

CONTENTS

STEP UP TO A HIGHER LEVEL OF WARFARE!	1
<i>Getting Started</i>	2
<i>What Comes with This Game?</i>	2
<i>Copy Protection</i>	2
<i>Mouse and Other Controls</i>	2
<i>Pop Up Text On The Map</i>	2
<i>Starting the STEEL PANTHERS III Tutorial</i>	3
<i>Selections Screen</i>	3
TUTORIAL SCENARIO	5
<i>Setting Tutorial Preferences</i>	5
<i>Going into Battle</i>	6
<i>Tactical Screen</i>	6
<i>Battle Map</i>	7
<i>Game Turns</i>	9
<i>Your Turn One</i>	10
<i>The Computer's Turn One</i>	16
<i>Your Turn Two</i>	16
<i>The Computer's Turn Two</i>	20
<i>Your Turn Three</i>	20
<i>The Computer's Turn Three</i>	20
<i>Your Turn Four</i>	20
<i>The Computer's Turn Four</i>	21
<i>Your Turn Five</i>	21
<i>The Computer's Turn Five</i>	21
<i>Your Turn Six</i>	21
GAME PLAY	23
<i>Game Play Notes</i>	23
<i>Tactical Screen Controls</i>	32
PREFERENCES SCREEN	37
<i>General Preferences</i>	37
<i>Player Preferences</i>	38
<i>Realism Preferences</i>	39

CAMPAIGNS	41
<i>Campaign Generator</i>	41
<i>North Africa 1941-42</i>	41
<i>Stalingrad 1942</i>	41
<i>Market Garden 1944</i>	41
<i>Vietnam 1964-71</i>	41
<i>N.A.T.O. 1988</i>	41
<i>Holy War 2000</i>	42
<i>Purchase Unit Formations</i>	42
<i>Deployment</i>	45
<i>Manually Deploying Formations</i>	46
<i>Deployment Controls</i>	47
<i>Unit Command Screen</i>	50
<i>Campaign Scenario Results</i>	54
BATTLE GENERATOR	55
<i>Set Troop Quality</i>	55
<i>Set Other Preferences</i>	55
<i>Select a Country</i>	56
<i>Player Control Setting</i>	56
<i>Map Selection</i>	56
<i>Map Size</i>	56
<i>Set Type of Battle Mission</i>	56
<i>Set Month</i>	57
<i>Set Year</i>	57
<i>Buy Units</i>	57
<i>Purchase Specific Equipment</i>	58
<i>Deploy Formations</i>	59
SCENARIO EDITOR	60
<i>Selecting Nationality</i>	60
<i>Set Year and Month</i>	60
<i>Visibility Setup</i>	61
<i>Buy, Deploy and Auto Buttons</i>	61
<i>Select Mission Type</i>	61
<i>Map Controls</i>	61
<i>Build a Map</i>	62
<i>Deploy Forces</i>	63
<i>Saving Scenarios</i>	63

<i>Map Editing Controls</i>	64
<i>Deploy Screen Controls</i>	67
<i>Scenario Editor Notes</i>	73
<i>Editor Keyboard Commands</i>	73
CREATING CAMPAIGNS	74
<i>Linking Scenarios</i>	74
<i>Choose Scenarios</i>	74
<i>Victory Level</i>	74
<i>Campaign Text</i>	75
<i>Select Nation</i>	75
<i>Name Campaign</i>	75
<i>Build Points</i>	75
<i>Start Date and End Date</i>	75
<i>Exit</i>	75
PLAYING BY EMAIL	76
<i>Email Scenarios</i>	76
<i>Playing a Generated Battle by Email</i>	76
TACTICAL NOTES	77
<i>Reconnaissance</i>	77
<i>Infantry</i>	78
<i>Cover</i>	78
<i>Infantry vs. Infantry</i>	78
<i>Tanks and Anti-Tank units</i>	79
<i>Helicopters</i>	79
<i>Artillery</i>	79
<i>Last Words</i>	79
<i>Appendix A — Nationality Command Ratings</i>	80
<i>Appendix B — Hidden Artillery Spotting Ratings</i>	81
<i>Appendix C — Experience Ratings</i>	83
<i>Appendix D — Morale Ratings</i>	84
<i>Appendix E — Leadership Ratings</i>	86
ABBREVIATIONS	87
GLOSSARY	89
HOTKEYS	90



The latest game in the STEEL PANTHERS series, STEEL PANTHERS III: BRIGADE COMMAND, is a tactical wargame involving modern units and weapons which reflects battlefields from World War II to 1999 and the nations involved. The scale has been increased, from individual tanks and squads of infantry commanded at the company and platoon level, to tank, artillery, and air strike sections and infantry platoons commanded up to the brigade level, creating the feel of real combined arms command in the late 20th century. Individual leaders are attached to each unit (“unit” refers to a section or platoon) and have the capability to rally their troops when the going gets tough. New command and control rules enhance the feeling of real command. From a direct overhead view, you can command the entire battlefield from afar, or zoom in to see all of the action.

Choose from over forty nations including the participants of World War II and the forces of many modern nations. All of the weapons from both of the previous STEEL PANTHERS games are included, to allow you to experience the evolution of modern warfare from 1939 to the near future.

In all-new scenarios you can command companies of infantry, platoons of tanks, specialist team units, or squads of missile launchers, from the bazooka in the 1940's to the yet-to-come smart weapons in 1999. In the scenario-linked campaigns, you can purchase a core force to which you add replacements, upgrades, make repairs, or add single-scenario-only support units as you use combined arms tactics to overcome each new opponent.

Featuring tanks and other weapons from a half-century of warfare STEEL PANTHERS III: BRIGADE COMMAND has been designed to satisfy both the novice and experienced wargame enthusiast with dozens of optional realism settings allowing each battle to be anything from a rollicking good shoot out, to a realistic, grinding, frontal assault. In addition to the units and modern weapons, there are also night battles and equipment for night-fighting.

There are over forty individual scenarios and six campaigns from which you can choose new nationalities, the starting years of the war, and play vs. the computer or a friend via Email; and if that's not enough, an Editor allows you to create any type of battlefield you want from the ground up, complete with the units of your choice.

Getting Started

We strongly recommend that you proceed step-by-step through the “Tutorial” section of the manual which begins on page 5 since it has been written to familiarize you with the menus and aspects of a STEEL PANTHERS III: BRIGADE COMMAND scenario. The tutorial explains many of the basic concepts of how the game works; however, if you just want to learn about how the interface works as a whole, then turn to the “Game Play” section on page 23. A glossary at the end of this book also defines some commonly used terms in the game. We also strongly recommend you view the README.TXT file for the latest information.

What Comes with This Game?

Your box should contain this User Manual, a data card, and a STEEL PANTHERS III: BRIGADE COMMAND CD. The User Manual explains how to play and has important information on menus, scenarios, unit classes, and equipment. To play, install the game according to instructions on the data card.

Copy Protection

There is no physical copy protection on your STEEL PANTHERS III: BRIGADE COMMAND CD, but in order to play, the CD must be in the CD-ROM drive.

Mouse and Other Controls

STEEL PANTHERS III: BRIGADE COMMAND features an active mouse pointer; whenever the mouse pointer is passed over a unit, a button, or an icon, a description of that item appears in a pop-up window, unless this feature has been disabled. This allows for quick and easy gameplay. In this book, the term “click” means move the mouse icon (an arrow) to the desired area on the screen, and press either the left or right mouse buttons. “Left-click” means move the mouse icon to the desired area and press the left mouse button. “Right-click” means move the mouse icon to the desired area and press the right mouse button. When viewing video footage, simply hit the **Spacebar** or **ESC** key on the keyboard to stop the video. Also, the **Spacebar** can be used to stop a game at the end of the current turn if the computer is playing itself.

Pop Up Text On The Map

As you move the cursor over the map, text information is displayed regarding the unit and hex the cursor is currently pointing to. The information includes the terrain and its elevation in the hex, any minefields, barbed wire, and dragon's teeth in the hex that are visible to you, the victory point value of any objective in the hex, information concerning the type of friendly or enemy unit the cursor is pointing to, including (if the unit is an enemy unit) the basic chance to hit the unit if you fire at it with the currently selected unit.

STARTING THE STEEL PANTHERS III TUTORIAL

Even if you are experienced with the STEEL PANTHERS system, you should play the tutorial scenario to become acquainted with the new tactical level and features involved in this game.

The tutorial has step-by-step instructions to allow quick familiarity with the screens, unit types and options. For individual unit information, the Encyclopedia screens provide detailed information for each nationality's units.



Selections Screen

The Selections screen contains the game options for STEEL PANTHERS III. There are nine buttons on the right side of this screen. The rest of the screen contains a window that displays the available scenarios, campaigns, and saved games, along with their descriptions.

Start

The Start button begins the selected scenario, campaign, or saved game.

Load Save

This button allows you to load a saved game. Click on the game you want to load, and then click on the Start button.

Scenario

Clicking on this button allows you to play any individual scenario, including one you craft yourself with the STEEL PANTHERS III: BRIGADE COMMAND Editor. There are more than forty scenarios that come with STEEL PANTHERS III: BRIGADE COMMANDER, and provisions have been made for up to 200. Left-click on the words NEXT and PREVIOUS to display all of your choices. Click on the one you want to play, and then click on the Start button or simply double-click on the one you want to play.

Campaign

STEEL PANTHERS III offers six different campaigns, which can be selected by left-clicking on this button; each campaign is made up of several scenarios each. For more information, see the “Campaigns” section, starting on page 41. You can also create your own campaigns as mentioned below.

Battle

This option allows the quick creation of new battle scenarios. You determine the nationalities for the battle, as well as the battle size, year, and more. Please note that this option is not the same as the Editor, below. For more information, see the “Battle Generator” section, starting on page 55.

Editor

The STEEL PANTHERS III: BRIGADE COMMAND Editor allows you to build custom scenarios and campaigns literally from the ground up. You create the actual battlefield, complete with streams, hills, buildings, and other kinds of terrain. For more information, see the “Scenario Editor” section on page 60.

Preferences

This button opens the Preferences screen where you can change settings that affect game play and the appearance of STEEL PANTHERS III. For more information, see the “Setting Tutorial Preferences” starting on page 5, or the “Preferences Screen” section on page 37.

Edit Campaign

STEEL PANTHERS III: BRIGADE COMMAND features the ability to create campaigns by linking scenarios. Details on this process can be found in the “Creating Campaigns” section, starting on page 74.

Exit

The Exit button quits the game and returns to the DOS prompt.



Battle Map

The Tactical screen is where most of the game is played. The Battle Map, the actual playing area, is composed of individual hexes; each hex equals about two hundred yards.

There are four main display sections of the Tactical screen: the Battle Map which displays the battlefield terrain and your units; the Unit Information bar; a small Overall Map; and a set of twenty-three Tactical Control buttons which permit orders, other than straightforward fire and movement, to be given to your units. These buttons also make options available such as an extensive equipment encyclopedia, the Preferences screen, and the Save Game screen.

To see different portions of the Battle Map, move the mouse to the upper border to scroll the map up, move the mouse to the right border to scroll the map to the right, and so on.

Unit Information Bar

During gameplay, the Unit Information bar along the bottom of the screen displays the current active unit's information as follows:

- ◆ The current unit's formation designation such as A0, A1, and so on.
- ◆ The unit's name.
- ◆ STANCE: shows unit's assigned stance, either Advance to or Defend, followed by a hex location.
- ◆ The movement status such as Entrenched, Pinned, or Ready. Once the unit has moved, the display changes to read Ready followed by the unit's speed in miles per hour (MPH).

- ◆ SHOTS: shows the number of times this unit may shoot during this turn. If there is more than one number, the unit has more than one type of weapon available. The number of shots for each weapon type is listed in the order in which the weapons are listed on the Unit Command screen. You can view the Unit Command screen by right-clicking on a selected unit. For example, a tank always has a main gun and usually has one or more additional machine guns. An asterisk means that weapon has been turned off in the Unit Command screen.
- ◆ MOVES: shows the unit's number of movement points remaining. If "Moves" is not displayed then it means the unit may not move that turn.
- ◆ ORDERS: shows the source of and number of available orders.
- ◆ SUPPRESSION: shows the unit's current suppression level.
- ◆ ENEMY SEEN: indicates the number of visible enemy units.
- ◆ TARGET: identifies the unit's current target.
- ◆ RANGE: shows the unit's attack range in hexes. If the range is 5, then this unit may start shooting at enemy targets when they move within 5 hexes (1000 yards away).
- ◆ Altitude if unit is a helicopter.



Viewing a Unit

Right-click directly on tank platoon B3 to switch to the Unit Command screen containing details about it. The unit's name, HQ Link (which indicates whether it is in or out of contact with its leader), weapon type(s), amount of ammunition, experience, morale, and leader information

is displayed. A unit's stance and fire range can also be changed here. The amount of ammunition remaining is displayed for all types of ammunition carried by the unit. The armor diagram indicates a unit's front, side, and rear armor ratings for both the turret and hull separately where applicable. Red armor numbers indicate that the top of the unit is not covered with armor (open topped), and is more susceptible to enemy attacks. For more information about the unit statistics and controls available on this screen, see the "Unit Command Screen" section, starting on page 50 for more information.

Strategic Map

The Strategic Map (in the lower-right corner of the screen) provides a view of the entire battlefield. To quickly move the Battle Map display to an area, left-click over what you wish to view on the Strategic Map.

Hex Description Text

Below the mouse pointer appears the pop-up text box that describes the hex which the mouse pointer is currently over. If the hex is occupied by a unit, the pop-up text box describes the unit's identification, combat status, and the height and terrain type of the hex. If the hex is empty, then the hex coordinates, elevation, and type of terrain appear. Weapon fire information is displayed here during combat.

Hot Keys and Menu Buttons

For easy play in STEEL PANTHERS III, the Tactical Control buttons have their keyboard equivalents marked in their lower-left corners. For example, the Zoom In and Zoom Out buttons have a "+" and a "-", respectively.

Zoom In and Zoom Out

To view the entire Battle Map at different magnifications, left-click on the Zoom In or Zoom Out buttons.

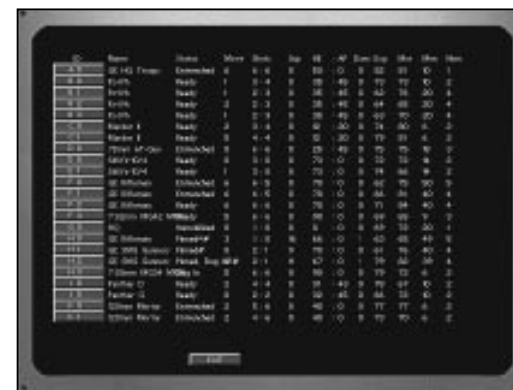
Game Turns

Each scenario in STEEL PANTHERS III is made up of a number of turns, and each turn equals six to thirty minutes of real time. Basically you move and fire all your units, and then your opponent does the same. This tutorial scenario has twelve turns. In each turn you and the enemy are given a chance to move or load units, attack enemy units, rally troops, and call for indirect fire.

For complete descriptions of the Tactical Control buttons, see the "Tactical Screen Controls" section, starting on page 32. Now for some important game concepts.

Your Turn One

When the scenario begins, the screen is centered on a unit outlined by a red hex. This is unit A0, your Headquarters unit; orders and leadership stem from here, so protect it well.



Reviewing the Troops

A list of your entire force can be viewed by clicking on the Go to Unit Menu button. All your forces and their current statistics appear on this screen. Each unit identification, A0, B2, and so on, is actually a button which returns to the Battle Map and selects that unit unless it is a passenger, in which case the carrier becomes active. For information on the

other features of the Unit Menu screen, see the "Unit Menu Button" section on page 34. Notice that the Panther units' Ready status appears in yellow. This indicates that they are not on the map yet and enter later as reinforcements.

Back on the Battle Map, to cycle forward unit by unit through your roster, you can press the **N** key on the keyboard or left-click on the Go to Next Unit button. Pressing the **P** key on the keyboard or left-clicking on the Go to Previous Unit button cycles through the roster in reverse order.

To cycle forward through all of the formations in your force, left-click on the Find Next Formation HQ button, or press the **G** key.

Setting Objectives

You have one Pz-IV tank formation near the west edge of the map. Locate and click on unit **B0**. Notice that clicking on a unit causes the number on it to "color cycle," the strobing effect. Units belonging to the same formation do this together. This helps you locate all the elements of one formation.

Move the cursor to the bottom edge of the map to scroll downward. There is an Objective Flag marker in hex (9,22). This is the tank formation's current objective. Since much of the combat is going to take place near the center of the map, you are going to give these tanks an objective closer to the action.

Make sure **B0** is selected using the Next or Previous buttons. Click on the Set Object button (red flag) and the Objective screen appears. Click on hex (47,19), and an objective marker appears in that hex. Press **Esc** to leave the screen. All of formation **B** in "contact" with **B0** should have the orders, "Advance to (47,19)."

Moving Your Units

To move, a unit's stance must be set on Advance. An activated unit is basically in one of two display modes, either "view move radius" or "view LOS." First, left-click on a unit to activate it. A red hexagon-shaped border surrounds the currently-active unit. When a unit is first selected, lighter-shaded hexes appear around it to show where it can move to given its movement points. This is the "move radius." The darker-shaded hexes are areas where the unit cannot move to. To move the active unit, simply left-click on a light-shaded hex and the unit moves toward that hex.

Moving Several Units at Once

The All Formation Mode button allows you to select whole formations at a time. Just left-click where you wish one unit to go and the others follow it. Bear in mind, however, that when units move as a whole formation, they seldom stay in a straight line. "ALL" is displayed next to the formation ID (A0, B0, and so on) which lets you know that you are currently moving entire formations with one left-click. Left-click on All Formation Mode to switch back to single unit move mode.

Note: All Formation Mode is automatically reset to the "Off" setting at the beginning of every turn. Formation moves cannot be taken back with the Undo button.

Movement Status

A unit's current movement status affects its ability to hit targets and to be hit by enemies. There are many types of movement status.

- ◆ Ready — Ready for action. Your units have a much higher chance of hitting targets and of spotting enemy units if they haven't moved.
- ◆ Entrenched — In a prepared position. Visually this looks like circles of piled-up sandbags. Units are difficult to hit when entrenched, or in protective cover such as under trees or inside buildings.
- ◆ Dug-In — The unit has improved its position and is harder to hit. The unit appears to be surrounded by a trench, however, the defensive value of being dug-in is not as high as being entrenched.
- ◆ Moving — Moving units do not spot enemy units as well as positioned units and have a reduced chance to hit units they shoot at.
- ◆ Pinned — Unit may not move. Shoots and spots enemy units less effectively. Being pinned is caused by taking a lot of suppression (basically being shot at). Suppression is discussed in more detail on page 17.

- ◆ Routed — Unit is running away from the battle. Their morale has broken and they have panicked and don't want to fight anymore. Routed units are out of control, they move on their own, cannot shoot, and are basically useless unless or until they can be rallied by a leader.
- ◆ Retreating — Unit is falling back from an untenable position. They move on their own but halt to rally rather than leaving the map.
- ◆ Buttoned — Hatches are closed, spotting ability is reduced, but the unit can still move and fire. HE artillery fire can cause tanks to become buttoned, as can small-arms fire.

Keep in mind that if a unit such as a tank is moving at its fastest rate it is going to be difficult for the enemy to hit, but it also limits the tank's accuracy if it tries to shoot while moving.

A unit may have additional symbols displayed after its status:

* — An asterisk appearing after the unit's status indicates that the unit has been spotted by at least one enemy unit.

— A "pound-sign" symbol appearing after the unit's status indicates that the unit has been fired upon in either the current turn or the previous turn.

Movement Cost

Each terrain has a different movement point cost to cross. A table listing the five types of ground units and the movement costs to cross different types of terrain is on page 26.

Combat Friction Movement Limitations

Soldiers have a tendency to slow down and become more cautious when they are being shot at or when they know enemy troops are in the vicinity. To reflect this, the movement points a unit is given in a turn is not always equal to the speed of the unit. The following chart outlines how many movement points a unit is given as a percentage of its Speed based on the situation it is in relative to enemy units (a unit may also lose movement points during the turn as its situation changes).

	VEHICLE UNIT	INFANTRY UNIT
Unit has been fired upon within the past two turns:	67% of Speed	50% of Speed
Unit sees enemy units but has not been fired upon:	100% of Speed	67% of Speed
Unit sees no enemy units and has not been fired upon	100% of Speed	100% of Speed

LOS and Unit Facing

Facing is important since obviously you can't shoot what you can't see and units such as tanks generally have their best armor at the front of the vehicle and less armor in the rear. You should turn your units to face the enemy to receive the benefits of the better frontal armor and

so you can see the enemy. To change a unit's facing simply right-click several hexes away from the unit in the direction you want it to face. Notice that the cone of view changes and if you changed the facing far enough, the unit actually turns in place. Try right-clicking one hex at a time in a clockwise direction to slowly spin the unit 360° to see the unit's LOS change. Changing facing costs no movement points. This is the "view LOS mode." Simply left-click on the unit again to display the unit's move radius.

Units are able to fire directly only when enemy units have been spotted and are in the unit's LOS. Keep in mind that some units are difficult to spot, depending on their type and the terrain they are in. In general, infantry can spot enemy units much better than vehicles. Smoke is often used to obscure an enemy's LOS, masking either attacking or retreating enemy units. **Note:** It is much easier to destroy vehicles when shooting them in the rear or in the side.

Stacking

You may purposely stack multiple units in the same hex including enemy occupied hexes by holding down the **Shift** key and left-clicking on the hex containing another unit while you are issuing movement orders. This costs one extra movement point per unit or wreck in the hex.

Victory Objectives

The winner of a scenario is the side with at least a 1.25 : 1 advantage in accumulated points when the scenario ends. Points are accumulated for all the scenarios you complete during a campaign. Points are accumulated in two ways, by comparing the number of enemy units you destroy vs. how many of your units are destroyed, and most importantly by capturing geographical objectives (being the last side to have moved a unit into the hex). Nationality flags mark each Victory Objective flag and which side currently controls it. On the small Strategic Map in the lower-right corner of the screen, the objective flags appear as green dots. When you capture Victory Objective flags, the enemy flags turn into the flag of your units' nationality. A beige flag with a large white "V" on it represents a neutral Victory Objective flag which neither side has captured yet, or can no longer capture because it has been destroyed in the case of Fuel and Ammo Dumps.

Now you can move the Panzer IV formation toward its new objective. Select **B0**, and a range of hexes is highlighted. These highlighted hexes indicate where the selected unit can move without using any orders. If orders are available, a unit can move within its movement limit to any hex. In this case, since all the tanks are going to the same place, you can move them as a formation. Click on the All Formation button, or press the **A** key. Click on a highlighted hex somewhere near (12,7), and all the tanks move toward there. Turn the All-Formation Mode off so you don't accidentally move all elements of the next formation. Moves made while the All-Formation Mode is on cannot be canceled with the Undo button.

Indirect Fire Basics

All units that attack by indirect fire must have their fire called in using the Indirect Fire menu.

Artillery Spotting

Leaders for each unit have an Artillery rating that shows how good that leader is at calling in Indirect Fire missions. To have a successful Indirect Fire, left-click on a unit whose leader has a good Artillery rating, and can see the hex you want to target. Remember that in order to check what a unit can see, you must left-click to select the unit, then right-click on a hex that is in the direction you want the unit to view. Visible hexes are the lighted ones, non-visible hexes are darker. You can check a leader's Artillery rating by right-clicking on a selected unit, so that the Unit Command appears. The leader's statistics are listed on the right side of the screen.



Indirect Fire Missions

When you left-click on the Indirect Fire Menu button, or press the **B** key, the Indirect Fire menu appears. Every unit that can be assigned to perform an Indirect Fire mission is listed here alpha-numerically. Left-clicking on the unit name shifts the view on the Map screen to the currently targeted hex of that unit. If the unit has no target selected, the view does not change.

Selecting a Target



Selecting a hex to be bombarded is a simple two-step process. Left-click on the hex to be attacked; the standard red hex outline appears. Now, left-click on the button for the type of ordnance you wish to use: HE, smoke, or cluster bombs.

The hex changes to show the "Targeted" icon. The number at the right end of the line of buttons indicates how many turns before the fire arrives.

Following each unit's listing are six buttons which control that unit.



View Unit: Left-clicking this button displays the Unit Command screen for the unit.



High Explosive: This button orders a barrage of High Explosive rounds on the target hex.



Smoke: This button orders Smoke rounds to be fired at the target hex.



Cancel: Left-clicking this button cancels the unit's current fire mission.



Shift: This button allows a fire mission that has not yet been delivered, or that is arriving on multiple turns to be shifted. Left-clicking this button displays the target hex outlined in red, and a larger red circle. Left-clicking in any hex wholly within the circle causes the unit to change targeting to that hex. To cancel, click on the Shift button again.



Cluster Munitions: Also known as dual-purpose improved cluster munitions (DPICM), cluster bombs can be chosen to be deployed by artillery shell. They blanket the target area with hundreds of 'bomblets' which are capable of penetrating the top armor of tanks. Cluster munitions are also effective against infantry, whether Dug-in or not.



Time on Target: The column following the cluster munitions button indicates the delay before the barrage or aircraft arrives. The delay length is the number of turns it takes the artillery to get a fix on the target, fire the shells, and for the shells to strike. For example, a 0 means the unit can fire at the end of the current turn, and a 1 means the unit cannot fire until the end of the next turn and so on.

A barrage arrives in the vicinity of the target at the end of your turn, from 0 to several turns later, depending on the type of Indirect Fire requested and quality of the crew in question.

Frequently, the arrival time is expressed as a number plus some decimal fraction, for example, 1.3. This means that the Indirect Fire is going to arrive over two turns.

Finding Your Spotter

Pressing the **F** key or left-clicking on the Current/Spotter Unit button jumps the view to the unit acting as a spotter. You can also zoom the view with the Zoom buttons, and return to the Tactical screen with the Exit button.

Setting an Indirect Fire Mission

You have two units, **K0** and **K1**, with 120mm mortars that are capable of indirect fire. Pick the unit that is spotting for indirect fire. The **A0** unit is often a good choice, as it contains officers skilled in spotting and designating artillery fire. If, however, **A0** cannot see the target hex, the fire is considered unspotted, and the casualties are halved. In this case, use unit **F0**. Click on the Indirect Fire button or press the **B** key.

Left-click on hex (43,19) and then click on the Bombard button for unit **K0**. Now do the same for **K1**. For **K0**, click on the Shift fire mission button (4 way arrow) and left-click on hex (45,19). A bombardment marker appears there. Click **K0's** Shift fire mission button again and move the mission to hex (47,19). Repeat the process for **K1's** fire mission.

To the right of the row of buttons is a number. Hopefully this is 0.2. This shows the delay until the indirect fire arrives. 0.0 means immediately after your turn, 0.1 through 0.3 are delayed, but fall during the enemy turn, 0.4 and 0.5 fall after the next enemy turn, 1.0 or greater is the number of full turns before the delivery of this indirect fire. When you end your turn, the enemy units begin to move, and some should get caught in this bombardment.

Ordering Direct Fire

Moving the mouse pointer over any unit that can be fired at causes it to change to a target reticle. Left-click on a unit you want to have your Panther or Panzer fire at, as long as the pointer changes to a reticle. Any resulting casualties are displayed by the smart text next to the mouse pointer. Moving the pointer over the unit afterwards displays the unit's status in smart text.

You can fire a single volley at the current target again by left-clicking on it, left-clicking on the Fire Weapons button, or pressing the **F** key. Right-clicking on a target causes the active unit to fire until it runs out of shots, the target moves, or it is destroyed. The active unit can fire at the current target until the target is destroyed, the firing unit is destroyed by enemy OP fire, the firing unit runs out of shots for this turn, or the target unit is obscured by something.

Save the Game, and End Your Turn

After setting a new objective for the Panzers and moving them toward it, you do not need to move any other units. They are entrenched and waiting for the assault.

Saving Your Game

During play there are several occasions to save a game. To save a game currently being played, left-click on the Go to Save Game Menu button, or press the **S** key, from the Tactical screen. You can save up to 200 games, depending upon your available hard drive space. To save a game, left-click on the slot you wish to save to, then type a title at the top of the screen or accept the default title. Press the **Enter** key when you are finished.

After you have moved all your units, left-click on Quit the Orders Phase button, or press the **Q** key. It is then the U.S. turn, and the computer moves its units, displays combat results, and your next turn begins.

The Computer's Turn One

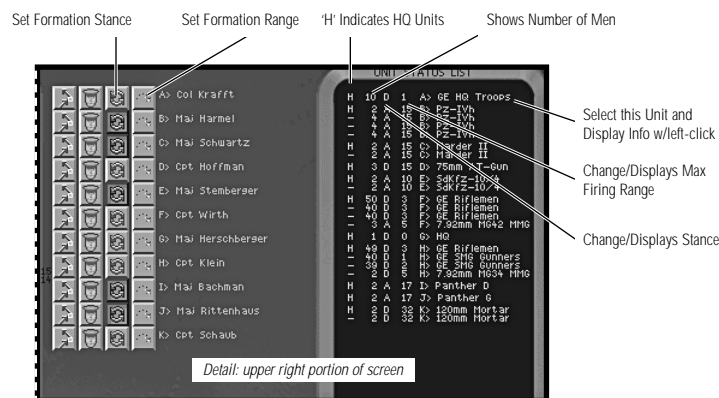
The computer now moves the U.S. side. They approach from the east and assault your infantry forces near the center of the map with M8 Greyhounds.

Your Turn Two

At the end of the computer's turn one, there was a pop up screen announcing that two Panther units have arrived on the map. They arrive in hex (15,0). They have orders to support your forward positions, so move them along the road by selecting one unit, then clicking on hex (24,7) while holding the **shift** key down. The **shift** key allows you to move into a hex already containing other units.

Continue to advance the Panzer IV's toward the center of the map. They should be close behind the Panthers.

Find and click on unit **D0**, then right-click on it. This screen shows details about the unit. In the lower left hand area of text, find the line that reads **Set Range**, and click on it. You are asked to enter the maximum range for the unit to fire at. Type 2, and then press the **Enter** key. This anti-tank gun will now wait until a visible opponent comes within two hexes - 400 yards - before firing. It's an ambush.



To do the same for units **C0** and **C1** nearby, use this method: There are two units in formation **C**. Clicking on the Headquarters button, or pressing the **H** key, brings up the Headquarters menu. Click on the line of text that says 'C>Maj. Schwartz' and note the information on the left. The fourth button lets you set the maximum firing range for whole formation. Click this and enter **2**, and your group of anti-tank weapons is now set to open fire at a range of two hexes. Exit this screen.

Suppression

Whenever a shot is fired at a ground unit, the men in that unit automatically stop what they are doing, seek cover, and return fire if possible. Suppression points measure the unit's chance to recover and are based on the unit's morale. When men are killed, leaders lost, adjacent units

route, or a unit is near a hex which is being bombarded by artillery, the unit suffers the most suppression. Even being in the immediate vicinity of burning tanks, being in a burning hex (forest or building), and being near other friendly units being attacked can cause suppression. Units which are suppressed may suffer the loss of available fire and movement.

Reducing suppression is accomplished by using the Rally control, which is described in the "Rally" section, starting on the following page.

Morale

No one likes to get shot at, so when a unit is suppressed by enemy fire, the unit's morale is checked: the higher the unit's morale, the lower the suppression will be. If a unit has low morale, however, it may become pinned, routed, retreat, or even surrender. To increase a unit's morale, the men look to their formation or unit leaders.

Leaders

Leaders provide command and control for your units. Each leader has several important ratings. A leaders rank gives a guide to the number of orders that leader can generate and hold. The leader's name and rank is listed with the following ability scores: Rally, Infantry, Artillery, Armor; and the leader's score in kills. The higher the number, the more skillful or influential the leader is.

The Rally rating determines how well the leader can rally units, Infantry and Armor ratings reflect the leader's ability to affect the unit's accuracy when directing the fire of Infantry and Armored units respectively. Artillery is how accurate the leader is in calling in indirect fire. This last ability rating is particularly important when selecting a unit to act as a forward observer for any form of indirect fire.

It is important to note that the brigade commander (his rank is normally that of Colonel), is always attached to the "A" unit. He is the overall field commander for your troops. Each individual unit (platoon or company) has a leader attached to it. Additionally, a formation (platoon or company) normally has a leader who is physically attached to the "0" unit (B0, C0, and so on), and a company is placed under a leader. Units A0, B0, and so on, are often referred to as Command units. If a Command unit is destroyed, the next senior leader takes command of the formation and that unit is designated with an H on the Headquarters Menu screen.

Rally

Rallying is how suppression is lowered and the morale of units is raised. Select the unit by left-clicking on it, then left-click on the Rally button to have the unit's leader attempt to rally the unit. A battalion/brigade commander that is adjacent to (which counts as in contact with) a unit can also attempt to rally them. When a leader successfully rallies his troops the unit gets a boost in its morale and its suppression is lowered. Once successful, a leader may attempt to

rally the unit several more times, until he fails. If he fails, then the next highest-ranking leader may attempt to rally. You may never attempt to rally if the suppression is less than 2. Right-clicking attempts to rally a unit until it reaches 2 or less, or fails to rally.

There are four types of ranked leaders:

The Overall (brigade) Commander — Can rally any unit as long as he is in physical contact with or adjacent to the unit.

The Battalion Commander — Can rally any unit as long as he is in physical contact with or adjacent to the unit.

The Formation Leader — Can rally a unit in his formation as long as he is in physical contact with or adjacent to the unit. Formation leaders are in the '0' unit of the formation, A0, B0, and so on.

The Unit Leader — Can attempt to rally the men in his single unit.

If the attempt to rally a unit fails, a leader must wait until the next turn to try again. With renewed fighting spirit, retreating or routed units can press on to achieve Victory Objectives.

If units have radios then they may be in "radio contact" if they are not in physical contact with or adjacent to their leader in order for that leader to assist in rallying the troops.

Note: Units automatically attempt to rally at the end of each turn. You may still want to Rally units during your turn in order to have them see, move, and shoot more effectively if they are suffering from suppression. When manually rallying your troops, don't forget to keep left-clicking on the Rally button until you get the message stating that Unit X is unable to be rallied and the Rally button turns gray.

Your front line infantry units have probably taken a bit of beating. One or more of your units have probably sustained some damage and suppression. It is a good time to reduce this suppression by rallying them. Click on one of the units that has been attacked. If the Rally button is not grayed out, the unit can be rallied. Click on the Rally button or press the **R** key. If the rally is successful, a message pops up saying that your officer has reduced suppression. Each successful rally cuts suppression in half. Keep rallying until the attempt fails, which is indicated by a message, or until suppression drops below 2.

When all units are rallied as far possible, attack where you can. Select the unit you wish to have attack, then move the cursor over an enemy unit. The cursor becomes a "cross hair" type reticle, indicating that an attack is possible. After the attack and any enemy response, you may want to rally units again, if they can do so.

Though it may not seem to do any good to attack targets with weapons that cannot penetrate their armor, any hit inflicts suppression on the target. Putting these units under fire slows them down and reduces their ability to spot and hit enemies.

End your turn.

Infantry Surrender And Dispersal

A unit's surrender is determined by its losses and morale rating. You must be adjacent to force an enemy unit to surrender.

Infantry units that are reduced to below 2/3 of their starting manpower surrender if they are forced to retreat and cannot retreat to a hex that is not adjacent to an enemy unit. Infantry units that are reduced to below 1/3 of their starting manpower and are forced to retreat will disperse and be removed from the game.

The Computer's Turn Two

The U.S. M8 Greyhounds continue to advance and attack your infantry. An M5 Stuart platoon may also join in the attack. Your position may start to fall apart during these attacks.

Your Turn Three

The general theme of the enemy attack should now be clear. They are driving west down the road with flanking elements to the north and south.

Rally your infantry, and attack where possible; they can still help delay the U.S. advance.

Bring the Panthers up to the defensive position of the Marders and anti tank gun. The most important thing is to get the Panthers, which have the most potent guns in the scenario, out of the way of the first wave of the attack. Bring up the Panzer IV's so they can stem the first armored charge. Keep back unit **B0**, the headquarters of the tank company, and use it later to attack the rear of the enemy after they are committed. Your headquarters unit loses its capacity to generate orders if it becomes heavily suppressed, so keep it out of harm's way.

End your turn.



The Computer's Turn Three

The U.S. forces continue to advance. Any of your remaining infantry units will be assaulted by the wave of Jumbos and M3 Half-tracks. This is a second wave of slower, more dangerous vehicles in the American thrust toward the westernmost part of the German position.

Your Turn Four

The U.S. forces have scattered and overrun your infantry position, and are going to advance toward your anti tank position. In preparation for the U.S. assault, your Panzers and Panthers should be deployed on the ridges around the village. Hex (30,21) provides an excellent location for “opportunity fire” for your Panthers where they can fire upon vehicles coming up the road, and hex (27,19) gives you a good position for “overwatch.” After you rally any remaining infantry and put your tanks in position, end your turn.



main force. Remember to pull them back after firing or they could fall prey to enemy tanks.

The Computer's Turn Five

Opportunity Fire

When a player is moving a unit during his turn, it may be fired on by an enemy unit if the enemy unit is in range and has LOS to the moving unit. This is called Opportunity Fire (OP Fire). A unit's ability to use OP Fire depends on whether or not it has used up all of its shots in its own attack turn or not and at what range the unit is set to react at.

Your Turn Six

Watch your flanks; the U.S. forces also have infantry and an anti tank gun that can cause you trouble. Attack the flanks of the enemy advance, and use the terrain to your advantage, so you can “overwatch” and gain “opportunity fire.” Attack Stuarts and other light armor at a range of two hexes. Don't get any closer; their light guns can damage you up close. Since you have entrenched units, attack cautiously and be patient. Wait for the enemy to come to you.

Soon, the Jumbos will arrive. These are heavily armored tanks with a good, but not great, main gun. These tough American tanks are your chief concern. Do not close with them unnecessarily, and move so you shoot at them in their rear or sides. Even then they will be a challenge to

The Computer's Turn Four

U.S. tanks and halftracks continue to advance and hunt down your infantry, but they will not reach your position this turn.

Your Turn Five

You may want to bring a couple of tanks to the edge of a ridge in order to fire on advancing vehicles that are ahead of the

kill. Try to bring them into contact with the dug-in troops and move around them. Some tanks will undoubtedly get entangled with other non-tank units. Run them off now, hunt them later.

Eventually, other U.S. forces will attack you in the city. Close assault from the protection of the urban hexes. Rally your lads constantly and hang on. You should win the fight at the ambush point, and those units can help later. You are on your own from here on. Later you may enjoy playing the American side. Happy hunting!



After the Battle

Immediately after the last turn, the scenario Battle Report is displayed. A description of the types of units on both sides is displayed, followed by Player 1's losses and Player 2's losses. Below that is a score based on Victory Objectives captured and enemy units destroyed. Losses are displayed in two columns, “Battle” and “Total.”

In scenarios and battles you create with the Battle Generator, both columns contain the same information. Later on when you are playing campaign games, the “Total” columns contain the total losses each side suffers during the course of the campaign.

Now you can review the units left on the battlefield for each side by left-clicking the Player 1 or the Player 2 button. To end the game and return to the Selection screen, left-click on the Continue button.

Score

Your score is the number of Battle Points won for destroying enemy units and capturing Victory Objectives. A Decisive victory occurs when your score is 8 times that of your opponent, a Minor victory merely requires twice the points. A point total between 2 to 1 and 1 to 2 is considered a draw although in many individual scenarios, you can consider a point total of 1.25 times your opponent a Marginal victory. Units that retreat off-map are not counted as losses.

Campaign Summary

When playing a campaign game, the next screen that appears is the overall summary of the campaign, the total number of marginal and decisive victories, and the Campaign Score are displayed.

Now that you have completed your first STEEL PANTHERS III: BRIGADE COMMAND scenario, feel free to play another scenario or start a campaign, design a quick battle with the Battle Generator, or go all out and create your own scenarios with the Game Editor.

GAME PLAY

The Tutorial described the fundamentals of playing a STEEL PANTHERS III: BRIGADE COMMAND scenario. The following section describes the remainder of the game controls found on the Tactical screen and other game play areas which can be reached from there.

Game Play Notes

The following items are not really interface functions, but are important to your enjoyment of STEEL PANTHERS III: BRIGADE COMMAND.

Command Control and Orders

Certain actions performed by units in the game require the use of “orders.” Each formation leader has orders which a unit in its formation may use if the unit is in contact with its leader. A unit may also use the orders from a higher HQ if it has contact with the higher HQ either directly or through indirect contact through its formation HQ.

Example: Assume there is a battalion formation with B0 as the Command unit and units C0, C1, C2 and C3 as a company formation belonging to B0's battalion. Unit C1 could use the orders of unit C0 if it is in contact with C0. If it is in contact with B0, or if it has contact with C0 and C0 has contact with B0, it could use the orders of B0. If it is in contact with A0, or if it is in contact with C0 which is in contact with A0 either directly or indirectly through B0, then it may use the orders of A0.

When a unit is active, it determines which HQ it thinks it should obtain its orders from at that moment, and that HQ's letter designation and the number of orders the HQ has available is displayed in parenthesis at the bottom of the screen. If a unit has multiple HQ's it can draw orders from, the selected HQ can change during the turn as orders are expended.

At the beginning of each turn each leader has a chance to gain new orders. Some unused orders may also be carried over from the previous turn.

Note: Helicopters and reconnaissance units do not use orders for movement, however, they are affected normally by their stance setting, when the Control option is “On.”

Gaining Orders

At the start of each turn leaders may receive new orders. The number of new orders a leader receives ranges from 1 to 10. Every leader receives a minimum of one new order per turn. The number of orders allotted is based on the leader's command rating and the nationality's command rating based on the formula:

$(\text{Command Rating} + (\text{A Random Number From 0 To 9}) - 40 + \text{Nationality Command Rating}) / 10$

The Nationality Command Ratings for the nations in STEEL PANTHERS III: BRIGADE COMMAND can be found in “Appendix A — Nationality Command Ratings” on page 80.

Leaders may also retain unused orders from the previous turn and add them to the newly received orders. The maximum number of unused orders a leader may retain is determined by the leaders rank:

Private	0	Corporal	0
Sergeant	1	2nd Lt.	1
1st Lt.	1	Captain	2
Major	2	Lt. Col.	2
Col.	3	Gen.	3

The total number of orders a leader may have available at the start of a turn is equal to his retained orders plus his newly received orders.

Adverse Morale States

After the number of available orders has been calculated this number may be reduced if the leader's unit is in an adverse morale state:

Buttoned	orders halved
Pinned	orders halved
Retreating	orders reduced to zero
Routed	orders reduced to zero

Unit Stance

Each unit in the game may be assigned either an Advance or Defend stance. Units assigned an Advance stance that are not suffering from one of the adverse morale states listed previously, may be moved or fired by the owning player. Units assigned a Defend stance may fire but may not be moved, and attempt to dig in if they are either infantry, infantry weapons teams, or vehicles (i.e. gun units cannot dig in) and they do not fire during the turn. If a unit with a Defend stance is forced to retreat, it changes its stance to Advance. The number of turns it takes to dig in is based on the experience of the unit and its suppression level and can be sped up by adjacent engineer units. It usually takes several turns to reach a dug-in state.

Formation Movement Objectives

Formations may be assigned movement objectives. Whenever a new objective is selected for a formation, units then in contact (physically or by radio) with the formation HQ are given the new objective. Units not then in contact are not given the new objective but will receive the new objective whenever they begin a turn in contact with their HQ. Objectives can only be given for the entire formation, but units within a formation may have different objectives depending on whether they are in contact with their HQ as new objectives are selected.

Units with an Advance stance may move toward their formation's movement objective without their leader expending any orders. Only hexes the unit can reach without expending orders are highlighted, although the unit may be able to move to other non-highlighted hexes by expending orders as long as the player is not in all-formation mode. A unit that attempts to move in a direction that is not toward its formation objective requires a leader in the chain of command to spend one or more orders. If a unit does not have access to any orders, it can only move to highlighted hexes. Units with a Defend stance may be given movement objectives, but may not move until they have changed their stance to Advance.

Unit Actions That Require A Leader To Spend Orders

Certain unit actions require a leader in the chain of command, that is in physical or radio contact with the unit, to expend one or more orders. If none of the leaders in the chain have the required orders then those actions may not be performed. Listed below are the orders costs for each type of action:

	PHYSICAL CONTACT WITH HQ	RADIO CONTACT WITH HQ
single unit movement - not toward objective	1	2
request an indirect fire bombardment (per artillery unit)	1	1
change formation movement objective	3	3
change mission - single unit	1	2
change mission - all units in formation	3	3

Movement

When using "All Formation" move mode, be careful if transport vehicles such as barges belong to the same formation. This movement mode causes everything to move, including the barges, after you have unloaded your unit. Also, since this movement mode is a little tricky to use, it is toggled "Off" at the beginning of each turn. You must select it each turn if you wish to use it. "All Formation" move is great for moving formations down a road, but is dangerous to use in combat as the Undo button doesn't work when in this mode.

Infantry units gain a defensive bonus if they only move one hex during the game turn. However, this is most often not practical as there are time limits for each scenario.

Routed or retreating units are not able to load onto vehicles, you must rally them first. Pinned units can load and assume the suppression level of the carrying vehicles.

If a unit cannot move, either you have already moved the unit that turn, it is a routing or retreating unit (the computer is moving it), the unit's stance is set to Defend, or the move requires orders you do not have; check the unit status display. Also, if your units are retreating or routing, you are NOT able to move them until you rally them and their status changes to "positioned" or "buttoned." They attempt to retreat from the enemy under computer control at the end of your turn.

Terrain Costs Chart

	FOOT	WHEEL	ALL-TERRAIN WHEEL	TRACKED	BARGE
Clear	2	3	2	2	Imp
Plowed Field	2	4	2	2	Imp
Slope	1	6	4	2	Imp
Stream	6	12	9	6	Imp
Urban	2	2	2	2	Imp
Village	2	2	2	2	Imp
Primary Road/Bridge	1	1	1	1	1*
Secondary Road/Bridge	2	2	1	1	1*
Railroad/Bridge	2	2	2	2	1*
Swamp	3	12	9	6	1*
Water	Imp	Imp	Imp	Imp	1
Shallow Water	6	Imp	Imp	Imp	1
Deep Water	Imp	Imp	Imp	Imp	1
Rough	3	15	12	9	Imp
Rice Paddies	3	8	6	4	Imp
Trees**	+1	+6	+4	+2	Imp
Barbed Wire***	+3	+2	+2	+1	Imp
Dragon's Teeth***	+0	Imp	Imp	Imp	Imp

*on bridge hex only

** add to base cost of hex except when road or railroad is present

*** add to base cost of hex / negates roads in hex

Imp = Impassable

Notes:

- ◆ Units that have movement points can always move a minimum of one hex per turn.
- ◆ Movement during winter battles is always +1 per hex for all units.
- ◆ Hexes containing wrecks and other units cost +1 movement point per unit or wreck.
- ◆ Roads and railroads supersede other terrain except for Holes, Barbed Wire, and Dragon's Teeth.
- ◆ Once an Urban or Village hex is reduced to rubble it is treated as a Rough terrain hex for movement.
- ◆ Vehicles with amphibious capability may move on any type of Water at a cost of one movement point per hex.
- ◆ Infantry cross Water and Deep Water in Rafts when they have them at a cost of one movement point per hex.

Terrain And Movement Effects on Combat

Cover For Vehicles Against Direct Fire

Vehicles are considered hull down in the following situations:

- 1) They are in a Rough or Urban hex
- 2) They are Dug-in.
- 3) The hex they are in is higher in elevation than the hex containing the unit firing at them.
- 4) They are entrenched and are being fired on from the front.

Vehicles hull down are harder to hit and can only be hit on their turrets, and vehicles are also harder to hit by direct fire if in a village or a hex with trees.

Cover For Infantry And Guns Against Direct and Indirect Fire

Infantry and guns are harder to hit under the following circumstances (in order from the best cover to the weakest cover):

- 1) Entrenched or in a Urban or Rough hex.
- 2) Dug-in.
- 3) In a Village or a hex with trees.
- 4) In a shell hole.

Urban and Rough Cover Bonus Against Indirect Fire

Indirect fire at units in Urban or Rough hexes inflicts 50% of the casualties.

Movement Effects On Combat

Vehicles that are moving are harder to hit, and the faster they are moving the harder it is to hit them. Generally it is much harder for a moving unit to score a hit on a stationary target than it is for a stationary unit to hit a moving target. Infantry that are stationary are considered prone. Infantry that have moved only one hex in a turn are considered to be moving cautiously and are only slightly easier to hit than prone infantry. Infantry that moves more than one hex in a turn is much easier to hit.

Units that have been under fire, or that come under fire while moving have fewer movement points; this is a dynamic function, so a unit can start with its maximum movement, but have that number reduced as a result of taking fire. See the “Combat Friction Movement Limitations” section, starting on page 12 for more details.

Stacking

Units may move into hexes containing any number of friendly, enemy or wreck units as long as they have the movement points to do so. It takes one additional movement point to move into a hex for each friendly, enemy or wreck unit in the hex being moved into. Thus if moving into a hex with 3 friendly units, 2 enemy units and a wreck, it would take 6 additional movement points over and above the terrain cost to move into the hex.

Spotting

Modern combat takes place 24 hours a day. Units from industrialized nations have used night-vision gear since the 1950's and several of the scenarios in STEEL PANTHERS III: BRIGADE COMMAND take place at night. In order to determine how good your unit's night vision is, examine their Fire Control value on the Unit Command screen. The value ranges from 0 - 40; with a higher value indicating better equipment.

Units can spot or “see” enemy units in light smoke hexes.

An asterisk, *, appearing after the unit's status indicates that the unit has been spotted by at least one enemy unit.

The “pound-sign” symbol, #, appearing after the unit's status indicates that the unit has been fired upon in either the current turn or the previous turn.

Remember that Direct Fire Smoke options and Direct Fire Attack (HE) options can only be used against hexes that are in your unit's line of sight.

Hidden Fire

When playing with the Hidden Fire preference off, your units spot adjacent units automatically if those units have fired at your unit. Don't forget, that if a vehicle drives right next to one of your infantry units in a building or woods and you don't fire at them, there is a chance that your unit may go undetected by the enemy. It depends on the “Visibility” of the scenario, whether the enemy vehicle is carrying infantry, and the experience level of the enemy vehicle. Infantry are normally able to see adjacent units. When playing with the Hidden Fire preference on, there is a chance your unit may not spot enemy units adjacent to them, even if that unit fired at them. This makes for more realistic game play as this allows infantry to sneak up on vehicles in rough terrain, but it is more difficult to play at this level.

Spotters And Unspotted Indirect Fire

Any unit with a radio may attempt to call in an indirect fire (bombardment) mission if it has a Higher HQ Command Link or if it is in Command Link with its HQ which has a Higher HQ Command Link. An artillery unit must have a Higher HQ Command Link, or a Command Link with its HQ which has a Higher HQ Command Link in order to be available to fire a bombardment mission. In addition, when using the command control rules, spotters must have available orders to expend to plot a bombardment mission. Certain special units (an example is the American FIST unit) do not require their HQ to have a Higher HQ Command Link in order to plot a bombardment mission.

Indirect fire plotted on a hex that is not visible to the observer unit that requested the bombardment mission can scatter several hexes from the intended target. In addition, casualties from unobserved indirect fire are reduced to 50%.

Non Line Of Sight Spotting Of Units Firing Indirectly

Historically armies have used many different methods to spot enemy artillery that has fired (i.e. radar, sound and flash, etc.). In STEEL PANTHERS III: BRIGADE COMMAND, whenever a unit fires a round of indirect fire, there is a chance that the unit will be spotted by the enemy and made visible on the map, even if there is no enemy unit with a direct line of sight to the firing unit. Every army in every distinct time period is rated for its ability to spot units using indirect fire.

These numbers are the chance to spot firing by previously unspotted enemy artillery units tested against a random number from 0 - 199. If the random number is less than the rating, including any modifiers the firing artillery becomes spotted until it moves.

The Hidden Artillery Spotting Ratings for the nations in STEEL PANTHERS III: BRIGADE COMMAND can be found in “Appendix B — Hidden Artillery Spotting Ratings” on page 81.

Recon Special Ability

Some infantry and vehicular units have the Recon special ability. For infantry this gives a 25% spotting bonus. Vehicles with this ability do not have their spotting halved, as is normal.

Combat

Shooting

When unloading any unit from transport, the unloaded unit loses one shot for that turn. This does not affect your ammo for the game. You don't lose ammo, just the time to shoot.

Remember that Shots are the number of times that a unit can fire during its turn. This varies according to unit type (example: large tanks shooting big shells take longer to load), number of men in the unit (example: if an anti-tank gun loses one or two of its crew members, then they are unable to load the gun as quickly, hence they receive fewer shots per turn and tanks with bigger crews get more shots), status of the unit (example: pinned units get less shots), experience level of the crew and the leadership value of the unit leader. Elite units can actually receive more shots than Green units. You usually receive at least one or two shots per turn unless the unit is in bad shape.

If you have made a weapon inactive in the Unit Command screen, it appears as an asterisk (*) in the Shots: section of the Unit Information Bar until you make that weapon active again. See the "Unit Command Screen" section starting on page 50.

If your shots listed go to 0 (zero), or if at the start of your turn the unit has no shots, rally them to reduce suppression and regain the ability to shoot. If you successfully rally one of your suppressed units, you may receive an extra shot for that turn. It's a good idea to rally suppressed units before you shoot. Remember units also shoot better if they are not suppressed.

Sometimes when infantry come under fire they attempt to pull back; if so, the message "Pulling Back" is displayed. If infantry have "smoke" they fire it automatically in an attempt to cover their retreat.

First And Second Shot Penalties

The first time a unit shoots at a particular enemy unit, it does so with a reduced percentage to hit. The second consecutive shot at the same unit will be at a slightly increased percentage to hit, while the third consecutive shot at the same unit will be at full effect. The exact chance to hit is modified as follows:

	FIRING UNIT IS INFANTRY	ALL OTHER FIRING UNITS
1st shot	80%	60%
2nd shot	90%	80%
3rd and successive shots	100%	100%

Close Assault

If infantry are riding on a vehicle when it is close assaulted by enemy infantry, the infantry may absorb or abort the assault. This is a good tactic to keep your tanks alive when fighting in close with enemy infantry.

Pinned Units

There is a chance that a pinned unit may stay pinned for the duration of the scenario, depending on the environment around the unit (tanks in flames, casualties, no leader in contact, routing friendly units, etc.). Pinned infantry units cannot move, but can fire at reduced effect. For more information see the "Movement Status" section, starting on page 11.

Infantry Facing

While facing direction is important for vehicles in the game as they have different armor for the various sides of the vehicle, facing is only important for infantry in that they see better in the direction they are facing, and engineers can only remove obstacles in the direction they face.

Entrenchments vs. Digging In

All units gain defensive benefits from sandbag and foxhole entrenchments, which are placed at the beginning of a game. Entrenchment markers are never removed from the map and can provide cover for any unit that remains stationary in the hex.

Units in "Defend" stance attempt to dig in if stationary, unsuppressed, and not fired on when the "Control" option from the Preferences screen is active. When playing with the "control" option off, all units that do not move in a turn attempt to dig in. Engineer units make digging-in occur more quickly for units they are adjacent to. Once a unit has dug-in, the unit gains a defensive benefit for as long as the unit remains in the hex. Once the unit moves, the "dug-in" marking on the hex is removed from the map. Digging in only benefits that unit. A vehicle unit which has dug-in only derive a defensive benefit against fire directed at its front.

Mines

When clearing mines, you should see a message on screen which says "X" number of mines cleared followed by a number in parenthesis (#). The number in parentheses reflects the number of mines left in the hex. Only Infantry, Mineclearing Tanks, and Combat Engineer units can remove mines. Engineers may be in an adjacent hex and facing the mined hex to do so, while Infantry *must* be in the mine hex to clear it. Mine removal is automatic at the end of the turn.

Dragon Teeth

Engineers have the ability to clear dragon teeth. They must be in the hex containing the obstacle or facing the obstacle from an adjacent hex and wait for a turn or more in order to remove them. Dragon Teeth in a hex prevent vehicles from moving through the hex until engineer infantry have removed them.

Barbed Wire

Barbed wire is treated like mines, except that it slows movement and does not cause casualties.

Note: It is possible to place all three of the above in a hex.

Calling for Air Support

Calling for support from attack aircraft such as A-10s, F-4s and other tactical support planes, is handled much the same as calling in an Indirect Fire mission, but there is one important difference. Aircraft have to enter and leave the map at specific places. These entry and exit positions must be assigned before targets are chosen.

Aircraft Entry, Exit Spaces and Target Hexes



Left-click on the Indirect Fire Menu button, or press “B” on the keyboard, and the Indirect Fire screen appears. Next to the Strategic Map are four standard buttons, Zoom In, Zoom Out, Find Spotter and Exit. There is also a button next to the legend “Air Unit Entry and Exit” which reads Hidden.

Left-click on this button to change it to read Displayed. This changes the

Overall map to show six pairs of arrows pointing onto and off of the map. These denote the entry and exit spaces for air support. Left-click on an inward pointing arrow button, to assign an entry space, then left-click on an outward pointing arrow to select an exit space.

Select a target hex by left-clicking on it, and then left-click on the HE button. **Note:** All targeting for aircraft delivered Indirect Fire must be assigned using the HE button regardless of what kind of ordnance they carry. Assigning a target using the smoke or cluster munitions buttons has no effect. **Note:** The other buttons which would normally represent munitions in an aircraft row are dimmed out since they cannot be used. The hex changes to show the “Targeted” icon. The number at the right end of the unit row indicates how many turns before the aircraft arrives.

Aircraft

Aircraft may return to base and become unavailable during a game for several reasons. Whenever a plane is damaged, it returns to base. Otherwise, aircraft always continue to fly until they use up their heavy ordnance (bombs and rockets). When aircraft use up all of their heavy ordnance there is a chance they will return to base as follows. Prior to 1950 they return to base if the warhead size plus the penetration of the largest weapon with remaining ammo is not greater than 5. From 1950 on, they return to base if the warhead size plus the penetration of the largest weapon with remaining ammo is not greater than 13. In either case if the plane is not a designated ‘Ground Support Specialist’, it must also pass a morale check in order for the plane not to return to base. The following planes are Ground Support Specialists and do not need to pass a morale check to continue flying:

Ju-87g	Hs-129	IL-2 Shturmovik	P-39 Airacobra
B-25h Mitchell	A-1 Skyraider	A-10 Warthog	IL-10 Shturmovik
Su-25	Su-25T		

BE CAREFUL when using your planes to attack enemy positions when there is a lot of smoke in the air or too close to your own units, as your aircraft can attack their own troops accidentally in these instances.

Special Capabilities

Certain units have been given special capabilities as follows:

- 1) Certain artillery units are designated as fast response artillery and have a smaller delay than normal indirect fire.
- 2) Certain units have been designated as specially trained and equipped for reconnaissance and have an easier time spotting hidden units.

Tactical Screen Controls

These buttons control functions during game play. Items described in the Tutorial are given brief descriptions here, and features not mentioned previously are completely described where possible. Remember, if a function is dim rather than highlighted, it is unavailable.

VCR Replay



Above the player side’s national flag in the upper right corner is a narrow button which appears to be either a red or green light. Clicking on this button activates the VCR Replay function for Email and two player games. The game replays the last turn of your opponent. This replay plays through to the end before restoring control to the player.

National Flag

Moving the mouse pointer over the national flag causes pop-up text to appear. This indicates the scenario’s turn length and visibility.

Find the Next Unit and Find the Last Unit Buttons



To cycle forward unit by unit through your roster, you can press the N key on the keyboard or left-click on the Find the Next Unit button. Pressing the P key on the keyboard or left-clicking on the Find the Last Unit button cycles through in reverse order.

All Formation Mode On / Off Buttons



This option allows movement orders to be given to entire formations when set to “On.” When “Off,” only single units are moved. This option resets to “Off” every turn.

Find Next Formation HQ



To cycle forward through all of the formations in a force, left-click on the Find Next Formation HQ button, or press the G key.

Load/Unload Unit Button



Infantry units adjacent to or in the same hex as transports such as trucks, tanks, APCs, or water transports can be loaded by selecting either unit, left-clicking on the Load button or pressing the L key, and selecting the other unit. Unloading works in the opposite fashion;

selecting a unit with a passenger and using either the Load button or the L key unloads the unit. If a vehicle with a unit aboard expends movement points, the same number of points is expended by both units. Units can both load and/or unload from a transport multiple times in the same turn.

Set Objective Button



Left-click this and locate the hex where you want the objective for the active unit's formation located. This control only works if you have the Control option On and have three orders to expend. See the "Formation Movement Objectives" section on page 24 for more details.

Indirect Fire Menu Button



This button opens the Indirect Fire menu which is thoroughly covered in the "Indirect Fire Missions" section on page 14 and the "Calling for Air Support" section on page 31.

Rally Button



This causes the unit's leader to attempt to reduce the suppression of his unit. Rally attempts can be made as long as the leader is successful in reducing suppression. Adjacent leaders superior to the active unit's leader may also attempt to rally suppressed or routing units. Failure expends that leader's ability to rally anyone. Right-clicking automatically attempts to rally the unit until it fails an attempt or suppression drops below 2.

Fire Weapons at Target Button



Orders the currently selected unit to fire at the selected target. This is good for long distance fire, since you don't have to scroll to the target. Right-clicking engages the Auto-fire option for one turn. For more information, see the "Single/Auto Fire" section, starting on page 51.

Set Direct Fire Target Button



This option allows the selection of a specific target for the current unit. Note that only currently visible enemy units in range can be selected as targets. When this option is activated, a red line appears between the active unit and its current target. The Unit Information Bar, at the bottom of the screen, displays the target name and status on the right, the range in hexes, and the chance to hit expressed as an accuracy percentage.

A menu to the right of the Battle Map allows you to change targets with Next and Previous buttons, zoom the view using Zoom buttons, and fire the active unit at the current target. Left-clicking on the Select this Unit as Target button, or pressing the T key, locks the current target and returns to the Battle Map. The Quit button, or pressing the Q key restores the previous target and returns to the Battle Map.

Units equipped with turrets can engage units without having their facing changed using this feature. When the Next unit button is used to select a target that is not to the unit's front, the unit's turret rotates to enable fire when the Fire button is left-clicked, or the F key is pressed. Right-clicking engages the Auto-fire option for one turn.

Attack Hex with Direct Fire Button



Allows units (such as engineer infantry) to use flame-throwers to set grass, trees, and buildings on fire, use satchel charges/anti-tank mines to blow up bridges or buildings, or to attack other units with these special weapon types. Also, this is how you can fire into a visible hex where you may suspect an enemy is hidden, but no enemy is visible.

Create Smoke in a Hex Button



The active unit fires a smoke round into a hex to block the line of sight of the opponent. In order for a unit to use this function, it must be carrying smoke munitions; this can be determined by right-clicking on an active unit and checking the ammunition listing in the weapon list. **Note:** Smoke rounds are very prone to scatter.

Zoom In and Zoom Out Buttons



To view the entire Battle Map at different magnifications, left-click on the Zoom In or Zoom Out buttons through the four levels of magnification.

Clear Dark and Smoke Hex Button



Clears the Battle Map of any shaded or smoke-filled hexes for better viewing of the terrain. This button toggles smoke on/off, however, visibility is still affected by smoke.

Unit Menu Button



This option opens the Unit Menu screen which contains abbreviated summary of all the units present in a force.

- ◆ the unit ID and type,
- ◆ its name,
- ◆ its status,
- ◆ remaining movement,
- ◆ the number of shots per weapon remaining in this turn,
- ◆ its supply level,
- ◆ the amount of high explosive (HE) ammunition and armor piercing (AP) ammunition it has remaining,
- ◆ any damage it has taken,
- ◆ the unit's experience,
- ◆ the unit's morale,
- ◆ the unit's number of men
- ◆ and the unit's number of vehicles, crew served weapons, or squads (if primarily an infantry unit).

Each unit ID (A0, B2, and so on) is actually a button which selects that unit and returns to the Battle Map with the active unit centered. Buttons at the bottom of the screen show the Next or Previous screens, or Exit to the Tactical screen.

Undo Last Move Button



Take back the last move if an enemy unit has not been exposed and/or your unit has not been fired upon by the enemy while moving.

Go to Roster Button



This brings up a detailed menu listing all formation leaders, their formations, way points, computer vs. human status, stance, the formation's range, and all units, in one screen.

Unit Status List Panel

HQ — An H in the first column indicates that the current formation leader and HQ are attached to that unit.

Men, Guns, or Vehicles — The second column displays the current number of men, guns, or vehicles. “KO” indicates that the unit has been “knocked out” or destroyed.

Stance — Each unit's stance is displayed in the third column, A for attack stance, D for defend. Left-clicking on the letter in this column allows that unit's stance to be toggled between A and D.

Range — Column four is the Maximum Firing Range setting for that unit. Left-clicking on the letter in this column allows the range to be changed.

Formation Leaders

Each Formation Leader is listed, showing the formation name, human or computer control, the leader's command abilities, the number of kills he has, and the specific formation units under his command.

Way-points

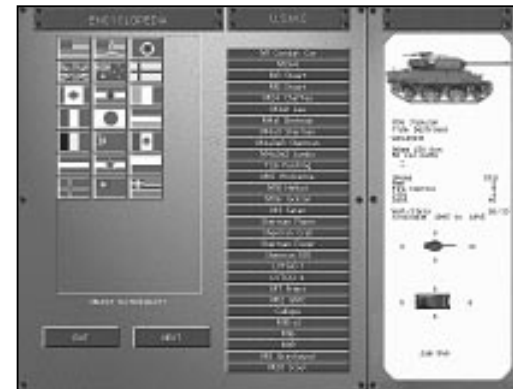


When formations have been set to computer control, way-points can be used to plot a unit's course until contact with the enemy occurs. Left-click on the map to set each point until done, then left-click on Quit. Those units move along the way-points, in the order in which they were set, until they enter the command radius of a leader whose units are in contact with enemy units.

Computer or Human Control



Choose to set each unit's control to either human, if you wish to control them during game play, or to the computer, if you wish to have the computer move them for you. Note that artillery units and strike elements cannot be computer-controlled.



Weapons Encyclopedia



This displays information on weapons, tanks, and aircraft used in Steel Panthers III: Brigade Command. To use it, simply left-click on the flag of the nationality you wish to view, then scroll through the list of entries, and select the unit you wish to view. A picture appears in the panel to the right and the statistics of the unit are listed.

Modern Armor Ratings

Armored vehicles since the 1960s have undergone radical improvements in armor systems. Some vehicles displayed in the encyclopedia have up to three different types of armor: (A) for normal ablative armor, (H) for HEAT resistant laminated armor, and (R) for reactive armor. For types (A) and (H), the higher the rating, the better the chance of the tank surviving being hit. Type (R) armor ratings equal the number of times the armor is effective since it represents explosive charges that deflect the blast.

End Game Button



You end the current game by left-clicking on this button, and pressing the Y key when prompted, or resume the game by pressing N. Pressing Y ends the current game and returns to the Selection screen.

Save Game Button



Left-clicking on this displays the Save Game List screen at the current turn. Email games are saved here also.

Quit Orders Phase Button



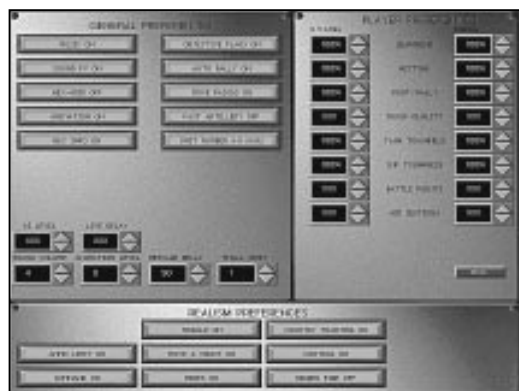
This control ends the current player's turn and goes to the opposing player's turn.

Preferences Button



The Preferences button displays the Preferences screen.

PREFERENCES SCREEN



The Preferences screen allows STEEL PANTHERS III: BRIGADE COMMAND to be configured to suit the user. The screen is divided into three primary sections: General Preferences, Player Preferences, and Realism Preferences.

General Preferences

The controls of this panel change “look-and-feel” items such as Music and Animation. Left-click-

ing on a button alternates between on and off. Left-clicking on the down-arrow of the button for Sound Volume, Animation Level and Message Delay causes the levels to decrease, left-clicking on the up-arrow causes them to increase.

Music On / Off Button

Use this button to switch the background music on or off.

Sound FX On / Off Button

This toggles the sound effects on or off.

Hex Grid On / Off Button

This control switches a hex grid overlay for the Tactical screen on or off.

Animation On / Off Button

Animations such as explosions, smoke, or gunfire can be toggled on or off using this button.

Hex Info On / Off Button

When the HEX INFO option is “On” information on every hex the cursor passes over are displayed in a pop-up window, including the hex location, the height in that hex, and the terrain type. When this option is off, only information on the hexes with visible units is displayed.

Objectives Flags On / Off Button

This control toggles whether Victory Objective flags are displayed or not.

Auto Rally On / Off Button

The Auto Rally option causes leaders to automatically attempt to rally suppressed units at the end of their turn.

Move Radius On / Off Button

Use this to toggle the movement radius display on or off. This displays the hexes a unit can move to as an area of lighter hexes, surrounded by darker shaded hexes.

Fast Artillery On / Off Button

The Fast Artillery setting controls how the delivery of indirect fire is displayed — when this is toggled On, the indirect fire is displayed as one explosion per unit/battery firing, rather than a series of shots, arriving one at a time.

Sound Volume

You can increase or decrease the volume of the sound effects between from 0 to 5 with this control. Left-click on the up- and down-arrow buttons to increase or decrease the sound level.

Animation Level

This increases or decreases the amount of animation activity and text detail during combat from 0 to 5. Left-click on the up- and down-arrow buttons to increase or decrease the animation level.

Message Delay

With this control you increase or decrease the message duration from 0 to 200. You can enter a number directly, or click on the arrows to increment or decrement the delay by 10.

AI Level

Using this setting you can increase the computer's forces' experience and morale by 0 to 200 percent. You can enter a number directly, or click on the arrows to adjust by increments of 10. This setting cannot be changed in a two-player game.

Small Icon

This controls the size of the icons that appear on the Battle Map, with “Off,” or XXX being a large single icon representing all of the vehicles, and the levels from 1 to 3 representing groups of icons for each unit equal to the number of vehicles in the unit divided by the level. For example, a unit with four tanks at display level 3 would display one small icon; two at level 2, and four at level 1. The actual number of vehicles always appears as a large number in the center of the hex.

Player Preferences

Player Preferences adjust the difficulty of a scenario by adjusting the toughness of either or both sides in several areas within a range of 30 to 250%. These include spotting and fire accuracy, troop quality, and the resilience of tanks and infantry. These preferences allow the player to adjust the abilities of troops they play outside the default ranges assigned by the game. Forces with exceptional ratings can be degraded to simulate lower quality units, nations not

known for superior units can be improved to simulate elite units. Of course, forces known for their high levels of training, equipment, and morale can also be made invincible! This options is disabled in two-player games once the game has started.

Searching

This control adjusts accuracy for calling in artillery and air strikes within a range of 30 to 250% for either sides.

Hitting

This control adjusts direct fire accuracy for either side within a range of 30 to 250%.

Rout/Rally

This quality represents two aspects of a unit's performance during combat: how likely they are to suffer morale loss and break, as well as how easily they rally.

Troop Quality

This control displays and can be used to override the setting for the level of "training" for units in battles made with the Battle Generator and scenarios created with the Scenario Editor. It can only be changed with the Country Training toggle in the Realism Preference panel turned "Off." The range is from 30 to 120.

Tank Toughness

This quality affects how resilient a tank unit is to damage once a hit has been scored.

Infantry Toughness

This quality affects how resilient an infantry unit is to damage once a hit has been scored.

Battle Points

This setting preassigns the number of points for Battle Generator battles. If left at XXX, the number of points is chosen randomly by the computer for Player 1 and Player 2's points become a ratio of Player 1's expended points.

Air Sections

This option preassigns the number of air sorties that can be flown, and thus, the number of airstrike and/or gunship formations that can be purchased.

Realism Preferences

The toggle switches of the Realism Preferences panel affect features of STEEL PANTHERS III: BRIGADE COMMAND which make the game more (or less) realistic. This includes features such as a realistic ammunition limit, breakdowns, command-and-control, spotting, and more. These features are disabled in a two-player game once the game has started.

Ammo Limit On / Off Button

This toggle controls whether or not units are subject to running out of ammunition.

Command On / Off Button

When "On," normal rules for establishing command links are in effect as described in the "Command Control and Orders" section starting on page 23. When "Off," all units are automatically given a Command Link of contact.

Morale On / Off Button

When "On," normal rules for unit and formation morale are in effect. When "Off," morale penalties are eliminated.

Move and Shoot On / Off Button

When this option is "On," units that move a significant portion of their movement allotment have their shooting accuracy penalized. When "Off," no penalties are applied due to the firing unit's movement.

Mines On / Off Button

This option enables or disables mines.

Country Training On / Off Button

This control enables or disables the Troop Quality setting for use with the Battle Generator and Scenario Editor. When this is toggled Off, the value can be changed within the available range. When toggled On, the values are the default values for that country during that time period.

The values for training can be found in "Appendix C — Experience Ratings" starting on page 83.

Control On / Off Button

When this option is active, the rules for "Orders" are enabled as described in the "Command Control and Orders" section, starting on page 23. If this option is inactive, no orders are required to move or bombard and Command Stance is ignored (all units can move and automatically attempt to dig in).

Hidden Fire On / Off Button

When the Hidden Fire control is "On," firing units that are not spotted before firing are only rarely spotted after their first shot. This is a more realistic way to play because fire is not invisible, but in STEEL PANTHERS III: BRIGADE COMMAND, spotted means "can be targeted as best range and weapons systems allow." This is a more challenging way to play, as the AI's ambushes are much more effective.

CAMPAIGNS

STEEL PANTHERS III: BRIGADE COMMAND contains six campaign games ranging from the historical to the hypothetical where a core set of units proceeds from scenario to scenario. If you can keep them alive, your troops become more experienced. A seventh option is the Campaign Generator which generates a random campaign against a series of opponents. Select a campaign by left-clicking on it then left-click on the Start Game button to continue.

Campaign Generator

The length of the generated campaign is entirely up to you — from as few as five battles to a total of 200, a generated campaign is a series of battles generated by the computer against three computer opponents whose nationality is chosen by you. You also decide how many months or years the campaign is to last. Just remember, one loss is all it takes. There is no second place in modern combat.

North Africa 1941-42

This campaign recreates the classic desert armor battle between Germany and the Allies. You command the German forces in a campaign to wrest North Africa from the Allies.

Stalingrad 1942

Can you bring the 6th Army through the storm? Here's your chance! You command the German forces for this drive into the heartland of Mother Russia.

Market Garden 1944

How far was that bridge? Fight the dramatic attempt to seize the Rhine crossings on your own terms. You are in command of the British forces. Can you relieve the embattled paras of the British 1st Airborne?

Vietnam 1964-71

From Operation Starlight to the Cambodian intervention, experience the beté noir of the US Armed Forces. The U.S. Army and Marines are yours to command, with no senatorial oversight!

N.A.T.O. 1988

Fulda Gap in Germany is the place most strategists expected World War III to start. This campaign examines this contest between the Cold War titans of East and West. You command the West German forces.

Holy War 2000

The Middle East erupts with the latest in modern desert warfare. You command the Israeli forces against the Arab Countries.

Purchase Unit Formations

In STEEL PANTHERS III: BRIGADE COMMAND campaigns, you build your army by purchasing unit formations with "Battle Points." Your purchases are made in two stages: your Core Units which are carried forward from scenario to scenario within the campaign are purchased first, Support Units are purchased second, and are different from scenario to scenario. Other unpurchased units, called auxiliaries, frequently appear in scenarios. These do not continue from scenario to scenario, but are provided to supplement your forces.



Unit Classes

The next screen is where you purchase your Core Units. The total number of Battle Points you have to spend is displayed in the upper center of the screen. Units are purchased in formation groupings from sections to regiments. In general, a section is usually a single group of two to three vehicles or guns, while a regiment can consist of between 70 and 90

tanks, usually divided into three or more companies. In STEEL PANTHERS III: BRIGADE COMMAND, you can buy up to regiment sized formations of multiple companies plus supporting elements. You may purchase from four general classes of units:

Armor

Formations consisting of vehicles that attack primarily with direct fire weapons: tanks, armored cars, and other vehicles possessing armor to provide defense against enemy fire.

Artillery

Formations consisting of units whose means of attack is primarily indirect or defensive: artillery, anti-tank guns, self-propelled guns, and ships performing shore bombardment missions from off-map. Many of these units do not normally move on their own, but require a separate vehicle in order to transport them. Some types of artillery found here, however, are self-propelled or motorized.

Infantry

Formations consisting of foot soldiers carrying a range of weapons from assault rifles and hand grenades, to anti-aircraft missiles and grenade launchers.

Miscellaneous

Formations consisting of mines, pillboxes, forts, airstrikes, helicopter and truck transport, as well as barges, halftracks, armored personnel carriers (APCs), aircraft (as support units), attack helicopters, anti-aircraft guns (AA), and surface-to-air missile (SAM) batteries.

Note: While purchasing specific unit formations, the statistics of the units appear. For definitions of the statistics, see the “Unit Command Screen” section, starting on page 50.

Strike Elements

Strike elements are aircraft that can be tasked to attack ground targets. Not all of the aircraft that can be assigned to this role are ideally suited to it, and are more or less likely to pursue it with the same zeal.

Some aircraft may return to base and become unavailable during a game for one or more of several reasons. Whenever a plane is damaged, it automatically returns to base. Otherwise, aircraft always continue to fly until they use up their heavy ordnance (bombs and rockets). When aircraft use up all of their heavy ordnance there is a chance they will return to base since their secondary weaponry is primarily meant to be used against other aircraft.

In either case if the plane is not a designated ‘Ground Support Specialist’, it must also pass a morale check in order for the plane not to return to base, which is based on its morale rating.

Ground Support Specialist Aircraft

Ground Support Specialist aircraft in the game are aircraft that attack ground targets. Some are dedicated to a ground attack role, while others are simply able to carry a wide variety of weapons. The more weapons an aircraft carries, the more likely it is to have remaining armaments and return for another attack run.

The following planes are Ground Support Specialists and do not need to pass a morale check to continue flying:

Ju-87g	Hs-129	IL-2 Shturmovik	P-39 Airacobra
B-25h Mitchell	A-1 Skyraider	A-10 Warthog	IL-10 Shturmovik
Su-25	Su-25T		

Choosing Core Units

Core Units are units which continue to participate in every scenario in a campaign. Ideally, they are the most experienced, the most useful, and the most effective units in the army. When beginning the scenario, a Headquarters Unit is already provided; it is the first formation, listed as “A0.” Notice that it is listed on the right side of this screen. This area lists the units you have

purchased so far. It is important to note that the brigade commander (his rank is normally that of Colonel), is always attached to the “A” unit. He is the overall field commander for your troops. You may wish to purchase a command car or jeep to quickly transport this unit across the game map or load it onto a tank or armored car from another formation. Each individual unit (platoon or company) has a leader attached to it. Additionally, a formation (platoon or company) has a leader who is physically attached to the “0” unit (B0, C0, and so on), and a company is placed under a leader. Units A0, B0, and so on, are often referred to as Command units. The Leader’s function is described in more detail in the “Leaders” section, starting on page 18.

To view what units are in a formation, left-click on the formation’s name in the Select Formation menu in the middle of the screen. The formation statistics appear and allow you to choose the units within that formation.



Purchase Specific Equipment

After you choose the equipment and formations you want, you may select a specific tank or infantry formation from this menu if more than one type of equipment is listed. Where in the previous menu you may have selected a Tank Plt formation, this menu could allow you to choose between M60A1 Patton, M60A3 Patton, or M1 Abrams tanks. The

choices are based on equipment available to that type of unit at that point in time.

To buy the formation, left-click on Buy Formation. If you purchase a formation by mistake, simply left-click on its name on the right side of the screen. That formation is then deleted from your current list and the battle points restored to you to purchase another formation.

Purchase these units with some thought toward versatility. These are the units that are going to be with you through the rest of the campaign, if you can keep them alive!

Once you have finished purchasing your Core Units, left-click on Done. The briefing for the first battle is displayed — left-click on the arrows on the right side of the text panel to scroll through the entire briefing before purchasing your Support Units.

Choosing Support Units

You are now ready to buy additional Support Units. Unlike Core Units, which go from scenario to scenario in a campaign, Support Units are only available for the current scenario, and new ones must be purchased at the start of each new scenario. Also, this is where you may be able to purchase aerial strike elements.

Non-Combat Support Units

Ordnance sections and ammo trucks provide ammunition resupply to units which are adjacent and not overly suppressed. The “larger” the weapon on the unit being supplied, the slower the rate of resupply.

Ammo dumps are immobile units that can never move or be carried whose primary function is to resupply units in the hex with it. A unit in the same hex as the ammo dump that neither moves nor shoots for a turn and is not too suppressed is supplied with twice the amount of ammunition provided by an ammo truck. Fuel dumps are identical to ammo dumps except that they **provide no resupply**. If an ammo or fuel dump is destroyed, any objective in the hex turns neutral. It is more productive to capture these units, by moving into the hex with them, than destroying them. If destroyed, the hex becomes impassable and all units in it are destroyed.

HQ units can resupply fuel like a fuel dump, but do not explode when killed and provide a morale benefit for all friendly units within five hexes. This automatically reduces some suppression at the end of a turn for units in range.

Ship units are “Off-Map” and provide bombardment missions when in radio contact. Ships are least likely to have a command link due to difficulties in ship to shore communications.

Special Note

* — A single asterisk (*) after a formation's name in the purchase column indicates that it requires a vehicle such as a truck or APC to transport it.

Ships and aircraft are denoted as “Off-Map” units. This means they are not represented physically on the battle map. A Command unit (A0, B0, and so on) acting as an artillery spotter radios in a hex location for these Off-Map units to attack. Refer to the “Indirect Fire Basics” section on page 13 to see how this works.

Once you have finished purchasing your Support Units, left-click on Done. You are ready to deploy your troops.



Deployment

Deploying your forces is an art in itself that can win or lose the battle for you. The computer can perform an automatic deployment for you if you are in a hurry, but you may wish you had done it yourself.

Auto Deploy

Allows the computer to deploy your forces automatically for a quick setup of the game. If you choose Auto Deploy it takes you to the Deploy screen to show you where the computer placed them. If you are not satisfied with where the computer placed your units, left-click to select a unit, then left-click on the hex you wish it to start in.

Human Deploy

Allows you to deploy your forces manually. See the “Manually Deploying Formations” section on the next page for more information.

Save Game

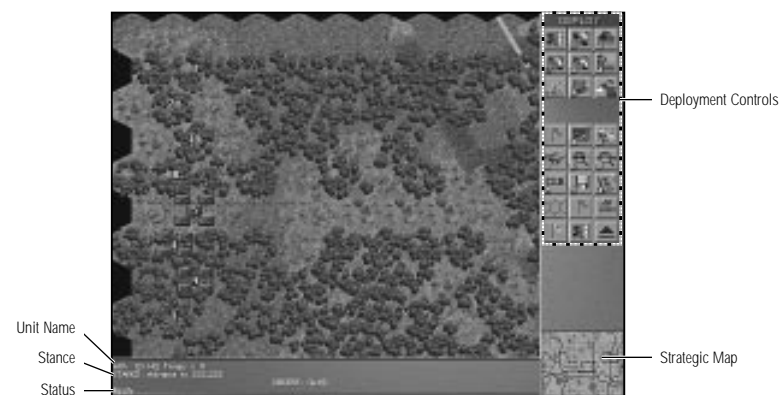
Allows you to save your current game at the deployment phase.

Quit Deploy

Goes to the Start Game Menu.

Exit Game

Exits to the Opening Screen Menu.



Manually Deploying Formations

When you choose to deploy units “by hand,” all the units start at one edge of the map, depending on the scenario. The Headquarters unit, A0, is the active unit, and is the first unit to be deployed, unless another is selected by you. Deploying units is as simple as left-clicking on the hex you wish the unit to be in at the scenario's beginning. After you place each unit, the computer automatically selects the next unit, unless the **Shift** key is held down while the unit is placed.

Deployment Controls

Deploy Entire Formation (white arrows)



This allows you to deploy entire formations in one stroke. Example: To place the entire “B” formation, select one of the units from the “B” formation (B0, B1, B2, and so on), and then right-click on the hex where you would like to center the entire formation. Now, left-click on Deploy Entire Formation button to have the remaining units deploy around the selected hex.

Go to Next Formation



There is also a Go to Next Formation button allowing you to quickly cycle through your list formation by formation.

Go to Roster



Allows you to view the names of all of your formation leaders, gives you a list of all your formations, and which unit is the acting headquarters unit for each formation.

Go to Next Unit



Selects the next unit in the order you purchased them. For example, going from unit B1 to unit B2.

Go to Previous Unit



Selects the previously selected unit, in order of purchase.

Find Current Unit on Map



This control centers the Battle Map on the selected unit's hex. This is useful if the map has been scrolled away from the active unit's location.

Pre-Plan Bombardment



Brings up the Indirect Fire Menu where hexes can be targeted for artillery Indirect Fire with HE, smoke, or cluster bomb munitions, depending on the era. Any unit with a radio that is in contact, and whose formation HQ is in contact, can designate a hex for artillery and/or planes to attack. For more information see the “Indirect Fire Basics” section, starting on pages 13 in the tutorial.

Pre-game Indirect Fire mission targets are handled differently than during a game. There is a Priority target hex button on the Indirect Fire menu which allows you to preset hexes which have been “zeroed-in” prior to the battle, and where artillery fire can be shifted to during a battle at no

additional cost in time. To use Targeting Priority, select hexes on the map now, where you think you might want to call in artillery or air strikes; left-click on the Target button after selecting each hex. Each hex selected contains a number denoting that hex's “priority” in addition to the Target icon symbol. The number of pre-targets available is based on the mission and the size of the map.

Once the game is under way, fire can be reallocated to a priority hex during an assigned fire mission by going to the Indirect Fire menu and left-clicking on the priority hex. After you select the hex, left-click on the munitions type for each weapon (HE, smoke, or cluster, if available) that you want assigned to direct fire from that mission to the new target hex.

Load/Board Unit



Mounts or dismounts infantry or artillery units from tanks, vehicles, barges. The capacity of different vehicles varies; for example, some vehicle platoons can carry a rifle platoon plus a heavy weapons team.

Assign Current Unit to New HQ



Assigns the current active unit to a formation selected by left-clicking on it.

Go to the Objective Area



Shifts the Battle Map to center on the Victory Objective of the active unit.

Entrench All Units



If you are playing in a “Defend” Mission, all of your units automatically start the scenario entrenched.

Build Minefields, Barbed Wire, and Dragon Teeth



Allows you to place mines, barbed wire, and Dragon Teeth you have purchased. Dragon Teeth are anti-tank obstacles.

Show Unit Visibility



Shows the current unit's Line of Sight (LOS) or visible hexes that it can see in the direction it is facing.

Zoom In



Magnifies the Battle Map.

Zoom Out



Decreases the magnification of the Battle Map.

Clear Dark and Smoke in Hex Button



Clears the Battle Map of any shaded or smoke-filled hexes for better viewing of the terrain. This button toggles smoke on/off.

Save Game



Saves the game at current deployment. Email games are saved here also.

Go to the Weapons Encyclopedia



Opens the Weapons Encyclopedia where information on weapons and units in STEEL PANTHERS III: BRIGADE COMMAND can be viewed.

Hexsides On / Off



Toggles Battle Map hexsides on or off.

Set Objectives For Formation



With a unit selected, left-click on this button, then select the hex to be the formation's objective and left-click there to place the objective flag icon.

Load All Units Into Closest Vehicles



This control is for quickly loading units capable of transporting other units such as infantry or artillery.

Set All Units Objectives



This control sets the objective for all units in the deploying force to the currently selected hex.

Change Stance for Formation (yellow arrows)



This button toggles the stance from Defend to Advance to and back for all units in the deploying force.

Quit



Exits back to the Deployment Menu screen where the game can be saved prior to turn one. Left-clicking on the QUIT DEPLOY button proceeds to the Campaign Start screen. Left-clicking on the START TURN button begins turn one. Good hunting!

Unit Command Screen

This screen displays the most complete details about the unit, its weapons, and its leader. The Unit Command screen is reached by right-clicking on an active unit which is currently on the Battle Map. This screen is also where you can configure the unit by changing:



- ◆ what the unit's name and type is,
- ◆ what the leader's name is,
- ◆ which weapons the unit is ordered to use,
- ◆ whether it fires in single or auto fire mode,
- ◆ the range at which it fires during an opponent's turn, and
- ◆ its stance.

Unit Configuration

Four areas of text appear in green when you first open the Unit Information screen: the unit name appears in the upper left corner; the unit's weapons are listed under that; above the armor diagram at the bottom of the screen are three lines for Single/Auto Fire, Set Range, and Stance; finally, the unit leader's name is displayed beneath the file photo. Moving the pointer over any of these areas causes a pop-up window to appear which prompts you for any changes. If the unit is a formation HQ unit, that is, its designation ends in a "0" rather than a number, there is a fourth line under Stance. It reads Change this unit only until it is left-clicked on, then it toggles to Change whole formation. With this option, any changes to Single/Auto Fire, Set Range, and Stance can be isolated to the command unit, or made to affect all subsidiary units.

Unit Name and Type

Left-clicking on the unit name causes a pop-up dialog box to appear where you enter the unit's new name. Pressing the **ESC** key clears the dialog box, pressing **Enter** saves the unit name. **Note:** Units can operate without names, although this makes unit identification more difficult.

Leader Name

Left-clicking on the leader's name causes a pop-up dialog box to appear where the leader's new name is entered. Pressing the **ESC** key clears the dialog box, pressing **Enter** saves the unit name. All that can be changed of a leader's identity is the name, not the rank. Leaders can also operate without names. **Note:** The rank of a leader can only be changed in scenarios you create with the Scenario Editor on the Deploy Screen, using the Edit Unit Data control.

Leader Information Section

The leader's name and rank is listed above his ability scores for: Rally, Infantry Command, Artillery Command, Armor Command, and the leader's score in kills. High numbers are best. Rally is how well leaders can rally units, Infantry and Armor ratings affect the leader's chance to help the unit be more accurate when directing the fire of Infantry and Armored units respectively. Artillery is how accurate the leader is in targeting Indirect Fire.

Weapons

The weapon(s) the unit is equipped with from cannons to machine guns and small arms weapons for infantry. Usually one main gun type for vehicles, any form of missile weapon, and several machine guns are listed. When units fire they normally fire all available weapons if appropriate and in range, but this can be altered. Tanks, for example, do not fire AP ammunition at an infantry squad, but will fire HE if they are carrying it. Ammunition supply is listed across from the weapon name in this order: rounds of HE, rounds of AP, rounds of Sabot (special AP ammunition), rounds of HEAT (high explosive anti-tank), and the maximum hex range the weapon can fire.

Configuring Weapons Systems

One of the most powerful features of the Unit Information screen is the ability to configure a unit to fire some but not all of its weapons. Move the pointer over the weapon name and a message prompting you to change the weapon from active to inactive (or vice versa), appears at the top of the screen. Left-clicking on an "active" weapon causes the line to turn red. The unit cannot use this weapon unless the status is restored by left-clicking on that line a second time, now or subsequently. A single weapon can be selected to fire by pressing **W** and then the weapon number.

Single / Auto Fire

This control toggles the unit between firing once with all active weapons, or firing all active weapons until all available shots have been fired, the enemy retreats, or the firing unit is fired upon. Auto fire can also be initiated by right-clicking on the fire button when the "target" reticle appears over an enemy unit.

Set Range

This range is the range at which this unit may engage the enemy during the other player's movement phase. For example, when set to 7, enemy units within seven hexes may be fired upon if there are shots available and suppression is not too high.

Stance

This toggles between stances: Advance to, or Defend. There is also a hex number which is this unit's movement objective. See the "Unit Stance" section, starting on page 24 for a complete description. **Note:** This option only functions when the Control option is toggled on in the Preferences screen.

Change This Unit / Whole formation

This toggles whether changes in range or stance affect just the unit displayed, or all units in the formation. This is a quick way to make these changes in large formations.

Other Unit Information

The following information is fixed by STEEL PANTHERS III: BRIGADE COMMANDER database for the scenarios and campaigns which have been included. For scenarios that you create, some of this information can be changed using the Edit Unit Data option found on the Deploy screen. See the "Modify the Current Unit's Data" section, starting on page 70 for more information.

Movement Status

The current movement condition of the unit is displayed below the unit name. For example, Pinned, Dug-In, Entrenched, or Ready, and the unit's speed in MPH if it has moved.

CHQ Link

Command Control represents the unit's ability to follow orders, and is dependent on the contact it has with the formation's lead unit. Units are either in or out of contact. A unit loses contact with the formation unit HQ if it is not adjacent to it unless it is equipped with a radio, in which case it attempts to maintain radio contact. Example: you have a company of five tank platoons (B0 to B4) without radios and the current active unit B3 is 2 hexes away from B0 (the formation HQ unit). This means B3 is out of command control. Command control affects a unit's ability to move. See the "Command Control and Orders" section, starting on page 23 for details.

HE / AP / Smoke / Sabot / HEAT

"HE" and "AP" indicate whether the ammunition is "High Explosive" (to be used on "soft" non-armored targets), or "Armor Piercing" (to be used on armored targets). Smoke shells release a cloud of smoke upon detonation. Some tanks may also carry the following ammunition.

- ◆ Sabot — Represents special armor piercing rounds, such as HVAP, fin-stabilized, or similar rounds including depleted uranium.
- ◆ HEAT — High Explosive Anti-Tank rounds which use concentrated heat when striking a target to burn or melt through its armor.

Experience

Experience points measure a unit's past performance in battle and influence their performance in current battles. Experienced units are less susceptible to suppression, have a better chance to hit enemy units, spot enemy units better, are harder to spot themselves, and close assault tanks better. There are four basic levels, Green, Average, Veteran, and Elite. Units gain experience if you are playing a campaign game. The range is 10 to 140 experience points. Elite units, for example, are units which have over 100 experience points.

Morale

The fighting spirit of the unit. The unit's morale determines how much suppression it can stand before it changes status from Ready to Buttoned, Pinned or retreats or routs.

Damage

Indicates damage taken by the unit; for infantry this is measured in casualties one man per point, for fuel dumps, ammo dumps, headquarters (HQs), helicopters, and aircraft it is vari-

able, for vehicles damaged means destroyed. The amount of damage points an aircraft can withstand is equal to the Durability rating found either in the Encyclopedia listing for the specific aircraft, or by clicking on the 'Eye' icon (Show Data button) in the Bombard menu.

Speed

The current rate at which the unit can move. This is how many movement points are available each turn. For more information, see the "Movement Cost" section on page 12.

Men

The number of men in the unit.

Radio

Units with radios are able to stay in contact with the lead unit. Contact, either physical or by radio, is necessary to convey orders.

Fire Control

The Fire Control rating can provide a substantial bonus to a unit's ability to hit by improving its accuracy. The Fire Control rating is multiplied by five and added directly to the accuracy rating for the unit in question. This number is then modified by the speed of the firing unit, the speed of the target, and the leader's command rating for that kind of unit. Units must also pass a "Fire Control Test," or suffer a reduction in accuracy of up to 50% when firing missiles.

Size

The measure of the unit's silhouette size. Large units are easier to spot and hit. Infantry squads are rated as a 1, attack helicopters at 2, and main battle tanks at 5. No object is larger than 12.

Cost

The value of the unit in Battle Points in this scenario, used for calculating victory.

Vision

The range in hexes that a unit can see, whatever the current visibility setting. Ratings above 5 also allow some penetration of smoke for that unit's LOS.

Carry Cost

This rating represents the cost, when measured against carrying capacity, to carry this unit.

Carry Capacity

This rating represents the ability of this unit to transport other units.

Armor Diagram

The front, side, and rear armor protective values are displayed for both the turret and the chassis where applicable. The numbers in red around the turret diagram signify that this is an open topped vehicle or that it has no armor over the top of the vehicle. These units, once hit, are easier to damage or destroy, especially by artillery fire.

Equipment Carried

The unit's carried equipment, which is usually inflatable rafts. Most infantry carry inflatable rafts with them. To use the rafts, simply move the unit next to an all water hex and then left-click on the all-water hex. The unit icon turns into a raft. Move the raft across the river. To get off the raft, move the raft onto a partial land hex. Please note that infantry only carry one set of inflatable rafts per squad.

Special Ability

Any special ability the unit has is displayed, such as engineer, recon, or fast response artillery.



Campaign Scenario Results

A loss nearly always ends a campaign. Otherwise, there are minor and decisive victories. When each scenario ends, the level of victory is displayed, along with losses suffered by both sides, on the Battle Report screen.

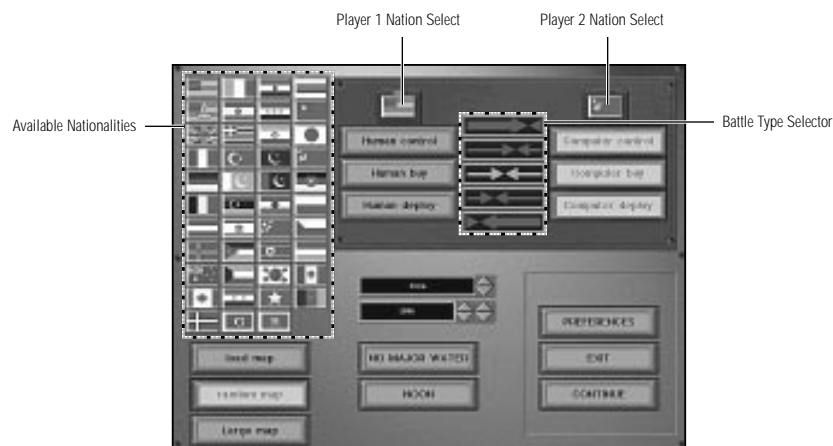
The Player 1 and Player 2 buttons at the bottom of the screen display a final look at the Unit menu.

The Continue button first displays any promotions due to experience gains and leader replacements. This is followed by an opportunity to save the game. Finally a screen appears where you have the option to repair damaged units and upgrade equipment based on Battle Points awarded by the scenario. These points are shown at the top of the unit list on the right.



Pressing the Fix All button simply repairs all damage with the points available. The switch toggles between Fix mode and Change mode. In Change mode, left-clicking on a formation opens the CHANGE UNIT MENU which operates in all ways like the Purchase screen except that units of one class cannot be changed into units of another. In other words, an armor unit cannot be turned into artillery or infantry, although HQ units can be changed to any type.

not be turned into artillery or infantry, although HQ units can be changed to any type.



BATTLE GENERATOR

STEEL PANTHERS III: BRIGADE COMMAND allows you to choose your own equipment and quickly create your own battles with the Battle Generator. You can choose to play against the computer or a friend, choose the nationalities, set the year and month the battle occurs, and the size and type of battle you wish to play.

Set Troop Quality

In order to change the troop quality level, switch the Country Training switch in the Realism Preference panel “Off.” Use the up- or down-arrows to make adjustments or enter a value from 30 to 120 after left-clicking in the number field.

The primary effect of adjusting Troop Quality is to alter the cost of units that you are assigned. Simply stated, the higher you set the Troop Quality, the more Battle Points the unit costs on the Purchase screen, so the fewer units you are likely to get, however, keep in mind that these troops can be significantly better troops!

Set Other Preferences

Set any other options on the Preferences screen to reflect how you want to play the scenario. **Note:** Setting Mines to “Off” may nullify some of the enemy advantage in a battle where you are on the offensive. Left-click on the Exit button to continue.

Select a Country

There are over forty nations you can select for scenarios — by clicking on one of the Flag buttons, you can choose to play: the US Army, US Marines, Germany, United Kingdom, ANZAC, Finland, Canada, India, Italy, France, Japan, Hungary, Belgium, Soviet Union, Rumania, Netherlands, Yugoslavia, Poland, Norway, China, or Greece during the period of 1939 to 1945.

From 1946 to 1999 the following nations are available: United States, the United Kingdom, France, Germany, Belgium, the Netherlands, Norway, Australia, Canada, Denmark, Italy, Spain, Greece, Turkey, Pakistan, Libya, Israel, Jordan, the Gulf States, Egypt, Syria, Iraq, Iran, Mujehadeen, the PLO, India, China, North Korea, South Korea, North Vietnam, South Vietnam, Taiwan, Japan, Russia, East Germany, Poland, Czechoslovakia, Hungary, Romania, and Afghanistan .

The Red and Green “nations” represent “generic” East bloc and West bloc nations for generated scenarios. A green light goes on over the position that a nationality is being chosen for, Player 1 or Player 2.

Your force can consist of equipment from more than one nationality, but the overall determination of nationality is based on the first nationality setting chosen.

Player Control Setting

Six switches, three for each player, determine who controls each player, purchases for each player, and deploys for each player — a human or the computer.

Map Selection

Select either a pre-made map which you have created earlier in the Scenario Editor, or have the computer build a random map.

Map Size

If you have the computer generate a random map you must select one of three map sizes, Small, Medium, or Large. Small maps are long and narrow at 40 hexes wide and 100 hexes long, Medium maps are 60 hexes wide, Large maps are the full 80 hexes wide and 100 hexes long.

Set Type of Battle Mission

There are three types of battle missions: Advance, Meeting Engagement, and Assault. Using the five buttons with green arrows, you determine who is on the attack or on the defense.

Meeting Engagement

Your troops begin at one side of the battlefield, and the enemy on the other. There are three equal sets of Victory Objectives in varying states of control by either side.

Advance

One side's troops are the vanguard of their army and are to break through enemy territory and capture objectives on the other side. Enemy units are not entrenched to defend the series of Victory Objectives, and they usually have limited mines or obstacles available.

Assault

The aggressor's troops attack an entrenched line of enemy-defended objectives. This is the only type of scenario where the map can include beach terrain.

Set Month

Choose the actual month the battle takes place. The months between October and February may have snow conditions which can affect movement rates depending on the location of the battle. This combined with the year and nationalities engaged determine the terrain type. Use the up- and down-arrow buttons on the end of this display to adjust the date.

Set Year

Choose the year the battle takes place. The available years are: 1939 through 1999. This is important as only units historically available during that year can be purchased.

Set Water Features

Just below the date controls is a button where the amount of water in the hex can be set. The four options are NO MAJOR WATER, the default, RIVER (North-South), BEACH, and RIVER (Random). **Note:** This button only works in "Player Assaults Player" scenarios, otherwise the button does not function.

Set Lighting

Below the Water Feature button is the Lighting button. This control changes the overall lighting conditions for the battle, which affect visibility. The options are NOON, NO MOON, HALF MOON, FULL MOON, DAWN, and DUSK. Lighting other than NOON reduces the level of visibility substantially for units without enhanced vision gear such as thermal imaging or image intensifiers.

Buy Units

If you chose the Manual option, you now have the opportunity to purchase your units. This process is essentially the same as described in the "Choosing Core Units" section on page 43. The main difference lies in two additional buttons in the lower-left corner: the Max Points and Mission buttons which are covered in the "Maximum Points" and "Mission" sections, starting on page 59.

Unit Classes

Armor

Formations consisting of tanks, armored cars, and other vehicles covered with armor plating to protect them from enemy fire.

Artillery

Formations consisting of artillery and anti-tank guns, and self-propelled guns. Many of these units do not normally move on their own, and require a separate vehicle in order to transport them if there is an asterisk (*) after their name in the purchase column. Allotments of ship-based shore bombardment missions are also purchased here.

Infantry

Formations consisting of foot soldiers carrying a range of weapons from rifles and hand grenades, to bazookas and flame-throwers.

Miscellaneous

Formations consisting of helicopters, strike elements, half-tracks, armored personnel carriers, mines, pillboxes, forts, truck transport, barges, anti-aircraft guns and missiles.

Special Note:

* — A single asterisk (*) after a formation's name in the purchase column indicates that it requires a vehicle such as a truck or APC to transport it.

Note: While selecting formations to buy, the statistics of the units appear. For definitions of the statistics, see the "Unit Command Screen" section, starting on page 50.

Purchase Specific Equipment

After you choose the equipment formations you want, you may select a specific tank or infantry formation from this menu. Where in the previous menu you may have selected a Tank Plt formation, this menu could allow you to choose between M60A1 Patton, M60A3 Patton, or M1 Abrams tanks. The choices are based on equipment available to that type of unit at that point in time.

The nationality of units can also be switched to provide more options of weapon systems.

Select Formations

You may decide to Buy that unit or Cancel/Exit the Purchase Unit Menu.

Unit Type

Displays the exact type of tank, infantry, or aircraft unit you wish to buy. There are hundreds of different types of units available in STEEL PANTHERS III: BRIGADE COMMAND.

Unit Cost and Breakdown

Displays unit information, how much it costs, and the Battle Points you have remaining. Left-clicking on a formation in the panel on the right causes it to be deleted, and adds the points back into your “bank.”

Mission Button

The Mission button opens a window with a reminder of who the opponents are, what the date is, what the location is, what the mission is set to, scenario length, and visibility.

Maximum Points Button

Left-clicking on this button allocates the maximum number of points to both sides. This feature only works prior to the first purchase.

View Map Button

Allows you to look at the terrain you are fighting on.

Nation Button

Use this option to add additional forces from other nations to the force being bought. In the screen that appears, left-click on the nation you wish to use and then left-click on the Continue button. The units now displayed on the Purchase screen are those of the new nation.

Done

When you are through purchasing units, left-click on the Done button.

Deploy Formations

Auto Deploy

Allows the computer to deploy your forces automatically for a quick setup of the game. If you select this method you go to the deploy menu to see how the computer set up, and you may still manually change what the computer did.

Human Deploy

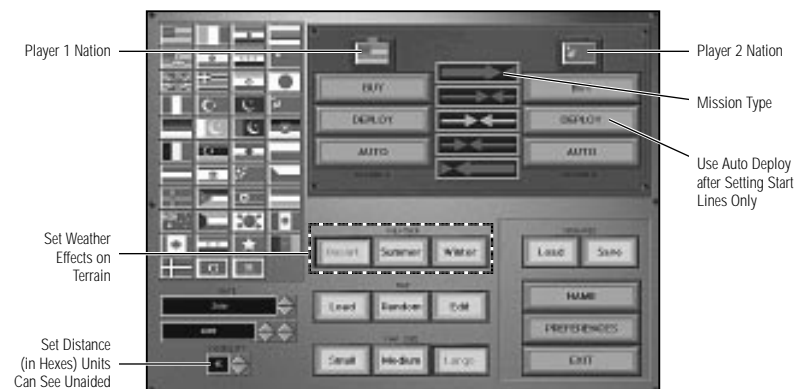
Allows you to deploy forces manually. See the section “Deployment,” on page 45, for more detail.

Save Game

Allows you to save your current game at the deployment phase. See the “Playing by Email” section on page 76 for Email game directions.

Quit Deploy

Returns the view to the Interphase screen where you can save this battle prior to beginning it. Left-click on the Start Turn button to go to the Tactical screen and begin the game.



SCENARIO EDITOR

The STEEL PANTHERS III: BRIGADE COMMAND custom Scenario Editor allows you to create scenarios from the ground up by selecting the month and year, terrain, equipment, troop types and their placements. The largest differences between the Battle Generator and the Scenario Editor is that scenarios must have both side's forces chosen and deployed, there is a greater degree of control of the quality of units and leaders, the maps can be heavily modified or built from the ground up, the scenario can be used to build a campaign with other scenarios, and the scenario must be saved and then loaded as either a scenario or as part of a campaign.

As an example lets build a simple U.S. Army advance against the Russians. If you own STEEL PANTHERS II: MODERN BATTLES you should realize that this is the same scenario you built with that game's Editor. This tutorial should go a long way to demonstrating the changes we have made in creating STEEL PANTHERS III: BRIGADE COMMAND.

Selecting Nationality

The first thing you want to do is set up who is fighting whom. In the upper-left corner of the editor, you can pick which nations are fighting each other. To pick Player 1's nationality, left-click on the flag underneath the heading “Player 1,” then select the US flag. Repeat the process for Player 2 selecting the Soviet flag. You have now set up the nationalities for this battle.

Set Year and Month

Next set the month and year of the battle. In the lower-left portion of the menu there are two controls; one each for the year and the month. The up and down arrows allow you to change the month and year to your choice. For this example we selected the year “1985,” and the month of “July.”

Visibility Setup

Below the Year and Month control is the Visibility Setting control. This control shows you how far the units in your armies can see unaided. Use the up and down arrows to adjust the setting. For example, a setting of 10 means that all of the units are able to see only ten hexes away, and a setting of 25 means that they are able to see twenty-five hexes away. The units Vision rating can override this limit, so that a unit with a Vision rating of 10 can see a minimum of ten hexes regardless of the visibility setting. For now, set Visibility to “20.”

Buy, Deploy and Auto Buttons

Three buttons are under each Player flag.

Buy Button

Clicking on the Buy button displays the Purchase screen for that nationality where units are bought with Battle Points.

Deploy Button

Clicking on the Deploy button displays the Deployment screen with your units lined up against your back map edge. See the “Deploy Forces” section on page 63 for details.

Auto Button

Clicking on the Auto button has the computer deploy your forces and displays this deployment for your approval or re-deployment. See the “Deploy Forces” section on page 63 for details.

Select Mission Type

In the upper-center are the Mission Selection buttons. These allow you to pick the basic Mission Type in STEEL PANTHERS III: BRIGADE COMMAND : Assault, Advance, or Meeting Engagement. The difference between “Assault” and “Advance” is that the defender in a “Assault” mission is dug-in and both sides have more artillery support. For now, pick the “US Army Advances vs. Russia” option. Your scenario so far is the US vs. the Russians, July, 1985, and it is a US Army Advance.

Map Controls

Select Terrain Type

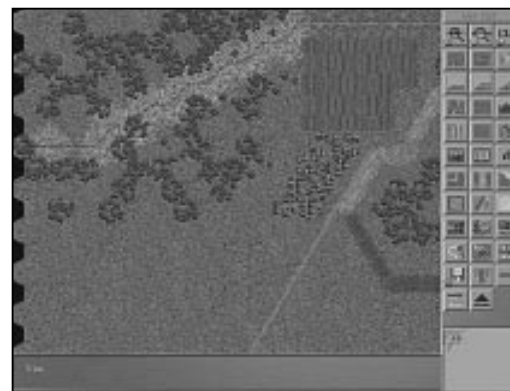
The editor allows you to pick the Terrain Type you wish to fight in. You have three choices of map types: Desert, Summer, or Winter. For this battle let’s pick, “Summer.”

Select Battle Size

Below the Map Selection buttons are the Battle Size Selection menu. This menu only changes the size of the map the battle is to be fought upon. You have the choice from small to large. For this example, we picked “Small.”

Select Forces

Now it’s time to purchase units for your battle. The two Buy buttons operate in the same fashion as the Battle Generator menu. For now select the units for both the Americans and Russians.



Build a Map

Below the Terrain and Visibility settings are the Map Selection options. You may either have the computer build you a “Random” map, or you can “Load” a saved map, or you can “Edit” an existing map which has already been loaded. For this example just pick build a “Random” map. It may take the computer a few seconds

to generate the map. Once it is done, left-click on the Edit button. **Note:** Generating a random map may also alter the visibility setting.

Basic Map Editing

You now have a randomly-built map. You can either accept the map as it is, edit the map, or clear the map and start from scratch. To edit the map, you first have to select a terrain tile you wish to add. On the right side of the screen are available terrain icons you can choose from. For more descriptions on the icons, please refer to the “Map Editing Controls” section on page 64.

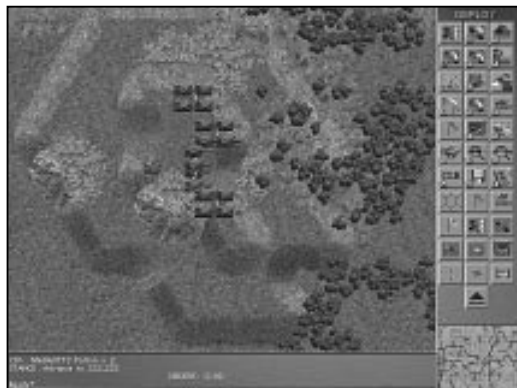
For now, let’s add some woods. Left-click on the Add TREES to hex button, then pick a spot on the map you wish to add trees to, and left-click again. A tree hex has now been added to your map. Now, if you right-click on a hex, the terrain type is added not only to the single hex you just clicked on, but also to six surrounding hexes. This allows you to quickly add large amounts of terrain to the map. You may now do the same for most of the other terrain buttons.

Making roads and streams works differently. Left-click on the Secondary Road button. Now left-click on the map where you wish the road to start, then left-click again on the map where you wish the road to end. Be careful not to make very sharp curves or turns, as the computer may have difficulty interpreting this. The method is the same for making paved roads and streams.

If you wish to start from scratch, left-click on the CLR button. Warning! This erases the entire map of all its features, so be sure you want to do this, or save the current map first.

To save any map you make just left-click on the Save Current Map button. Left-click on the Quit button go back to the Editor Menu.

For more options on map editing, see the “Map Editing Controls” section, starting on page 64.



Deploy Forces

Now that both the Americans and Russians have units, it's time to deploy them. Below the Buy buttons are the Deploy Options buttons: Deploy and Auto. Auto allows the computer to set the units up for each player automatically. The Deploy option allows you to set the units on the map. For now left-click on the Deploy option.

The Deploy screen is where you can place your units on the Battle Map. You'll notice that the units for both the Russians and Americans are on both the extreme left and right sides of the map. You are free to set up the units on the map as you see fit. Also, you may modify Victory Objective flags as well.

For more options on deployment and unit editing, see the “Deploy Screen Controls” section, starting on page 67.

Setting the Number of Turns

To set the number of turns in the scenario press the “.” (period) key on the keyboard while in the DEPLOY screen. A pop-up dialog box appears where the maximum length of this battle is set. The game does not necessarily end on that turn if neither side has clearly achieved victory.

Saving Scenarios

At this point, you have finished making your scenario. You can now save it by going to the Scenario Options menu at the bottom of the Editor menu. There are two buttons. Left-click on Save to save the scenario you've made. The Load button loads an existing scenario and allows you to edit that scenario. Remember, these options have nothing to do with loading or saving a map.

Map Editing Controls

STEEL PANTHERS III: BRIGADE COMMAND allows you not only to play on realistic terrain maps, but also to create your own. To create a map from scratch or edit an existing map, select the terrain tiles you wish by left-clicking on them, then left-clicking where you wish to place them on the Battle Map.

Note: Be sure to save your maps while creating and once you have finished creating them!

Clear Map



Erases all terrain features from the Battle Map.

Clear All Terrain From Hex



Restores a hex to open or grass terrain and sets height level to 0 (zero).

Swamp Terrain



Selects swamp or marsh terrain.

Rough Terrain



Selects rough terrain which consists of uneven, rocky terrain, with some light brush

Level 1 Hill Terrain



Selects small, open hill terrain, height 10.

Level 2 Hill Terrain



Selects medium-sized open hill terrain, height 20.

Level 3 Hill Terrain



Selects large-sized open hilltop terrain, height 30.

Make a Stream



Left-click on the hex where you wish the stream to originate, then left-click on where you wish the stream to end. The generated river meanders between these two points.

Water Terrain



Selects all-water terrain with surrounding beach. The water depth can be set to one of three settings: **0** for shallow water, **1** for water, **2** for deep water.

Trees



Selects wooded terrain, consisting of dense woods and heavy brush.

Wheat Crops Terrain



Selects wheat field terrain. If the Tree Type toggle is set to Palm Trees, then this places rice paddies instead.

Green Crops Terrain



Selects generic green crop field terrain.

High Grass Terrain



Selects high grass terrain, representing wild or high grass and brush.

Village



Selects a village terrain tile. Different buildings can be viewed by left-clicking on the hex until the buildings you want appear.

Urban



Selects an urban terrain. Different buildings can be viewed by left-clicking on the hex until the buildings you want appear.

Add Text to Hex



This opens a pop-up dialog box where up to 15 characters can be entered. The text is centered in the hex.

Create a Secondary Road



Left-click on the hexes where you wish the secondary road to originate and end. The generated road winds between these two points.

Create a Primary Road



Left-click on the hexes where you wish the primary road to originate and end. The generated road winds between these two points.

Add a Strip of Beach



Turns half of the map into an ocean area with a beach. This feature is useful in making amphibious assault scenarios. This erases previous terrain.

Pavement



Places pavement in a hex.

Convert Streams to Rivers



Converts existing streams into wide rivers.

Beach Terrain



Places beach terrain in a hex.

Add Light Damage to an Area



Adds shell holes and damaged buildings in the area.

Add Heavy Damage to an Area



Adds a significant number of shell holes and damaged buildings in the area. Adding levels of damage by left-clicking multiple times can create a lightly burning to heavily burning hex.

Create a City Section



Creates a large area of mixed urban and village hexes. This button allows you to build cities quickly.

Tree Type Toggle



Toggles between temperate and jungle vegetation when adding trees and fields to the map. Adding trees must be done using the Trees button and adds mixed forest or palm trees. The Wheat Field/Rice Paddies control adds rice paddies when the jungle setting is active, and wheat fields when the temperate setting is active.

Fill in Area with Current Terrain



Fills in an area with the currently selected terrain. The area width can be adjusted with the Set Terrain Fill Range button, described below.

Set Terrain Fill Range



Determines the range of hexes to be filled in with the currently selected terrain. For example, a setting of "3" fills in a 3-hex radius circle of the currently-selected terrain.

Save Map



Saves the current map.

Convert All Streams to Canals



Automatically converts all stream tiles into canal tiles.

Create a Railroad



Draws a railroad between two points.

Change Deployment Side



The default deployment is the left map edge for Player 1 and right map edge for Player 2. This button toggles this, so Player 1 deploys on the right and Player 2 deploys on the left.

Quit



Returns the view to the Editor Menu screen.

Setting Retreat Priority Hexes

While in the Edit Map screen, press 0 to set the current hex as the retreat Priority Hex for Player 1, press 1 to set the current hex as the retreat Priority Hex for Player 2.

Setting Reinforcement Hexes

In the Edit Map screen, press keys 2-5 to set the current hex to be a Player 1 reinforcement hex, press keys 6-9 to set the current hex to be a Player 2 reinforcement hex.

Deploy Screen Controls

The following controls are all active on the Editor's DEPLOY screen. These controls are more extensive than those found in the Battle Generator or Campaign DEPLOY screens although many of them serve the same function.

Deploy Entire Formation



This allows you to deploy entire formations in one stroke. Example: To place the entire "B" formation, select one of the units from it, and then right-click on the hex where you would like to center the entire formation. Now, left-click on Deploy Entire Formation button (or press A on the keyboard) to have the remaining units deploy around the selected hex.

Go to Next Formation



There is also a Go to Next Formation button allowing you to quickly cycle through your list formation by formation.

Go to Roster



Allows you to view the names of all of your formation leaders, gives you a list of all your formations, and which unit is the acting headquarters unit for each formation.

Unit Status List Panel

HQ — An H in the first column indicates that the current formation leader and HQ are attached to that unit.

Men, Guns, or Vehicles — The second column displays the current number of men, guns, or vehicles. "KO" indicates that the unit has been "knocked out" or destroyed.

Stance — Each unit's stance is displayed in the third column, A for attack stance, D for defend. Left-clicking on the letter in this column allows that unit's stance to be toggled between A and D.

Range — Column four is the Maximum Firing Range setting for that unit.

Go to Next Unit



Selects the next unit in the order you purchased them. For example, going from unit B1 to unit B2.

Go to Previous Unit



Selects the previously selected unit, in order of purchase.

Find Current Unit on Map



This control centers the Battle Map on the selected unit's hex. This is useful if the map has been scrolled away from the active unit's hex.

Pre-Plan Bombardment



See the section of the same name on page 46 in the "Manually Deploying Formations" section and the "Indirect Fire Basics" section, starting on page 13.

Load/Board Unit



Mounts or dismounts infantry or artillery units from tanks, vehicles, barges. The capacity of different vehicles varies; for example, some vehicle platoons can carry a rifle platoon and a heavy weapons team.

Assign Current Unit to New HQ



Assigns the current active unit to a formation selected by left-clicking on it.

Edit Victory Objective Flags



By left-clicking on the Edit Victory Objectives button, you open a sub-menu where you are able to move each Victory flag to a different location, add or subtract the value of each Victory Objective flag and change ownership of the Victory flag.

You are automatically given 21 Victory Objective flags which default to three groups of seven flags. You may NOT add more than this number. To have fewer objective flags, simply click and move a flag into a hex already occupied by another flag, however, you can never have fewer than one. Flags have their own victory points, not hexes. So, if you move three flags worth 50 points each into the same hex, then when playing the game the player who occupies that hex will receive 150 points.

Next and Previous Buttons

Use the **N** key or Next button and **P** key or Previous button followed by the Move Cursor button to quickly switch from Victory Objective flag to flag.

Move Cursor Button



Left-click on the Next or Previous button, then the Move Cursor button to cycle forward or backward through the Victory Objective flags. This is particularly useful if you have superimposed one flag on another.

The Move Cursor button also returns to the currently selected Victory Objective flag hex if the map has been scrolled elsewhere.

Change Victory Objective Control Button



This control cycles the status of a selected Victory Objective flag through three states: Player 1's nationality, Neutral, and Player 2's nationality.

Add and Subtract Victory Points Value Buttons



Left-click on one of these buttons to increment or decrement the value of Victory Objective flags by 10 points.

There are also Zoom In, Zoom Out, and Return buttons.



and the unit type buttons to choose the new unit type and left-click on Exit to return to the DEPLOY screen.

Change Current Unit to a Different Type



This option opens the CHANGE UNIT MENU screen, where the selected unit can be changed to another unit of the same type from the same nation, another unit of a different type of the same nation, or to a unit of a different nationality altogether. Use the equipment list



Modify the Current Unit's Data



This powerful option allows you to alter the unit data for any given unit in the current scenario. Each Edit Unit Data button opens a pop-up dialog box where a new value can be entered. Left-clicking on the Exit button returns to the DEPLOY screen. You can change most unit data values, such as unit armor and speed, to a maximum value of 255.

Note: Settings for number of weapons and vehicles cannot be 0. Pressing the **ESC** key while these fields are active can result in a value of 0.



Modify the Leader Data

The Unit Leader button opens a sub-menu where ratings for the leader in command of the selected unit can be adjusted. When asked to edit a leader's rank, a number must be entered which represents the rank. Here are the numerical equivalents:

1 = Private	2 = Corporal	3 = Sergeant
4 = 2nd Lieutenant (Lt.)	5 = 1st Lt.	6 = Captain
7 = Major	8 = Lt. Colonel	9 = Colonel.

Leader statistics, unit experience, and morale, have a maximum value of 255.

Go to the Objective Area



Shifts the Battle Map to center on the Victory Objective of the active unit.

Entrench All Units



If you are playing in a “Defend” Mission, all of your units automatically start the scenario entrenched.

Build Minefields, Barbed Wire, and Dragon's Teeth



Allows you to place mines, barbed wire, and Dragon Teeth you have purchased. Dragon Teeth are anti-tank obstacles.

Show Unit Visibility



Shows the current unit's Line of Sight (LOS) or visible hexes that it can see in the direction it is facing.

Zoom In and Zoom Out



Magnifies and decreases the magnification of the Battle Map.

Clear Dark and Smoke in Hex Button



Clears the Battle Map of any shaded or smoke-filled hexes for better viewing of the terrain. This button toggles smoke on/off.

Save Game



Saves the game at current deployment.

Go to the Weapons Encyclopedia



Opens the Weapons Encyclopedia where information on weapons and units in STEEL PANTHERS III: BRIGADE COMMAND can be viewed.

Hexsides On / Off



Toggles Battle Map hex sides on or off.

Set Objectives For Formation



With a unit selected, left-click on this button, then select the hex to be the formation's objective and left-click there to place the objective flag icon.

Load All Units Into Closest Vehicles



This control is for quick loading units capable of transporting other units such as infantry or artillery.

Set All Units Objectives



This control set the objective for all units in the deploying force to the currently selected hex.

Change Stance for Formation



This button toggles the stance from Defend to Advance to or back for all units in the current formation.

Change the # of Weapons for (Unit Name)



Use this option to adjust the number of men, vehicles, or guns in the active unit.

Make (Unit Name) a Reinforcement



This control changes the status of the selected unit to that of a reinforcement. When you left-click on this button or press the **1** key, you are prompted to assign the unit an entry area (1-4) and an entry turn (0-99). Pressing the **0** key resets the unit not to be a reinforcement.

Toggle Auxiliary Status for (Unit Name)



This control switches the status of the active unit from Core to Auxilliary. If this scenario is added to a campaign you create, units that are Auxiliary formations do not go forward from scenario to scenario along with the Core formations and the unit cannot be redeployed by a player in the deploy phase during a campaign game. The unit will have an AUX added to the end of its status line at the bottom of the screen.

Add or Delete Entrenchments from the Cursor Hex



This control overlays entrenchment icons around units, and sandbag icons anywhere else on the map. Left-click to place or remove these icons.

Change the Start (Player Nation) Line



This button opens a sub-menu which allows the Player start lines to be placed by the player. Three buttons appear on the sub-menu: a blue flag button which allow hex by hex placement of the Player 1 start line, a green flag button which allow hex by hex placement of the Player 2 start line, and a red flag button which generates an automatic front line. When placing the start lines for each player, each hex of the start line must be clicked on to set the position of the line and there can only be one per hex row.

Change the Victory Cost of All (Player Nation) Units



This control opens a pop-up dialog box where a multiplier can be set for the Victory Cost of units of the side being deployed. The range is from 1 to 255. Entering a **1** means that the Victory Cost multiplier is 10% so a 20 point unit would cost 2 points; entering a 10 increases the multiplier to 100%, or 20 points for a 20 point unit.

Go to the Preference Screen



This option opens the Preferences screen.

Quit the Deployment Menu



Use this button to return to the Editor screen.

Scenario Editor Notes

Note that this option is for die-hard gamers who want to create very detailed scenarios. To quickly generate random battles, we suggest you use the Battle Generator. The “build a complete scenario option” was originally intended to be used only by our scenario designers, but we decided to put it in the game because of all the requests for it. Proceed at your own risk. Note that changes only affect the scenario you are editing.

Editing Unit Data

You can also change your units to a different type (ex. Patton tank to an Abrams tank) or modify an existing unit's data. These options are available through the Change Current Unit and Modify Current Unit buttons. See the “Change Current Unit to a Different Type” and “Modify the Current Unit's Data” sections starting on pages 69 and 70 respectively.

Saving Scenarios

Caution! When saving scenarios you create, they are added to the list of available scenarios already supplied with the game. Currently, you may create and save 159 scenarios. There are 41 scenarios that come with the game for a total of 200 scenarios you can have access to at any one time. You can save over an existing scenario if you need space for more than 159 scenarios. If you do save over a scenario supplied with the game and you want to play it again, you need to reinstall the scenarios from the STEEL PANTHERS III: BRIGADE COMMAND CD to your hard drive. When you load a saved game you are asked to choose player control. This allows you to let another human take over the computer, for example, to play against you.

Current new hotkeys

- ; set objective in deploy and game phases
- , set objective for army in deploy phase
- ; change map size to 10,20 or 30 wide in edit map phase
- o change number of weapons in a unit in the editor
- a combines 2 sections into one platoon in the deploy phase;
left-click on the units to be combined after pressing the **a** key
- r set range for a unit in the deploy phase
- t build front lines in the editor (to allow Auto Deploy to function)

CREATING CAMPAIGNS



Making a custom campaign is a process of choosing several scenarios and linking them. Left-clicking on the EDIT CAMPAIGN button in the Selection screen opens the Campaign Editor screen. The large panel on the left contains ten slots for new campaigns. Left-click on one when it turns yellow, and the text changes to white indicating it is the active slot. A list also appears under Linked scenarios.

Linking Scenarios

There are five columns of items in this list, which can be manipulated in any order, but start on the left where it says — No Scenario —. Left-click on the first instance of this on the list, and the SCENARIO LIST list appears in the center of the screen. The first forty-one scenarios are those that came with STEEL PANTHERS III: BRIGADE COMMAND, and following that are any scenarios that have been copied into the SCEN folder, or created with the Scenario Editor. The first position is highlighted in white.

Choose Scenarios

Now select a scenario by left-clicking on it; — No Scenario — changes to read the name of the scenario selected. Changing scenarios is also simple, just click on a new scenario with a name in the Linked scenarios: list highlighted and the new scenario name appears in the old one's place.

Victory Level

This is where you decide under what conditions the campaign is to end or continue. Move the cursor to the far left where the word ALL appears, and left-click when it turns yellow. A pop-up dialog box prompts you to set the victory level. Entering **0** means that any result permits the campaign to proceed to the next scenario and the legend continues to read ALL. Entering **1** means that a minor victory must be achieved to continue, and entering **2** means that this scenario must be won decisively in order to proceed. The legend for a minor victory is MV, a decisive victory is DV — these appear in the far left column.

A minor victory is achieved when a player out scores an opponent by a ratio of 2:1. A major victory is achieved when a player out scores an opponent by a ratio of 8:1.

Campaign Text

The three columns between the Victory Level column and the Scenario Name column are where Campaign Text can be added or edited for the campaign introduction, win, and loss messages. Left-clicking when one of these items turns yellow presents a pop-up dialog box where text can be entered to appear at the beginning and end of each scenario in the campaign.

This is where you should prepare your players with information about the scenario they are about to play such as: strategy suggestions, notification of reinforcements, and any directives from the high command. This tool allows the campaign you create to be more than just a group of battles strung together at random!

Select Nation

This button allows the selection of a nation to represent the player in the campaign. This determines the choices of equipment available to the player, since all Core formations are purchased at the start of the campaign. The nation chosen also affects the troop quality and other ratings associated with each individual nation. These settings can be changed by going into the Preferences screen from the Nation screen. Exiting the Nation screen returns to the Campaign Editor screen.

Note: The start date setting affects what equipment and formations are available, as well as which nations can be played.

Name Campaign

Left-clicking on this button opens a pop-up dialog box where the campaign can be named. This name is how the campaign appears on the CAMPAIGN LIST on the Selection screen.

Build Points

Left-clicking this button opens a pop-up dialog box. This is where the number of build points is entered to set the limit for purchasing Core units at the campaign's start.

Start Date and End Date

The up- and down-arrow buttons can be used to adjust the Start Date and End Date controls. These settings affect what equipment, formations, and nations can be selected, as well as factors such as troop training and quality.

Exit

Left-clicking on the Exit button saves the campaign and returns to the Selection screen.

PLAYING BY EMAIL

Email games in STEEL PANTHERS III: BRIGADE COMMAND can include scenarios as well as battles created using the Battle Generator. The procedure is slightly different for each type of email game, and requires some steps be taken in a specific order. Please read the following sections carefully.

Email Scenarios

The first step in playing a scenario by email is to set both Player 1 and Player 2 to Human on the SET PLAYER CONTROL screen, then left-click on the Continue button. The next screen is the SECURITY MENU. There are four buttons on this screen, Continue, Password, Save Game, and Exit Game. If passwords are deemed necessary, then Player 1 should left-click on the Password button, enter a password, and left-click on the Save Game button, choose a save game slot and note the position of the save, followed by the Exit Game button.

This process creates two files whose filenames are "Savennn.DAT" and "Savennn.CMT" where nnn is a three-digit number equating to the position of the save in the Save Game list. Both the .DAT and the .CMT files must be sent to the other player in order to continue an Email game.

Player 2 copies the two files into the SAVE directory in the STEEL3 directory, then starts STEEL PANTHERS III: BRIGADE COMMAND and loads the saved game using the LOAD SAVE button. The first screen that appears after the START button is left-clicked is the SECURITY MENU. Now Player 2 enters a password and left-clicks on the Save Game button, the same file position (or a different one, but Player 2 needs to be aware which position to return the right .DAT and .CMT files to Player 1), and the Exit Game button.

Player 1 now places the files into the SAVE directory, and loads the saved game. STEEL PANTHERS III: BRIGADE COMMAND prompts for the password (do not forget it between games!) and displays it at the bottom of the START TURN/QUIT ORDERS screen. At the end of each turn, the game displays the SAVE GAME LIST where the game can be saved prior to sending it to your opponent, after which STEEL PANTHERS III: BRIGADE COMMAND returns to the Selection screen.

Playing a Generated Battle by Email

When starting a Battle Generator game for email play, set both sides to Human Control. Left-clicking on the Continue button opens the Purchase screen where units are selected, followed by the SECURITY MENU. The same four buttons are on this screen, Continue, Password, Save Game, and Exit Game. If passwords are deemed necessary, then Player 1 should left-click on the Password button, enter a password, and left-click on the Save Game button, choose a save game slot and note the position of the save, followed by the Exit Game button.

The rest of the process is the same from turn to turn, enter the password, play, save, quit, and send the save files to your opponent.

TACTICAL NOTES

It is indisputable that technology has deeply affected the course of warfare in the Twentieth Century. Debate centers on what advances had the greatest effect. The truisms about offense and defense cyclically chasing one another hold true in modern combat. This is true even with fusion weapons - the defenses (so far!) are Information Age products, pens and their modern counterparts that hold back the nuclear sword (so far, except twice).

Interest in the advances in this period among game players focuses more on the developments in combat vehicles on land, air, and sea. The addition of fairly reliable immediate command/control/communications/intelligence - C³I - tools has provided a further multiplier to the increase in killing power.

Which dominates the increase in military efficiency? C³I control increases the ability of military forces to maneuver and direct fire efficiently. France in 1940 and Iraq in 1991 both demonstrated the doctrinal advantage that a C³I advantage generates. In both cases the issue turned on the ability of one side, possessing an edge in C³I to multiply that edge by choosing the time and manner of engagement, further dislocating and eventually destroying the command capacity of the other.

Yet not all evident edges in capacity lead to victory. Vietnam and Afghanistan argue pointedly that this is so. What makes these combats different from the Falklands and the Gulf War? Political issues aside, Vietnam and Afghanistan provide examples of tactical success by the “weaker” side as well. More recently, Chechnya and Bosnia show the possibilities of determined resistance in the face of presumed and actual superior arms.

Part of what STEEL PANTHERS 3: BRIGADE COMMAND tries to do is shift the focus to the level of combat where command control issues and equipment quality are at the greatest mutual level of importance. Better tanks help (a lot!) in this game - but the fight can be won by attending to C³I issues as well. This also drives the high level of control over configuration control given to the player. If you want to put every MLRS unit in the U.S. arsenal on your side and try to stop an advance of many, many T-80UM's you can do it (it is a workable strategy). On the other hand, it is also possible to stage an assault by a huge force of your choice of “insurgents” / “guerrillas” on a juncture between two interlocked firebases. In either case, issues of command and control will be critical to success/failure.

Reconnaissance

Reconnaissance vehicles in STEEL PANTHERS III: BRIGADE COMMAND, which includes helicopters, have been given the special ability to spot as infantry. Use this to provide some help with the much tougher infantry capabilities in this game. As always, try to move judiciously and probably hex by hex. Helicopters and reconnaissance units do not use orders for movement. They are affected normally by their stance setting, when the Control option is “On.”

Some infantry and vehicular units have the Recon special ability. For infantry this grants them a 25% spotting bonus. Vehicles with this ability do not have their spotting halved.

Infantry

Infantry is much tougher in the new scale used by STEEL PANTHERS III: BRIGADE COMMAND. The primary ‘trick’ to infantry use is to watch the information bar at the base of the screen closely — the asterisk and pound sign after the status listing (Ready, Pinned, etc.) show respectively, whether you are seen by an enemy, and whether you have been fired during the last turn or the current turn. Assaults on vehicles are much more effective when the unit is unspotted, stationary and has a weapon with some chance to penetrate the armor of the opponent. Try driving a lightly armored vehicle quickly down a road lined with trees in most scenarios and see what you get! The use of transport is also key. In test play, it has been found useful to deliver infantry to one point, hide them there, and show the APC's or trucks at another point. Position these teams accordingly. Also note that especially with Soviet tanks, reactive armor on the turrets will often defeat HEAT rounds. Get those rear shots!

Cover

An old infantry rule says “Cover conceals, but concealment is not cover.” Woods and grass provide some concealment but little cover. Village hexes provide both, and Urban and Rough hexes are the best defensive positions for infantry. Armored units receive hull-down benefits for higher altitude and Rough hexes. Watching one E-mail battle - decided largely on one player's patient long-range fire while sticking to rough hexes - shows the power of hull-down tactics. The winner was playing 1996 Syrians against 1996 U.S. Army with roughly equal numbers of tanks. The Syrian player accepted fire exchanges only at 5-10 hexes, and only when hull-down to the opponent. Losses were about numerically equal - a big points edge to the Syrian side!

Infantry vs. Infantry

Combined arms tactics are important here as well. The favored tool among the development team at SSI for clearing infantry is machine-guns, mortars and infantry platoons in combination. Once enemy infantry are located, begin shelling them with the mortars. Once enemy machine-guns are located, either lay smoke to screen, or shell them. Your own machine gunners should engage enemy infantry at about a range of 4 hexes - outside their small arms range. Once the machine-gunners have suppressed the enemy you can begin to attack with your own infantry platoons. Once you have infantry in a place you like, change their stance to defend for a few turns, and they improve their position. This will help keep the same trick from being used on you...

Tanks and Anti-Tank units

The key to success in tank stopping is to make the enemy shoot at your frontal armor while shooting at their sides or rear. This is particularly important with anti-tank guns and missile teams. The sequence works like this: engage from the longest range at which you can hit - not necessarily kill - with an armored unit. This will “fix” the opponent and hopefully draw return fire. Then take shots at the flank or rear from range - i.e. not adjacent. This can have two important effects: 1) these shots are more likely to kill, 2) the opponent may switch fire to the new adversary. When firing, each of the first three shots becomes more accurate. By reducing the number of sequential shots, the average accuracy of the opponent is reduced. Once an opponent has used up their shots, you can move adjacent to them and get the best shots - again, this is preferably done targeting the rear or side of an opponent.

Hull-down positioning is also an excellent tactic, as is shooting from a higher elevation. The latter not only gives the hull-down advantage, but allows the occasional top hit - and the armor is thinnest there.

Helicopters

The helicopter, in both “flying APC” and gunship roles, can provide a devastating edge in battle. Good scouts with unmatched mobility, their only fault (that is represented in the game directly) is fragility. It is not easy to hit a chopper, but once hit they evade wildly or go down. Helicopters are no match for infantry in spotting ability, but can cover much more ground and carry heavier, more lethal weapon systems.

Artillery

The most immediately apparent change besides scale in STEEL PANTHERS III: BRIGADE COMMAND is the increased effect of artillery. One downside is that mortars and smaller pieces no longer necessarily span the map! The other is that most artillery assets now are on map and vulnerable to well placed counter battery fire and attack by penetrating troops and helicopters. One of the uses of air attacks by Strike Elements is to counter enemy artillery. That said, once you hit something with artillery, you get kills. Urban hexes and entrenched positions can slow the fatal attrition of indirect fire, but most opponents choose to move rather than endure repeated poundings.

Last Words

Terrain is your friend. Overwatch. Shoot stationary when possible. Suppress infantry quickly. Good luck.

APPENDIX A — NATIONALITY COMMAND RATINGS

MODERN

NATION	1946-59	1960-69	1970-79	1980-89	1990-99
U.S. Army	10	0	10	20	20
U.S. Marines	0	10	10	10	10
United Kingdom	-10	0	10	20	20
France	-10	0	0	0	0
West Germany	0	0	10	10	10
Belgium	0	10	10	10	20
Netherlands	0	10	10	10	10
Norway	0	0	10	10	10
Canada	0	10	10	10	10
Denmark	0	0	10	10	10
Italy	0	10	10	10	10
Spain	0	0	10	10	10
Greece	-10	0	0	10	10
Turkey	0	0	0	10	10
Pakistan	-10	0	0	10	10
Libya	0	10	0	0	0
Israel	0	10	10	20	10
Jordan	0	0	0	10	10
Gulf States	0	0	10	10	10
Egypt	0	10	10	10	0
Syria	0	0	10	10	20
Iraq	0	0	0	0	0
Iran	0	0	10	0	0
Mujehadeen	0	0	0	10	10
PLO	0	0	-10	0	0
India	0	10	10	10	10
China	-20	-10	-10	0	0
North Korea	-10	-10	-10	0	0
South Korea	-10	0	0	10	10
North Vietnam	-10	-10	-10	-10	0
South Vietnam	0	10	10	10	10
Taiwan	-10	0	0	10	10
Japan	0	0	0	10	10
Russia	0	0	0	10	10
East Germany	-10	-10	-10	0	0
Poland	0	0	0	10	0
Czechoslovakia	0	0	10	10	0
Hungary	0	0	0	10	0
Romania	0	0	0	10	0
Yugoslavia	0	10	0	0	0
Afghanistan	0	0	0	10	10
Green	0	0	10	10	10
Red	0	0	0	0	0

World War II

NATION	1939	1940	1941	1942	1943	1944	1945
German	0	10	10	0	0	0	0
Finnish	0	0	0	0	0	0	-10
Italian	0	10	10	20	10	10	10
Rumanian	0	0	10	10	10	0	0
Hungarian	0	0	10	10	10	0	0
Japanese	-20	-10	-10	-10	-20	-20	-20
French	0	10	0	0	0	0	0
British	0	10	10	10	10	10	10
Belgium	0	0	0	10	10	10	10
Dutch	0	0	0	10	10	10	10
Polish	0	0	0	10	10	10	10
Soviet	0	0	0	0	0	0	0
U.S. Army	0	0	10	10	10	20	10
U.S. Marine	0	0	0	10	10	10	10
Chinese	0	0	0	10	10	10	20
Greek	-10	0	0	0	0	10	10
Norwegian	0	0	0	0	10	10	10
Yugoslavian	0	0	0	0	10	10	20
Canada	0	0	10	10	10	10	10
India	0	0	10	10	10	10	20
ANZAC	0	0	10	10	10	20	20
Free French	0	0	0	0	10	10	20

APPENDIX B — HIDDEN ARTILLERY SPOTTING RATINGS

MODERN

NATION	1946-59	1960-69	1970-79	1980-89	1990-99
U.S. Army	45	55	60	65	75
U.S. Marines	45	55	60	65	75
United Kingdom	35	45	55	60	75
France	35	45	50	55	65
West Germany	40	45	50	65	75
Belgium	25	35	45	50	50
Netherlands	25	25	35	40	45
Norway	25	30	40	45	55
Canada	35	40	45	55	65
Denmark	20	20	30	45	45
Italy	30	30	35	45	45
Spain	25	35	40	55	55
Greece	15	25	30	30	40
Turkey	25	25	30	40	40
Pakistan	20	25	30	40	45
Libya	10	20	25	35	35
Israel	30	40	45	55	70
Jordan	15	20	30	35	40
Gulf States	15	20	25	30	35
Egypt	20	25	30	35	45

MODERN, cont.

NATION	1946-59	1960-69	1970-79	1980-89	1990-99
Syria	20	20	25	30	35
Iraq	20	20	25	30	35
Iran	20	30	25	25	30
Mujehadeen	15	15	25	25	25
PLO	20	20	25	30	35
India	20	25	35	40	40
China	15	20	25	35	40
North Korea	15	15	25	35	35
South Korea	25	30	45	55	60
North Vietnam	20	30	35	45	50
South Vietnam	20	25	35	40	40
Taiwan	35	35	40	50	50
Japan	20	25	35	55	65
Russia	35	40	45	50	60
East Germany	30	35	40	45	55
Poland	25	35	45	50	55
Czechoslovakia	25	30	35	40	50
Hungary	20	25	35	45	50
Romania	20	25	25	35	40
Yugoslavia	10	20	25	35	40
Afghanistan	15	15	25	30	35
Green	10	20	25	35	45
Red	10	20	20	30	35

World War II

NATION	1939	1940	1941	1942	1943	1944	1945
German	0	5	5	15	20	20	15
Finnish	0	2	5	5	10	10	10
Italian	0	0	5	5	5	5	10
Rumanian	0	0	0	5	5	5	5
Hungarian	0	0	0	0	10	10	10
Japanese	0	0	5	10	10	5	5
French	0	0	5	5	10	10	10
British	0	5	5	10	10	20	25
Belgium	0	0	0	0	5	10	10
Dutch	0	0	0	0	0	5	10
Polish	0	0	0	-10	0	+10	+10
Soviet	0	0	5	5	15	15	15
U.S. Army	0	0	5	5	10	20	25
U.S. Marine	0	0	5	5	10	20	25
Chinese	0	0	0	0	0	5	5
Greek	0	0	0	0	0	5	5
Norwegian	0	0	0	0	5	5	10
Yugoslavian	0	0	0	5	5	5	5
Canada	0	5	5	10	15	20	25
India	0	5	5	10	10	15	15
ANZAC	0	5	5	10	15	20	20
Free French	0	0	5	10	10	15	20

APPENDIX C — EXPERIENCE RATINGS

MODERN

NATION	1946-59	1960-69	1970-79	1980-89	1990-99
U.S. Army	50	60	55	60	65
U.S. Marines	60	65	60	65	70
United Kingdom	60	60	65	65	65
France	55	55	55	60	60
West Germany	55	60	65	65	60
Belgium	50	50	55	60	55
Netherlands	50	55	60	60	60
Norway	50	55	60	60	60
Canada	60	60	60	60	60
Denmark	50	55	60	60	60
Italy	45	50	50	55	50
Spain	45	45	45	50	50
Greece	50	50	50	50	50
Turkey	50	50	50	50	50
Pakistan	40	45	50	50	50
Libya	30	35	40	40	40
Israel	60	65	70	70	65
Jordan	40	45	50	55	55
Gulf States	35	40	45	50	55
Egypt	35	40	45	50	55
Syria	35	40	45	50	55
Iraq	25	35	40	45	40
Iran	30	40	50	45	50
Mujehadeen	35	35	35	50	55
PLO	25	30	35	40	35
India	45	50	55	55	55
China	55	50	45	50	55
North Korea	50	55	55	55	55
South Korea	35	40	45	50	55
North Vietnam	60	65	70	65	60
South Vietnam	30	35	40	40	40
Taiwan	50	55	55	60	60
Japan	50	50	50	55	60
Russia	50	55	60	55	50
East Germany	50	55	60	55	50
Poland	40	45	50	50	45
Czechoslovakia	40	45	50	55	55
Hungary	40	45	50	55	55
Romania	40	45	50	45	40
Yugoslavia	40	40	45	45	40
Afghanistan	35	35	35	45	40
Green	40	40	40	40	40
Red	40	40	40	40	40

World War II

NATION	1939	1940	1941	1942	1943	1944	1945
German	65	70	75	70	65	60	55
Finnish	70	70	70	65	65	60	60
Italian	35	35	40	40	35	30	30
Rumanian	35	35	35	35	30	25	25
Hungarian	35	35	35	35	30	30	30
Japanese	70	70	70	70	65	60	55
French	45	45	45	45	40	40	40
British	50	50	50	55	60	60	60
Belgium	45	45	45	50	50	50	55
Dutch	45	45	45	50	50	50	55
Polish	45	45	50	55	60	65	65
Soviet	35	40	45	50	55	60	60
U.S. Army	40	40	40	45	50	55	60
U.S. Marine	50	50	50	55	60	65	70
Chinese	30	30	30	35	40	40	40
Greek	45	45	45	50	55	60	60
Norwegian	45	45	40	45	45	45	45
Yugoslavian	40	40	40	45	50	55	50
Canada	50	50	50	55	60	65	65
India	40	45	50	55	55	60	60
ANZAC	50	50	50	55	60	65	65
Free French	45	45	50	55	50	55	60

APPENDIX D — MORALE RATINGS

MODERN

NATION	1946-59	1960-69	1970-79	1980-89	1990-99
U.S. Army	50	55	50	60	65
U.S. Marines	65	65	60	65	70
United Kingdom	60	60	60	65	65
France	45	50	55	55	55
West Germany	55	60	60	55	50
Belgium	50	55	60	55	55
Netherlands	55	60	65	65	65
Norway	55	60	60	60	60
Canada	65	65	65	65	65
Denmark	55	60	60	60	60
Italy	50	50	50	50	50
Spain	50	50	50	55	55
Greece	60	60	60	60	60
Turkey	55	55	55	55	50
Pakistan	35	40	40	45	45
Libya	30	35	40	45	45
Israel	70	70	70	65	60
Jordan	50	55	50	55	50
Gulf States	35	40	45	50	55
Egypt	35	40	45	50	50

MODERN, cont.

NATION	1946-59	1960-69	1970-79	1980-89	1990-99
Syria	30	35	40	45	45
Iraq	25	30	35	40	35
Iran	30	40	45	55	50
Mujehadeen	60	60	65	70	65
PLO	30	30	35	35	40
India	40	45	50	50	55
China	55	45	50	50	55
North Korea	60	60	60	60	55
South Korea	40	45	45	50	55
North Vietnam	65	65	65	60	60
South Vietnam	25	30	35	30	30
Taiwan	55	60	55	60	60
Japan	45	50	55	60	60
Russia	50	55	55	50	45
East Germany	45	50	50	45	35
Poland	35	40	45	40	50
Czechoslovakia	35	30	35	40	45
Hungary	30	35	40	45	50
Romania	45	50	50	45	40
Yugoslavia	40	40	45	45	40
Afghanistan	30	35	40	45	40
Green	40	40	40	40	40
Red	40	40	40	40	40

World War II

NATION	1939	1940	1941	1942	1943	1944	1945
German	70	70	70	70	70	65	50
Finnish	70	70	70	65	65	60	55
Italian	40	35	35	35	30	25	25
Rumanian	35	35	35	40	35	30	25
Hungarian	35	35	40	45	40	35	30
Japanese	70	70	70	70	70	70	70
French	40	40	35	35	30	30	30
British	60	60	60	60	60	60	55
Belgium	45	45	45	50	55	60	55
Dutch	45	45	45	50	55	60	55
Polish	60	55	50	55	60	65	60
Soviet	35	40	45	50	55	60	65
U.S. Army	40	40	45	50	55	60	60
U.S. Marine	55	55	60	65	70	70	70
Chinese	35	35	35	40	40	40	40
Greek	60	60	60	55	60	65	65
Norwegian	45	45	40	45	50	55	55
Yugoslavian	40	40	40	45	50	55	60
Canada	65	65	65	65	65	65	65
India	45	45	45	50	50	55	55
ANZAC	65	65	65	65	65	65	65
Free French	40	40	55	60	55	60	55

APPENDIX E — LEADERSHIP RATINGS

MODERN

NATION	1946-59	1960-69	1970-79	1980-89	1990-99
U.S. Army	55	65	55	60	65
U.S. Marines	65	70	60	65	70
United Kingdom	65	65	65	70	70
France	60	60	60	65	65
West Germany	60	65	70	70	65
Belgium	50	55	60	60	60
Netherlands	50	55	60	60	60
Norway	50	55	60	60	60
Canada	60	60	60	60	60
Denmark	50	55	60	60	60
Italy	50	55	55	60	55
Spain	50	55	55	60	55
Greece	55	55	55	55	55
Turkey	55	55	55	55	55
Pakistan	45	50	55	55	55
Libya	25	30	35	35	35
Israel	65	70	70	70	65
Jordan	45	50	55	60	60
Gulf States	40	45	50	55	60
Egypt	30	35	45	55	60
Syria	25	30	35	40	45
Iraq	20	30	35	40	35
Iran	35	45	55	40	45
Mujehadeen	60	60	60	65	60
PLO	25	30	35	40	35
India	50	55	60	60	60
China	60	50	50	55	60
North Korea	55	60	60	60	60
South Korea	40	45	50	55	60
North Vietnam	60	65	70	65	60
South Vietnam	25	30	35	35	35
Taiwan	45	50	55	60	60
Japan	50	50	50	55	60
Russia	55	60	65	60	55
East Germany	55	60	65	60	55
Poland	45	50	55	55	50
Czechoslovakia	45	50	55	60	60
Hungary	45	50	55	60	60
Romania	45	50	55	50	40
Yugoslavia	40	40	45	45	40
Afghanistan	35	40	45	50	40
Green	45	45	45	45	45
Red	45	45	45	45	45

World War II

NATION	1939	1940	1941	1942	1943	1944	1945
German	70	75	75	75	70	65	60
Finnish	70	70	70	65	65	60	60
Italian	30	30	35	35	30	25	25
Rumanian	30	30	30	30	25	20	20
Hungarian	35	35	35	35	30	25	25
Japanese	70	70	70	70	70	70	70
French	40	40	40	40	35	35	35
British	50	50	55	55	60	60	60
Belgium	45	45	45	50	50	50	55
Dutch	45	45	45	50	50	50	55
Polish	45	45	50	55	60	65	65
Soviet	30	35	40	45	50	55	60
U.S. Army	40	40	45	50	55	50	55
U.S. Marine	55	55	55	60	65	70	70
Chinese	25	25	25	30	35	40	40
Greek	45	45	45	50	55	60	60
Norwegian	45	45	40	45	50	55	55
Yugoslavian	40	40	40	45	50	55	50
Canada	55	55	55	60	60	65	65
India	45	50	55	55	60	60	60
ANZAC	55	55	55	60	65	65	65
Free French	40	40	55	60	55	60	60

ABBREVIATIONS

AA — Anti-aircraft weapons; ranges from machine guns to artillery

AAMG — Anti-aircraft machine gun

ADATS — Air-Defense Anti-Tank System

AFV — Armored fighting vehicle

AGL — Auto Grenade Launcher

APFSDS — Armor-piercing fin-stabilized discarding-sabot

APC — Armored personnel carrier

ATGM — Anti-Tank-Guided-Missiles

AT-Gun — Anti-tank gun

ATR — Anti-tank rifle

BAR — Browning automatic rifle

BN — Battalion

CH — Combat Helicopter

CS Tank — Close support tank; tanks which fire low-velocity rounds, good for killing infantry, but not very effective against other tanks

DPICM — Dual purpose improved cluster munitions

DUKW — Amphibious Truck

FASCAM — Family of Scatterable Mines

Flak — Anti-aircraft weapons; explosive rounds from medium to large bore guns

FJ Infantry — Fallschirmjaeger; German elite paratroops

HHC — support units, HQ's and HQ companies

HMG — Heavy machine gun

HT — Half-track; a vehicle with wheels in the front but treads in the rear

IFV — Infantry fighting vehicle

JPz — Jagdpanzer

LAV — Light Armored Vehicle

LCA — Landing craft assault

LCS — Landing craft support

LCV — Landing craft vehicle; the large landing craft which can carry tanks

LMG — Light machine gun

LVT — Landing vehicle: tank

LVTP — Landing Vehicle Tracked Personnel

MLRS — Multiple Launch Rocket System

MMG — Medium size machine gun

Plt. — Platoon

Pz — Panzer

Recce — Reconnaissance unit

ROK — Republic of Korea

RPG — Rocket Propelled Grenade

RR — Recoilless Rifle

SAM — Surface to Air Missile

Sec. — Section

SMG — Sub-machine gun

SP — Self-propelled

SPA — Self-propelled Artillery

SPAA — Self-propelled anti-aircraft

SPG or **SP-Gun** — Self-propelled gun; normally is used in reference to some sort of artillery piece that has been mounted on a motorized tank type chassis

Sqd. — Squad

TD — Tank destroyer

TMG — Turret mounted machine gun

TOW — Tube Launched Command Linked Wire Guided Anti-Tank Missile

VG — Volksgrenadier; German auxiliary infantry

GLOSSARY

AP — “Armor Piercing” rounds are most effective vs. armored and other targets such as bunkers.

Battle Points — Equipment is purchased with Battle Points. Battle Points can also be acquired in in campaign play and used to repair or upgrade Core units and formations after each scenario.

Buttoned — When a tank is under fire and its crew closes its hatches and seeks refuge inside. This also limits the tank’s visibility.

Dragon — Infantry Anti Tank Weapon

Gunship — a helicopter heavily armed with automatic weapons

HE — “High Explosive” rounds are most effective vs. “soft” targets such as infantry.

HEAT — High Explosive Anti-Tank rounds which use concentrated heat when striking a target to burn or melt through its armor.

Hit Chance — This is the chance that the firing unit will actually hit the target. It is influenced by the following: range to target, type of terrain target is in, if target is moving, firing unit’s movement status (positioned, moving, moving fast, pinned), firing unit’s experience and level of suppression, firing unit’s leader rating for either infantry or armor, and the weapon being fired. In addition your Hit Chance percentage goes up with successive shots at the exact same target.

HVAP — High Velocity (or Hyper Velocity) Armor Piercing. This is used as a generic term to describe all the various types of kinetic and kinetic/explosive armor killing rounds, including modern sabot, fin stabilized and similar ammunitions.

Laminated armor — Armor, such as “Chobham” armor, made up of layers of metal, ceramic, and ballistic nylon, which substantially reduce the impact of both standard AP and HEAT munitions.

Line of Sight (LOS) — This is a unit’s field of vision or what it can see. Units are able to target enemy units only once they can see them, or they are in “Line of Sight.”

Main Gun Information — The first number is the size of the shell normally in millimeters. Later numbers are model designations which do not coincide with the WWII ‘L ###’ system of rating barrel length.

Penetration — When shooting at armored vehicles the shell must first “Hit” the target and then the shell type/size is compared to the armor values of the hull and/or turret of the target to determine if the shell penetrates the armor of the hull or turret to destroy the target.

Reactive Armor — Small explosive charges attached to armored vehicles that reduce the effectiveness of HEAT impact by disrupting the incoming round’s ability to form the destructive plasma-jet, and redirecting the force from the main armor.

Spotting — The ability to spot enemy units involves several factors. First, infantry spot enemy units much better than vehicles. Infantry in general spot stationary targets two to four hexes away. For vehicles it is one to two hexes. If a stationary enemy such as an anti-tank gun shoots at your unit there is a chance you can see where the shot came from based on your unit’s experience, whether it is moving, and so on. The chances to see that same unspotted weapon go up dramatically, with each successive time it fires at your unit. Spotting a moving enemy is very easy. Units are spotted if the visibility is good and the enemy moves in LOS of one of your stationary units. The ability to spot the enemy is reduced if the unit is moving. Also, tanks with infantry riding on them have a much better chance of spotting enemy units. You don’t want to take a tank by itself and move quickly down a road adjacent to trees or buildings as the tank won’t see the lurking enemy infantry before it gets ambushed.

Strike Element — Aircraft assigned to provide tactical support.

Suppression — Suppression points measure the unit’s chance to recover from rout, retreat, or pinned conditions and are based on the unit’s morale. When men are killed, leaders lost, or a unit is near a hex which is being bombarded by artillery, the unit suffers the most suppression.

Way-Points — When plotting movement for a unit under computer control, use way-points to set each destination hex. The computer follows the way-points in the order given until the AI overrides them. All units under AI control follow all AI rules.

HOTKEYS

Deploy Screen Keyboard Equivalents:

1 = Reinforce toggle
 2 = Auxiliary toggle
 3 = Entrench toggle
 b = Bombard with artillery
 d = Edit selected unit (Editor only)
 e = Entrench (Editor only)
 f = Find selected unit
 g = Go to next formation
 h = Go to Headquarters Menu
 k = Set all units objectives to current hex
 l = Load onto or with a unit
 m = Toggle stance of selected unit
 n = Next unit
 o = Number of weapons (In Editor only)

p = Previous unit
 q = Change unit cost (In Editor only)
 q = Quit (In Editor sets unit modifier)
 t = Start line
 v = Show selected units area of view
 w = New Headquarters
 x = Place mines
 z = Set and edit victory hexes (Editor only)
 c = Clear darkened hexes

Hot Key Only On Deploy Screen:

Space Key = Show unit data
 . = Set game length (In Editor only)
 a = Combine two sections into one unit
 r = Set maximum firing range

Battle Map Screen Keyboard Equivalents

; = Set objective for selected unit
 - = Zoom out
 + = Zoom in
 a = All formation toggle
 b = Bombard with artillery
 e = Encyclopedia
 Enter Key = Unit moves
 f = Fire selected unit at it's current target
 g = Go to next formation
 h = Headquarters list
 l = Load selected unit
 n = Next unit
 p = Previous unit
 q = End turn
 r = Rally selected unit
 s = Save game
 t = Target unit
 u = Clear darkened hexes and smoke
 v = View recording of last player turn
 x = Direct fire smoke
 y = Range
 z = Direct fire bombardment

Hot Key Only On Battle Map Screen:

1 = One vehicle graphic for each vehicle
 2 = One vehicle graphic for every 2 vehicles
 3 = One vehicle graphic for every 3 vehicles
 4 = One vehicle graphic for every 4 vehicles
 f1 = Surrender the scenario
 w = Fire at target with a specific weapon
 d = Discharge smoke
 (Unit must have "sd:x" rating)
 Space bar = Show unit data
 m = Toggle stance

Map Editor Keyboard Equivalents:

- = Zoom out
 + = Zoom in
 b = Set for Level 2 hill
 c = Set for clear terrain
 d = Set for secondary road
 e = Save map
 f = Set fill range
 g = Add map text
 h = Set for Level 1 hill
 j = Toggle between jungle and trees
 l = Create beach and ocean
 p = Set for primary road
 r = Set for rough terrain
 s = Set for stream
 t = Set for Level 3 hill
 u = Set for swamp terrain
 w = Set for water
 x = Clear map of terrain

Hot Key Only on Map Editor Screen

Enter = show selected hex (makes it blink)
 ; = Set small map (set map vertical hex limit)
 . = Toggle hex-sides
 i = Map shift north 10 hexes
 k = Map shift east 10 hexes
 m = Map shift south 10 hexes
 0 = Retreat hex player for 1
 1 = Retreat hex for player 2
 2 = Reinforcement hex #1 for player 1
 3 = Reinforcement hex #2 for player 1
 4 = Reinforcement hex #3 for player 1
 5 = Reinforcement hex #4 for player 1
 6 = Reinforcement hex #1 for player 2
 7 = Reinforcement hex #2 for player 2
 8 = Reinforcement hex #3 for player 2
 9 = Reinforcement hex #4 for player 2

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Should you have defective media, please return the disk or CD only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. Replacement media will be provided upon our receipt of the defective media in accordance with SSI's warranty program as set forth in detail above.

QUESTIONS OR PROBLEMS?

Our main business number is (408) 737-6800. **If you encounter disk or system related problems you can call our Technical Support Staff at (408) 737-6850 between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday, holidays excluded.** NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER. You can write to us at: Strategic Simulations, Inc., 675 Almanor Avenue, Suite 201, Sunnyvale, CA 94086 Attention: Technical Support (include a self-addressed, stamped envelope for reply). We can also be reached online at the addresses listed on the datacard that came with the game.