

GAME MANUAL

PANZERCORPS 2



SLITHERINE



FLASHBACK
GAMES

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1. INTRODUCTION

This is the return of *Panzer Corps*!

In *Panzer Corps 2*, you will once again take the role of a German general during World War II. Beginning with the invasion of Poland in 1939, you will order your troops forward in a wide variety of battles, including most historical campaigns, and if you prove skilled enough, some fictional missions as well. Great Britain, the Soviet Union and even the United States are ripe for the taking should you prove up for the challenge.

Throughout the campaign, you will also need to choose your forces carefully, with a variety of panzers, aircraft, artillery, and other specialised units available. Those forces will carry through from mission to mission, gaining experience and new equipment with every fight. You will be given a wide range of choices on how you wish to fight the war too: do you seek glory and triumph in the desert sands of North Africa, or will you carve out a prestigious victory in the forests and plains of Russia?

The game also comes with both hotseat and online multiplayer, allowing you to challenge other players from all around the world. And should you seek even more content, the game's editor gives you the tools to design new battlefields and missions.

Where will you find victory?

1.1. SYSTEM REQUIREMENTS

OS: 64-bit Windows 8/10 (the game runs on Windows 7 but no support will be provided)

Processor: Intel or AMD, Dual Core or better (Requires a 64-bit processor and operating system)

Memory: 8GB RAM

Graphics: nVidia or AMD, 2GB VRAM (4GB recommended)

DirectX: Version 11

Storage: 11GB available space

Sound Card: DirectX compatible sound device

1.2. INSTALLATION

Please ensure your system meets the minimum requirements listed above. To install the game, either double click on the installation file you downloaded or insert the *Panzer Corps 2* DVD into your DVD-ROM drive. If you have disabled the autorun function on your DVD-ROM double-click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

1.3. STEAM

If you have purchased your game from the Steam Store, you can download the game by finding it in your Steam library, and then pressing the INSTALL button.

Any games purchased from the Slitherine or Matrix stores that are also available on Steam can be registered for a Steam Key, which will allow you to add the game to your Steam library.

To do this go to <https://www.slitherine.com/member/registerserial> and enter the serial number that came with your purchase. If the game has Steam keys available you will be able to redeem a Steam key from your My Page area <https://www.slitherine.com/member/mypage>. A guide can be found here <https://www.slitherine.com/forum/viewtopic.php?f=58&t=93585>.

1.4. UNINSTALLING THE GAME

Please use the Uninstall option from the Apps section of the Windows Settings Menu or the Uninstall shortcut in the game's Windows START menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

1.5. PRODUCT UPDATES

In order to maintain our product excellence, Matrix Games and Slitherine release updates containing new features, enhancements, and corrections to any known issues. All our updates are available for free on our website from the <https://www.slitherine.com/member/mypage> area and Games store page. It can also be downloaded quickly and easily by clicking on the Check for Updates link in your Game Menu.

We also periodically make beta (preview) updates and other content available to registered owners. Keeping up with these special updates is made easy and is free by signing up for a Slitherine and Matrix Games Member account. When you are signed up, you can then register your Slitherine and Matrix Games products in order to receive access to these game-related materials. Doing so is a simple two-step process:

Sign Up for a Slitherine Group Member account – THIS IS A ONE TIME PROCEDURE; once you have signed up for an account, you are in the system and will not need to sign up again. Go to <https://www.slitherine.com/register> and fill in all available fields, when you're finished, click the Register button, and a confirmation e-mail will be sent to your specified e-mail account. Once signed up, access to betas and content to that game can be accessed via the store and my page areas.

Register a New Game Purchase – Once you have signed up for a Slitherine Group Member account, you can then register any Slitherine or Matrix Games title you own in your new account. To do so, log in to your account on either the Matrix Games website (www.matrixgames.com) or the Slitherine website (www.slitherine.com). Go to either <https://www.slitherine.com/member/registerserial> or <https://www.matrixgames.com/member/registerserial> and select the game you wish you register and enter the serial code in the field below. Click the Register button to register your new purchase. We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the My Page section

you can view your list of registered titles. Each game will display your registered serial, Steam key (if applicable) and the file downloads location that will take you to all the latest public and registered downloads, including patches, for that particular title.

You can also access patches and updates via our Games Section <https://www.slitherine.com/store> or <https://www.matrixgames.com/store>, once there find the game you wish to check updates for, then check the downloads section. Certain value content and additional downloads will be restricted to registered members. So it is always worthwhile to sign up there.

Remember, once you have signed up for a Member Account, you do not have to sign up again at that point you are free to register any product you purchase.

Thank you and enjoy your game!

1.6. UNIFIED LOGIN SYSTEM

Slitherine and Matrix now have a new "Unified Login System". This allows you to access the Slitherine and Matrix sites using just one username and password. If you have old accounts and wish to merge your accounts so that they work for our new sites, go to (<http://samelogin.slitherine.com/>) and enter the details of one of your accounts (ie. Either your Matrix or your Slitherine login). You will then be presented with the option to merge your accounts (listed as "[Merge my accounts]"), which will then allow you to combine any other accounts you have and/or generate a user for another website using the same details (For instance, if you were called "JohnSmith123" on the Slitherine site but had no account on Matrix, you could enter the details into the site and it would create a "JohnSmith123" account for Matrix as well, with the same password as the Slitherine login.)

1.7. GAME FORUMS

Our forums are one of the best things about Slitherine. Every game has its own forum shared by our designers, developers, and the people playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to the Slitherine website and click on the Community/Forums hyperlink.

If you have a Steam account, you will also be able to access the Steam forums, even if you did not buy *Panzer Corps 2* through Steam. These provide another place where you may post questions, problems, and ideas for the game, and are regularly checked by other players and developers.

1.8. NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has FAQs as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to

<https://www.slitherine.com/member/helpdesk/ticket/new>

This will open a ticket in our system and send an email to support@slitherine.co.uk.

2. GETTING STARTED

2.1. THE MAIN MENU

The first screen you will see upon opening the game is the main menu. Here you can find a range of options that allow you to quickly begin or continue a game:



New Game: Begin a new single player campaign or scenario (both prebuilt and randomised), or play the game's tutorial.

Load Game: Continue a previously saved game, including autosaves and games that you have saved manually.

Multiplayer: Access the game's multiplayer mode, allowing you to play against another person on the same computer ('Hotseat') or over the internet ('PBEM++/Online')

Editor: Use this button to access the game's editor, allowing you to create your own scenarios for *Panzer Corps 2*.

Other: Here you will be able to access the game's options menu (allowing you to modify video and sound settings, hotkeys, the language used in-game and more), as well as links to the online forums, this manual, legal information and a list of people who worked on the game.

Exit: Close the game and return to your desktop screen.

2.2. CAMPAIGNS

The campaign is the ultimate *Panzer Corps 2* experience. Campaigns play out as a series of scenarios, each of which have their own objectives that must be completed in order to proceed further. In a campaign, the army you build will stay with you throughout the entire game, gathering experience, heroes and prestige, while you fight through the entire war. At several points throughout the campaign, you will have the option to choose one of several paths to victory, allowing you to decide which direction of an offensive you wish to lead, or even what theatre of war you will fight in. Make sure that you do not lose a mission however, or High Command will become dissatisfied with your performance and sack you, ending the campaign immediately.



To begin a campaign, select 'New Game' on the main menu, and then click the 'Campaign' button that appears beneath it. This will take you to the 'Select Campaign' screen, which lists five campaigns to play on the right-hand side of the screen:

Poland 1939: Begin with the early blitzkrieg offensives that saw the German Army sweep across Europe, and fight until final victory or defeat in 1945. Your first choice in this campaign will be to decide whether to invade Poland from the north or the south.

Barbarossa 1941: Start the campaign with the invasion of the Soviet Union, the greatest military operation in history. You will be given the choice of whether to take command of Army Group North, Centre or South as all three begin the march east.

North Africa 1941: Take Rommel's place as the Desert Fox as you play out the battles of the Afrika Korps in the sands of Libya and Egypt.

Kursk 1943: Attempt to turn the tide on the Eastern Front in the massive tank battle of Kursk.

Italy 1943: Protect your Italian allies from invasion and attempt to throw the Allies back into the sea.

The campaigns become more difficult as the war progresses, so it is recommended that new players begin by playing the 'Poland 1939' campaign. The 1943 campaigns in particular are provided for veteran players seeking a challenge.

Note: Each option here is merely a different starting point to the one large campaign. If you choose to play from 1939, you will eventually be offered the choice to play the Kursk or Italy scenarios that begin the 1943 campaigns.

Below the campaign list is the choice of one of several difficulty levels. The middle level, 'Colonel', is the default setting, providing no bonuses or penalties to either side. Options to the left, give less experienced players

an easier game, providing the player with several advantages to help them along. To the right you will find harder levels, which provide the AI opponent with many advantages and will challenge even veteran players.

Next is a button labelled 'Advanced Options', which if clicked allows you to customise a range of options that will affect your campaign. These include Combat Randomness, which determines the variance around combat predictions that you will see in battle results (0% means that the result is always the same as the prediction; 100% means that results of individual combats could differ greatly from the prediction), as well as customising how many times the Undo button may be used each turn. Here you can also turn off the weather, supply, and fog of war rules, or play with 'Ironman' mode (which prevents you from using undo or reloading the game after an unfavourable result). You can also find the option to build a 'Custom Army' here, this allows you to begin a campaign by choosing all of the units that will form your initial core force instead of a predetermined force provided by default.

Once you are satisfied with your choices, press 'Play' in the bottom right corner to begin your campaign.

2.3. SCENARIOS

If you do not wish to play out a full campaign but would rather enjoy the experience of a single scenario, click 'New Game' on the main menu and then press 'Scenario' when it appears underneath.

A list of all the available scenarios will then appear on the right-hand side of the screen. Some allow you to play historical battles from World War II, others are entirely fictional. Not all scenarios require you to play as Germany or the Axis: a small icon next to the scenario's name will tell you what army you will control. For instance, the historical 'Battle of Rzhev' scenario will see you take command of the USSR's Red Army.

Difficulty settings and Advanced Options work exactly as they do in the campaign, and once you have customised them to your liking you can press 'Play' to begin the scenario.

2.4. RANDOM SCENARIOS

If you seek a new challenge, or wish to play a scenario without any historical knowledge of what your enemy may have, then you may decide to play a randomly-generated scenario. To use this brand-new feature, choose 'New Game' on the main menu and then select 'Random Scenario'.



A menu will appear on the right-hand side of the screen allowing you to customise various aspects of the scenario before it is generated. These are:

Map Type: Choose the sort of geography that you wish to encounter in your game. Do you want to play an inland continental battle, fight for control of an island or lake, or leave it completely up to chance?

Map Size: How large do you want your new map to be? A larger map means more units to fight, more cities to capture and a generally longer battle. A 'Small' map is comparable in size to the earliest maps in the main campaign, while a 'Huge' map is almost four times as large.

Mission Type: Choose whether you want to play the offensive or defensive side in your new map, or even a more chaotic fight where it is every player for themselves!

Number of Players: Including yourself, how many factions should be present on the game map? Choosing '2' will pit you against a single opponent, similar to scenarios in the campaign. Smaller numbers of opponents are generally recommended if a smaller map is chosen to prevent the map becoming too crowded with units.

Player's Faction: What country's units do you wish to take control of? All five major powers in the European theatre are available: Germany, Italy, Great Britain, the USA and the USSR. Your opponents will always be randomly decided, and it is possible for two historical allies to fight each other in a random scenario.

Difficulty settings and Advanced Options work exactly as they do in the campaign, and once you have customised them to your liking you can press 'Play' to begin the scenario. Your army will be randomly generated, and then it is time for the battle to begin!

2.5. SAVING AND LOADING

To load a previously saved game, select 'Load Game' on the main menu. This will bring up a list of all your saved games. Buttons at the top of the menu allow you to hide or show both autosaves and manually saved games, as well as sort saved games by date or name. To load a game, click on it and then press 'Load' at the bottom right of your screen. If you instead wish to delete an old save, click it and then press the X button that appears next to it. You will be asked for confirmation before the deletion is final.

Note: *You can also double-click a saved game in the list to load it.*

Once you have a game (either campaign or scenario) open, you can save it at any point during your turn. To do this, bring up the in-game menu by either pressing Escape (Esc) on your keyboard, or the first button in the top left corner of your screen (marked with three horizontal lines). Then select Save Game. You can choose a name and description for your new save file, and then click Save.



The game will automatically save your progress at the beginning and end of every turn, creating "autosaves". These autosaves are otherwise identical to any other saved game.

To access saved games on your computer's hard drive, go to Documents/My Games/Panzer Corps 2/Saves.

If you are using the Steam version, the game is configured to synchronise your saved games between different computers by using the Steam Cloud. If for whatever reason this is not desirable, you can disable this option at any time. To do this, open Steam and navigate to your Steam Library, then Right-click on *Panzer Corps 2* and select Properties. Then select the 'Updates' tab and uncheck the 'Enable Steam Cloud Synchronisation' option. Finally, click Close to confirm your changes.

2.6. TUTORIAL

New players are strongly encouraged to play the game's tutorial campaign at least once to familiarise themselves with the game's controls and special rules. To do this, click on 'New Game' from the main menu and then choose 'Tutorial'.

Note: You can also access the Options menu from inside a scenario. Press **Escape (Esc)** or the first button in the top left corner of your screen, and then choose **Options**.

The Options menu is divided into the following six sections:

Video: Choose your game's screen resolution, and the quality of various graphics. Players on less powerful computers may find their experience improves by lowering some of these settings.

Note: Unlike most other settings in the game, **Video settings are not automatically applied when changed. Make sure to manually press 'SAVE' to confirm and save your changes.**

Audio: Change the volume of in-game sound effects and the background music.

Hot Keys: Change or assign keys on your keyboard as 'hotkeys', allowing you to quickly perform certain actions in the game. To assign a hotkey, click on the box next to the action you wish to assign a key to, and then press the key you wish to be associated with it. You can assign up to three different hotkeys to each command.

Display/UI: Change the appearance of various aspects of the main map, including the size of unit models, strength of the hex grid and speed at which the map scrolls.

Language: Change the language used by the game to display text in the game.

Other: Other options that do not fit under one of the above categories will be listed here, allowing you to further customise your game experience.

To restore the default settings, click 'Default' at the bottom of the Options menu.

Once you are satisfied with your changes, press 'Back' to return to the game.

3. IF YOU'VE PLAYED BEFORE...

Veterans of the first Panzer Corps will notice that many parts of that game have made it into *Panzer Corps 2*, to be joined by a range of new and interesting mechanics. This section is intended as a quick summary of gameplay changes for players familiar with the first game, but will be of limited use to players for which *Panzer Corps 2* is their first experience with the series.

3. WHAT'S CHANGED?

Bigger and Better Campaign: The German campaign for *Panzer Corps 2* contains 61 scenarios, instead of the 26 that came with the first game, and each playthrough will allow you to experience more scenarios. In addition, there are many more choices of path offered by this new campaign, and some of the desert battles offered by the Afrika Korps expansion are also represented by the *Panzer Corps 2* campaign.

Aircraft: Aircraft have been radically changed since the first game. In *Panzer Corps 2*, every aircraft is assigned to an airfield (at the beginning of a scenario, this is the airfield they are deployed on or adjacent to). They can be ordered to attack enemies as they did in *Panzer Corps 1*, but at the beginning of the next turn they will automatically return to their home base to collect ammo and fuel. Aircraft can be assigned to a different airfield by using the 'Rebase' button, and will automatically rebase if their airfield is captured during a clear or cloudy weather turn. During bad weather, aircraft cannot move at all (though this is an excellent time to give them replacements), and will be destroyed entirely if their airfield is captured. They will also be destroyed if their side loses control of all of their airfields and aircraft carriers. As in *Panzer Corps 1*, aircraft carriers act as mobile airfields, but now they may have seven aircraft attached to them. Strategic bombers and jet aircraft may not be based on carriers.

Support Fire: Like artillery and anti-air guns in Panzer Corps 1, now anti-tank guns can provide supporting fire to help defenders attacked by tanks and other hard units. In addition, fighters can provide more than one instance of support fire every turn, and are limited only by the amount of ammo they carry. Naval units are also capable of support fire now: destroyers and capital ships will fire upon adjacent enemy ground units when they attack friendly ground units, and destroyers will fire against adjacent enemy submarines whenever they attack a friendly warship. Finally, capital ships will also fire on any warship within range that attacks a friendly naval transport.

Core Slots: In *Panzer Corps 2*, units cost varying amounts of core slots: instead of every core unit requiring just one, heavier units can cost as many as ten (and even more if overstrength). A core force composed entirely of heavy tanks and bombers may be very powerful, but now it is going to be forced to be much smaller than a more balanced force using cheaper units.

Reserves: 'Reserves' in *Panzer Corps 2* no longer refer to units that have been left out of a scenario. Instead, the reserve is now a special force into which you may place units that are not needed for a particular map by using the 'Move to Reserve' button. Units in reserve cannot be deployed on the map, but do not fill up core slots either. Because of this mechanic, you should always strive to deploy every unit you have either on the map or in reserve to make the best use of your available core slots.

Cheaper Upgrades: In Panzer Corps 1, units could follow an 'upgrade path' (such as Panzer IVD to IVE) to upgrade units more cheaply, but following an unrelated path (such as Panzer II to Panzer III) would cost the full unit's worth in prestige. In *Panzer Corps 2*, these restrictions on upgrade paths are gone, and all units may upgrade for only the difference in prestige between the two units. It is also possible to upgrade within related unit classes (such as anti-tank to tank), although this comes at some cost to experience.

Replacements: During the deployment phase, green replacements are no longer free, although they remain significantly cheaper than elite replacements and cheaper again during the deployment phase. Furthermore, during a scenario, a unit may only receive half of its maximum strength in replacements in a single turn.

Experience Stars: Each experience star requires 1000 experience points now, rather than 100. Each star provides an accuracy bonus to your units and penalty to your enemies when they attack this unit. Some other units receive additional bonuses from experience: recon units receive a greater accuracy bonus than do other units, and experienced strategic bombers will be able to destroy more fuel and ammo when they attack.

Overstrength: Overstrength is no longer tied to experience, but is purchased when you purchase or upgrade a unit (so when buying a tank, you can now choose to purchase it at 10, 11, 12 or up to 15 strength), by using the 'Overstrength' button. Overstrength units cost more core slots and prestige than their normal strength counterparts. When an overstrength unit receives replacements, it does so up to the higher strength it was purchased at (so you can have a Panzer II with say 6 out of 11 strength points, and then buy five replacements for it during a turn).

Suppression: Suppression losses are much more common in *Panzer Corps 2*, and can be caused by any attack, not just artillery and strategic bombers. Suppression will be marked on the combat predictions in blue text when no outright losses are expected. Suppression remains with a unit until the end of the turn, not merely until the next time it fights. At the same time, each next point of suppression is more difficult to achieve than the previous, so it is much more difficult to fully suppress a unit.

Retreats: When you kill 66% of a unit's unsuppressed strength, it will retreat. Retreats can now occur over multiple hexes, but they will try to avoid enemy zones of control and will never retreat into impassable terrain. Units that have retreated will also have less movement points during the following turn, or perhaps none at all (such as if they retreated into a river or into an enemy zone of control), as they use up those movement points in the retreat, following the usual movement rules. As in the first game, if a unit cannot retreat (whether due to there being no available hex to retreat to, or if it has run out of next turn's movement points), it will surrender, awarding the victor with a prestige bonus.

Entrenchment: Each hex still has an associated base entrenchment value that will determine how entrenched a unit will be after they end their turn on that hex. In *Panzer Corps 2*, units can no longer be reduced to a level of entrenchment lower than the base value through combat, unless they are forced to retreat and abandon the hex. Many units, including artillery and strategic bombers, are now able to reduce multiple points of entrenchment with a single attack, and military engineers help adjacent friendly units ignore 50% of enemy entrenchment (including base entrenchment). When military engineers attack, they still ignore all entrenchment, including base value.

Dismounting from Transports: When a unit travels far enough that it must use its attached transport, but not quite the maximum distance that transport offers, it will automatically exit the transport immediately upon reaching its destination, allowing it to fight, or provide support fire, in the opponent's turn as if it had never used the transport at all (although it must give up its attack for this turn). When planning a unit's movement, hexes where this will occur will be marked with a small triangle next to the transport symbol.

Embarking and Disembarking: Units seeking to use rail, sea or air transport need not begin their turn in a train station/port/airfield, but may move into that hex and then embark immediately provided they still have an unused attack action. Similarly, they may disembark during the same turn that they moved into a suitable hex. Once embarked, they will be able to move immediately, freeing up the embarkation hex for other units.

Heroes and Awards: Heroes and Awards have been significantly improved in *Panzer Corps 2*. Instead of providing a small combat bonus (e.g. +1 defence), heroes now provide units with a special trait. For example, the 'Survivor' trait prevents a unit from being destroyed unless it has been reduced to just one strength point. Heroes are given at the beginning of every scenario after the first, and can be assigned to a unit during the deployment phase, by opening the unit details (the 'i' button below the unit's portrait in the bottom left corner of the screen, or alternatively by right-clicking a unit or using a

hotkey – I by default), then going to 'Heroes' and then 'Assign'. Awards are no longer merely cosmetic, and now give an appropriate stat boost when a unit accomplishes a particular feat, such as destroying 100 strength points of enemy aircraft (in that case, it will receive +1 air attack). A unit is limited to three heroes (and a hero may only be associated with one unit at a time), but there is no such restriction on the number of awards it may win.

Capturing Flags: Any unit, with the obvious exception of aircraft, may now capture a flag from the enemy, even artillery, anti-air guns, and ships.

Limited Undo: The 'Undo' function is now limited on a per-turn or per-scenario basis. The exact number of undos may be set in the Advanced Options when beginning a game, and is disabled completely in multiplayer. If you wish to use undo an infinite amount of times as in Panzer Corps 1, set Undo to 'Unlimited' in the Advanced Options.

Bonus Difficulties: Guderian, Manstein and Rommel modes are no longer separate difficulty levels, but can be enjoyed as special rules that can be selected under the Advanced Options when you begin a campaign, labelled 'Race Against Time', 'David vs Goliath' and 'Europe on a Shoestring' respectively. They can now also be combined with each other and with the regular difficulty levels, allowing further customisation of the challenges you will face.

Mass Attack: Mass Attack can now give normal (-1) or double (-2) penalty to enemy initiative, depending on the distance between the attacking unit and the unit providing mass attack. If the distance is two hexes (implying an attack from the flank or rear), the mass attack penalty is doubled.

Combat Randomness: The 'randomness' of combat, or variance of combat results around the predicted results, can now be chosen by adjusting the 'Combat Randomness' slider in Advanced Options when you set up a game. If you played with Chess mode in Panzer Corps 1, we recommend you set this to zero. Similarly, Dice Chess is equivalent to setting the slider to 20, and the default random setting is equivalent to 100.

3.2. WHAT'S NEW?

Supply Hexes: Important cities and other locations in *Panzer Corps 2* are designated as supply hexes, marked with a half-filled circle symbol. Instead of manually resupplying your units with fuel and ammo, they will now be automatically resupplied every turn that they can trace a path back to one of these supply hexes without passing through enemy units, their zones of control, or any impassable hexes. Supply hexes are also now the only places where units may be upgraded, purchased, deployed or disbanded outside of the deployment phase.

Encirclements: Encirclements are created whenever one side's units, and their zones of control, as well as any impassable terrain, surrounds one or more enemy units, cutting them off from supply. Units that have been encircled suffer significant combat penalties, including losses to both accuracy (a new combat stat) and initiative, as well as additional suppression every turn (which will not reset at the end of the turn as long as the encirclement remains). They will also not receive any fuel or ammo, and cannot be replaced, leaving them exposed if the encirclement is not quickly broken.

Accuracy: Combat in *Panzer Corps 1* was calculated on the assumption that every 'shot' that a unit's strength point made against an enemy it was attacking would 'hit', with some of those hits translating into kills or suppression for the enemy unit. In *Panzer Corps 2* this is no longer true: accuracy for most units is set at 50%, meaning only 50% of those shots actually hit the enemy unit, and even fewer of those become kills. Accuracy can however be increased with experience and adjacent friendly recon units, and can be decreased by enemy entrenchment, bad weather, and their experience level.

Splitting and Merging Units: Units can now be split into two equally sized smaller units, allowing them to cover more ground and potentially aid in the creation of encirclements, at the cost of one additional core slot. Units can be split by pressing the 'Split' button and then selecting a suitable hex for

half of the unit to move into. Later when you wish to recombine the units, make sure they are within movement radius of each other and then, with one half selected, click the other half to merge them into the hex of the unit not presently selected. If one half of the unit is killed, the other half will consider itself a full-sized unit again but will require replacements to restore its strength.

Exchange Units: Units that are in adjacent hexes can now 'swap' positions provided they both have an unspent attack action. To do so, select one unit and then shift-click the unit you wish to swap with.

Dirt Airfields: Some scenarios include a smaller type of airfield, known as the dirt airfield. Dirt airfields work exactly the same as regular airfields in *Panzer Corps 2*, but are limited to hosting only five aircraft, and no jets or strategic bombers, at the same time.

Captured Equipment: When non-infantry units are forced to surrender, their equipment will now be captured, and stored in the Purchase screen. If you acquire 10 strength points' worth of equipment, it is possible to purchase 'captured' units, turning the enemy's guns against them. Captured units are used the same way as any others, but any replacements they are given will be taken from the pool of captured equipment (so you may want to capture more than 10 points before building them), and when that pool runs out the unit can not receive further replacements until more of that equipment is captured. Note that captured units cannot be obtained in the main campaign by occupying specific hexes or other bonus objectives offered in the first game.

Prototype Units: Occasionally some particularly powerful units such as the Tiger I will become available for purchase before the date that they entered service historically. Such units are known as prototype units and, like captured equipment, will be limited to a given finite pool of replacements. Once they enter production, this restriction on replacements will be lifted and they will operate like any other unit. If you choose the 'Industry Connections' trait at the beginning of a game, you will receive prototype units as purchase options regularly.

Recon Bonus: When a recon unit is placed adjacent to an enemy unit and then another one of your units attacks that enemy, your attackers will now receive an accuracy bonus. This bonus can also be obtained by flying a recon plane (found in the tactical bomber class in the purchase screen) over the enemy before attacking.

Overrun Attack: When a tank (or some other units with the 'Overrun' trait), kills an enemy unit that is not backed up by support fire, or in close terrain, it will not count as that unit's attack action and if the unit has any remaining movement points it will be able to move again. This can be used multiple times the same turn, allowing tanks to pick off large numbers of weakened enemies at once and potentially limited only by the tank's ammo supply. Note that if the attacker takes any losses during the attack, it will not count as an overrun attack.

Snowy Ground: In scenarios taking place in warmer climates, several turns of snow will result in the ground becoming snowy instead of frozen. Snowy ground is still an obstacle to movement similar to frozen, and rivers do not freeze over in such conditions.

High Ground Bonus: Units on hills and mountains now benefit from +1 spotting. Ranged units also receive +1 range, while non-ranged units receive an accuracy bonus when defending against attackers coming from low ground.

Commander Traits: At the beginning of a campaign or scenario, you will be given a choice between a large number of player traits, both positive and negative (picking negative traits will allow you to select more positive traits as well). Some of these are based on Steam achievements from the first game (such as 'Denied Air Force'), and can have significant effects on how you build your core force or play scenarios.

Submarines: Submarines can now use the 'switch' function to submerge or surface. Submerged submarines have reduced speed and spotting, and are exempt from zones of control, but have better ground and air defence than when they operate on the surface.

3.3. WHAT'S GONE?

Decisive Victories: There is no distinction between Decisive and Marginal Victories in *Panzer Corps 2*, so you will not have to worry about winning scenarios several turns early in order to enjoy the 'Axis victory' path of the campaign. Winning scenarios quickly will still grant you the prestige from all remaining turns however, as well as a further bonus on top of that for every turn early that you win (from 1% for winning on the last turn, up to 200% if you win with twenty turns to spare).

SE Units: The special units that used to be awarded to you throughout the campaign have been removed. Instead, *Panzer Corps 2* offers new ways to make your units special, including SE-style camouflage (as well as many other designs) and heroes that reduce core slot requirements to zero.

Reform Units Option: Units can no longer be brought back from the dead, and new purchases will be needed if you wish to replace a destroyed unit. A list of the fallen may be found in the Unit List in a scenario, by clicking on the skull icon.

Submarine Evasions: In *Panzer Corps 2*, submarines will never randomly evade attacks. No longer will you miss several attacks due to bad luck.

Neutralising Flags: Strategic Bombers cannot 'neutralise' a city or airfield in *Panzer Corps 2*. However, they still deliver suppression losses to units and destroy fuel and ammo supplies.

Rugged Defence: Entrenched enemy units cannot benefit from random defensive bonuses in *Panzer Corps 2*. The regular benefits from being entrenched still apply however.

River Boats: These small naval units are not present in *Panzer Corps 2*.

4. MAP SCREEN

4.1. THE MAP

Once you have begun a scenario, most of the screen will be occupied by the map. The map is the most important part of *Panzer Corps 2* – it is where you order your units to move and attack, where objectives needed for victory are located and conquered, and where the results of battle will be determined. Navigating it effectively will be the first task of any hopeful general.



The map is divided into hexagonal tiles (or 'hexes' as they are commonly called). Each hex is filled with one type of terrain, such as 'clear', 'forest', 'city' or 'sea'. The terrain filling each hex determines a number of important properties of that hex: some hexes, such as clear and countryside, are more easily traversed by units than others like swamps or mountains. Certain terrain types, most notably cities, are more defensible as they provide a higher base entrenchment for defending units. As units cannot be forced to a level of entrenchment lower than base entrenchment through combat, this provides a guaranteed defensive bonus.

Note: *The hexagonal grid can be enabled by going to the Display/UI section of the Options menu, and setting 'Hex Grid Strength' to a value larger than 0.*

Hexes may also contain one or more 'terrain features', including rivers, roads, and railroads. Rivers are a common obstacle for attacking armies, as a unit can only enter a river tile if they begun the turn on an adjacent hex, and use up all their movement points doing so. Units on rivers also suffer a significant combat penalty. Some rivers, labelled 'Major rivers', are so large that they cannot be crossed at all, except where road or rail bridges exist or through tiles occupied by bridging units.

Roads on the other hand allow units to move more quickly along the road, and roads across rivers act as bridges which can be used to cross the river as if it were not there at all. Railroads allow units to embark on trains from friendly cities, providing access to the fastest type of movement in the game.

Hovering your mouse over a hex will allow you to see details about the hex in the box at the bottom left-hand corner of your screen. Alternatively, you can select a hex by clicking on it, which will display the hex details for as long as the hex remains selected. In this box, you can see the terrain type, the hex's current controller (if any), and the hex coordinates. Below that you will see a series of small icons providing further detail about the hex. Some of the most commonly seen are:



Close Terrain: This hex contains close terrain. When infantry attack units in close terrain, they fight against their opponent's close defence rating, which usually means they will perform better than in the open.



High Ground: This hex is made up of high ground. Units on high ground receive +1 spotting, and ranged units +1 range as well. Units that defend high ground from opponents on lower ground will also receive an accuracy bonus, while the attackers on low ground suffer an accuracy penalty.



Vulnerable Position: This hex contains terrain that leaves units without cover and more exposed than usual. Units that take part in combat while occupying such hexes will suffer combat penalties and can expect to take heavy losses.



Supply Hex: This is a supply hex. Units need to be able to trace a line from a friendly supply hex to their current location without passing through enemy zones of control in order to replenish their fuel and ammo stocks. Supply hexes can be used immediately upon capture for deploying units.



Blocks Supply: This hex cannot be used to trace a path back to a supply hex, determining whether units are in supply or not. This is usually seen on hexes that are impassable to wheeled vehicles, such as thick forests, high mountains, or the sea.



Primary Objective: This hex is a primary objective. Most missions require you to capture a number of these in order to win the scenario.

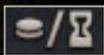
Note: Supply Hexes and Objectives can be identified on the map by the same symbols, marked in the colour of their current owner.



Spotting Radius: Some hexes can 'spot' units and push the fog of war away a certain distance without the need for a unit to be present nearby. This tells you how far the hex is able to see, but requires that you control the flag on that hex (unflagged hexes can never spot units for either player, so you will need a unit nearby to reveal them). Note that if a unit is occupying the hex and is able to spot further, you will be able to see everything that the unit can.



Prestige for Capture: How much prestige you will be given upon capturing the hex. This bonus can only be acquired once by each player: if you capture, lose and then capture the hex again, you will not receive a second prestige bonus.



Prestige per Turn: How much prestige the hex's owner will be given every turn that they hold the hex.



Some hexes are marked with flags. These represent hexes that can be controlled by players, most commonly cities and airfields. Flags can be captured by moving any ground unit into them (though they cannot capture a flag by merely moving *through* it). Friendly controlled supply hexes are the only locations at which

units may be deployed after the deployment phase, which may be done as soon as they have been captured. Friendly controlled airfields are also very important – aside from aircraft carriers these are the only locations at which aircraft may be based, and if you lose control of all of them your entire (deployed) air force will be lost.

Hexes outside the spotting radius of any of your units or controlled (flagged) hexes will be covered by the 'fog of war', hiding distant enemies from your view. The fog of war is marked by a black border and all hexes underneath it are covered by a dark shade. To reveal what lies behind the fog of war, move a unit within spotting range. Note that at the end of your turn, the fog of war will return to any hexes no longer within spotting range of any of your units or hexes.

Some hexes on the map belong to countries that are neutral in the war, such as Sweden in the scenarios taking place in Norway. These hexes are marked by a thick red border and dark stripes. They cannot be interacted with in any way – no unit can move through or occupy these hexes, they cannot be used to trace supply and they will never be revealed even if they are within a unit's spotting range.

Each hex may be occupied at most by one ground or naval unit and one air unit, which do not need to be of the same nationality or even the same side. You can see what units occupy their hex by the 3D models of units in the

hexes themselves. Mousing over a unit will allow you to see details about the unit, including its current strength, level of fuel and ammo, and entrenchment.

If you would like the hex or unit details to remain on your screen even after you move your mouse, you can click on the hex or unit. Their details will remain in the box(es) in the bottom left corner of your screen until another hex or unit is selected, or you right-click anywhere on the map.

There are a number of ways in which you may pan across the map. The easiest is to move your mouse to the edge of the screen in which direction you want the map to move (so if you move the mouse to the top of the screen, the map will pan to view things further to the north). Alternatively, you can use the WASD keys or the arrow keys to move, and you can also left-click and drag the map.

The map can be zoomed in or out by scrolling with the mouse wheel, or by using the Page Up and Page Down keys on your keyboard (or any other hotkeys you have assigned – by default you may also use the + and - keys on the numeric keypad).

Note: Greatly zooming out the map will trigger strategic mode, allowing you to see a 2D overview of the map instead of the usual 3D display.

4.2. USER INTERFACE (UI)

The map is surrounded by a number of buttons and sources of information that will make commanding your armies easier. All of these include tooltips that pop up explaining what they represent when moused over. Note that this interface can be hidden at any time by pressing 'F', press 'F' again to show the buttons again. Starting in the top left corner of the screen and moving clockwise, these include the following:

First, you will see six buttons, each marked with a small symbol representing a new menu or screen that may be viewed. From left to right they are:



Menu: Brings up a small menu allowing you to save or load a game, access the options menu, restart the scenario or exit to the main menu or desktop. This menu can also be accessed by pressing Escape (Esc) on your keyboard.



Purchase Units: Opens the purchase screen, allowing you to add more units to your army provided you have sufficient prestige and core slots. This section is discussed in detail in the 'Purchasing Units' section of the next chapter of the manual.



Toggle Chat: Opens the chat box, allowing you to send messages to other players. Here you may also review messages and in-game briefings that have appeared throughout the scenario.



Toggle Unit List: Opens a list of all of your units, on the left-hand side of the screen. You can choose to view one of several unit lists at any one time, including a list of all your available units, losses taken in that mission, available reserves and units waiting to be deployed. Clicking on a unit that is currently on the map from this menu will select it on the map, while double-clicking will focus the camera on that unit.

Note: You can resize the unit list by clicking and dragging the right border of the list.



Toggle Mission Overview: Brings up a list of the mission's objectives that are required for victory, as well as the mission's name and current date. Objectives that require multiple similar actions (such as capturing a certain number of victory hexes) will also have your current progress listed (for instance, 3/5 objectives).



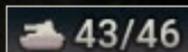
Toggle Unit Stats: Shows a small menu allowing you to quickly check various unit statistics such as movement points, range, attack, and defence ratings. The set of numbers on the left relates to the unit that is currently selected, the numbers on the right are for the unit that your mouse is currently hovering over, if any.

All of these panels can be hidden by clicking on their button a second time.



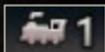
Along the centre-top of the screen, you will find a list of the various in-game 'resources' you currently have access to. The first of these icons tells you how much Prestige you currently have, represented by a stack of coins. Prestige is the main currency in the game, used for purchasing, upgrading and reinforcing units. You get prestige by capturing (and occasionally holding) certain locations on the map, by forcing units to surrender, as well as some automatic prestige given every turn. To see how much prestige per turn you are currently getting, hover your mouse over the prestige counter.

Note: If you win a map in the campaign before the last turn, you will automatically receive the prestige that would have been given in all remaining turns of the scenario, as well as a bonus prestige reward for every extra turn early that you finish.



Next to Prestige is Core Slots, shown by an icon of a filled-in tank. The first number is how many slots you are currently using, while the second number is the maximum slots available in that scenario. Core slots determine how many units you are allowed to have in your army, and every unit, except for scenario-specific 'auxiliaries' (that do not carry through to following scenarios in the campaign), has a cost. Splitting a unit into two pieces also uses up one additional core slot, so it may be a good idea to keep a few slots available in case you wish to use this mechanic. More powerful units, such as heavy tanks, use up more slots than lighter units, so you are encouraged to maintain a balanced force!

Note: In some scenarios, another icon of a tank's outline will be visible. This tells you how many auxiliary slots you have available. Auxiliary slots work in the same way as core slots, but the auxiliary units associated with them do not carry through to subsequent scenarios in the campaign.



The icons of a train, plane and landing craft represent the currently available supply of rail, air and sea transports. These can be used by certain unit types to move more quickly or across otherwise impassable terrain, and are discussed in more detail in the 'Trains, Transport Aircraft and Landing Craft' section of the next chapter. Not all scenarios allow you to take advantage of all three transports, so you will only see the icons relating to those that are applicable to your current scenario.



Towards the top right corner, there is a weather icon, indicating the current weather and a prediction for the next turn's weather if there is a chance that it may change. The symbol shown represents the weather (clear, cloudy, rain or snow), while the colour of the icon represents ground state (green=dry, brown=mud, white=snowy, blue-white=frozen). Remember that not all predictions are accurate, so your forecasters may get it wrong! Weather and ground state impede your army in different ways: bad sky conditions will stop you from effectively using aircraft, while ground states other than dry will usually slow down your ground advance.

Note: If you mouse over these icons you will find further details about the weather and ground conditions.



Next to the weather is the turn counter, showing the current and maximum number of turns. If a scenario reaches the final turn before you have fulfilled your mission objectives, you will lose the mission. Note that the turn counter can be turned off in the Advanced Options when starting a game – if this is done you will be able to play a mission for as long as it takes to secure victory.



Next to the turn counter are some coloured icons showing all players currently in the game. In the main campaign, your forces will be marked in grey, while the Western Allies are marked in green and the Soviet forces in red.



Below that is the End Turn button. Once you have made all the moves and attacks you wish for that turn, press this to allow your opponent to move.

Towards the bottom right of the screen will be another six buttons. From top to bottom they are:



Undo: Reverse the most recent action as if it never happened (perhaps you accidentally clicked the wrong hex to move to).

Depending on the setting chosen during game setup, you will be limited to a certain amount of undos per turn or per scenario. You will not be able to use Undo in multiplayer games.



Toggle Strategic Mode: Switch between the regular 3D map view and a 2D 'strategic mode' that looks more like a printed map.

Note that zooming out the map far enough will automatically bring you into strategic mode.



Previous Unit: Select the previous unit that has not yet used either its move or attack for that turn. This may be useful to make sure you do not miss any units before ending your turn. Note that

if a unit still has an available action but no ability to use it (either it can move but has nowhere to go, or it can attack but there are no valid enemies within range), it will be skipped.



Next Unit: Select the next unit that has not yet used either its move or attack for that turn.



Sleep One Turn: Exclude the selected unit from the Previous/Next unit sequence for that turn. This will be cancelled if you manually select the unit again.



Sleep Indefinitely: Exclude the selected unit from the Previous/Next unit sequence for the rest of the scenario. This will be cancelled if you manually select the unit again.

Below those buttons is the minimap. The minimap shows the entire map allowing you to quickly see where key aspects of the map are located,



including friendly and enemy units (marked with coloured dots), victory objectives (hexagonal borders, as on the map) and significant terrain obstacles at a glance. The minimap can be resized by clicking and dragging any of its borders, and can be restored to its default size by double-clicking the marker in the top-left corner of the panel.



In the bottom left corner of the screen, you will find one or two info boxes. Depending on what units or hexes are selected, these will display information about those units or hexes. There is a large variety of possible icons that may be seen describing various attributes of units and hexes – if you wish to know what one is referring to you should select the unit or hex by clicking on it on the map, and then mouse over the icon until a tooltip pops up.

If a friendly unit is selected, several of the following buttons (depending on the unit selected) will appear above the unit info box:



Switch: Some units, most famously the German 88mm anti-air gun, have the ability to 'switch' into another form (such as the 88's anti-tank mode), provided they have not moved or attacked yet that turn. This allows them to deliver a more powerful attack against different types of enemy units.



Replace: Give the unit green replacements to replenish the unit's strength. Green replacements are cheaper in prestige than elite replacements, but they will reduce the unit's experience level. Only a maximum of 50% of a unit's strength may be replaced in one turn during a scenario.



Elite Replace: Give the unit veteran replacements. These work similarly to green replacements, but keep the unit's current experience level at a cost of additional prestige.



Upgrade: Give the unit different equipment, transports or overstrength points. This is only possible when the unit is on a friendly supply hex, or during the deployment phase when it has not yet been deployed. Only core units may be upgraded.



Mount/Unmount: Order a unit into its organic transport (truck or half-track). This will happen automatically if you order a unit to move further than it can normally move, and all units unmount at the beginning of a new turn.



Embark: Order a unit to be loaded onto a train, air transport or landing craft. This is only possible when a unit is standing in a (friendly) city with a railroad (for rail transport), an airfield (for air transport) or a port (for sea transport), and requires one available transport point of the appropriate type.



Rebase (aircraft only): Move an aircraft to a new airfield or carrier. This takes a whole turn, but beginning from the next turn the aircraft will be able to move and attack from its new base.



Split: Divide a unit into two equal parts. Splitting a unit requires one additional core slot, but when the unit is merged back the slot will be returned. Units can only split or merge once per unit per turn.



Disband: Delete the unit from your army to recover its prestige cost (if it is a core unit) and core slots. This may only be done on a friendly supply hex, or at any time during the deployment phase.

5. UNITS

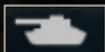
5.1. UNIT CLASSES

5.1.1. INFANTRY



Infantry is the most important part of any army during World War II. The infantry's greatest strength is in close combat: when defending close terrain such as towns, forests or mountains, infantry are able to entrench much faster than other units would be able to in the same hex, providing them with greater protection from enemy attacks. When fighting in close terrain, they fire against their opponent's close defence rating, with often deadly consequences for that opponent. Out in the open, infantry can find themselves at a disadvantage however, as they lack armour. Travelling by foot, they also lack mobility, but they can be equipped with transports to increase their movement points, and some infantry types are able to take advantage of a 'forced march' once every few turns to gain an additional movement point. Finally, most infantry have 15 strength points instead of the usual 10, increasing their survival rate when they encounter a difficult battle.

5.1.2. TANKS



The armoured fighting vehicle, better known by the more common name of 'tank', is the master of open terrain. Combining good speed, strong armour and considerable offensive strength, tanks fear few enemies. Their 'overrun' ability allows them to finish off crippled enemy units without using their attack action, making them perfectly positioned to clear a battlefield of enemies once the battle has been won. However, tanks are far from invulnerable: anti-tank guns and tactical bombers in particular are well equipped to defeat tanks in battle, and their weak close defence rating means that they will usually perform poorly against entrenched infantry in close terrain. As the war progresses, tanks become really powerful and advanced, but also very expensive in terms of prestige and core slots, forcing you to choose between quantity and quality.

5.1.3. RECON



Recon units are light forces with excellent spotting range but generally mediocre combat power. Their greatest advantage is their 'phased movement' ability, allowing them to split their movement action into multiple separate steps – they can move, stop and then move again within their movement point limit, potentially allowing them to sneak through enemy zones of control. Recon units can also support your attacks by providing a +10% accuracy bonus (and +3% extra for each experience star) to any units attacking enemies adjacent to them. When this bonus is active, you will see the 'Recon' message over the recon unit contributing the bonus when the combat prediction is displayed. These abilities mean that it may be a good idea to keep a few recon units in your core force.

5.1.4. ANTI-TANK



Anti-tank units are exactly as the name implies: units designed to kill tanks. Their greatest advantage is their support fire ability, which means that if a 'hard' type enemy unit (such as a tank, half-track or other vehicle) attacks a friendly unit adjacent to the anti-tank, it will automatically fire back at the attacker with no risk of damage to itself, and very likely causing heavy enemy casualties. In such a situation, only one anti-tank unit may provide supporting fire to the defender in any battle, and anti-tanks may not support other anti-tank units. Anti-tanks tend to be less effective on the offensive, suffering from an initiative penalty if they attack after moving, and generally poor performance against infantry, although this is made up for by their considerably lower cost than tanks: if resources are tight they can still prove a worthwhile investment.

5.1.5. ANTI-AIRCRAFT



Anti-air guns are the only ground units capable of attacking aircraft, and are able to provide support fire against planes attacking nearby friendly ground units. Although they are not as effective as fighters in gaining air superiority, and are greatly limited by their generally poor mobility, they can be extremely valuable on the defensive. Anti-air attacks carry no risk of retaliation, so they will suffer no losses when they attack enemy aircraft, although most damage that they do inflict will be limited to suppression losses (so it would be wise to keep some fighters active nearby to finish the enemy aircraft off). Some anti-air guns are classified as low-altitude weapons, allowing them to target the close defence value of enemy fighters and tactical bombers, dealing heavy damage. Furthermore, many anti-air guns can be converted into an anti-tank role using the 'Switch' function, although if they do so then they cannot provide protection against aircraft until switched back.

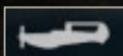
5.1.6. ARTILLERY



Artillery units are among the most useful forces available for purchase in *Panzer Corps 2*. When defending, they can provide support fire against enemies attacking friendly units next to them, killing and suppressing many of the attackers before they can even fire a shot. On the offensive, they can provide powerful attacks from long range, although most of the damage they do is suppressive. Furthermore, most artillery units are able to reduce enemy entrenchment at twice the usual rate, oftentimes crippling the defenders and clearing the way for a direct assault. Towed artillery units will need to be equipped with a transport if they hope to keep up with an offensive, but self-propelled artillery pieces are capable of moving just as quickly as tanks and other vehicles.

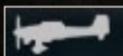
Note: Most artillery pieces are designed to counter specific types of enemy units, and thus will not be able to provide support fire against all enemy attacks. Each artillery unit will have one or more traits to tell you what support fire it can provide.

5.1.7. FIGHTERS



Fighters are essential if you wish to control the skies. While they usually deliver good performance against enemy fighters, they excel at shooting down enemy bombers and air transports. They can also support adjacent friendly units (both air and ground) should an enemy aircraft attack, damaging that enemy at no cost to themselves. Although they are less effective in this role, they can also attack ground forces, but beware of enemy anti-air guns while doing so.

5.1.8. TACTICAL BOMBERS

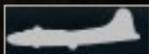


Tactical bombers are truly mighty offensive weapons, capable of dealing heavy damage to ground units below (especially

more vulnerable targets such as trucks and tanks). As they are generally designed to deliver precise attacks, they tend to be less effective against infantry. They are also quite vulnerable to attacks from enemy fighters (so it is always a good idea to have a fighter in an adjacent hex to provide support) and anti-air guns, so they should be used with care.

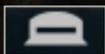
Note: The tactical bomber category in the purchase screen is also home to some recon aircraft. These units cannot fight, but have a large spotting radius and a cheap cost. Like recon units on the ground, they can also provide an accuracy bonus when other friendly units attack an enemy directly underneath them.

5.1.9. STRATEGIC BOMBERS



Strategic bombers fly at much greater heights above the battlefield, resulting in less accurate attacks than those delivered by tactical bombers: most damage done by strategic bombers comes in the form of suppression. However, strategic bombers also target enemy fuel and ammo supplies and entrenchment levels, leaving them weakened and exposed to attack from the ground. Strategic bombers are also notably less vulnerable to anti-air fire than other aircraft, although fighters remain a concern, and they also tend to be quite effective against enemy warships.

5.1.10. STRUCTURES



Structures are immovable units that can be seen in many different forms in *Panzer Corps 2*. Structures that lose strength points in battle cannot be repaired and will never surrender, and they cannot be added to your core forces. Forts and strongpoints are among the most common and dangerous structures, able to hold out against all but the most determined assaults. A combination of strategic bombing, artillery fire and

troops on the ground (in particular, paratroopers or engineers, which benefit from the 'Bunker Killer' trait) is recommended if you find yourself needing to defeat them, although at times bypassing the strongpoint entirely may prove a better idea.

5.1.11. CAPITAL SHIPS



In missions involving naval combat, you will sometimes be given temporary command of one or more capital ships, a class containing various forms of cruisers and battleships. These are the mightiest warships afloat, able to inflict considerable damage from long range. When used against ground units, capital ships are less effective at dealing direct damage but can cause heavy suppression and quick reduction of enemy entrenchment (battleships can reduce entrenchment by four points with one shot, heavy cruisers three and light cruisers two). However, they are unable to attack submarines and are quite vulnerable to strategic bombers. Furthermore, they can also provide support fire against adjacent enemy land units that attack friendly land units nearby, and when any surface warship within range attacks a friendly sea transport.

5.1.12. DESTROYERS



The humble destroyer is the most common warship seen in *Panzer Corps 2*. Although they do not have the offensive power of a capital ship, and must close in to a hex adjacent to an enemy to attack, their fast movement and ability to attack submarines make them a valuable escort for their stronger cousins. Although less ideal than capital ships for the role, they can also provide moderately effective shore bombardment against enemy units on coastal hexes. Destroyers can also provide support fire against adjacent enemy submarines when those submarines attack friendly capital ships, and against adjacent enemy land units when they attack friendly land units nearby.

5.1.13. SUBMARINES



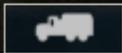
Submarines are small, stealthy ships capable of delivering lethal blows to warships and transport craft from under the sea. In *Panzer Corps 2*, they can switch between surfaced and submerged mode. When submerged, they can only be spotted by adjacent enemy units and do not exert a zone of control on neighbouring hexes, and benefit from stronger ground and air defence at a cost to movement and spotting range. The only units capable of attacking submarines are destroyers and tactical bombers, while the submarine's targets are far more numerous. Enemy submarines should be destroyed promptly!

5.1.14. AIRCRAFT CARRIERS



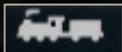
Aircraft carriers cannot fight directly, but instead act as mobile airfields from which fighters and tactical bombers can operate. It is generally recommended to keep them away from enemy warships, especially when there are no land-based airfields nearby: the aircraft can be sent out from a great distance to fight the enemy warships, and if the carrier is destroyed then its aircraft will also be lost unless another base is available.

5.1.15. LAND TRANSPORTS



Most infantry, as well as towed artillery, anti-tank and anti-air units can be equipped with transports including horse-drawn wagons, trucks and half-tracks. These increase the cost of the unit somewhat, and more advanced transports require an additional core slot, but they allow otherwise slow units to keep up with tanks and self-propelled guns. Half-tracks also improve the combat power of infantry units that have been given them, adding their attack stats to those of the infantry.

5.1.16. RAIL TRANSPORTS



In scenarios where you are given one or more rail transport points, it is possible to load ground units onto trains in friendly cities and towns with railroads. These units will then be represented on the map by a train, which can move very quickly but is restricted to travelling along railroads and is virtually defenceless.

5.1.17. SEA TRANSPORTS



Ground units can move across the sea by embarking into landing craft at friendly ports. Some scenarios will also allow units to deploy into landing craft immediately. Like trains, landing craft are extremely vulnerable to enemy attack and should be carefully protected at all times. This can be most easily done by placing friendly capital ships nearby, as they will provide support fire against any enemy capital ships or destroyers within their range that attacks a sea transport.

5.1.18. AIR TRANSPORTS



Some light units, most notably paratroopers, are able to travel by air using air transports. Such units must load onto the air transport at a friendly airfield and then disembark at another, while paratroopers are allowed to disembark by parachute almost anywhere. Air transports move much more quickly than any ground units, but are vulnerable to enemy fighters or anti-air guns.

5.1.19. ARMoured TRAINS



Armoured trains are rare but very strong units. They cannot be added to your core force, and are restricted to moving along railroads. Armoured trains may be more easily defeated if units are placed on either side of them along the railroad tracks, rendering them unable to move completely and making a surrender more likely.

5.2. UNITS AT A GLANCE

The small plate below every unit provides you with most of the information you will need to use your units effectively. As a result, it is this plate that we will explore first.

The background colour of the plate tells you who owns the unit: in historical battles this will be grey for the Germans (who you control throughout the campaign), green for the Western Allies and red for the Soviet Union.



The large number in the centre of the plate tells you how many strength points the unit currently has. Most infantry have a maximum of fifteen strength points, while other units have ten. When a unit loses all of its strength points, it is destroyed forever.

Below the unit's strength you can quickly see how much ammunition the unit has, by counting the number of small white markers (if it has more than six ammo, only six markers will be displayed). Units use up one point of ammo every time they fight, whether attacking or defending, and if they run out they will be unable to initiate response to enemy attacks, or provide support fire, until they can be supplied with more.

At the bottom of the plate for units that you control, you will be able to see up to two coloured markers, one green and one red. The green one tells you that the unit is able to move this turn, while the red one tells you that the unit can attack. Every turn, each unit is able to move once and attack once, in any order and at any time throughout the turn (so if you wish to attack with a unit, then move five others, and then move the first one, you can do so).

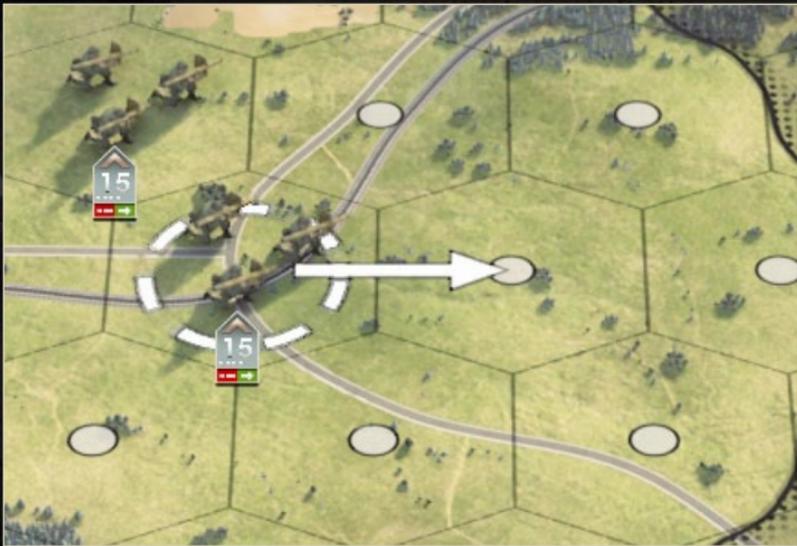
Some units, especially in the campaign, will also have a chevron at the top of their plate. These units are known as 'core units', and represent the player's own units that will carry through to subsequent missions during a

campaign. Units without a chevron are known as auxiliary units, and only exist in the scenario being played.

5.3. BASIC ORDERS

All units with the exception of structures will be able to move once per turn, and units that have not yet moved can be identified by the green marker on their strength plate. To move a unit, you need to select it, which is most easily done by clicking the unit's 3D model on the map.

Note: A currently selected unit can be identified by the dotted circle surrounding the unit on the map.



Once the unit is selected, a number of white dots will appear on the hexes to which the unit may move that turn. How far a unit may move is dependent on many factors, including the unit's movement points and movement type, the

terrain on each hex it would have to travel through to reach its destination and whether there are any roads present along the route, and if an enemy unit is nearby. A tank will have a much easier time travelling through open ground on a road than through a thick swamp or mountain range.



Units that are equipped with a transport, such as a truck or half-track, will be able to take advantage of their transport to move further than they usually would. Hexes that would be normally out of reach but can be moved into with the help of a transport will be marked with a small truck/half-track/wagon symbol (depending on the attached transport). Closer hexes requiring a transport will also have a small triangle next to the transport, indicating that the unit will be able to leave the transport before ending its turn. More distant hexes, at the very edge of the transport's range, can still be moved into, but will require the unit to end its turn still inside its transport, making it much more vulnerable to enemy attacks. Note that if a unit uses its transport at all, it will forfeit its attack action (if it has not already used it) for that turn.



Note: Some difficult terrain types are impassable to transports but can be accessed by infantry. Such hexes will be marked by transport symbols crossed out on the map, and entering them will require the unit to give up its transport (which would need to be repurchased later).

Most units, including all vehicles and any unit with a transport, also have a limited amount of fuel. This fuel is replenished every turn that a unit is not under an encirclement, and is used any time a unit requiring it moves, where the cost in fuel is the same as the cost in movement points. If a unit runs low on fuel, it will be limited to moving only so far as its fuel stocks allow: if it runs out completely it will be unable to move at all.

To move a unit, left-click the destination hex. The unit will move there immediately.

Note: Two adjacent units each with an unspent attack action may be 'exchanged', swapping positions simultaneously. To do this, select one unit, then hold down Shift and click on the unit you wish to swap positions with.

Units attack in a very similar way. First, they must move to be within range of an enemy unit. For most units, including tanks, infantry and fighter aircraft, this means that they must move to a hex adjacent to the enemy unit, although artillery and some other units may attack from several hexes away. Bombers (or fighters attacking ground units) must fly directly above their target to attack. If you have a unit selected and mouse over a potential destination hex to move into, you will be able to see the predicted odds for an attack if you were to move the unit there and then attack.

Note: Units capable of attacking from long range will display a red border on the map when selected, indicating how far they can attack from their current location.



Combat odds are presented in terms of how many losses each unit will take in the battle. For instance, if you are controlling a German unit (grey strength plate) and you plan to attack an enemy unit, the white '-1' on the grey plate would tell you that you can expect to lose one strength point if you attack that enemy. Combat odds are never perfectly accurate unless you set combat randomness to zero in the advanced options. Be prepared for some battles to go differently to the predictions!

Note: If you hover your mouse over a selected aircraft that has available move and attack actions, you can see combat predictions for attacks directed against all units within the aircraft's range!

There are two types of damage that can be inflicted in battle: losses and suppression. Losses will reduce the unit's strength points, which will stay reduced until a unit is given replacements in a future turn. Suppression is shorter-term damage, which weakens the unit for the rest of that turn only. Units that have suffered suppression losses will fight less effectively (an 11-strength unit that has three points of suppression will fight as if it was a strength 8 unit). If an attacker destroys two-thirds of a unit's unsuppressed strength in battle, the defender will be forced to retreat. If it is unable to retreat, it will surrender instead, destroying the unit immediately.

Combat odds that predict no losses but some suppression damage will show the predicted amount of suppression suffered by a unit in blue text, while a battle that is expected to result in losses will show the number of losses in white instead. For instance, a battle that will likely result in no losses and two suppression will show a blue '-2' in the combat odds; a battle that is expected to result in one loss and three suppression will show a white '-1'.

To attack an enemy that is within range, select the unit that is to attack, and then left-click on the target. The battle will be resolved immediately, and losses suffered by each unit will briefly appear above both the attacker and the defender. The number in red represents lost strength points, while the number in blue represents the additional suppression suffered by that unit.



Units that have suffered suppression losses will have a coloured number on their strength plate. White means that a unit is not suppressed, while yellow, orange and red indicate units with increasingly large amounts of suppression.

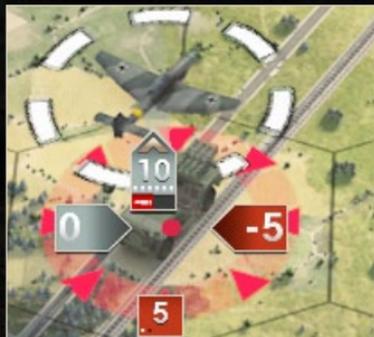
5.4. AIRCRAFT

Aircraft, made up of fighters, tactical and strategic bombers, and air transports, are generally controlled in a similar manner to other units. Like ground units, they have one move and one attack, which may be done in any order, but there are also some important differences between ground and air units, which are listed below:



Aircraft operate above the hexes that ground units occupy, so each hex may contain a maximum of one ground unit and one air unit. Ground units' zones of control do not impact air units in any way, so aircraft may fly over even the strongest enemy defences with no limitations to their movement except for enemy aircraft and their own movement limit. If you wish to attack another air unit with a fighter (or a dual-purpose fighter-bomber such as the Messerschmitt

Bf 110), move your unit into the hex adjacent to the enemy aircraft and attack as you would with a ground unit. If you wish to bomb a unit on the ground, move your bomber to the hex that the unit is occupying (placing it directly above the target), and then click the enemy unit to attack it.



Unlike ground units, however, aircraft will not stay in their hexes forever until ordered to move elsewhere. Instead, they are assigned to an airfield, and at the end of every turn, they will return to that airfield. Although they do not need to worry about fuel, this places an effective limit on how far aircraft may operate from their base.



Airfields may host aircraft both on their hex and any of the six adjacent hexes, limiting an airfield to seven planes at any one time. As you capture airfields closer to your more distant objectives, you can use the 'rebase aircraft' action to reassign each aircraft to the new base, allowing them to attack targets in a different part of the map. The rebase action is limited to airfields within a range of twice the aircraft's movement points. This will take one whole turn: at the beginning of the following turn they will be ready for action again, and at the end of that turn they will return to their new base.

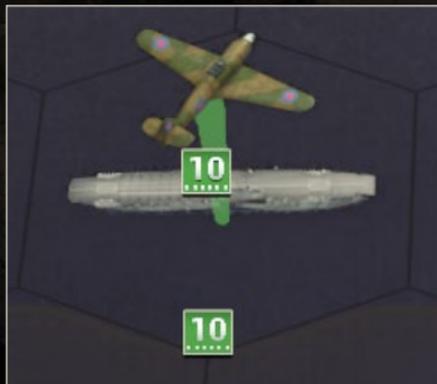
Note: Not all airfields are created equal. The dirt airfield, commonly seen in scenarios taking place in North Africa, is limited to five aircraft, and cannot host strategic bombers, jet aircraft and other large planes.

Fighters and tactical bombers are more efficient when attacking enemies close to their bases, and receive a small accuracy bonus for every unspent movement point. This bonus is not shared by strategic bombers, however.

Aircraft that have not moved or attacked can be given replacements and upgrades in the same way that ground units are. To receive upgrades during the middle of a scenario, an aircraft must be based at an airfield which is also a supply hex.

If an airfield is captured, all planes attached to that airfield will automatically rebase to another friendly airfield, and will be unable to move the following turn. If a player loses control of all of their airfields, all of their planes will be immediately destroyed.

Aircraft carriers are a special type of unit present in some scenarios requiring the use of a fleet. They act as mobile airfields, and planes may



be attached to them exactly as they would attach to any other airfield. Each carrier may hold seven aircraft, and cannot carry jet aircraft or strategic bombers. If a player loses all of their land-based airfields but still has control of a carrier, planes can rebase there, but if the carrier is sunk as well then the planes will be destroyed as they have nowhere else to go.

5.5. UNIT STATISTICS

Every unit in the game has a wide variety of attributes that determine the unit's capabilities in every situation it can face. To view these, select a unit and then open the unit details by clicking on the 'i' button under the unit's portrait in the bottom left corner of the screen. The following attributes will be listed under 'Statistics':



Strength: How many strength points, both current and maximum, that the unit has. Strength points are lost during most battles, but can be regained with replacements. Most units have a maximum of ten strength points, but many infantry can have as many as fifteen. Strength also determines a unit's attacking power, so units that do not have their full strength will be weaker in combat than those that do. An exception to this rule is single entity units, most commonly structures and ships, which always fight at full strength even when damaged.



Suppression: Non-permanent losses that weaken a unit's effectiveness in combat during the current turn. Units are often suppressed during combat or immediately after receiving replacements, but they will recover at the beginning of their next turn.



Fuel: Most vehicles require fuel to move, spending one point of fuel per movement point spent. Units that run out of fuel will be unable to move until they receive more. The supply of fuel is replenished every turn that a unit is not encircled and is able to trace a path back to a friendly supply hex without passing through an enemy unit's zone of control.



Ammo: Units spend one point of ammo every time that they fight, and running out of ammo will mean that they cannot attack enemy units, or retaliate in the event of enemy attack. The supply of ammo is replenished every turn that a unit is not encircled and is able to trace a path back to a friendly supply hex without passing through an enemy unit's zone of control.



Entrenchment: This determines the level of protection and cover that a unit receives from the terrain it is occupying, and every point of entrenchment results in lower damage for the unit when it defends (the greatest protection from vehicles, less so against infantry and artillery). A unit acquires a level of 'base entrenchment' by occupying a hex for one turn, and this cannot be reduced by bombardment. Further entrenchment will be accumulated every turn that the unit does not move or fight, up to a maximum level determined by the terrain type of the hex (less for open terrain, the most in urban areas). If entrenchment is above the base entrenchment level, the unit will never retreat or surrender, and the current level of entrenchment will be shown in green text.



Experience: Experience is accumulated by units whenever they fight and is lost whenever green replacements are issued to a unit. Every 1000 points of experience gives the unit one experience star, up to a maximum of five. Every star provides a unit with a substantial bonus to accuracy, as well as a smaller accuracy penalty to any unit that attacks it.



Accuracy: During combat, every unsuppressed strength point of a unit will take a 'shot' at the enemy unit. A higher accuracy value increases the likelihood that each 'shot' will translate into losses or suppression for the enemy unit, which would mean a better overall result in combat. Accuracy can be improved by experience and the presence of a nearby recon unit, but is lower when attacking heavily entrenched enemies.

Class: What type of unit is this? All unit classes in the game are listed in the first section of this chapter.



Prestige: The unit's cost in prestige points. More expensive units also require more prestige to be spent on their replacements.



Slots: How many core slots this unit takes up. Less powerful units tend to require fewer slots, while more powerful units require many more. Units can be moved to reserve if you wish to use your core slots to deploy other units.



Movement type: What type of movement does this unit use? Examples include foot, wheeled, tracked or air. Different movement types are better able to traverse certain types of terrain than others.



Movement points: Determines how far a unit can move in one turn. Easily accessible hexes, such as clear terrain, usually require one movement point to move in to for most unit types.



Spotting: How many hexes away can this unit see, pushing back the fog of war and revealing enemy units in the process? Terrain is no obstacle to observation in *Panzer Corps 2*, so a unit with spotting range of two will always be able to see two hexes away in every direction.



Range: How far away is the unit able to attack? A range of zero means that a unit may only attack enemies adjacent to it (with the implication that it moves into the enemy's hex in order to initiate combat). Bombers need to be flying directly above their target in order to attack. If a unit attacks from a greater distance than the enemy's range (for instance, artillery against most other units, or large warships firing at a great distance at destroyers), it will be able to bombard the unit without any risk of damage in return.



Initiative: A complex measure of a unit's ability to fight back (determined by real-life factors such as optics, radios and other equipment, training and doctrine, the range of direct fire weapons, and many other factors). Units with higher initiative values "shoot first" in battle, benefiting from longer-range weaponry than their opponent, and generally resulting in them inflicting more and suffering less damage than opponents with lower initiative.



Soft attack: The attack power this unit has when fighting against 'soft' targets such as infantry, un- and lightly-armoured vehicles, and transports.



Hard attack: The attack power this unit has when fighting against 'hard' targets such as tanks, self-propelled guns and other heavy equipment.



Air attack: The attack power this unit has when fighting aircraft: fighters, bombers, and air transports. Most ground units, with the exception of anti-air guns, have zero air attack and are unable to attack planes directly.



Naval attack: The attack power this unit has when fighting warships and naval transports. Ground units are generally very poorly equipped for fighting warships.

Note: Some attack stats will be displayed in square brackets, for instance [1]. This means that a unit cannot initiate this type of attack, but will shoot back if attacked.



Ground defence: The unit's effectiveness when defending against enemy ground and naval attacks.



Air defence: The unit's effectiveness when defending against enemy aircraft.



Close defence: The unit's effectiveness when defending against infantry in close terrain such as urban, forest and mountain hexes, as well as in a number of other specific situations. This value is generally much lower than the unit's ground defence value, meaning that the unit will be very exposed to deadly attacks from infantry in close terrain.



Target type: There are four target types that units can be grouped into: soft, hard, air and naval. This will be used to determine which attack value (listed above) enemy units use when attacking this unit.

Abilities: Units can take advantage of a wide range of other abilities. These will be listed below the unit's other stats.

5.6. PURCHASING UNITS

To purchase a unit, click on the second button in the top left corner of your screen, marked with a \$ symbol. This will take you to the purchase screen.



At the top of the purchase screen, you can select what nation (Germany in the campaign, possibly others in other scenarios), and what unit class (e.g. infantry, tank, recon and so forth) by clicking on the appropriate icon, or choose 'ALL' to view all of them at the same time.

Note: Sorting units by 'ALL' is useful if you wish to compare the stats of two units in different classes, for instance, a tank and an anti-tank.

The leftmost two-thirds of the screen will be filled with all the possible units that you can buy from the chosen unit class and nation. Each unit has a cost in prestige and core slots, and units that you cannot afford will be greyed out. If you wish to view a unit's stats (such as attack strength, target type or movement range), click on its icon once. The stats will then be listed on the right-hand side of the screen, and you can compare this unit to another by mousing over its icon as well.

Some units, particularly infantry and towed guns, can be equipped with transports such as trucks or half-tracks. These will be listed at the bottom of the screen, under the units available for purchase. To compare the stats of a transport, select first the regular unit and then the transport: the transport will now have its stats listed below the unit it will be attached to. If you then decide you do not wish to have a transport after all, click the red X next to the listed transport.

Units can also be given 'overstrength' up to an additional five strength points (so a tank that usually has ten strength points can be given up to fifteen). This does not increase the unit's regular attack stats directly but will make them more powerful by virtue of having more strength points, making them stronger in battle and harder to destroy outright. To overstrength a unit, select the unit and click overstrength, then choose how many additional strength points you wish to give the unit. Note that overstrength units cost proportionally more prestige and substantially more core slots than standard-sized units.

Once you are satisfied with your choices, click 'Add to Basket' if you wish to purchase multiple units at the same time, or click 'Purchase' to buy everything in your basket immediately (if you have not added anything to the basket, only the selected unit, and transport if applicable, will be purchased).

Once you have added a unit to your basket, you can quickly increase or decrease the number of units of that type that you would like to purchase by using the plus and minus buttons that appear next to the unit's name and



quantity. To remove a unit from the basket, press the 'X' button next to that unit. In scenarios that provide auxiliary slots (this is not offered in the main campaign), you can also click the chevron button next to a unit to designate it as a core

or auxiliary purchase (a chevron means it will be a core unit, an empty circle represents an auxiliary). Auxiliary units require auxiliary slots in the same way that core units require core slots.

When you have units in your basket, other units in the purchase screen may be greyed out with stripes: these are units that you can afford on their own, but cannot if you wish to buy them as well as anything already in your basket.

Note: *You can also quickly add a unit to your basket by double-clicking on its icon in the purchase screen.*

Purchased units will immediately be added to your core force, and can be accessed through the 'Undeployed' unit list. They can then be deployed adjacent to any friendly supply hex (or during the deployment phase, anywhere in the deployment zone), and will be ready to move at the beginning of your next turn.

5.7. UPGRADING UNITS

Upgrading units is done in a very similar manner to new purchases. To upgrade a core unit, it must be stationed in a friendly supply hex (during a deployment phase, any core unit on the map or in your Undeployed list can be upgraded freely). Then click the Upgrade button above the unit info panel in the bottom left corner of your screen.

Note: *Auxiliary units may never be upgraded.*

In the upgrade screen, your selection of units will be much more limited than when you purchased new ones: you will only be able to choose from units from the same class (such as infantry), or occasionally units of 'similar' classes (for instance, tanks becoming anti-tanks, as many tank chassis were used as the basis for self-propelled guns during WWII). Select the type



of unit you wish to upgrade into the same way you would purchase a unit: you can click on units to compare their stats with the current unit.

Note: An upgrade from one unit class to another, such as a tank becoming an anti-tank, will cost one experience star in addition to prestige and core slot costs.

In addition to changing the unit type entirely, you can also upgrade a unit with overstrength points or a transport if it does not have one (or upgrade/remove the transport if it does). These are also done in exactly the same way as how you would purchase these for a brand new unit.

When you upgrade a unit, you only pay for the prestige and core slot difference between the old and the new unit model, and if you are 'downgrading' into a cheaper unit then you will be refunded the difference.

Once you are satisfied with your choice, click Upgrade.

S.B. RESERVES

Every unit that you purchase will take up one or more core slots, and the number of core slots places a limit on how large your army can be. However, sometimes you will want to use different units in different scenarios. For instance, you may see a large city in an upcoming battle and want to have more infantry on the map, but your core includes a large number of tanks that won't be very useful there. With the reserves system, you can now free up core slots for other units.



Units that have been placed in reserve are still a part of your core force, and will still carry through from scenario to scenario in the campaign. However, reserve units cannot be deployed on the map. More importantly, they do not count against your core slot limit.

To move a unit into reserve, select it in the list of Undeployed units in the unit list, and then click the 'Move to Reserve' button above the unit info

panel in the bottom left of the screen. The core slots it was taking up will now be freed for use by other units.

Note: *The reserve can hold as many units as you like.*

Units in reserve can be accessed by clicking on the Reserve button in the unit list, and they can be taken out of Reserve by clicking 'Move from Reserve'. Note that doing so will require enough free core slots to allow them to be added back to your active forces, but you will then be able to deploy them on the map.

5.9. REINFORCEMENTS AND EXPERIENCE

Every time that a unit takes part in combat, it will acquire experience points, representing the fact that the unit now has a larger amount of veteran soldiers among its ranks. Every 1000 points of experience will give the unit one experience star, up to a maximum of five, and each experience star will give the unit an accuracy bonus during both offensive and defensive combat, leading to fewer own and more enemy casualties in battle. Particularly during the campaign, acquiring experience will be important for victory especially in the difficult missions towards the end of the war.



However, unless your units are fortunate enough to build experience by fighting defenceless enemies, they will inevitably take damage from time to time. Suppression only lasts until the start of your next turn, but losses will remain lost until replacements are issued. How you handle this problem will determine the fate of your core force.



There are two types of replacements in the game: normal (green) and elite. Normal replacements are cheaper in terms of prestige,



however, they will reduce the unit's experience proportionally to its losses: if a veteran unit is nearly wiped out in battle and issued only green replacements, it will become little better than a green unit. Elite replacements on the other hand cost substantially more prestige, but allow the unit to keep all of its hard-earned experience (veteran units are sent more veterans to fill their ranks).

Note: Losses suffered by units will carry through to the following scenarios during the campaign, and will need to be replaced at the start of the scenario. However, both types of replacements are cheaper during the deployment phase, so if you are nearing the end of a battle it may be a better idea to merely get them out of harm's way and then wait until the next battle to issue replacements.

Units can only receive replacements during a scenario if they have both an unspent move and attack action, and they are limited to receiving 50% of their maximum strength in replacements in a single turn (so a badly damaged unit will take two turns to repair fully). Any strength points added to the unit as replacements will count as suppressed for the turn that they arrive.

5.18. TRAINS, TRANSPORT AIRCRAFT AND LANDING CRAFT

In addition to the transports that can be directly attached to units such as trucks, three other types of transports exist that can be used by most units. These are trains, transport aircraft (of which the Junkers Ju 52 is a famous example) and landing craft. Each is designed to allow your unit to cross terrain that would be otherwise impassable and to allow faster than usual movement in some circumstances.

In every scenario, you will be allocated a specific amount of rail, sea, and air transport points. Each point allows you to load one unit onto that type of transport (so if you have three rail points, up to three units may be using trains at the same time). Points can be reused, so if you unload a unit from a transport then another may be loaded somewhere else (or even at the same location). However if a unit is destroyed while onboard a transport, the transport will be destroyed as well, and you will have fewer points available for the rest of the scenario.

Units can be loaded onto a transport by using the 'Embark' button, above the unit info panel in the bottom left corner of the screen, while standing in an appropriate hex – a village, town or city with a railroad for rail transport, an airfield for air transport and a port for sea transport. Embarking requires an unspent attack action, but not necessarily a move action (so you can move *into* a railroad station/airfield/port and embark in the same turn), and requires one transport point of the appropriate category. Once embarked, you will be able to move the transport unit immediately, freeing the

embarkation hex for other units. Rail and sea transports can carry nearly all ground units (the most notable exception is the great rail gun Gustav), but air transports are limited to carrying only light units such as infantry.

Note: Another type of air transport that may be occasionally seen is the glider, an example of which is the Me 323 'Gigant'. These may be used by a wider range of units than normal air transports (including some tanks), and allow units to disembark away from airfields. To see what transports are available, hover over the transport icon at the top of the screen. Sometimes you may have multiple types of the same transport (such as Ju 52s and Me 323s) available in the same scenario!

Units can be unloaded from their transports in a similar way, by pressing the Disembark button while occupying a suitable destination hex, even if they moved into that hex that turn. Sea transports may be unloaded in any coastal sea tile, provided there is nothing blocking the unit from disembarking, such as an escarpment or impassable terrain. The unit will then move into a chosen adjacent land tile. Rail transports may be unloaded in any settlement with a railroad. Air transports carrying most units may only be unloaded in an airfield that does not have a unit occupying the tile underneath it, however, paratroopers may be unloaded on any ground tile.

Note: Transports may also be unloaded by clicking on a destination tile marked with a transport and an arrow pointing down, in the same way that a unit moves into any other tile.



Air transports in particular operate in a different way to other aircraft. Instead of returning to an airfield at the end of a turn, they move like a ground unit but in the air, remaining in their destination hex

until moved again. Fighters placed adjacent to them will be able to defend them from enemy attacks during that turn, much the same way as they can support bombers. This is very highly recommended, as transports cannot fight back and have extremely limited protection.

5.11. SPLIT AND MERGE

Occasionally you will find yourself in a situation where two smaller units would be more useful than one larger one, particularly if you want to encircle an enemy force, perform a mass attack or block an enemy's potential retreat path. In *Panzer Corps 2*, you can do this by using the Split Unit command.

Splitting a unit will divide a unit into two equal parts, each with half the strength of a full unit (so a 10-strength tank divides into two 5-strength tanks, which will now have a maximum strength of 5 each). This has no cost in prestige, but takes up one additional core slot for as long as the units are split. Each smaller unit acts as an independent unit, with its own move and attack action each turn.

To split a unit, select a full-sized unit and then press the 'Split' button, above the unit info panel in the bottom left corner of the screen, and then click on another hex into which you wish for the other half of the unit to move (which may be somewhere requiring a transport to access). That other half will then break off and move into the chosen hex, using up its move action for that turn, however it may still attack any enemy within range if you wish. When a unit is split, all heroes attached to the unit will remain with the half that stayed in the original hex. Both halves keep a copy of any awards that the unit has won.



A half unit can identify its other half whenever it is selected, which will be marked on the map by a yellow highlight underneath the unit's



companion. A split unit can only merge back with this other half, and to do so they must be within movement range of each other. To merge the two units back together, select one and then click on the other unit. Both halves will combine in the hex of the non-selected unit.

Note: A unit cannot be split and then be merged back in the same turn.

If one half of a split unit is destroyed, the extra core slot used by the split will be returned, and the surviving half will consider itself a full unit once more (so if a 10-strength tank unit was split in two and one was destroyed while the other was undamaged, the survivor would continue as a tank with 5/10 strength).

A split unit may never be upgraded until it has been merged back with the other half of the unit, and at the end of the battle any split units will be merged back, starting the next mission as a single unit.

5.12. HEROES AND AWARDS

Every now and then, battles that you are fighting will produce a particularly talented soldier or unit that receives recognition from High Command. In the game, this is represented by heroes and awards, which can provide powerful and very valuable bonuses to the forces that they are associated

with. A unit can have a maximum of three heroes, and an unlimited number of awards, at any time.

Awards are given out when a unit proves particularly successful in a particular type of combat, for example having killed a large number of enemy strength points of a specific category of unit. Each award is associated with a particular effect, usually one that makes the unit better at whatever aspect of combat it had recently proved successful in (for instance, a fighter unit that shoots down 100 enemy aircraft strength points will be given 'Aerial Ace', giving +1 air attack). These awards will be associated with the unit until the unit is disbanded or destroyed.

Heroes bring with them many of the same bonuses as awards, but are not associated with direct victories in combat. Instead, you will be awarded one hero at the beginning of each scenario during the campaign except the first, and you can begin the game with three heroes by choosing the 'Killer Team' player trait at the beginning of the campaign. Heroes are also not permanently tied to a unit as awards are, but can be assigned and moved between units.

Awards and heroes can be viewed by clicking on the Unit details button (with the 'i' symbol) at the bottom of the unit info panel in the bottom left



corner of the screen (or by right-clicking the unit or using the "I" hotkey"). Heroes can be assigned to core units at any time during the deployment phase, although not in the middle of a scenario, by clicking 'Heroes' and then 'Assign Hero' – if you wish to assign a hero that is already attached to another unit simply select it on the new unit and it will automatically be removed from the other unit. Heroes can also be unassigned from a unit by clicking 'Unassign' or removed from the game entirely by clicking 'Dismiss'.

The abilities given to your units by awards and heroes will also be present on the unit info panel, appearing as gold symbols next to the unit's other traits.

Note: When a unit containing heroes is destroyed, the heroes will be available to add to other units at the beginning of the next scenario.

5.13. CAMOUFLAGE AND INSIGNIA

Units can be further customised with a wide range of camouflage and insignia designs. These can be found by opening the unit details and then selecting 'Camouflage' and 'Insignia', each of which contains dozens of designs used by various combatants, both major and minor, throughout the war. Units will be painted by default to suit the environment that the current scenario is taking place in, but if you would like to conquer North Africa while your units wear winter camouflage then you are free to do so! Or perhaps you want to mark a particularly skilled unit in the colours of some defeated nation so you can more easily recognise its triumphs?

Camouflage and insignia have no practical effect in-game – all changes created by them are purely cosmetic.

Note: Despite sharing the same name, the Camouflage options here have nothing to do with the 'Camouflage' trait that makes some units harder to spot.

6. DEPLOYMENT PHASE

In some scenarios, including many stand-alone scenarios and every battle in the campaign after the first, there will be a special turn before Turn 1 known as the deployment phase. The deployment phase gives you a chance to position your army on the map in preparation for the upcoming battle.

Note: In the campaign, if you choose the 'Custom Army' option when setting up your game, a deployment phase will be offered in the first scenario as well, giving you a chance to buy your custom army.



At the beginning of the deployment phase, your list of units will appear on the left of the screen (even if you have had it turned off previously). One of the lists that this panel can show is 'Undeployed' units, which you will want to place on the map before the end of the phase – units not in reserve take up core slots whether they are deployed or not, so don't leave units undeployed unless you have a good reason to do so, for example if you want to deploy them later once a supply hex has been secured.

Before you do, however, it is strongly recommended that you reinforce all of your units (whether with normal or elite replacements): replacements are cheaper during the deployment phase than in a regular turn. During the deployment phase units can also be upgraded without needing to be stationed on a supply hex, so this would also be a good idea if you have sufficient prestige and newer models of units exist. Any unassigned heroes can be attached to units during this time as well, and if you have spare core slots then the purchase of new units is also encouraged.

Deploying units is most easily done with the unit list open. To deploy a unit, select it on the unit list and then click one of the highlighted hexes on the map to position the unit there. If you change your mind, you can undeploy a unit by right-clicking it on the map or by using the 'Undeploy' action found above the unit info panel in the bottom left corner of your screen. Keep doing this until all of your units are either in reserve or on the map.

If you find certain units in your army to be unsuitable for the current mission (for instance, you may have more aircraft than available spaces around airfields to support them), it is a good idea to place them all in reserve and purchase other units more suitable for this scenario with the freed core slots. This will allow you to field your strongest possible army in every scenario, and those units in reserve will still be available to you in the future.

Once you are satisfied, press the End turn button (now labelled 'End deployment') to begin the first turn of the scenario.

2. CAMPAIGN PLAY

To begin a campaign, select 'New Game' and then 'Campaign' in the main menu, and then choose one of the listed campaigns to play. Once you have chosen your difficulty level and any advanced options, click 'Play' to begin.

The campaign is made up of a series of scenarios, and the results of one scenario can have major effects on what scenarios you play later in the

campaign. Sometimes, including the very beginning of the 1939 campaign, you will be presented with a choice between two or more scenarios to play (in this case, Poland North or Poland South), each with its own risks and rewards. Other times the decision will be made for you, usually influenced by a previous choice: if you chose to lead the southern wing of the advance into Poland, you can expect to attack Warsaw from the south as well. If you play well, it is possible to follow an ahistorical path through the campaign that results in Germany winning the war if you gain enough victories!



Every scenario will begin with a briefing, where a senior officer explains the upcoming battle for you. In addition to providing some historical background, he will also point out both your objectives needed to win the scenario (marked in bold for easy reference) and also some other aspects of the scenario worth paying attention to. For instance, he may warn you of a powerful enemy concentration of forces, leaving you to decide whether to fight or bypass them. If you wish to review the location described by a particular sentence, you can click on it and the map will show you what the officer was talking about again.

You will then be taken to the deployment phase, which is more important than usual during the campaign. Take advantage of the cheaper replacements

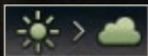
offered by the deployment phase to ensure your army is at its strongest possible, and be sure to upgrade units when new models become available. Once your forces are deployed to your satisfaction, press End Turn to begin.

Core units have a particular importance during the campaign – these are the units that will continue with you from scenario to scenario, so you will want them to be kept in the best possible state at all times. Core units can be identified at a glance in the unit list by their blue background and a chevron at the top of their icon, and on the map by the chevron at the top of their strength plate. Auxiliary units on the other hand will not carry through, and are present only for that scenario: as a result they may be considered more expendable.

8. OTHER GAME RULES

8.1. WEATHER AND GROUND STATE

Next to the turn counter, you will be able to see the icons for current weather and the predicted weather for the following turn. The symbol used in this icon tells you the current or predicted weather, while the colour of the symbol tells you what the ground state is or might be. Note that predictions for the future are not perfectly accurate.



There are four types of weather: clear, cloudy, rain and snow. Clear is the 'normal' weather and has no adverse effects on operations. Cloudy weather is only a minor nuisance, reducing the spotting range of aircraft and making them perform somewhat less effectively (your enemies are suffering exactly the same problem, however, so both sides will suffer lower casualties during air battles in cloudy weather).

Rain and snow present much larger obstacles, particularly to the attacker. Visibility is greatly reduced for all units on the ground, while air units are

unable to operate at all: they cannot move, attack or rebase for as long as the bad weather continues. Beware that if an airfield currently serving as a base for aircraft is captured during bad weather, the planes there will be destroyed, unable to fly to another base. Rain and snow also reduce the amount of supply that reaches units, limit the accuracy of units fighting on the ground, and place a severe cap on units' initiative (representing an inability to use their longer-ranged weapons to full effect).

Prolonged rain or snow will cause conditions on the ground to deteriorate. Several turns of rain will cause the ground to become muddy, which will severely limit the units' movement. Snow will cause the ground to become either snowy, or in colder climates such as Russia, frozen. While snowy ground is an obstacle, frozen ground can provide opportunities that even dry conditions do not offer: in particular, frozen rivers can be crossed as if the river was not there at all. Muddy, snowy and frozen ground will become dry again after several turns of clear weather.

8.2. RIVERS AND BRIDGING UNITS

Rivers are a common terrain obstacle that pose significant challenges for a player on the offensive. There are two types of rivers in the game: minor and major rivers.

Minor rivers can be crossed by units, but the process takes several turns and can seriously hamper an offensive. To cross a minor river, a unit must begin its turn on a hex directly adjacent to the river, and entering the river hex will use up the unit's entire move. The next turn, the unit will be able to move freely onto either bank of the river.

Major rivers, represented by much wider rivers on the map, are completely impassable to most ground units unless they have frozen over.

There are two exceptions to these rules: bridges and bridging units. Road bridges exist wherever a road or railroad crosses over a river tile. Units can travel across the bridges just like any other road (or in the case of a railroad, as if the river were merely not there), making them the easiest way to



cross a river. Beware however that the other bank of a river will often be most heavily defended near bridges.

Bridge engineers and vehicles are special units that allow other units to cross the

river as if a bridge existed over it. To use them, a bridging unit, such as the German *Brückenpioniere*, must occupy a river hex. Other units then move “through” that unit to access the other bank of the river. When the bridge unit is moved off the river, the hex it once occupied will no longer count as a bridge. If you have a spare core slot, it may be a good idea to split your bridge units to form two units, and thus two bridges.

Note: It may be a good idea to keep a bridging unit or two in your reserves, to be activated if a scenario with large rivers is encountered. Although they will be provided as auxiliaries if required to win a scenario, many maps can be more easily completed by using bridge engineers.

Units that occupy river hexes, except for bridging units, suffer major combat penalties, especially against units on either bank. It is often wise to find another direction from which to launch an attack rather than charging straight across the river.

8.3. MILITARY ENGINEERS

Military Engineers, such as the German *Pioniere*, are a particularly powerful variant of infantry that has several unique abilities. In particular, they

completely ignore enemy entrenchment, making them the perfect troops to assault well-fortified positions (though artillery fire is still recommended to suppress the defenders beforehand). When the engineers are adjacent to both an enemy unit and a friendly unit, this ability will be extended to the friendly unit when it attacks, allowing it to ignore 50% of the enemy's entrenchment. When this can occur, an 'Engineer' message will appear over the engineer as the combat prediction is displayed, unless enemy entrenchment is zero (in which case there would be no benefit obtained from the ability).



Engineers are also able to clear minefields in a single attack, and receive a substantial bonus (+5 attack) against structures. Finally, engineers that are placed adjacent to other units will allow those units to entrench at double the usual rate, quickly forming a formidable defence.

8.4. MINEFIELDS

Minefields are a common opponent often seen around particularly strong enemy positions. They are part of the 'structure' unit class, and like most structures, they cannot receive replacements or upgrades, and will never surrender. They also do not exert a zone of control on neighbouring hexes and are exempt from the usual supply rules.

Minefields also have the 'Camouflage' trait, meaning that they will remain hidden (even if the fog of war has been pushed away from a hex) until a unit enters an adjacent hex or a recon unit is close enough to spot the minefield (using its usual spotting range). This means that minefields can very easily ambush a reckless advance, dealing a point of damage to any unit unfortunate enough to stumble upon them. Be careful!

Most units that can attack any other ground unit may attack a minefield, including artillery, aircraft, warships and ground troops, and they can be destroyed just like any other unit, although this is slow and inefficient. Some units are particularly suited to clearing minefields, in particular military engineers and specialised mine-clearing tanks (such as the Sherman 'Crab' tank), which are able to clear minefields in a single attack. Mine-clearing tanks are even more powerful in this regard, as they are able to use their overrun ability to clear several minefields in a single turn.

B.5. SUPPORT FIRE

Many units have the ability to provide 'support fire', protecting nearby friendly units from a specific type of enemy attack. To do this, they fire on the attacker before the attack is launched, and any strength points lost or suppressed in the support fire phase of the battle will not participate in the main attack. Units providing support fire are at no risk of taking damage throughout that combat.

The following unit types can provide support fire:

Anti-Tank: will provide support fire if an adjacent friendly unit is attacked by a hard target such as a tank.

Artillery: will provide support fire if an adjacent friendly unit is attacked by an appropriate enemy ground unit. Each artillery unit has one or more traits describing what units it may direct support fire against, for instance, many small artillery pieces have the 'Artillery Support' trait that allows them to provide support fire against soft targets. Some heavy artillery guns have the 'Counterbattery Fire' trait, which allows them to shoot at any attacking enemy artillery within their range (not necessarily if they are attacking an adjacent friendly unit).

Anti-Air: will provide support fire if any ground unit within its range is attacked by enemy aircraft.

Fighter: will provide support fire if an adjacent friendly unit, either on the ground or a bomber in the air, is attacked by an enemy aircraft.

Destroyers: will provide support fire against any adjacent submarine that attacks a friendly warship, and against an adjacent land unit that attacks a nearby friendly land unit.

Capital Ships: will provide support fire against any enemy warship within range that attacks a friendly naval transport. Like destroyers, they can also fire on adjacent enemy land units that attack nearby friendly land units.

Combat predictions will take support fire into account, showing the expected results for the entire battle, as long as any supporting units are visible. Some, particularly those that can provide support fire from a greater distance such as anti-air guns, can be particularly dangerous without proper reconnaissance!. Small arrows will also appear when you mouse over the target unit indicating which units will provide support fire if you attack.



B.G. AMBUSH

If you order units into the fog of war without proper reconnaissance, there is some chance that you will encounter an enemy unit along the path that your unit moves. These enemy units will automatically launch a surprise attack when encountered, known as an ambush. Because ambushes target an enemy's close defence, ambushed units often suffer very heavy

casualties. Once a unit has been ambushed, it will not be able to attack for the remainder of that turn.

8.7. OVERRUN

Tanks have access to the powerful 'overrun' ability. Overrun attacks occur when such a unit destroys its target without taking any damage themselves, and allow that unit to then move again (if it did not use up all of its movement points beforehand), and the overrun attack does not count as an attack action.

Because of their overrun ability, tanks are perfect for picking off multiple weak enemies in a single turn, moving and then killing them one by one while limited only by their movement points and ammo supply. However, if an anti-tank gun or artillery provides support fire against the tank, it will not be able to overrun its victim, nor will it be able to overrun if the enemy unit retreats or surrenders, or is located in close terrain.

Note: If a unit is given an award or hero with the 'Steamroller' ability, they will be able to take advantage of a more powerful overrun. Such units will overrun any unit they kill, even if support fire, close terrain or own losses are involved.

8.8 MASS ATTACK

When facing a tough enemy unit, it is often a good idea to place multiple units adjacent to that enemy before attacking. Every unit adjacent to an enemy during a direct (non-ranged) attack will reduce the enemy's initiative by one point, taking advantage of an ability known as 'mass attack'. Units can only contribute to mass attacks if they have an unspent attack action, and ranged units such as artillery do not count towards them at all. Recon units and engineers have their own special bonuses, so they cannot contribute to mass attacks.



When you are planning an attack, you will be able to see a 'Mass Attack' label on any units that will provide a mass attack when the combat prediction is displayed.

Units that are adjacent to the enemy defender, but not adjacent to a friendly attacker, will be able to take advantage of a more powerful variant of

the mass attack, labelled 'Mass Attack 2x'. Representing an attack from the flank or rear, this reduces enemy initiative by two points instead of the usual one, making careful positioning of units much more important.

8.9. HIGH GROUND

Hills and mountains provide a 'high ground' bonus to any unit that occupies them, giving them +1 spotting. Ranged units such as artillery also benefit from +1 range when on high ground. Furthermore, units defending high ground receive an accuracy bonus, while those attacking a unit on high ground from low ground suffer an accuracy penalty.

8.18. ZONE OF CONTROL AND ENGAGEMENTS

Ground units, with the exception of units with the 'No ZOC' trait such as minefields, exert a 'zone of control' over all hexes adjacent to them. Zones of control can prove to be obstacles to movement – while units can freely enter an enemy's zone of control, they use up their entire move doing so.

Note: Recon units are an exception to the above rule: they can penetrate enemy zones of control by using their Phase Movement ability.

Units suffer no movement penalties leaving an enemy zone of control, but if they wish to move *through* an enemy zone of control (that is, from one ZOC-affected hex to another ZOC-affected hex), they will be forced to move just one hex each turn. This can be a particular problem for river crossings – an enemy unit next to a bridge engineer will render that engineer practically useless (not to mention exposed to enemy attacks) unless it can move to another crossing point.



In *Panzer Corps 2*, zones of control are an important part of another mechanic: encirclements. An encirclement is created whenever a ground unit cannot trace a path back to a friendly supply hex without going through an enemy unit, their zone of control or an impassable hex. Supplies are assumed to be carried by truck, so a hex is considered 'impassable' if a wheeled unit cannot access it, such as sea and lakes, major rivers, thick forests, and high mountains. All edges of the map also count as supply hexes, so if a unit is able to trace a valid path to a map edge it will also be able to avoid encirclement. Furthermore, supply can be traced by sea if a path across the sea can be traced between the map edge and a friendly port, as long as that path is not blocked by enemy warships.

Note: *Units cannot be encircled if a supply hex is among the hexes surrounded by their enemies.*

Encirclements are marked on the map by a border enclosing all affected hexes, coloured to indicate what player's units have been encircled. Units that have been encircled do not receive supplies of fuel and ammo at the start of the turn, and cannot receive replacements or upgrades of any type for as long as the encirclement remains. Each turn they remain encircled, they will suffer growing initiative and accuracy penalties, and accumulate more suppression every turn. Suppression does not reset at the beginning of a turn if the encirclement remains, even if caused by combat and not as a result of the encirclement itself, so breaking units out of encirclements should be a high priority if you do not wish to see your forces surrendering.

8.11. RETREAT AND SURRENDER

Land-based units that suffer devastating non-ranged attacks that kill 66% of their unsuppressed strength will attempt to retreat immediately following the attack unless they are currently entrenched to a level greater than their base entrenchment on that hex. Units will attempt to retreat in a direction away from the attacker, and may retreat multiple hexes to reach safety. However, retreat comes with a cost: any movement points that the unit uses retreating will not be available for the unit to use in its own next turn. Units cannot enter their transports when retreating (although the transport will not be lost).

If a unit cannot retreat, whether due to running out of next turn's movement points, or having nowhere to go, it will surrender instead. When a unit surrenders, the attacker is rewarded with prestige equal to the value of the surviving part of the surrendering unit.

Note: *In addition to being unable to retreat into tiles occupied by other units or impassable terrain, units will try to avoid retreating into an enemy's zone of control.*

Some types of units, in particular tanks, artillery and anti-tank and anti-air guns, can be 'captured' when they surrender. Captured equipment is saved, and if enough of it is accumulated it is possible to build new units using the enemy's weapons in the Purchase Screen. To do this, you need to capture enough strength points of equipment to form a new 10-strength unit (for instance, if you wanted a German KV-2 unit, you would need to force the surrender of ten strength points' worth of KV-2s from the Red Army, which would likely require the surrender of several KV-2 units). Such units require the surrender of more of that type of equipment in order to receive replacements.

A further special case of retreats exists when a ship in a port is attacked by an infantry or tank unit. If able to, the ship will flee the port, and if it has nowhere to go it will be scuttled (destroyed) instead.

8.12. PROTOTYPE UNITS



Occasionally you will be granted access to prototypes of advanced equipment (for instance, the Tiger tank entered service during early 1943, but can be offered as a prototype during the summer of 1942). Prototype units operate in a similar manner to captured units, drawing replacements

from a pool stored in the Purchase screen, although more equipment cannot be obtained by forcing the surrender of enemies. Once a prototype model enters full production, the pool of replacements will no longer be needed, and it will be considered the same as any other unit.

Note: Players who choose the 'Industry Connections' trait at the beginning of a game will receive many more prototype units.

8.13. COMMANDER TRAITS

Some game modes in *Panzer Corps 2*, most notably the main campaign, allow you to customise your in-game character, helping determine how you will build your army and fight your opponents.

When this feature is enabled, the game will begin with a prompt asking you to make your most important choice of the war: what strengths and weaknesses you will be helped and burdened by. The strengths offered can be a considerable help, ranging from additional auxiliary forces and lower unit costs to greater penalties to encircled enemies. Any weaknesses you choose will prove just as problematic as the strengths are helpful: you may find yourself forced to delay upgrades or reinforcements, or suffer worse than usual combat results. By default, you will be given two selection points, although if you take weaknesses (which have negative cost) you will be able to benefit from more strengths as well. Once you have selected (or randomised) your choices and named your general, press Accept to begin your game. Choose carefully, for once you have made your decisions they will stay with you for the rest of the campaign!

Note: The commander customisation system may be turned on or off in 'Advanced Options' when setting up a game, provided you are playing a scenario or campaign where it is available. Here you may also choose how many trait points you can use for choosing traits.

9. MULTIPLAYER

In addition to a huge range of single-player content, *Panzer Corps 2* also comes with a multiplayer mode allowing you to play against another human player. To begin, choose 'Multiplayer' on the main menu.

Two types of multiplayer are offered in the game: Hotseat and PBEM++(Play By E-Mail)/Online. Hotseat games are played by both players on the same computer, taking their turns one after the other. Online games, as the name suggests, are played over the internet, and at the end of each turn, the game will be uploaded to the multiplayer server allowing your opponent to take their turn.

Playing online will require a Steam or Slitherine/Matrix account, which you will be asked to log in to upon selecting 'PBEM++/Online'

You will then be taken to the Multiplayer lobby, which is divided into two sections: 'My Games' and 'Join Challenge'. 'My Games' has a list of all the PBEM/online games you are currently a part of, and it is here where you will be able to continue existing games. 'Join Challenge' lists all the available games currently on the server that are awaiting an opponent. If you see a game that you like the sound of, we highly recommend you join it!

Note: *In the lobby, you can also open a Chat panel by clicking on the small speech bubble button in the top left corner of the screen.*

Internet games can also be played in real-time, in a true 'online' mode. To do so, the player whose turn it currently is in a game must press 'Play' in their list of active games ('My Games'), to open the game. Their opponent will then see the 'Join' button appear in their list, and when they press it they connect directly to the active player. Once connected, they will be able to see their opponent's moves in real-time (except for those obscured by the fog of war, of course!), and will be able to move immediately once their opponent ends their turn, without returning to the multiplayer screen. Games can continue

this way until a victor is declared or a player disconnects. Save files will still be uploaded to the multiplayer server at the end of each player's turn, so in the event of a disconnect or unlikely crash, play will be able to resume from where you left off.

Note: In online games, chat messages are also exchanged in real time, allowing for a much better chat experience than PBEM!

At the bottom of the screen, 'Quick Match' allows you to quickly connect to another player who has also selected 'Quick Match'.

Selecting 'Create Challenge' in online mode, or choosing hotseat multiplayer, will take you to the 'select scenario' screen. This screen is similar to the campaign and scenario selection screens from the single player modes, allowing you to choose from a range of specially-designed multiplayer scenarios. These include Competitive scenarios, where you are fighting your opponent's units, and Co-Op, where you and the other player both control part of an army, jointly fighting against a third (AI) opponent. Some of the scenarios offered are based on historical battles, others are purely fictional (but no less interesting!), and it is even possible to generate a random map for your game! As usual, you may select from a range of advanced options, and once satisfied with your choices select Play to begin.

18. HOTKEYS

This section lists the default key assignments. You can change any of them in the Options screen (Hotkeys tab).

INTERFACE

Esc, F10	Game menu
Ctrl+L	Load Game
Ctrl+S	Save Game
Ctrl+O	Options
1	Toggle Chat
2	Toggle Unit List
3	Toggle Mission Overview
4	Toggle Unit Stats Panel
F	Toggle fullscreen mode
Alt+E	End turn
B	Buy/Purchase menu
L	View Combat Logs

UNIT CONTROLS

Ctrl+Z, Backspace	Undo
E	Embark
M	Mount/Dismount
P	Split
N	Rebase Aircraft
R	Replacements
Shift+R	Elite replacements
U	Upgrade
Del	Disband
Z	Sleep one turn
Shift+Z	Sleep always
I	Unit Details

TACTICAL MAP VIEW

Right Bracket, Period	Next unit
Left Bracket, Comma	Previous unit
Arrow keys, WASD	Move Camera
PgUp, +	Zoom In
PgDn, -	Zoom Out
Space	Hold to play AI animations simultaneously

11. CREDITS

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Art Director

Patrick Ward

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Andrey Shevchenko

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Zatun

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Visual Effects Design

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2D Art

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Music

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