

PANZER GENERAL

SCORCHED EARTH



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INTRODUCTION

Can you be the next great general? You have four campaigns to find out.

From the burning waste of the steppes, to the outskirts of Moscow, you lead the forces of the Soviets or the Germans as you battle across beautifully rendered 3D battlefields. In PANZER GENERAL III SCORCHED EARTH your commanders are the key to the optimal use of every class of unit, from Infantry to Bomber. Special abilities for leaders and units mean no two armies are ever the same, and no two battles have the same result. Bold manoeuvering and careful use of equipment can often mean the difference between victory and defeat.

Quick Start

You can install PANZER GENERAL III SCORCHED EARTH by inserting the game disc in your CD-ROM drive, and following the on-screen instructions. If you encounter difficulty installing the game, or for more detailed instructions, see the section *Getting Started*, immediately following. Once the game is installed, double-click on the PANZER GENERAL III SCORCHED EARTH icon to begin. (You can also start the game from the Programs menu.) When the introductory movie ends, the Main Menu screen appears.

You can begin a game from this screen, or if you want a brief introduction to the game, select Tutorial from the Main Menu and open the manual to the *Tutorial* section beginning on page 4. It provides a step-by-step battle plan to familiarise you with the screens and basic features of a PANZER GENERAL III SCORCHED EARTH campaign. For more detailed information on or about the game as a whole, turn to *Basic Screens, Menus, and Buttons* and *Game Concepts*, starting on pages 19 and 37, respectively.

In addition, hot text is available throughout the game. Hot text is a brief description of game interface that is activated by placing the mouse cursor over a screen element. You can also right-click on most buttons and options for a detailed explanation.

GETTING STARTED

This section provides detailed information on installing and running PANZER GENERAL III SCORCHED EARTH on your computer. If you encounter technical difficulties during installation or game play, consult *Troubleshooting* beginning on page 65.

What Comes With the Game

Your game box should contain this User Manual, and a PANZER GENERAL III SCORCHED EARTH CD. This manual explains how to play and contains important information on menus, campaigns, scenarios, unit classes and equipment. Additional documentation is available in PDF format on the game CD. To get the game running on your computer, see the installation instructions following.

System Requirements

To play PANZER GENERAL III SCORCHED EARTH, be sure your system meets the following minimum system requirements:

- Pentium® 2, 266 MHz IBM PC or compatible
- 32 MB of RAM
- Windows® 95 or Windows 98 - **NOTE:** This is a Windows 95/98 game and cannot be played on Windows NT systems, including Windows 2000. Multitasking is not recommended when playing PANZER GENERAL III SCORCHED EARTH
- An **uncompressed** hard drive with 350MB free
- 8 X CD-ROM drive or faster
- A 4MB 3D Video Card
- A 100% Windows compatible mouse

In addition to the basic system requirements, the game requires that DirectX 7.0 be installed to your hard drive. The option to install DirectX 7.0 appears during the game installation. At the end of installation, you are prompted to register PANZER GENERAL III SCORCHED EARTH electronically. For network play, you need a DirectPlay compatible network adaptor. For internet or head-to-head modem play, you need a DirectPlay compatible modem.

PANZER GENERAL III SCORCHED EARTH also features online game play access via the Mplayer® network. For installation instruction and system requirements, see *What is Mplayer.com?* on page 26.

Installing the Game

You must install PANZER GENERAL III SCORCHED EARTH game files to your hard drive and have the PANZER GENERAL III SCORCHED EARTH CD in your CD-ROM drive to play this game. Insert the CD into the CD-ROM drive. When the pop-up window appears, click on the *Install* option. If you have disabled the Autorun function, or if it does not operate, **explore** the CD and double-click on the Setup icon. Follow all on-screen prompts to complete the installation.

Uninstalling the Game

Choose Settings from the Windows Start menu, and select Control Panel. In the Control Panel, select Add/Remove Programs, left-click on PANZER GENERAL III SCORCHED EARTH, and click on the Add/Remove button. The game and all of its components are then removed from your hard drive, except for your saved games and edited scenarios.

Electronic Documentation

Located on the game CD are two documents formatted as Adobe Acrobat files. Unitdb.pdf contains detailed tables listing the abilities of every unit in the game. Refcard.pdf is a brief summary of useful game play information that can be printed for your reference.

If you do not already have the Adobe Acrobat Reader, you can install the software following these instructions:

Insert the game CD in your CD-ROM drive, **explore** the CD, and double-click on the acroread folder, located in the root directory. Double-click on the file entitled ar405eng.exe and follow the on-screen prompts.

Once Acrobat Reader is installed on your system, you can read the document by opening the start menu, clicking programs and then the PGIII Scorched Earth folder and select either of the two pdf files listed there.

Starting the Game

Every time the CD-ROM drive is closed with the CD in place, the Panzer General III Scorched Earth Autorun program displays a menu with the options to run the game, install DirectX, install Adobe® Acrobat®, and view the Readme.txt file. PANZER GENERAL III SCORCHED EARTH can also be started by opening the Start menu, selecting Programs, choosing the folder where the game was installed and clicking on the PANZER GENERAL III SCORCHED EARTH program item.

For complete and specific "how to play" information, please refer to the appropriate sections of the manual. Some changes were made too late to include in this manual. Please read the Readme.txt file in your game directory for more information.

Note: *Screen saver utilities should be turned off before starting to play PANZER GENERAL III SCORCHED EARTH.*

Saving Games

PANZER GENERAL III SCORCHED EARTH requires space on your hard drive for Saved Games and temporary files. Each saved game can take up to 200Kb of hard drive space.

T-34 on the advance.



TUTORIAL

This tutorial is intended to explain basic menus and button functions, and to step you through an introductory scenario. For detailed information about the menus and options in PANZER GENERAL III SCORCHED EARTH see *Basic Screens, Menus, and Buttons*, starting on page 19. For explanations of various aspects of play, see *Game Concepts*, starting on page 37. For detailed strategy notes and game play hints, see the Readme.txt or Readme.pdf file, located in your **PG3D** directory.

Basic Information

Before you run the tutorial there are a few things you need to know:

Using the Mouse

In this manual, the term “left-click” means move the mouse pointer to the desired area on the screen and pressing the left mouse button. Left-clicking selects units, presses buttons, and operates screen features.

“Right-click” means move the mouse pointer to the desired area and pressing the right mouse button. Right-clicking once on a unit, piece of equipment, or leader icon displays a card with information about that unit, equipment, or leader. Right-clicking on a button opens a help box with descriptive text about that button’s function.

In PANZER GENERAL III SCORCHED EARTH, whenever the mouse stops over a button or icon, smart text describing the area under the cursor appears over the object in question. When the cursor stops over a terrain hex or unit, information appears in the small info cards in the bottom centre of the 3D Battlefield. This makes identifying buttons and units easy during game play.

Equipment Class and Type

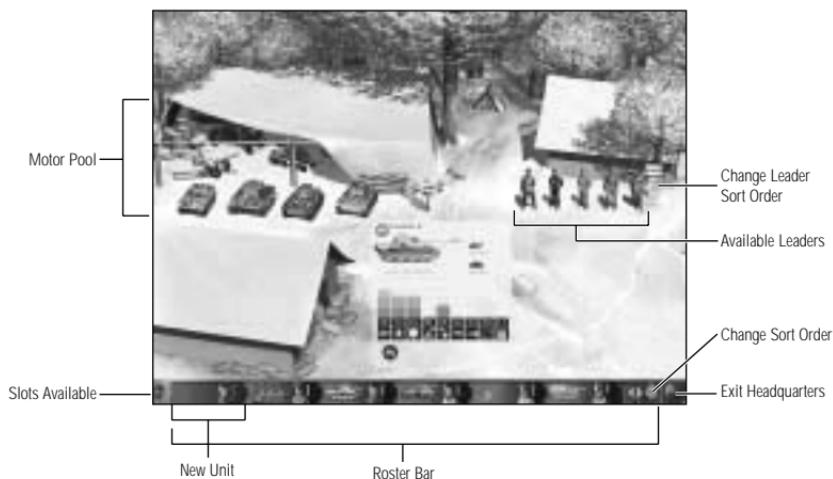
In this tutorial, there are two important ways of referring to equipment (your units), one is equipment *class* and the other is equipment *type*. There are eight different equipment classes in PANZER GENERAL III SCORCHED EARTH: Infantry, Tank, Recon, Anti-tank, Artillery, Air Defence, Fighter, and Bomber. Within each class are numerous types, for example: within the tank class of units, the T-34/76A is one type, and the KV-1 is another type.

Starting the Tutorial

At the Start screen choose Tutorial from the main menu, which brings you to the Campaign map. Later in the Tutorial and in other campaigns, this screen allows you to choose the path your army takes in a campaign. For now, there is only one battle available, indicated by the Russian **flag** icon. When you click on the **flag**, a brief description of the battle to take place appears at the bottom of the screen. Left-click on the **checkmark** that also appears to Load the Scenario.

Once the Loading screen clears, the Scenario Info screen appears. The main feature of the screen is a scenario briefing, which describes the objectives of this particular mission. In this case your primary task is to capture the city of Novobila. Continue to the Headquarters screen by left-clicking on the **checkmark** button.

Reviewing Your Troops



This screen is one of the most important parts of PANZER GENERAL III SCORCHED EARTH because this is where units are built by selecting equipment and assigning a leader. The screen has three tents displayed: the Motor Pool Tent in the upper left, the Leader's Tent in the upper right, and the Command Tent in the lower left. The area in the lower right is the Parade Ground where information about your units is shown. Across the bottom of the screen is the Roster bar, a strip of tabs which is the roster of your units.

Roster Bar

If you examine one of the roster tabs, you can see that there are two icons plainly visible on each tab. The icon on the left represents the equipment type, the icon on the right represents the leader. On the left end of the Roster bar is a circle containing a number, in this case it should read 02. This is the number of unit slots you have in your army that can be filled by building units.

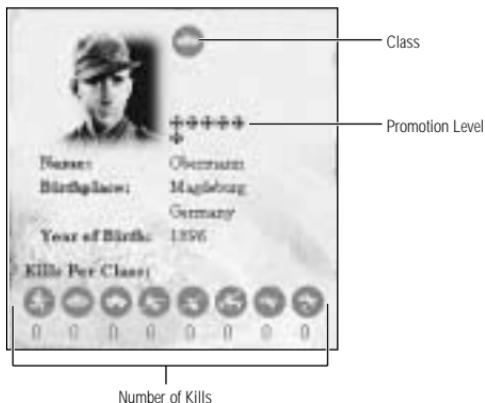
At the right end of the Roster bar are scroll arrows, the Change Sort Order button and the Exit button. Left-clicking on the Change Sort Order button changes the order that units are displayed, indicated by the small icon above the button. The choices are:

- **Tank Icon:** Sorts the roster by equipment class in the following order: Infantry, Tank, Recon, Anti-tank, Artillery, Air Defence, Fighter, Bomber
- **Flag Icon:** Shows the promotion level of the unit's leader with the highest on the left
- **Heart Icon:** Shows the unit's health
- **Arrows Icon:** Shows the number of actions remaining

Move the cursor to the bottom of the screen and right-click on one of the units in the Roster Bar. Two large cards appear in the Parade Ground. These cards reveal an important aspect of the game, since each unit consists of a leader (on the right) and an equipment type (on the left).

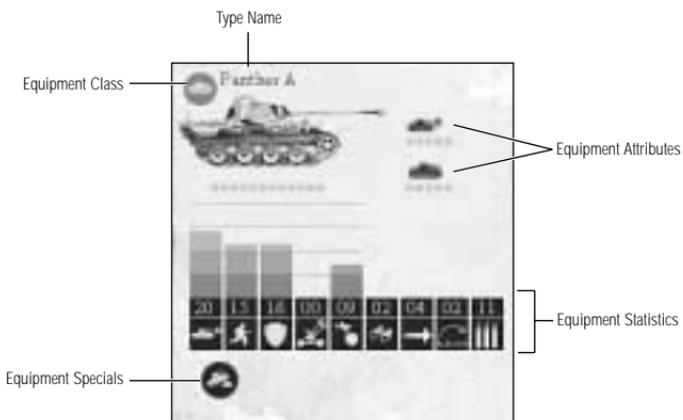
Unit Cards

All of the information that appears on the Leader and Unit Cards is discussed in detail later in this manual, see *Leader Cards* and *Equipment Attributes* starting on pages 46 and 58 respectively, so for now only what you need to know to play the tutorial scenario will be explained.



The most important information on the Leader Card at this time is the round icon next to the leader's portrait and the row of symbols (iron crosses) below it. The first round icon represents the equipment class of the leader. A leader can be assigned to command any kind of equipment, but if they are assigned to an equipment class they don't match, they suffer certain restrictions. See *Orders*, starting on page 51 for more information.

The row of symbols indicates the promotion level of the leader; the number of actions, called **regular orders**, that this leader may perform in a given turn. Some examples of actions include: move, fight, dismount from transport, rally from suppression, entrench, resupply, or refit. Actions are also used to activate **veteran orders** which are unique to each equipment class and give the unit benefits for a particular kind of action. These symbols are different for each nationality in PANZER GENERAL III SCORCHED EARTH: the Soviets have red stars, the Germans have small, gray crosses.



The equipment card shows a photo of the equipment and a **firing tank** icon above a **truck** icon just to the right of the photo - all three have rows of green dots beneath them. The dots below the equipment photo represent the Strength attribute of the equipment. As a unit takes damage, these dots change colour. The row beneath the **firing tank** icon represents the Fire attribute, the number of times that equipment can shoot. The row beneath the **truck** icon represents the Move attribute, which is the maximum number of times the equipment can move. These factors are limited by the capability of the leader attached to a particular type of equipment. No unit can move or attack more times than the leader has actions.

Across the bottom of the Unit Card are the unit's statistics; the higher the number, the better the rating. The shaded graph above each rating gives a quick reference of the relative strength of each rating. The ratings are:

- Hard Attack
- Air Attack
- Air Defence
- Firing Range
- Soft Attack
- Defence
- Sighting Range
- Profile
- Close Combat
- Indirect Defence
- Move
- Ammo

More information about these can be found under **Equipment Attributes** starting on page 58.

Click on the cards to close them and clear the way to build a unit to fill your available unit slot.

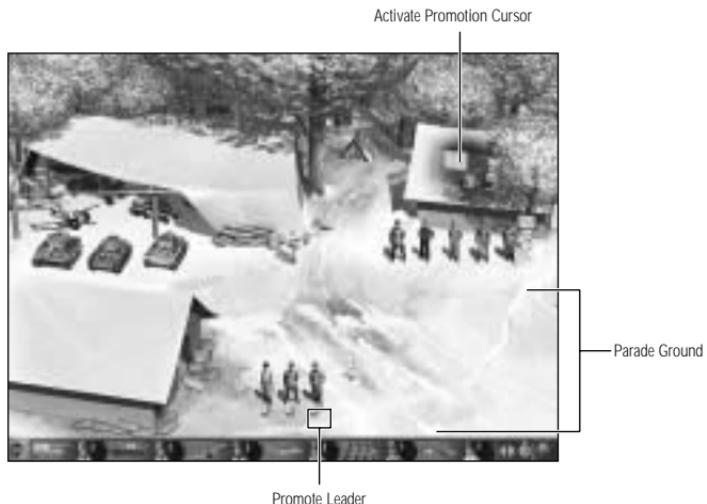
Building a Unit

There are some leaders standing in front of the Leader's Tent, go ahead and *right-click* on each in turn. As their Leader Cards appear in the Parade Ground, note which equipment icon is shown, and the number of actions they can perform. For this scenario, they are unlikely to have more than three actions, so their equipment class is an important factor. Leaders are generated randomly, with differing levels and class abilities. You have only two open slots available, so you will want to choose the tank leader with the highest level by left-clicking on its figure, which moves that leader into the Roster bar and a new tab with a green background appears. If no tank leader is available, you may select a different class leader. The number of slots shown on the left end of the Roster bar changes to 01.

Equipment is selected from one of the eight classes represented by the icons in the Motor Pool Tent in the upper left part of the Headquarters screen; Tank, Anti-tank, Infantry, Fighter, Artillery, Air Defence, Recon, and Bomber. Left-click on a piece of equipment to display the array of equipment types available to you at this time. These appear in a row in front of the tent. Move the cursor over the motor pool tent, and then click on the tank icon, located in the upper-left corner of the tent. The available tanks that you can requisition will be displayed in front of the motor pool tent. You can view the equipment information by right-clicking these tanks. Holding the cursor over a piece of equipment gives you a quick look at it for easy comparison of the different types available. You will notice that the tank on the far left, a **Panther A**, has the highest ratings. Choose this tank by left-clicking on it, which moves the equipment onto the tab, assigning it to the leader you selected previously.

If you change your mind about the unit you built, scroll through the Roster bar until you see a unit tab with a green background, this is your new unit. *Left-clicking* on this tab disbands your unit and returns the equipment to the Motor Pool and the leader to the Leader Tent. Your available slots goes back up to 02 if you disband this unit, and goes back to 01 when you build a new one. For your second new unit you might consider a bomber or second tank.

Promoting a Leader



You begin the campaign with three promotions which you may give to your leaders; based on how well your army does in the battles, you may be rewarded additional promotions during the course of a campaign. It is up to your discretion which of your leaders receives a promotion, though a leader can only receive one promotion per battle.

To promote a leader, left-click on the **medals** display located on the back wall of the Leader's Tent. This will bring up red flags on the parade grounds above the Roster bar where the leaders you chose stand for review. You may then select the leaders to be promoted by left-clicking on their icon in either the Roster bar if they are assigned to a unit or their icon in front of the Leader's tent. If you have more than six unassigned leaders in your army, you may view up to twenty of them at once by left-clicking on the blue sign on the post outside the Leader's tent.

Since the battle you are about to fight in the tutorial is a short one, you will want to promote the leaders which are already assigned to units so they will have the greatest mobility and power possible at the start of the battle. An easy way to decide which leaders to promote is to sort them according to promotion level by left-clicking on the sort button located to the right of the Roster bar until the flag icon appears. You can then scroll to the right to find the lowest ranking leaders. Left-click on the last three units in the Roster bar to move the leaders onto the parade ground for promotion. Award each leader a promotion by left-clicking on the red **flag** beneath his icon.

Once you have finished building your units and promoting your leaders, left-click on the red button with the **X** on it at the far end of the Roster bar to proceed to deployment.

Deploying Your Troops

What Your Screen
Might Look Like
After Deployment



Currently Selected Unit

View Strategic Map

Exit Deployment

The locations where you are able to deploy units are highlighted with brighter spots and the cursor changes to include the “Deployment OK” symbol (two curved downward pointing arrows). Click on one of the highlighted spots to deploy the unit you just built. A good spot would be to shore up your right flank by placing your new unit on the bridge below and to the left of the town of Uryupinsk, which is held by your **Grenadiers**. If you decide you would like to place the unit in another spot, you can click on the unit again, putting the unit back in the Roster bar, and then select another deployment spot by clicking on another highlighted location.

Viewing the Game Map

In order to place your troops where they will be most effective you may need to manipulate the map. Once play has started, rotating the screen in a 3D environment is critical to finding both your units and the enemy units. Rotating the 3D environment will also allow you to take full advantage of the terrain and Line of Sight.

Scrolling across the map in *PANZER GENERAL III SCORCHED EARTH* is achieved simply by moving the cursor to the map edge of the direction you wish to scroll. To rotate the screen, right-click on the map and hold it down. Then move the mouse pointer to the centre of either the right or left side of the screen. The screen will rotate to either the left or right depending on what side of the screen you moved the mouse pointer.

Zooming the map is a similar process. Simply right-click and move the cursor to the top of the screen to zoom closer and move the cursor to the bottom of the screen to zoom farther away.

To tilt the map vertically, use the **PageUp** and **PageDn** keys.

Viewing the Strategy Map



During your deployment phase, you may wish to view the overall battlefield. Click on the Strategy Map button, the one that looks like a compass, located on the bottom-left side of the Interface bar. This takes you to the strategic map where you can review the entire battlefield from a bird's eye perspective to locate objectives and plan your strategies. See *Strategy Map* on page 36 for more detailed information.

When you are finished reviewing the map and deploying your new unit, click on the red **EXIT DEPLOY MODE** button in the lower-right corner to start your first turn.



*Zveroboy:
A Soviet ISU-152
"Animal Killer"
tank destroyer.*

Turn 1

Your turn begins with a view of the game map; your **Stosstruppen** unit is selected.

Scouting the Area

Select your **PSW 234/2** reconnaissance unit as the active unit by either clicking on it in the Roster bar or on the tactical map. If you are unsure which unit is the **PSW 234/2**, you can briefly hold the cursor over the various units on the map and the right-hand card in the centre of the interface bar will change to indicate the type of equipment under the cursor. The type of terrain, along with its elevation and map coordinates, is similarly displayed when the cursor is not over a unit.

Once you have selected the unit, a yellow highlight appears under the unit to indicate it is the active unit, while the green highlights indicate where that unit can move. The active unit is also highlighted in yellow on the Roster bar. The small info cards in the centre of the interface bar now change to display information about the selected unit with the equipment type and Strength attribute on the left side, and the leader portrait and number of actions on the right.

The left of the equipment card are two rows of coloured lights with the Fire and Move attribute icons next to them. The top row only displays three green lights, meaning that this unit could fire three times. The rest of the row is black, indicating that three is the maximum number of times this type of equipment could fire. The bottom row has four green lights, three yellow lights and the remainder are black. This unit could move up to seven times if the leader that was assigned to it had that many actions. If this leader improves later, some of the yellow lights will become green.

Move your **PSW 234/2** reconnaissance unit by left clicking on the green highlighted hex that is the farthest along the road towards Novobila. This will bring your unit within spotting range of a Russian **Conscripts** unit and a **KV-85** tank. Leaders in the Recon class have a special ability they may use only when assigned to Recon equipment type; namely, their first move is always free. So there are still three green lights for both attributes, Fire and Move.

The reconnaissance unit's primary function is spotting enemy units, and you can increase the effectiveness of this by using an action to have your unit send out patrols which increase its spotting range. Click on the Recon Patrol action button (the **binoculars** icon in the first row of buttons) to activate this special ability called a *Veteran Order*. Note that now, both the Fire and Move indicators have only two green lights, this is because the Recon Patrol order used up one of the leader's actions. Doing so reveals a Russian **45mm** Anti-tank unit south of the forest.

Charging the Line

One of the key concepts in modern warfare is combined arms tactics, which is the use of different weapons together to deliver a swift and lethal attack. You will want to use these tactics in order to break through the defensive line formed by the Russian units near the road.

Select your **JU87G** Bomber and fly it over the Russian tank by clicking on the green highlight in the hex with the tank. The highlight turns red when the Bomber arrives over its target to indicate that the tank may be attacked. Move the cursor over the **KV-85** tank and it changes to an attack reticle, with numbers on either side of it. These are the estimated losses for this combat, friendly on the left, enemy on the right. These are not guaranteed, and may be altered by special abilities or unknown factors for either side such as an unspotted artillery piece. This is merely a tool for estimating any given unit's ability to damage another unit it is capable of attacking. When this cursor appears in the hex over the **KV-85** tank, fire on it by left-clicking.

You can examine the battle results by right-clicking on the enemy unit to bring up its Unit Card. Red indicates a strength point that has been destroyed, yellow indicates a suppressed strength point, green means OK. Suppressed Strength attribute points return at the end of the turn but are not available on attack or defence until then. Click to close the card. Your first attack is unlikely to have destroyed or fully suppressed the Russian tank unit, so you will want to attack it a second time; and then bring up your **StuGIII** Anti-tank unit to finish off the **KV-85**.

Artillery is generally very effective against Infantry units, so select and then move your **15 sFH 18** artillery unit within firing range of the Russian **Conscripts**. The **15 sFH 18** has a range of 4, which you can check by right clicking on the unit, either on the tactical map or in the Roster bar, to bring up its equipment and Leader Cards. Select the artillery unit and left-click on the furthest highlighted hex down the road, which should put your unit within range. Dismount the artillery so it is ready to fire by clicking on the far right button of the lower row of the unit actions (the two arrows at right angles). Moving and dismounting use one action each, leaving the **15 sFH 18** a single action, unless you promoted its leader. You may now fire on the **Conscripts** by left-clicking.

It is important to note before making a direct attack on the **Conscripts**, that they are in forest terrain. Forest gives Infantry an advantage over other equipment classes by providing cover for the Infantry and making it difficult for tanks to manoeuvre. You therefore want to use your own Infantry to make the attack, so select and move your **Stosstruppen** unit into the forest next to **Conscripts**. This requires two moves. Again, if the first attack is insufficient to destroy the enemy, you will want to make a follow-up attack. If the unit retreats, however, you should use the **Stosstruppen**'s remaining action to pursue the enemy. By having one of your units adjacent to the damaged enemy unit, you prevent that unit from refitting and regaining its **Strength** attribute. Move your Tiger tank down along the road in preparation for an attack on the **45mm** Anti-tank gun. Also move your **Panther A** down the road west of the river to guard against an attack by the enemy, as well as setting up your own flanking attack.

Preparing Your Defenses

Now that you have beaten back the enemy's forces, you should use your remaining units and actions to prepare for a possible counterattack by the enemy. Bomber units, for example, are vulnerable to enemy Fighter attacks, so protect yours by bringing up your **Me 109g** Fighter unit. Select the **Me 109g**, and then click on a highlighted hex adjacent to the shadow your Bomber casts on the ground. This puts your Fighter next to the Bomber so that it can provide protective fire if an enemy attacks. You should also move your **20mm(Q) FlaK** Air Defence artillery into a position to protect any vulnerable units. A good place to set up your ADA would be on the road at the edge of the forest. Be sure to remember to dismount your ADA so it is ready to fire.

Move your **Elefant** forward to protect your artillery. However, leave your **Grenadier** Infantry unit in Uryupinsk in order to protect the town. This is your enemy's primary victory objective, and if your enemy captures it, you lose the scenario. Units automatically entrench at the end of your turn if they have the available actions.

Finally, you can use your **PSW 234/2** unit's remaining actions to either chase down any damaged enemy units, or move it adjacent to one of your forward units to help camouflage it from enemy spotting. The latter is a special ability of reconnaissance units, and can be used very effectively in setting up ambushes to trap the enemy.

Before Ending Your Turn

Look at your Roster bar, if all of your units have moved the background colour of their tab is dark gray, if any have actions remaining the tab background is light gray. Now might also be a good time to go through your roster and examine all your units for damage. Any units with yellow dots indicating suppression, and any actions left, can try to Rally using the button with the flag on it in the regular orders row. End your turn by clicking on the red button in the lower-left corner of the screen.

What the 3D Battlefield
May Look Like at the
End of Turn 1.



Turn 2

If possible, you will first want to hunt down and destroy any enemy units you attacked and damaged in the previous turn in order to finish them off while they are in a weakened state, thereby saving your own units costly attacks against refitted units.

Hunting the Enemy

It is likely that the Russian **45mm** Anti-tank gun and/or **Conscripts** retreated towards the river if they were damaged but not destroyed. Move your **Panther A** across the river to search for enemy units in that area, and attack them if possible. Your reconnaissance unit should prove valuable in seeking out the enemy, so move along a sweeping path through likely enemy areas. For example, you can skirt along the edge of the forest and approach the enemy airfield, using the Recon Patrol order to spot well hidden units. Then, as you find the enemy, move in other units to destroy them. With its long range, your **JU87G** Bomber is especially useful in mopping up retreating enemy units like the **45mm** Anti-tank gun.

Taking Care of Your Troops

You should also refit any of your units which suffered serious damage. Left-click on the Change Sort Order button until the **heart** icon is visible, which sorts your units by their **Strength** attribute. Notice that some of your units now have a red background instead of the light gray. This indicates that they have suffered damage in combat. As a unit becomes more and more damaged, the red background spreads across the tab. Units with more than 25% damage, have a small amount of red, units with more than 50% damage have a greater amount, and units with more than 75% are red all across. The other important factor about having taken damage is that the unit may suffer damage to a specific attribute, either **Move** or **Attack**, and lose actions in one area while retaining actions in another. The green or yellow lights for your unit's actions on the Interface bar turn red if this is the case.

Units can run out of ammo and/or become damaged during combat. A yellow warning flag appears on a unit when its ammo supply is running low; and this flag turns red if the unit is completely out of ammo. Two of the buttons on the **Orders** row remedy this situation. If they are not adjacent to an enemy unit, for one action the Resupply order replenishes a unit's ammo supply.

The Refit button can also only be used when no enemy units are adjacent. This order takes the entire turn, but restores all destroyed strength points and provides full resupply while repairing one attribute, either **Move** or **Fire**. More information is available under *Refit* and *Resupply* on page 52.

Preparing for an Assault

The Russians may have responded to your attack by sending an **IL-2M3** Bomber after one of your units. If the Bomber is visible, intercept the enemy with your Fighter. Remember, you can determine an air unit's exact location by its shadow on the ground. Select your **Me 109g** and then click on a spot adjacent to the enemy Fighter's shadow. Once your Fighter has moved, attack by clicking on the enemy air unit. This should eliminate the **IL-2M3** or send it fleeing.

Since your army is still slightly out of reach of its primary objective, concentrate on setting up for an assault on your primary objective during this turn. This is best achieved by moving your armoured units such as tanks and Anti-tanks into forward positions, with support units such as artillery just to the rear. Group your units in this manner on the road, with your **Tiger** tank in the lead. If there is an enemy **T34/76C** next to that attack it with your tank. Go ahead and attack any other units within range as long as it does not expose your own unit. After all, it never hurts to soften up the enemy before an assault.

Turn 3

At times during the course of a battle, you may be given the opportunity to bring in reinforcements. The turn information pop-up indicates when new slots are available. Slots also become available whenever you lose a unit in combat. Since it is often difficult to rush reinforcements to the front lines, you usually want to bring them in as soon as they become available, as is the case at the beginning of turn three.

Bringing in Reinforcements

Click on the Headquarters button, the flag on the right hand side of the interface bar, in order to return to the Headquarters screen to build a new unit. Do this in the same manner as at the beginning of the battle, selecting both a leader and a piece of equipment to form the unit. You want a unit that can get to the battle quickly, and nothing does this better than a paratrooper, called a **Fallschirmjäger** in the German army. Once you have created one, return to the tactical map and click on the Toggle Deploy button in order to deploy the **Fallschirmjäger**. Place your **Fallschirmjäger** in the airfield so that you can paradrop the unit on this turn.

Making a Paradrop

With the **Fallschirmjäger** unit selected, notice that the cursor changes as you move it beyond the unit's ground movement range, when it stops over an otherwise legal hex. Before performing the paradrop, scout the target area as much as possible. Dropping into the midst of enemy units would likely mean the end of your paratroopers.

Use your reconnaissance unit to scout the area around the airfield. Protecting the town is a **Katyusha 132** artillery piece and a **GAZ/37** Air Defence unit. The latter should be your first target, since it prevents your Bomber from being able to make an effective attack. Move the closest of your tank units to attack the **GAZ/37**, destroying it if possible.

Once the Air Defence artillery has been taken care of, you are ready for the paradrop. Select your **Fallschirmjäger** by clicking on it in the Roster bar. Then move your cursor to an unoccupied hex next to the **Katyusha 132** which should be in Novobila, and click on that location. The artillery can provide support fire for units defending the town, inflicting severe losses on you for any attack which doesn't first take care of this threat, so attack the enemy's artillery once your **Fallschirmjäger** has landed. If this does not significantly suppress the artillery, attack the **Katyusha 132** with your **JU87G** Bomber.



Capturing Your Objective

Once the enemy's artillery is damaged and suppressed, concentrate on capturing Novobila itself. First, you have to break through any enemy units preventing you from reaching the town. Armoured units, such as tanks and your Anti-tank units, are best suited to this task. Next, you should use your own artillery to attack the Russian Infantry holding the town's primary position, indicated by orange HQ building and radio tower.

Once you have completed your preparatory attacks, move your **Stosstruppen** Infantry unit adjacent to the town for the main assault. Attack with your **Stosstruppen** Infantry as many times as you can, and if this is not enough to dislodge the defenders bring in any other available units to complete the job. You want to go all out in this attack since capturing Novobila on this turn will earn you a major victory.

Turns 4 & 5

If the Russians proved especially tough or your own units did not have enough actions, use the remaining turns to keep up the assault in a similar fashion until the town is captured. When the scenario ends, there is a brief victory animation, followed by the Summary screen where you can view your tally of enemy units in one of two ways: total units destroyed and units destroyed by leader.

Left-click on the **checkmark** in the lower right corner to proceed. At this point, you are given the option to save your game. Do this, giving it a descriptive name such as, Mid Tutorial.

The Campaign map now shows your progress in the campaign with your victorious battle indicated by the German flag. You are also presented with two choices of where to fight your next battle, each with a different type of victory condition. The battle to the east, Lashing Out at Luga, requires you to destroy designated enemy target units in order to win. The battle to the south, Race for Riga, requires you to exit several units from the map. You may choose either of these battles to play first; then once you have completed it, you can load the save you made after the end of your first battle in order to play the other.

In either case, you will proceed first to the scenario briefing screen, where you may wish to review the new equipment and leaders; and then to your army Headquarters. Here you can build new units or reorganise your army to better suit the upcoming battle, and award your leaders with the promotions you received, either four or two depending on whether you scored a major or minor victory in the previous battle.

Lashing Out at Luga

As the briefing states, this scenario is a search and destroy mission, and you should keep this in mind when building your units.

Customising Your Army

One of your additional slots should be used to build a new reconnaissance unit to help you find your targets. Since mobility is often more important than sheer fire power in a search and destroy mission, replace your **15 sFH 18** artillery with a self-propelled artillery piece, such as a **Wespe**, and your **Elefant** Anti-tank unit, which has a low movement rating, with something faster, such as the new **JgdPz IV/48** you received in your motor pool.



Russian infantry supporting an attack.

Of course, to 'destroy' is the other half of the mission, so you want to add another unit which packs a hefty punch. Either an additional tank, such as the new **Panther G** you received in your motor pool, or a Bomber would be a good choice.

Mission Tactics

Your first task in this scenario is to find the designated target units that you have been ordered to destroy. There are six of them: three Russian **Guards** Infantry, two **T-34/76B** tank units and one **IS-2** tank unit. Each of these is identifiable by an icon, a red target reticle, placed above the unit.

Key to victory in this scenario is using the combined arms tactics that you learned in the opening scenario. As you advance your attacks, soften up your targets with indirect fire, followed up with the hard hitting spearheads of your heavy armour. Also important is the ability to contain the enemy forces you encounter. Nothing is more frustrating to a commander than hammering the enemy with everything he has only to see it retreat to safety where it can refit. Use your light equipment to pursue and contain damaged enemy units.

At the beginning of turn three in this scenario, you will receive two auxiliary reinforcements which appear at the edge of the map near the town of Berestova. These are units which you may use to supplement your regular forces much as you would if you had received a slot increase or replaced a destroyed unit. Auxiliary units, however, are transferred out of your army at the end of the scenario.

If the course of the battle is going well for your forces, you may wish to try to capture one of the secondary objectives that your army is tasked with. Secondary objectives are represented on the tactical map by an orange command tent.

Race for Riga

Not surprisingly in breakout or retreat scenarios in which you must exit units from the map, the speed of your units is a critical factor to the success of your mission. Replace your towed equipment, such as your **15 sFH 18** and **20mm(Q) FlaK**, with self-propelled versions of the same equipment type, even if their attack or defence ratings are lower.

Also, take advantage of the special abilities of certain equipment types. For example, **Pioniere** Infantry have the *Bridging* special which make them more useful than the **Stosstruppen** heavy Infantry when you need to get your forces across rivers.

Although employing air power is generally an excellent tactic for protecting your units, you should have noticed in the briefing screen that the weather is rainy, which will severely hamper any air operations for an indeterminate length of time. In addition, only ground units may be exited from the map. Therefore, you may want to replace your **JU87G** Bomber with another reconnaissance unit to help you scout for possible enemy ambushes.

Keep in mind that highly mobile equipment types often gain their speed by sacrificing heavy armour and/or firepower, so you also need to make sure your units can be protected long enough to reach their objective. Fill out any open slots in your army with equipment types that combine both mobility and protective characteristics. For example, taking an additional self-propelled artillery piece would be a good idea, as would including the new **Panther G** tank that you received in your motor pool.

When you examine the units in your Roster for this scenario, notice that two of the units have a gray background. These are auxiliary units which have been temporarily assigned to your army to help you achieve your objectives and which are already deployed on the battlefield at the beginning of the scenario. You will not be able to replace them, however, and they will be transferred out of your army at the end of the scenario.

Crucial to victory in this scenario is careful planning, especially in the route you plan to use. You should, for example, expect the heaviest resistance at key points in the region such as near cities and at river crossings. These are often unavoidable, so approach them in force in order to break through quickly. Examine the tactical map to find the exit points on the map. There are two of them, located on the central roads leading off the south edge of the map and designated with a large arrow. To exit a unit, move it onto the arrow.

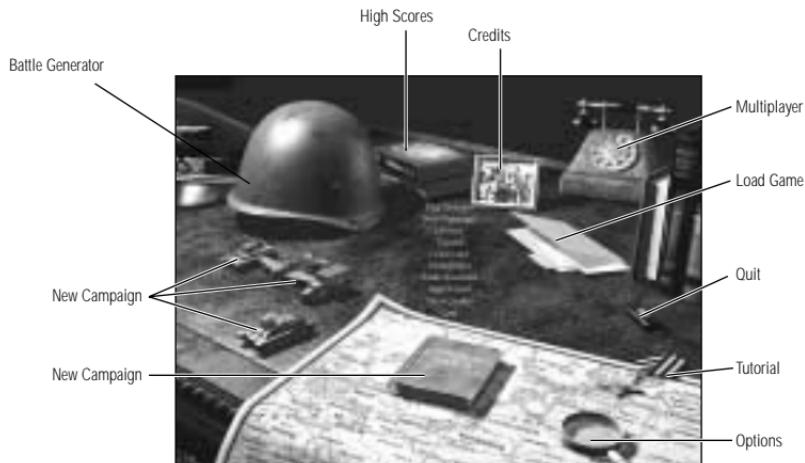
Careful planning of your units' individual moves is also important. Keep your units in a tight formation as you move across the map. It does you no good to have a fast unit way out in front of the rest of your units, or to allow a slow one to straggle far behind. The enemy can easily swoop in to pick off isolated units.

Although you are only required to exit six units to gain a victory, it is possible for you to improve your score if you are able to get extra units safely off the map. Remember, however, that your score is also dependent on how long it takes you to complete the victory. If you have many damaged units or they are far from the exit points, you may want to settle for the victory you already have in hand. Should you choose to continue the battle, you will be given the option to quit the battlefield at the end of each turn.

BASIC SCREENS, MENUS, AND BUTTONS

These sections provide step-by-step suggestions to familiarise you quickly and easily with the basic screens, menus, and buttons in PANZER GENERAL III SCORCHED EARTH.

The Start Screen



When you begin Panzer General III Scorched Earth the first screen represents an historian's desk. As you move your mouse pointer over the graphics in the office the text option becomes highlighted in the centre of the screen. You can either left-click on the graphic or on the text in the centre of the screen.

Play Scenario

Brings up the Scenario Selection screen, from which you can select and start a single player scenario. For more information, see *Playing a Scenario*, beginning on page 20.

New Campaign

Brings up the Campaign Selection screen, from which you can select the army commander for your army. This also determines the nationality and theatre of operation for your game. For more information, see *Playing a Campaign*, beginning on page 22.

Options

Brings up the System Options dialog box, from which you can choose the game options you wish to have on or off during game play.

- **Animations:** Slider increases or decreases unit animation - speed.
- **Music On/Off:** Enables or disables the volume control slider for in-game music.
- **Sound On/Off:** Enables or disables the volume control slider for in-game sound effects.
- **Hot Keys:** Displays the list of hot keys.
- **Fog of War:** Enables or disables Fog of War, your ability to examine enemy units and leader statistics and specials.

Tutorial

Brings up the Tutorial screen. Click on the flag to load the game. The *Tutorial* section beginning on page 4 provides step-by-step guidance through this introductory scenario.

Load Game

Brings up the Game Function dialog box, from which you can load a saved campaign game or scenario. Select a campaign or scenario from the list, then click on the **checkmark** to load that game or click on the **X** to exit the screen.

Multiplayer

Brings up the Multiplayer Game Selection screen, from which you can create or join a multiplayer game, either over Local Area Network (LAN), the Mplayer network or via the Internet. For more information, see *Playing a Multiplayer Game*, starting on page 25.

Battle Generator

Brings up the Battle Generator screen, from which you can create your own battles using American, British, German, or Russian combatants. See *Creating a Battle* on page 29 for more information on creating your own scenarios.

High Scores

Brings up the High Scores screen, from which you can check out how you rank against other generals. Click the **checkmark** button to return to the Start Screen.

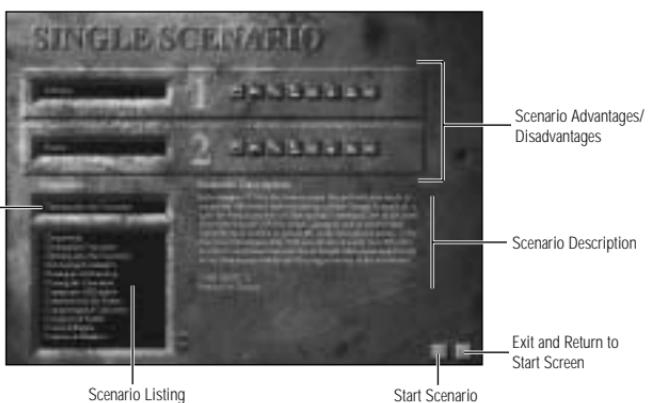
Show the Credits

Runs the credits for the development team responsible for bringing you PANZER GENERAL III SCORCHED EARTH. Click or press any key to exit the credits and return to the Start screen.

Quit

Clicking on this button exits the game and returns you to your Windows desktop.

Playing a Scenario



There are over 20 scenarios in PANZER GENERAL III SCORCHED EARTH, depicting real and theoretical battles throughout the Eastern Front of World War II.

The Scenario Selection Screen

At the top of the Scenario Selection screen are bars for each player, including the name of the player as well as advantages and disadvantages. The human player is always Player 1. The lower left window contains an alphabetical listing of the currently available scenarios. Click on the down arrow button to scroll the list of scenarios. When you see the name of the scenario you wish to play, click on it, and a description of the scenario appears in the middle right of the screen.

Scenario Advantages and Disadvantages

Once you have chosen your scenario you can change the handicap level and make the game either more challenging or easier for you. Most advantages and disadvantages toggle between two or three settings: Normal, Enhanced (+) or Decreased (-).

Restricted Leaders



Normally you can use a leader freely with any class. When this option is active, if the leader's class does not match the class of the equipment, he can only issue standard orders. This setting can only be toggled on or off.

Starting Leader Quality



Affects the starting promotion level of your leaders.

Leader Pool



Affects the number of leaders in the leader pool.

Roster Slots



Affects the number of units you can field in the scenario.

Ammo



Affects the amount of ammo carried by all units.

Entrenchment



Affects the level a unit can entrench to. See page 44 for more information on entrenchment.

Refit



Allows either enhanced refit ability or normal refit ability. Enhanced refitting always restores the unit to full health.

Unit Strength



Affects the **Strength** attribute of all units on that player's side.

Starting the Scenario

When you have selected your scenario, chosen your side, and adjusted the advantages as desired, then click on the Load Scenario button, the **checkbox** button at the bottom right of the Scenario Selection screen to start the game. If you change your mind about the scenario, click on the Quit button, next to the **checkbox** button, to return to the PANZER GENERAL III SCORCHED EARTH Start screen.

The Scenario Info screen appears. On this screen you are told how many promotions you have available to give to leaders in your pool. A detailed scenario briefing, including weather conditions and victory objectives is provided to guide your choice of units for the scenario. Left-clicking on the **checkbox** button takes you to the Headquarters screen where you can examine your army and build units by assigning leaders to equipment. For more information on in-game interface see *Basic Screens, Menus and Buttons* starting on page 19.

Playing a Campaign



There are two large campaigns, and two mini-campaigns in PANZER GENERAL III SCORCHED EARTH.

The Campaign Selection Screen

The Campaign Selection screen is dominated by the four Army Commander portraits; Each Army Commander represents a separate campaign path and varying levels of difficulty that can be modified. Clicking on a Commander portrait highlights the picture, representing the current Army Commander you have chosen for the campaign game. The Campaign Description appears in the bottom right of the Campaign Selection screen, while the overall campaign Rating appears at the top of the Campaign Selection screen. The Campaign Options and Advantages/Disadvantages settings allow you to customise the difficulty of the campaign. Below them is a box with the selected Commander's name. You can change the name if you wish.

Army Commanders

The choice of Army Commander has a varied effect on the campaign. Primarily it sets the location and track of the campaign. However, it also sets a default difficulty level based on the Commander's particular strengths and weaknesses, as represented by the Campaign Options and Advantages/Disadvantages settings. These options can be adjusted if desired.

Campaign Rating

This is the overall difficulty rating of the Army Commander you have chosen. This rating will change if you modify most options. Next to the overall campaign rating are five Quick Rating settings. The five difficulty levels are Levy, Green, Regular, Guard and Elite. Simply click on the difficulty you want and the options, advantages and disadvantages will change based on your selection. You can also toggle the settings individually to increase or decrease the overall rating.

Campaign Options

These represent the overall ability of the commander: his ability to motivate, influence, and coordinate his army in a theatre of operation. All options except the Most Common Leader have only three settings, Normal, Enhanced (+) or Decreased (-).

Reinforcement Quality



Affects the starting promotion level of leaders added to the Commander's pool after the first scenario.

Chance for a Leader Special



Affects the chances of your leaders obtaining Medals (Leader Special).

Chance for a Prototype



Affects the chance of you receiving a prototype unit (unit delivered prior to historical dates).

Chance for Promotions



Affects your ability to receive promotions for your leaders.

Chance of Leader Survival



Affects the chances of your leaders surviving the death of their units.

Most Common Leader Type and Second Most Common Leader Type



Leaders are designated to be one of eight classes (Infantry, Armour, Recon, Anti-tank, Artillery, Air Defence, Fighter and Bomber). These two buttons cycle through each of the eight types to allow you to designate the classes most commonly generated. These options have no effect on the campaign rating.

Campaign Advantages and Disadvantages

These settings are ways to further adjust the difficulty of the campaign by handicapping the human or A.I. side and are the same as those found in scenario play. Any setting changed here, however, affects the entire campaign game. These options are identical to those described in *Scenario Advantages and Disadvantages* starting on page 21. The upper level of buttons are your settings, the lower level affects the A.I.

Starting the Campaign

Once you are satisfied with your Commander selection, and have set the options, advantages and disadvantages as you wish, click on the **checkmark** located at the lower right of the screen to start the campaign. Click on the **X** button to return to the PANZER GENERAL III SCORCHED EARTH Start screen. You are taken to the Campaign Map screen, where you must choose between one or more scenarios to play. Click on a battle site, marked by a **flag** icon to read the scenario description, then select the **checkmark** button to begin the game.

Scenario Info Screen



This screen appears at the beginning of every campaign scenario. It presents the scenario briefing and provides information about the campaign being played. Initially the screen displays briefing text for the upcoming scenario, identical to the scenario info screen described on page 22. However, other information can be accessed by clicking on one of five buttons. When you are finished reviewing the information, click on the **checkmark** button to begin the scenario.

Review New Prototypes

Displays Unit Cards for any prototype equipment appearing in the next scenario.



Review New Equipment

Displays Unit Cards for any new equipment appearing in the next scenario.



Review New Leaders



Displays Leader Cards for any new leaders appearing in the next scenario.

Scenario Briefing



Restores the scenario briefing text.

Review Decorated Leaders



Displays Leader Cards for any leaders who have been awarded Leader Specials. These awards are displayed as medals appearing on the Leader Card, holding the cursor over the medal displays the name of the special, right-clicking displays the help-text for the special.

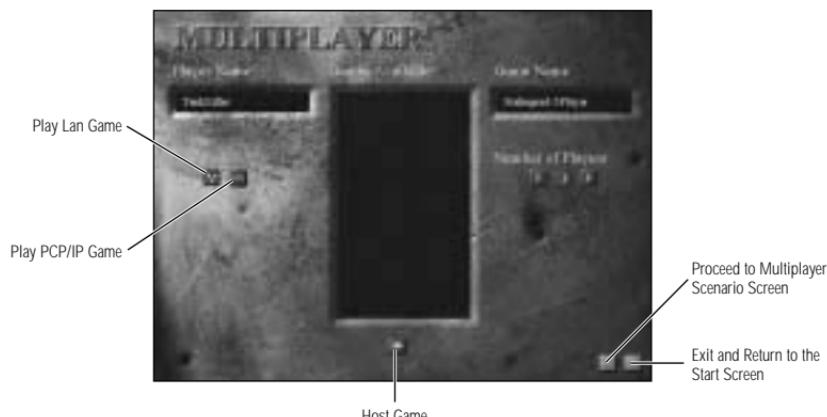
Playing A Multiplayer Game

Up to four people can play special PANZER GENERAL III SCORCHED EARTH scenarios over a local area network (LAN), via IPX or using the Mplayer service. When you select Multiplayer from the Start screen, you are taken to the Multiplayer screen where you see a name field in the upper left corner, and three buttons. Enter a name or handle in the name field and left-click on one of the buttons: Begin a LAN game, Begin a TCP/IP game using an IP Address and the Begin a Multiplayer game with MPlayer.

If you choose LAN or TCP/IP a list of all the games to choose from appears in the centre of the screen with two new buttons, the Host button (an open hand) and the Join button (hands shaking).

To Join a LAN game, simply click on that button next to the desired game, and left-click on the **checkbox** button, which takes you to the Multiplayer Scenario Selection screen in preparation for starting the game. This screen is described on page 28.

Note: If you wish to join a TCP/IP game, you will also need the IP address of the game host's computer.



Left-clicking on the Host button makes you the game originator and opens a text field for a game name on the right side of the screen. Every game must have a name to identify it, so you cannot proceed until this field has a name in it. There are also buttons for 2, 3, or 4 players, the default being a two player game. The number of players determines which multiplayer scenarios you can choose from on the next screen, and how many players will be allowed to join your game. Once the game has a name, a **checkmark** button appears allowing you to proceed to scenario selection. See *Selecting a Multiplayer Scenario*, starting on page 28 for more information.

Note: *If you are hosting a TCP/IP game, all your players need to know your IP address.*

Finding Your IP Address

In order to play a TCP/IP game, the IP address of the host machine must be available to the player or players joining the game. If you do not know the IP address of your computer, you can find it by going to the Start menu, selecting Settings and then selecting Control Panel. In the Control Panel, open the Network folder and find the TCP/IP -> Dial Up Adaptor line, or the line for the device that gives you access to the Internet. Once it is selected, left-click on the Properties button. Your IP address is a string of four numbers separated by periods.

You can also find your IP address using a Windows utility called Winipcfg.exe which is in your Windows system folder. From the Start menu, select Run, then type WINIPCFG in the field and left-click on Find OK. Depending on the number of devices you have installed, you might need to look at several options before the IP number is displayed in the appropriate field.

Playing on Mplayer®

In addition to other multiplayer connection options, PANZER GENERAL III SCORCHED EARTH can be played over the Internet game service, mplayer.com. Clicking on the Mplayer button starts the Mplaynow application which connects you to Mplayer and takes you to the lobby where you can choose opponents and start a game.

What Is Mplayer.com?

Mplayer.com is the #1 multiplayer game service on the Internet. Playing Panzer General III Scorched Earth on mplayer.com means that a player in a remote location can challenge other players in remote locations, and they'll play in real time—like they're all sitting in the same room. Mplayer.com offers hundreds of innovative features, including real-time voice—chat that lets you verbally taunt your opponents and praise your teammates. When you sign up for mplayer.com you're joining a friendly online community where you can participate in regular tournaments, contests, and special events.

Pricing

Mplayer.com is FREE—there are no charges or monthly fees to play Panzer General III Scorched Earth on mplayer.com.

So How Do I Get Started?

Installing mplayer.com is simple. Just follow these easy steps and you're on your way to the excitement of online multiplayer gaming!

There are several ways to install mplayer.com from PANZER GENERAL III SCORCHED EARTH:

- From the game CD-ROM Autorun Menu select the option to Play on mplayer.com
- From the Windows Start Menu select PANZER GENERAL III SCORCHED EARTH and then the option to Play on mplayer.com
- From *inside* the Game select the option to Play on mplayer.com from the Multiplayer menu
- From the PANZER GENERAL III SCORCHED EARTH Program folder click on the icon to Play on mplayer.com

This will start the mplayer.com installer which will:

Check for mplayer.com — if you don't have it, we'll install everything you need! Just follow the easy install instructions at the prompts. During the process, you'll set up a mplayer.com account and select your mplayer.com member name and password.

After installing mplayer.com, your Web browser will launch and connect you to the mplayer.com game page:

- Make sure your game CD-ROM is in the disk drive.
- Now click on 'Play Now' to log onto mplayer.com and head to the Lobby of your game.
- Before entering the game's Lobby, we'll automatically download any additional files you might need to make the game playable on mplayer.com.

Now you are in your game's Lobby on mplayer.com:

- Chat with other players by typing your message and pressing Enter.
- To enter a Game Room, double-click on a green Room icon.
- If you want to create a new Game Room, click on the Create Room button.

Almost there!

- If you enter an existing Game Room, Click on the Ready to Play? button, or...
- If you create a Room, wait for players, then click on the Launch Game button.

Have fun playing on mplayer.com!***Customer Support***

Mplayer.com has a staff of highly trained Technical Support representatives waiting to answer any questions or solve any problems you can throw at 'em. If you're having trouble installing mplayer.com, contact a Technical Support representative by emailing support@mplayer.com or by calling (650) 429-3100 between the hours of 3 p.m. and 10 p.m. (PST), seven days a week.

For more information about mplayer.com visit our Web site at www.mplayer.com.

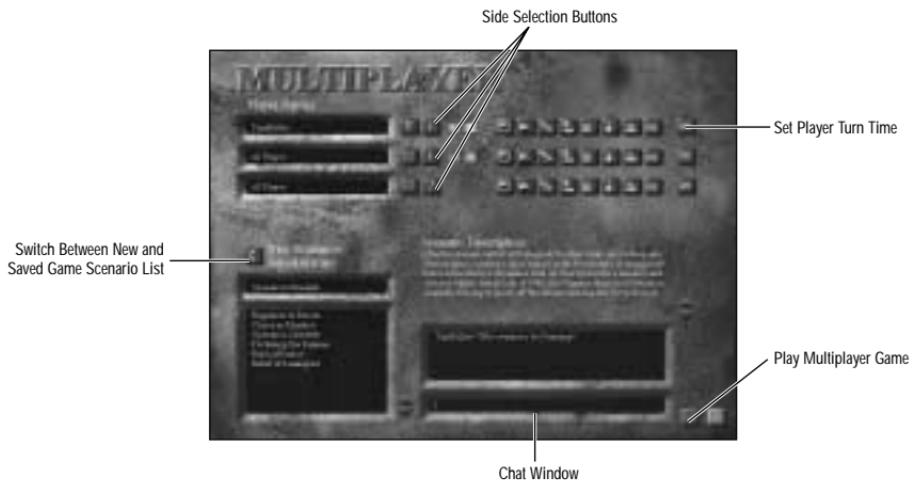
Technical Info

You need the following PC configuration to install our software and play games on mplayer.com:

System Requirements:

• Windows 95	• 14.4 KBPS or faster modem (28.8 KBPS or higher recommended)
• Pentium processor	• Internet access
• Web browser	• 8 MB RAM (16 MB recommended)

Selecting a Multiplayer Scenario



On the Multiplayer Scenario screen, the host's name appears in the top position as the game originator, and the other players appear in the lines below that. At the bottom right of the screen is the chat window. You can type your message into the text bar at the bottom and press **Enter** to display your text to other players in the screen.

Once the host selects a scenario to play from the list on the lower-left corner, the number of players on each side, Axis and Allied, is determined. Selecting a scenario also displays the scenario briefing text to the right of the list, above the chat window and activates the row of buttons next to each player's name. These are identical to the buttons described in *Scenario Advantages and Disadvantages*, starting on page 21, with two exceptions:

The **question mark** button is used to make your choice of side, either Axis or Allied.

The **infinity** button sets the length of the turn, in terms of seconds per action for that army. Left-clicking on this button increments the duration per action by 3 second intervals, up to 15 seconds per action. For example, if your leaders have a total of 15 actions, and you choose the 12 second setting, your turns are 180 seconds (or 3 minutes) long. Leave the button on **infinity** for a game with no time limits.

Only the host of the game can change the advantages and disadvantages buttons.

When the players join they replace the AI players in the scenario. If there are not enough human players for a multiplayer game, the AI takes over the remaining slots. Once the host has set the advantages and disadvantages, and all players have chosen a side, the **checkmark** button appears to allow you to proceed to the Headquarters screen to build your army as in any other scenario. See the *Headquarters Screen*, starting on page 30 for more information.

Creating a Battle



The Battle Generator allows you to build your own scenarios for individual or multiplayer play. Creating a battle is as easy as adjusting a few variables.

Number of players

Selects the number of players you want in the scenario, either 2, 3 or 4.

Weather

Determines the starting weather for the scenario, either: Clear, Cloudy, Raining or Snowing. The weather is likely to shift over long scenarios, based on the usual climate of the battle area at that time of year.

Number of turns

Sets the number of turns before the game ends. If victory has not already been determined, the side with the greatest number of victory points at the end of the game wins.

Starting Date

Marks the starting day of battle, between January 1, 1939 and December 31st, 1945. The date, in combination with the location of the battle can affect weather. For example, if you set your weather for sunny, but you choose a winter date in Moscow, as time passes the weather is likely to shift to rain or even snow.

Map List

Scroll through the list to select the map to play on. The choice of map determines terrain, of course, and can also affect the weather in the scenario during long games.

Player Numbers

Determines the turn order, with Player 1 going first, etc.

Nationality

Sets which nationality the player is controlling, either USA, United Kingdom, USSR or Germany. There can be more than one player of a nationality.

Side

Lets you choose which side each player is on, either 1 or 2.

Equipment Year

Allows you to choose the time period for each player's equipment as either Early or Late from 1939-45. This greatly affects the power and variety of units available to the player.

Starting Leader Quality

Sets the quality of the leaders in the pool at either normal, enhanced (+), decreased (-) or random (dice).

Leader Pool

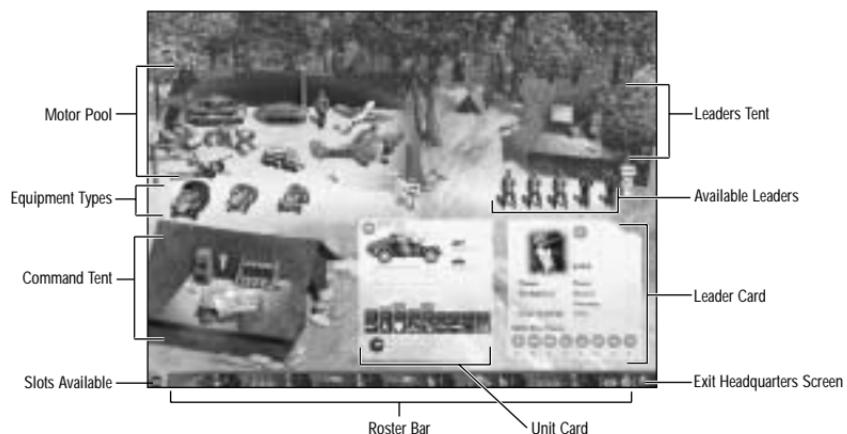
Toggles the number of leaders in the pool between normal, enhanced (+), decreased (-) and random (dice).

Roster Slots

Sets the amount of available starting roster slots at a number between 6 and 27, in increments of 3.

When you are satisfied with the scenario parameters, click on the Save button at the lower right of the screen and click on the X button to exit the Battle Generator and return to the Main Menu. You can play Battle Generator games by loading them from the Multiplayer Scenario Selection screen. If you wish to play a game by yourself, simply host the game and start it without being connected to the Internet or LAN.

The Headquarters Screen



The Headquarters Screen is the second most used screen in the game. This is where you create your army, move leaders from unit to unit, give leaders promotions, rename leaders, disband units, review units and leaders and review the upcoming battle.

The Headquarters screen resembles a bivouac near the front lines. The two larger tents at the top and bottom of the left side of the screen are the **Motor Pool Tent** and the **Command Tent**. On the right side of the screen is the **Leader's Tent** and a row of new leaders waiting to be assigned to units. Moving the mouse over the Leader's Tent, the Motor Pool Tent, or the Command Tent removes the roof to display the choices available in each area. Simply move your mouse pointer over each object in the tent to get help text for that object. You can also right-click for a help box with detailed information about that option.

Signposts

Next to the Motor Pool Tent and Leader's Tents are a signpost with left- and right-arrow signs. Whenever there are more than five leaders in a row, or five types of equipment available from a class, the arrow signs allow you to scroll back and forth through the choices.

Next to the Leader's Tent, underneath the arrows, is the Change Sort Order button. Clicking this sign toggles between sorting the leaders by class or by promotion level. The bottom button on the signpost is the Leader Review sign. Clicking this sign displays up to twenty of your available leaders on the **Parade Ground**.

Leader's Tent

In the upper-right corner of the screen is a small tent with up to five leaders standing in a row. The interior of the tent contains three choices Promote Leader, Remove Leader, and Rename Leader. *Right-clicking* on any of the leaders displays the Leader Card in the Parade Ground area of the screen. Use this to examine leaders for their equipment specialty and number of actions.

Medal Case - Promote Leader

The number of actions a leader can perform each turn, either moving, shooting or using orders, is equal to their promotion level. During and in between Campaign scenarios if you have the opportunity to promote one or more leaders as a result of exceptional performance, left-clicking on the **Medal Case** icon in the Leader Tent turns the cursor into the promotion cursor and the number of promotions available pop up as red flags on the Parade Ground. Left-clicking on one of your leaders, either from the Roster bar or in front of the Leader Tent, moves him to the Parade Ground. To promote a leader, click on the red flag in front of him. A leader can only be promoted once per scenario; the flag grays out if you try to promote him again.

Rifle and Pack - Remove Leader

Left-clicking on the **Rifle and Pack** icon in the Leader Tent turns the cursor into the Remove Leader cursor. When that leader is removed from your leader pool and any specials or promotions are lost. During campaign games you may wish to remove some of your low ranking leaders if your leader pool is near full. This allows the empty slots to be filled with new, possibly more experienced personnel.

File Cabinet - Rename Leader

Left-clicking on the **File Cabinet** icon in the Leader Tent turns the cursor into the Rename Leader cursor. If you then click on one of your leaders on the Parade Ground, a dialog box appears allowing you to change your leader's name. Click on the text field to rename your leader and then click the checkmark to accept the name.

*Russian I-16
and their pilots
awaiting orders.*



Command Tent

In the Command Tent you can save and quit the game, review your army roster, use the auto-builder and auto-breakdown utilities to manage your army, receive a battle briefing and change game options.

Table Map - Campaign Review

Shows current campaign information for the Army Commander, including victories, kills and losses.

Weapons Rack - Auto Build

Instructs the AI to build the best units it can from the leaders and equipment at hand.

Bugle - Auto Breakdown

Breaks down all units and removes them from the roster, allowing you to reconfigure your army as you see fit.

Filing Cabinet - Options

Brings up the Options panel:

- Quick Save: Saves the game in the QuickSave slot.
- Load Game: Loads a saved game.
- Save Game: Saves the current game.
- Objectives: Brings up the Objectives panel, giving important scenario information.
- System Options: Brings up the System Options panel described on page 19.
- Restart Scenario: Restarts the current scenario without saving.
- Quit: Quits the current game and returns you to the PANZER GENERAL III SCORCHED EARTH Start screen.

Motor Pool

Available equipment types are displayed in the Motor Pool Tent. Moving the cursor over the tent displays the eight classes of equipment: Tanks, Anti-tank, Infantry, Fighters, Bombers, Recon, Artillery and Air Defence. Left-click one of the icons to display available types in front of the tent. *Right-click* any of these icons to display the Unit Card for that unit type in the Parade Ground portion of the screen.

Parade Ground

The Parade Ground is to the lower-right where the Unit Card and/or Leader Cards are displayed when you right-click on a unit on the Roster bar at the bottom of the screen, or right-click on a leader in front of the Leader's Tent or a type of equipment in front of the Motor Pool. These panels give detailed information on the unit or leader. For a detailed description of Unit Cards, see *Equipment* starting on page 57. For details on Leader Cards, see *Leaders* starting on page 46.

Roster Bar

At the very bottom of the screen is the Roster bar. On the left end is a counter indicating the number of slots available in your army. On the right end is the Exit button (a gold X on a red button) which exits the Headquarters screen. Just to the left of that is the Change Sort Order button with scroll arrows to the left of that. The Change Sort Order button changes the order that units are displayed, indicated by the small icon above the button. The choices are

- Tank Icon: Equipment class: Infantry, Tank, Recon, Anti-tank, Artillery, Air Defence, Fighter, Bomber
- Flag Icon: Promotion level of the unit's leader
- Heart Icon: Unit health
- Double Diamond Icon: Number of actions remaining

Each unit is displayed on its own tab with the following icons:

Class and Type

Each unit is one of several types within its class, often with a different appearance from others in its class. For example, an Axis Fighter unit will have different icons on the Roster bar for Me 109 and a FW 190.

Leader

Every leader has a class specialty, and the different leader icons reflect this. An Infantry leader looks different from a tank leader.

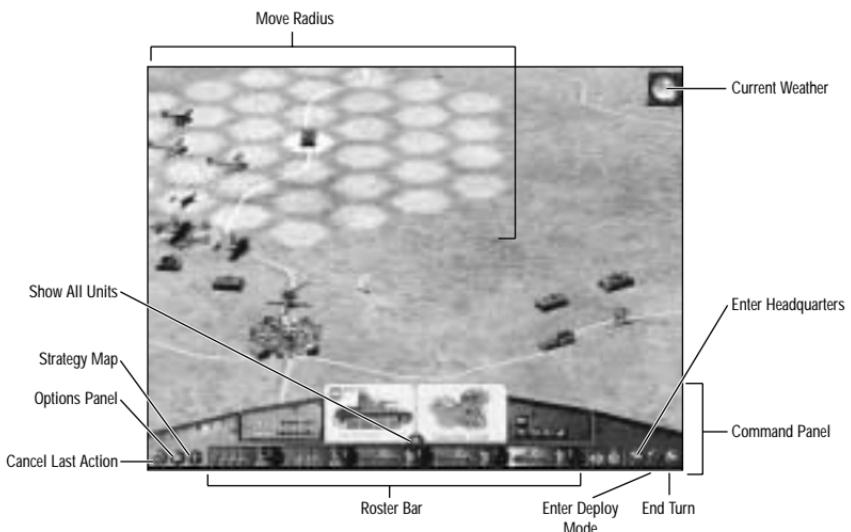
Level of Promotion

Next to the leader icon are gold buttons indicating the leader's promotion level, which also corresponds to the number of actions possible for that leader. Most leaders start out with two to three levels, meaning they can perform two or three actions.

Roster Slots

An army is made up of the units available in the active roster. The number of slots in the active roster is controlled by the game and can be increased or decreased in between scenarios of a campaign. If the active roster has less slots available in the current scenario than the last, then the most common and least experienced leaders are returned to the Officer's Tent and their equipment goes back to the Motor Pool Tent. One extra slot is awarded for a major victory in the previous scenario.

The 3D Battlefield



This screen is where the action happens, all manoeuvering and combat occur here. The main feature of this screen is the angled view of the battlefield, which can be rotated through 360° to view the combat from every angle. Simply hold down the right mouse button while moving the cursor to the left or right screen edge. You can also zoom the view in or out by holding down the right mouse button and moving the cursor to the top or bottom. You can also use the **arrow** keys to scroll around the map, and the **PageUp/PageDn** keys to tilt the map view. Press **Ctrl-V** to reset the default camera view, and press **Ctrl-G** to toggle the hex grid on and off. The weather is indicated by an icon in the top right corner.

Moving Units

Movement on the map is as simple as selecting a unit and left-clicking on a hex you want it to end in. You can select a unit by clicking directly on the unit icon on the map or on the Roster bar section of the control panel. The active unit appears on the map with a yellow highlight underneath it. If the unit has movement remaining, hexes are highlighted in light green to show where it can move to. Hexes containing enemy units that can be attacked appear with a red highlight.

There are also movement cursors that appear to indicate modes of movement different from the unit's main type. For example, selecting a paratrooper unit highlights a small number of green hexes for the unit to move to because as Infantry, paratroopers are mostly foot troops. Moving the cursor beyond the area of green hexes causes it to change to an arrow with a small parachute icon attached when the cursor is over a hex which can be paraded into, and a slashed circle when the cursor is over a hex that cannot be entered this way.

Attacking

Any visible enemy units within attack range of the active unit have a red highlight in their hex, indicating they are eligible targets. Moving the cursor over an eligible target causes it to change to a target reticle with a number to each side. This is the combat cursor, and the numbers are an estimate of the amount of damage that each unit can inflict on the other, friendly damage on the left, enemy damage on the right. Bear in mind that this is just an estimate based on equipment types, and that the real results can be much different. Left-click on the unit to be attacked and the combat proceeds simultaneously.

Command Panel

At the bottom of the screen, is the Command panel where you control all the game features that don't occur directly on the map. In the centre are two small info cards. The left-hand panel displays a photo of the active unit. The right-hand panel displays one of three things: the leader assigned to the active unit, the terrain under the cursor or an enemy unit you have run the cursor over to get information about.

Attribute Displays

To the left of the small info cards are two rows of lights which indicate the condition of your **Fire** and **Move** attributes. On an undamaged unit at the beginning of a turn, green lights on each row indicate the maximum number of times that unit can move or shoot. Yellow lights indicate that the equipment may be capable of more moves or more shots, but that the leader does not have enough actions available to use them. As a unit moves or shoots, the green lights are replaced by yellow as actions are used. If combat occurs, lights may turn red as attributes are damaged and rendered unusable. These can be repaired using the Refit order.

Orders Display

On the right side of the small info cards are two rows of buttons. The top row represent the veteran orders that units receive as they gain experience, the bottom row are regular orders that every unit is capable of at one time or another. Veteran orders are special abilities based on the type of equipment and promotion level of the leader. See *Orders*, starting on page 51, for a list of the orders and how they are used.

Unit Roster

At the bottom centre of the 3D battlefield is a mini-Roster bar, which displays the units in the army. Scroll buttons to the right of the units permit scrolling through the roster. Units can be sorted using the Change Sort Order button on the right to display the units by equipment class, the leader's promotion level, the unit's remaining health, and the number of orders remaining. Other information can be determined just by looking at the roster bar:

- The selected unit is displayed with a yellow background.
- Units with a gray background either have not moved or have actions remaining.
- Units with a red background have taken some damage.
- Units with a green background are undeployed.
- Units with a dark gray background have used all their actions for this turn.

Other Controls

Seven other buttons, three in the lower-left corner of the Command panel, three in the lower-right, and the one between the info cards provide access to other options on this screen.

Cancel Last Action



Any movement action can be cancelled as long as the unit taking the action did not reveal a previously hidden enemy unit, or engage in combat. If this option is available, this button is lit, otherwise it is dark.

Options



This opens the Game Options panel. See *Filing Cabinet - Options* on page 32 for a complete list of these options.

Strategy Map



This takes you to the strategic map where you can review the entire battlefield from a bird's eye perspective, to locate objectives and plan your strategy. The diamonds with a gold outline are the locations of primary victory objectives, while those with a silver outline represent the secondary objectives. Triangles represent airfields, circles show any towns that are worth victory points, any visible Allied units are displayed as orange-bordered tanks or wings, while Axis units are displayed as blue-bordered tanks or wings. The colour of these symbols indicates which side currently controls them, with orange for those locations under Allied control, and blue for those under Axis control. Left-clicking on the map returns you to the 3D Battlefield at the location you clicked.

Show All Units



This triangular button brings up all your units in a roster panel. Clicking on one of the units automatically takes you to that unit on the 3D Battlefield.

Headquarters



Displays the Headquarters screen. See the section starting on page 30 for more information.

Toggle Deploy Mode



If you have undeployed units you created in the Headquarters screen, this button toggles the 3D Battlefield into deployment mode. The locations you are able to deploy units to are highlighted with brighter spots and the cursor changes to the **Deployment OK** symbol (two curved downward pointing arrows). Any units available for deployment appear in the Roster bar. The unit selected for deployment has a yellow background, simply click on any of the highlighted hexes to deploy it. If you decide you would like to place the unit in another spot, you can click on the unit again, putting the unit back in the Roster bar, and then select another deployment spot by clicking on another highlighted location.

End Turn



If you have moved and fought all the units you can, left-click on the red arrow button to end your turn. You will be asked to confirm your decision.



*Juggernaut:
Soviet armour
on the advance.*

GAME CONCEPTS

This section explains many game concepts and functions integral to PANZER GENERAL III SCORCHED EARTH.

Game Turn

PANZER GENERAL III SCORCHED EARTH displays a status screen at the beginning of each turn giving:

- The date
- Your nationality, the turn number, and the scenario length
- The weather
- The number of roster slots available
- Victory Objectives

You can access any and all of your available units in a given battle turn. You can move one unit, then move another unit and go back and move the first unit again; there are no restrictions on what unit can move or when it can attack. The only limit on moving or attacking with a unit is the number of actions available to the leader of the unit. When a unit has used all of its leader's actions, the unit icon on the map darkens, and the background of the unit tab on the roster changes to black.

Actions

The action system is the heart of PANZER GENERAL III SCORCHED EARTH, allowing your leaders to utilise the abilities of the equipment you have assigned them to as the situation demands. Each leader has a number of actions equal to their promotion level. Each action can use a **Fire** or **Move** attribute, or activate a regular or veteran order which are class dependent. Each leader starts with at least two actions, and they can have as many as ten as you promote them to higher levels. See *Orders*, starting on page 51 and *Promotions*, starting on page 46 for more information.

Deployment

The deployment button is only active if there are units not deployed on the 3D battlefield. Left-clicking the Deployment button displays only those units that have not been deployed and highlights all available deployment zones on the map in blue. Units may be placed in any unoccupied hex of the deployment zone and any unit just deployed (the deployment screen has not yet been closed) may be removed from the deployment zone and placed in another hex of the deployment zone or back in the deployment roster by left-clicking on it. Air units must be deployed on or immediately adjacent to an airfield. You may not be allowed to undeploy a unit if it has sighted a previously unseen enemy unit.

Victory Conditions

Each scenario has a preset victory level based either on capturing strategic locations, exiting a set number of ground units from the map at a designated point, killing target units or some combination of these.

At the beginning of each scenario, in the scenario briefing, your primary victory conditions will be clearly detailed. There may also be secondary victory conditions, which you can try to attain for a more glorious victory. Seizing secondary objectives improves your score and may result in being awarded extra leaders or equipment. If you destroy all enemy units in a scenario, all remaining hexes are considered captured and the scenario ends.

Victory Screen

After each victory a screen appears allowing you to review various information about your success, such as total kills and losses, kills by individual leader, which leaders have received decorations for valourous service and the outcomes of previous battles if you are playing a campaign.

Movement

All units have a number of hexes they can move under normal conditions, listed on their Unit Card. Some terrain is more difficult to travel through, limiting the scope of the unit's movement. In addition, climbing steep slopes can reduce a unit's range.

Some terrain is simply impassable; generally this is terrain which is never advantageous for a unit to occupy (i.e. a very steep slope). Note that all terrain that is surrounded by impassable terrain is also made impassable. This way paratroops are not dropped on top of a mountain they can't get off of.

A unit can move more than once in a given game turn based on the experience level of the leader and the capabilities of the equipment. Units may move to any hex within their movement allowance, however, they must stop when entering an area controlled by the enemy. You cannot take back a unit's move if they uncover a hidden enemy unit.

Select a unit on the map or click on the icon in the active Roster Bar at the bottom of the 3D Battlefield, and the map snaps to the unit. If the leader has actions left and the unit has at least one **Move** point left the potential movement range highlights in green (any enemy targets within range have a red hex highlight). Simply click within the move radius and the unit moves to the new location. If the leader has additional actions available and the unit still has **Move** points they haven't used, then a new movement radius is displayed and the leader can continue moving. This can continue until either the leader is out of actions or the unit has used all its **Move**.

Diminishing Movement

Although a unit can move multiple times in one turn, each movement after the first has a decreased range. Listed as a percentage of initial range, movement is:

Movement #	1st	2nd	3rd	4th	5th	6th
% Of Initial	100%	75%	50%	25%	1 hex	1 hex

All movement and sighting rules continue to apply during each move made by a unit. Note that Recon units receive their first move of every turn for free.

Zone of Control

The six hexes around the hex a unit occupies represent the unit's zone of control (ZOC). A unit must stop upon entering an enemy ZOC (unless allowed to ignore it because of Leader or Equipment class special). This means that a unit that starts in an enemy ZOC hex can move directly to another enemy ZOC hex but it must stop there. Friendly units may not retreat through an enemy ZOC; if they have no path of retreat they are destroyed.

Note, however, that air units may only exert ZOC's on air units, and ground units may only exert ZOC's on other ground units. Air Defence units do not exert ZOC's on aerial units.

Movement Types

Each piece of equipment can have one of several movement types:

Track

This is movement in vehicles outfitted with treads. This imparts excellent cross-country travel. The actual vehicle is moved from the starting hex to the destination to represent the movement on screen.

Wheel

This is movement in wheeled vehicles. It is good over roads or otherwise clear travel but is greatly diminished over rough terrain. Any unit using wheeled movement will change into a truck and be moved from starting hex to the destination to represent wheeled movement on screen.

All Terrain

This movement is commonly used by recon units.

Air Movement

Air units ignore control of all areas of the map except those of enemy air units. Ranges are set for each piece of equipment. Air units do not have fuel, but must still resupply and refit at an airbase. The unit must move to the base and then use an action to resupply or refit. Air units must move to the hex over the target in one action and spend another action to attack ground units. Air movement and air combat are affected by the weather.

Alpine Movement

Certain specified Infantry units have special movement abilities in forest and rough terrain (the cost is much reduced).

*The dangerous
hide-and-seek
of city fighting.*



Air Transport

Any Infantry unit can be moved directly from one airbase to another airbase on the map. In order to take advantage of this movement, the Infantry unit must start the turn on the airbase. The standard movement radius is highlighted as well as any friendly airbase (if they are unoccupied). Clicking on a friendly airbase will cause the Infantry unit to turn into an air transport and fly to the chosen destination. Whatever mode of transportation that the Infantry unit normally uses flies with the unit. Air Transport aborts its mission and returns to its starting airfield if attacked by a Fighter or Air Defence unit.

Air Drop

A paratroop unit that begins its move at an airbase can be dropped into any hex on the map. In this case the standard movement radius is shown, but if you move the cursor over any other unoccupied hex the cursor changes into a **parachute** icon representing the ability to be dropped in any unoccupied hex. Note that if a hidden unit occupies the destination hex, the parachute unit will randomly be placed onto a hex within one hex distance. Paratroops may not land in impassable hexes.

Movement Interactions

Terrain and Movement

Movement points are expended for moving into a hex. Certain terrain types (rivers for example) cost all of a unit's remaining movement points unless there are Leader or Equipment Class Specials that negate the cost. On snow maps, ground unit's movement is reduced except along roads.

Ambushes and Movement

If a unit plots a movement path that enters a hex containing an enemy unit then that enemy unit will ambush the moving unit. The ambushing unit gets advantages in combat. If the moving unit is an Infantry unit in a wheeled vehicle it will dismount and fight on foot. Non-infantry units in wheeled vehicles must remain in their vehicles and fight with the reduced combat factors of the wheeled vehicle and they can only move and fire if they spend an extra action to dismount and set up for combat.



Casualty of war:
a knocked
out Tiger lies
abandoned on
the battlefield.

Towed Units and Movement

Most equipment in the Air Defence, Artillery and Anti-tank classes must be towed from one place to another using either wheeled or tracked vehicles. Towed units will not dismount from their vehicles if ambushed. They must either manually dismount, using an extra action or dismount automatically, using the Quick Setup veteran order. If in mounted form, and involved in combat they will use one of two default combat values depending on whether they have tracked or wheeled movement.

Refitting and Movement

The Refit order cannot be performed if a unit has moved at any time in the game turn. If the Refit order is chosen then the unit cannot move or fire for the rest of the turn.

Combat

The combat system in *PANZER GENERAL III SCORCHED EARTH* is relatively straightforward.

Acquiring Targets

Left-clicking on a unit on the 3D Battlefield, or on a unit icon that is part of the unit Roster Bar at the bottom of the screen, snaps to the unit. If the leader has at least one action left and the equipment has at least one fire attribute left, then any targets in range are highlighted in red. Units must have ammo to give a fire order, unless Ammunition is set to Unlimited (+) in the Advantages/Disadvantages. Clicking on a highlighted enemy unit initiates combat. See *Combat Resolution* below.

If the attacking leader still has actions available after combat is resolved and the unit still has **Fire** points available then you can order an attack against the same or another unit. This continues until the leader is out of actions or the equipment is out of **Fire** points. Note however, that each time a unit fires in the same turn their combat effectiveness is reduced.

All of a unit's **Fire** need not be used at one time, you can attack with one unit, switch to one or more others, and come back to the first.

Air units operate exactly like ground units. Clicking on an air unit brings it up in the interface and shows where it can move. Enemy air units in range and any enemy ground unit directly under the chosen unit are highlighted in red as targets, weather permitting.

Line of Sight

Line of Sight (LOS) is ability of a unit to see out into the world. Each unit has a 360-degree LOS. Combat is only allowed between units that have a clear line of sight and line of fire. Terrain can block a shot and there are no reduced shot situations. Friendly units do not block line of sight but enemy Recon units can use the screening ability to do so. Air units will never have their line of fire blocked by terrain or units. However, their LOS is affected by the weather, and therefore air units cannot attack on turns where rain or snow conditions exist.

Combat Resolution

Combat occurs when one unit attacks another. The process is essentially simultaneous but certain steps occur during every combat.

Check for Reserve, Support or Protective Fire

The computer checks to see if the defending player has any actions remaining that can be used to fire in support of the unit being attacked. Equipment classes that can do this are Artillery, Fighter, Air Defence and Anti-tank. If one unit can do this an attack is generated in the manner described below, but this attack happens first before any response can occur.

Normal Attack

Both units shoot a number of times equal to their unsuppressed **Strength**, using either their hard attack, soft attack or air attack value versus their opponent's defence or Air Defence value. In certain situations, such as when one of the units is entrenched, or is Infantry in unfavourable terrain, the units use their close attack value, which can be found in the Unit Database, located in PDF format on the game CD.

Damage

Hits are applied against **Strength** plus the entrenchment level, with any hits scored against entrenchment counting as a miss. Any remaining hits can be applied as either suppression hits or equipment damage. Equipment damage resolves as either damage to the **Fire** or **Move** attribute.

Retreat or Death

In some cases the amount of suppression and damage causes the unit to retreat, unless it has a positive entrenchment level, which makes the unit ignore the retreat result. If a unit **Strength** attribute reaches zero or all the attributes of a piece of equipment are lost; the unit is destroyed.

How Damage is Displayed

Units on the 3D Battlefield are displayed at four levels of damage to help you gauge their strength at a glance.

- Up to 25% damage there is no difference.
- With damage up to 50%, units display light gray smoke
- With damage up to 75%, units display dark gray smoke
- With damage greater than 75%, units display dark gray smoke and flames.
- The Strength attribute bar will show red for destroyed equipment, yellow for suppressed, green for available, and black for overall all strength/overstrength.

Types of Combat

This section details special combat situations.

Ranged Attacks

There are three forms of ranged attack: indirect fire by artillery; direct fire from Air Defence units, which can be more than two hexes away; and attacks from two hexes away by units with ranged fire or attacks by air units.

The only units that can fire indirectly are Artillery, and the range of an indirect attack will not exceed five hexes. In all cases, the target of indirect fire cannot fire back even if the attacker is one hex distant (there is no counter-battery fire).

Targets attacked by ranged fire or air attack can fire back if they are equipped to do so (for example a Tank unit firing two hexes at an Infantry unit would not face defensive fire, Infantry only have a range of one). Units attacking at long range (Two hexes for Tank units) have their attack reduced by halving the number of shots the unit takes.

Close Assault

Close assaults represent the assault and close range fighting required to take urban areas, entrenched units and units in difficult terrain. By definition a close assault is from one hex range. The opponent and terrain the opponent resides in dictate whether or not an attack is a close assault. All attacks against strongly entrenched Infantry regardless of terrain require a close assault. Attacks against any units in a town or city or rough terrain (woods, rough, mountains) would require a close assault. Close assaults use a unit's Close Combat value for both attack and defence.

Air Attacks

Air units have limited attack options. Normally a Bomber is allowed only three **Fire** points and a Fighter is given four or five. Air units attack in the same manner as ground units. Air units must be adjacent to an aerial target in order to make an attack; in order to attack ground units, the air unit must be in the same hex. Targets are highlighted in the same manner as ground units and attacks are ordered in the same way.

Friendly Protective Fire

While on defence, artillery units may fire in support of friendly units being attacked. Each artillery unit may only fire this way once per turn. Multiple units of artillery that are in range and have ammo can fire in support of a single defending unit.

Reserve Fire

This allows you to spend an action to reserve the first shot in combat. This is a default action automatically taken if there are left over actions and **Fire** points available to the unit at the end of a turn. Only one reserved fire may be taken per unit per turn, unless modified by leader or class specials. In combat a unit with reserved fire takes his shots first and inflicts damage before the attacker takes his shots.

Diminishing Fire

Although a unit can fire multiple times in one turn, each shot fired after the first inflicts decreasing levels of damage. The table of effectiveness is:

Shot	1st	2nd	3rd	4th	5th	6th
Effectiveness	100%	75%	50%	25%	25%	25%

A Panther takes shelter behind piles of rubble.



This diminishing effect on fire also affects the target. For example, if a unit fires at a target twice, it fires at 100%, then 75% effectiveness. The target also fires at 100% and then 75% effectiveness. If you were then to target a second enemy with the same unit it would fire at 50% effectiveness and the enemy would fire at 100% effectiveness (if it had not fired previously). If a second friendly unit were to fire at the first target it would respond with 50% effectiveness.

Entrenchment

Entrenchment represents the fact that ground units, given enough time, can create defensive structures that better prepare them to withstand attack. Entrenchment levels are a feature of units, not terrain, but affect combat much as terrain does.

All ground units can entrench, but some can take better advantage of ground and therefore may entrench to a higher level. Entrenching requires an action unless a unit begins a scenario already entrenched. You can order your units to Entrench at any time during the turn. Units automatically entrench at the end of the turn even if they attack, resupply, and so on, provided the unit leader has at least one action left at the end of the turn. If there are enough actions remaining and the unit has not reached its maximum entrenchment level, it entrenches further until the maximum is reached. Infantry and Anti-tank units can entrench to level three, while other units can only entrench to level one. **Note:** Infantry entrenched to level three force close combat, and Anti-tank guns at level three fire first.

If a unit moves out of the hex it loses all its entrenchment levels, so you should pick a good position before having your troops dig in. Moving units have a zero entrenchment level, but gain the base defenses of the particular terrain they end in when they stop.

For combat purposes a level of entrenchment adds to the range of numbers when assigning damage, and a hit on an entrenchment is a total miss doing no damage. Entrenchment also allows the unit to ignore results that would force it to retreat.



IS-2 on parade before heading to the front.

ARMY MANAGEMENT

Your PANZER GENERAL III SCORCHED EARTH army is composed of units, made up of one leader and one equipment. This section details the function of your leaders, the orders they can give your units, the capabilities of your equipment and the general function of each equipment class within the combined-arms principle of modern warfare.

Leaders

Leaders represent officers and non-coms in command of the units in your army. They have been trained to command a particular type of equipment, and gain the use of veteran orders as they are promoted.

Unassigned Leaders

Unassigned leaders are the only way to create new units during or in between scenarios. Your unassigned leaders are the row of leaders waiting in front of the Officer's Tent on the Headquarters screen. New leaders are given randomly created attributes that include a background, equipment preference (training in a specific equipment type), and experience level. During a battle, the leaders in the leader pool represent the sum total of reinforcements a player can add to his army. If a unit is destroyed, a player can use the Headquarters screen to place a leader from the leader pool with a piece of equipment from the motor pool to create a new unit and add it to the active roster.

Additional leaders are provided prior to each scenario in campaign play. If any leaders remain in the pool from the previous scenario, the number of new leaders available is reduced by their count. Therefore, you may wish to remove any leaders you do not intend to ever use before ending each scenario.

Promotions

Leaders gain actions by being promoted during campaign games on the Headquarters screen. Each promotion level equals an action that can be performed by the unit the leader is attached to. Each leader can only be promoted once per scenario. Promotions are awarded to you based on your performance, so the better you perform in a scenario the more promotions are available. The minimum promotion level a leader will start any scenario with is two. **Note: Events such as capturing objectives or towns can increase the number of promotions available.**

Leaders can be promoted during your turn and in between campaign games on the Headquarters screen. Left-clicking on the Medal Case in the Leader's Tent causes red flags to pop up on the Parade Ground equal to the number of promotions available at that time. Left-clicking on a leader icon, either from the Roster bar or from in front of the Leader Tent, moves the leader to the Parade Ground next to one of the flags until you confirm the promotion by left-clicking on the Medal Case again. The flag turns gray if that leader has already been promoted.

Leader Cards

When you select a leader in the Headquarters Screen, or right-click on a unit in the 3D Battlefield, the Leader Card appears.

The top third of the Leader Card displays a portrait of the leader next to an icon that shows the type of equipment that this leader was trained for. A leader can be assigned to command any kind of equipment, but a leader assigned against type loses the opportunity to be awarded a Leader Special ability and gains no benefit from any Leader Specials he may already have. If the Restricted by Class game option is active, then a commander assigned against type loses all orders except the regular five: Rally, Resupply, Refit, Entrench and Dismount from transport.

The number of actions that a leader may perform in a given turn is equal to his level of promotion. Actions include such things as movement and combat, and the five regular orders. Actions are also used to activate veteran orders which are specific to each equipment class and give the unit benefits for a particular kind of action.

The middle third of the card contains biographical data for that leader, while the bottom third of the card shows that leader's record of enemy units destroyed, divided by equipment class.

Leader Specials

During a scenario or campaign game, leaders have a chance of being awarded a Leader Special whenever his unit takes or deals damage, and a greater chance whenever it eliminates an enemy unit. PANZER GENERAL III SCORCHED EARTH keeps track of each leader's kills by class. A Leader Special can also be granted by triggered events such as capturing a particular objective. Only two Leader Specials can ever be awarded to any given leader. German leaders have a better chance of starting with a Leader Special, representing the higher calibre of German officers prior to WWII.

Leader Specials are of two types. The first time a leader is awarded a special it is based on the equipment class that the leader supports. If the leader earns a second special, it is one with generic benefits.

There are no specific icons for the Leader Specials, they are represented by medals on the Leader Card. Moving the mouse cursor over the icon displays help-text with the name of the special, right-clicking displays a box with information about each special.

Equipment Class Specials

Tactician

This special applies to the Infantry class. Any battles this leader has with adjacent enemies are hand to hand (close assaults).

Blitz

This special applies to the Tank class. Any Tank unit this leader commands envelops retreating units, forcing the enemy unit to surrender.

Force Recon

This special applies to the Recon class. Any Recon unit with this leader has a greatly increased Spotting Range.

Positioning

This special applies to the Anti-tank class. Any Anti-tank unit with this leader automatically fortifies (entrenches) to the maximum level in one action.

Expert Support

This special applies to the Artillery class. Any Artillery unit with this leader automatically fires an additional support fire.

Sharpshooter

This special applies to the Air Defence class. Any Air Defence unit attached to this leader has an increased attack range.

Hawkeyes

This special applies to the Fighter class. Any Fighter attached to this leader improves its sighting range and avoids the ability of enemies to fire first (reserve fire).

All Weather

This special applies to the Bomber class. Any Bomber unit attached to this leader ignores overcast conditions and can still make half strength attacks in storms.

Generic Leader Specials

Aggressive Attack

This leader's strength is on the attack, his unit inflicts more damage and takes less when it is attacking.

Determined Defence

This leader's strength is defence, his unit takes less damage and inflicts more when it defends.

Sixth Sense

This leader knows his enemy is near, he cannot be ambushed and ignores reserve fire.

Germans attacking an entrenched enemy target.



First Strike

Using superior tactics, this leader's unit always fires first (unless the enemy has the same special).

Resilience

High levels of training and readiness leads to lower casualties; this leader's troops lose attribute points less frequently than normal units.

Influence

This leader has political pull with HQ, he always has more troops than standard size units (increased Strength).

Fire Discipline

Careful with supply, this leader's unit uses ammo at half the rate of other troops (except Infantry, which never run out of ammo).

Ground Taker

Due to infiltration tactics, this leader's attacks often force retreats.

Mountaineer

This leader's pathfinding skills provide increased movement in bad terrain and he is an expert at assaulting uphill.

Blitzer

This leader knows the principles of tank warfare, any non-armour unit he commands over-runs enemy units as if they were armour.

Assaulter

This leader uses his troops in combined arms attacks, as if Infantry were supporting the battle.

Aggressive Manoeuvre

Memorising the lay of the land allows this leader to increase his unit's movement.



Stug moving in formation.

Skilled Recon

Trained in recon work, the unit attached to this leader increases its spotting range.

Recon Move

Always ready, the troops attached to this leader gets their first move free, no action spent.

Tank Hunter

This specially trained leader boosts an air unit's attack and defence against Tank class units.

Street Fighter

Specialising in city assaults and attacks against fortifications, this leader increases the effectiveness of his troops in close-assault combat.

Overwhelming Attack

The ability to concentrate fire converts this leader's hits from suppression to equipment damage.

Infiltrator

A master of stealth, this leader simply bypasses the enemy, their presence (zone of control) has no effect on his movement.

Camouflage Expert

Using special techniques, this leader can make any ground unit harder to spot.

Ferocious Defender

Trained in the art of fortification, this leader's troops are at maximum entrenchment as soon as the order is given.

Overwatch

This leader always prepares a killing ground: his troops provide support fire for any adjacent friendly troops, providing the attacker is in range.

Devastating Fire

Knowing the weaknesses of all enemy units allows each of this leader's attacks to hit at full effectiveness, meaning no diminishing effects for repeated fire.

River Assaulter

Experience has given this leader an understanding of river movement and attack. He is quicker across a river and can attack out of a river hex with no penalty.

Shock Tactics

Striking to affect enemy morale, any suppression caused by this leader's attack remains for the rest of the turn.

Quartermaster

A scrounge, this leader's troops never feel the long term impact of multiple refits.

Sharpshooter

This leader has trained his troops to fight at long range. His attacks are not reduced by range and any short range equipment he leads fire as if they had long range equipment.

Smart Gambler

Luck is on this leader's side, he never inflicts less or receives more casualties than the estimate (not counting the effects of support fire by hidden artillery, of course).

Skirmisher

Keeping his troops spread out causes enemy fire to be less effective than normal against this leader's units.

Fast Assaulter

Moving to attack faster than normal Infantry, the Infantry attached to this leader avoids support fire.

Liberator

Always the hero, the troops attached to this leader gain publicity (twice the victory points) when they capture enemy population centres (villages, towns and cities).

Supply Training

Extra ammo always helps; the troops attached to this leader have +4 ammo.

Survivor

Always planning an escape route, this leader will not die if his unit is lost. He will return at the beginning of the next battle.

Night Drop

They can't hit what they can't see; any paratroop unit with this leader infiltrates without interference from enemy ground units.

Death of a Leader

When the equipment a leader is attached to loses all its attributes or the unit's **Strength** attribute is reduced to zero, the unit is destroyed and the leader has a chance of being killed. The unit is removed from the active roster and the appropriate slot in the active roster is opened. When an equipment is destroyed, the leader is killed unless it makes a survival roll, generally a one in three chance. The survival roll can be modified by a Leader Special.



SU-152 crossing into Germany.

Orders

These represent the leader's ability to issue a command to his units. Orders require one or more leader actions to perform. All leaders can order their unit to perform the five regular orders. Leaders bearing the class icon of the equipment they have been put in command of gain the use of veteran orders.

Potential actions a leader can order include:

- Fire: Attack an enemy that is within range.
- Move: Move the unit within the movement range of the equipment.
- Regular Order: Perform a special action related to troop management. The five regular orders are: Dismount, Entrench, Rally, Refit and Resupply. Each of these commands takes an action. Their descriptions start below.
- Veteran Order: A special type of order unique to that class. As a unit's leader gains promotions the number of veteran orders available to him increases. Some of these may require more than one action. Veteran orders may only be done once per turn, though the effects may last longer. Their descriptions start on page 52.

During the game, you can get a description of a particular order by right-clicking on an order button in the Command Panel.

Regular Orders

Dismount



Cost: 1 action. Duration: effects are immediate. Dismount allows any towed units (artillery and anti-air) to be set up for combat. A mounted unit (represented as the towing vehicle) is susceptible to large amounts of damage when attacked. This order can be used repeatedly in one turn.

Rally



Cost: 1 action. Duration: effects are immediate. Rally improves the morale of the troops. This command removes the effects of long term suppression and makes all of a unit's non-destroyed **Strength** attribute available for attack and defence. This order can be used repeatedly in one turn.

Entrench



Cost: 1 action. Duration: effects are immediate and last until the unit moves. Entrench allows the unit to dig in. A unit can move and then entrench. This order can only be issued once in a turn and the effects disappear if the unit moves after the order is issued. For a complete description of *Entrenchment* see page 44.

Refit



Cost: all available actions. Duration: effects are immediate. Refit can only be performed if a unit has not done anything else in the turn and is not adjacent to any enemy ground units. A Refit repairs one destroyed equipment attribute, **Move** or **Fire**, and the first Refit brings a unit up to full **Strength**. Each further Refits diminishes the maximum possible **Strength** attribute of the unit by 1 for the remainder of the battle. For example, if a unit has a **Strength** of 10, the first time they Refit they are restored to 10, the second time their **Strength** only returns to 9, and so on. This order can only be issued once in a turn and ends the unit's turn.

Resupply



Cost: 1 action. Duration: effects are immediate. Resupply refills the ammo of a unit to maximum. Infantry have unlimited ammo and will never use this action. This order can only be issued once in a turn and the unit must not be adjacent to any enemy ground units or this order will not be available.

Veteran Infantry Orders

Patrol



Cost: 1 action. Duration: effects are immediate. Moderate increase in sighting range. Cannot be taken back and the effects are seen immediately.

Camouflage



Cost: 1 action. Duration: until the unit moves. The unit becomes much harder for enemy units to spot. The effects are cancelled automatically if the unit moves after the order is issued. Useful for setting up ambushes or hiding in woods.

Infiltrate



Cost: 1 action. Duration: through your next attack. The Infantry unit ignores reserve fire. The order cannot be taken back if the unit has been in combat.

Surprise Attack



Cost: 1 action. Duration: through your next attack. The unit has a large bonus to close assault combat and ignores reserve fire. The order cannot be taken back after the unit attacks. Best used against populated areas and entrenched enemies.

All Out Attack



Cost: 1 action. Duration: through your next attack. The unit has an enormous bonus to attacks but its defence is decreased to a large degree. The unit will ignore any morale factors and cannot be suppressed. The order cannot be taken back after the unit attacks.

Veteran Tank Orders

Patrol



Cost: 1 action. Duration: immediate. Moderate increase in sighting range. Cannot be taken back and the effects are seen immediately.

Hull Down



Cost: 1 action. Duration: lasts until you move. If you move before combat and after issuing this order, it is rescinded automatically. This order provides a moderate increase in the defenses of your unit. It cannot be rescinded if the unit has been involved in combat. Best used prior to attacking the enemy and can be used in conjunction with entrenchment, but watch out; if the enemy has the high ground it becomes ineffective.

Aimed Fire



Cost: 1 action. Duration: effects are immediate. Normally the effectiveness of shots taken by a unit diminishes with each successive shot. Activating aimed fire resets the effectiveness of the shots to 100%. Best used after multiple shots to finish off an enemy. This order cannot be taken back.

Wedge Attack



Cost: 1 action. Duration: through your next attack. The wedge attack gives a large bonus to the unit's attack. The order cannot be taken back after combat. This can be very effective if used in conjunction with aimed fire.

Blitz Attack



Cost: 1 action. Duration: through your next attack. This is basically a wedge attack (large bonus to the unit's attack) with the added benefit that the unit can ignore the presence of the enemy for post-combat movement. It cannot be taken back after a move or combat.

Veteran Anti-tank Orders

Camouflage



Cost: 1 action. Duration: until the unit moves. The unit becomes much harder for enemy units to spot. The effects are cancelled automatically if the unit moves after the order is issued. Useful for setting up ambushes or hiding in woods.

Ambush



Cost: 1 action. Duration: until the end of the enemy turn. This gives the Anti-tank gun an additional reserved fire. It will fire first in two combats after which the order is exhausted. The effect is removed if the unit moves after the order has been given. Note that you still need to save an extra action to get a second reserved fire.

Quick Setup



Cost: 1 action. Duration: until the end of your turn. The unit automatically dismounts after moving. However, the unit will suffer a small decrease in its attack effectiveness.

Preparation



Cost: 1 action. Duration: through your next attack. This command allows the Anti-tank gun to fire first in the next combat and get an enormous bonus to its attack. This cannot be taken back if the unit is involved in a combat.

Russians on the defence.



Fire Brigade



Cost: 1 action. Duration: 1 enemy attack. This command allows the Anti-tank gun to provide support fire if the enemy is within range, or simple support to an adjacent friendly unit that is attacked during the enemy's turn. This can be an unexpected and nasty surprise.

Veteran Recon Orders

Recon Camouflage



Cost: 1 action. Duration: until the unit moves. Normally recon units that screen other units are easy to spot. This command makes the recon unit much harder to spot. It cannot be taken back and the effects disappear if you move after issuing the order.

Recon Patrol



Cost: 1 action. Duration: immediate. This command sends out full strength patrols to increase the unit's sighting range. The effect is immediate and the order cannot be taken back. This command is very useful for finding enemy units.

Retrograde



Cost: 1 action. Duration: 1 enemy attack. The recon unit suffers minor or no damage from the first attack made by an enemy, and retreats instead. Effectively, it uses up one of the enemy actions with little cost to the recon unit.

Forward Observer



Cost: 1 action. Duration: the rest of your turn. The recon unit acts as a spotter for friendly artillery units, giving them a small bonus to any attacks made within the recon unit's sighting range. This effect disappears if the unit moves after issuing the order.



Katyusha
being loaded.

Probe Attack



Cost: 1 action. Duration: through your next attack. The Probe Attack provides the recon unit with a small bonus in combat and converts many kills taken to suppressions. This command cannot be taken back if it is used in a combat.

Veteran Artillery Orders

Plot Artillery



Cost: 1 action. Duration: end of enemy turn. This is a defensive command. It allows an additional support fire to occur during the enemy turn. If you have the Accurate Plotting command you can use both because it is cumulative.

Accurate Plotting



Cost: 1 action. Duration: end of enemy turn. This is a more powerful Plot Artillery command. Although it can be used by itself effectively, if used in conjunction with Plot Artillery, a unit will be able to fire *three* support fires during the enemy's turn. The support fire provided by the Plot Artillery command has a significant bonus to their attack.

Quick Setup



Cost: 1 action. Duration: until the end of your turn. The unit dismounts after moving. However the unit suffers a small decrease in its attack effectiveness.

Saturation Plotting



Cost: 1 action, 2 ammo. Duration: rest of the turn. All remaining attacks cost 2 ammo but cause twice as many suppression results as normal. If you have the Bombard order you should do it first as it cannot be done after this order has been given. This order cannot be taken back after combat.

Bombard



Cost: 1 action, 2 ammo. Duration: through your next attack. The unit receives an enormous attack bonus with the added effect of reducing the defender's entrenchment to zero. This is only effective against Infantry, towed Artillery and towed Anti-tank units. This order cannot be taken back after combat.

Veteran Air Defence Orders

Careful Positioning



Cost: 1 action. Duration: until the unit moves. The Air Defence unit receives an increase in range. This bonus will disappear if the unit moves after the order is given.

Ground Attack



Cost: 1 action. Duration: through your next attack. Allows the Air Defence unit to attack enemy ground units. The order cannot be taken back after combat.

Quick Setup



Cost: 1 action. Duration: until the end of your turn. The unit dismounts after moving. However the unit will suffer a small decrease in its attack effectiveness.

Concentrated Attack



Cost: 1 action. Duration: through your next attack. The unit receives a large attack bonus against enemy air units. The order cannot be taken back after combat occurs.

Early Warning



Cost: 1 action. Duration: until the end of the enemy turn. The unit receives an increase in range, a moderate attack bonus, and first strike when supporting friendly units under attack by enemy air. These bonuses disappear if the anti-air unit is attacked by an enemy ground unit.

Veteran Fighter Orders

Eagle Eye



Cost: 1 action. Duration: effects are immediate. The Fighter receives a significant increase in his spotting range. This order cannot be taken back.

Careful Attack



Cost: 1 action. Duration: through your next attack. This command makes the Fighter immune to the effects of reserve fire for the next attack. This command cannot be taken back after combat.

Barn Busting



Cost: 1 action. Duration: through your next attack. Using low level flying forces enemy anti-air units to use the line of sight rules: if the line of fire is blocked by populated area or other obstacle then it cannot fire. However, there is a moderate decrease in defence against enemy ground unit attacks that are successful.

Combat Escort



Cost: 1 action. Duration: end of enemy turn. This is a defensive command. It allows an additional intercept to occur during the enemy turn.

Out of the Sun



Cost: 1 action. Duration: through your next attack. This order gives the Fighter first strike, a large bonus to the attack, and makes it immune to reserve fire when attacking other air units. This order cannot be taken back after combat occurs.

Veteran Bomber Orders

Bunker Killer



Cost: 1 action. Duration: through your next attack. The Bomber has a moderate attack bonus against forts and its attacks are at double strength. This action cannot be taken back after combat.

Fly in the Clouds



Cost: 1 action. Duration: until the start of your next turn. Enemy units are unable to spot the Bomber unless they are adjacent.

Ground Support



Cost: 1 action. Duration: through your next attack. The Bomber gets a large attack bonus against enemy ground units when this order is issued. The order cannot be taken back after combat.

Dive Bombing



Cost: 1 action. Duration: through your next attack. Dive Bombing gives the Bomber a moderate attack and defence bonus against anti-air attack. It cannot be taken back after combat. If an enemy anti-air unit is adjacent to your target, use Dive Bombing then Ground Strike to attack.

Precision Bombing



Cost: 1 action. Duration: through your next attack. Gives the bombing unit a large attack bonus and the first strike ability during the next combat. This order cannot be taken back after combat.

Equipment

Your units are your equipment. Which class and type of equipment is available in your Motor Pool depends primarily on the scenario date, but modifications are made based on your performance in campaign games. The newer high performance vehicles are less available and vehicles that are outdated will tend to be in abundant supply. However, if you are winning glorious victories, the chances of seeing a new type of tank just off the production line definitely increases.

Equipment Attributes

When you select equipment in the Headquarters Screen, or right-click on them in the 3D Battlefield, the Unit Card appears.

The Unit Card shows a photo of the equipment and two icons just to the right of the photo - all three have rows of green dots beneath them. As a unit takes damage, these dots change colour. On a damaged unit, yellow dots indicate suppressed attribute points, red dots are destroyed points.

The row beneath the top-right icon represents the **Fire** attribute, the maximum number of times that a leader can order the equipment to fire, if he has the actions available within a given game turn. The row beneath the vehicle icon represents the **Move** attribute, which is the maximum number of times a leader can order the equipment to move if he has the actions available within a given game turn. These factors are limited by the capability of the leader attached to that particular type of equipment. No unit can move or shoot more times than the leader has actions. These dots turn yellow when suppressed or unavailable, and red when destroyed.

The dots below the equipment photo represent the **Strength** attribute of the equipment. Strength is a measure of unit size, and depends on the equipment's availability. This can vary based on the date of the battle and your performance as a commander. Less available units have lower strengths, from 6 to 8, while extremely common equipment is abundant and can be up to fifteen strength. For example, the worst equipment of any given class in a scenario has a base 15 strength, while the second worst is 12 strength. As the war proceeds, obsolete equipment become more numerous and thus are able to form larger units. In this way, Infantry levies are overstrength, while elite units are not. This is consistent based on which kit slot it is in. Prototype and captured equipment are always strength 8.

A unit is destroyed when it takes cumulative hits equal to its **Strength** attribute or if all the attributes of the equipment are destroyed at the end of a combat.

Equipment Statistics

The unit's statistics are arrayed across the centre of the card. The higher the number, the better the rating. The shaded graph above each rating gives a quick reference of the relative strength of each rating. The statistics are:

- Hard Attack: Combat value against armoured targets.
- Soft Attack: Combat value against un-armoured targets.
- Close Combat: One number for both attack and defence, used in close range fighting. See Close Assault on page 43.
- Air Attack: Combat value used against aerial units.
- Defence: General defensive value.
- Indirect Defence: Defensive value used against indirect attack (artillery fire).
- Air Defence: Defensive value against attack from aerial units.
- Sighting Range: Distance in hexes at which unseen enemy units are revealed.
- Move: Distance in hexes the unit can move over normal terrain. See Movement on page 38 for details.
- Firing Range: Distance in hexes at which this unit can attack.
- Profile: The size of the equipment, which slightly modifies defence and sighting. Higher numbers represent units that are harder to see and target.
- Ammo: Number of times a unit can fire before it runs out of ammo.

Equipment Specials

Along the bottom of the Unit Card are icons representing that unit's equipment specials, abilities unique to that unit class or type.

Support Fire

 This unit can provide defensive fire. It will fire at an enemy (within range) that attacks a friendly unit. A unit may fire support fire multiple times in a turn.

Long Term Suppression

 This unit causes long term suppression when it hits an enemy unit. Some hits become kills and other become suppressions which reduce the fighting ability of the affected unit for the rest of the turn. Suppression is removed at the end of the turn (or by a Rally order).

Overrun

 Whenever the combat estimate shows that this unit is going to destroy the enemy unit without taking losses, then the defender is eliminated and the leader is not charged with an action (this is a free attack). Overrun is counted as movement and/or combat, however, and a refit will not be allowed once an overrun has taken place.

Entrenchment

 This unit can dig in much better than other units. You can issue the Entrench order three times in successive turns if you don't move the unit. Each order improves the entrenchment level.

Air Drop

 This unit has the ability to paratroop to any accessible spot on the map. The unit must *start* the turn on an airfield and do nothing else. The normal land movement range is shown. If you place the cursor over any other part of the map, the cursor will change to an airdrop symbol if an airdrop can be made in that spot. When you are satisfied with the destination, left click and the unit will fly to the spot (note that the unit can be intercepted in flight). Units cannot paratroop when it is snowing or raining.

Air Transport

 This unit can be transported from airport to airport. When starting from an airfield, the unit's normal ground movement range is shown, but if you move the cursor over a friendly airbase the cursor changes to the air transport cursor. Left click to complete the move (the air unit can be intercepted). This cannot be used when it is raining or snowing.

Bridging

 Movement across rivers is much easier for this unit.

All Terrain

 Movement across rough terrain is much easier for this unit.

*PzIII and its commander
scouting the front.*



Recon Move

This unit can take its first move action for no cost (the leader does not lose an action).



Combat Engineer

Enemy entrenchment is ignored when this unit attacks.



Weather Affected

Weather inhibits the ability of this unit to attack. Bombers and Fighters cannot attack when it is raining or snowing.



Close Support

If this unit is adjacent to a friendly unit, that unit uses their best combat value against the enemy, regardless of terrain or entrenchment conditions.



Unit Class Descriptions

By the end of World War II, most of the major combatants had come to realise the importance of the principle of “combined arms.” Every class of unit had a task it excelled at, and often required the support of another class of unit to prevail, or even survive. In PANZER GENERAL III SCORCHED EARTH, there is no perfect mix of units. What works best depends on how your units, leaders and equipment function within the tactics and strategy that you have chosen. It is difficult to go very wrong by adhering to the combined arms principle, however. Successful combined arms use involves using “the right tool and leader for the task.” Probe a position with a Recon unit to get an idea of what you are facing, and where the enemy is deployed. Use Artillery and Bombers to soften up the position before it is assaulted, and keep a reserve to exploit a breakthrough, or hold on to a hard won position in the face of an enemy counterattack. The following Unit Class descriptions should help you become a competent Panzer General.



T-34s:
*A nasty surprise
 for the Germans
 in 1941*

Tank Class

 Tank class units are the armoured fist of your combat forces, and proper use of Tank units is of paramount importance in PANZER GENERAL III SCORCHED EARTH. They represent light, medium, and heavy armoured Tank units with groups of mechanised or motorised Infantry attached to support them. They are armed with guns ranging from 15mm (designed during the 1930s) to 122mm, and are some of the most powerful units in PANZER GENERAL III SCORCHED EARTH on both attack and defence, especially by 1942. As powerful as they are, Tank units should avoid fighting Infantry or Anti-tank units in urban, forested, or rough areas (that's what your Infantry units are for) and should also avoid attacking Anti-tank units that have a high entrenchment level in any type of terrain. If used properly, Tank units are devastating on attack or defence.

Anti-tank Class

 Anti-tank class units represent towed Anti-tank units and both turreted and non-turreted self-propelled Anti-tank units. They are armed with guns ranging in size from 25mm to 152mm. Towed units are unarmoured (they are treated as 'soft targets') while some self-propelled units have better armour protection than Tank class units of the same period. Why select Anti-tank units over Tank units? The towed Anti-tank units are better at defending against Tank units than other Tank units until relatively late in the war. By that time, some of the most powerful guns in PANZER GENERAL III SCORCHED EARTH are carried by Anti-tank units. As a general rule, the larger calibre, more powerful guns are available as armament for Anti-tank class units several months before they are available to Tank units. They are valuable when deployed to defend against an enemy's attacking Tank units, freeing up your Tank units to counterattack. They also are very effective when used to support an attack while it is trying to break through enemy lines. Several heavy Anti-tank units can damage defending units, firing from relative safety at a range of two hexes. This lets your Tank units remain unengaged until you have broken through the enemy's main line of defence, at which point your Tank units can rush into the enemy's rear areas, overrunning vulnerable Air Defence and Artillery units. Though Anti-tank units are not as flexible as Tank units on the attack, they more than make up for this with their heavier guns and better defensive capability.

An artillery team preps their guns during a winter seige.



Infantry Class

 Infantry class units represent Infantry units, armed with Infantry weapons (rifles, submachine guns, etc.), heavy weapons (machine guns, 50mm to 120mm mortars, light Anti-tank weapons, etc.), a small number of supporting Anti-tank guns, and in some cases special assault weapons (demolition charges, etc.) and even bridging equipment. There are many types of units in PANZER GENERAL III SCORCHED EARTH that can perform certain tasks better than Infantry units, but none of them can replace Infantry units in their primary job - capturing and holding ground. You need Infantry units to hold urban, forested, and rough terrain areas against enemy Infantry, and you also usually need Infantry units to capture urban, forested, and rough terrain areas from the enemy. Experienced Infantry units win battles for you where other types of units cannot. However, Infantry units must be used with some thought or they are quickly destroyed or worn down to the point that they cannot accomplish anything. Avoid having your Infantry units fight unsupported against Tank and Artillery units on open ground, and they perform well. Even on open ground, they can defend against nearly any type of unit if supported by good Artillery and Anti-tank units and protected from air attack by Air Defence units if need be. Finally, Infantry units **never** need to resupply, meaning they frequently have the equivalent of one extra order.

Artillery Class

 Artillery class units represent towed and self-propelled howitzer guns which are equipped and organised to provide support for the other combat arms. They are armed with guns ranging in size from 75mm to 200mm or more. They are all able to attack units from at least two hexes away, and some Artillery units can attack units five hexes away. Self-propelled Artillery units are some of the most powerful units in PANZER GENERAL III SCORCHED EARTH. They are usually armoured, which gives them a large advantage in an artillery duel with towed Artillery units. They can also move with units that have broken through enemy lines and immediately provide fire against a counterattacking enemy. Self-propelled Artillery units are usually very rare, but highly effective when used correctly. You almost always need some type of artillery support to launch a successful attack, and Artillery units are very useful in a defensive role as well.



Ju-87 squadron lifting off.

Air Defence Class

 Air defence class units represent both towed and self-propelled Air Defence units. In PANZER GENERAL III SCORCHED EARTH they are armed with weapons that vary in size from 12.7mm (.50 calibre) to 90mm. They can attack enemy aircraft at ranges of zero to three hexes. In general, they are good at damaging enemy Fighter and Bomber class units but are very vulnerable to any type of attack. They fire at any enemy Bomber unit that attempts to attack one of your units, if it is adjacent to or within range of the Air Defence unit in question. This makes them very useful in screening units vulnerable to air attack. These units are important if you need to deny the enemy the advantages of air superiority, but do not have the air units required to beat him in the skies in air to air combat. They are also very valuable when neither side has air superiority, and you do not have enough Fighter class units to cover all the units you command and still conduct offensive air operations. The enemy's Fighter and Bomber units cannot 'trade punches' with, nor operate in the area of, a well placed net of Air Defence units for very long. Attempting to do so is very costly. Self-propelled Air Defence units are far more flexible than towed Air Defence units. They can move, and be ready for action immediately after moving, while towed units must use an action to dismount from their transport and fire/defend against enemy air attack. Self-propelled Air Defence units are ideal for supporting an attack, since they can move with your attacking ground units and be constantly ready for action. This allows units involved in the breakthrough to keep attacking deeper into enemy territory, and to do so with greater speed while being protected from enemy Bomber units - all of which will aid you in victory.

Recon Class

 Recon class units are light mechanised units whose primary task is to scout the battlefield, infiltrate enemy lines, and rear areas. They are equipped with armoured cars, and usually have small Infantry units in half-tracks or trucks in their formations as well. They all have a very good spotting range, which, if properly taken advantage of, allows Recon units to expose enemy positions before launching an attack. Recon units were expected to avoid heavy fighting. Their job was to exploit breakthroughs and scout ahead of attacking forces. To represent this in PANZER GENERAL III SCORCHED EARTH, Recon units usually retreat from combat with a superior enemy, trading ground for losses.

*The skeleton
of an unlucky
He-III, shot
down by an air
defence unit.*



Fighter Class

 Fighter class units are air superiority combat aircraft whose primary task is to destroy enemy aircraft or prevent enemy aircraft from carrying out their mission. They are not very effective at attacking enemy ground units, (although they can damage Artillery units and other ground units with low Air Defence values) but necessary to win the battle for air superiority in a given scenario.

They act as escorts for friendly Bomber units, attacking any enemy Fighter unit who attacks a friendly Bomber unit adjacent to the friendly Fighter unit in question. This escort attack comes before the enemy Fighter unit can attack the friendly Bomber unit, but Fighter units only attack as escorts once per turn. They also attack enemy Bomber units attacking a friendly ground unit that is adjacent to the friendly Fighter unit in question. Again, this attack takes place before the enemy Bomber unit gets a chance to attack your ground unit, and the Fighter unit can only conduct such an attack once per turn.

A good way of looking at Fighter units and air superiority is this - they cannot win a battle for you, but it is hard to win one without Fighter units and the air superiority they give you when they are victorious.

Bomber Class

 Bomber class units represent light Bombers, medium Bombers, fighter Bombers, dive Bombers, and specialised ground attack aircraft whose primary task is to destroy enemy ground units from the air. They are usually armed with machine guns (.303 calibre to .50 calibre) and cannon (anywhere from 15mm to 75mm), bombs, and occasionally air to ground rockets. They function as artillery that can be anywhere on the battlefield. This allows them to attack units far behind the line of battle, which would normally be safe from any other type of unit. In the early years of the war they are often the only units that can affect the heavier Tank units, as well. As the war progresses, Bomber units that specialise in killing enemy tanks become available. These units have very high hard attack values. Most Bomber class units are a great asset in both attack and defence. Naturally, Bomber units are a favoured target for enemy Fighter and Air Defence units, however, used correctly and covered by friendly Fighter units, they can have a dramatic effect on the outcome of a battle.

TROUBLESHOOTING

This section provides information that should help you solve some common technical problems.

Sound and Video Cards

PANZER GENERAL III SCORCHED EARTH requires Windows and DirectX compliant sound and video cards. If you experience problems with sound or video while using this product please contact the manufacturer of your video or sound card for the latest DirectX compliant drivers. If such drivers are not used, this product may not run properly on your system.

Copy Protection

In order to play PANZER GENERAL III SCORCHED EARTH, the original game CD must be in the CD-ROM drive.

DirectX 7 Setup

This game requires DirectX 7.0 or higher. If you do not have DirectX 7.0 or higher, then it can be installed or reinstalled from the CD. Installing DirectX 7.0 is an option when installing the game. It can also be installed by exploring the game CD, and opening the *Redist\Directx* folder. Double click on *Dxsetup.exe* to start the DirectX 7.0 install.

Using either the *Install DirectX 7.0* button from the *Autorun* or *Dxsetup.exe*, you can install DirectX 7, reinstall DirectX 7, test your drivers certification, or reinstate your previous audio and video drivers.

DirectX Disclaimer and License

PANZER GENERAL III SCORCHED EARTH utilises Microsoft's DirectX sound and video drivers. DirectX is a programming tool created by Microsoft, and the installation of DirectX may cause video problems and system anomalies with computers using video drivers that aren't DirectX compliant. DirectX is a Microsoft product, and as such, SSI cannot be responsible for changes that might occur to your computer system due to its installation. For DirectX related problems that cannot be fixed by updating to your video card's latest Windows driver set, you must contact either Microsoft or the manufacturer of your video card for further technical support or service. Microsoft retains all intellectual property rights to DirectX. The user has been granted a limited license to use DirectX with Microsoft operating system products.

UBI SOFT UK TECHNICAL SUPPORT

Technical Support: 0870 800 6160 (local rate call)

Hints and tips hotline service: 0960 466 5200 (premium rate call)

On-line Support Options

Ubi Soft offers several on-line support options for their software products. One of these is our website at: <http://www.ubisoft.co.uk/support/>

If you have a specific problem that is not addressed on our site, you can send your question to us via e-mail at: techsupport@ubisoft.co.uk

Please be as specific as you can be about the problem you are experiencing. Also include in the body of your e-mail: the name of the manufacturer of your computer system; the brand and speed of the processor; how much RAM you have, the version number of Windows you are using (if you aren't sure, right-click on the My Computer icon on your desktop and select 'Properties'), and the manufacturer name and model number of your video card, modem, and sound card.

Other Support Options

You can also contact Ubi Soft Customer Support by phone and fax. When you call, please have all of the above mentioned information ready.

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We regret that we cannot offer game hints and tips, as the service is provided for technical difficulties only.

In Nederland:

Telefoonnummer: 0900 - 202 6766 (50 cpm.) Tijden: maandag tot en met vrijdag van 09:30 tot 18:00 uur E-mail: techsupport@ubisoft.nl

In België:

Telefoonnummer: 02 - 73.25.57.7

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Ubi Soft Nordic Support

Ubi Soft Nordic offers different possibilities to obtain support.

On our website: <http://www.ubisoft.dk>

If you have a question, which is not described on, our website, please e-mail us at: support@ubisoft.dk

Other ways of reaching us:

By telephone or fax, please call:

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