

## Getting Started with Panzer Campaigns: Japan '46 Operation Coronet

Welcome to the Panzer Campaigns: Japan '46 Operation Coronet “Getting Started” tutorial. This operation is about the invasion of Honshu, the follow-on to the initial invasion of Kyushu, one of the Japanese home islands, which occurred in 1945. This game is based on the US either not completing or deciding not to use the Atomic Bomb that ended the war.

Japan '46 Operation Coronet lets the players take the role of either side in the battle for Tokyo and the Kanto Plain in a campaign to end the war. Allied success means the war ends, Japanese “success” could mean the fighting may continue later in the year, or simply that the Allied losses are worse than expected.

This getting started scenario depicts a landing by a portion of the US 97<sup>th</sup> Infantry Division on the island of Oshima three days after the main landings in Honshu. It is recommended for play as the Allied player, against the AI. The island contains an airfield which the high command thought would be useful for basing fighters near the front lines. The scenario is small enough to play numerous times while learning the game system, providing the opportunity to learn most of the game functions using the provided mix of sea, air and ground forces to capture objectives from the Japanese.

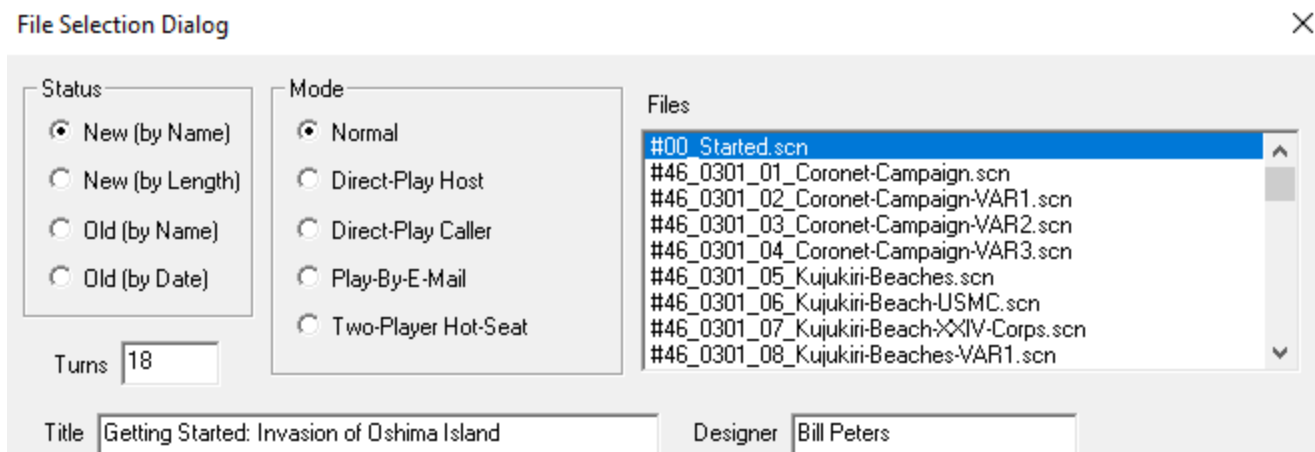
For veterans of the system check out the Designer Notes for a list of changes to the Panzer Campaigns engine. You can open the Notes from the main game by pressing F3 or by using the Menu Help -> Campaign Notes.



## Scenario Selection

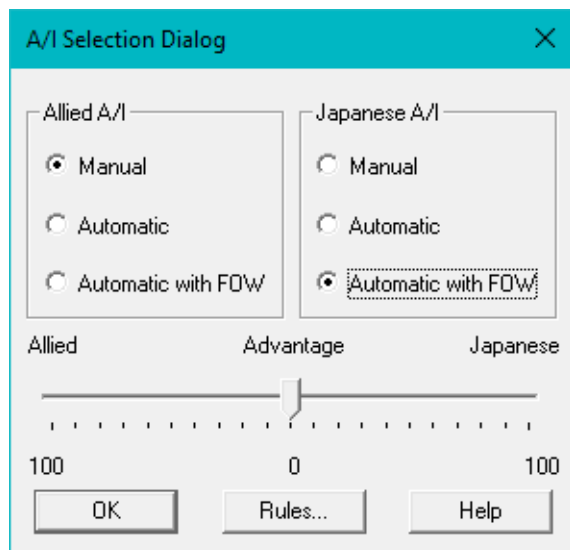
If the game is not open already, start up the Japan '46 Operation Coronet using the shortcut icon found on your desktop which was created during the installation of the product.

Once the game opens you will be taken to the File Selection Dialog.

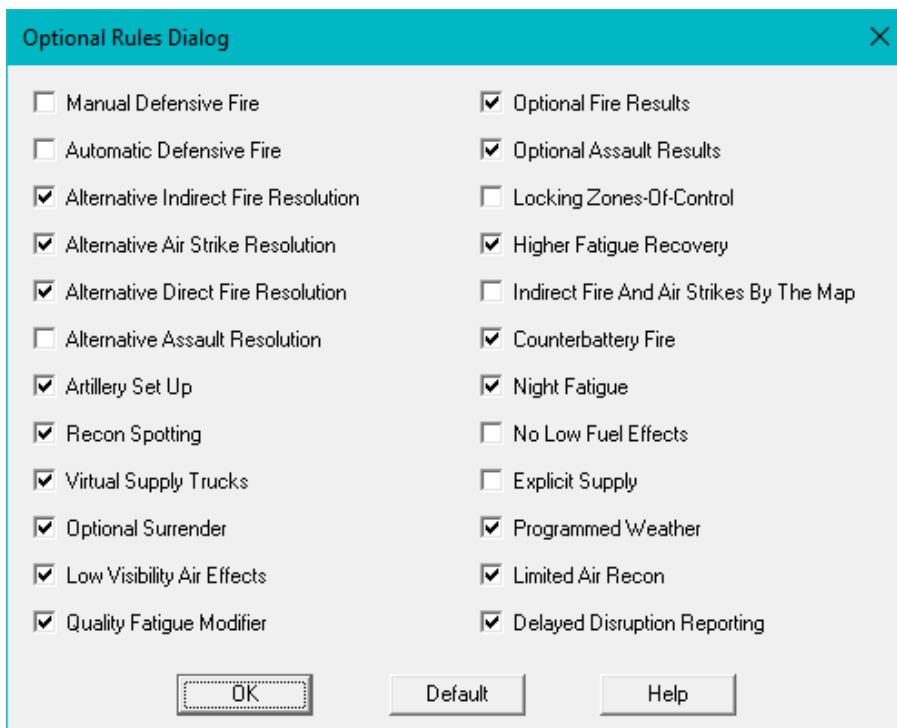


Click the scenario #00\_Started and then OK.

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



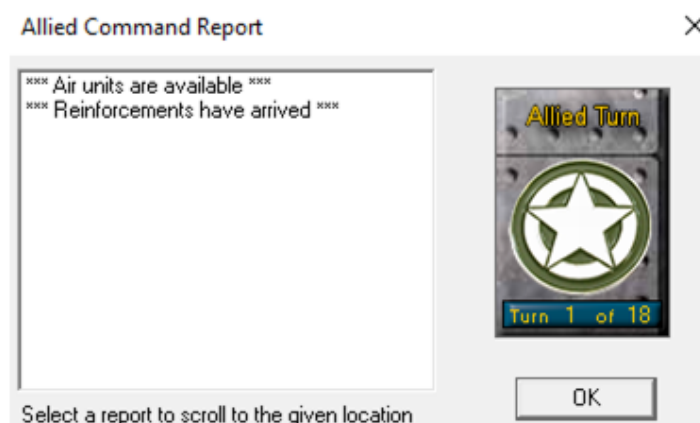
Click on the Rules button, then Default, to play with the default optional rules selected for the game. Otherwise, at the start of a new game, the prior selections you made are retained for the new game. Click OK from the Optional Rules screen and then OK to get the game underway. You are now the Allied commander.



The map should now appear along with your first Command Report with information for the first turn. For this turn you will not have much displayed – it shows you have air units available for use, and there are reinforcements. It also shows it is the Allied player turn 1 of 18 turns.

For future turns the contents of this report will contain important information on the results of the command test, units recovering from broken/disrupted status, low ammo/fuel summaries, and many other pieces of information 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 to bring up the Victory Dialog. This shows how many points the first side must earn for each level of victory. There are five victory levels, with a Major Defeat being the lowest and a Major Victory being the highest.

To obtain a Major Victory in this battle you must earn at least 1250 Victory Points by the end of the scenario. 1000 to 1249 will be a Minor Victory. 750 to 999 points will be a Draw. 500 to 749 will mean you suffered a Minor Defeat. Anything less than 500 Victory Points will be a Major Defeat and result in an assignment to the Aleutians for the balance of the war!

Victory Points are awarded two ways – through the taking of objectives and from losses in combat. Objectives (Japanese flags with black numbers in blue boxes) are shown on the map. Take as many of these objectives as possible by the end of the scenario to get more points. However, your losses subtract points from the victory level, while Japanese losses boost the victory levels. This makes loss ratios important – all out attacks may not be worth the cost in casualties, unless they are a key to taking an objective before the end of the scenario.

The Victory Dialog window displays the following information:

First Side: Allied		Objective Points	
Allied Losses		0	
Men Losses	163	Men Point Loss	17
Gun Losses	0	Gun Point Loss	0
Vehicle Losses	0	Vehicle Point Loss	0
Naval Losses	0	Naval Point Loss	0
Air Losses	0	Air Point Loss	0
Japanese Losses			
Men Losses	14	Men Point Loss	1
Gun Losses	0	Gun Point Loss	0
Vehicle Losses	0	Vehicle Point Loss	0
Naval Losses	0	Naval Point Loss	0
Air Losses	0	Air Point Loss	0
Victory Values			
Major Defeat	500	Minor Defeat	750
Minor Victory	1000	Major Victory	1250
Total Points		-16 Outcome: Allied Major Defeat	
OK		Help	

Note – the victory levels and points always apply to the first player in the scenario, so if the Japanese player is first, Allied losses will boost the victory points and Japanese losses will lower the total.

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 division or similar organization present on the map. Click on both buttons at this time to activate the close up view with division markings. Depending on your screen resolution, try different resolutions using the + and – buttons.

Click on the “Info” menu item and then select “Objectives” from the pull down menu. This will open the Objective Dialog, listing all objectives, who currently holds each one, and how much each objective is worth.

## 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 “16, 17”. 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 second daylight turn (0600). Dark areas on the bar are for night turns and the silver portion is for day turns. There are no dawn or dusk turns in Japan '46.

## Game Turn 1

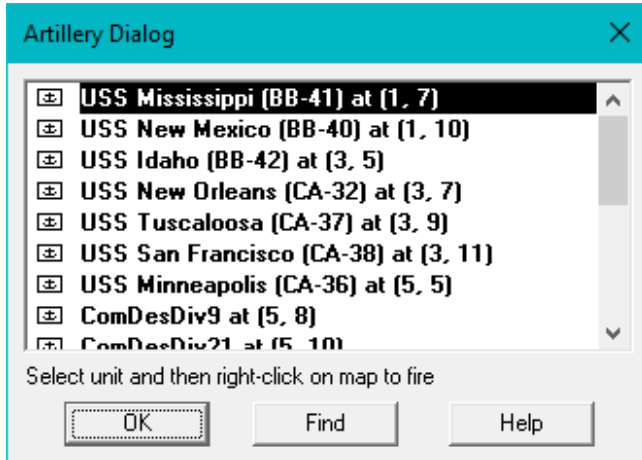
The game turn opens with the Allied player having only naval forces on the map. These include both large naval ships (black circle), squadrons of similar smaller ships (magenta circle), and one time use craft firing rockets (red circle) to support the initial landings. The one time use setting means the units are used and are removed from further play at the end of the turn. In this case, these one-time use craft are removed after turn 1, even if not used.



The first thing you want to do is make use of your firepower from your ships. It is generally wise to bring down indirect fire on your spotted 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. With Fog of War on, and delayed disruption reporting, you won't see the Japanese units disrupt, but the chance of disruption through firepower prior to landing is an important goal.



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.



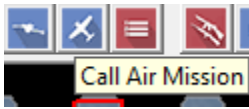
The first unit is the USS Mississippi (BB-41 - a battleship with large guns). The units it can fire on are highlighted on the map. The mouse cursor turns into a “crosshairs.” Move the mouse and right click on the Japanese unit on the map in hex 14, 9 (see image – it has a red circle around it) to fire and inflict casualties.

Click OK on the Fire Dialog box when finished viewing the results. Next, fire at the Japanese unit in hex 14, 11 with the USS New Mexico (BB-40). Finally, fire the USS Idaho (BB-42) at the Japanese unit in hex 14, 13.

Now note the last six units available to fire. These are LCI (Landing Craft – Infantry) with rockets to support the landing. They are single use only and are removed at the end of Turn 1, so they should all be fired this turn. Their range is limited to only four hexes so they can only fire on the Japanese units near the landing sites. For now, fire LCI-1068, -1069 and -704 at the Japanese unit in 14, 9. Then fire LCI-1069 and -762 at the unit in 14, 11. Use LCI-705 and -1024 to fire at hex 14, 13.

You can fire more of your ships are the currently spotted targets, but save some to target any new Japanese units that may be spotted during the landings to come.

Also know that once you fire an indirect fire capable unit that it may be marked “Unavailable” on the next turn and may take several turns to be available again. Units that have used indirect fire in the current turn will have zero (0) movement points remaining and will no longer appear in the indirect fire dialog.



The next step will be to use the Air Mission Dialog to order air units “on call” to attack ground targets. Click on the Japanese unit in hex 14, 9 and then click on the “Air Mission Dialog” (Call Air Mission) button on the Tool Bar. This displays a list of available air units as of that point in the game.



As long as the default Low Visibility Air Effects optional rule is on, and visibility is below the PDT limits, only a randomly selected set of air units of the overall total currently in the scenario will be shown. Thus, there could be any selection of air units to use from one game to the next. As an air unit is used, the next turn will have other randomly selected air units to use. If the visibility range drops to 1 hex in later turns (Overcast, etc), no air units will be available.

This is an example of the air mission dialog.

#### Air Mission Dialog

Available Air Support:	
340th Fighter Sqdn (16 P-51 Mustang (f) 6/6/22, 348th Fighter Group, V Fighter Con	
341st Fighter Sqdn (16 P-51 Mustang (f) 6/6/22, 348th Fighter Group, V Fighter Con	
342nd Fighter Sqdn (16 P-51 Mustang (f) 6/6/22, 348th Fighter Group, V Fighter Con	
460th Fighter Sqdn (napalm) (16 P-51 Mustang (n) 15/50/22, 348th Fighter Group, V	
8th Bomb Sqdn (12 A-26 Invader (b) 6/24/18, 3rd Bombardment Group (I), V Bomber	
13th Bomb Sqdn (12 A-26 Invader (b) 6/24/18, 3rd Bombardment Group (I), V Bombe	
VMF-452 (18 F4U Corsair (f) 8/9/22, USS Franklin (CV-13), ComCarDiv 2, US Eighth	
VT-6 (15 TBM Avenger (b) 16/6/18, USS Hancock (CV-19), ComCarDiv 2, US Eighth	
VB-6 (15 SB2C Helldiver (b) 16/12/16, USS Hancock (CV-19), ComCarDiv 2, US Eig	

The dialog shows, in order, the unit name, number of planes in the unit, combat values – HA, SA, Defense, and chain of command.

Select the first air mission in the list with the highest possible Soft Attack value – for this set of units that would be the 4<sup>th</sup> line, which is a napalm armed flight with a soft attack of 50, 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 two parts, first the AA results of all defending units with an AA value within range of the attack, one at a time, and then the air attack results.

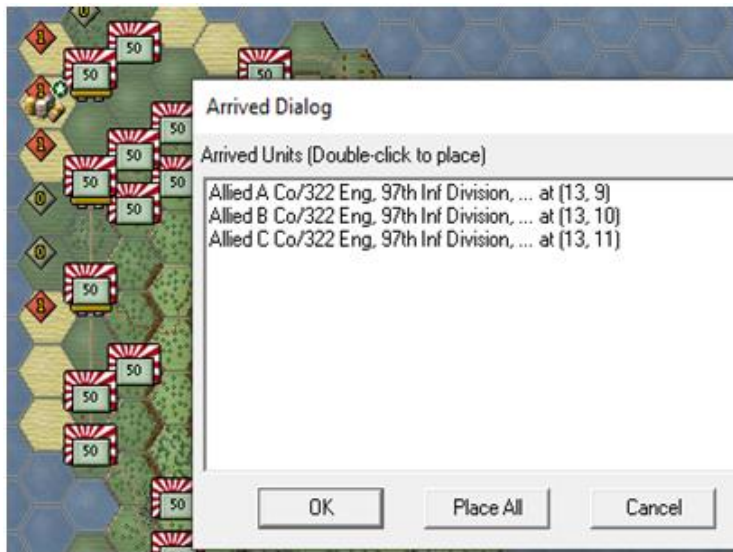
Launch further air strikes on the spotted Japanese units, focusing on the units adjacent to the beaches. The air units will be unavailable on the following turn(s). Also remember that air units are subject to the weather conditions and may not be available at all in certain cases, if the visibility range drops to 1 hex in later turns (Overcast, etc).

## 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 (the blue button in the image) for quicker access to the Arrived Units Dialog.

In the Arrived Dialog, you can place each entry group by double clicking on each line singly, or you can click on “Place All” to have them all arrive at once. When units are placed on map, they may draw defensive fire. Also, as these reinforcements are landing, they will suffer some losses through enemy fire and mines in the beach landing hexes, although the level of losses will vary randomly. Using the dialog, introduce your reinforcements onto the map.



This image shows a Supply Source hex (in red circle). To keep units from being isolated (which drops morale by 1 level and always results in low ammo after firing) you must be able to trace a movement 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) or beaches for landings. Locating an HQ near a road that leads back to a Supply Source is important when using certain supply rules. We won't cover supply in depth in the Tutorial. Be sure to read the supply rules in the manual.



Also, the image shows three beach hexes where units which have arrived will be placed, each with a level 1 minefield indicated by the red diamond with a 1. In the hex above the Japanese objectives, the diamond shape with a 0 is for an obstacle in the hex. Minefields attack non-mine engineer units moving into or landing in them, while obstacles require full movement in order to enter the hexes with them. There will be more on these later.

## Unit Box and Terrain Information



Select the units in hex 13, 11 as shown in the image above. The unit box and terrain info, by default to the left side of the map area, shows the units in the hex and some useful details about the selected hex's terrain.

You will see an engineer unit with Clearing Mines on by default. For follow on landing purposes, it is best to keep the engineer in this clearing mines state. It will reduce any mines, or obstacles, in the hex by 1 point per turn at the start of the turn, if the unit was not disrupted at the end of the prior turn, until the mine or obstacle is removed. However, by going to Engineer – Clear Mines or Rubble in the top menu choices, you can toggle the engineer between clearing and not clearing the mines, if you feel a change in state is the best choice.

You will also see an infantry battalion in the hex.

For these units, the engineer will normally have a movement value in a green color. This means the unit still has 2/3rd or more of its movement remaining, and can fire twice, assault or move, if desired and costs allow. The infantry unit, which pays extra points compared to the engineer for entering the mine hex, has movement in yellow, indicating it has between 1/3<sup>rd</sup> and 2/3<sup>rd</sup> of its movement remaining. Units can fire once when their movement is in yellow.

However, below the units is the Terrain Info section. This shows Beach 200%. That means the terrain adjustment to fire received doubles the fire value of the firing unit (200% of normal strength). So it is best to not fire any units from the beach, unless absolutely necessary – be sure the value of firing is more than the risk of heavy losses to defensive fire in return. Use your supporting arms to disrupt the Japanese and then assault off the beach.

The details in the box below the units show more information:

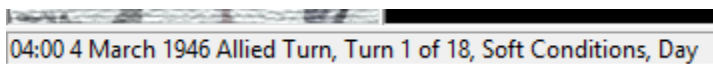
- Elevation – how high the unit is.
- Visibility – the max limit of line of sights, unless blocked by terrain, in hexes. So units can see up to three hexes.
- The supply value. This is currently the scenario default, in future turns, as the start of the turn this will show the hex's actual supply level, based on the optional supply rules selected.
- Mines: indicating there is a level 1 mine in the hex. Mines can be up to three levels in value.

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.

Each type of unit has a different set of values and capabilities. Later, when you receive artillery, you will 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. The artillery unit will also need to be deployed before it can fire.

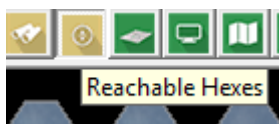
The Terrain Info area shows important information about the location that is currently selected. Right clicking on the Terrain Info area reveals more important terrain information. Left click on hex 14, 11 and then right click on the Terrain Info box. It will show Secondary in the top right and bottom areas of the box. This indicates there is a Secondary road through the hex going northeast and south from the hex. Whenever you are unsure of the terrain graphics use this view.

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 0400 turn on March 4<sup>th</sup>, 1946, it's the Allied turn (1 of 18), the ground conditions are Soft and it's a Day turn.



Clicking on the “Visible Hexes” button on the Tool Bar allows you to view the “Line of Sight” for the currently selected hex up to the current max visibility limit for the turn (which as noted earlier is three hexes). This is helpful when you want see what a unit in this hex can see, such as when acting as a spotting

unit for indirect fire or an air mission attack, or for viewing enemy units. The max visibility limit can change from turn to turn. It is always one hex during night turns, but can be one to five hexes during day turns.



For currently selected units, 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, in their current deployment mode (deployed or travel mode) and still have movement points leftover.



You can also use the “Save Movement Cost” toolbar button so that your units will always have one fire left (or have the ability to change out of or into travel mode). Note that if a unit’s MP allowance is in brackets, it is showing that it will not use all of its MPs but will save some for one last action.



Finally, using the Jump Map is a 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).

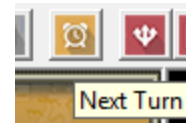


Now that you have landed your units, there is nothing further to do with the units. There is no benefit to taking any actions with the landed units – they must focus on clearing the mines, and being ready to assault in turn 2 – assaulting requires movement points to still be in green so the infantry can't assault this turn.

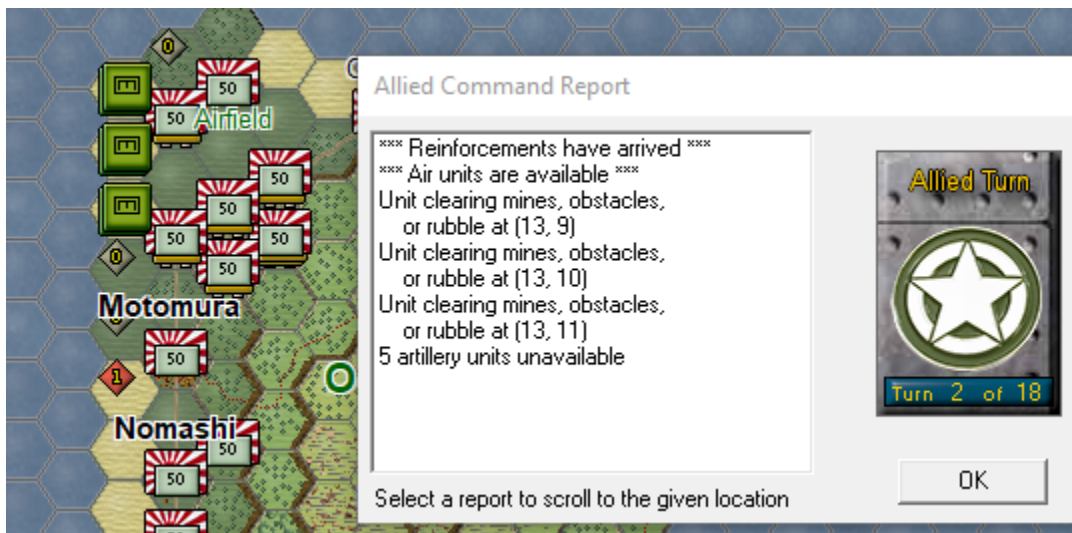
You can bring up the artillery and air dialogs and use your remaining assets if you like, either against newly spotted Japanese units, or the originally spotted ones. The Japanese adjacent to the landings

are the most important targets, so don't spend too much time on firing at the units further away.

Now click on the Next Turn button – the alarm clock icon is on this button.



This will end the Allied player turn and the AI will then play the Japanese side. The AI will go through the units, firing artillery and other units, possibly moving units around, whatever it feels is best. When it is done, the turn 2 command report will display.



## 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, in this case naval units that fired in the first turn.

Your command report may differ for other results, such as the Unit clearing mines... entries here, and recovery of units from disruption (if any allied units disrupted). Click on the OK button to clear the report and start your player turn.



You are now likely to see more Japanese units that were not present during the first turn, now that you have units on the island. You can also see whether any of the Japanese units are disrupted from attacks they suffered in the first turn. Enemy units that are disrupted are ready to be assaulted; others should take the brunt of your artillery and air strikes to start this turn. Disrupted units typically will retreat when assaulted, if at

least one attacking unit does not disrupt.



Note: There is an exception that applies to the Japanese. They are a Fanatical nation and as such will not retreat from Bunkers and Pillboxes, so must be destroyed in place. Thus, it is best to avoid attacking the Japanese defenders of these fortifications as it requires a lot of time to succeed. However, if they are defending an objective in the hex, you may not have a choice.

For this scenario, there is a Bunker located at 17, 16. It is best to avoid attacking this hex as it isn't an objective and time is short – focus on critical objectives instead!



You will want to use your airpower to hammer the undisrupted defenders. Open the Air Mission Dialog and using the procedures described earlier attack these Japanese ground units marked. Use your air missions wisely, keeping some of the missions available for future turns.

Note: there are air recon units that may be available randomly, which are useful for finding enemy units that are not in Line of Sight (LOS). This image shows a recon unit in the scenario, the bottom unit in the image.

 **90th Bomb Sqdn (12 A-26 Invader (b) 6/24/18, 3rd Bombardment Group**  
 **2nd Recon Sqdn (long range) (12 F-7 Liberator (r) 0/0/17 RECON, Recon)**

It has 0 ratings for attack values, plus RECON after the values, to indicate it is a recon unit. The 2<sup>nd</sup> Recon Sqdn is simply the unit name and has no other impact on play. If you have these units, use them to recon objectives that are currently unspotted, so you can gather intelligence about the defenders useful in later 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 may not be available again for several turns.

Note: if you want to select the artillery units on the map you can fire them “manually” yourself, if not already fired through the dialog. Use the “H” Hotkey (on keyboard) to bring up their maximum range and then use the fire routine described above to fire them at enemy targets.

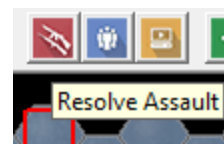
Once you have completed using your support units, it is time to assault off the beach. Only your undisrupted infantry and engineers may assault. Use your infantry as your first assault choice, engineers are more valuable and may be needed in adjacent beach/landing hexes if an engineer unit was disrupted – this prevents that engineer from removing mines and thus your other engineers should help in that hex rather than moving off the beach. But if the available infantry units are disrupted, so they can't assault, or have assaulted and failed, then use the engineer units if not needed to clear mines on the beaches.

Starting with hex 13, 9, click on each beach hex with US units landed on it the prior turn. Look for an undisrupted infantry unit and click on it so it is highlighted. Most actions you choose to do apply to all active units in the hex!



With your undisrupted infantry unit selected in the unit box, now right click on the adjacent Japanese unit. You will see an explosion icon on the Japanese unit, and a pop up window opens:

Click on OK. When you are setting up an assault, it can trigger defensive fire after you click on OK. This can disrupt your plans, if your attacking unit takes losses and fails a disruption check! If that happens, move on to the next stack. Otherwise, when you have setup your assault, next choose the Resolve Assault toolbar button.



This will lead to the assault being resolved, losses are displayed and if your assaulting unit does not disrupt, the Japanese unit (if disrupted) will retreat and your assaulting unit will move into the defending hex.



Once you have assaulted successfully, you will have units off the beach. Let's try firing the successful unit. In this case, the unit is in hex 14, 9 which is a clear hex, with a trench captured from the Japanese. Unlike the beach hex with its 200% modifier, clear has a 0% modifier to fire and the Trench is a -20%. So any fire received in this hex will be reduced by 20%, much better than fire being doubled as happens on the beach.

Click on the captured hex and then select the unit so it is active. You can then fire at any adjacent Japanese units, which in this case include a newly spotted defender to the top right (Northeast) in the objective, plus the defender that failed to stop your assault. In this case, it is best to fire at the newly

spotted unit – the other unit is disrupted and reduced on strength, and thus less of a threat.



With your unit selected, click on the leftmost Move/Fire Mode button to put the unit into Fire mode rather than Move mode. You can also hold down the Control <ctrl> key, to put the unit in fire mode only while holding down the Control key. While in Fire mode, move your cursor over the Japanese unit to the Northeast (or any other unit to choose to target). Crosshairs will appear as you move the cursor over the Japanese unit, then right click on the enemy and your unit will shoot and likely inflict losses on the enemy unit.

Enemy units may fire back at your unit as well as enemy units that can use indirect fire, if these units have a spotter with LOS to your firing unit.

## 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.



Finish off the rest of your moves and firing of your units. Note that toward the south end of the island there are cliffs. You can see these cliffs, which are a hexside feature, in the northeast hex side of hex 15, 18, for example. The objectives in hexes 16, 18, 17, 19 and 20, 20 are all south of a solid line of cliffs. Cliffs can't be crossed by any units present in this scenario. As a result, in order for you to attack these objectives, you must attack due south through hex 15, 17, and then

push southeast to take as many of these objectives as you can.

On the other hand, the objective in 16, 17 is north and east of cliffs and can only be attacked from the north, although any units attacking it will not be able to assault the southern objectives. So keep that in mind in determining how you advance south. However, any units north of the cliffs can fire on adjacent defenders to the south, so they can support other units.

You have the basic knowledge needed to play the Panzer Campaigns series! As you play through this and other scenarios, try different things to see how the system works – your soldiers are digital so use them to learn, we can't cover everything in this document.

The game will end at the conclusion of the enemy's final turn, at which time, final Victory Points will be shown and a victory screen/music will be displayed.

***(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, except to protect it from the enemy moving back into the objective hex)***

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. For the command range 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.

