

## **Panzerkrieg for Windows Help Index**

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## Commands

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## **New**

This option allows you to open a scenario file and start a new game.

You'll have to make two decisions to use this option:

1. Which scenario you wish to play.
2. Which team in that scenario you wish to command.

You and your opponent must agree on these choices.

**Open**

This option allows you to open a saved game file and resume a game that was in progress.

## **Save As**

This option allows you to specify a file to save your current game in. Once you have specified a file, the status of your game is automatically saved at the end of each turn. If your opponent also saves the state of his game in such a file, you can use the Open option to continue this saved game.

**Close**

This option allows you to end a game. The status of this game will be saved only if you have specified a save file.

**Exit**

This option allows you to exit Panzerkrieg for Windows.

**No more orders for now**

This option is used when you're done making all of your moves for the current turn. It accepts your orders, waits for your opponent to finish giving their orders, and then implements your moves, combat, and transport. The effects are displayed on the map and in the listing of your units and the enemy units.

You can change your orders during a turn only before you choose this option. Once you choose this option, no changes can be made.



## **Read Scenario Description**

This option allows you to read the text description of the scenario. This description will set the stage for the scenario by telling you the scenario setting, the teams involved, and the objectives.

**See Game Information**

This option displays the elapsed game time, the scenario time limit (if any), and the visibility limit in the scenario.

### **Cancel All Shooting Orders**

This option cancels all shooting orders you have given to your units on the current turn. This can be useful if you decide to change your fire plan in mid-turn.

**Display Time Remaining**

This option opens a window which graphically displays how much of the current scenario time has elapsed, and how much remains to be played.

## **Send a Message to Your Opponent**

This option allows you to send messages to your opponent during the course of the game.

### **Surrender Options...**

This option let's you demand that your opponent surrender, or let's you offer your surrender. Both sides must agree to the surrender, or the battle continues.

**Normal Map**

This option displays the game map in normal scale. This produces the smallest map on your screen.

## **Larger Map**

This option zooms in on the game map.



### **Still Larger Map**

This option zooms further in on the game map.

**Replot Map**

This option replots the game map on the screen.

**Display All Shooting Ranges**

This option displays the weapons ranges of all of your units on the game map.

The ranges displayed do not take into account Line of Sight limitations.

**Display All Sighting Ranges**

This option displays the sighting ranges of all of your units on the game map.

The ranges displayed do not take into account Line of Sight limitations.

## **Display Shooting Range**

This option displays the weapon range for the current unit on the map. There are two sub-options available here:

Actual - Displays the weapon range taking into account Line of Sight limitations. If a location is displayed as white or red, you can shoot there.

Maximum - Does not take into account Line of Sight limitations. Areas highlighted are within your shooting range, but you may or may not have a clear Line of Sight into them.

## **Display Sighting Range**

This option displays a circle on the map representing the viewing range for the current unit. There are two sub-options available here:

Actual - Displays the sighting range taking into account Line of Sight limitations. If a location is displayed as white or yellow, you can see there.

Maximum - Does not take into account Line of Sight limitations. Areas highlighted are within your sighting range, but you may or may not have a clear Line of Sight into them.

**Load a Passenger**

This option lets you load one unit into another so it can be transported. Certain logical rules apply: Infantry can be loaded into a truck; a tank *can't* be loaded into a truck.

Artillery pieces can also be transported, though they are towed as trailers rather than loaded into the transporting unit.

This option is also used to order a unit that is transporting another to unload its passenger.

## **Move**

This option lets you give movement orders to units. .



## **Search**

This option instructs the current unit to make a search of the adjacent map locations looking for camouflaged enemy units. Searching is a very slow process.

## **Shoot**

This option lets you give weapon orders to units.

Several options are available, depending on the current unit and its status.

Direct Fire

Indirect Fire

Range for Indirect Fire

Close Assault

Cancel Shooting Order

**Direct Fire**

This option orders the current unit to attack a location using direct fire.

## **Indirect Fire**

This option orders the current unit to attack a location using indirect fire.

### **Range for Indirect Fire**

This option orders the current unit to fire a round to be spotted by its forward observer.

**Close Assault**

This option orders the current unit to attack a location using Close Assault.

## **Cancel Shooting Order**

This option cancels the shooting orders for the the current unit. Orders can only be canceled before choosing No more orders for now.

## **Clear a Wreck**

This option lets you order armored units to clear wrecks on the map. The current unit must be adjacent to the wreck. You specify which wreck is to be moved and where it is to be moved to.



## **Overrun**

This option will order your current unit to begin overrun attacks on an adjacent enemy unit located in clear terrain. The overrun will continue until the enemy is destroyed, your unit is destroyed, the enemy moves away, or you cancel it.

**Show Move In Progress**

This option will display the movement path you have previously ordered for the current unit.

## **Unit Information**

This option displays information about the current unit including its movement speed, attack and defense strengths, weapons range, and mobility type.

## **Procedures**

**To get help with a particular procedure, choose the appropriate menu.**

[Starting A Game](#)

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[Placing Your Units](#)

[Giving Orders To Your Units](#)

[Movement](#)

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[Wreck Clearing](#)

## **Starting A Game**

You have two ways of starting a game from the File menu:

New - begins a new scenario

Open - let's you continue a previously saved game in progress

## **Communicating With Your Opponent**

There are five options for communicating with your opponent.

### **No communications just looking at Panzerkrieg for Windows**

This option allows you to proceed and enter PFW without having an opponent or a second computer. You'll be able to use all the usual options, except that you won't have an opponent. Any enemy units you stumble upon won't move, and won't shoot back at you. This options is intended to allow you to look at and explore the scenarios available in PFW at your leisure, without the need for a second person.

### **Through a directly connected wire**

This option is used when you have two computers that are located within 50 feet of one another, and not connected through a Local Area Network.

### **Through phone lines with modems**

This option is used where the two computers are more distant from each other, or it's not possible to run a wire.

### **Through a NETBIOS Local Area Network**

If your computers are connected to a Local Area Network that supports the NETBIOS protocol, they can use that network for their communications.

### **Via DDE on this machine**

Two players can play against each other sharing one machine. Two copies of PFW are started (one per player), and the players alternate use of the machine during each turn. This allows you to use PFW with only one computer, albeit at a slower pace.

## Placing Your Units

Some scenarios initially place your units on the map for you. Other scenarios allow you to choose where to initially position some or all of your units. If the scenario you've picked is one of these, you'll next be presented with a list of the units you need to position. To place a unit:

1. Select a unit from the **To Be Positioned** list by clicking on its name in the box.
2. Click the spot on the map you want the unit to start at. This spot must be within the setup area for the unit. Areas that are not within the setup area for a unit are grayed-out on the map.

When you have placed all of your units on the map, click the **Done** button and the game begins.

## **Giving Orders To Your Units**

You give orders to your units through a simple 2-step process:

First, choose the unit you want to command.

Second, you give a command.

You choose a unit by clicking on either its name in the Units Lit box or its picture on the map. Both the unit name and the unit picture will be highlighted. That unit is now the current unit.

You give a command to the unit by choosing the appropriate option from the **Unit Commands** menu.



## **Movement**

To give movement orders to a unit choose Move from the Unit Commands menu.

Shortcut: You can use the left mouse button and double-click on a unit on the map.

## **Combat**

Combat can be initiated in one of two ways:

To attack with one unit, make the attacking unit the current unit and then select Shoot from the Unit Command menu.

To attack with multiple units, click on the target location with the right mouse button.

## **Transport**

To transport a unit choose Load a Passenger from the Unit Commands menu. The transporting unit and the passenger must be adjacent to each other.

## **Wreck Clearing**

To clear a wreck choose Clear a Wreck from the Unit Commands menu. The wreck and the unit clearing it must be adjacent to each other.

## **Symbols on the Map**

There are several types of symbols used on the map in Panzerkrieg for Windows:



















[Terrain Symbols](#)

[Unit Symbols](#)





[Other Symbols](#)

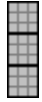
## Terrain Symbols

You'll see the following terrain symbols used on the map in Panzerkrieg for Windows:

	Gullys	
	Roads	
	Forests	
	Towns	
	Water	
	Hillsides	
	Hilltops	
	Swamps	
	Fords	

The basic terrain types can be combined. Some examples:

	A Road on a Hillside	
	A Gully in a Forrest	



A Hilltop Town



## Unit Symbols

You'll see the following unit symbols used on the map in Panzerkrieg for Windows:

### Friendly Units



Tank



Tank Destroyer



Self-Propelled Artillery



Scout Car



Truck



Halftrack



Wagon



AntiTank Rifle



Mortar



Infantry Gun



Light Flak Gun



Fort



Infantry



Cavalry



Forward Observer



Ammunition or Fuel Dump



Wrecked Unit



Truck Towing a Trailer



Halftrack Towing a Trailer



Wagon Towing a Trailer

### Enemy Units



Some friendly units can conceal themselves in the terrain. When a friendly unit is concealed from the enemy it will be displayed as follows:







AntiTank Rifle



Mortar



Infantry Gun



Light Flak Gun



Infantry



Cavalry

Forward Observer

## Other Symbols

You'll see the following miscellaneous symbols used on the map in Panzerkrieg for Windows:



Someone has dropped some fire onto this location. It could be either friendly fire or enemy fire.



An enemy unit has fired from this location - you see the muzzle flash.



Your unit has been fired at, but no damage was done to it.



Your unit has been fired at, and it *was* damaged.



You see *something* here, but its too far away to make out clearly. It *could* be an enemy unit, or it *could* be a wreck.



You can only give orders or view information about one unit at a time. This unit is referred to as the current unit. To choose the current unit, click once on the unit symbol on the map or on its name in the unit information boxes.

A scenario is the setting for a Panzerkrieg for Windows game. It consists of a game map (15 km. by 7.5 km.), two teams, a list of units that comprise each team, and a description of the objectives for each team.

A Line of Sight (LOS) is a path between two units or locations. If an observer's view down this path is not blocked by terrain features such as a town, a hill, or dense woods, the LOS is clear. If the observer's view is blocked by any terrain, the LOS is blocked.

See the manual for a description of Direct Fire.

See the manual for a description of Indirect Fire.



See the manual for a description of Close Assault.

