

# Getting Started with Panzer Campaigns: Donbas '43



It is the summer of 1943, and the German assault at Kursk has failed. For the Soviets, successful defense was just the first act in a multi-part operation. With the German forces blunted, Operation Kutuzov and its sister, Operation Rumyantsev, were to be the riposte with fresh forces to return the initiative to the Soviet Union. Concurrently, the Soviet Donbas Offensive took place from August 16 to September 25, 1943.

Despite an impressive German defense, at both Izyum and along the Mius River, the Red Army was able to stage several breakthroughs, liberating several major cities, including Stalino and Taganrog. As a result of this operation, the Red Army began planning the crossing of the Dnepr River. However, the overall advance was hampered by heavy German resistance, and the operation was therefore carried out with both the South and Southwestern Fronts attacking individually.

Welcome to Panzer Campaigns Donbas '43. This guide is designed to get you playing immediately.

To explain the major game functions, four tutorials are included, each focused on a specific game feature or action. A fifth Getting Started scenario will allow you to pull together all the actions from the tutorials. The included tutorials are:

- **Tutorial 1 – Understand the map.** In this tutorial, you will be shown:
  - terrain features.
  - obstacles/entrenchments.
  - objectives.
- **Tutorial 2 – Movement and firing.** In this tutorial, you will be shown:
  - Normal movement, travel movement, and save movement points.
  - Air missions.
  - Artillery missions.
  - Direct fire from infantry, armor, and guns.
- **Tutorial 3 – River crossings and engineering operations.** In this tutorial, you will be shown:
  - Crossing at bridges or fords.
  - Engineer assisted crossing, using boats or ferrying.
  - Clearing minefields.
- **Tutorial 4 – Attacking entrenchments and defensive positions.** In this tutorial, you will be shown:
  - How to attack a trench.
  - How to attack a bunker.

The tutorials are not win-or-lose scenarios; they are examples of the game actions players need to master when playing Panzer Campaigns.

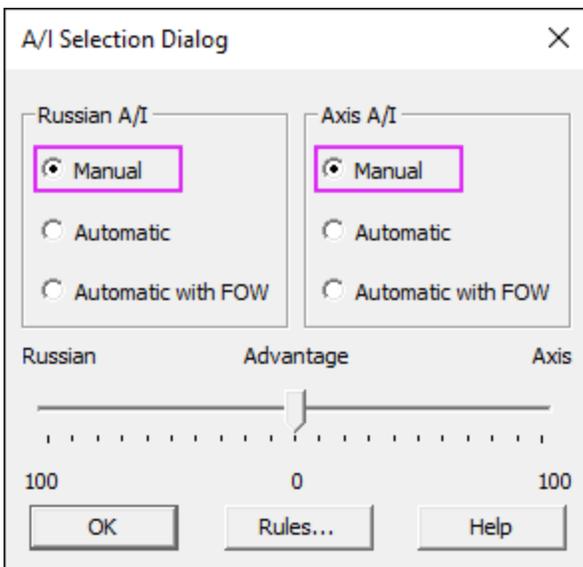
The **#05\_Getting\_Started scenario** is a full scenario that allows players to use all the actions shown in the tutorials to understand how they all interact in the sequence of play. Players are not expected to necessarily win the Getting Started scenario; they just need to apply the lessons learned in the tutorials.



# TUTORIAL ONE

Start Donbas '43, if you haven't already, and you will be taken to the File Selection Dialog.

Click scenario **#01\_Getting\_Started\_Tutorial\_One**, then click OK. You can load other tutorials from this screen. As a reminder, Tutorial One will help you understand the game map.



This takes you to the AI Selection Dialog where you choose the side you wish to play. For the purposes of this tutorial, select the " Axis AI Manual " and the " Russian AI Manual" for yourself. See the selections highlighted in pink to the left. We want to see the map for both sides.

Click on Rules to bring up the Optional Rules Dialog.

## Russian Command Report



\*\*\* No changes in command \*\*\*



Select a report to scroll to the given location

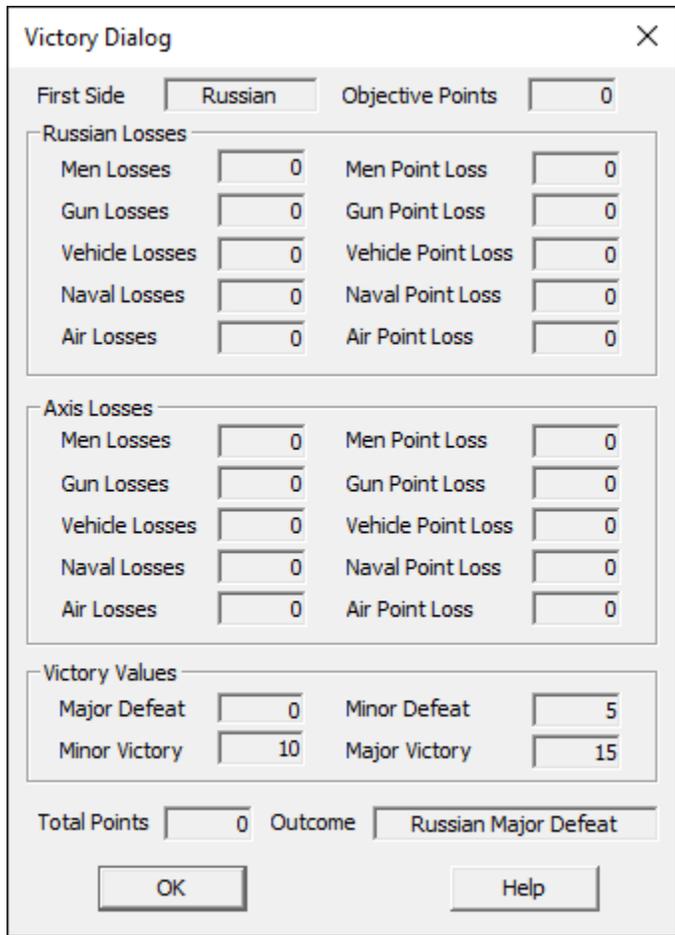
Click Ok on the A/I Selection Dialog to get the game underway. You are now the Allied (Soviet) commander.

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

Note its contents. This dialog can be left open during play if desired. If you want to close it, click the X on the top-right corner.



# OBJECTIVE OF THE GAME



Click Info, then click Victory on the Menu Bar (or the button). 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 15 Victory Points by the scenario's end. This is just illustrative for this tutorial.

Click OK to close the Victory Dialog.



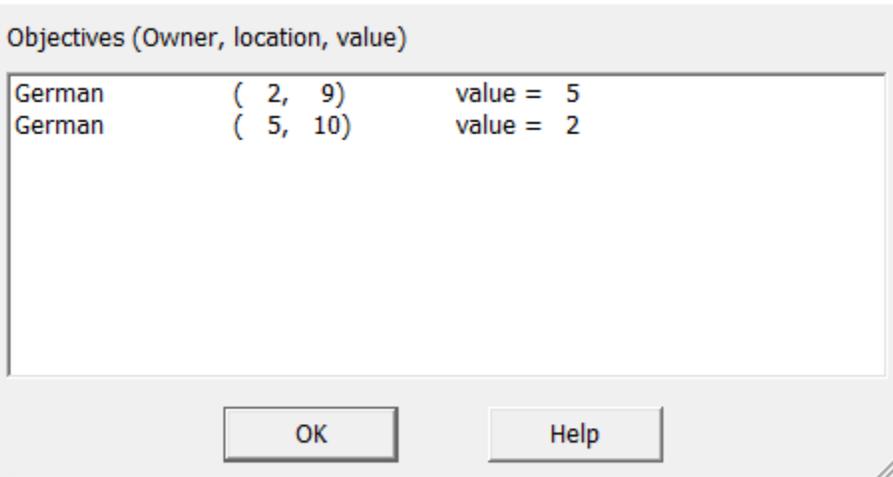
Clicking the + icon on the Menu Bar zooms in on the map. This button is circled in red above. We want the closest 2D view. If uncertain, press 3 on your keyboard to quickly go to the desired zoom level.

You can also display place names on the map by clicking View – Map Labels on the menu bar (circled in yellow above). For this tutorial, we want the names turned off. Click the Map Labels button until the Map Labels are hidden.

If you look at the map, you will see two German flags, one with a value of 5 and the other with a value of 2, inside them. To win a victory, you will need to take and hold objectives and inflict casualties on the German forces. As you incur losses, points are taken away from you. In Tutorial One, these objectives are included as examples.



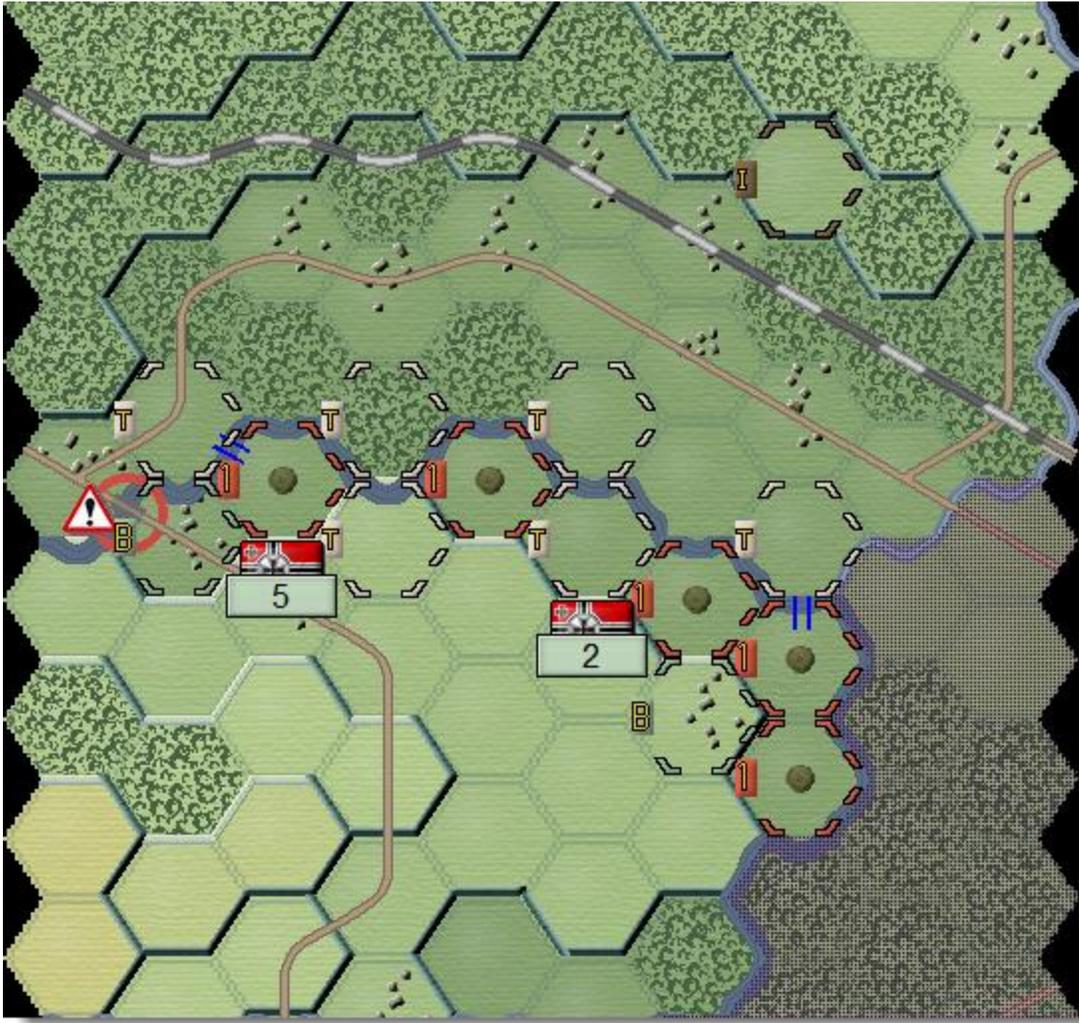
## Objectives Dialog



Click Info and then Objectives on the Menu Bar (or the Alt – O shortcut) to see a list of the objectives in the scenario.

As you can see, there are two objectives all currently controlled by the German side.

Click OK to close the Objectives Dialog.



Let's now have a look at the map, specifically the area shown above. In this image, we are at the closest 2D view and have turned Map Labels off. There are no units in this tutorial, and we will go through the different features shown.

We have already mentioned the objectives above, and in this tutorial, they are just illustrative. What the objectives do show is the Axis side of the river. When we include units, you will see that the Soviets are north of the river (the heavy blue line), while the Germans are south of it.

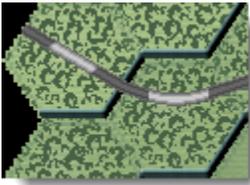
The river is one of the terrain features you can see. This map shows a range of other terrain types.



These are clear hexes (starting at hex 2,11). In this case, they are at different elevations, with slope hexes shown between the hexes. There is a brown Secondary Road through a few of the hexes. Roads can be Primary (red), Secondary (brown), or Trails (dashed line).



*(Tip: To quickly see what hex you have currently selected (blinking hot spot square), the hex number is shown next to the Time Indicator in the bottom right-hand corner.)*



These are Forest hexes (starting at hex 0,5). There are also elevation changes in these hexes, with slopes shown. Crossing the hexes is a railroad. Railroads look like roads, but they have an alternating black-and-white pattern. Units can travel by rail on a train or, alternatively, move in column (travel mode) utilizing the cleared land next to the rail line to reduce the cost of moving through the forest.



This is a village hex, with a stream on one hex side (hex 9,5). Village hexes can be in different terrain types, in addition to the base terrain, which is Clear here.



The two blue parallel lines shown are a ford crossing a river hex side. This ford is between hexes (7,9) and (7,10). Fords are like bridges; they allow units to cross a river when in travel mode. Unlike bridges, they cannot be destroyed.



There is one bridge on our game map that crosses the river between hexes (0,8) and (1,9). It is on a secondary road and is a medium bridge (brown). Medium bridges will allow infantry and trucks to cross the river in travel mode, but heavier vehicles like armor will need a heavy bridge (black). The warning sign (triangle with an exclamation mark) and circle at the bridge mean that the bridge is destroyed and cannot be used for crossing.

The map shows various types of entrenchments.



This is an improved position in hex (7,6). It is the first level of entrenchment a unit can create. It will reduce the value of incoming fire by 20%. Most units can try to improve their position by initiating digging in. Digging in is under the Command Menu, Toggle Digging In, or press the  button.



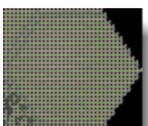
This is a trench line in hex (5,8). Trench lines can be created by most units, but an existing improved position must be in the hex before a trench can be constructed. It will reduce the value of incoming fire by 40%.



This is a bunker complex in a village in hex (6,10). Bunkers can only be created by select engineers and are the strongest entrenchments that can be built during a scenario. Pillboxes and Forts are the strongest fortifications but must be on the map at the start of a scenario. Bunkers are considered hard targets and can only be attacked with a unit's hard attack value. Bunkers reduce the value of incoming fire by 40%. And increase the defence values of any defending units by 10.

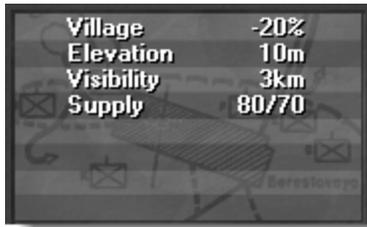


This is a level 1 minefield in hex (7,11). Minefields can be level 1, 2, or 3. A level 2 minefield will do twice as much damage as a level 1 and a level 3, three times. A level 1 minefield can be created, and all minefields can be cleared by select engineers.

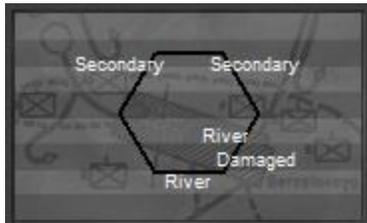


This is an impassable hex (9,10). Units cannot move through impassable hexes.

We have now completed the review of the various map features. You can click on any hex of the map, and additional details should appear in the Terrain Info box. Here are some examples of how the Terrain Info box changes based on the terrain features.



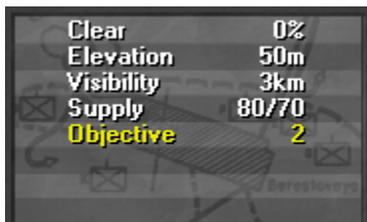
Selecting hex (0,8) displays that there is a village in hex and that it confers a 20% reduction in the strength of incoming fire. The elevation is the height of this hex, and the Visibility and Supply values are universal for the scenario.



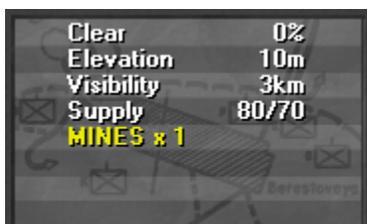
If you right-click the Terrain Info box, any important hex-side information is displayed. For hex (0,8), there is a secondary road entering and exiting the hex, a river to the south and a damaged bridge. All test relates to that specific hex side.



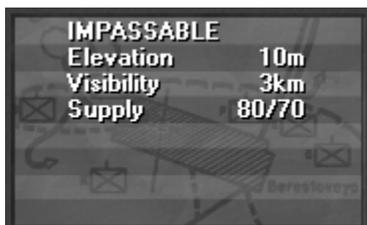
This is our bunker complex in the village in hex (6,10). The village reduces incoming fire by 20% and the bunker by a further 40%, for a total reduction of 60%. The defence value of all units is increased by 10. Its elevation of 50 meters is higher than our prior example.



There is a 2-point objective in hex (5,10). In most cases, additional features in a hex are shown in yellow.



The minefield in hex (7,10) indicates the size of the level 1 minefield with X 1.

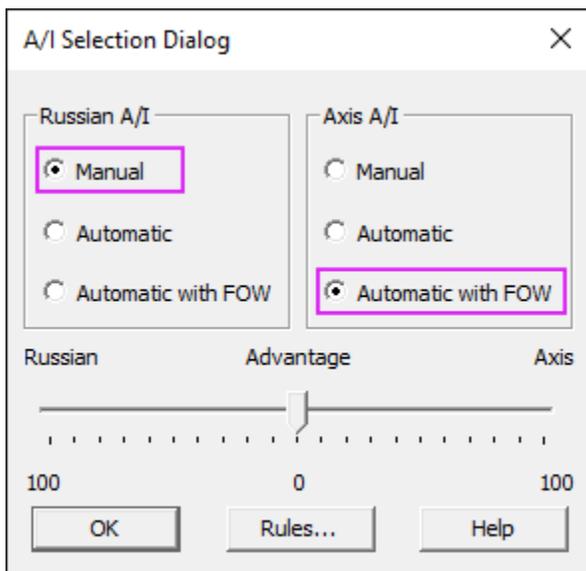


The impassable hex in (8,9) is clearly indicated.

This concludes Tutorial One. You can further explore the map or open the Selection screen (from the menu: File, then Selection) to move onto Tutorial Two.

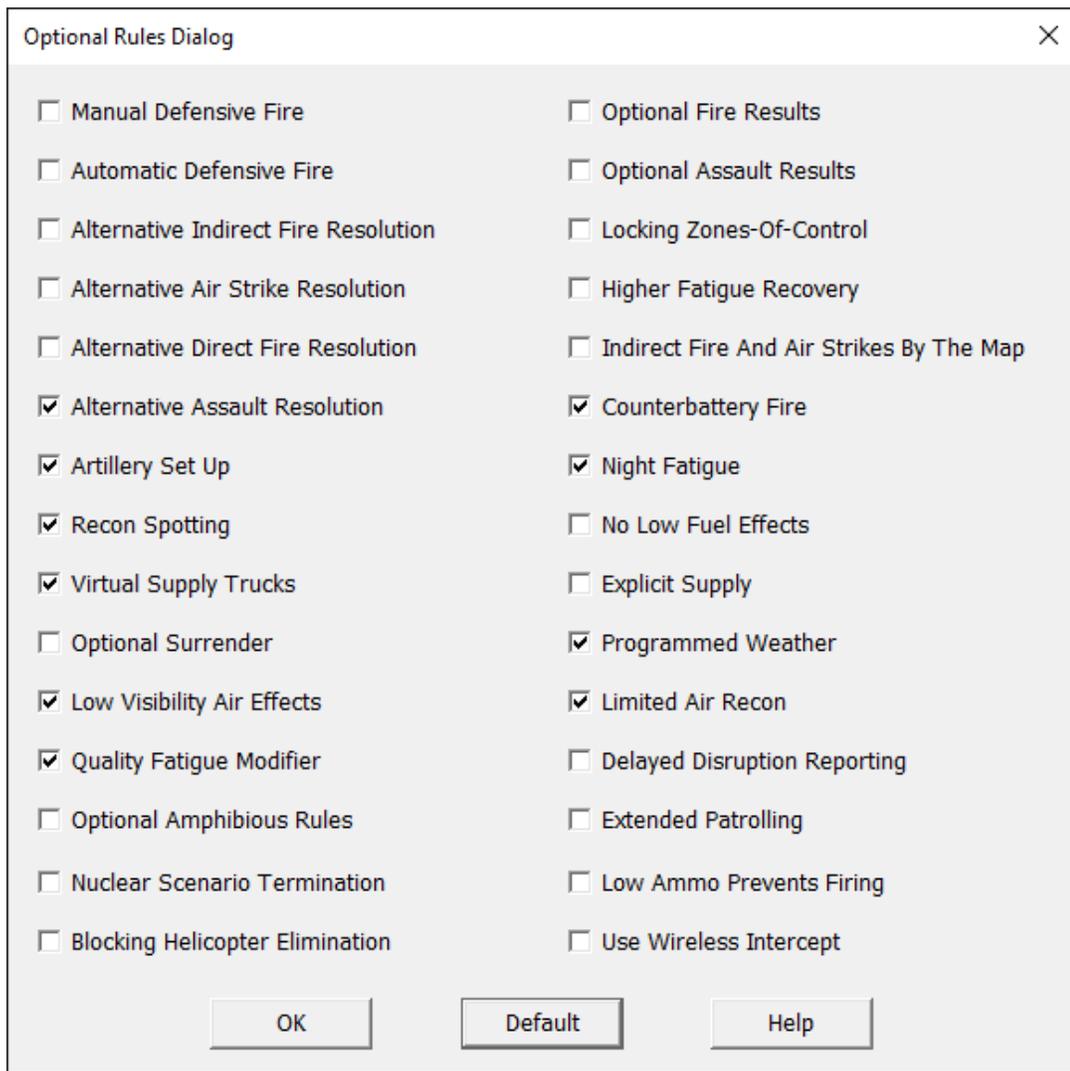
# TUTORIAL TWO

After opening the Selection screen, click scenario **#02\_Getting\_Started\_Tutorial\_Two**, then click 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 the " Axis AI Automatic with FOW " (Fog of War) and the " Russian AI Manual" for yourself. See the selections highlighted in pink to the left. We will use the settings usually used in normal play.

Click on Rules to bring up the Optional Rules Dialog.



The optional rules should be as shown above. If not, click the Default button to select the Recommended optional rules. Changes to these selections can be made for your future games, but for now, use the rules selected for this scenario. Then click on OK to return to the AI Selection Dialog. These rules will apply to all the following Tutorials and the Getting Started scenario.

*(Tip: Each scenario included in the game includes the optional rules suggested for that scenario. Be sure to review the User Manual for your selection of optional rules)*

Fog of War has been selected for the Axis AI. Fog of War will limit the player's knowledge of the opposing forces. If the enemy units or fortifications cannot be seen, they will not be shown on the map. If they are seen, then information may be limited.

*(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).*

Be aware that not everything may be as it seems, and as you become more familiar with the game system, it is important to use all your assets, including reconnaissance, to find the enemy. At the same time, you should be attempting to conceal both your strengths and weaknesses.

Tutorial Two introduces units and will show players how to move and fire with their forces. After opening the scenario, press 3 to set the map to the highest 2D zoom level. You should see the following screen:

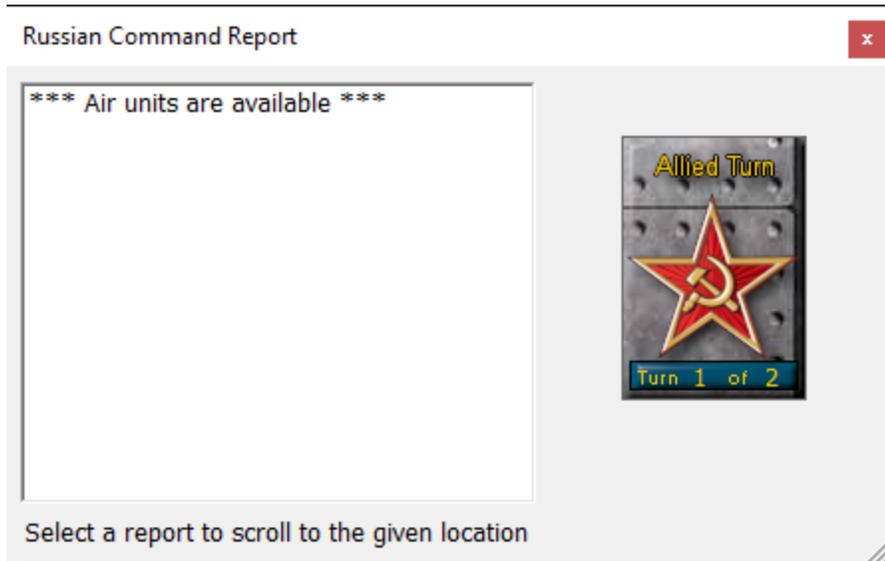


Units for both sides are shown. Red and Brown are the Soviets and Blue the Germans. With Fog of War on, only German units that are visible to Soviet units are shown. You can expect that there are other Axis units beyond the eyesight of your friendly units. To distinguish between different formations, you can toggle Divisional Markings on. You can either select these from the menu: View, then Divisional Markings or press the  button.

You should see your units now look like the following:



Different formations have different colors. In this scenario, you have the 79<sup>th</sup> Guards Rifle Division (dark blue), the 10<sup>th</sup> Mortar Brigade (dark pink) and two separate tank regiments, the 9<sup>th</sup> and 16<sup>th</sup> Guards, in light pink. Using Divisional Markings makes it visually easy to see formations from the same organization.



The Command Report should also have opened when you selected Tutorial Two. Please note that this is a 2-turn tutorial, and that air units are available for this first turn.

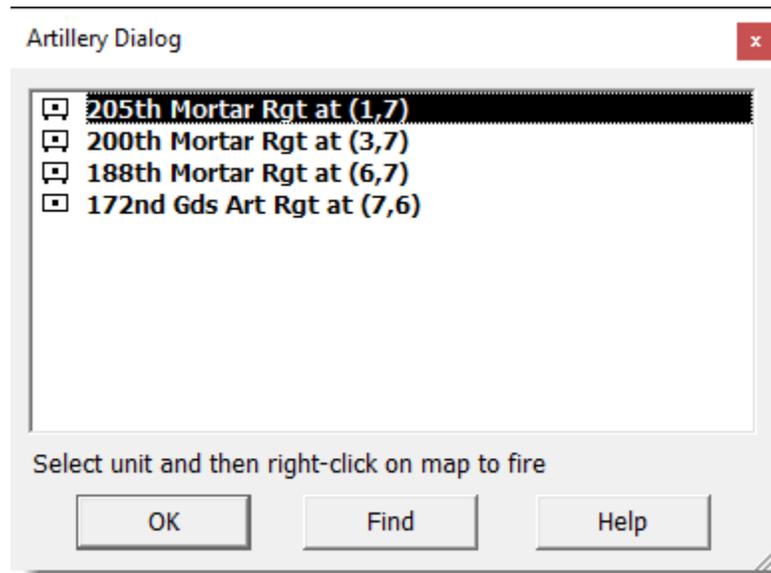
This tutorial will show you how to move and fire your units. You can expect that the Axis AI will try to defend itself.

It is usually worth using your artillery and air units if possible before exposing your ground units to enemy fire.

We have the 10<sup>th</sup> Mortar Brigade supporting us. Let's use that to our advantage!

 Now, let us fire the artillery. Clicking on the blue artillery icon (or shortcut keys Ctrl+B) will open the Artillery Dialog. Artillery can fire at any unit within its range, if an eligible spotter can see it.

*(Tip: To check eligible spotters, double-click on an artillery unit and hit B. This will highlight the spotters for that artillery unit. Note that the Artillery Dialog must be closed to check for eligible spotters.)*



The Artillery Dialog shows that we have four artillery units in range of an enemy unit.

There may be available artillery units that are either out of range or have no spotted target. These units are shown in grey.

This is not the case in our example, with all artillery units having eligible targets.

*(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 yellow outline. In this case, there are four potential target hexes.



Your cursor will already be a crosshair; just move it over the target hex, as indicated to the left by the purple arrow, and right-click.

*(Tip: It costs half an artillery unit's movement points to fire indirectly. So, this artillery unit can fire twice per turn.)*

To check any artillery unit's range, right-click its Unit Box or select the "X" hot key with the unit selected to highlight all hexes in its range.

38 120mm Mtr (mot)	Hard	3/5
205th Mortar Rgt	Soft	16/5
10th Mortar Bde (9th AD)	Assault	4
8th Guards Army	AA	2/0
Southwestern Front	Defense	11
Stavka VGK	Speed	4
	Indirect Fire	
	Motorized	

In this case, you will see your artillery unit's range is five hexes, the value after the /.



More than likely, your first fire will be a 'No Effect'. This is because we are firing at a unit in a bunker. Units in a bunker are considered hard targets, and the mortar's hard attack strength is used. As shown in the unit box, the hard attack value is 3, while the soft attack value is 16. Artillery, and mortars in particular, will struggle to damage units in these strong entrenchments, but they do get an increased chance of disrupting defending units.



With such a weak hard attack value, it is better that we attack targets where we can use our superior soft attack. An engineer is adjacent to the unit in the bunker. Let's target it, as it is not in an entrenchment. In the example shown to the left, our mortar managed to create three casualties. Please note that your results will vary from the examples shown.



Let's now fire our other artillery units. We have three remaining units available. Two mortar regiments and the 172<sup>nd</sup> Guards Artillery regiment, part of the 79<sup>th</sup> Guards Rifle Division.

Every known enemy unit can be fired upon as indicated by the yellow outline. It is recommended that we focus on units not in the bunkers.

There are two German units in trenches as indicated by the green arrows. Fire each mortar twice at the indicated defender.

The 172<sup>nd</sup> Guards Artillery (shown with a green square) can also be fired at either of these defending units.



During our playthrough, the target unit in hex (5, 9) was disrupted after several artillery fires, as shown in the image to the left, where the combat results are displayed in yellow (2 Men/D).

If you manage to disrupt a unit, do not continue firing on it; instead, shoot at other eligible targets. A disrupted unit is in a much weakened state, and it is better to try to disrupt additional units.

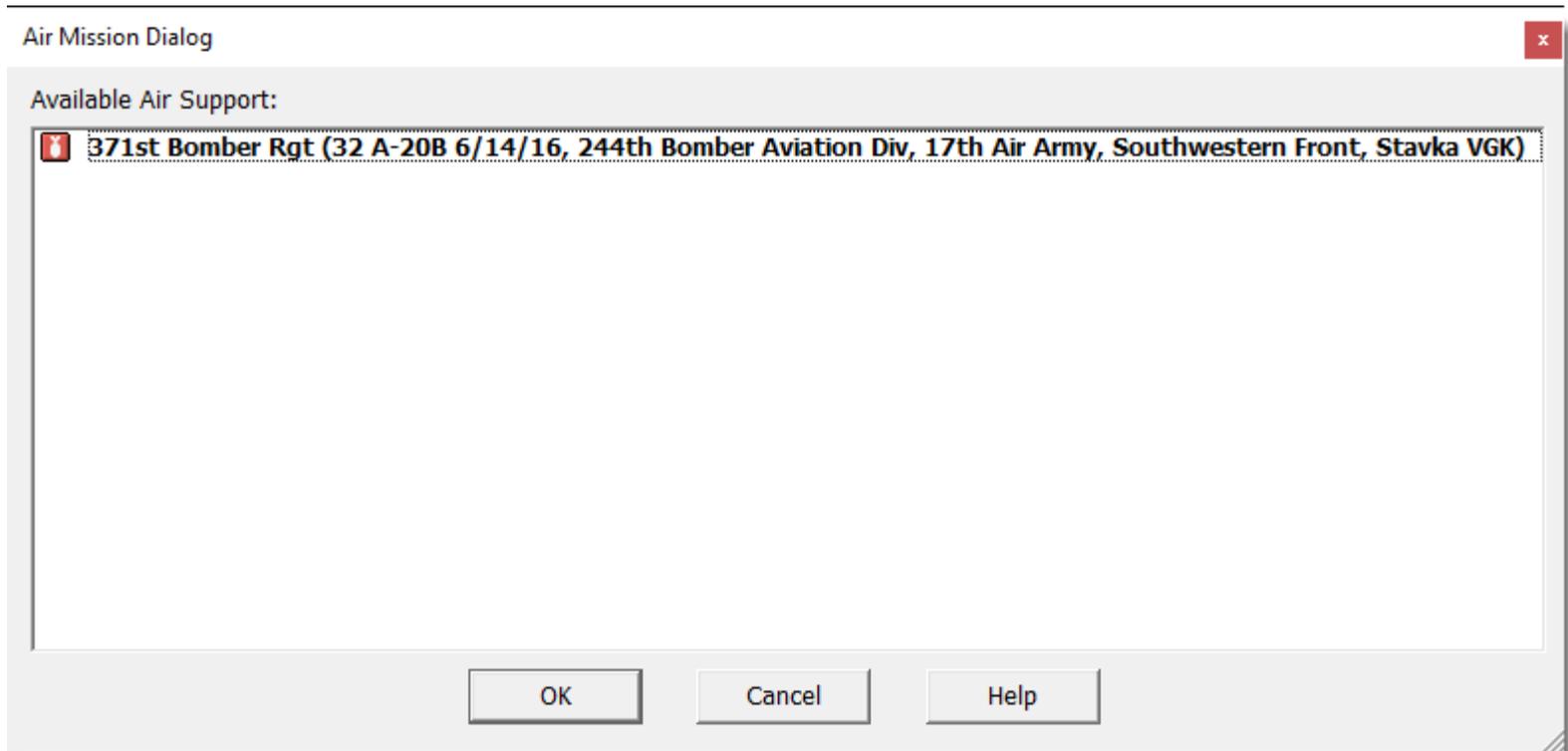
Keep firing until you have used all of your artillery. Do not bother targeting the units in the bunkers unless you have disrupted all the other units. Remember, in normal gameplay, we are trying to suppress the enemy's defences before moving into adjacent positions.

You can now soften the enemy up with airpower. The Command Report advised that you have Air units available.

 We will attack the enemy hexes that were attacked with artillery in the earlier example. First, click on one of the enemy's hexes; then click the Call Air Mission Button on the Toolbar.

A dialog will appear showing any air units available. Available air units that cannot target the currently selected location will be greyed out. We are fortunate that in our example, all our air units can hit our selected target.

In our example, you will see that the 371<sup>st</sup> Bomber Regiment, an air unit made up of 32 A-20B's, is available. If you have a similar air unit with a red bomb next to it, double-click that air unit to attack with it. The values separated by slashes are the hard-attack, soft-attack, and defense value for that aircraft type.



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, and then you will be shown the result of the bombing.

Results shown in yellow letters are either disruptions of the air unit or the target. In this case, the German unit lost 7 men.

Air units may not always be available every turn. Factors such as time of day, visibility, prior losses, or disruptions all affect whether an air mission is available. Use any available units on the enemy units of your choice. After our artillery bombardment and air attacks, we hope you have damaged and ideally disrupted the opposing units.

Now that we have fired all our artillery and launched any air attacks, we can direct fire with our units. This usually occurs between adjacent units. We have four hexes that could fire on the enemy, marked by the yellow circles in the image on the right.

To fire, you must have your unit selected. This was not a requirement for firing artillery or calling in airstrikes, as the respective artillery and air mission dialogs automatically selected units.

There are several ways to select a unit. You can single-left-click a hex and then select the desired unit(s) by clicking their unit box. Alternatively, you can double-left-click on a hex, and all units in that hex are then selected. You can tell that unit(s) have been selected because their unit card will become lighter in color.



Click on hex (1,8). We have two units in the hex: the 1<sup>st</sup> battalion of the 227<sup>th</sup> Guards Rifle Regiment and the 184<sup>th</sup> Antitank Artillery Regiment. You can see the front of their unit card to the left here.

To check any units' statistics, chain of command and special unit abilities, either right-click the Hex Info Area or press the Tab key, while the desired hex with the unit(s) is selected. Right-click in the Hex Info Area now to review the unit's statistics. You should see the values shown in the image to the right. You will see the unit's chain of command on the left and its combat factors, speed, and any special abilities on the right.

43 Rifle Bn 8 (ft)	Hard	5/0
1/227th Gds Rifle Rgt	Soft	6/1
227th Gds Rifle Rgt	Assault	10
79th Gds Rifle Div	AA	2/0
28th Gds Rifle Corps	Defense	16
8th Guards Army	Speed	4
Southwestern Front	Foot	
39 76mm AT (mot)	Hard	17/1
184th AT Art Rgt	Soft	19/2
8th Guards Army	Assault	4
Southwestern Front	AA	2/0
Stavka VGK	Defense	16
	Speed	10
	Towed Guns	
	Motorized	



Click on the hex on the map again and then click on the top unit's Unit Box. The Rifle battalion unit now has a yellow tab on the left-hand side. This unit is now "selected" and ready for orders. Note that the Antitank Regiment is not selected. We want to select both units. You can either click on both units in the Unit Box or alternatively double-click on the unit stack in the hex, and all will be selected. Double-clicking selects a full stack, whether it consists of multiple units or a single unit. In the image to the left, you can see that both units have been selected.

Provided our units are not disrupted, they can now fire at the adjacent enemy units. To fire, you must have your unit selected, exactly as explained above.

We want to fire at the unit in the bunker in hex (1,9). Now, with the Control Button (Ctrl) on your keyboard pressed, place the mouse over the target hex (1,9) containing the enemy unit. A crosshair will appear. Right-click to fire – and nothing happens! When something unexpected happens, check the Status Bar in the bottom left-hand corner. There is the following cryptic message: **Maximum range exceed by 1 hex**



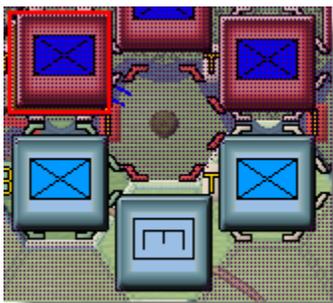
The reason for the message is that the defending unit is in a bunker. Units use their hard values when attacking units in a bunker. Checking the back of the unit cards, the Rifle battalion can only attack hard targets at 0 hex range. It cannot fire the one hex required to attack the unit in the bunker. If you click on the Rifle battalion unit box again, you will unselect that unit, while leaving the Antitank Regiment selected. Using the Control Button again, you should be able to fire at the unit in the bunker because the Antitank unit has a hard attack with a range of one.

43 Rifle Bn 8 (ft)	Hard	5/0
1/227th Gds Rifle Rgt	Soft	8/1
227th Gds Rifle Rgt	Assault	10
79th Gds Rifle Div	AA	2/0
28th Gds Rifle Corps	Defense	18
8th Guards Army	Speed	4
Southwestern Front	Foot	

An easier way to see eligible targets is to either click on the Target Hexes button



or press T. With either the Rifle battalion or both units selected, there are no eligible targets.



It is only when the Antitank Regiment is selected that potential targets are identified. In the image on the left, three German units are unshaded and can be attacked. The adjacent unit in the bunker would be attacked using the unit's hard attack values. The units that are two hexes away would be attacked with the soft attack value, since it has a range of 2. See the unit card entry marked in yellow.

39 76mm AT (mot)	Hard	17/1
184th AT Art Rgt	Soft	19/2
8th Guards Army	Assault	4
Southwestern Front	AA	2/0
Stavka VGK	Defense	18
	Speed	10
	Towed Guns	
	Motorized	

Most units have a range of a single hex. It is usually only guns with a calibre of 75mm or larger that can fire at longer ranges. Firing two or more hexes usually has a reduced impact due to range attenuation.

Let's try firing on the bunker again, with just the Antitank Regiment selected.



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

In this example, the fire inflicted a loss of one man on the German unit. The enemy may fire back, potentially inflicting losses on our unit. Usually, if a unit doesn't move in a turn, it can fire up to three times.

Spotted	
Clear	0%
Elevation	50m
Visibility	3km
Supply	80/70
TRENCH	-40%

Moving to the next Rifle Battalion (2/227<sup>th</sup> Gds Rifle Rgt) in hex (3,8), we can target the German unit in hex (3,9). Since the German is not defending in a bunker, we will use our soft attack value, which has a range of 1. The defending unit is in a trench, in a clear hex and will receive a -40% benefit from the fortification. It will also get an additional modifier because the attacking unit is firing from a lower elevation (10 meters vs 50 meters). Our unit can fire up to three times again. Try it now: select the unit, then use the Control button to target the enemy unit. You should inflict some losses.

Once you have finished firing with that unit. Do the same for the remaining two adjacent Rifle battalions. They can only fire on a single enemy unit, so target that unit.

*(Tip: Auto multi-fire allows you to fire as many times as possible against a target unit. To use, hold both the Ctrl and Alt keys down while right-clicking on the target.)*

Let's now move on to movement. For this tutorial, we are going to move the two separate tank regiments, the 9<sup>th</sup> and 16<sup>th</sup> Guards. They are in hexes (9,6) and (2,4) respectively.

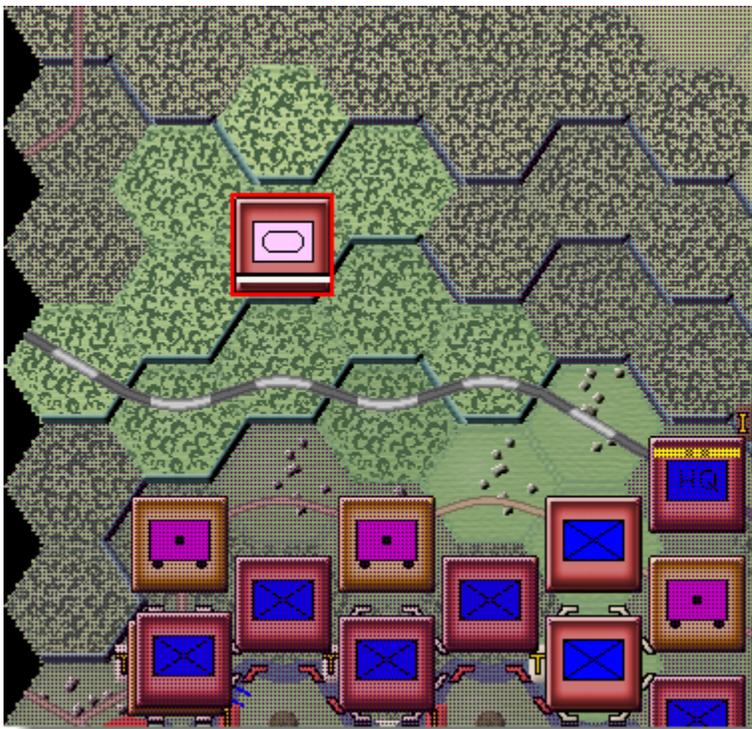
Click on the tank unit in hex (2, 4), and select it.

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



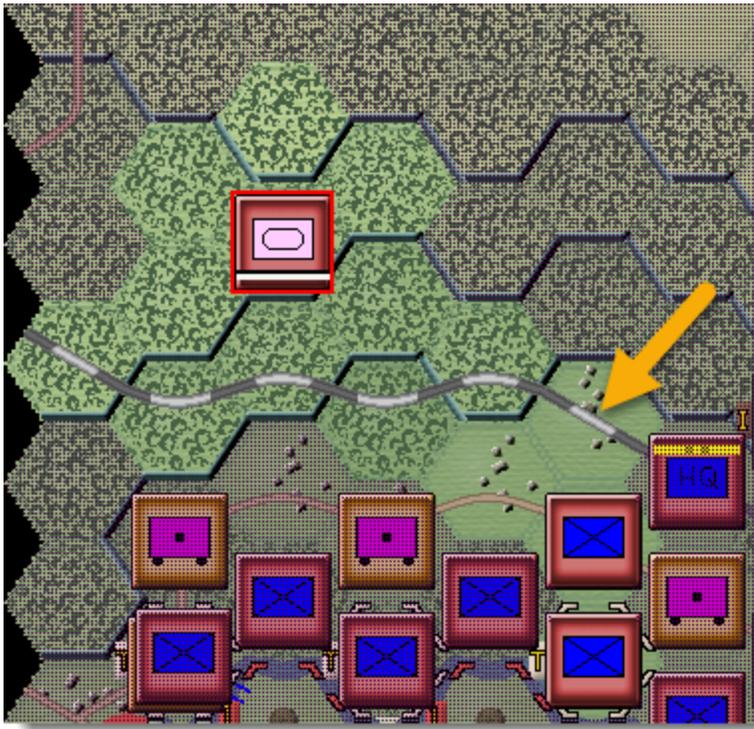
Any hex that is not shaded is currently reachable, provided that currently unknown enemy units or obstacles do not prevent it. Currently, the selected unit can only move to an adjacent hex. The cost to move this unit is high because it's in a forest.

This unit is currently deployed.



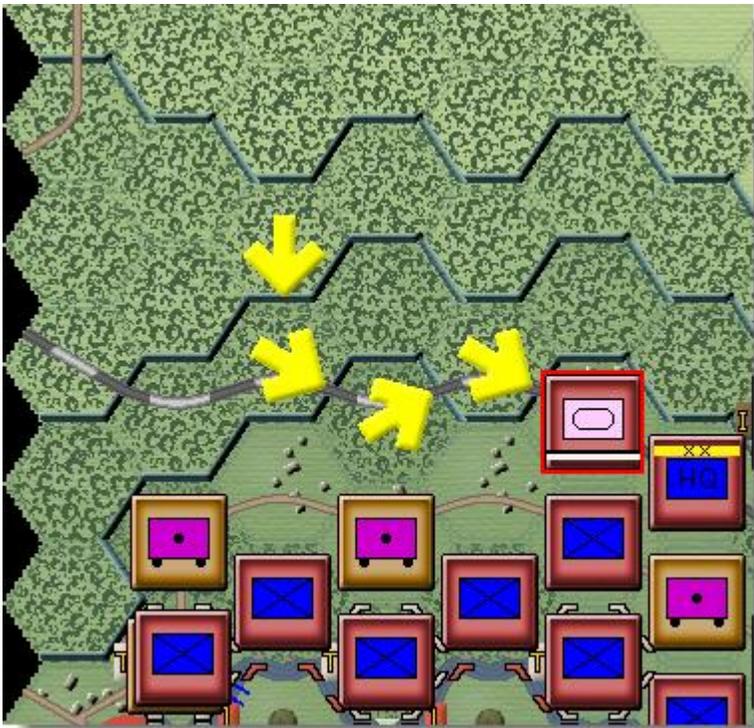
 Click the Change Travel Mode button on the Toolbar, and a white stripe will appear at the bottom of the unit counter on the map. The area of reachable hexes will now have increased. You can see in the image below that our unit can move significantly further.

Travel Mode represents units in a column formation and, for towed artillery, limbered. For Motorized Infantry, it means the men are loaded onto trucks, ready for transport rather than fighting. For tanks, it means they are lined up in column, ready for movement. Only in this mode will a unit gain a movement benefit from using roads, and in this case, railways. Units are more vulnerable to enemy fire when in Travel Mode than when they are deployed, but greater distances can usually be covered, particularly when using the roads.



You can see the proposed destination hex (yellow arrow) is unshaded, and we should be able to move there.

Let us now move this. We want to move to where the gold arrow is hex (5,6). To do so, hold down the left mouse button, drag it to the destination hex, and then release the button.



Our tank regiment moves automatically, determining the best path to reach the destination hex. The yellow arrows in the image to the left show the path the unit took.

For this image, we clicked the Reachable Hexes Button (shortcut key H) off, so the path taken is clearly shown.

Being an armored unit (a 'hard' target), unless there is an anti-tank gun in the German positions, our regiment should be safe from direct fire. There may be Axis artillery fire as we move; the AI will decide whether to fire.

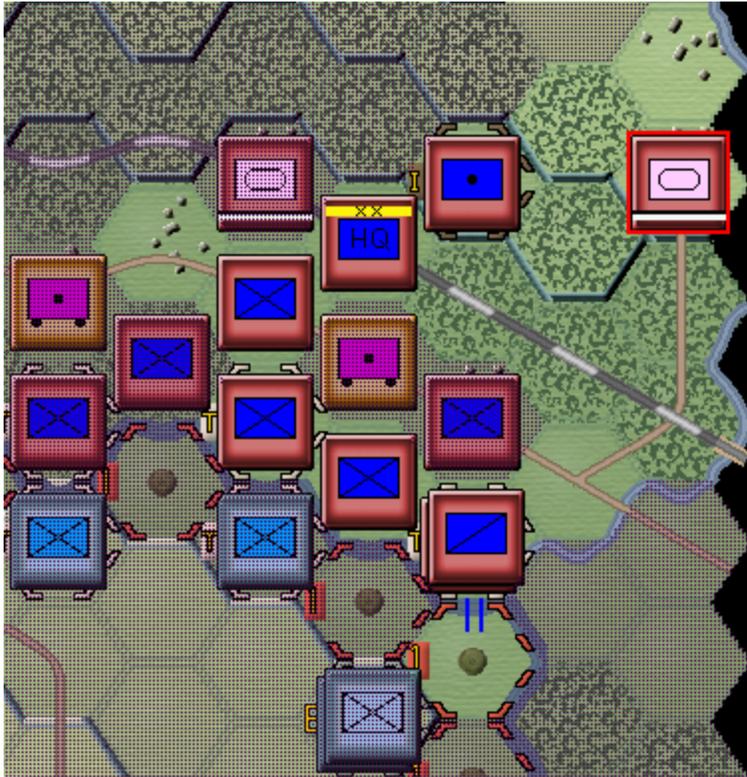
To illustrate another movement type, now select the 16<sup>th</sup> Guards Tank Regiment in hex (9,6).



Click the Reachable Hexes Button again to highlight where this unit can potentially move to.



This unit is currently deployed. Click the Change Travel Mode button on the Toolbar, and a white stripe will appear at the bottom of the unit counter on the map. The area of reachable hexes will now have increased. You can see in the image below that our unit can move significantly further.

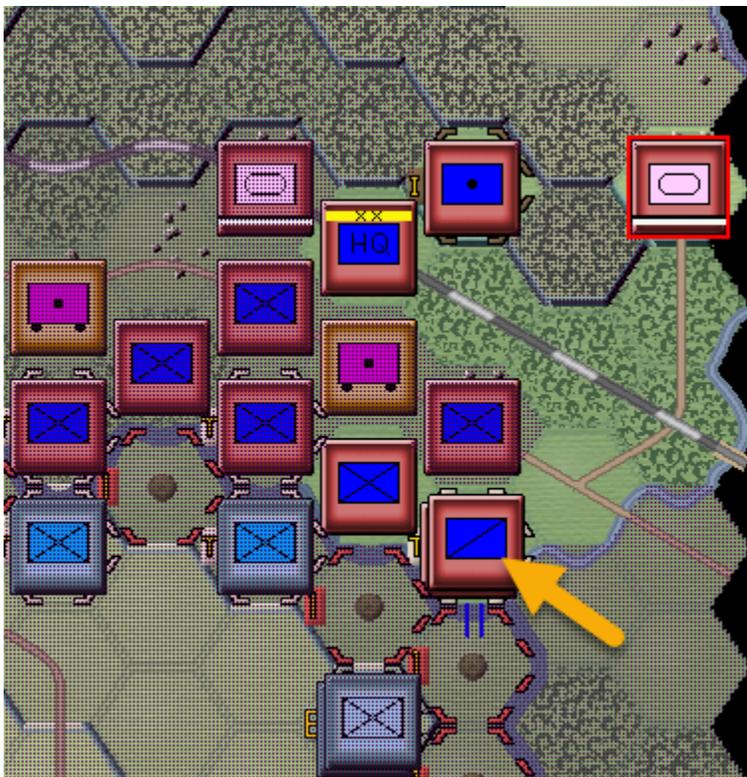


We want to move this unit closer to the front line.

If you are moving a unit near or adjacent to enemy units, you do not usually want it to end its turn in Travel Mode. Fortunately, there is an easy way to ensure you have enough movement points reserved to deploy a unit.

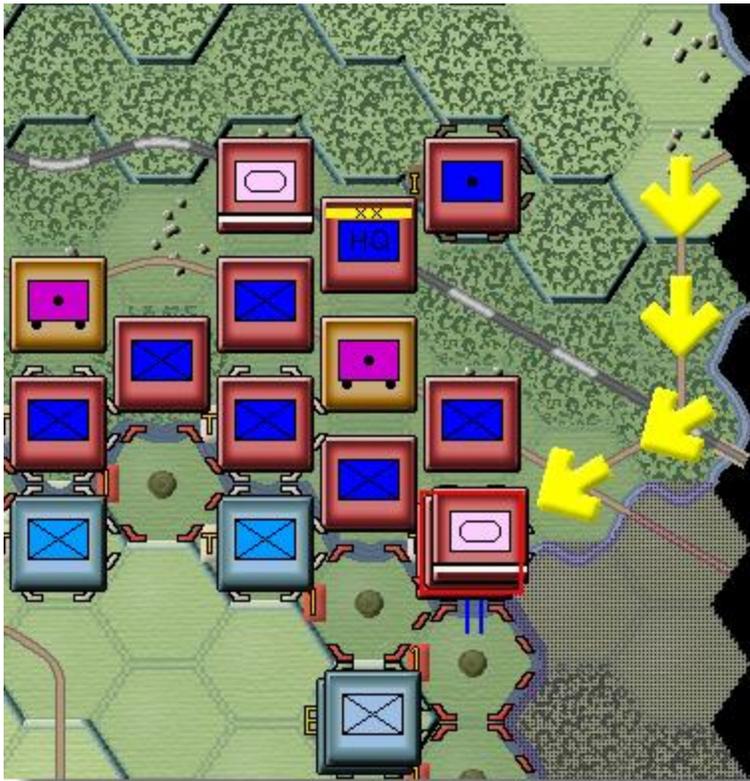


Clicking the Save Movement Cost button on the Tool Bar will only allow a unit to move after reserving one-third of a unit's movement points. Brackets [ ] will appear around the remaining movement points to indicate some are saved.



After clicking the Save Movement Cost button, you will see that the area containing reachable hexes has reduced in size but is still greater than before entering Travel Mode. There is sufficient saved movement to allow our unit to deploy after it moves.

We want to move to the location marked by the yellow arrow (hex 7, 9). We will repeat the process we used with our other Tank regiment. Again, hold down the left mouse button, drag it to the destination hex, and then release the button.



Our Tank Regiment will determine the most appropriate path and then move. You can see in the image to the left that the unit used road movement and went off-road only for the last hex to reach the destination. It is always wise to drag smallish distances to keep control, as with fog of war (FOW) turned on, movement cannot be undone.

The movement points for this unit are now in yellow, which means it still has sufficient to deploy.



Click on the Change Travel Mode button to deploy this unit. The movement points have now dropped to 11, and the unit can move no further.

*(Tip: Some units, such as Artillery and Anti-tank Guns, cannot move unless they are in Travel Mode – if you try to 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")*

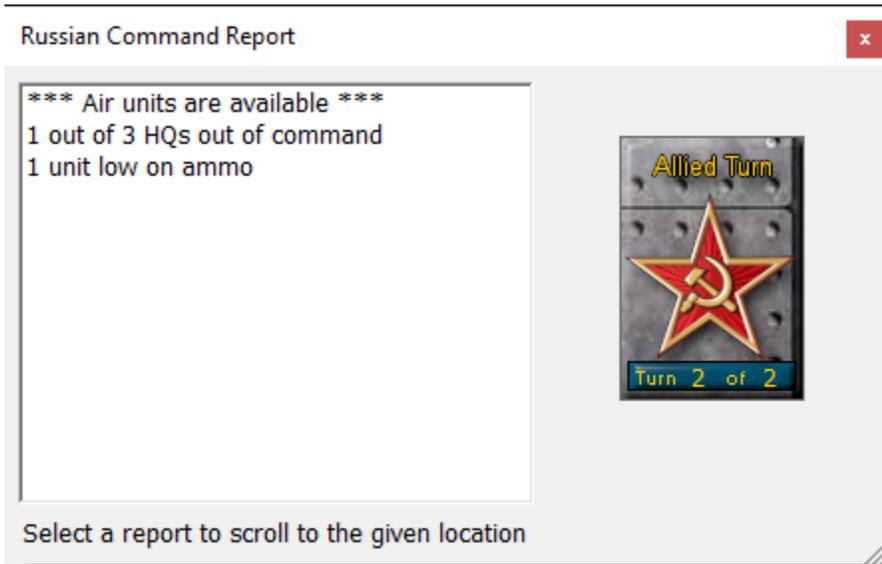


Changing to or from travel mode may also prompt enemy units to fire at you. The system handles enemy defensive fire during your turn and, likewise, may fire your own units during the opposing side's turn.



When you have finished moving, click the Next Turn Button on the Toolbar, and decide whether to save your turn if prompted. The enemy will then 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.

# TURN 2



The Command Report contains information such as units that have been released from being fixed, reinforcements that have arrived, the availability of air units, HQs out of command, artillery unavailable, units low on ammo, and a host of other details. Your command report will vary from this one, depending on the specifics of your game.

If you want to close it, click the X in the top-right corner.



*(Tip: You can recall the Last Command Report during your turn by selecting the Command Report on the toolbar.)*

Results between our examples here and your game will diverge, but you should, as a rule, start with the Artillery Dialog.

For Turn 2, you can try to use your units as shown in Turn 1. This additional turn will allow you to both practice firing and decide on your targets.

To work out what to target first, prioritize any enemy hexes with units adjacent to them, as they pose the greatest threat. Use any available artillery and air units now, before firing any other units.

After using any available artillery and air, you can fire your ground units. Remember: if a unit can't fire, check for a notification in the bottom-left corner. Only units with hard attack ranges of greater than 0 can attack bunkers, and a few of your guns and tanks have a 2-hex range for their soft attack.

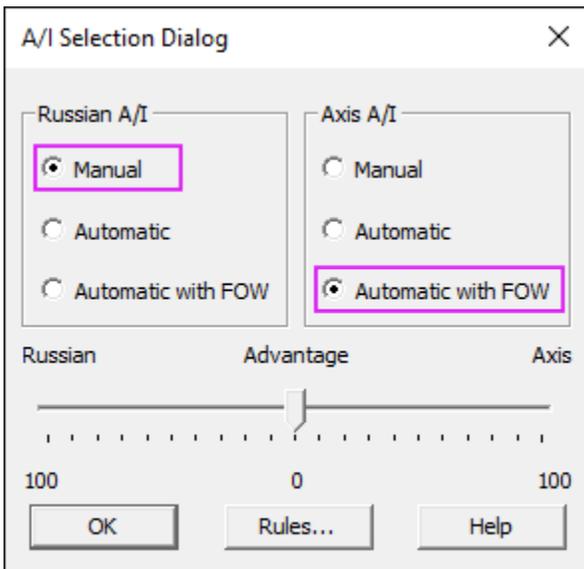
An easier way to see eligible targets is to either click on the Target Hexes button  or press T. Once you select a unit, any potential targets will be highlighted.

Once you finish firing, you can end the turn. The German AI will fire and move its forces, and the victory screen will show. As this is a tutorial, the result doesn't matter, just that you have learned how to start controlling your forces.

You have now completed Tutorial Two and can move on to Tutorial Three.

# TUTORIAL THREE

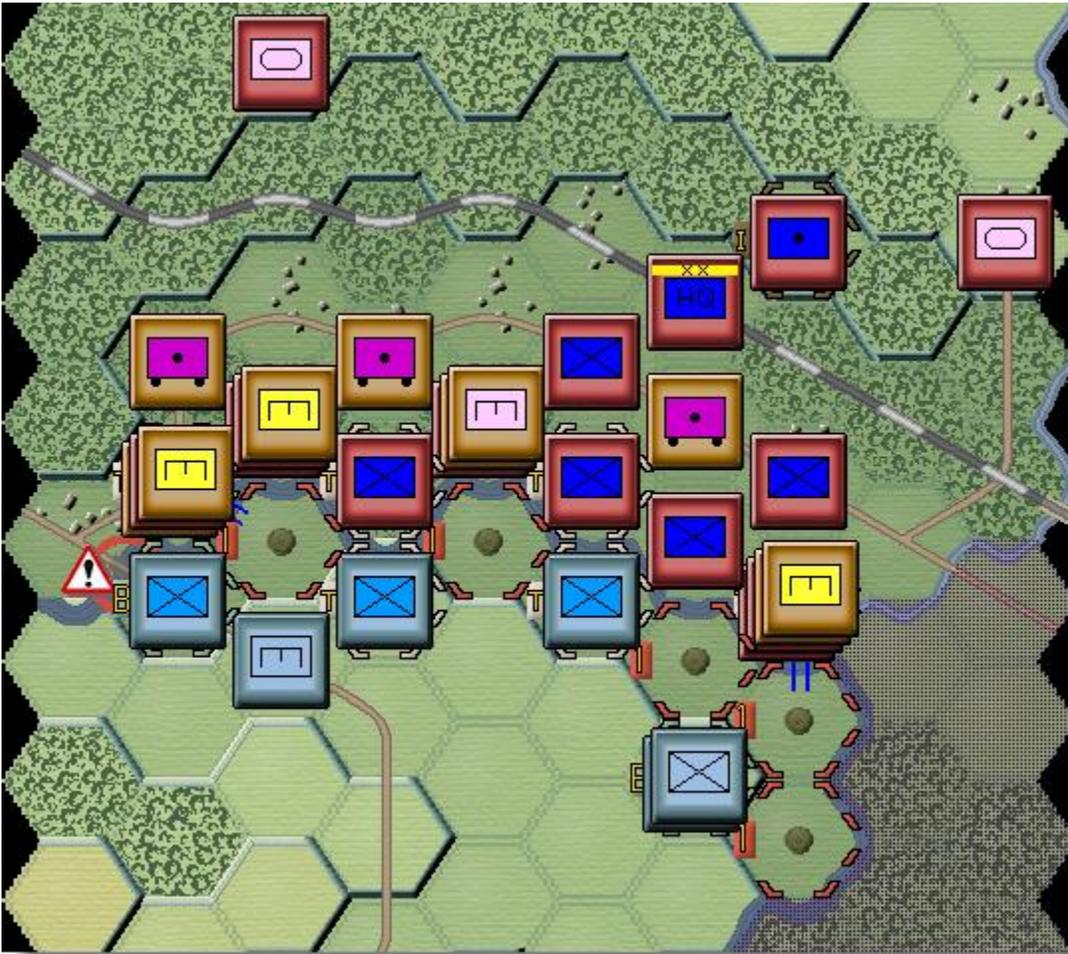
After opening the Selection screen, click scenario **#03\_Getting\_Started\_Tutorial\_Three**, then click OK.



This takes you to the AI Selection Dialog where you choose the side you wish to play. For the purposes of this tutorial, select the " Axis AI Automatic with FOW " (Fog of War) and the " Russian AI Manual" for yourself. See the selections highlighted in pink to the left. We will use the settings usually used in normal play.

There is no need to check the Optional Rules Dialog, as the default rules should already be selected from the prior tutorial.

Tutorial Three will show you how to conduct river crossing and engineering operations. After opening the scenario, press 3 to set the map to the highest 2D zoom level. You should see the following screen:



This is a similar setup to Tutorial Two, but with an additional seven engineer units included.

Like Tutorial Two, this is a 2-turn scenario.

The engineers are in four different hexes (1,8), (2,7), (4,7), and (7,9).

We will use these units for a range of tasks.

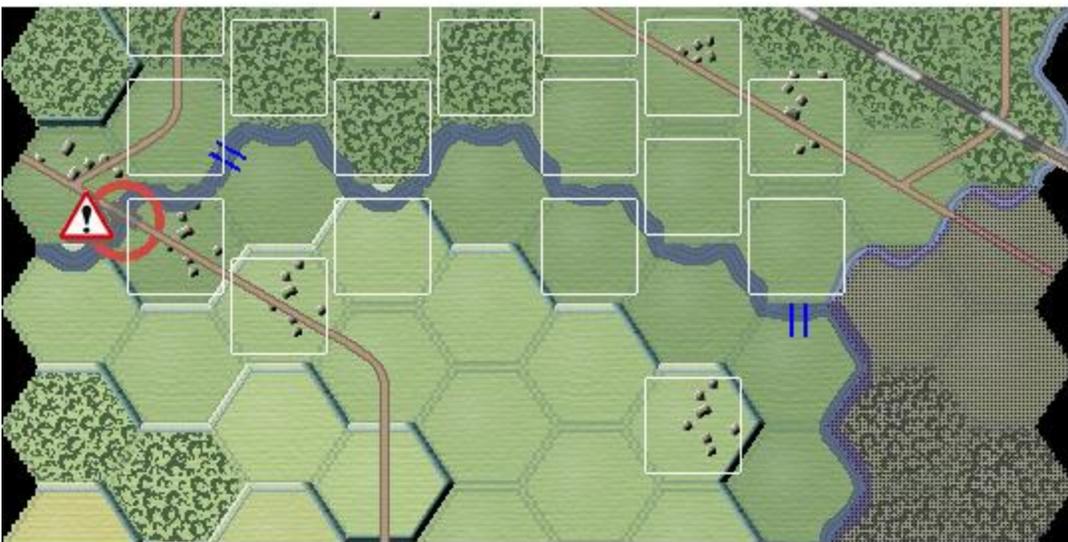
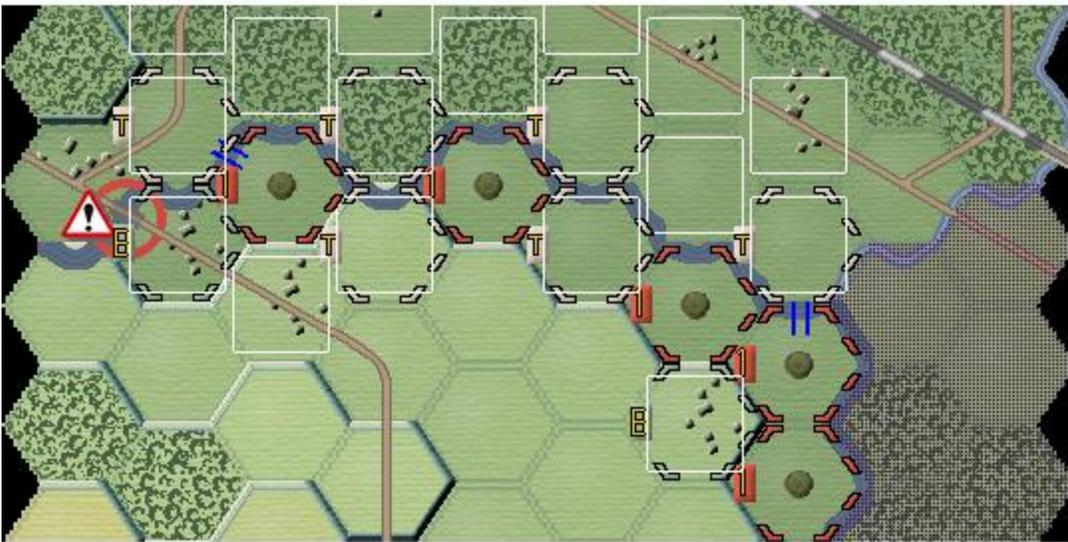
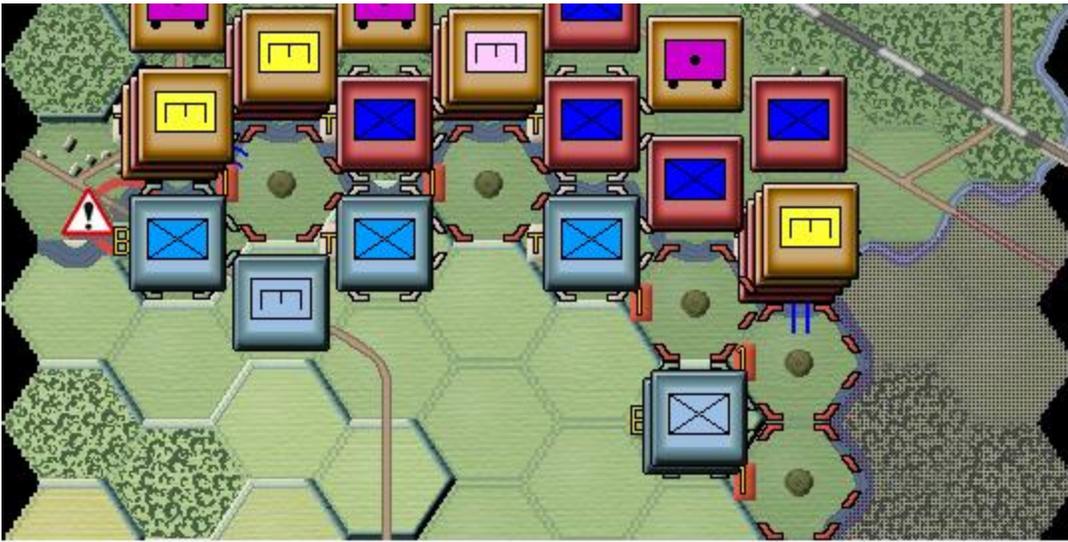
Donbas '43 has several scenarios where the defenses are placed along rivers, and understanding how to cross and capture a bridgehead is a necessary skill.

Reviewing the map, the Germans have, in the main, dug into the high ground overlooking the river. Where not manned, minefields have been placed to slow any river crossing. The defensive setup allows the Axis units to fire on any Soviet units that cross into a minefield, a prerequisite of any resilient defense. Crossing a river, against this kind of defense, requires both specialized units and a tolerance for casualties.

Let's review the German defenses, as they should dictate where to cross and what to do once a bridgehead is established.

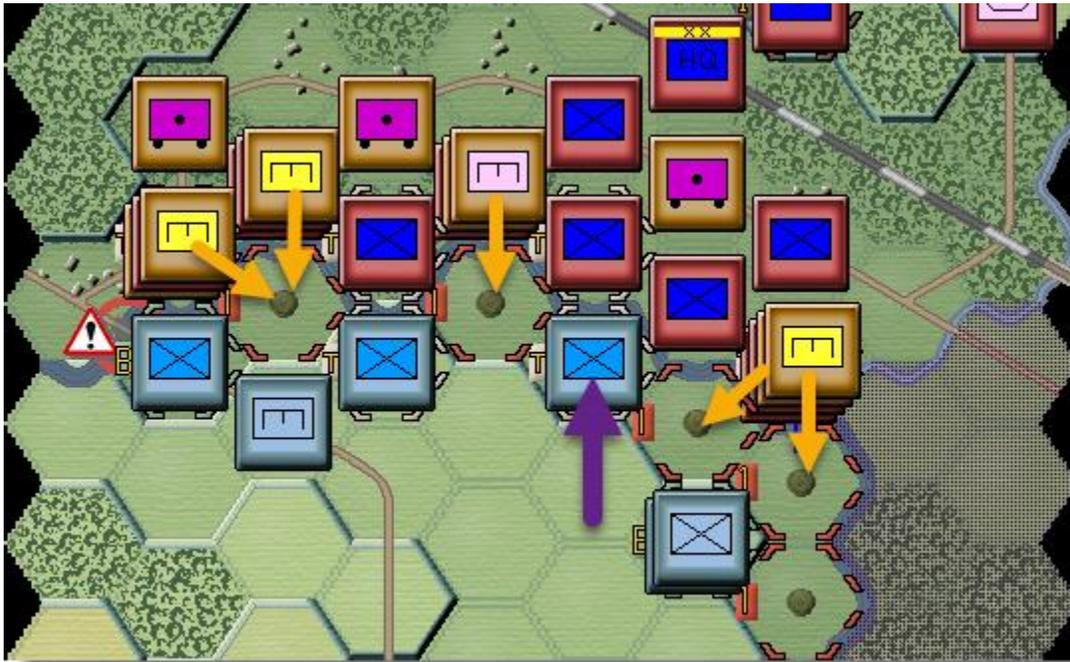
With units on the map, it's difficult to see the underlying terrain. The Toggle Units button  or shortcut key Z allows you to remove units. Click it now, and all units should be marked with a hollow white box. If you click Toggle Units again, both units and all entrenchments/obstacles/minefields should be removed.

You can see the impact in the following image:



Toggling units allows us to get a clearer view of the terrain we are crossing into. As shown in the second image, there are bunkers in villages on the left and right of the defensive line.

In between are two trench positions, which are significantly weaker than the bunkers. Not only are they not 'hard' positions due to the lack of overhead cover, but they are also sited in clear terrain, reducing their defensive benefits. This needs to be considered as we plan the crossing operation, and what would follow any successes.

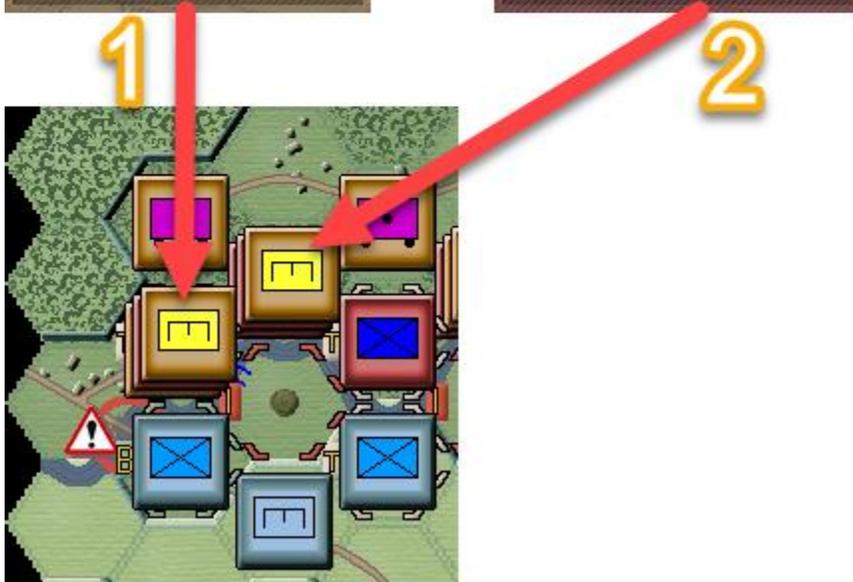


In the image to the left, you can see the hexes, marked with gold arrows, that are the proposed crossing points. These hexes have been chosen because they will allow units to be adjacent to the German trench positions and to advance if an opportunity arises. Importantly, two of the hexes will isolate a German trench (indicated by the purple arrow), a key prerequisite to breaching the German line.

In a river-crossing operation like this, players should use all their artillery and air assets, as well as uncommitted ground units, to disrupt the defenders. Any successful disruption will reduce the defending unit's ability to fire as we cross the river.

For this tutorial, we will focus only on the moves. If you play through the tutorial a second time, feel free to fire your supporting troops.





Let's now look at the units that could take part in crossing the river.

Two hexes (1,8) and (2,7) are trying to move into hex (2,8). Here are Soviet units in those hexes, shown in the image to the left.

In the first hex (numbered 1), there is the 52<sup>nd</sup> Engineer Sapper Battalion, a motorized engineer, a Rifle Battalion, and an Antitank Regiment.

In the second hex (numbered 2), there is the 53<sup>rd</sup> Engineer Sapper Battalion, the 88<sup>th</sup> Guards Sapper Battalion, and a Rifle Battalion.

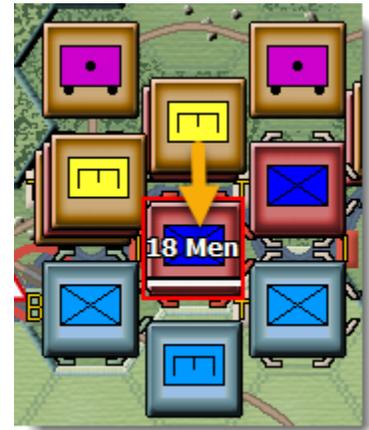
Having three engineers gives us a range of options. What we would like to do is get several units into hex (2,8) to both clear the minefield and put a zone of control on the defenders, and to exploit any enemy disruptions.

An important consideration is the defensive fire that the enemy units can bring to bear. There are three German units adjacent to hex (2,8), and each can fire up to three times defensively. We need to see if we can 'soak' up some of this fire before our most important units enter the hex.

Looking at the engineers' capabilities, all can ferry units and clear minefields. The 88<sup>th</sup> Guards Sapper Battalion is also marked with 'Has Boats'. Boats allow an engineer to ferry across a full water hex, usually a wide river. That capability is not necessary in this case, as we will only be crossing a hex-side river. The two Engineer Sapper battalions are motorized. That precludes them from being ferried with their vehicles unless they leave them behind. The sequence in which units cross is also important. As mentioned, defensive fire is more likely against the first units and less likely against later crossers.

Here is the recommended sequence of actions.

1. In hex 2, the 88<sup>th</sup> Gds Sapper Bn will ferry the 3/227 Gds Rifle Rgt.
  - a. The Rifle Battalion must be in travel mode to be ferried. Select the unit, then change to travel mode.
  - b. Right-click on the hex below (hex 2,8). You will first take losses due to the minefield, and you can expect the enemy units to fire at you. We have sent our largest unit across first to absorb as many of the defensive shots as possible. In the image on the right, you can see that our unit has advanced and is taking losses.
  - c. Crossing the river uses all the Rifle Battalions' movement allowance, and it will have to stay in travel mode till the next turn. All units crossing the river will be in this vulnerable state for at least one turn.
2. In hex 2, we will follow the rifle battalion and ferry over the 53<sup>rd</sup> Eng Sapper Bn.
  - a. Select the Eng Sapper Bn and change to travel mode.
  - b. This unit cannot be ferried with its trucks. We can leave them behind by clicking the On-Foot button  or by pressing the shortcut key Ctrl+F.
  - c. The Engineer Battalion will now be designated as 'On-Foot'.
  - d. Right-click on the hex below (hex 2,8). You will not take losses due to the minefield, as engineers are immune, but you can expect the enemy units to fire at you.
  - e. Like the Rifle Battalion, you will use all your movement allowance and be vulnerable to enemy fire. The engineer will also be tagged as 'Clearing Mines'. This is not strictly true as an engineer cannot be in travel mode or disrupted to start clearing minefields. Hopefully, on the next turn, we can deploy this unit to start clearing the mines.
3. In hex 1, we have the 52<sup>nd</sup> Eng Sapper Bn. Like the 53<sup>rd</sup>, it is also mounted on trucks. Unlike the 53<sup>rd</sup>, there is a ford between its hex (1,8) and the destination hex (2,8).
  - a. Select the Eng Sapper Bn and change to travel mode. We need to be in travel mode to use the ford to move into hex (2,8). As this hex is adjacent to the enemy bunker, there is a chance of defensive fire.
  - b. We are moving zone-of-control (ZOC) to zone-of-control, which is not permitted unless a friendly unit is already in the hex. This is the case, and the reason why we waited to move this unit.
  - c. Right-click on the hex adjacent (hex 2,8).
  - d. The engineer will remain in their trucks, but like the preceding units, in travel mode.
  - e. The image on the right shows the status of each of our units after moving. All units are in hex (2,8). None are disrupted, but losses have been taken, and they will be in travel mode for the German turn. These are representative values from our play-through; your units will be different.



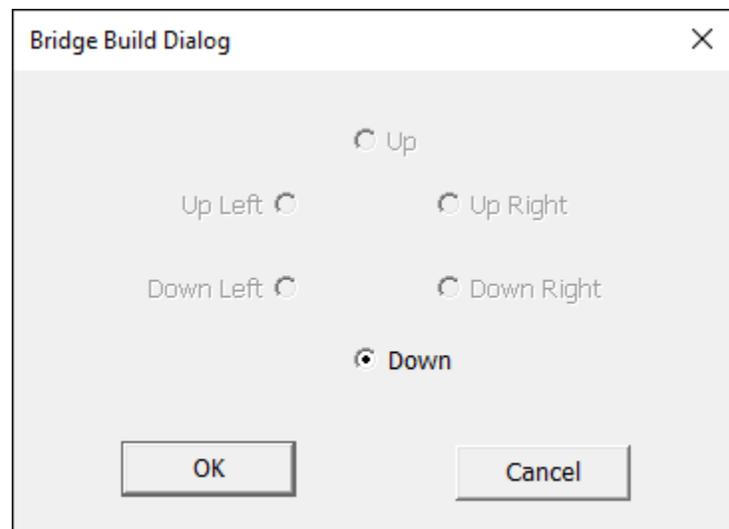
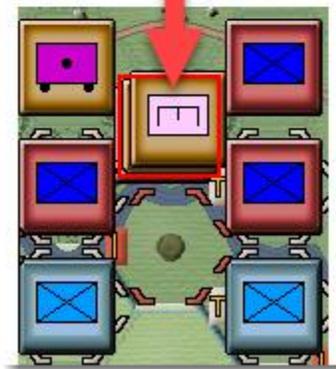
Moving on to the next crossing. We would like to move from hex (4,7) to (4,8). Here are Soviet units in those hexes, shown in the image to the left.

In the hex, there are the 326th Separate Engineer Battalion, a foot engineer battalion, a Pontoon Bridge Battalion, and a Rifle Battalion. The 326<sup>th</sup> has the same 'Has Boats' capability. Being a foot engineer, it can also ferry across the river without issue, as it is not motorized.

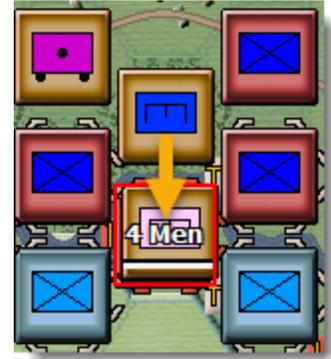
The Pontoon Bridge Battalion is an important unit. This is the only engineer who can build a heavy bridge across a river hex side. In many cases, bridges capable of carrying units such as armor have been destroyed, meaning a player needs to construct a bridge.

Here is the recommended sequence of actions.

1. The 326<sup>th</sup> Sep Eng Bn will ferry the 2/220<sup>th</sup> Gds Rifle Rgt.
  - a. Select the Rifle Battalion, then change to travel mode.
  - b. Right-click on the hex below (hex 4,8). The Rifle Battalion will be ferried into the hex. You will first take losses due to the minefield, and you can expect the enemy units to fire at you.
  
2. The 22<sup>nd</sup> Pontoon Bridge Bn will begin to build a bridge.
  - a. Select the unit.
  - b. Click on the Bridge Operations Button  or press the shortcut key Ctrl+H.
  - c. The Bridge Build dialog will open. There is only one direction the bridge can be built, and that direction has already been selected. Hit Ok.
  - d. The unit will be marked with Bridge Ops, meaning that it has commenced building the bridge. A percentage chance for bridge completion is set in the parameter data table. The current value is 50, meaning there is a 50% chance per turn that the bridge will be built.



3. We now have our bridge building underway, and the Rifle Battalion ferried. We are going to use the 326<sup>th</sup> Sep Eng Bn to ferry itself across the river. This unit needs to move into the hex because no other engineer is available to clear the minefield.
  - a. Select the engineer battalion, then change to travel mode.
  - b. Right-click on the hex below (hex 4,8). You will not take losses due to the minefield, as engineers are immune, but you can expect the enemy units to fire at you.
  - c. Once across, the engineer will be tagged as Clearing Mines. That will not be effective till the unit is out of travel mode and not disrupted.
  - d. The image on the right shows the state of the units after crossing the river. Your play-through will vary, but you should see something similar.
  - e. Next turn, we will be changing both units from travel mode to deployed, and mine clearing should commence.



The final crossing is moving from hex (7,9) to both (6,9) and (7,10). The Soviet units in hex (7,9) are shown in the image to the right.

In the hex are the 327th Separate Engineer Battalion, a foot engineer battalion; the 1/1216th Guards Rifle Regiment; the 51st Engineer Sapper Battalion, and the 80th Guards Recon Company.

The units marked with 1 are intended to move to hex (6,9) and those marked 2 to hex (7,10).

Here is the recommended sequence of actions.

1. The 80<sup>th</sup> Gds Recon Company will use the ford to cross the river into hex (7,10).
  - a. The Recon Company must be in travel mode to use the river ford. Select the unit, then change to travel mode.
  - b. Right-click on the hex below (hex 7,10). You will first take losses due to the minefield, and you can expect the enemy units to fire at you.
  - c. Crossing the river using the ford does not use all the unit's movement allowance. Assuming the company is not disrupted, it should be able to transition from travel mode to deployed mode. Enemy units may fire as you change mode.
2. The 51<sup>st</sup> Eng Sapper Bn, will follow the Gds Recon Company into hex (7,10)
  - a. Select the Sapper Bn, then change to travel mode.
  - b. Right-click on the hex below (hex 7,10). You will not take losses due to the minefield, as engineers are immune, but you can expect the enemy units to fire at you.
3. The 327<sup>th</sup> Sep Eng Bn will ferry the 1/1216<sup>th</sup> Gds Rifle Rgt into hex (6,9)
  - a. Select the Rifle Battalion, then change to travel mode.
  - b. Right-click on the hex to the lower left (hex 6,9). You will first take losses due to the minefield, and you can expect the enemy units to fire at you.



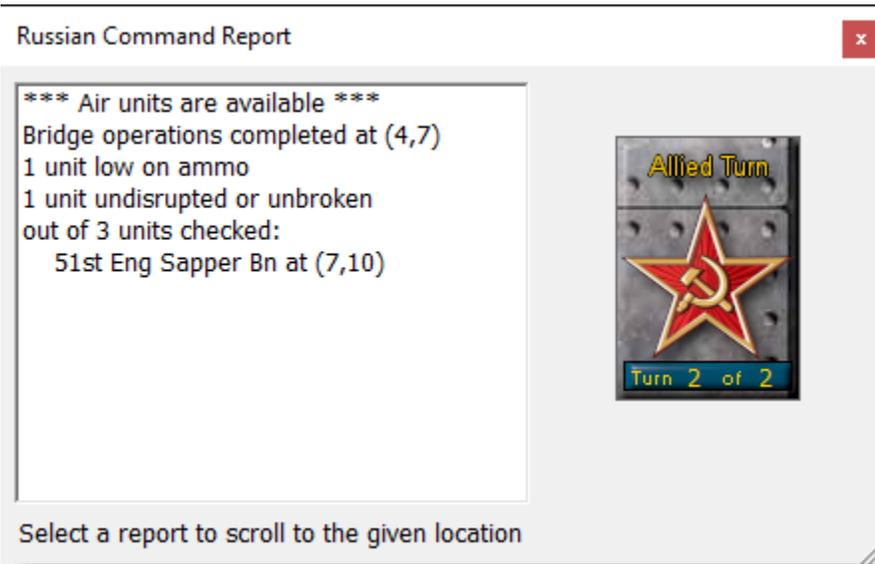
4. Now that the Rifle Battalion has been ferried, we are going to use the 327<sup>th</sup> Sep Eng Bn to ferry itself across the river. This unit needs to move into the hex because no other engineer is available to clear the minefield.
  - a. Select the Engineer Battalion, then change to travel mode.
  - b. Right-click on the hex to the lower left (hex 6,9). You will not take losses due to the minefield, as engineers are immune, but you can expect the enemy units to fire at you.
  - c. Once across, the engineer will be tagged as Clearing Mines. That will not be effective till the unit is out of travel mode and not disrupted.
  - d. The image on the right shows the state of the units after crossing the river. In our case, our engineer was disrupted due to enemy fire. Your play-through will vary, but you should see something similar.
  - e. Next turn, we will be changing both units from travel mode to deployed, and mine clearing could commence.



 When you have finished moving, click the Next Turn Button on the Toolbar, and decide whether to save your turn if prompted. The enemy will then 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.



# TURN 2



The Command Report contains information such as units that have been released from being fixed, reinforcements that have arrived, the availability of air units, HQs out of command, artillery unavailable, units low on ammo, and a host of other details. Your command report will vary from this one, depending on the specifics of your game. If you want to close it, click the X in the top-right corner.

Results between our examples here and your game will diverge, but you should see something similar.

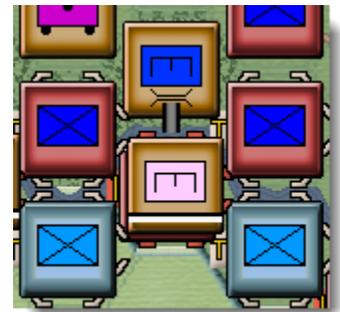
In our example, the pontoon bridge battalion managed to erect the bridge at hex (4,7), as reported in the Command Report; see the image to the right.

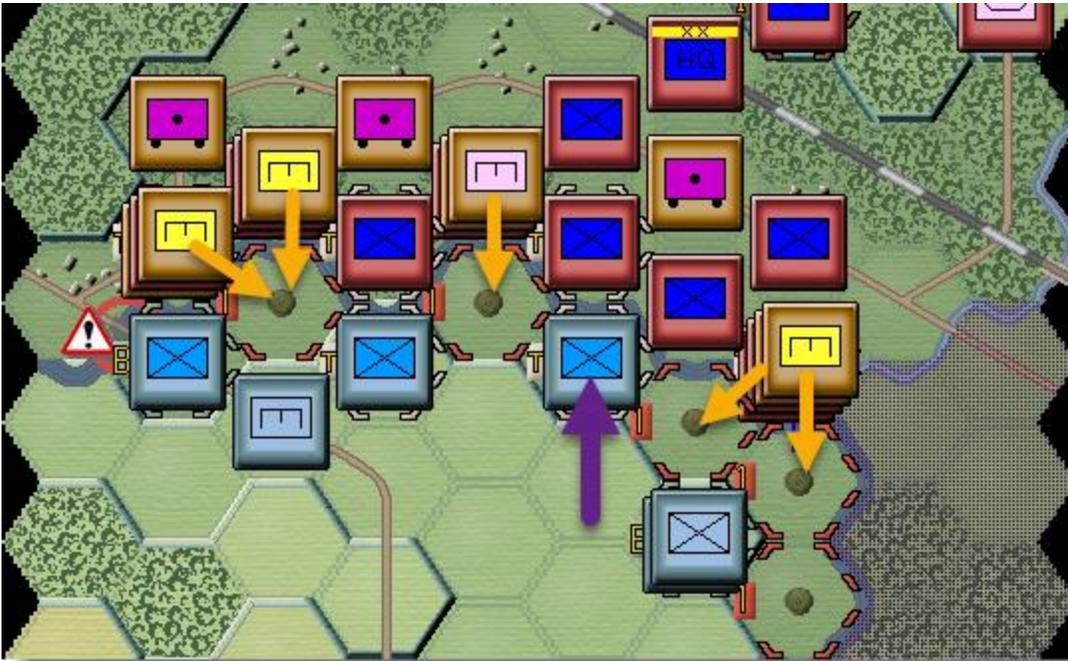
Our casualties were heavy due to our vulnerability while in travel mode, and a further two units were disrupted. One of those units, the 51<sup>st</sup> Eng Sapper Bn, did rally and will be able to start clearing mines this turn.

We did have some success against the Germans. As hoped for, the enemy unit in hex (5,9) is now isolated. When a unit is isolated, its morale level drops by 1. We can't see this due to the fog of war, but the unit will be worse off.

We also disrupted the German unit defending the other trench in hex (3,9). Disrupted units are much easier to attack and may be pushed out of their positions. We will learn about this in Tutorial Four.

For the remainder of this turn, we will consolidate our bridgehead positions and hopefully begin removing the minefields.





Let's compare where we were at the start of turn one to the situation in turn two.

As a reminder, we wanted to cross the river and hold bridgeheads in the hexes marked with gold arrows.

We also wanted to isolate the German unit in hex (5,9) as indicated by the purple arrow.



As you can see in the second image on the left, we have entered all four target hexes and isolated the German unit.

Additionally, we have managed to build our bridge into hex (4,8).

The bridge is important because it will provide an alternative to river fords for moving our tank regiments across the river.

The bridge's location is also significant. It has been built between the two trench lines and away from the bunkers. It will be harder for the Axis side to maintain units near the bridge.

In normal play, players should fire all their artillery and use any available aircraft to try to inflict casualties or disrupt adjacent enemy units. As mentioned previously, for this tutorial, we will focus only on the moves.

The first thing we must do is have our bridgehead units deploy. Units are extremely vulnerable in travel mode and will sustain heavy casualties until they deploy and assume defensive positions.



We will look at hex (2,8) first. In this hex, and in fact, all bridgehead hexes, there are multiple units. We want to use the Change Travel Mode button or Ctrl+T to deploy our units.



Importantly, we should change all units in a hex simultaneously. The enemy defenders may opportunity fire as units change mode. Changing all at the same time ensures that all units are deployed and less vulnerable to any defensive fire.

To select all units, either select each by clicking on its unit box or double-left-click the unit stack on the map. With all units selected, hit the Change Travel Mode button. You can expect some enemy fire in response, but we should be more resilient now that we're deployed. Non-engineer units will also take some mine casualties because the minefields have not yet been cleared.

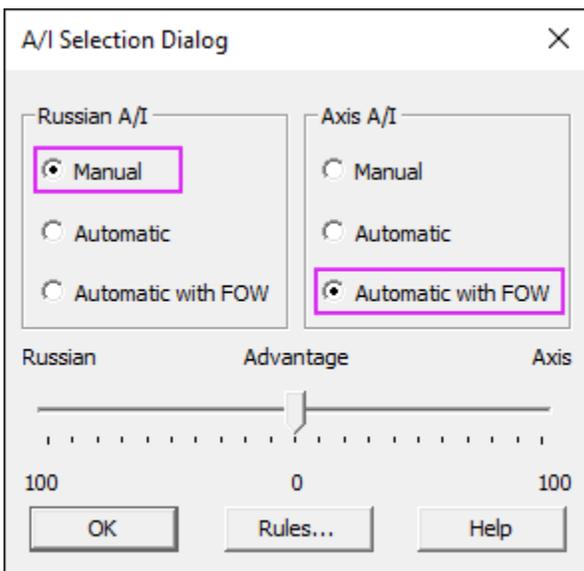
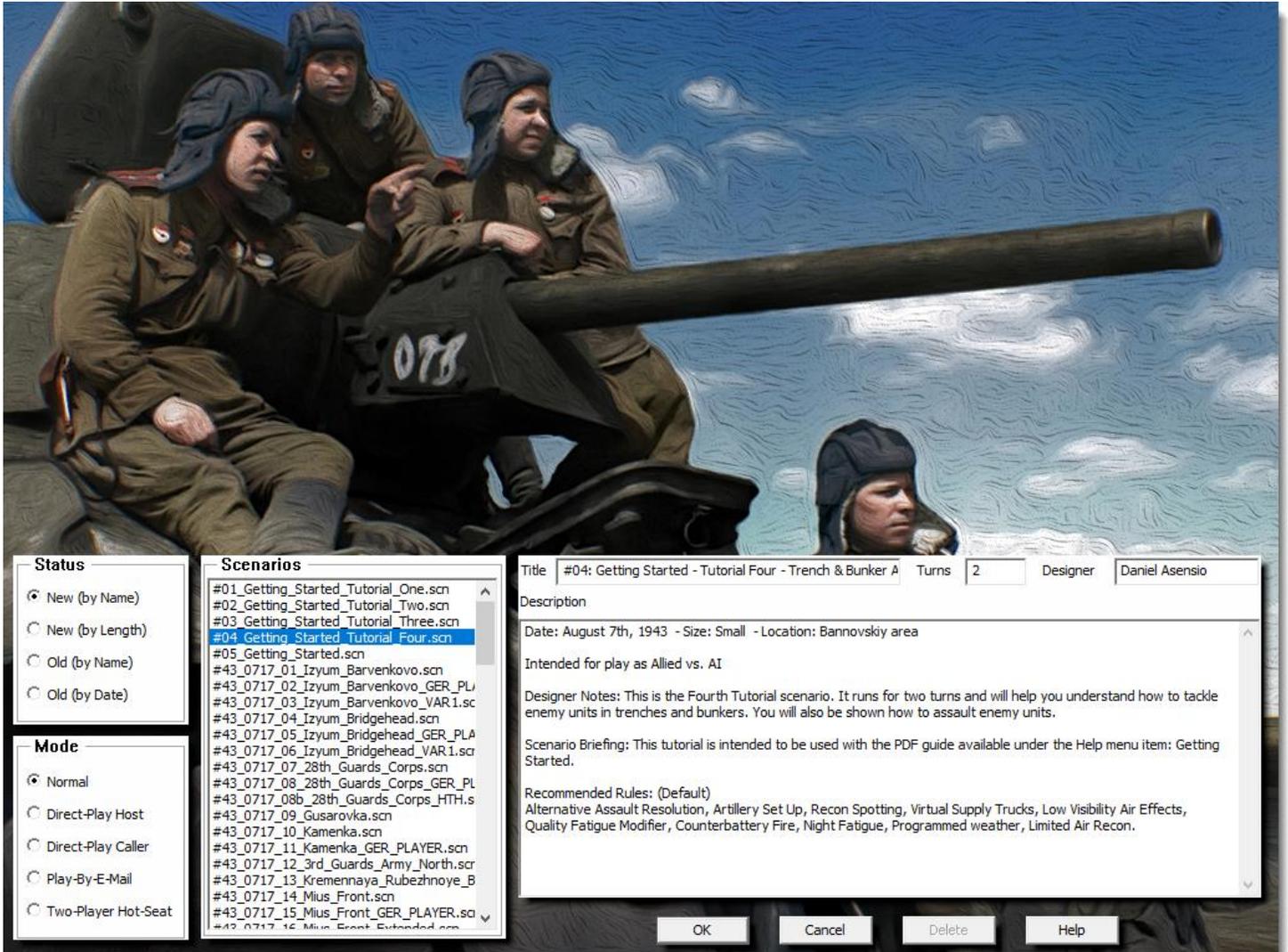
Do the same, by selecting all units and deploying them in hexes (4,8), (6,9), and (7,10). With most of our engineers not disrupted, mine clearing should commence.

That brings us to the end of Tutorial Three, and you can now try Tutorial Four.



# TUTORIAL FOUR

After opening the Selection screen, click scenario **#04\_Getting\_Started\_Tutorial\_Four**, then click OK.

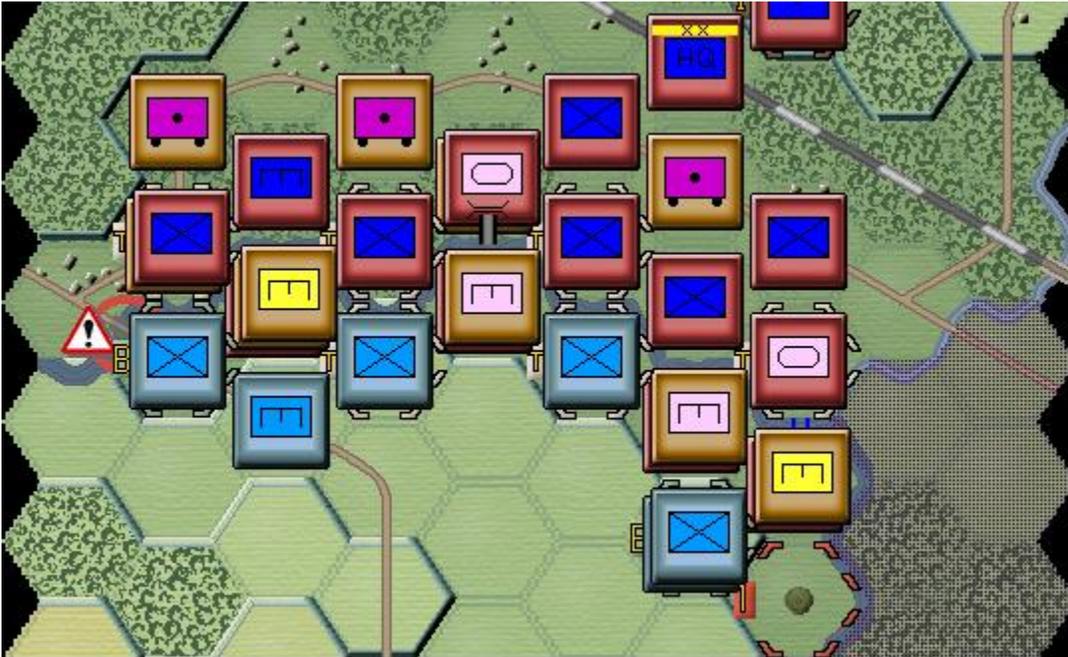


This takes you to the AI Selection Dialog where you choose the side you wish to play. For the purposes of this tutorial, select the " Axis AI Automatic with FOW " (Fog of War) and the " Russian AI Manual" for yourself. See the selections highlighted in pink to the left. We will use the settings usually used in normal play.

There is no need to check the Optional Rules Dialog, as the default rules should already be selected.

Tutorial Four will show you how to attack both trenches and bunkers.

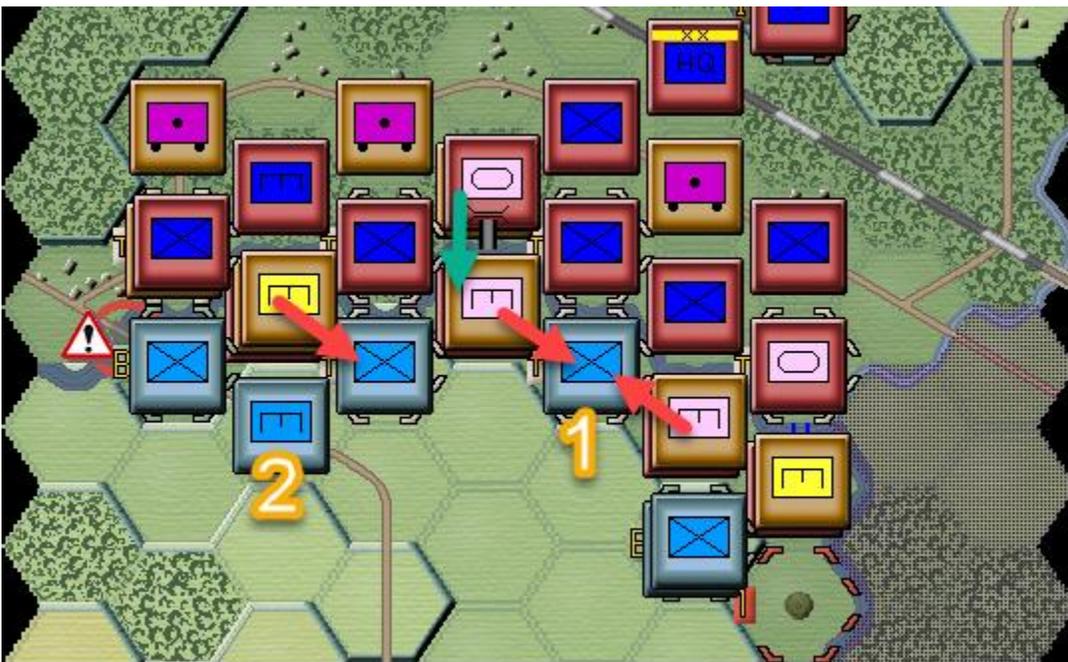
After opening the scenario, press 3 to set the map to the highest 2D zoom level. You should see the following screen:



In this scenario, we have now established our bridgeheads and cleared the minefields.

Our two tank regiments have moved adjacent to the river and are ready to cross.

Our aim is to clear the trench positions and exploit beyond, ideally isolating the bunkers.



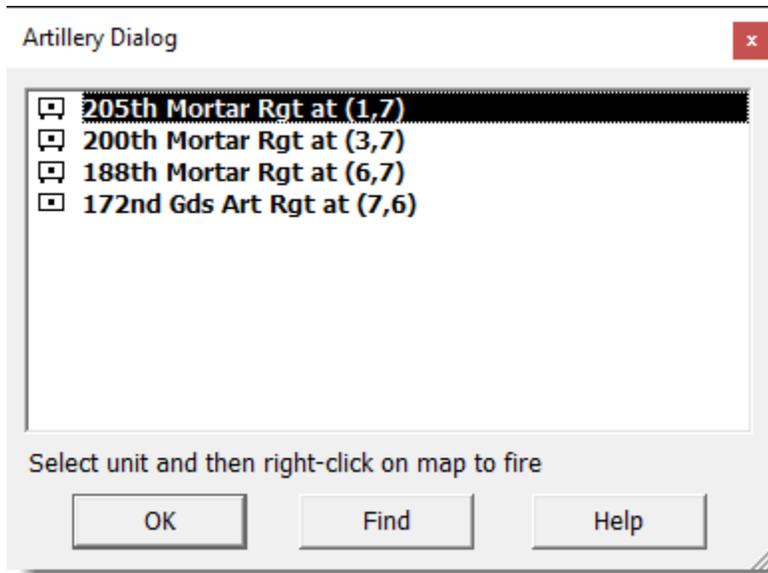
To the left, you can see our proposed actions.

We are going to fire our artillery and possibly use our air on the German unit marked with a 1. If we manage to disrupt it, we will fire any remaining guns at the engineer marked as 2.

The red arrows indicate planned assaults. Assaults will only be conducted if the target unit is disrupted.

The green arrow is the planned crossing for the tank regiment, which hopefully will be able to push beyond the trench positions.

Unlike Tutorial Three, where artillery and air were optional, this tutorial requires you to use them. To clear the trenches, we need to assault the Germans in their hexes. This is the only way to forcibly eject them. The chance of a successful assault increases significantly if the target unit is disrupted. Currently, the infantry unit in the trench at hex (3,9) is disrupted, and the other infantry at hex (5,9) is isolated but not disrupted. Hex (5,9) will be the target for our artillery.



Please open the Artillery Dialog, and starting with the first mortar unit, target the unit marked with the 1 above.

There is a very good chance you will disrupt this unit while firing. In our play-through, we managed to disrupt the Germans on our third shot. Your results will vary, but you have 8 artillery fires and probably an air attack available as well. If you are not successful in disrupting the unit, we suggest restarting the tutorial and trying to disrupt it so you can follow the upcoming actions.

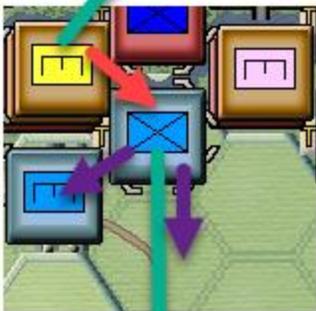


Assuming you have disrupted hex (5,9), use any remaining artillery and/or air attacks on hex (2,9). Having disrupted the German units, we can try to assault them. You should consider a few things when planning assaults:

- Are the target units all disrupted?
- Do we want to leave a retreat path for the enemy? There are times when it is judicious to get a unit out of defensive terrain quickly, rather than kill them in place. This is an important consideration for bunkers.
- Where is the retreat path? We don't want units retreating into stronger terrain, such as bunkers.
- Is there an opportunity for multiple units to assault? Dependent on the situation, there is a right time to use a stack of units versus using units individually.
- What is the morale rating for the attacking units? When multiple units are used in the same assault, the worst morale rating is used. It is the converse for the defenders; the best rating is used for all combat calculations.
- Is there an opportunity to assault a unit in sequence, where it may be pushed out of its initial hex, and a follow-on unit pushes it further back?
- Where can enemy units fire back at our attackers? Assaults can fail due to defensive fire. Always assault first with units with less exposure to adjacent enemies.

There is an inherent risk with assaults; it is important to consider the above points before engaging the enemy. That said, assaults are the main way to take contested territory. It is usually the final step to take a position, and players need to leverage any advantages they have.

As shown in our proposed actions, we will assault the trench positions. Let's work through the details for each attack and the possible options that we have.



The first assault will be at hex (3,9). There is a German infantry unit from 333. Infanterie Division has been disrupted.

The attacking units will come from hex (2,8) and consist of two engineer battalions and a Guards Rifle Battalion. The Rifle Battalion has a better morale rating (C) than the two engineers (D). The engineer units have a higher assault value (16) than the rifle battalion (10).

The strength of the target unit is unknown and shown as XXX, so it is uncertain whether this is a company or a battalion.

*(Reminder: 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).*

Before we begin our assault, let's also look at where the German unit might retreat to. We are not able to prevent the unit falling back, but the most likely hexes it could move to are marked by the purple arrows. It is less likely to move toward the friendly engineer, as that is currently in an enemy zone of control, so we expect it to retreat directly down.

The recommended unit for the assault is the Rifle Battalion. It has more men (344) and a higher morale value, which should make a difference. We can hold the engineer units in reserve if needed, as including them now would mean the assault would use their lower morale value.

43 Sapper Bn (mot)	Hard	1/0
52nd Eng Sapper Bn	Soft	5/1
11th Assault Eng Sapper Bde	Assault	16
8th Guards Army	AA	2/0
Southwestern Front	Defense	16
Stavka VGK	Speed	4
	Mine Clear	
	Deployed	

43 Sapper Bn (mot)	Hard	1/0
53rd Eng Sapper Bn	Soft	5/1
11th Assault Eng Sapper Bde	Assault	16
8th Guards Army	AA	2/0
Southwestern Front	Defense	16
Stavka VGK	Speed	4
	Mine Clear	
	Deployed	

43 Rifle Bn 8 (ft)	Hard	5/0
3/227 Gds Rifle Rgt	Soft	6/1
227th Gds Rifle Rgt	Assault	10
79th Gds Rifle Div	AA	2/0
28th Gds Rifle Corps	Defense	16
8th Guards Army	Speed	4
Southwestern Front	Foot	

Here is the recommended sequence of actions.

1. The 3/227th Gds Rifle Rgt in hex (2,8) will assault hex (3,9).
  - a. Select the unit.
  - b. Right-click on the hex down-right (hex 3,9).
  - c. The unit card will indicate this unit is attacking.
  - d. The Assault Status box will open, and the target hex will be indicated with an explosion.
  - e. Click Ok on the Status box to close it. You can expect the enemy units to fire at you.
  - f. The action is now paused to allow us to add more units to the assault if desired or resolve the assault.
  - g. To complete the assault, either click on the  Resolve Assault button or Ctrl+P.



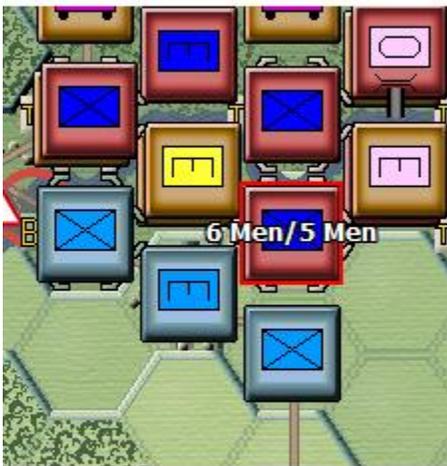
In our game, we were successful. In the image to the left, you can see that we pushed the German unit out of the trench hex, and it retreated to where we expected. The “6 men/5 men” message shows the losses for both sides. The attacker is always first, so the Rifle Battalion lost 6 men, and the defender lost 5.

The status of both units is also shown. Our successful Guards unit took light casualties and used two-thirds of its movement allowance to assault. It could fire at one of the adjacent units or sit tight.

The German infantry unit has now revealed its strength. Having retreated into a clear hex, its size can be estimated. With a strength between 100 and 200 men, this is probably a company-sized formation.

We have cleared the first trench position. This denies the enemy their entrenchments and gives our advancing units some protection. Having been attacked and then abandoned, the defensive value of the trench has been downgraded from -40 to -20. An occupying unit can restore the defenses by successfully digging in, if required.

We did not need to use either of the engineer units that we started with. We will leave them as is for the moment.



With the success of our first assault, let's look at what is possible at the other trench position in hex (5,9).

Thanks to our artillery, we have disrupted the defending unit. We have also managed to isolate the unit, which means that it will drop at least two morale levels, one each for disruption and isolation.

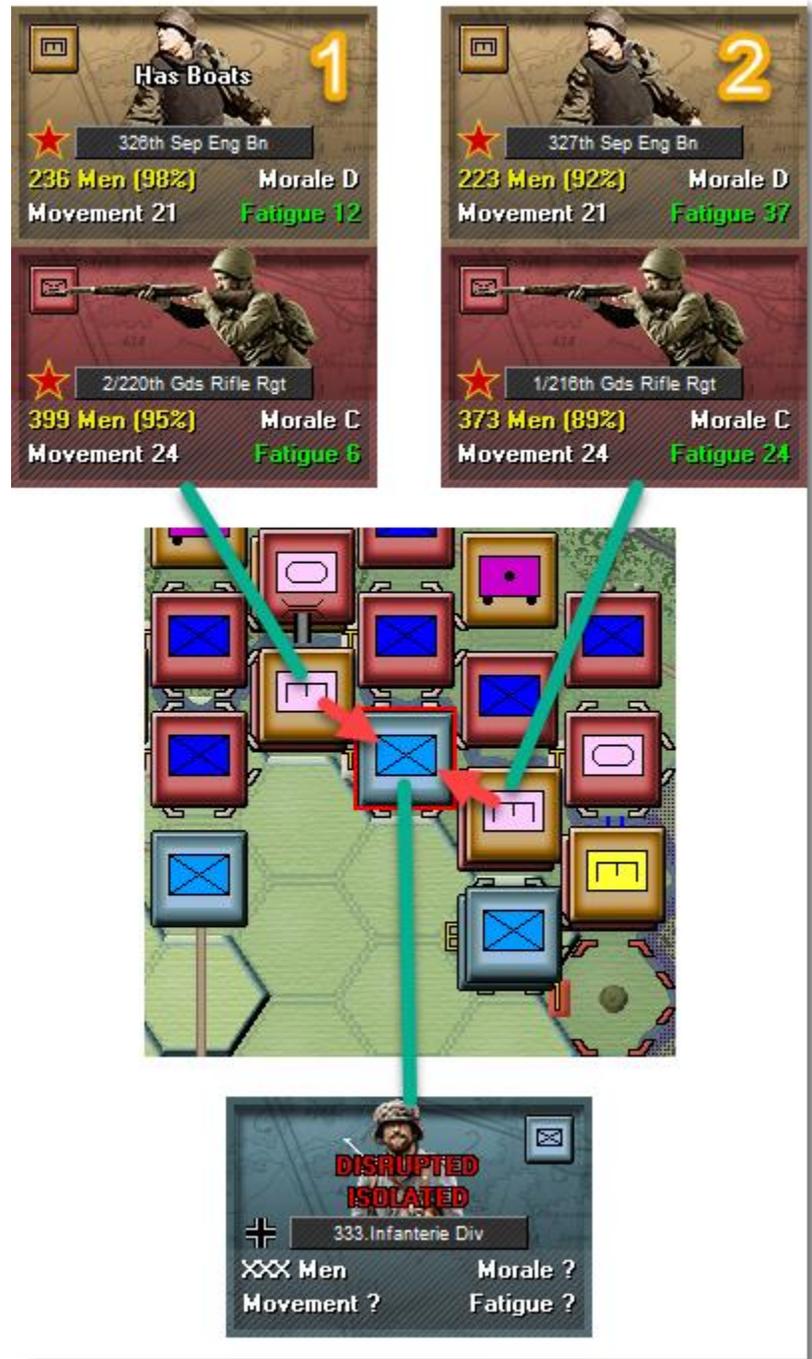
This leaves it vulnerable to assaults. An important consideration is whether to leave a retreat path for the defenders. If a path were available, it would usually ensure that the hex would be taken in the first assault, the defenders pulling back in self-preservation.

If left as currently shown, then the German unit would have to be eliminated in situ. This probably necessitates multiple assaults, with additional defensive fire and other risks. Positively, if destroyed in hex, then there will be a gap in the defenses and one less unit available to plug it.

*(Tip: Isolation is checked at the start of each friendly turn. That means units will not become isolated or lose isolated status in enemy turns.)*

As indicated in the tip above, we could allow a retreat path this turn, and still benefit from the defender's isolated status. That status will only be checked at the start of the next German turn.

We won't leave a retreat path for this position. We have four units adjacent that could assault the hex, and that is probably enough to destroy it, assuming it is a company. Being a company, not a battalion, is a big assumption, but the German unit's degraded state warrants the attack.



Looking at our available forces, it is recommended to attack from hex (4,8) first. The applicable units are marked with 1 on the previous page. This hex has benefited from the previous assault. A German unit that could have defensively fired at our units has now been pushed back. The only unit that could fire defensively is the target unit and any German artillery, if available.

If we used the units in hex (6,9), marked 2, we would face fire from both the target unit and the enemy troops in the adjacent bunker. This would elevate the chance of losing units to disruption. Disrupted units cannot assault.

Another consideration is whether the defenders must retreat. If the attacker does not disrupt during an assault, disrupted defending units must retreat. If there is no valid retreat path, they incur an additional 50% loss of their remaining strength. As this additional loss is per assault, there is an incentive to assault with each friendly unit singularly. Any successful assault will cause elevated casualties, and with multiple assaults, a chance to eliminate the defender.

Here is the recommended sequence of actions.

1. The 2/220th Gds Rifle Rgt in hex (4,8) will assault hex (5,9).
  - a. Select the unit.
  - b. Right-click on the hex down-right (hex 5,9).
  - c. The unit card will indicate this unit is attacking.
  - d. The Assault Status box will open, and the target hex will be indicated with an explosion.
  - e. Click Ok on the Status box to close it. You can expect the enemy units to fire at you.
  - f. The action is now paused to allow us to add more units to the assault if desired or resolve the assault.
  - g. To complete the assault, either click on the  Resolve Assault button or Ctrl+P.



To the left is the result of the assault. The attacker has lost 9 men to the defender's 70. The disparity indicates that the defending unit took the additional 50% loss, and it can be assumed that there are only 70 defenders or fewer left.

This is also indicated by the unit's strength, which has dropped from XXX to XX.



With the success of our initial assault, the chances of us eliminating the defenders have improved. We will use the other unit in hex (4,8), the engineer for our second assault. This is the best unit to use next, as the only unit that can defensively fire is the target unit. With 236 men compared to 70 or fewer, the engineer has favourable odds, despite being at D morale.

Here is the recommended sequence of actions.

1. The 326th Sep Eng Bn in hex (4,8) will assault hex (5,9).
  - a. Select the unit.
  - b. Right-click on the hex down-right (hex 5,9).
  - c. The unit card will indicate this unit is attacking.
  - d. The Assault Status box will open, and the target hex will be indicated with an explosion.
  - e. Click Ok on the Status box to close it. You can expect the enemy units to fire at you.
  - f. The action is now paused to allow us to add more units to the assault if desired or resolve the assault.
  - g. To complete the assault, either click on the  Resolve Assault button or Ctrl+P.



The loss of 34 men is heavy for the German unit. As this equates to half of the remaining men, it has failed its retreat check.



We have been successful using the two units in hex (4, 8). There are probably fewer than 40 defenders left in the trench hex. We still have two units left in hex (6,9).

Advanced Play Example in blue – you can skip this section if desired:

An additional consideration is the defending enemy units in the bunker complex in hex (6,10). These units could fire on us as we launch any assaults, and we need to reduce the probability of that. One way to do this is to ‘soak up’ their fire with actions of other units.

Let’s look at what is possible.

In the image to the right, we can see the friendly and enemy forces near our units in hex (6,9).

The concern is the two German units, protected in the village/bunker complex in hex (6,10). There is at least a company-sized infantry unit and an antitank force equipped with 75mm guns. These units will probably fire on any assaults we initiate. In total, they will have three attacks each.

Adjacent to the bunker are both our assault units in hex (6,9) as well as the 51<sup>st</sup> Eng Sapper Bn and 80<sup>th</sup> Gds Recon Company in hex (7,10). The units in hex (7,10) can do little to affect the defenders, but they can distract them.

Across the river in hex (7,9) is the 9<sup>th</sup> Gds Sep Tank Rgt. There had been an intention to bring both tank regiments forward, as their hard-attack capability would be useful against bunkers.

Moving the 9<sup>th</sup> Gds across the ford from hex (7,9) to hex (7,10) may absorb some of the bunker’s defensive fire. The tank regiment will have to switch to travel mode, making it vulnerable while moving. Once in hex (7,10), the engineer and recon units may also be targeted. Any German fire at these formations will not be available to target the assaulting units, improving their chances of success.

Here is the recommended sequence of actions.

1. The 9<sup>th</sup> Gds Sep Tank Rgt in hex (7,9) will move to hex (7,10).
  - a. Select the unit and change to travel mode. This and any following step may prompt defensive fire.
  - b. Right-click on the hex below (hex 7,10).
  - c. Change travel mode again to deploy.





In our playthrough, the tank regiment managed to cross the river, enter hex (7,10) and deploy. The Antitank gun unit managed to kill two KV -1 tanks before it crossed the ford, and further fatigued the tank after it deployed. It fired all three of its possible shots.

The German infantry unit fired twice, killing several engineers. That has meant that five of the six possible shots have been made, and there is potentially only one defensive fire available.

Though costly in vehicle losses, we have managed to move the tank regiment forward, avoid disrupting any units, and absorb much of the defensive fire. A hoped-for outcome.

We can now try to complete our clearing of hex (5,9). We will use our strongest unit first, the 1/216<sup>th</sup> Gds Rifle Rgt.

Back to normal play, we still have two units left in hex (6,9). Here is the recommended sequence of actions.

1. The 1/216th Gds Rifle Rgt in hex (6,9) will assault hex (5,9).
  - a. Select the unit.
  - b. Right-click on the hex up-left (hex 5,9).
  - c. The unit card will indicate this unit is attacking.
  - d. The Assault Status box will open, and the target hex will be indicated with an explosion.
  - e. Click Ok on the Status box to close it. You can expect the enemy units to fire at you.
  - f. The action is now paused to allow us to add more units to the assault if desired or resolve the assault.
  - g. To complete the assault, either click on the  Resolve Assault button or Ctrl+P.



Our third assault on hex (5,9) was successful, but it was not enough to clear the German defenders. Very few remain (fewer than 10), but they still hold the trench position.

We have two options. We can use the 327<sup>th</sup> Sep Eng Bn to assault hex (5,9), or we can use direct fire from the Soviet infantry units across the river.

The direct fire is probably a reasonable option if the assault fails, but using the 327th to assault also advances it into the defender's hex and away from the bunker, an additional advantage.



Here is the recommended sequence of actions for the final assault.

1. The 327th Sep Eng Bn in hex (6,9) will assault hex (5,9).
  - a. Select the unit.
  - b. Right-click on the hex up-left (hex 5,9).
  - c. The unit card will indicate this unit is attacking.
  - d. The Assault Status box will open, and the target hex will be indicated with an explosion.
  - e. Click Ok on the Status box to close it. You can expect the enemy units to fire at you.
  - f. The action is now paused to allow us to add more units to the assault if desired or resolve the assault.
  - g. To complete the assault, either click on the  Resolve Assault button or Ctrl+P.





Finally, success! Our engineer unit clears the final seven defenders out of the entrenchments and advances into the hex.

We had to weather the final defensive fire from the German infantry in the bunker, but despite losses, the assault was successful.

The clearing of this position is important. The Germans can no longer see the bridge built across the river, and our units can cross in travel mode without being sighted.

Additionally, there is a growing gap between the two German bunkers that we should try to push through.

It is important to remind you that your tutorial play will rarely map to what we are showing here. The aim is to show you the concepts so you can try them in your attempts.

We will share some further moves.



With the destruction of the German infantry, we can cross the river at the bridge in relative safety. We also want to push forward and prevent the Germans from filling the gap that is forming. You can see several recommended moves. We will describe them here and then share the final positions.



The red arrow is for the 2/220th Gd Rifle Rgt in hex (4,8). This rifle battalion still has movement points after assaulting and can advance to the hex below (4,9). This will place it adjacent to the disrupted German infantry in hex (3,10) for turn 2.

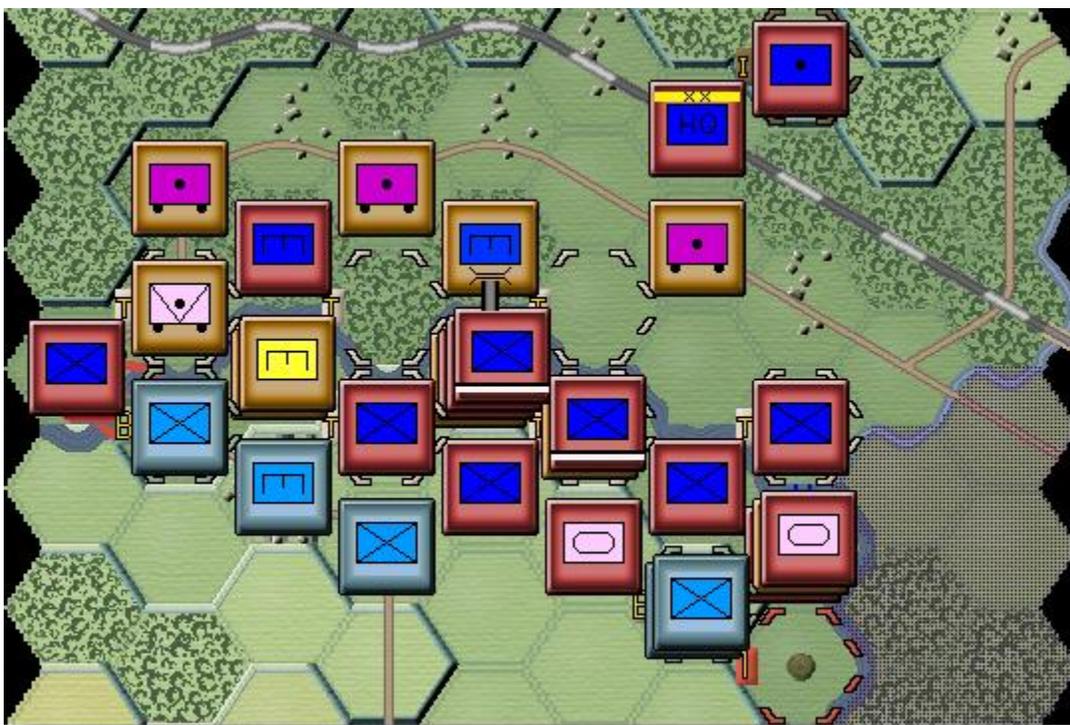
The dotted yellow line is for the 16<sup>th</sup> Gds Sep Tank Rgt in hex (4,7). This unit must switch to travel mode to cross the river, move to the second engineer unit in hex (5,9), change travel mode to deploy and then move to hex (5,10) adjacent to the bunker.



The purple arrows are for the 1/227<sup>th</sup> Gds Rifle Rgt, in hex (1,8), moving to hex (0,8). This unit is beginning to envelop the German bunker position in hex (1,9).

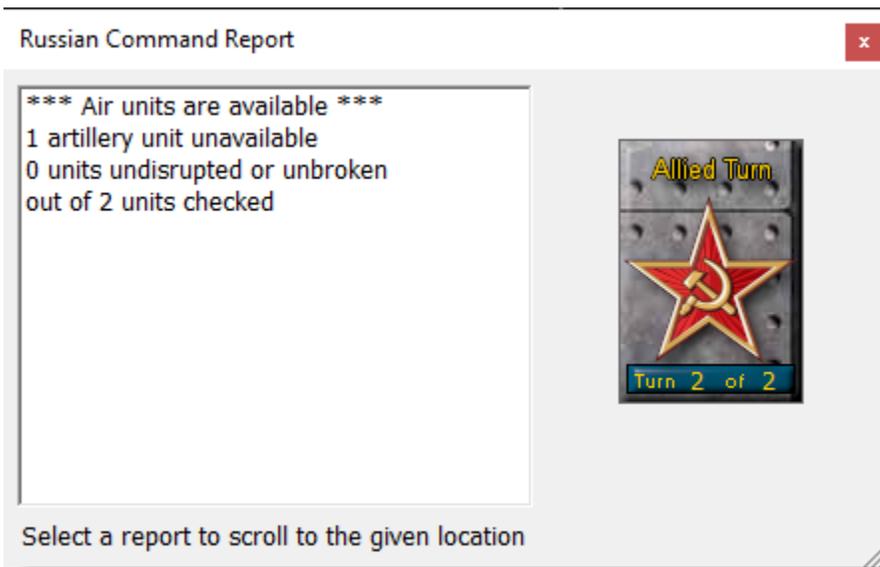
There are multiple green arrows for the Gds Rifle units that are yet to cross the river. Many can change into travel mode and cross at the bridge, into the sheltered position at hex (4,8).

Here is the game map after these moves. See if you can do something similar.



 When you have finished moving, click the Next Turn Button on the Toolbar, and decide whether to save your turn if prompted. The enemy will then 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.

# TURN 2



The Command Report contains information such as units that have been released from being fixed, reinforcements that have arrived, the availability of air units, HQs out of command, artillery unavailable, units low on ammo, and a host of other details. Your command report will vary from this one, depending on the specifics of your game. If you want to close it, click the X in the top-right corner.

Results between our examples here and your game will diverge, but you should see something similar.

For Turn 2, our examples will focus on isolating the bunkers. Taking bunkers is a multi-turn exercise that will require both time and the right resources. Most of what we discuss here will be beyond the scope of Tutorial Four.





In the image to the left, the yellow numbers are the bunker positions.

The green numbers are units that need to be pushed back to allow friendly units to reach the hexes marked with an X.

The X's indicate ideal positions for placing friendly units. In these hexes, there is a good chance that the units will be isolated.

Pushing units out of bunkers is probably one of the most difficult tasks in Panzer Campaigns. The following is a list of considerations.

- If you can isolate the units in a bunker, they will drop one morale level.
- If isolated units fire, they will go low on ammo, which will drop another morale level.
- When an indirect fire unit fires on units deployed in a hard fortification, then the disruption effect is twice that of normal.
- When assaulting a bunker, consider leaving a retreat path to allow the defending units to pull back.



And here is where the Soviets managed to get to at the end of their turn 2.

They have isolated bunker 2, and you can see that the impact of isolation has dropped their morale to D.



With the moves shown, we are shaping the battlefield to clear the bunker positions. The next steps would be to either use indirect fire to try to disrupt the occupants, taking advantage of the effect doubling. We also want units with high hard attack values, like tanks, to direct fire where possible. The aim is to disrupt the occupants. As soon as they are disrupted, open a path so that they can retreat and assault the bunker hex. This modus operandi is the ideal approach, and taking bunkers will require supporting units, such as artillery, air, and land units, to execute the required assaults.

Clearing bunkers and pillboxes takes time, and, like any strongpoint, they are static. This can become a liability for the defender, leaving units to be enveloped. As the attacker, breaking through the line as we have may be enough to prompt the defender to leave his stronger positions or risk permanently losing the defenders.

This brings us to the end of Tutorial Four. You have managed to clear the center of the German defensive line, either pushing back or eliminating the defenders. You have also moved to positions that will compromise the bunkers and force the Germans to decide whether to stand and die or pull back to preserve units. Though difficult, clearing entrenchments will force the defender to make difficult decisions and can leave the initiative with the attacker.

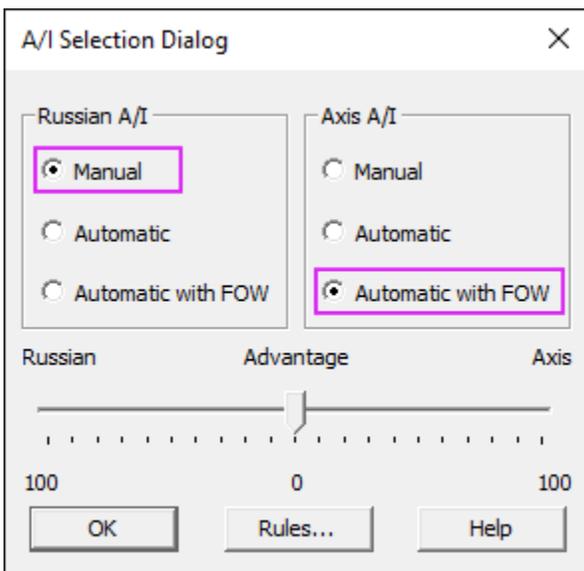
That concludes the four tutorials. As a reminder, here is what has been covered.

- **Tutorial 1 – Understand the map.** In this tutorial, you will be shown:
  - terrain features.
  - obstacles/entrenchments.
  - objectives.
- **Tutorial 2 – Movement and firing.** In this tutorial, you will be shown:
  - Normal movement, travel movement, and save movement points.
  - Air missions.
  - Artillery missions.
  - Direct fire from infantry, armor, and guns.
- **Tutorial 3 – River crossings and engineering operations.** In this tutorial, you will be shown:
  - Crossing at bridges or fords.
  - Engineer assisted crossing, using boats or ferrying.
  - Clearing minefields.
- **Tutorial 4 – Attacking entrenchments and defensive positions.** In this tutorial, you will be shown:
  - How to attack a trench.
  - How to attack a bunker.

If desired, you can now pull all the tutorial lessons together and try the **#05\_Getting\_Started scenario**.

# GETTING STARTED SCENARIO

After opening the Selection screen, click scenario **#05\_Getting\_Started**, then click OK.

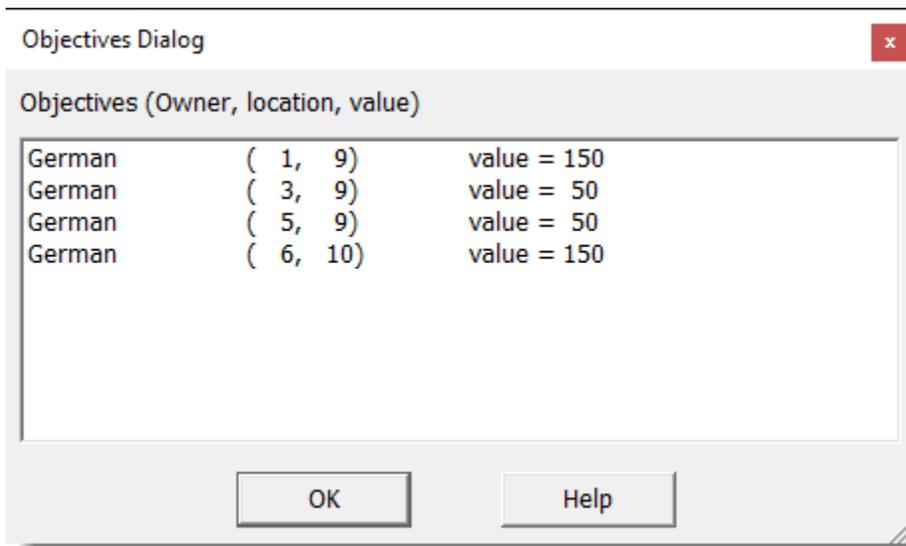


This takes you to the AI Selection Dialog where you choose the side you wish to play. For the purposes of this tutorial, select the " Axis AI Automatic with FOW " (Fog of War) and the " Russian AI Manual" for yourself. See the selections highlighted in pink to the left. We will use the settings usually used in normal play.

There is no need to check the Optional Rules Dialog, as the default rules should already be selected.

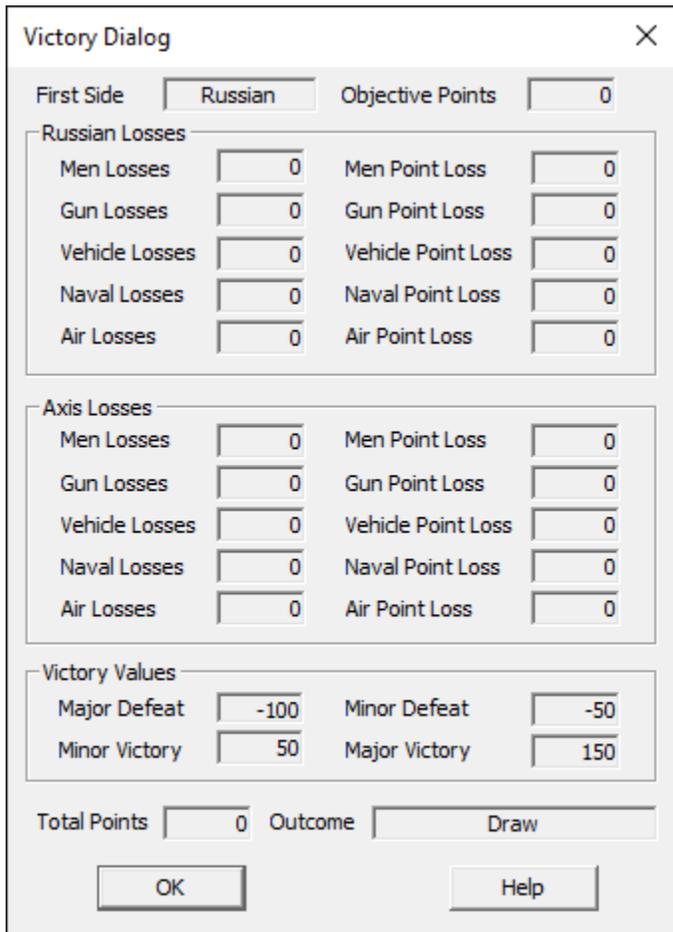


The Getting Started scenario is a standalone seven-turn scenario and includes the following.



### Objectives.

There are four objectives included. 150 points for each bunker and 50 for each trench hex.



### Victory Conditions

The included victory values will reward players who capture one or more objectives.

It is expected that you will have to capture at least one trench hex and have a positive loss ratio to achieve a minor victory.

A major victory will be unattainable without taking a bunker hex. This will be difficult but not impossible and will be recognition of those who manage a capture in the available seven turns.

A draw is the most likely outcome if none of the victory objectives is taken.

A major or minor defeat will result if losses are excessive, something that would be a surprise if you used some of the recommended methodology from the tutorials.



## Additional Artillery

Eight regiments from the 9<sup>th</sup> Artillery Division have been added to the scenario. These guns will assist you in both suppressing the German defenses on the river and will also increase the chance of disrupting the defenders in the bunker hexes.

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. This Getting Started scenario is seven turns long, and 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 that owns it at the scenario's end receives its points. To take an objective hex, simply enter it. You do not need to remain there.)*

Do not worry if you did not win this Getting Started scenario. The intention is to show you the mechanics of the game engine and get you used to the overall flow of play.

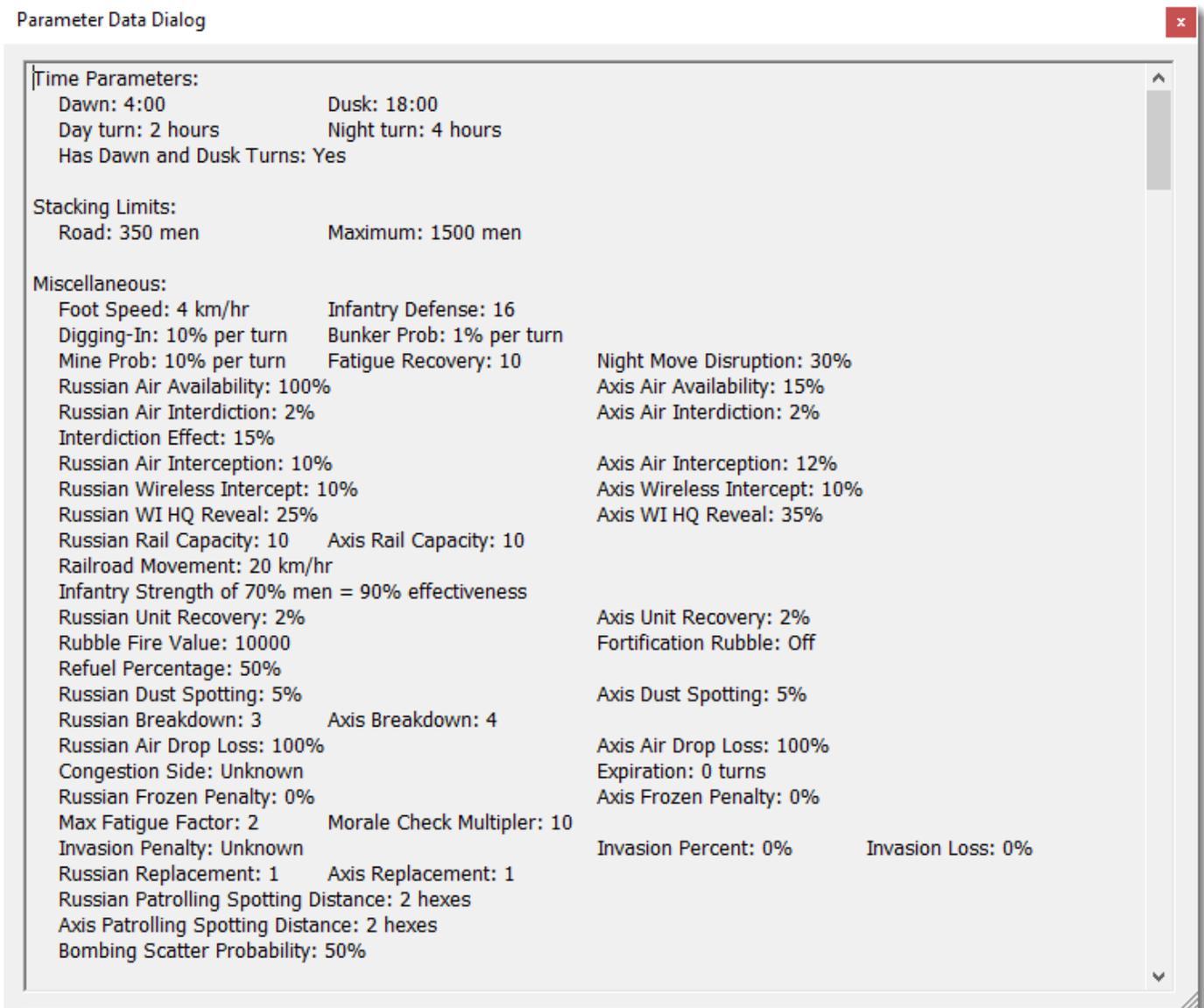
To restart the scenario, click File and Selection in the Menu Bar. A list of scenarios will appear, and you may select any by double-clicking on its entry.

## 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 User Manual is the series rulebook and interface reference. You can see this while playing by pressing F2.

Pressing F1 opens additional quick reference material to assist while playing the game.



Pressing F3 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. This dialog can be left open during play and resized if desired.

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