will always be the player's tank. In the interest of your own survival, you should always see that it gets fuel and ammunition first.



Ammunition. This tab will allow you to modify the amount and type of ammunition loaded into each tank in your platoon. The amount and type of ammunition currently held in the tank is displayed on the left, while the amount of each type of ammunition available for the gun mounted on that vehicle is shown on the right. The box to the right of each type of ammunition in this display will give important information about each type of shell, including its type, availability dates, muzzle velocity in meters per second, range, penetration, and burst effects (if any). The penetration tables show about how much armour a typical shell of this type and calibre will penetrate, assuming that the target piece of armour is 30° from the oblique and composed of homogenous steel plate. Note that these are research and test penetrations. In the field, your actual penetration may vary depending on several factors which modify internal, external, and terminal ballistics. Penetration data is given in millimetres for ranges of 100, 500, 1,000, 1,500, and 2,000 meters. The burst template at the bottom shows the explosive effects of the shell. Due to inertia and the positioning of the warhead in the tip of the shell, most shells will spread their non-penetrative effects (that is secondary effects, such as blast and fragmentation) over a cloverleaf pattern, with the majority of the effects to the sides, followed by the front, and little to the rear.

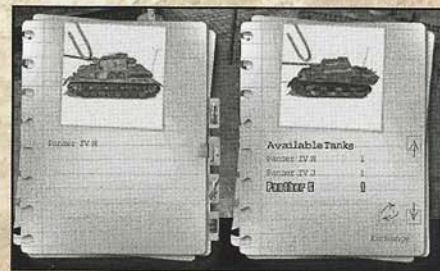
Vehicle. This tab will allow you to replace the vehicle with another one of a different type held in reserve by the company or battalion headquarters replacement section. To view the basic statistics of the vehicle you are considering (or of the one you are currently using), simply click on the picture of the vehicle with the left mouse button. In order to replace the vehicle with the one you selected click the exchange button. Remember to check to see whether the new vehicle has any options you would like to add, and be sure to supply it with fuel and ammunition.

Options. This tab provides access to the available options for the vehicle. When selected, these options will be shown immediately on the tank graphic in the platoon display. Most options are useful, although some can have side effects such as additional weight or increasing the vehicle's size. To install an option simply drag it to the left side of the notepad.

Fuel. This tab allows you to supply the vehicle with fuel. Selecting Auto-refill will fill up the tank if there is enough fuel available. Otherwise, clicking on the fuel with the mouse will fill it up manually.

TANK CREWS

Each of your tank commanders is present in the platoon base area. Selecting each commander will bring up a menu of his crewmembers. In the centre, the crewmembers are displayed. The top crewmember, in the centre, is the tank commander. On the left are the gunner and the driver, and on the right are the loader and the radio op. The notebook on the left side shows the statistics and skills of the selected crewmember. Under his picture, you will see his two primary skills, as well as his abilities in Morale, Spotting, and Engineering.



If you see a Red Cross icon on his picture, that means he is wounded. You should send him to the rear to recuperate and replace him with a similar crewman from the company replacement pool. In order to do so simply drag a new crewmember from the right side (the replacement pool) to the position you want him to operate. Clicking one of the 5 crew members will sort the replacement pool according to the position you clicked (i.e. clicking on your commander sorts the replacement pool with the commander skill, displaying the best at the top of the list and the worst on the bottom).

Along the left side of the notebook you will also see any awards or medals the soldier has earned. The notebook on the right side gives a list of replacements held in the company replacement pool. Any crewmen can be switched with crewmen in the replacement pool. When you are replacing a crewmember, the skill level of each replacement is shown in the area that you are trying to fill. For example, if you are trying to replace your driver, each soldier in the replacement pool will be shown, along with his driving skill level. To change the name of any crewman, simply click on his name and type in a new one. In order to see an individual crewmember's awards and personal campaign history, click on his picture. In order to transfer a crewmember, select him with the mouse and drag his name to the tab for the position you want him to fill.

BRIEFING TABLE



The briefing table is where you keep your maps and find out what your next mission will be. When you have finished supplying all of your vehicles and checking your crews, left-click on the briefing table to bring up the briefing map and menu for the next scenario. Your ADC will automatically report which vehicles have been exchanged or upgraded, and will automatically distribute available fuel and ammunition to any vehicles that still need some, while reporting the current fuel and ammunition levels of all vehicles. You do not

have to go straight into the scenario once you have selected the briefing table; you can exit the briefing and continue to work with your platoon if you choose.

Briefing Map: Selecting the briefing table brings up a map of the next mission. The arrow keys can be selected using the left mouse button to scroll around the map. The play button (as well as the rewind and fast forward buttons) can be used to navigate through the visual briefing. The button with the exclamation mark (!) to the right of the map provides some basic advice relating to the scenario, including tactical hints from your ADC. The button with the clouds on it gives a short weather briefing for the scenario based on expected conditions. The goals of the current mission can also be viewed by pressing the appropriate button, as can the historical background on which the mission is based. The .BMP button will save the scenario map (including the tactical overlays) into the root directory so that they can be viewed offline or printed out. When you are ready to begin the scenario, select the large arrow button in the lower right corner.

6. REALISM SETTINGS

The game realism settings are located in your notebook on the platoon setup screen, which can be accessed by clicking on your ADC, then selecting the Headquarters tab. For more information on the ADC and the platoon notebook screen, see chapter six. The Beginner, Advanced, and Expert sections show which settings are pre-selected for each of those levels of play. No matter what level of play or options you select, friendly units outside of your platoon and all enemy units will use the most advanced "fog of war" options, although they will use the same ballistics options as the player's platoon. There are six experience levels, which will affect the skills and abilities of the crews of both sides (friendly units outside of the player's platoon only); Green, Average, Experienced, Advanced, Veteran, and Elite. Each of the realism settings and its effects are listed below.

Commander: These settings primarily affect the commander and his view.

- **Unlock external views.** This setting allows you to view the tank from a third-person perspective from anywhere around the tank (front, sides, or rear) when unbuttoned.
- **All units are spotted:** Allows you to select any enemy unit within range, even if you do not have a line of sight to that unit.
- **All units in LOS:** This setting prevents you from selecting units which are not visible, but allows you to select them as soon as they move out from behind cover. This also encompasses the other vehicles in the player's platoon.
- **Normal, crew has to spot:** The default option where your crew's abilities determine whether or not a unit is spotted
- **AI spotting disabled:** This option lets you turn off the spotting done by your crew.

Driver: These settings primarily affect the driver and the engine.

- **Engine can overheat.** This setting prevents the driver from running at maximum speed all of the time by keeping track of the engine temperature and allowing it to blow when it reaches a critical level.
- **Manual gearshift.** This setting requires the player to drive the tank manually using a standard gearshift rather than the easier (default) automatic setting.
- **Unlimited fuel.** Allows the player's vehicle to have unlimited fuel during the game.

Radio Op: These settings primarily affect the Radio Op and the player's map.

- **Show no units.** The map display will show no units; it is the player's responsibility to determine his location and that of the enemy by using identifiable landmarks and terrain features.

- **Show player's position.** The player's map will show his position on it, but no other units.
- **Show spotted white.** This setting will allow the player's map to show the positions of all friendly and enemy units that can be seen by his platoon.
- **Show all units.** The player's map will display the locations of all friendly and enemy units.

Gunner: These settings primarily affect the gunner and the main gun.

- **Manual gunner only.** This setting requires the player to aim and fire the main gun, in addition to his other duties, using the gunner's aiming reticule.
- **Unlimited ammo.** Allows the players platoon to have unlimited ammunition of all types.
- **Realistic gun.** The gun will fire using realistic ballistics, including gravity and wind, dropping velocity, shell rotation, barrel droop and temperature, and other factors.
- **Ballistics only.** The gun will fire using only basic ballistics; the shell will be affected by gravity and the velocity will drop off realistically.
- **Boresighted.** The gun will fire in a straight line from the gun barrel. The shell will be unaffected by wind, range, or any other ballistics factors.

Enemy Experience: These settings affect the quality and capabilities of enemy units.

- **Green only.** This setting makes all enemy units Green (or poor). This means they will be at the lowest experience level possible.
- **Minus two levels.** This setting reduces the experience level of all enemy units by two levels. Green is still the lowest level.
- **Minus one level.** This setting drops the level of enemy troops by one level; Green troops will not be reduced.
- **Default.** This is the default setting for the experience level of enemy units and is based on the quality of the actual troops which participated in that battle.
- **Add one level.** This setting improves the enemy units' experience levels by one, up to a maximum of Elite.
- **Add two levels.** This setting raises the experience level of all enemy units by two levels, or to Elite, whichever is lower.
- **All Elite.** This setting makes all enemy units Elite (or outstanding), which is the highest experience level allowed.

Own Units Experience: These settings affect the quality and capabilities of friendly units.

- **Green only.** This setting makes all friendly units Green (or poor). This means they will be at the lowest experience level possible.
- **Minus two levels.** This setting reduces the experience level of all friendly units by two levels. Green is still the lowest level.
- **Minus one level.** This setting drops the level of friendly troops by one level; Green troops will not be reduced.
- **Default.** This is the default setting for the experience level of friendly units and is based on the quality of the actual troops which participated in that battle.
- **Add one level.** This setting improves the friendly units' experience levels by one, up to a maximum of Elite.
- **Add two levels.** This setting raises the experience level of all friendly units by two levels, or to Elite, whichever is lower.
- **All Elite.** This setting makes all friendly units Elite (or outstanding), which is the highest experience level allowed.

Miscellaneous: These settings affect play balance dramatically in the player's favour.

- **Invulnerability.** Allows the player's platoon to take direct hits with no effect to the tank. Being invulnerable, his crew is also unkillable, however, it is possible to run out of fuel or ammunition on this setting.
- **Unlimited supply.** This allows the player's platoon to have unlimited resupply capability between scenarios in a campaign.

Replacement skills: These settings affect the skill level of replacement crews

- **Increase Skill:** The average skill level of new replacement crews is slightly increased
- **Normal Skill:** The average skill level of new replacement crews is the average of your platoon's skills
- **Decrease Skill:** The average skill level of new replacement crews is slightly decreased

Special AP Supply: These settings affect the amount of special armour piercing ammunition you get after each mission

- **Increase Supply:** The supply of special AP ammunition is increased
- **Normal Supply:** The supply of special AP ammunition is at normal level
- **Decrease Supply:** The supply of special AP ammunition is decreased

Spotting Options: These options change the way the AI spots or hits

- **Reduce AI Spotting:** The ability of the AI to spot units is decreased (including your crew's spotting skill)
- **Reduce AI Gunnery:** The ability of the AI to target and hit is reduced
- **Show Spotting ID:** You can turn off the ID of the vehicle type or unit type around the spotting rectangle with this option.

External Views: These options restrict the use of external views inside the game to give you the option to experience the limited view commanders experienced in tanks.

- **Always available:** You can always access external views
- **Locked while buttoned up:** When you close your hatch external views are inaccessible
- **Never available:** External views are never available

Game Options: These are various game settings to optimise the game for your machine

- **Reduce Particle Effects:** Limits the number of particles to increase game speed
- **MG/Gun tracers off:** turns off the tracers shown with Machine Guns or main guns
- **Cockpit Panning off:** disables smooth panning inside cockpits and switches directly to the view instead
- **Commander Vulnerability off:** Enables invulnerability of your commander to small arms fire or artillery while hatch is open
- **Hear original voices:** This allows you to hear the crew in their native language, whether English or German
- **Hear voices in English only:** This setting makes the crew speak English, even for German crews

Automated Supply Settings: These settings affect the allocation of supplies to the platoon before a mission.

- **Auto-refill ammo.** This setting automatically refills the ammunition in each tank of the

player's platoon between scenarios during a campaign. Ammunition will be distributed evenly between tanks, and each tank will receive an equal amount of each type of ammunition. This quantity can be modified manually by the player before the scenario begins, and ammunition redistributed as desired.

- **Auto-refill fuel.** This setting automatically refills the fuel in each tank of the player's platoon between scenarios during a campaign. Fuel will be distributed evenly between tanks. This quantity can be modified manually by the player before the scenario begins, and fuel redistributed as desired.
- **Auto-refill tank.** This setting automatically replaces damaged or destroyed tanks of the player's platoon between scenarios during a campaign. Tanks will be distributed to those crews that need them, as long as there are replacement tanks available in the depot. The type of tank can be changed manually by the player before the scenario begins.
- **Auto-refill crew.** This setting automatically replaces the crewmen in each tank of the player's platoon between scenarios during a campaign if they are injured or killed. These crewmembers can be rearranged or exchanged manually by the player before the scenario begins.

7. MULTIPLAYER GAMES

Multiplayer Panzer Elite is somewhat different from the single scenarios or the campaign game. As with any online or multiplayer game, crowding, poor phone lines, and slow host or user systems can affect the quality of gameplay. For best results, try a sample game before playing, allowing players to determine whether they can play, if there are too many players, if the game runs too slowly, or if there is a lot of "lag" for some or all of the players. Once the game has been tested, and appropriate modifications made by the host and/or the players, the game can be restarted to the benefit of all players.

Since there are no tactical or scenario goals in multiplayer games, the game becomes one of tactical skill, stalking, and reflexes. Some players will prefer to occupy a town and defend it, while others will lay ambushes, attempt to manoeuvre around other players, or boldly charge across open terrain inviting combat. Knowing the other players and all of the technical advantages and disadvantages of the various vehicles as well as the basic tactics which apply to the solo game can only help to improve your online play experience.

HOSTING A NEW GAME

When starting a multiplayer game, it is often best to converse offline or through an online chat system to agree on the majority of the game setup beforehand. There is also a chat feature available while waiting for the host to configure the game and for other players to join in – this can be used to make final selections or changes. This will ensure fairness to all of the players, as well as allowing the person with the best connection and most powerful system to host the game.

Upon choosing to be the host server, you will have many options to make before your friends can join. However, once you have gone through the following items to set up your multiplayer session, you will no longer have to set many of the options again as Panzer Elite remembers them. So allow a minute or two for this when setting up your maps for the first time. Also notify your friends that you are setting up a new map. This will let them know that it might take a few minutes before they can connect to your session.

Other players will be required to join the game using the Join Game function. The host player will have to make a number of choices regarding the various settings which will be used by all players.

You will often find you need to send your players your IP address in order for them to join a TCP/IP Manual game (see below). To find out your IP address, log onto the internet and start "winipcfg" using your start menu with "Run...". This displays a window with your current IP address.

Let's begin a multiplayer session with you as the host server. The others are referred to as the client.

1. Panzer Elite's Master Menu

A. Select Multiplayer

2. Start a New Game

- A. Select TCP/IP for internet play.
- B. Select IPX for network play.

3. Select Map

- A. Select the map you want to use.

4. Select the Number of Players

- A. For internet play, 4 players should be the maximum number allowed to play.
 - B. For network play, 6 players should be the maximum number allowed to play.
- (Please note that the number of players is not limited – this allows for future compatibility and people with high speed internet access. However, larger numbers are attempted at your own risk.)

5. Player's Settings

- A. Enter Date. By changing the following details, you will limit equipment that can be used in the multiplay environment. By hitting no date, all equipment will be available to be used.
 - aa. Change Year
 - bb. Change Month
 - cc. Change Day
 - dd. No Date
- C. Buying Limit. This will limit the purchasing power of all players as to what equipment they can buy.
- D. Respawn Time. This allows the host to control how long it takes a player to respawn after dying.
- E. Edit US and German Tanks. Here you get to edit the tanks you want all players to play with.
- F. Edit US and German Artillery. Here you set the amount of artillery you want each side to have.
- G. Realism Panel
 - aa. In game Map
 - 1. Show all units. This is a cheat that allows the player to see all units on everyone's game map.
 - 2. Show no units. This will not show any units on anyone's game map. Only their own units are shown.
 - bb. External View
 - 1. Always available. This cheat allows the external chase views to be on all the time.
 - 2. Locked while buttoned up. This cheat will lock the external chase view when the T.C. orders all to close their hatches.
 - 3. Never available. This will not allow anyone to use their external chase views.

cc. AI Settings

- 1. Enable the AI Spotting. This cheat will allow your other crewmembers to spot targets for you.
 - 2. Enable the AI Gunnery. This cheat will allow your AI gunner to shoot while you command your platoon.
- ### dd. Other Settings
- 1. Realistic Ballistics: This will give full realism to your machine gun and main gun rounds as it flies to the target.
 - 2. Simplified Ballistics: This cheat will allow every round you fire, coax or main gun round to fly straight towards your target with no real world effects on it.
 - 3. Limited Ammo/Fuel. This will limit everyone's ammunition and fuel for the duration of the multiplayer session. Make sure you add resupply points onto your game map.
 - 4. Unlimited Ammo/Fuel. This cheat will allow all players to have unlimited amounts of ammunition and fuel for the duration of multiplayer session.
 - 5. Hear Original Voices. This will allow all players to hear the voices according to nationality. i.e. Germans will speak German, US will speak English.
 - 6. Hear in your language. This will allow all players to hear the voices in their own language.

6. Victory Conditions

- A. Time Limit. This sets a time limit for the multiplay session.
- B. Scoring. This will be the amount of "kills" a player needs to win the multiplayer session.
- C. Operations. This will set an objective to achieve in the multiplay session. One side will be on the offence, one on the defence. You also set the time limit that it takes for a side to win by capturing and holding the enemy's area.
- D. Meeting Engagement. By choosing this, the two teams will have to not only be on the offence, but also on the defence. The goal is simple. Capture and hold the enemy's area as marked on the map. It is essentially the same as Operations, but neither team is assigned a specific operation posture. Setup is same as Operations.

7. Edit Map Settings

- A. X-Distance Increase. This automatically moves the two sides further apart.
- B. X-Distance Decrease. This automatically moves the two sides closer together.
- D. Rotate. This rotates the two sides evenly around the map.
- E. Peace Zone for the Respawn Areas. This will not allow either side to fire from or upon targets that are in the Respawn Area.
- F. Peace Zone for the Resupply Areas. This will not allow either side to fire from or upon targets that are in the Resupply Area.
- G. Add US & German Resupply Areas. This will add resupply areas to the map for whichever side you indicate.

8. Drag & Drop Battle Map

This is the map on which you edit your Spawn, Resupply, Meeting Engagement and Operation Areas. It is done using the drag and drop method. Find the item you want to move, then press and hold the left mouse button. Move the item anywhere on the Battle Map. On the Resupply, Meeting Engagement and Operation Areas, you will notice a small grey box in the bottom right corner. Use the click and drag method to expand or collapse the size of the Area box.

9. Click OK

- 10. Choose Side and Alias Choose your side and your name.
- 11. Armoury
 - A. Select Your Tank.

- B. View Artillery Strikes. This is where you view the artillery you will have available in the multiplayer game.
- C. Select Your Wingmen Tanks. This is where you select tanks for your wingmen.
- D. Reset. Press the Reset button to erase all the above tanks. You will have to pick your selections again after hitting the Reset button.
- E. View Points Left. This shows the purchasing points you have remaining.

12. Click Join

13. Briefing Room

This is Panzer Elite's chat room. It is here that everyone will gather before the game is launched. You will notice the Battle Map in the upper right corner. Study it to make sure you understand the goals and missions.

In the upper left, you will see all the players that are connected and active in the chat room. The server may hit the REMOVE PLAYER button, and eject a player from the chat room. In the centre, you will see the main chat board. This is where you will see and also type to your friends.

Once all is ready, the server will hit the LAUNCH button to start your multiplayer session, though it may take a few moments before Panzer Elite will start. Again, slow computers and lag have a lot to do with how fast Panzer Elite loads and starts.

JOINING A MULTIPLAYER GAME

Joining a multiplayer game is easy. From the Main Menu, select Multiplayer. You will be given a choice of connection types to use. TCP/IP Manual requires you to type in the IP address of the host's system manually. TCP/IP Auto will search for the host IP address. IPX will search for a local IPX host. Once one or more games have been found at the appropriate address, you will be given a choice of games to join. Once your friend's game is found, you will see information on his multiplayer session.

1. Show Details

Press Show Details button to display information and the Battle Map for the current multiplayer session.

2. Choose Side and Alias

Choose your side and your name.

3. Armoury

F. Select Your Tank.

G. View Artillery Strikes. This is where you view the artillery you will have available in the multiplayer game.

H. Select Your Wingmen Tanks. This is where you select tanks for your wingmen.

I. Reset. Press the Reset button to erase all the above tanks. You will have to pick your selections again after hitting the Reset button.

J. View Points Left. This shows your remaining purchasing points.

4. Click Join

5. Briefing Room

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8. STRATEGIES AND TACTICS

These tips are a combination of the experiences of real tank crews, historical armoured warfare techniques, and the ideas and innovations of the designer's and playtesters of Panzer Elite. Understanding these tips and techniques, practising them, and learning how to defeat them, will all combine to make nearly anyone a better player.

VEHICLE TIPS

Planning: Before moving, have a good idea of where you are going and how you are getting there. Have an alternate plan in case the way is blocked. Also, have a plan for unexpected contact, and modify it as you travel based on the terrain and available cover. If you see an enemy unit moving, try to determine what their likely route is and create a hasty ambush to take them in the flank or rear. Do not forget about artillery support, which can often be used to screen movement or distract an enemy during an unexpected engagement.

Travelling: Always use the most effective formation for the type of terrain you are in. Stay close to available cover, but not so close as to become open to an ambush. Remember that the fastest way to your objective is not always the best way; travel by unexpected routes whenever there is time. Be careful when crossing road junctions or rivers, as these are likely spots for ambush or attack.

Vehicle position: Whenever possible, observe over the crest of a hill so that the tank itself is not visible to the enemy, but so that the tank commander can see from an exposed position over the hill. This is called a "turret-down" position. When firing, move the tank until it is in a "hull-down" position, so that just enough of the tank's turret is exposed for the gunner to be able to see and shoot the target. These positions protect the tank by making it less likely to be seen as well as more difficult to hit. In addition, it is possible to avoid enemy return fire by simply backing down the reverse slope.

Observation: Use the binoculars when at the halt to observe likely places where enemy vehicles and antitank guns may be concealed. This is best done from a long range, preferably from a turret-down position, so as not to expose the vehicle or platoon to possible enemy fire. When an enemy unit is found, keep observing, watching for other units which may be securing their flanks. It is sometimes best to travel unbuttoned (with the hatches open and the crew exposed) for better spotting capability, unless you believe that the enemy is near.

Infantry: Stay away from enemy infantry, even if you do not believe they are armed with anti-tank weapons such as Bazookas and Panzerfausts. Their movements are often covered by other

infantry with such weapons, or, even worse, by tanks or antitank guns. It is generally best to avoid built-up areas where infantry can hide, observe, and ambush. Often, a thick smoke-screen on such areas will both distract and blind the enemy to your real movements. When your own infantry is moving up, be sure to support them (but not too closely) so that they can take and hold objectives, leaving you free to engage enemy forces.

Armour: Do not always take the first shot you have on an enemy vehicle. It is often more advantageous (unless you have a powerful gun and the enemy vehicle has thin armour) to manoeuvre around to the side for a flank shot into weaker armour. Likewise, if you cannot effectively engage an enemy, do not, unless it is absolutely necessary (and then try to hit the tracks if at all possible). Also, be sure to know the positions of the other vehicles in the enemy platoon, as well as the positions of the other vehicles in your own platoon. The enemy may very well be trying to draw you out into an exposed position or distract you from observing his flanking tanks. Finally, do not waste special ammunition types on weak targets. High explosive ammunition is fine for unarmoured trucks and cars, while ordinary armour piercing ammunition should suffice for halftracks and armoured cars.

Smoke: Smoke is a valuable asset and can not only be used to screen the movements of friendly tanks, but can also be used to blind and distract the enemy. For unexpected contact, the smoke shells carried by the platoon can be used to break contact. Artillery smoke can be used to trick the enemy into thinking an attack will come in a location which you are actually going to bypass. Artillery smoke can also be used to slow down an enemy advance. By calling for smoke to the enemy's front, you can force him to slow down, then call a normal artillery strike on his position while he is deciding what to do.

Firing: When firing, each tank should engage the nearest enemy vehicle in its area of responsibility. That is, the right-most tank in the platoon should engage the right-most target, the left-most tank the left-most target, and tanks in the centre should engage central targets. A depth of fire should also be maintained, so that when an enemy is encountered travelling in a column, all friendly vehicles do not fire immediately on the first tank, but on every tank in the column. Whenever possible, engage an enemy vehicle from the side or rear rather than the front.

Ammunition: When travelling, it is often advantageous to load a smoke shell into the main gun. If an unexpected contact is made, this round can be used to blind the enemy or screen friendly movement. Then, the correct type of ammunition for the target (armour piercing for tanks, high explosive for infantry and antitank guns) can be loaded and fired. When operating a tank with smoke dischargers or Nahverteidigungswaffe, a more combative round (such as AP or HE) can be substituted. When fighting enemy vehicles with very thin armour, do not waste special types of armour piercing ammo (APCR, HEAT) as these can be saved for more difficult targets.

Crews: See that your command tank has the best crew in the platoon, since they will help to keep you alive. Make sure you know the strengths and weaknesses of the other tank crews in your platoon. Ensure that crewmembers have secondary skills which will enable them to cover for dead or wounded comrades. Also, be careful to see that killed or wounded crewmembers are replaced between scenarios. If your vehicle is immobilised, unless you feel very safe, bail out to save yourself and your crew for another day.

SCENARIO TACTICS

Learn the scenarios: Although real tank commanders in World War II never had the opportunity to go back and replay scenarios, you do, and you should take advantage of that opportunity. In some cases, as in real war, the information you will receive during a briefing is flawed or incomplete. Similarly, advantages in terrain and weak spots in the enemy's positions can be found only through repeated play. If you fail a scenario, try it again right away while it is still fresh in your mind. When you succeed, make a note of what you did. This will help later, especially when you play multiplayer games against other human opponents.

Make a detailed plan: Take a few minutes to check out your briefing thoroughly. Do not forget to check the advice of your ADC (by clicking on the exclamation point to the right of the briefing map). Then, decide what you want to do and how you are going to do it. Use the map to figure out where the best terrain is for movement, ambush, and so on. Consider the enemy's probable plan and see if you can find any weak spots. Then make a backup plan, in case your original plan falls apart. Prepare for contingencies; what if the enemy counterattacks at the bridge? Be prepared. Once you have begun the scenario, check your resources. Look at your map, see what kind of artillery support you have, look at the sky (yes, ground lighting is a reflection of the sky darkness – a dark sky will reduce spotting range). Take these factors into account when carrying out your plan and use every advantage you have.

CAMPAIGN STRATEGIES

Supplies: Before each scenario, check out what supplies are short in the platoon. Late in the war, German platoons especially were often short of fuel and APCR ammunition. Hoard what you have, and use the correct type of ammunition against every target. This will enable you to save a few precious rounds of special ammunition for that enemy heavy tank or to have a reserve of fuel when you need to make a breakthrough. Although fuel and ammo supplies are usually plentiful for the American forces, some types of ammunition (particularly the 76mm APCR originally designed for the M10 tank destroyer and not usually issued to the Shermans) need to be conserved. A good supply of spare tanks can be built up by the simple expedient of keeping your tanks alive and protecting tanks that are immobilised so that they can be repaired. Finally, instead of having only untrained and inexperienced crews available as a reserve, think about rotating some of your more experienced personnel to the rear for some well-earned R&R (rest and recreation), while some inexperienced crewmen take their places. This will give you a spare crew with some experience if one of your tanks "brews up" and you lose the crew. Once they have some good skills, they can be sent back to the reserve pool again and your "best" crewmembers brought back to the front.



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