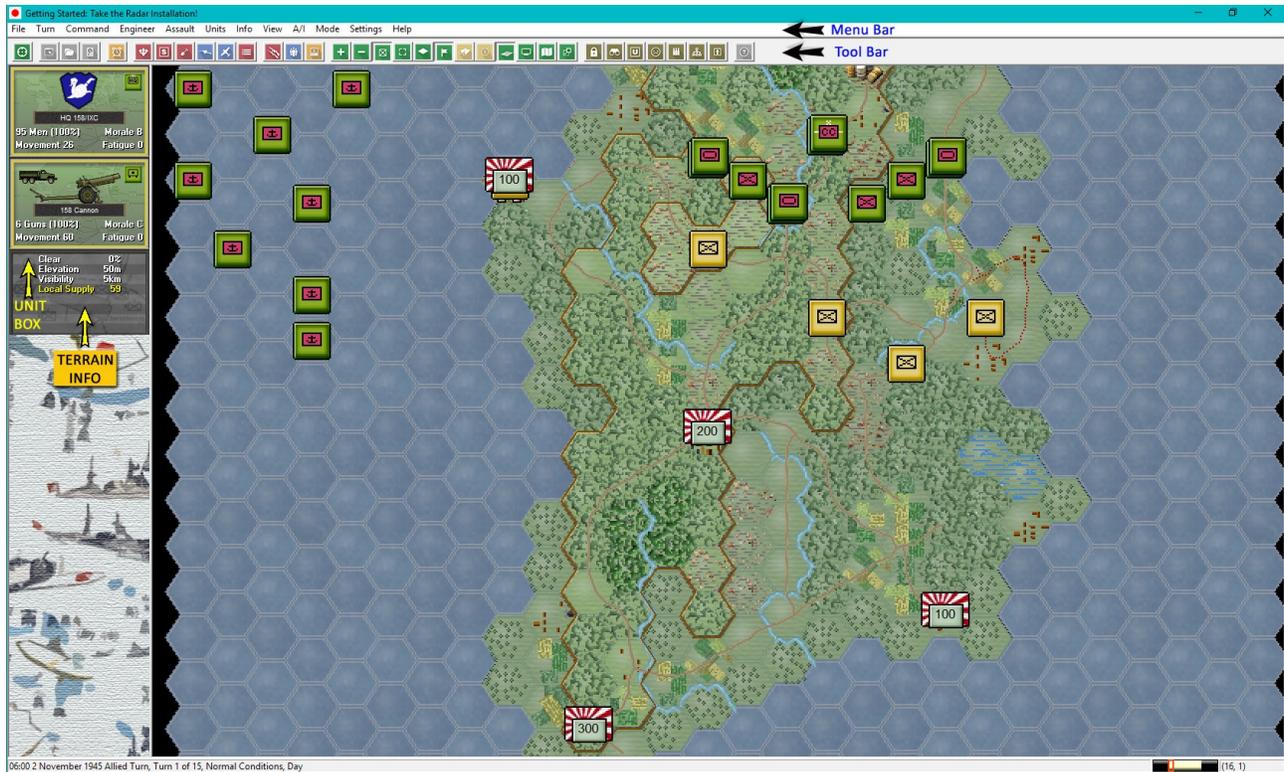


# Getting Started with Panzer Campaigns: Japan '45 Operation Olympic



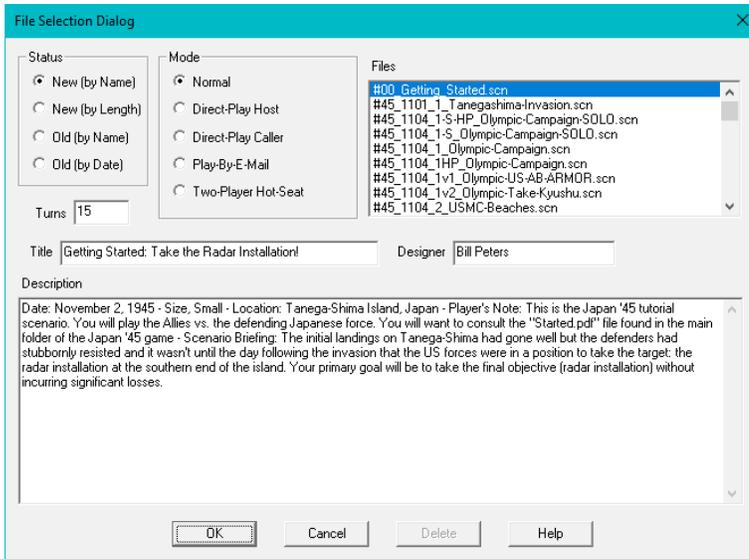
Welcome to the Panzer Campaigns: Japan '45 Operation Olympic tutorial. With the capture of Okinawa and the Philippines the Allies were able to base ships, planes and men for the next phase of the War in the Pacific: Operation Downfall the invasion of Kyushu and Honshu, the main islands of Japan. The use of two atomic weapons ended the war but what-if the Allies had not been prepared to drop the bombs by November 1945? Japan '45 Operation Olympic lets the player play the role of either side in the battle for the island of Kyushu where the Allies hoped to establish bases for their aircraft and ships.

This scenario simulates the attempt by the US 158th Regimental Combat Team (RCT) to take the southern end of the island of Tanega-Shima with the primary mission being to capture the radar station and deny its use to the Japanese in detecting incoming airstrikes. The Japanese have elements of 3 infantry battalions and support weapons at their disposal. The Allies will not only be fighting the Japanese but also the difficult terrain of the island.

The Allied player will have to take the island with inadequate resources. For that reason they will have to decide which path of advance is best in order to reach the radar station (hex 10, 14) by the end of the scenario. This is a learning scenario intended to help the player learn the basics of the game series. Feel free to play through this scenario several times before you feel confident to play the larger scenarios in the game.

For veterans of the system check out the Designer Notes for a list of changes to the Panzer Campaigns engine. You can open the Notes from the main game by pressing F3 or by using the Menu Help -> Campaign Notes.

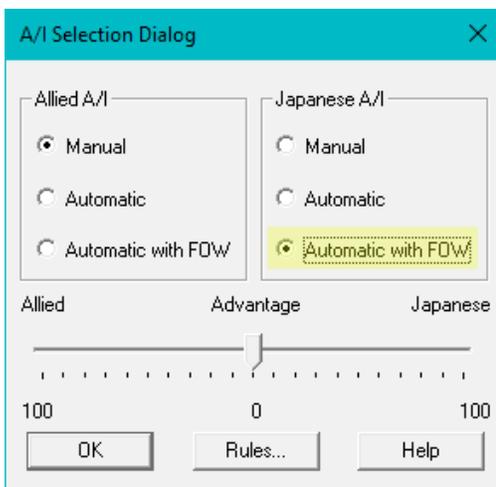
## Scenario Selection



Start Japan '45, if you haven't already and you will be taken to the File Selection Dialog.

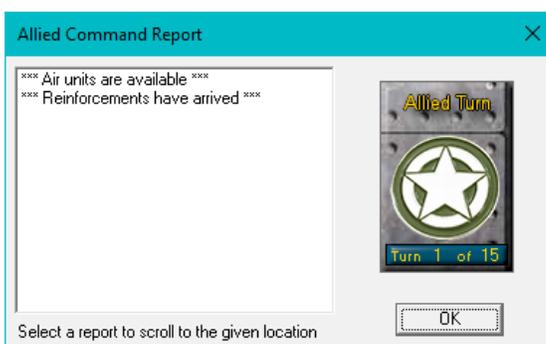
Click the scenario #00\_Getting\_Started and then OK.

Windows 10 users can use the John Tiller Software Menu Program found on the JTS website or create a shortcut to the Japan45.exe file found in the main game folder.



This takes you to the AI Selection Dialog where you choose the side you wish to play. For the purposes of this tutorial select Russian AI "Manual" for yourself and "Automatic with Fog of War"(FOW) for the Axis.

Click OK to get the game underway. You are now the Allied commander.

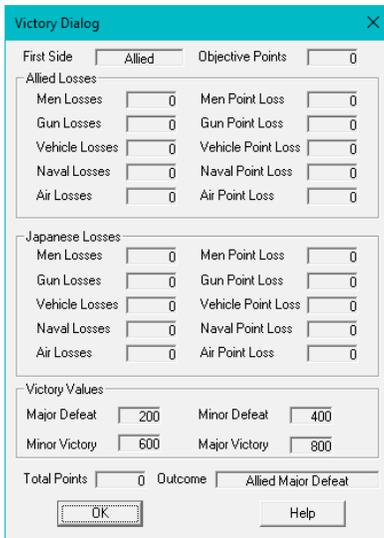


The map should now appear along with your first Command Report will appear with information relevant to the first turn.

For this turn you will not have much to read but for future turns the contents of this report will contain important information that will inform of you of the results of the command test, undisruption and rally attempts and many other things that the main program handles.

Click on the "OK" button to clear the report.

## Objective of the Game



Click on "Info" on the Menu Bar and then select "Victory" from the pull-down menu. This shows how many points the first side must earn for each level of victory.

To obtain a Major Victory in this battle you must earn 800 Victory Points by the end of the scenario. 600 Victory Points would equal a Minor Victory. 401 to 599 Victory Points would equal a Draw. 201 to 400 Victory Points would mean you suffered a Minor Defeat. Anything less than 201 Victory Points would equal a Major Defeat and a quick trip to Fort Leavenworth!

Click the "OK" button when you are finished viewing the Victory Dialog.



Clicking on the "+" button (underlined in red) on the Tool Bar will give a zoomed in view of both the map and units. Clicking on the "Division Markings" button (underlined in blue) will be useful when you have more than one organization present on the map. Click on both buttons at this time so you can see the new view in the game.



Victory Objectives (Japanese flags with black numbers in blue boxes) are shown on the map. Take as many of these by the end of the scenario to get the best level of victory.

Click on the "Info" menu item and then select "Objectives" from the pull down menu. This will open the Objective Dialog and show you how much each objective is worth. This dialog is useful for when you play larger scenarios.

## Getting to Know the Interface

During the Tutorial you will be told to click on various locations on the map. Each location, or “hex” as we call them, has a “X,Y” coordinate value. The coordinate value can be found in the lower right hand corner of the map.



In this case the hex is “10, 2” The first column (or X value) of hexes on the map is always “0” and the first row (or Y value) of hexes on the map is always 0.

To the left of the hex coordinate location is a day progress bar. The bar currently is showing the first daylight turn (0600). Dark areas on the bar are for night turns. There are no dawn or dusk turns in Japan '45.



Click on the US HQ located in hex 16, 1 (as indicated in the image to the left with the red box around it). This is the HQ for the 158<sup>th</sup> Regimental Combat Team (RCT). Now click on the “Highlight Org” Tool Bar button.



This will highlight all units under the command of the 158<sup>th</sup> RCT HQ.



This is particularly useful when playing the larger scenarios where you have more than one organization on the map.

Look over to the Info Area to see the HQ and all other units in that hex.



The HQ is at the top of the stack of units. The name of the selected HQ unit is listed under its unit picture (a unit patch). Unit strength, morale rating, movement point (MP) and fatigue values are listed underneath the name. Stacking order is not important in the Panzer Campaigns series but it helps to keep your HQs on top in a hex. Your unit is in good order. Units can be Disrupted or Broken. We will discuss that later on.

The cannon company of the 158<sup>th</sup> RCT is also stacked with the HQ but is not shaded because it is not selected. You can select this unit by either clicking on it or by double-clicking on its hex location. If it was stacked along you can simply click on the hex instead to select the unit.

## Getting to Know the Interface (continued)

HQ US 158th RCT	HQ	6
HQ 158/IXC	AA	2/0
158th RCT	Defense	10
IX Corps - Reserve	Speed	4
US Sixth Army	Deployed	
Allied Forces Pacific		

If you right-click with the mouse on the Unit Area you will see additional information for each unit. Each unit has an ORG hierarchy or chain of command and this is shown on the left side of the unit information.

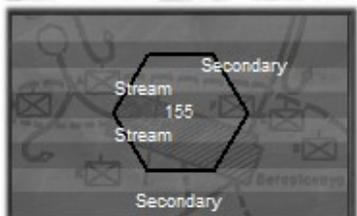
The HQ radius (6 hexes), AA, Defense and Speed values and its current status (Deployed) are all shown to the right of the unit ORG hierarchy.

105L16 PH	Hard	3/8
158 Cannon	Soft	14/6
158th RCT	Assault	4
IX Corps - Reserve	AA	2/0
US Sixth Army	Defense	11
Allied Forces Pacific	Speed	10
	Indirect Fire	
	Towed Guns	
	Motorized	

Each type of unit has a different set of values and capabilities. Notice that the artillery unit has “Indirect Fire” capability. This means that they do not have to have a line of sight (LOS) to their target. In most cases they will need a spotter unit from their ORG.

Clear	0%
Elevation	50m
Visibility	5km
Local Supply	59

The Terrain Info area shows important information about the location that the units occupy. In this case it is a “Clear” terrain type hex with no (0%) defensive bonus, the elevation is 50 meters, the current visibility is 5 kilometers (5 hexes) and the Local Supply value is 59.



Right clicking on the Terrain Info area reveals more important terrain information. This view tells you that there is a Secondary Road running through the hex (top-right to bottom) and that there is a stream running along the western side of this location. Whenever you are unsure of the terrain graphics use this view.

06:00 2 November 1945 Allied Turn, Turn 1 of 15, Normal Conditions, Day

Along the bottom left side of the game interface is a list of general information relating to the current game turn. In this case it is the 0600 turn on the 2<sup>nd</sup> of November, 1945, it's the Allied turn (1 of 15), the conditions are Normal and it's a Day turn.



Clicking on the “Visible Hexes” button on the Tool Bar allows you to see the limit of the “Line of Sight” for the unit in hex 14, 2. This is helpful when you want to use the unit to fire on targets that are not adjacent or to act as a spotting unit for indirect fire or an air mission attack.

## Getting to Know the Interface (continued)



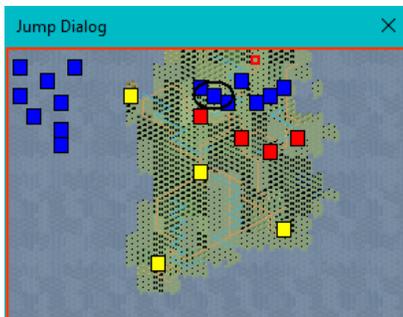
Another useful option is to use the “Reachable Hexes” button on the Tool Bar. This helps you know just how far your units can move in a turn. You can also use “reverse thinking” and know just how far your enemy units can move in a turn as well.



You can use the “Save Movement Cost” toolbar button so that your units will always have one fire left (or have the ability to change formation). Note that the unit’s MP allowance is in brackets. This means that it will not use all of its MPs but will save some for one last function. In order to fire your units they need to have a certain amount of Movement Points left. This function will allow them to make one last shot at an enemy unit before all of its MPs are used unless it disrupts due to fire combat.



The image to the left shows a Supply Source hex (in red box). You always want to be able to trace a path free of Zones of Controls to your Supply Source. These are usually on the edge of the map but also can be located in cities (usually for the Japanese) or on the map at a drop zone (Airborne forces). Locating an HQ near a road that leads back to a Supply Source is important when using certain rules. We won’t cover supply in depth in the Tutorial. Be sure to read the supply rules in the manual.



Finally, using the Jump Map is handy way of navigating around the larger maps used in other scenarios. It not only shows you where you are on the map but it also helps you know your surroundings. You can invoke the Jump Map by either using the Toolbar button or by pressing the “J” hotkey (J key on your keyboard).

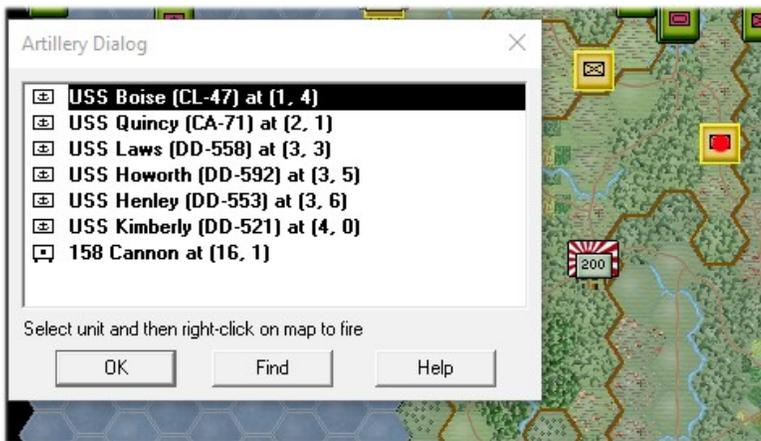
## Game Turn 1

Now you will commit the 158<sup>th</sup> RCT into combat. The first thing you want to do is make use of your incredible array of firepower from both ships and artillery. It is always wise to bring down indirect fire on your enemy's units prior to moving adjacent to them. If you can disrupt them they will have reduced fire ability. If you break them they won't be able to fire at all.



Click on the “Artillery Dialog” button on the Tool Bar. This brings up the Artillery Dialog which shows you're your available artillery and ship units. The top unit is the USS Washington (BB-56 - a battleship with large guns). The units it can fire on are highlighted on the map. The mouse cursor turns into a “crosshairs.” Move the mouse and right click on the Japanese unit on the map (see image below – it has a red dot on it) to fire and inflict casualties.

Click on the Fire Dialog box when finished viewing the results. Fire at the unit again with the USS South Dakota (BB-57).



Now use indirect fire on the unit with the red dot using the USS Boise (CL-47).

Continue firing on this unit with other ships at your disposal but try and save three of them for later missions. Also know that once you fire an indirect fire capable unit that it will be marked “Unavailable” on the next turn and may take several turns to be available again. Units that have used indirect fire have will have zero (0) movement points.

## Game Turn 1 (continued)



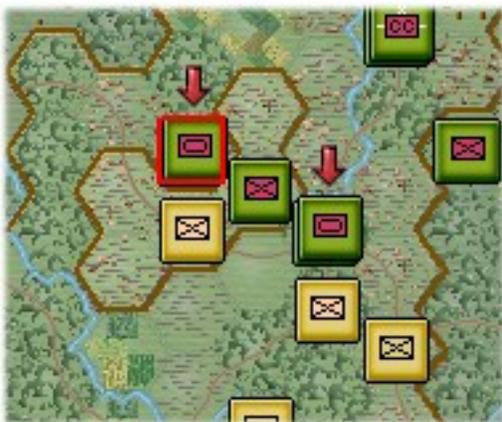
Now you can begin to move and engage the enemy with your ground troops. Select the unit on the map shown with the red box in the image to the left. Use your mouse to right click on the hex with the red dot. Your unit has just moved to engage the enemy and may have taken casualties from defensive fire.



Now you will fire on the enemy unit. With the unit selected hold down the Control key (CTRL) on your keyboard and toggle the unit into Fire Mode. While still holding the CTRL key use your mouse and right click on the adjacent Japanese unit. The crosshairs will appear, your unit will shoot and inflict losses or just Fatigue points on the enemy unit.

The enemy unit may fire back at your unit as well as other units that have a Line of Sight (LOS) to your unit or those that can use indirect fire (using the enemy unit as the spotter).

**Tip: Moving adjacent to a large stack of units can be hazardous to the health of your units. Always use fire support from indirect fire units and bring plenty of friendly units with you when confronting large stacks.**

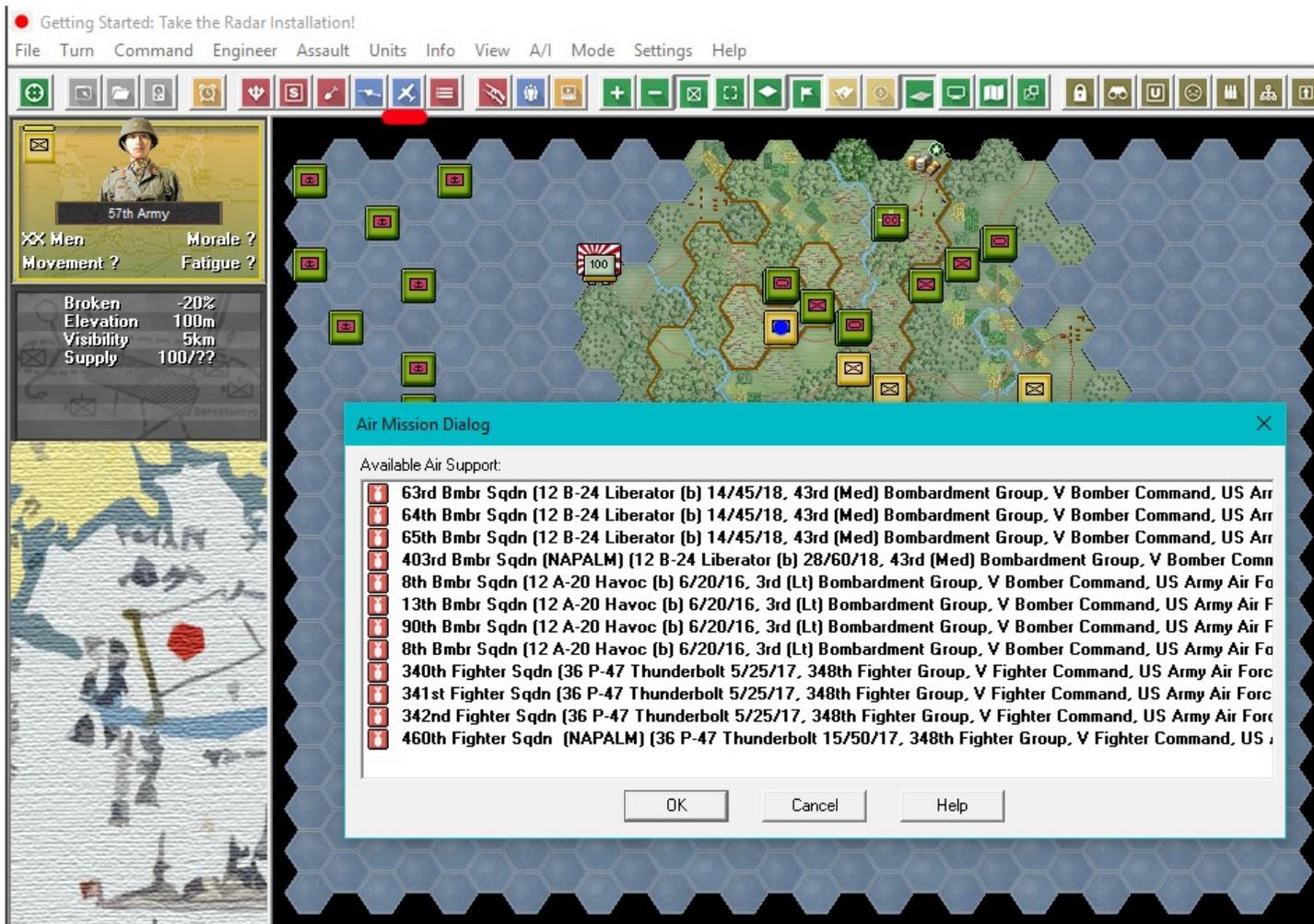


Now move more of your units forward to make contact with the enemy units. Use the Artillery Dialog to fire at the Japanese infantry units.

(The image to the left shows the movement of multiple units and will not be exactly what you see in your game)

Note: if you want to select the artillery units on the map you can fire them "manually" yourself. Use the "H" Hotkey (on keyboard) to bring up their maximum range and the use the fire routine described above to fire them at enemy targets.

## Game Turn 1 (continued)



The next step will be to use the Air Mission Dialog to order air units “on call” to attack ground targets. Select the unit in hex 13, 4 and then press the “Air Mission Dialog” button (airplane) on the Tool Bar. Select the first air mission in the list (63<sup>rd</sup> Bmbr Sqdn (12 B-24 Liberators) and then double click on that mission line in the Air Mission Dialog. This initiates the attack on the target unit and the Air Mission Dialog will close. The results of the attack will be shown in the “AA Report” (the enemy fires at the planes prior to their attack) and then the “Air Mission” dialog. Click “OK” on the dialog boxes when finished reading the results of the attack.

Continue making attacks with Air Missions. As with indirect fire units, the air units will be unavailable on the following turn(s). Also remember that air units are subject to the weather conditions and may not be available at all in certain cases (Overcast, etc).

Now we will move on to moving the rest of your units.

## Game Turn 1 (continued)



Now move the units on the left flank of your position forward. First move the infantry units forward. Now select the “2 Tank Pltn” unit in hex 19, 2. We are going to change the formation of this unit to “Travel Mode.” Click on the “Change Travel Mode” button on the Tool Bar (see image lower left – red line under button) to have the unit enter “Travel Mode.”



Note how the MP value now has a “T” next to its value (red dot) and the unit on the map has a white bar at the bottom of its counter.



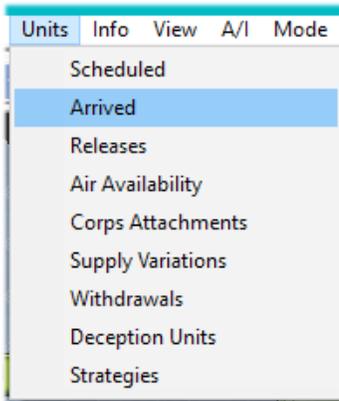
Now move the unit south two hexes to hex 19, 4. The unit will be using the Secondary Road movement rate instead of using the slower “Deployed Mode” movement rate through the Field terrain.



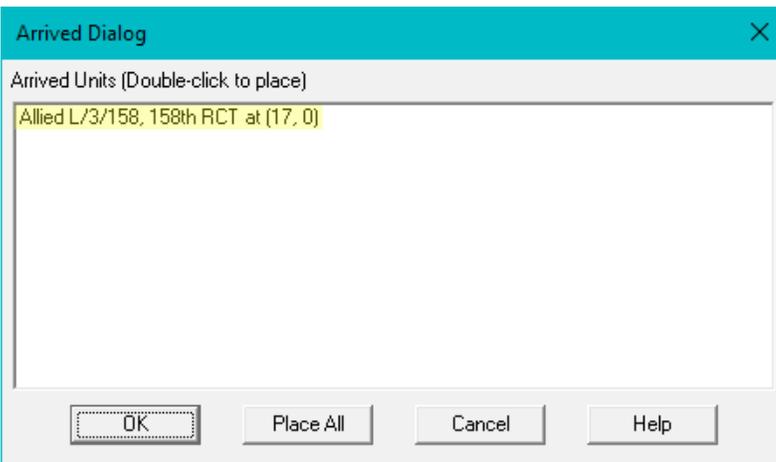
Change the unit back to “Deployed Mode” using the “Change Travel Mode” button on the Tool Bar. Units in Travel Mode are more vulnerable to fire so be sure to avoid moving units in Travel Mode adjacent to enemy units. Move the remaining infantry unit to join the tank unit using Travel Mode. Change to Deployed Mode when finished.

Note: Units must be in Travel Mode in order to cross bridges that occupy an entire hex. Artillery (in most cases) must be in Travel Mode in order to move at all.

## Reinforcement Dialog



You have reinforcements to bring on the map! Click on the “Units” pull down menu and select “Arrived.” You can also use the Tool Bar – “Arrived Units” button for quicker access to the Arrived Units Dialog.



One unit (the L/3/158 infantry company) is available to enter the map. Double click on the entry highlighted in yellow in the image to the left to have the unit enter the map.



Move the unit forward using the Secondary Road to hex 15, 3. This completes the movement of your units. To end the game turn click on the “Next Turn” button on the Tool Bar.



The enemy will move and fire its forces. Your units may fire automatically in reply using Opportunity Fire. Some enemy movement may be spotted. Your next turn will be announced once the Allied Command Report appears.

## Game Turn 2



Read the Allied Command Report. Note that you have more reinforcements to enter the map. You have air units available but there will be artillery units unavailable as well.

Your command report will differ over the results of recovery of units from disruption (if applicable). Click on the OK button to clear the report and start your player turn.



You will want to use your mighty airpower to overwhelm the defenders. Open the Air Mission Dialog and using the procedures described earlier attack the Japanese ground units marked with red dots.

The air units that carry NAPALM have a much better attack rating than the conventional munitions. Use your air missions wisely remembering to keep some of the missions available for future turns.

Next use the Artillery Dialog to fire on the enemy's units with indirect fire units (ships and artillery). Again be wise in your use of these as like the air missions they will not be available again for several turns.

Note: this scenario does not make use of "Recon Air Missions" which are useful for finding enemy units that are not in Line of Sight (LOS). These missions are not reliant on a spotter unit.

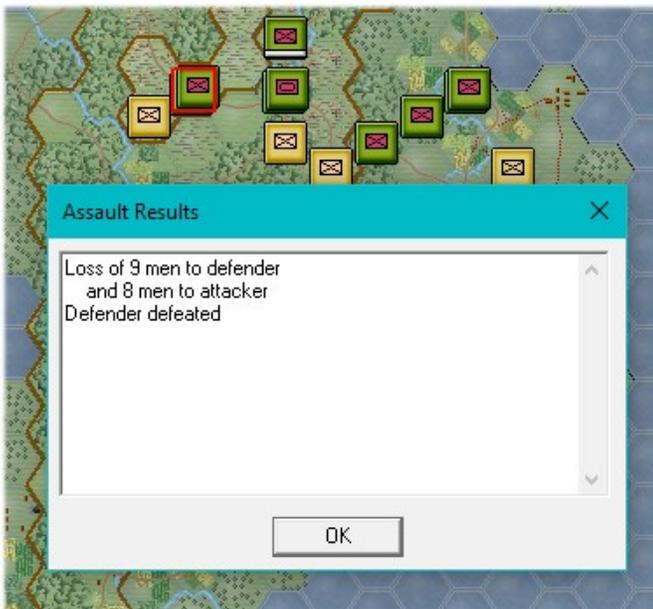
## Game Turn 2 (continued)



Now you will learn how to assault enemy positions. The units in hexes 13, 3 and 14, 3 (denoted by blue dots) are going to assault the Japanese unit in hex 13, 4 (red dot). Select the units in hex 13, 3 and left mouse drag them onto the Japanese unit in hex 13, 4. The Assault Status dialog will appear along with any enemy fire by the Japanese unit. Repeat the Assault commitment process with the unit in hex 14, 3 – commit it to the assault. The unit may also receive enemy fire. Units that disrupt from enemy fire will not be able to assault the enemy unit.



Use the “Resolve Assault” button on the Tool Bar to see how your units did in combat! The combat is resolved by the program and you will see the



In our example the Allies were successful and took the hex location from the Japanese. The enemy was not disrupted, however, and will continue to fire and assault at full value. It has lost quite a few men now due to fire and air combat and will no longer be able to stand up in future assaults as well.

**Note how the identity and strength of enemy units are cloaked in the Fog of War mode. The enemy unit’s strength of “XX Men” could be anything from 10 to 99 men.**

The Japanese army uses the new “Ferocity” rule and thus it is harder to cause their units to retreat from positions.

Go ahead and use the US tank and infantry companies in hex 15, 4 to assault the Japanese unit in hex 15, 5. Remember to use your indirect fire and air missions first before you perform assaults. How did you do? If you failed to dislodge them from their position you will have to try again next turn. Only in cases where there is Clear terrain can units move up to enemy positions and then conduct an assault. The terrain will limit your ability to deploy and assault.

## Finishing the Game

You now know how to move your units, fire, and assault with your forces. With the victory conditions in mind, keep maneuvering your forces in the manner you see fit. The end of the game will be announced at the conclusion of the enemy's final turn, at which time, final Victory Points will be shown.

Finish off the rest of your moving and firing of your units. You now have the basic knowledge needed to play the Panzer Campaigns series!

***(Tip: If you capture an objective hex you will earn its Victory Points, but objectives can be recaptured an endless number of times in a game. Only the side owning it at a scenario's end receives its points. To take an objective hex simply enter it. You do not need to remain there.)***

To restart the scenario, click File and Selection in the Menu Bar. A list of scenarios will appear and you may select any by double clicking on its entry.

Here are some helpful tips to keep in mind when playing the game:

1. Your units are fragile and can become heavily fatigued. Units that have 0-99 fatigue points can be used in combat (fire and assault) with full value but those that have 100-199 (medium fatigue) or 200-299 points (high fatigue) are penalized. Units that have 300 fatigue points are considered to have "Max Fatigue" and cannot assault enemy units. It is wise to rest your units on a routine basis especially during night turns. Heavily fatigued units are often more of a liability than an asset.
2. Units that are Disrupted may not assault enemy units. The next step is for them to become Broken. If you have Disrupted units its best to pull them back out of the line and out of line of sight until they are back to "good order." Broken units should be sent to the rear to rest and recover.
3. Full sized units may break down in most cases. Infantry battalions in the game were already broken down into companies but they can recombine. Use the "Combine/Breakdown" button on the Tool Bar (next to the Air Mission button) to breakdown or combine your units. Tip: Units that are combined will recover easier from fatigue than those in company/reduced size. Merging units of various fatigue accumulation will cause all of the units to receive the averaged amount of fatigue and thus in many cases make it easier for them to recover faster.
4. Keep your units in command range as much as possible. It starts with the senior HQ and works downward. Many veteran players will move their combat units first and then towards the end of a turn move their HQs so that as many units as possible are in command range. Read the section on Command in the Panzer Campaigns User Manual (user.pdf) to better understand how units recover from disruption. The shorter the range from the unit to its parent HQ the better.
5. When engaging the enemy in a long drawn out fight at close quarters dig in! While it may take a turn or two the defensive benefits outweigh the lack of cover. You will not gain these benefits if you perform an assault of course but while you are tossing lead back and forth at each other you will be better protected!

## Further Information

This Guide is designed to make you feel comfortable with what's going on in Panzer Campaigns, but it is no substitute for reading the Game Help files. You can access Help from the Game Help Menu. The Game rules are really in two parts:

Part 1 is the User Manual, which is the series rulebook. You can see this while playing by pressing F2.

The Main Program Manual discusses the various elements of the interface in helpful detail such as each Menu or Dialog. There is even a list of HOT KEYS Show in the Other Features section of this manual. You can view this program guide while playing by pressing F1

Press the F3 key to open the Campaign Notes, which include both the historical background for the battle and the Designers notes. This is a good place to start when you want to understand why the designers included certain features and the historical situations they were trying to emulate.

Pressing F4 invokes a feature called the Parameter Data Table. It provides a host of information including movement costs, terrain benefits, and stacking limits amongst other things.

Lastly, documentation for the game's editors may be found in help files accessed from the Help Menu when you open each editor.

## Online Game Clubs

When you want to fight a human opponent you can find many worthy "warriors" at these clubs:

[The Blitz](#) - join the club and then the "Tiller Operational Campaigns" Ladder

[The Wargaming Club](#) – Supports all of the John Tiller Software products

[The Wargaming Society](#) - Join the club and check out the "WW2 and Beyond" section