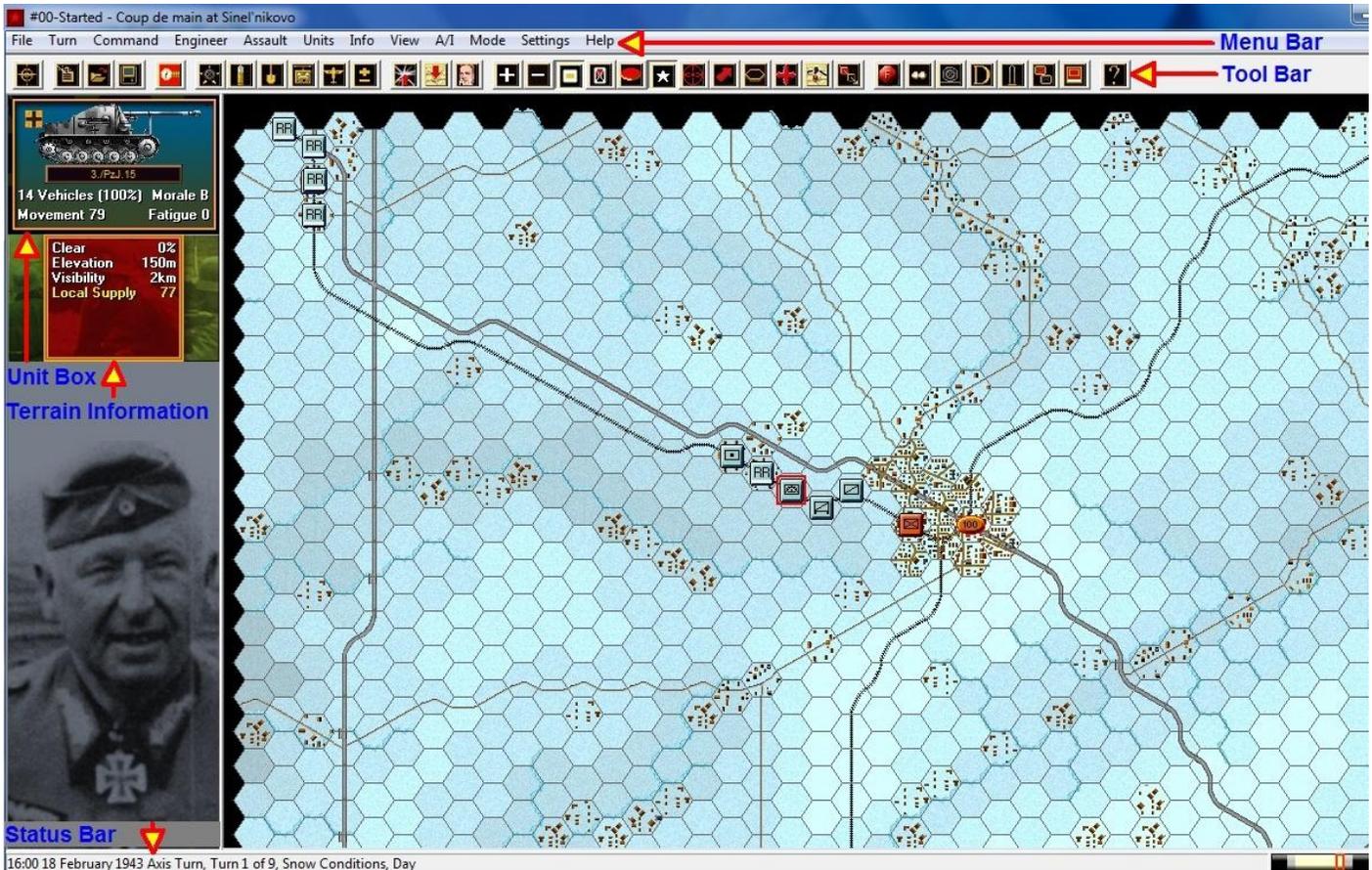# Getting Started with Panzer Campaigns: Kharkov '43



Welcome to Panzer Campaigns : Kharkov '43. On June 22, 1941, Germany had attacked the Soviet Union without warning. After 20 months of fighting, the Soviets had recovered from their early setbacks and were pushing west after the victory at Stalingrad. The Axis forces in quick succession had lost the German 6th Army as well as much of the Italian, Rumanian and Hungarian expeditionary forces.

In Kharkov '43, the Soviets have launched a series of hasty operations to take advantage of the Axis turmoil. In one of the greatest recoveries, Field Marshall von Manstein launched the 'Backhand Blow' and sent the Soviets back beyond their starting lines.

This scenario represents the first move in the German counter attack where General Buschenhagen's 15th Infantry Division tries to recapture Sinel'nikovo, a critical communication hub only 35 kms east of Dnepropretrovsk on the Dnepr River. The attack was unusual in that the German's rode the trains they had travelled from France in, right up to the outskirts of the town.
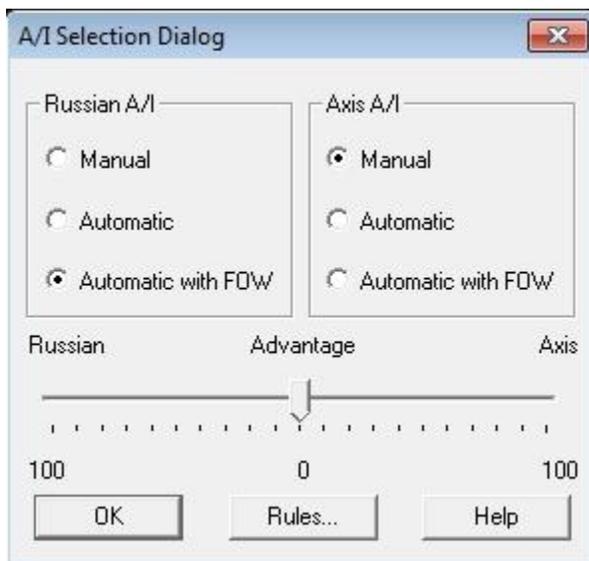
For veterans of the system check out the Designer Notes for a list of changes to the Panzer Campaigns engine. You can open the Notes from the main game by pressing F3 or by using the Menu Help | Campaign Notes.

# SCENARIO SELECTION
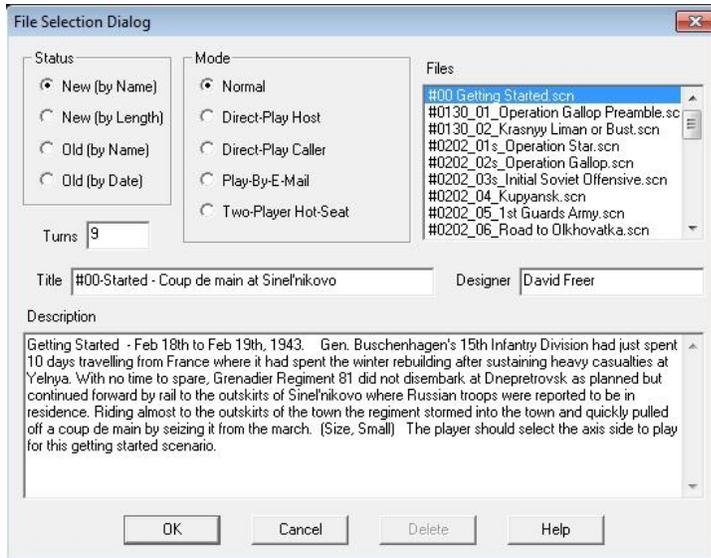
Start Kharkov '43, if you haven't already and you will be taken to the File Selection Dialog.

Click the scenario #00_Getting_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 German AI "Manual" for yourself and "Automatic With Fog of War"(FOW) for the Russians.
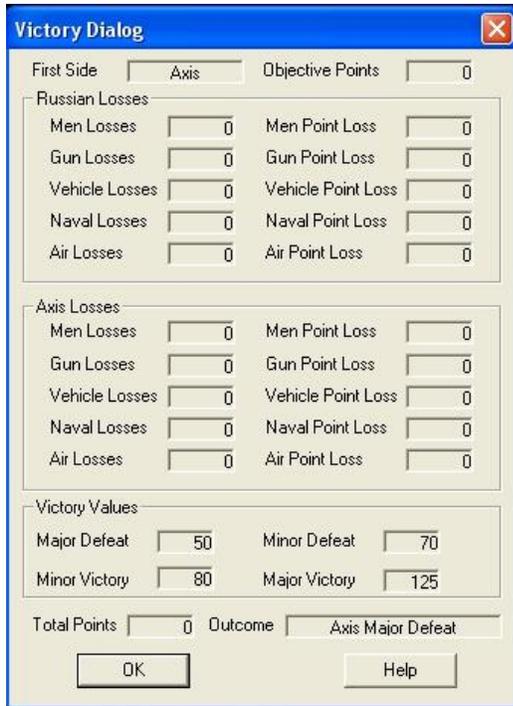
Click OK to get the game underway, you are now the Axis commander.

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

Note its contents and click OK to close it.

# OBJECTIVE OF THE GAME



Click Info and then Victory on the Menu Bar. This shows how many points the first side must earn for each level of victory.

As you can see, to obtain a major victory in this battle you must earn 125 Victory Points by the scenario's end.
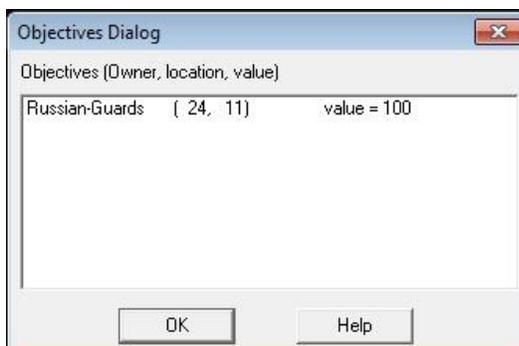
Click OK to close the Victory Dialog.



If you look at the map, you'll see an oval shape with '100' inside it. This is your objective.

To win a major victory, you will need to hold this objective and inflict enemy casualties equal to 125 points. As you incur losses, points are taken away from you.

There is also one enemy unit visible west of the objective. The terrain information box shows visibility is '2km'. As this unit was at that range or less to a German unit at the start of the turn it is shown on our map.

*(Tip: Each hex is 1km across. Visibility and ranges are all expressed in km's).*



Click Info and then Objectives on the Menu Bar to see a list of the objectives in the scenario. As you can see, there is 1 objective worth 100 points to the Axis, it's currently controlled by the Soviet side.

Click OK to close the Objectives Dialog.

# TURN 1



In this scenario the Germans move first. Click on the unit indicated by the blinking red box or the Hot Spot.

It is a German recon unit known as an Aufklarung Company (motorized).

Aufklarung is German for Reconnaissance.



To check any units' statistics, chain of command, and special unit abilities, right click the Hex Info Area while the desired hex with the unit(s) is selected. Right click in the Hex Info Area now to review the recon unit stats.

You will see the chain of command for the unit on the left; on the right appear its various combat factors, speed, and abilities, which include being a specialist recon unit. We want to move a little closer to the town and see what else we can find.



Double click to select this unit on the map, or click its Unit Box, so that the Unit Box lights up. It is now "selected" and ready for orders.

Let's move it one hex. To do so, right click an adjacent hex, the one directly south east, or down and right of the selected unit. If able to move, the unit will obey. Should a unit ever not follow the order, look to the Status Bar to see a message telling you why the movement can't be performed.

Try right clicking on the next hex to the south east, in the clear hex adjacent to the Soviet unit. The movement will not be allowed – the Status Bar will state "Movement allowance exceeded".

Movement allowance exceeded
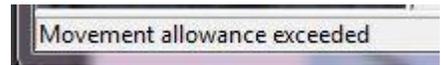
This move will have to be continued in the next turn.

Now select another unit – the Marder unit on the railroad to the north west of the recon unit. Let's move it several hexes at once toward the front lines. To do so, with the left mouse button down, drag it to the hex 2 hexes north east, as indicated by the arrow, then release the button.

The system will determine the path it follows, so it's wise to drag smallish distances to keep control, as with fog of war (FOW) selected, movement cannot be undone.

The Marder should move two hexes north east, be on the highway and adjacent to the town.

Reachable Hexes

Clicking the Reachable Hexes Button on the Toolbar will highlight where a unit may still potentially move in a turn.



Notice there is still movement remaining, but the unit is not able to enter the built up hexes to its east or west.

This is because tank units may not enter these terrain types unless they have their full movement allowance or if using a road, and roads may only be used when a unit is in Travel Mode.



3./PzJ.15
14 Vehicles (100%)  Morale B
Movement 59       Fatigue 0


Change Travel Mode

With the Marder unit selected and the reachable hexes ON, click the Change Travel Mode button on the Toolbar.
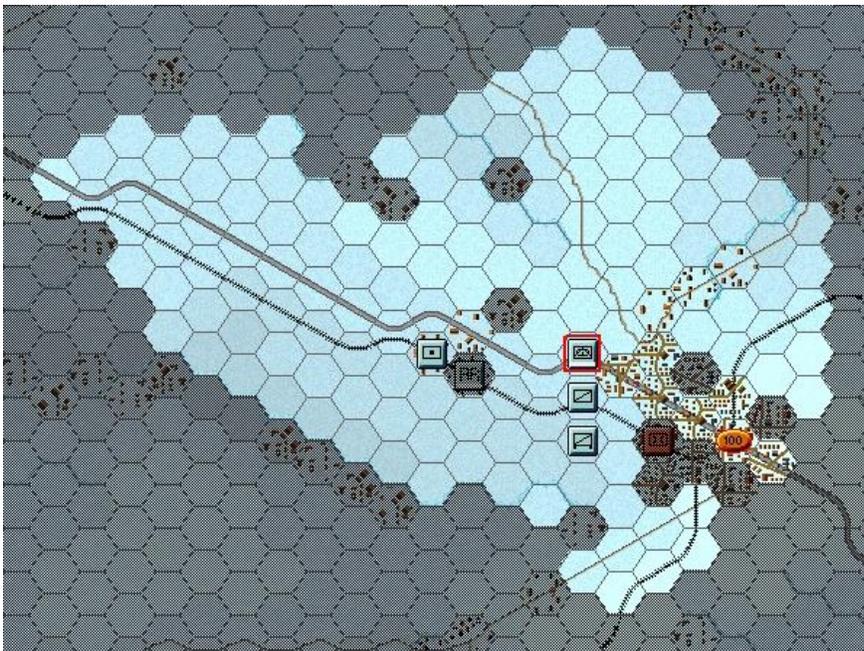


You'll see a white line appear at the bottom of the unit and a "T" next to its movement points in its Unit Box.

It is now in Travel Mode (T mode), this gives units a larger movement allowance, particularly when using roads, notice the selected unit can now move through the Urban hexes on the roads.



3./PzJ.15
14 Vehicles (100%)  Morale B
Movement 59T      Fatigue 0

Move the Marder unit 1 hex south east by left click and dragging it, putting it into the town.

Moving into the town reveals a Soviet Infantry Battalion.



This unit may use defensive fire against our Marder - the system handles enemy defensive fire during your turn and, likewise, may fire your own units during the opposing side's turn too!  You may want to turn the Reachable Hexes off and only use this when you want to see how far a unit can travel.

*(Tip: Some units such as Artillery and Anti-tank Guns cannot move unless they are in T mode – if you try and move such a unit the status bar will give you the reason – in this case it will likely say "Unit must be in Travel Mode to move").*
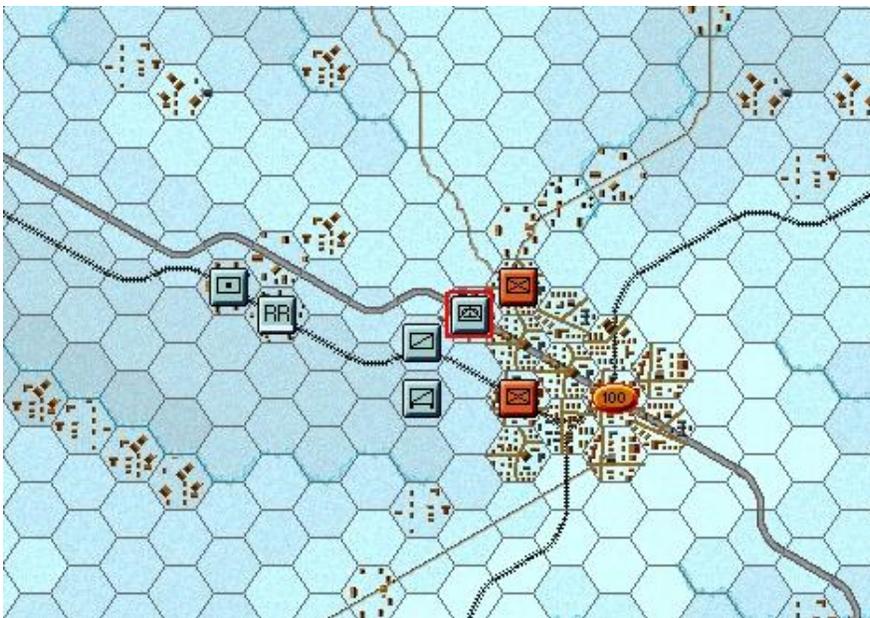


Now it is time to fire upon the Soviets.





Make certain you still have the Marder unit selected and click the change Travel mode button again. The Marder will change out of T mode and as the movement is coloured yellow, there is sufficient movement to fire at least once.

To do so select your unit exactly as you did for movement. Now with the Control (Ctrl) Button pressed, place the mouse over the adjacent enemy unit. A crosshairs will appear. Right click to Fire.

The results of your fire will be shown on screen – either there will be no effect, or you'll cause a loss, or possibly disrupt the enemy (the results will be yellow), or cause it to be broken (the results will be red). Most direct fire occurs against adjacent hexes.
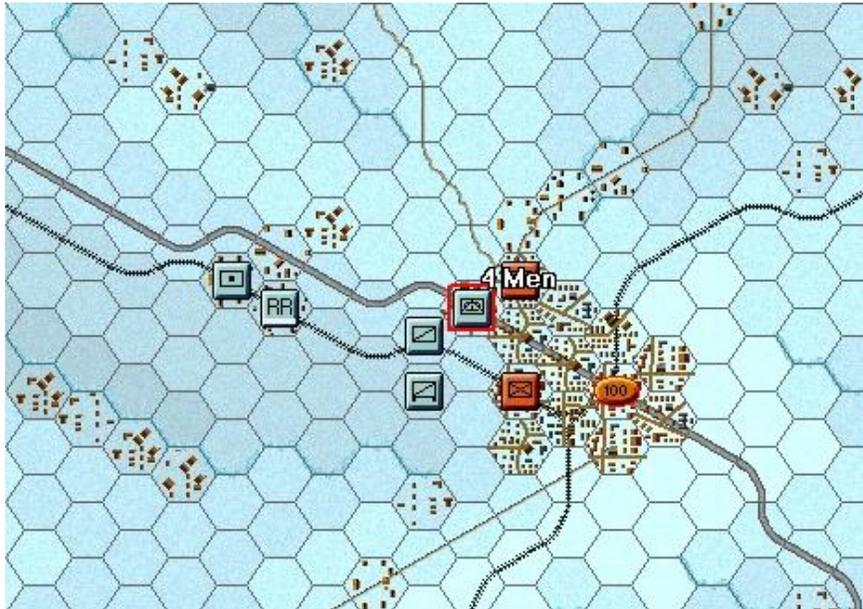


In our example above the Marder unit has fired and reduced the Soviet Infantry by four men.

As our unit movement is now orange we can no longer fire and probably have insufficient movement points to move.



*(Tip: Enemy unit information, with fog of war active, will be hidden from you and summarized as X = less than 10 men, XX= 10 to 99 men and XXX = 100 to 999 men. With both direct and indirect fire, if more than one enemy unit exists in a hex, you are given the option to select a target should your weapons be appropriate).*



Now let's fire some artillery. Select the Artillery Dialog from the Tool Bar
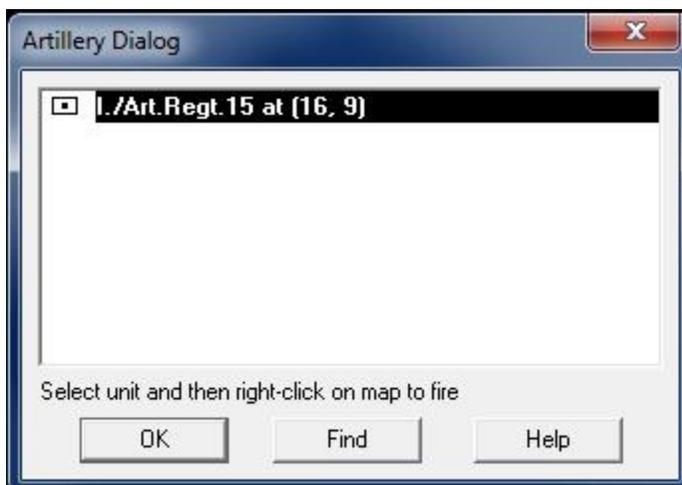


The Artillery Dialog shows that we have one available artillery unit in range of an enemy unit.

Available artillery that are either out of range or do not have a spotted target are grayed out.

This status may change during play as new enemy units are spotted.

*(Tip: Always check the Artillery Dialog before ending your turn, to see if any of your artillery can fire on newly spotted enemy units).*
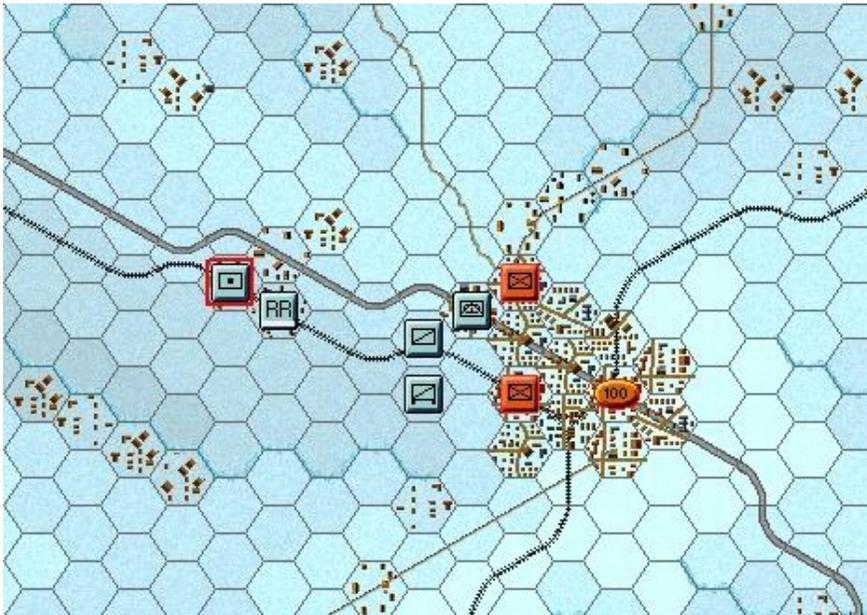
With the Artillery Dialog open, the selected artillery unit will be highlighted and possible enemy targets shaded with a red outline.
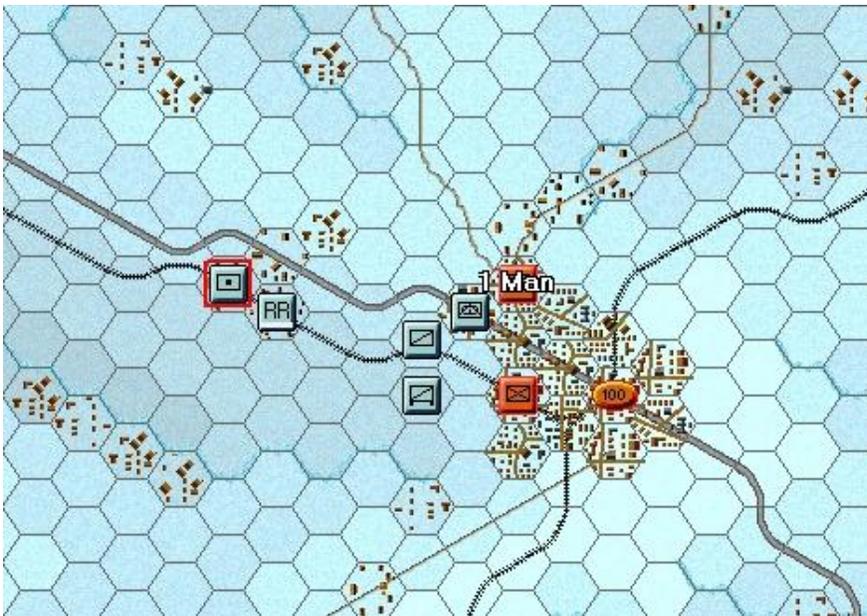


Your cursor will already be a crosshair, just move it over the enemy unit next to your Marder unit and right click.

Your result may vary from that shown to the left, but hopefully you will have softened up the enemy.



To check any unit's range, right click its Unit Box, or select the "H" hot key, with the unit selected, to highlight all hexes in its range. In this case you will see your artillery unit's range is 11 hexes.

.

*(Tip: Units normally have enough MPs to fire two or three times per turn. This artillery unit can fire twice at the two visible Soviets units).*

Call Air Mission

You may be able to soften the enemy up further with airpower. The Command Report at the beginning of your turn advised that you have Airpower available.

Click the enemy's hex again, now click the Call Air Mission Button on the Toolbar.
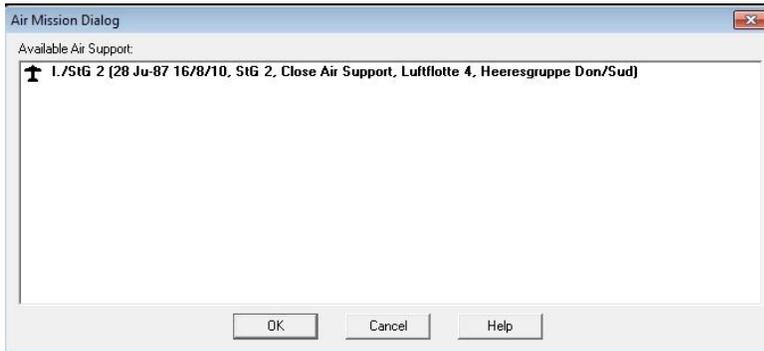


A dialog will appear showing any air units available. You will see the 1./StG 2, an air unit made up of 28 Stuka Dive Bombers, ready for a mission.

Click the air unit line in the dialog and then OK.

An air mission will be conducted against the selected hex and its combat results will be displayed on screen, or an air unit interception message will appear. If the air unit gets through, all Anti-Aircraft fire against your air unit will occur first, with the result of each AA fire displayed, then you will be shown the result of the bombing. Results shown in yellow letters are disruptions of the target unit.
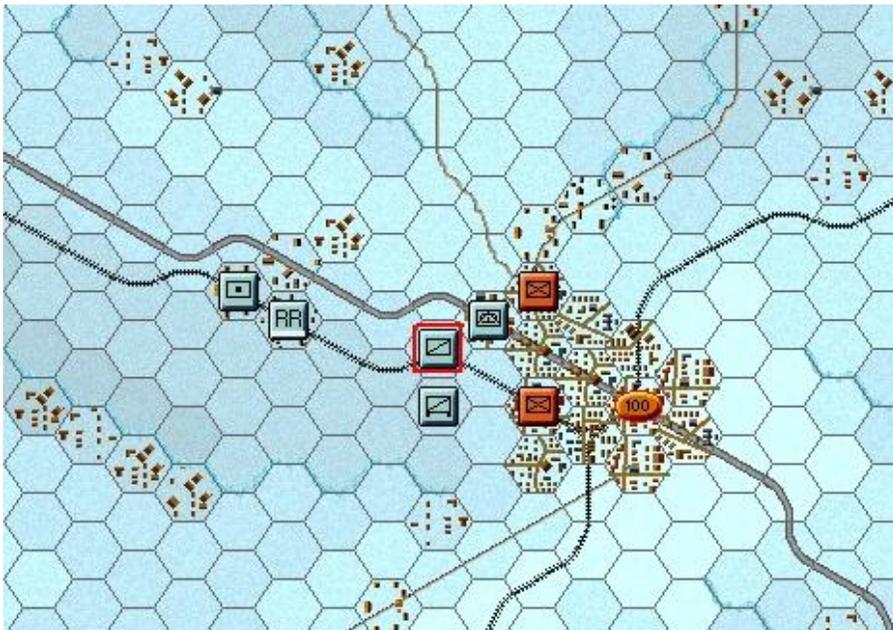


There are a number of other units that have not yet moved.

Select the Recon unit shown here highlighted in red and move it north east to join the Marder unit.

Hopefully you are not fired at while moving in and you should have enough movement points to fire at the Soviet infantry adjacent to the German units.

This could soften them up for the next turn, but is not without risks, as the defenders may return fire. This can weaken, or even disrupt the German units, and in a city fight almost anything can happen.



You have a second unit near to the town that is in a special movement state – rail movement. The R next to the movement value indicates that the unit is loaded aboard a train.

If a unit has not moved (a movement allowance in white) it can exit the train using its full movement allowance.



Select the unit so it is highlighted and then click 'Command' from the Menu Bar and select Change Rail Mode from the drop down list.
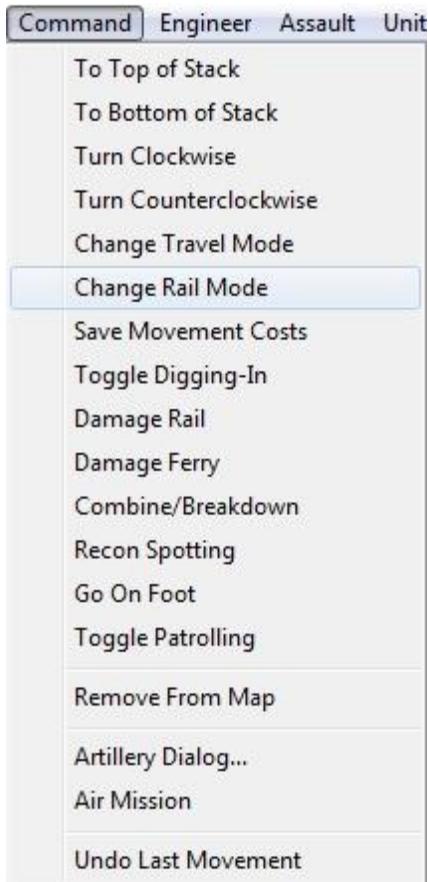
Select the unit so it is highlighted and then click 'Command' from the Menu Bar and select 'Change Rail Mode' from the drop down list.



Once clicked you will see the unit has no movement allowance left, it has been unloaded from the train and is now in Travel mode where it can take advantage of road movement or deploy out of travel mode next turn into deployed or a combat/fighting formation.
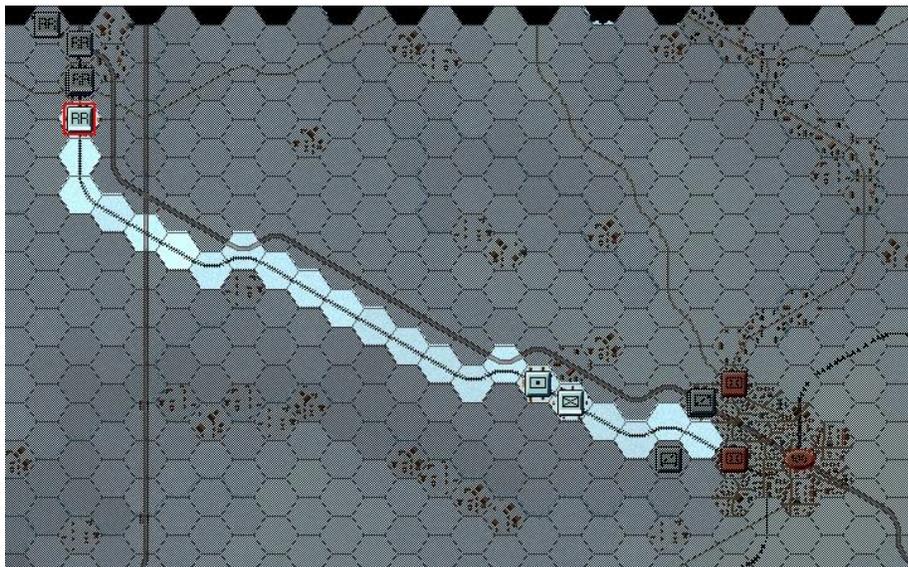


Finally, you have additional units arriving by rail that are in the north west corner of the map.

To see how far they can go select the lead unit and select the reachable hexes button as you did when moving previous units.

You will see that the only valid path is along contiguous rail hexes and the path stops when an enemy unit blocks the railway.
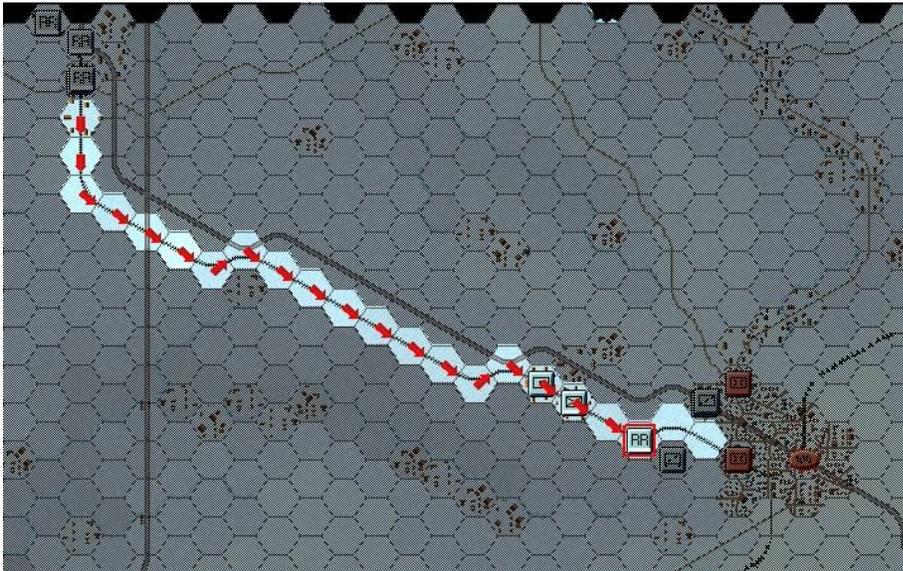
Let's move the lead unit along the railway until it is 3 hexes away from the Soviets.

With visibility at 2km we would hate to be attacked by artillery or aircraft as we unloaded from the trains in a very vulnerable state.



II./Grenadier.Regt.81 +++

600 Men (100%)     Morale B

Movement 21R        Fatigue 0



After the move you can see that though there are movement points left, we can't flip out of rail mode as that requires no movement points to have been spent in a turn. We will have to wait till

You should be able to move all your remaining rail borne units up as far as possible, with them queuing up behind the leading battalion.

While you cannot predict what the enemy will do in their phase of the turn, your forces have the initiative and must continue to advance if you are going to win.

To achieve a victory, the German forces must drive from the north west and west on the objective hex.

This requires pushing back the Soviet defenders through fire and assault, following the arrows on the map.



Fire is used to weaken and disrupt the defenders, while assaults are used to push them out of a hex.
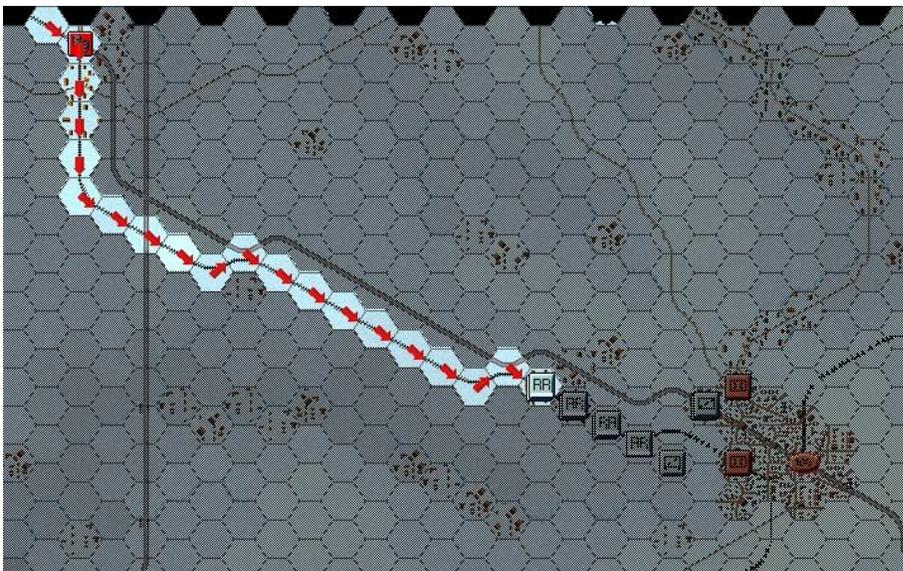
When you've finished moving and firing all your units, click the Next Turn Button on the Toolbar and click OK if prompted. The enemy will move and fire its forces. Your units may fire automatically in reply using Opportunity Fire. Some enemy movement may be spotted. Your next turn will be announced once the German Command Report appears.

# TURN 2
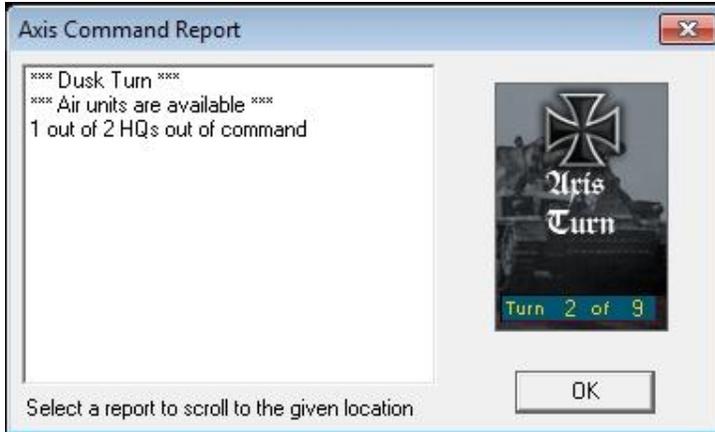
The Command Report contains information, such as the availability of air units, HQs out of command, artillery unavailable, and a host of other details. Your command report will vary from this one, depending on the specifics of your game.

**Axis Command Report**

*** Dusk Turn ***
*** Air units are available ***
1 out of 2 HQs out of command

Axis
Turn

Turn 2 of 9

OK

Select a report to scroll to the given location

Of interest this is a dusk turn and that will automatically drop visibility down to 1 hex from the 2 hexes of last turn.  Click OK to remove the dialog.

*(Tip: You can recall the Last Command Report during your turn by selecting the item under the Info menu).*

*(Tip: Clicking the Divisional Markings Button on the Toolbar will add colour to your forces based on the organizations to which they belong).*
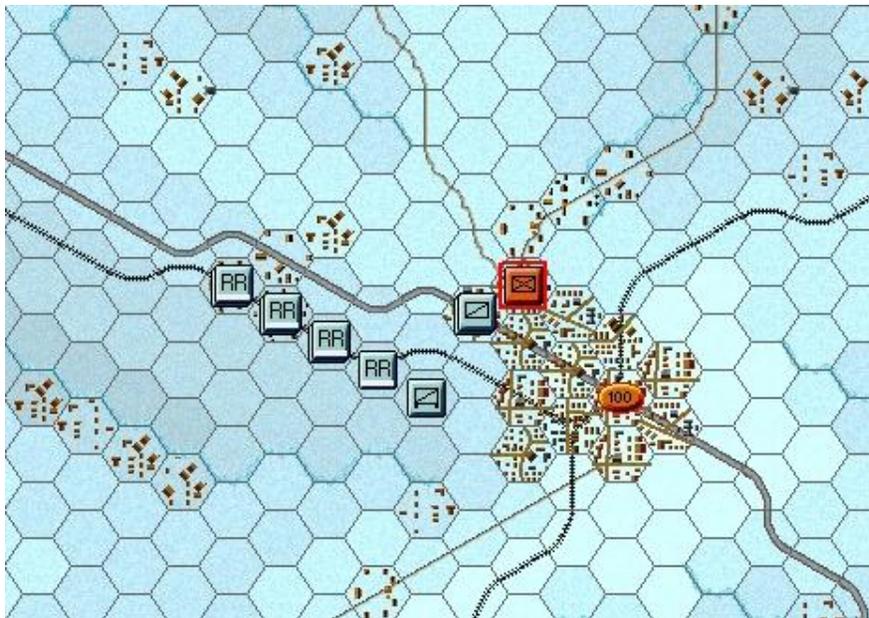
At the start of this turn, the situation should be similar to this.  There are actually less Soviet units visible now than were spotted during turn 1, this is due to the visibility drop at dusk.

Some of your artillery may be unavailable this turn, as shown in the command report above. Target your available artillery on the red outlined hex again, trying to disrupt, or at least weaken, the defender.  As before, select an eligible artillery unit, place your mouse over the target hex and press Control, then right click. It is always a good idea to use up any available artillery in order to weaken the enemy in preparation for the next stage of your attack.

*(Tip: You only have one artillery unit that can fire, and fortunately the adjacent units are eligible spotters that can see the target.  If you try to fire on this target unit without a spotter, the Status Bar will state Target cannot be spotted by subordinate unit).*

Fire your artillery at the target available.

Let's now order an advance into the hex occupied by the Soviet unit as shown. To enter an enemy occupied hex, you must assault it, using only undisrupted units.
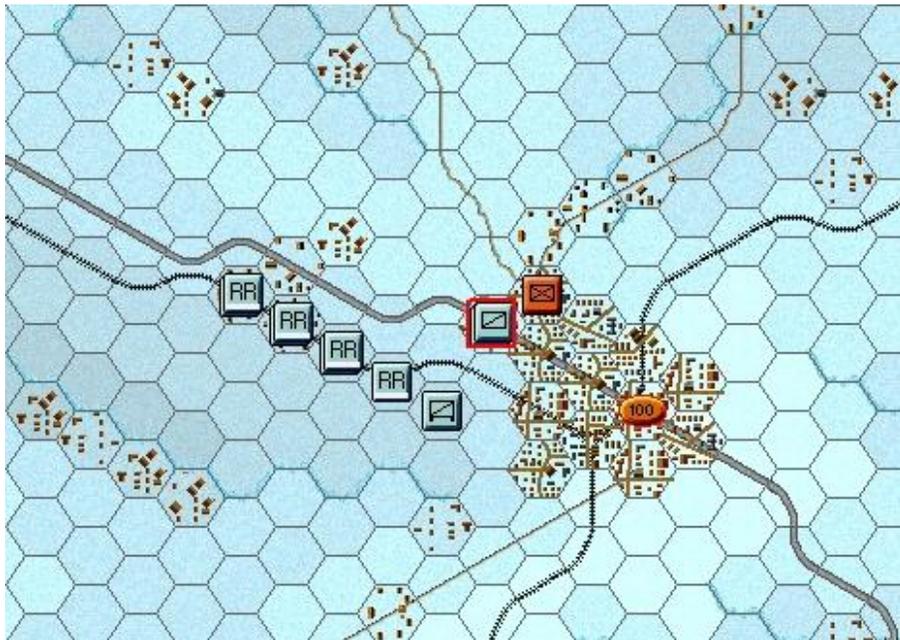


Select the infantry and Marder unit that is adjacent to the unit. In our example above they have lost a vehicle and some men in the Soviet turn.
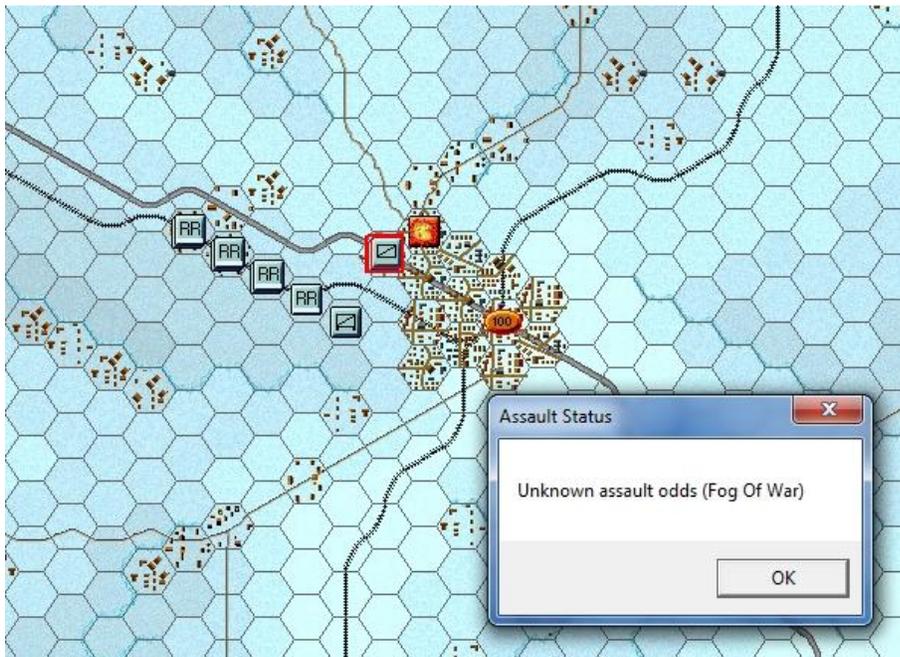
Dragging the selected units with your mouse into the hex you want to assault will result in a dialog box appearing to announce the initiating of an assault. The initiation of an assault can trigger defensive fire.

To resolve your assault, click the Resolve Assault Button on the Toolbar.

Results will appear showing both sides' losses. If you've won, and any remaining enemy retreat, you will capture its hex.

If you win and the enemy does not, or is unable to, retreat, you will capture some of its forces, but not enter its hex.

(Remember, do not worry if your outcome does not match the one illustrated, as play will differ.)



In the above example the German player has managed to push the Soviet battalion out of the hex but with the loss of quite a few men and vehicles.

It's important to note that in our example both German units took heavy casualties. The Infantry unit has become moderately fatigued (yellow) and has subsequently dropped from B to C morale. The Marder unit has been heavily fatigued (orange) dropping its morale from B to D.

Both units will be less effective until they rest.



On the flip side the Soviet unit is now disrupted and will have to rally up before being able to contest the hex again.

*(Tip: When vehicles assault into non-Clear hexes, they may suffer a penalty for lacking infantry support, so for best results use a combined arms approach when assaulting. Fortunately in our example we had German infantry available to work with the Marders).*

# 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.

*(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.

# 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 in 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

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.