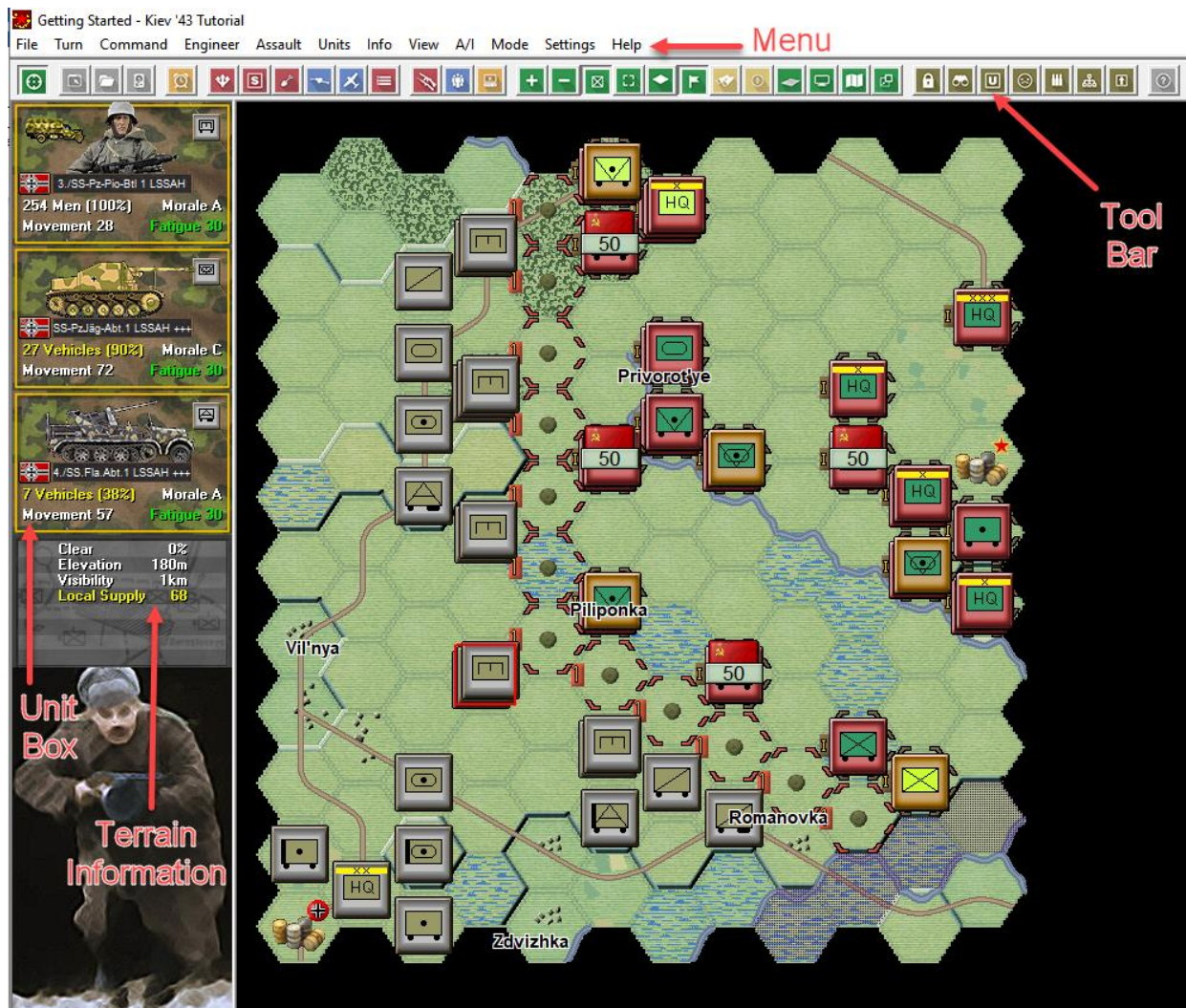# Getting Started with Panzer Campaigns: Kiev '43

Welcome to Panzer Campaigns: Kiev '43. After the battle of Kursk in July 1943, the Soviet army had conducted a series of offensives that pushed the German army to the west, liberating the eastern Ukraine. One of their primary objectives was Kiev, with follow on attacks planned to the west that would destabilize the Axis positions to the north and south. Kiev '43 covers the series of battles that led to the fall of Kiev and the battles that were conducted after the city fell. The actions of both sides resulted in a series of attacks and counterattacks and changes in fortune. The game covers actions from October into December, as the fighting raged back and forth. The typical fall weather for this area, of ground turning to mud, resulted in conditions that forces pauses in offensives at critical points in the action. Overcast skies also contributed to limited air availability.

This scenario represents a portion of the German counterattack to retake the key town of Brusilov in mid-November 1943. A portion of the SS "LSAAH" Panzer Division is attacking an assortment of Soviet units from the 6th Guards Tank Corps and a few units from its flanking formations.

For veterans of the system check out the Designer Notes for a list of changes to the Panzer Campaigns engine. You can open the Notes from the main game by pressing F3 or by using the Menu Help | Campaign Notes.
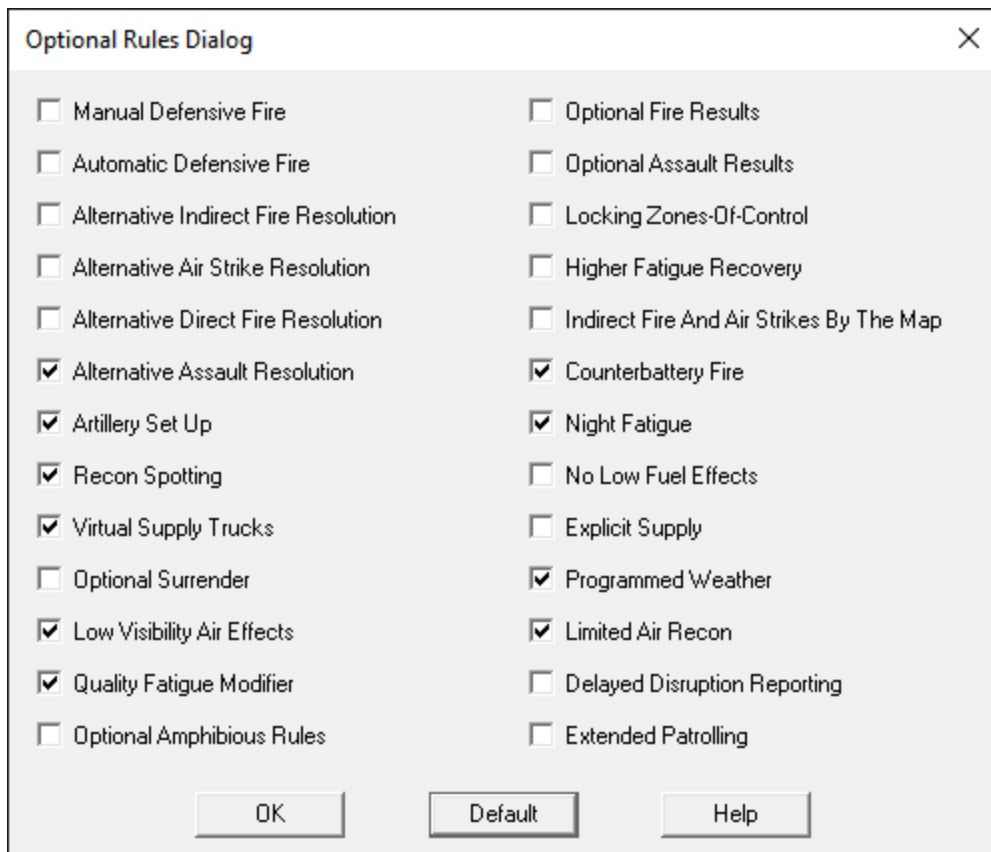
SCENARIO SELECTION

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

Click the scenario #00_Started.scn and then OK.
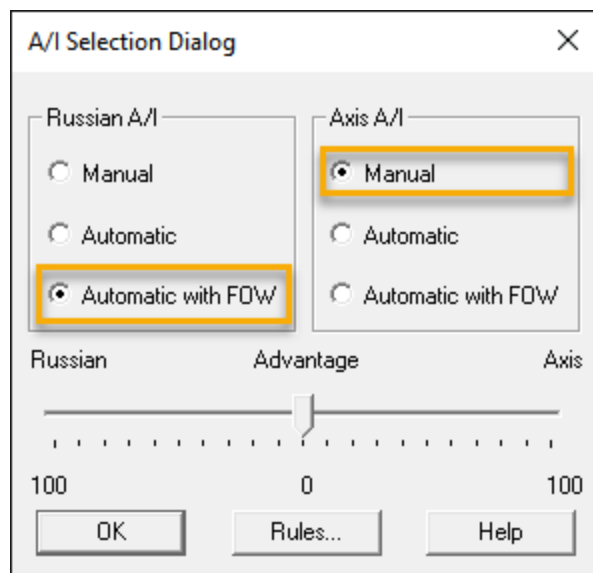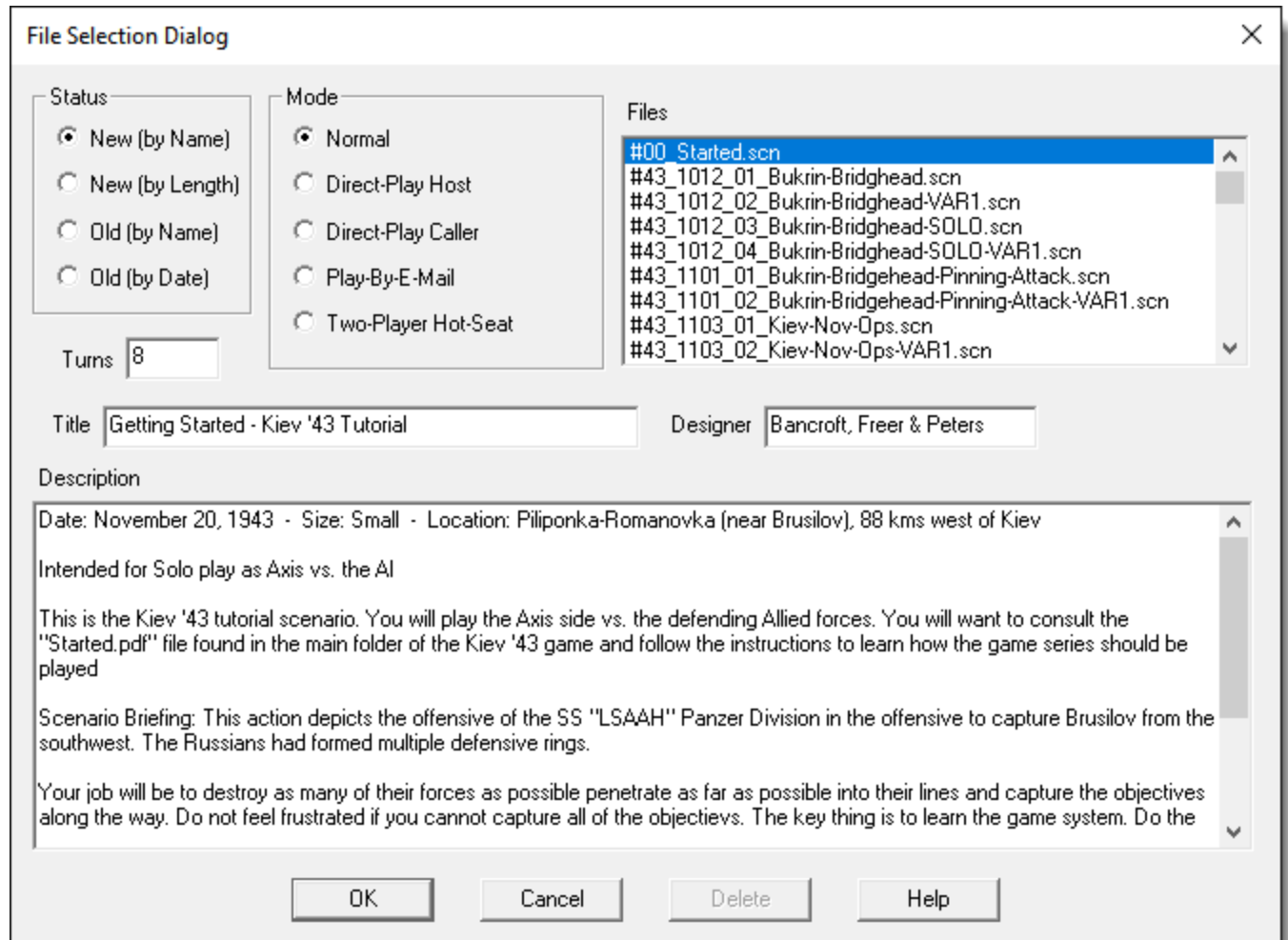
This takes you to the AI Selection Dialog where you choose the side you wish to play. For the purposes of this tutorial select Axis AI "Manual" for yourself and "Automatic with Fog of War" (FOW) for the Russian side.
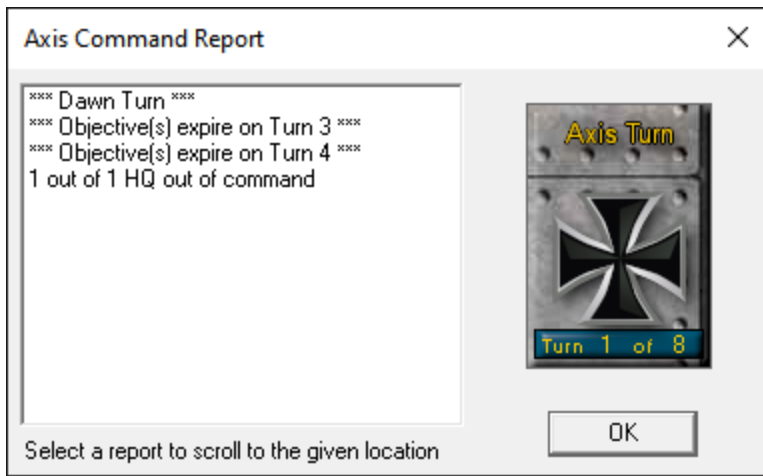
Click on Rules to bring up the Optional Rules Dialog.

Optional Rules Dialog

☐ Manual Defensive Fire	☐ Optional Fire Results
☐ Automatic Defensive Fire	☐ Optional Assault Results
☐ Alternative Indirect Fire Resolution	☐ Locking Zones-Of-Control
☐ Alternative Air Strike Resolution	☐ Higher Fatigue Recovery
☐ Alternative Direct Fire Resolution	☐ Indirect Fire And Air Strikes By The Map
☑ Alternative Assault Resolution	☑ Counterbattery Fire
☑ Artillery Set Up	☑ Night Fatigue
☑ Recon Spotting	☐ No Low Fuel Effects
☑ Virtual Supply Trucks	☐ Explicit Supply
☐ Optional Surrender	☑ Programmed Weather
☑ Low Visibility Air Effects	☑ Limited Air Recon
☑ Quality Fatigue Modifier	☐ Delayed Disruption Reporting
☐ Optional Amphibious Rules	☐ Extended Patrolling

[OK]   [Default]   [Help]

The optional rules should be as shown above. If not, click the Default button to select the recommended optional rules. Changes to these selections can be made for your future games, but for now use the rules selected for this scenario. Then click on OK to return to the AI Selection Dialog.

(Tip: Each scenario included in the game includes the optional rules suggested for that scenario. Be sure to review them to help guide your selection of options rules)

Clicking Ok on the A/I Selection Dialog to get the game underway, you are now the Axis commander.

Axis Command Report

```
*** Dawn Turn ***
*** Objective(s) expire on Turn 3 ***
*** Objective(s) expire on Turn 4 ***
1 out of 1 HQ out of command
```

Axis Turn

Turn 1 of 8

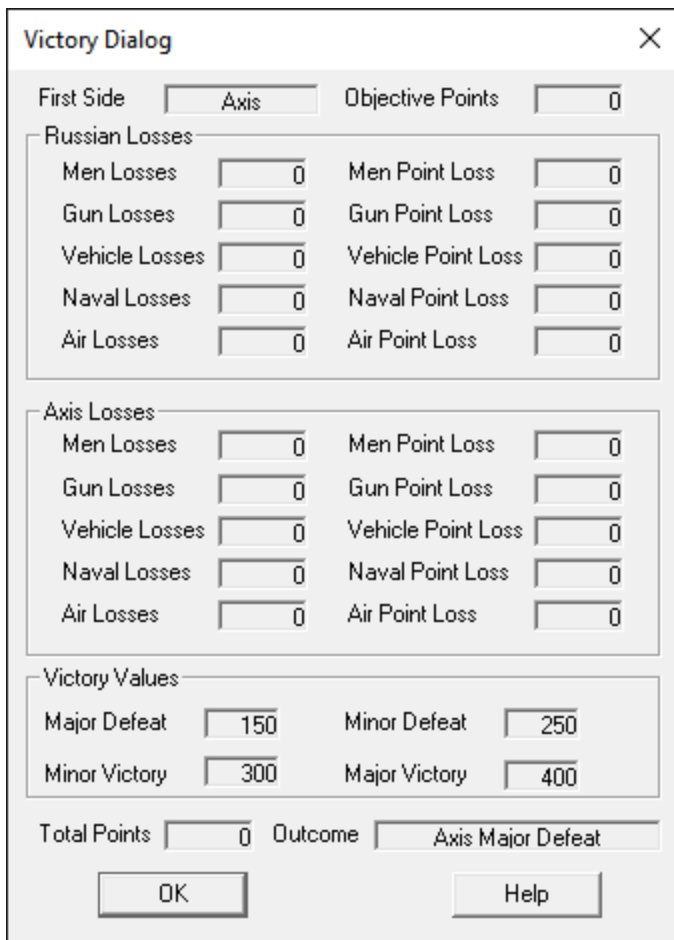Select a report to scroll to the given location

OK

The map, along with your first Command Report, will appear with information relevant to the first turn. You will see that the current turn is a Dawn turn. This means that visibility is limited to one hex.

Also, there are objectives that expire on turns 3 and 4. This means the points for holding these objectives are determined as of the end of these turns (after the Russian turn as player 2 in this case). There will be more about these objectives later.

Click OK to close the Command Report.

OBJECTIVE OF THE GAME

Victory Dialog

First Side	Axis	Objective Points	0

Russian Losses

Men Losses	0	Men Point Loss	0
Gun Losses	0	Gun Point Loss	0
Vehicle Losses	0	Vehicle Point Loss	0
Naval Losses	0	Naval Point Loss	0
Air Losses	0	Air Point Loss	0

Axis Losses

Men Losses	0	Men Point Loss	0
Gun Losses	0	Gun Point Loss	0
Vehicle Losses	0	Vehicle Point Loss	0
Naval Losses	0	Naval Point Loss	0
Air Losses	0	Air Point Loss	0

Victory Values

Major Defeat	150	Minor Defeat	250
Minor Victory	300	Major Victory	400

Total Points	0	Outcome	Axis Major Defeat

OK   Help

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

As you can see, to obtain a major victory in this battle you must earn 400 Victory Points by the scenario's end. Points are earned by you as Player 1 by holding expiring objectives when they expire and other objectives at the end of the scenario, along with points for opponent losses for each player.

Click OK to close the Victory Dialog.

Clicking on the + on the Manu Bar will give a zoomed-in view of both the map and units. The – will zoom out if required. Click on the Infantry symbol (box with x in it) on the toolbar and the formation identification colors will appear. In this case, the Axis side only has one formation so the formation colors are all the same, but the Russian player has a mix, as you will see when they become visible. Both buttons are circled above.

If you look at the map, you will see several Soviet flags with a grey box with 50 inside. These are the objectives for this scenario. To win a major victory, you will need to take these objectives by expiration/end of the scenario and inflict casualties on the Russian forces. As you incur losses, points are taken away from you. For this scenario, you must minimize your losses while destroying most of the Russian forces to reach the major win.
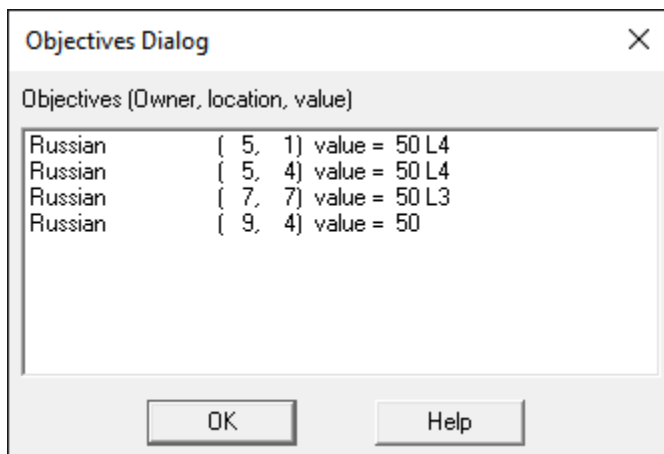
Click Info and then Objectives on the Menu Bar to see a list of the objectives in the scenario.

As you can see, there are 4 objectives worth 200 points for the first/Axis player to take, all currently controlled by the Russian side. 1 objective expires on turn 3 and 2 more on turn 4, so they must be a focus for the early attacks. Once they expire at the end of the Allied turn indicated, if you did not hold them at that point, you will not be able to get points for them any longer. Click OK to close the Objectives Dialog.

(Tip: After an objective expires, the objective image is no longer displayed on the map. However, the Hex Info box will still show it is an objective hex!)

The current game status is shown in the bottom left corner. It shows the time is 0400 on 20 November, the current player is Axis, it is turn 1 out of 8, ground conditions are soft, and it is a Dawn turn. This is all important information to use while playing your turns.

TURN 1

In this scenario the Axis player (you) moves first. In reviewing the situation, you cannot see any Russian units due the current visibility of 1. That will change as you move adjacent to the enemy units.

The red shapes with a 1 inside are a level 1 minefield. You can see the entire Russian front line is protected by these minefields. Minefields, which can range up to level 3, cause losses to all units that enter them (except for Mine engineers) along with taking extra movement points when entered. These effects increase as the minefield level increases – level 1 does not cause severe losses and, for the purposes of this tutorial, will be ignored in some cases due to the expiring objectives.

Click on the stack in the red box, indicated by the yellow arrow. This will display the units in the hex in the hex information area to the left (by default).

This hex contains 3 German units – an engineer unit, an AT gun unit, and an infantry battalion. After the unit boxes, you also see the terrain information. It shows these units are in a Forest hex, with elevation of 180 meters (mostly useful in comparison to the elevation of other nearby hexes), the current game visibility and the local supply level.

For the Axis units, the top right includes a symbol of the unit type. In this case, they are all motorized, based on the small dots under the symbols indicating wheels. The units are still at or near full strength and have a low level of fatigue. Green indicates fatigue is under 100 and has no impact on the unit, yellow is medium fatigue, and the unit is suffering mild impacts, and red is high fatigue, with significant impacts to the units' abilities. This group is ready to attack!
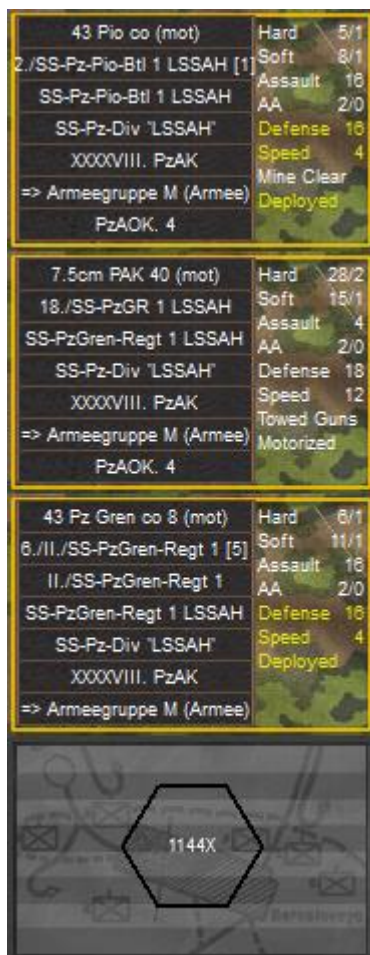
To check any units' statistics, chain of command and special unit abilities, right click the Hex Info Area while the desired hex with the unit(s) is selected. Right click in the Hex Info Area now to review the unit's statistics.

(Tip: When right clicking the hex info area, will also show a representation of the various hex sides and number of men/vehicle equivalents in hex, in this case 1144. The 'X' after the number indicates that the road stacking limit has been exceeded.)

You will see the chain of command for the unit on the left; on the right side appears its various combat factors, speed, and special abilities if any and finally movement class at the bottom. The top and bottom units, consisting of men, currently show Deployed. Units of men that are motorized will show Deployed when not in Travel mode, otherwise they will show Motorized. Other units of men will show Foot, or possibly other movement types.

Note that the top unit, an engineer, has the special ability Mine Clear. Not all engineers have the ability of Mine Clear – the Axis force includes a Bridge Engineer that is not able to clear mines. These types of abilities are set by unit component rather than unit type, so always check for these abilities.

This engineer can be used to remove mines, as will be discussed in the next section, thus opening a gap for the following units to move through.

Double click to select the units on the map, or click on each unit image in the Unit Box which toggles that unit's selection, so that the Unit Boxes are highlighted in red. In this case, toggle the selection to where only the Engineer is selected.

Move the engineer one hex up to the right as shown with the red arrow. To do so, right click on the adjacent hex directly to the northeast. Should a unit ever not follow the order, look to the Status Bar to see a message telling you why the movement cannot be performed.

7

The engineer will move to that hex, and the status will change to indicate the engineer is clearing mines. There are no Russian units adjacent to this hex, so no enemy units appear.

Clearing Mines

2./SS-Pz-Pio-Btl 1 LSSAH
254 Men (100%)   Morale A
Movement 10   Fatigue 30

Clear	0%
Elevation	180m
Visibility	1km
Supply	??/70
Mines x 1	

This engineer still has 10 movement points available and could continue to move, but we want the unit to clear this minefield so that following units can move through on the next turn. An engineer must be in good order (not disrupted/broken) and show Clearing Mines to remove one level of mines from the hex each turn. So, in this case, the minefield will be removed in the following turn.

Brucko B SS-LSSAH
143 Men (100%)   Morale B
Movement 26   Fatigue 30

4./SS-Pz-Aufk-Abt 1
11 Vehicles (91%)   Morale A
Movement 100   Fatigue 30

Clear	0%
Elevation	180m
Visibility	1km
Local Supply	67

43 Brucko B co (mot)	Hard	1/0
Brucko B SS-LSSAH	Soft	3/1
SS-Pz-Pio-Btl 1 LSSAH	Assault	4
	AA	2/0
SS-Pz-Div 'LSSAH'	Defense	16
XXXXVIII. PzAK	Speed	4
=> Armeegruppe M (Armee)	Bridge Eng	
PzAOK. 4		

Further south, near the southern objective, is another engineer unit indicated by the yellow arrow to the left. However, in selecting its hex and right-clicking, you can see that it is not a Mine Clear engineer and thus cannot remove mines. It is a Bridge Eng (bridging engineer), which allows it to build a bridge, and has low combat values, so it is best not to throw it into the attack as it will not be able to contribute much. Instead, it can be used to provide defensive protection for the flanks in later turns, as other units advance.
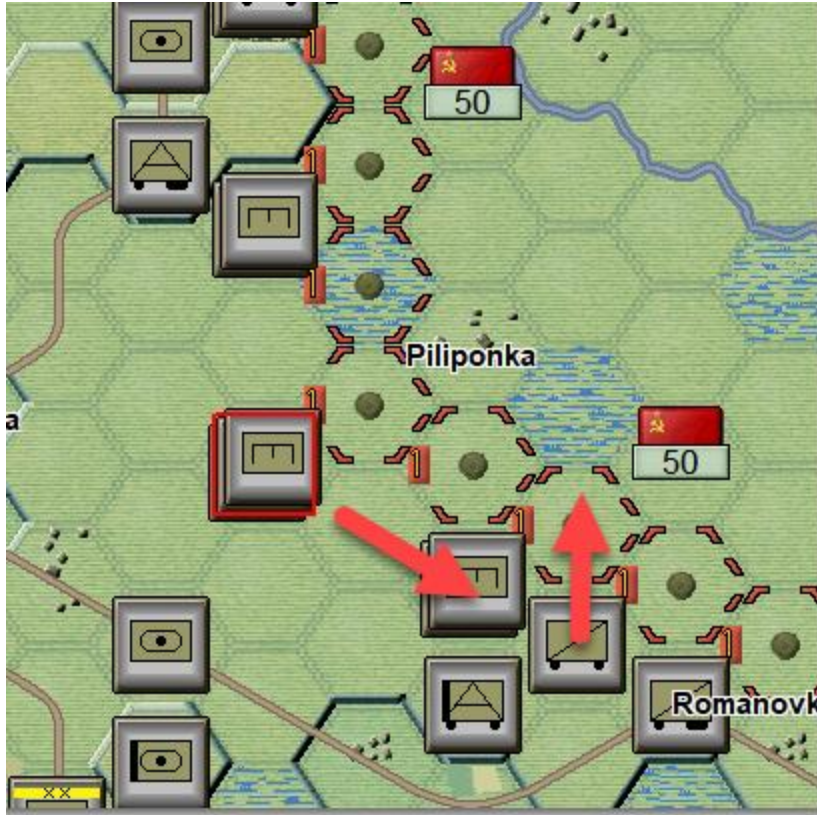
There is another engineer (which is capable of clearing mines) 2 hexes to the northwest. It does not have an objective nearby. So rather than moving it into the adjacent mines, for this walk through, select it, and move it southeast as shown here.

There are no other engineers available in this part of the line, and the objective shown expires on turn 3. For this area, the other unit with the arrow indicating due north should be selected and moved into the mines. This will result in a minefield attack, but the losses will be low.

As you can see in the image to the left, there is a Russian unit occupying the objective hex that is now visible. The move may draw defensive fire from this enemy unit, and the minefield attack inflicted several casualties.

Your unit only has 10 movement points remaining, so it will not be able to assault the adjacent defender this turn. Assaults require green movement points, indicating the unit still has at least two-thirds of its full movement remaining.

However, assuming the unit did not disrupt when it moved into the minefield, it has enough movement left to fire at the enemy unit one time. Each time most units (except certain artillery types) fire requires one-third of the unit's full movement. Yellow movement indicates the unit has at least one-third left, but less than two-thirds.
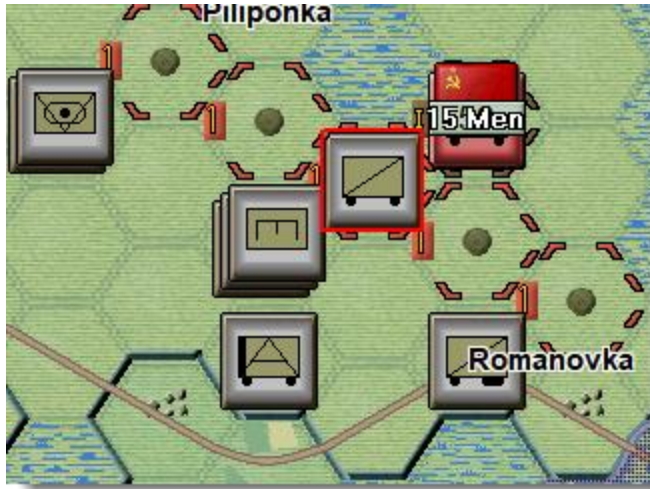

To fire, select the unit (so it is outlined in red), hold down the CTRL key, and right click on the adjacent enemy unit. This will fire at that unit causing losses to the enemy, and possibly draw defensive fire in return.

In the example to the left, our fire has inflicted 15 casualties on the enemy unit.

Now that we can see an enemy unit, we can fire our artillery. Artillery can fire at any unit within its range, if an eligible spotter can see it, or the Indirect fire and airstrikes by map is selected (at a significant penalty). The game engine determines this, you do not need to determine it on your own.
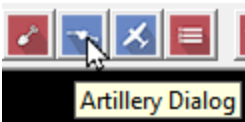

You can fire your artillery now. Open the artillery dialog using the menu bar icon, as indicated here.
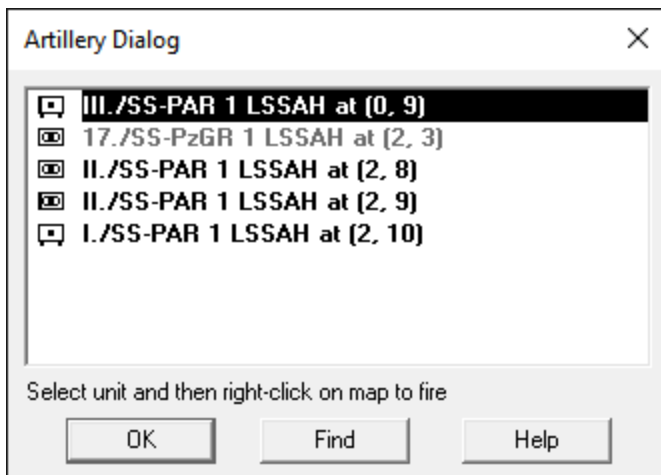
The dialog will show all indirect fire artillery units. Available artillery that are either out of range or do not have a spotted target would be grayed out. This status may change during play as new enemy units are spotted.

The Artillery Dialog shows that we have several available artillery units in range of an enemy unit. For each artillery unit, it also highlights that unit's valid targets in yellow. Your cursor will already be a crosshair, just move it over the enemy unit next to your unit (the only visible enemy unit right now) and right click.
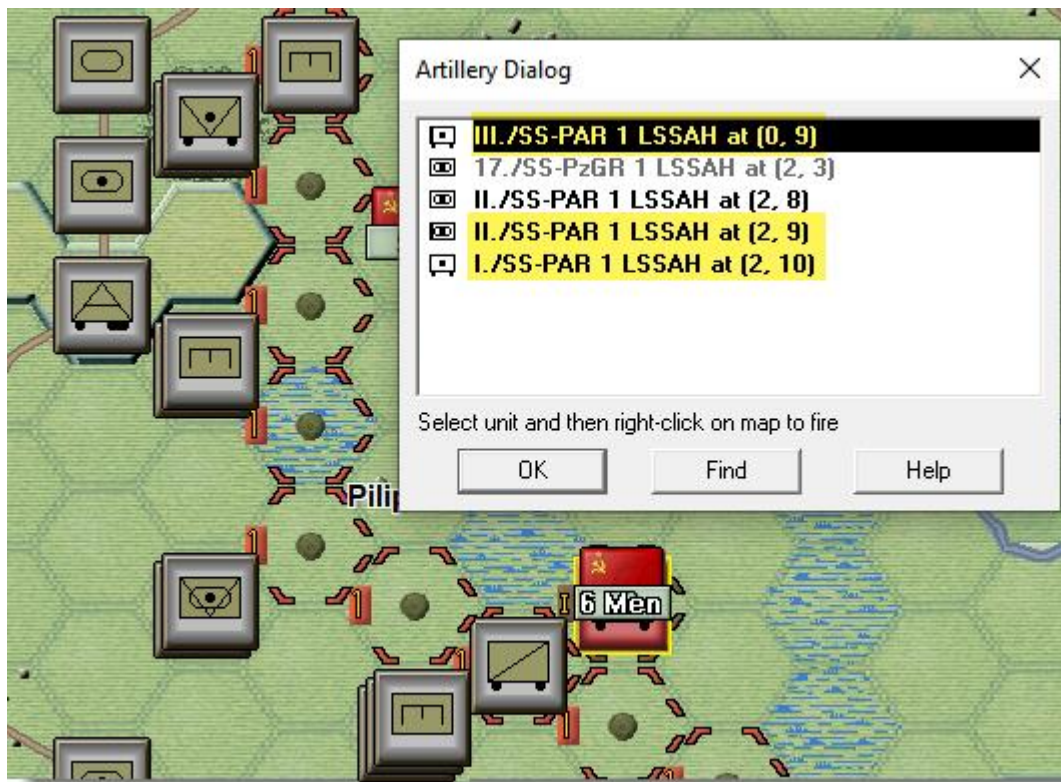
This will cause that artillery unit to fire at the defending unit, displaying the fire result on the map. You can see that 6 men have been lost due to this fire. Fire all the artillery highlighted in yellow above at this target hex. This objective expires before any others so the defender must be prepared for assault right away. You will use the remaining two artillery units for firing at targets not yet seen.

(Tip: Always check the Artillery Dialog before ending your turn, to see if any of your artillery can fire on newly spotted enemy units)

Next, select the engineer as indicated by the yellow arrow, in the image below and move it to the southeast.


This move will reveal a Russian unit in the adjacent objective, shown in the yellow square to the left. Bring up the artillery dialog and fire the remaining two artillery units at this newly spotted enemy force.

Move the rest of your units as you wish. Many of the units can rest and recover strength this turn, waiting for gaps to be opened in the minefields by the engineers.

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

Unit Info Panel

1./SS-Fla-Abt 1 LSSAH +++

12 Guns (100%)   Morale A
Movement 72   Fatigue 30

Clear	0%
Elevation	180m
Visibility	1km
Supply	??/70

Privorot'ye

Vil'nya

Piliponka

Romanovka

Zdvizhka
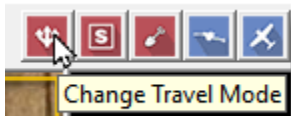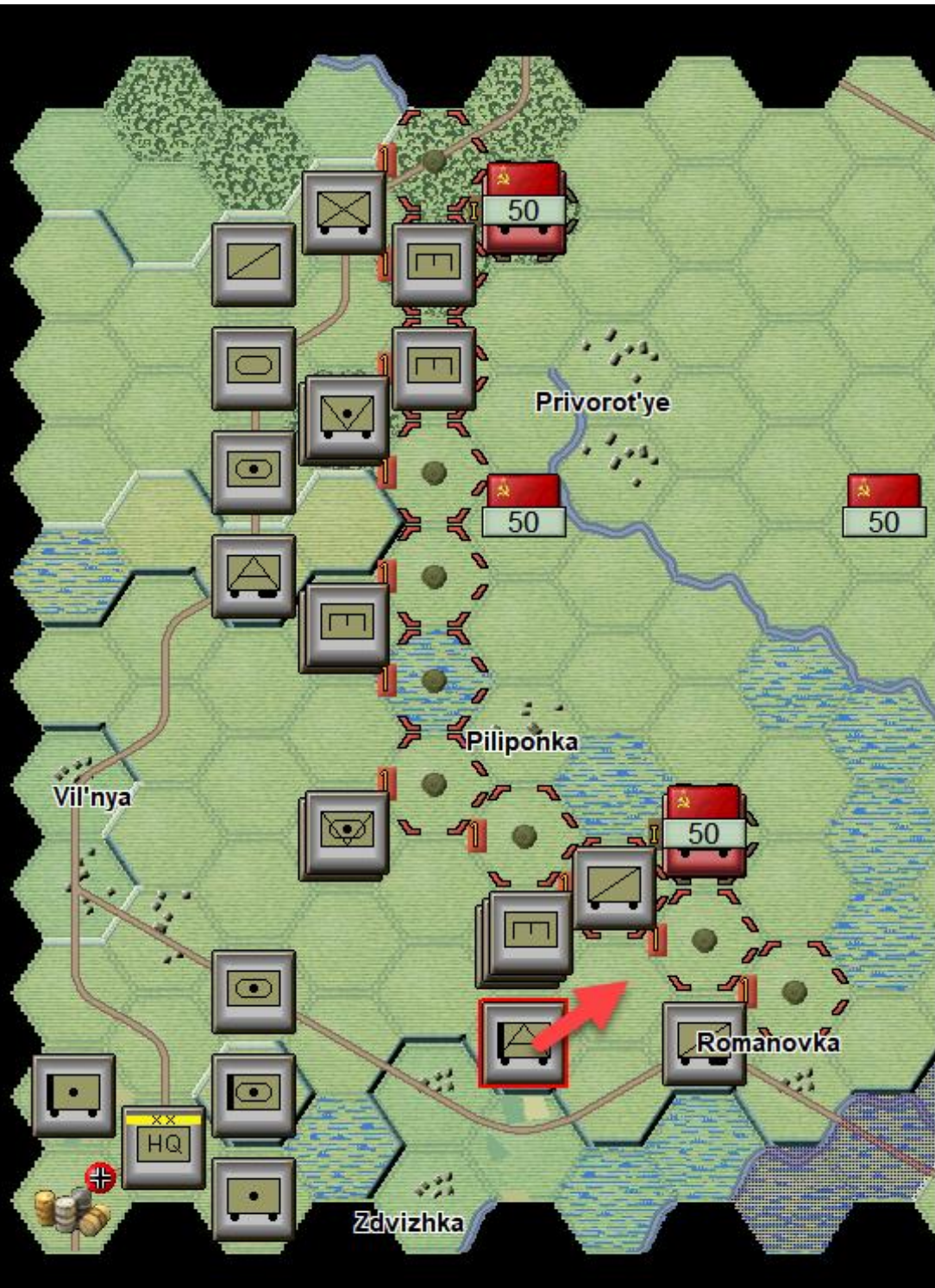
Change Travel Mode

For example, a good move would be to move up the AA unit indicated above one hex to the northeast. It must go into T mode to move at all. To be ready to fire next turn, change travel mode again to deploy after moving a hex. This will allow it to use its long-range fire in the coming turns if there are (and there will be!) targets within LOS.
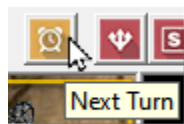
Next Turn

Once you are done moving units, you end your turn using the Next Turn button. There is a Setting for Ask Before Advancing the turn, which if selected will ask to be sure you want to advance the turn. At this point, the AI will play the enemy side, firing artillery and direct fire, and possibly moving units around. When it is done, the game will advance to the next turn.
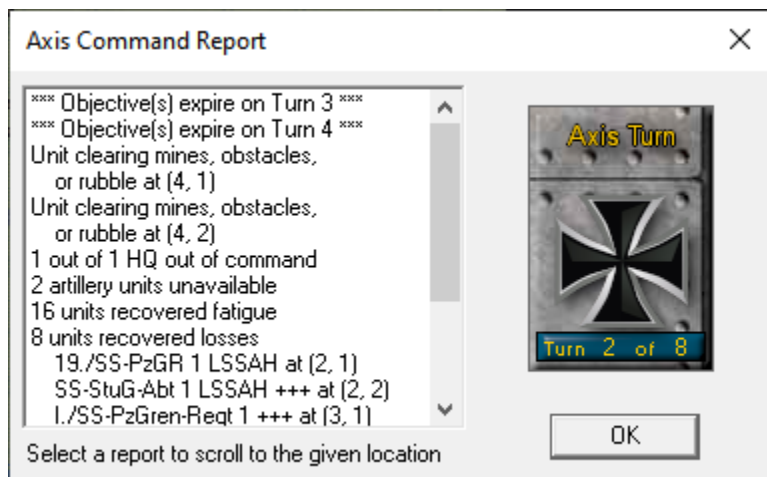
TURN 2

After the AI finished moving and the turn is advanced, you will get your turn 2 Command Report.

You will see that your engineers that were set to Mine Clearing in the prior turn, if still good order in this turn, will clear 1 level of mines this turn, which will remove them in this case. You can also see other information that is useful, such as here having 1 HQ out of command, low ammo status from the prior turn, possible disruption/broken recovery if any of your units disrupted in previous turns, loss recovery as in this case although the actual results are further down, etc. In future turns you may possibly see artillery setting up, air unit availability and other important information. Click on OK after reviewing the messages you received.

Now that it is day, it is likely visibility will be more than 1 hex now, although depending on the scenario, it could vary. You will thus see more Russian units than just those adjacent to your units, and any unit with a range of 2 or more hexes may be able to fire at these more distant units, if there are any for them.

To start your second turn, open the Artillery Dialog and select targets for your artillery, focusing on enemy units that are not Disrupted, in particular any defending the objective hex that expires on turn 3. Enemy units showing disrupted at the start of the turn would be low priority for your artillery – their firepower is reduced by half, and if assaulted they will retreat as long as the attacker doesn't disrupt, so other enemy units are more important targets.


Next, let us look at units that may be able to fire at enemy units that are 2 hexes distant. For example, the 8.8cm AA unit you moved in turn 1, will be able to fire on the defenders indicated in the yellow square to the left. Double click on the AA unit to select it and then move the cursor over the defender as indicated by the green arrow and right click. This will trigger fire, causing the Russians to suffer losses and possibly disrupt.

The 88s can fire up to 3 times. Go ahead and fire 3 times at the enemy unit, as there are no other targets in range.

If your unit adjacent to the enemy unit is not disrupted, it can assault as indicated by the purple arrow. Now is an ideal time, as you have fired your artillery and supporting 88s at the enemy. An assault involves your unit(s) moving into an enemy held hex to take the hex. As the objective will not expire until the end of turn 3, you do not have to assault this turn. However, for this tutorial, we will try to assault now.

To launch an assault, select the attacking unit, then right click on the objective hex. This will bring up a dialog box as shown below. If you had more units adjacent, they could be added to the assault in the same way, but there we only have the one unit, and you are ready to resolve the assault. Click on OK to close the dialog box.
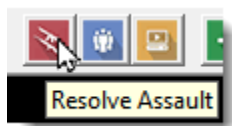
To resolve the assault, click on the Resolve Assault button.

This will determine the result of the assault and display the losses for each side. Your losses are listed first. If you succeed in the assault, you will capture the hex.

(Tip: The only way to take a hex in an assault is when all defenders end the assault disrupted/broken and you have at least one unit in the assault not disrupted).

In this case, the assault was successful, and the objective is captured. The above 21 men/25 men indicates that the attacker lost 21 men and the defender 25.


Now it is time to take advantage of the mine clearing that occurred over the prior turn. Double click on the StuG unit in hex 2, 2 to select it. Use the Travel Mode button to put it into travel mode. Units in travel mode have a T next to their movement allowance in the Unit Box as an indicator of their current movement state. Their on-map icon will also change to show it is T(ravel) mode.

With the StuG still selected, choose the Reachable Hexes button. This will show on the map where the unit can move to.
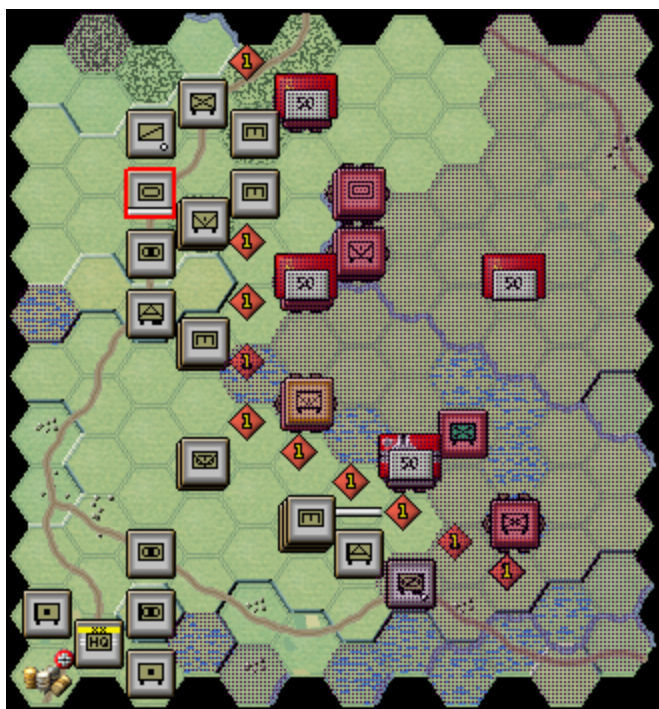
This will help you determine where your units can move to during your turn. As you can see, the reachable hexes shown may ignore the presence of enemy units, which will cause your units to stop once they entered their Zone of Control. Moving your units in T-mode next to enemy units is dangerous, however, as It can trigger defensive fire, and your units will have their defense rating reduced by half. Units left in T mode during the enemy turn are also very vulnerable, when artillery and other fire can be freely brought to bear, by enemy units in range.
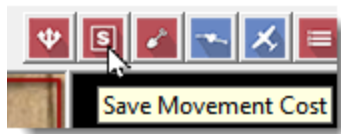
To assist you when moving units in Travel mode, there is a menu choice to help. To leave T mode generally requires one-third of a unit's movement value. There is an easy way to ensure you have enough movement points reserved to deploy a unit, by only allowing movement up to two-thirds of its total movement. When a unit is selected, click on the Save Movement Cost button to save one third of its movement.

(Tip: using Save Movement Cost also saves enough movement for ground units to fire one shot. This allows you to view how far a unit can move and still target the enemy.)

Use this to save movement points for your StuG unit, which may adjust the reachable hexes if any hexes required more than two-thirds of movement to reach.

Units in travel mode with Saved Movement Points have [] bracketing the movement allowance before the **T** in the Unit Box as further indicator of their current movement state.

Go ahead and move the StuG adjacent to the enemy units as shown. Do this by left click hold on the StuG and drag to the destination hex, when the StuG is selected. Then use the Travel Mode button to deploy the unit. Your StuG may disrupt in which case it may not be able to deploy. This is a risky move and is only being done to demonstrate the risks involved, and in future games, moving up in T mode is NOT recommended.
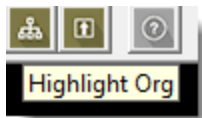
Turn on Highlight Org using the toolbar icon. When selected, this will highlight all related units that belong to the selected unit's organization, whatever level that may be.

Select the engineer as indicated by the yellow arrow below.

This will highlight the other engineer units that belong to this unit's engineer battalion. If you select a HQ, you will highlight all units belonging to the formation that the HQ leads. You can use this feature to identify related units for organization or other purposes.

You can now move three engineer units. All are marked with red arrows to show their destination hexes.

Move the top two engineers into the minefields next to the Soviet objective. They will go into Clearing Mines status to open gaps for the next turn and leave them adjacent to each other.

Next move the engineer into the minefield adjacent to the objective that was just assaulted. This will open a gap in that minefield to the objective that was just captured. This will be important to ensure that the unit in the objective can be supported and supplied.

Move your units forward and fire them as you wish or wait until the next turn if mines are in the way. The image below can be used for a general idea of where to move your other units, but feel free to try other moves too. The ultimate goal is to learn how to move, fire and assault with your units.
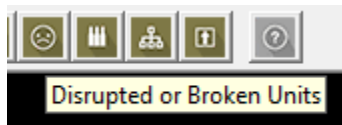
TURN 3

When the AI finishes its turn, you will get your turn 3 Command Report.
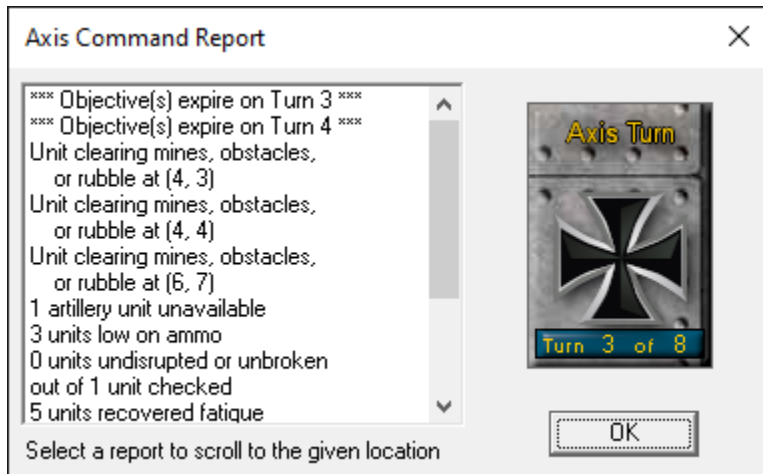
There will be more important items to note. In this case, mines were removed, 1 artillery unit is unavailable along with 3 units being low on ammo, and there was 1 disrupted unit at the start of the turn that failed to return to good order.

There is a toolbar button to turn on highlights for disrupted and broken units. Clicking on this button will highlight not just your disrupted unit, but any spotted enemy units (disrupted as of the start of your turn).


Knowing that disrupted enemy units are lower priority, fire your artillery at the key enemy targets. Highest priority would be any defenders of objectives that do not show disrupted, next may be those defending the path to the rearmost objective, and finally firing to weaken any already disrupted enemy.

Move your units and assault the defenders of the nearby objectives, to capture them. You still have another turn for these objectives so if you do not feel ready to assault, wait a turn to soften up the defenders further. But remember that the game ends in 8 turns and you need to keep moving forward to reach the final objective. Also, enemy fire could disrupt key attacking units at the wrong time and result in not enough time to take an objective.

(Tip: when vehicles assault into non-Clear hexes, they may suffer a penalty for lacking infantry support, so for best results use a combined arms approach when assaulting.)

You can also combine your engineer units that are from the same battalion, this turn. Move the engineer indicated by the yellow arrow to the left, directly south as indicated by the red arrow.
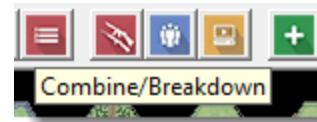

Combine/Breakdown

With both units selected, choose the Combine/Breakdown button. If you have two or three companies selected, that belong to the same battalion, this will combine them. For a battalion that may breakdown, each click of the button will split off one company at a time into a new separate unit in the hex, until the formation is broken down into its separate companies.


When combining companies, the strength it totaled, and fatigue is averaged based on each unit's proportion of the total strength, for the combined unit. However, the combined unit will have the lowest remaining movement points, and any other statuses such as low ammo or disrupted are applied to the combined companies.
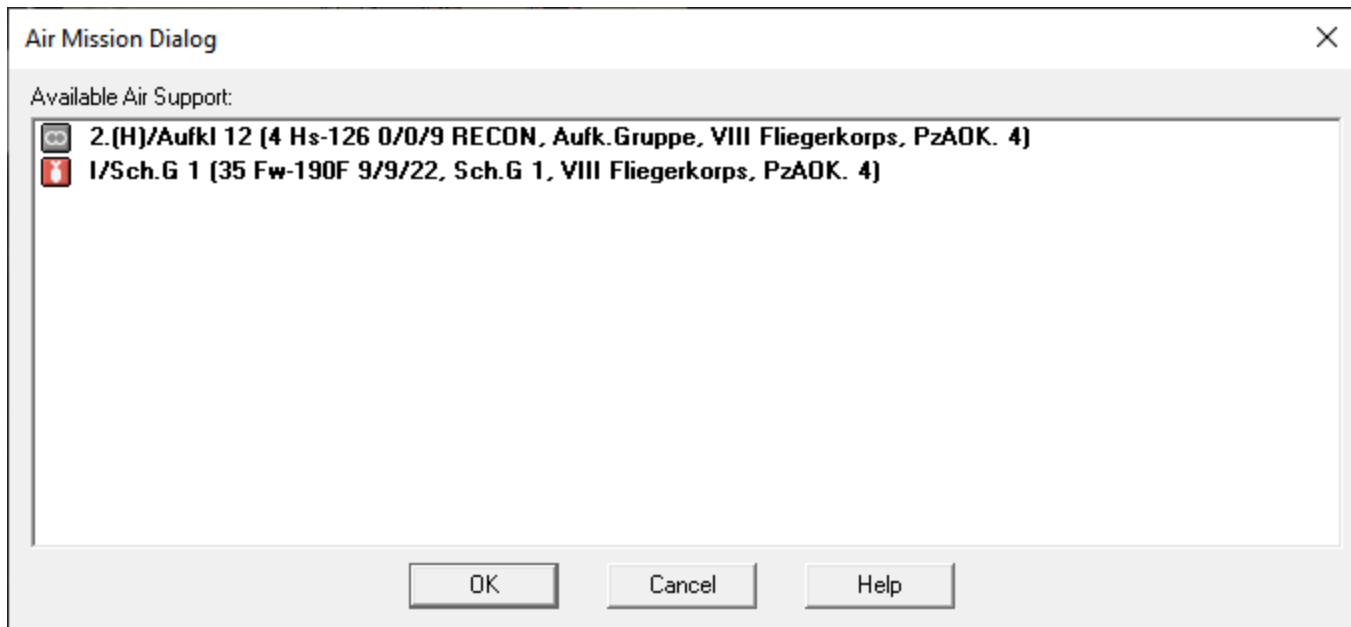
Air Units
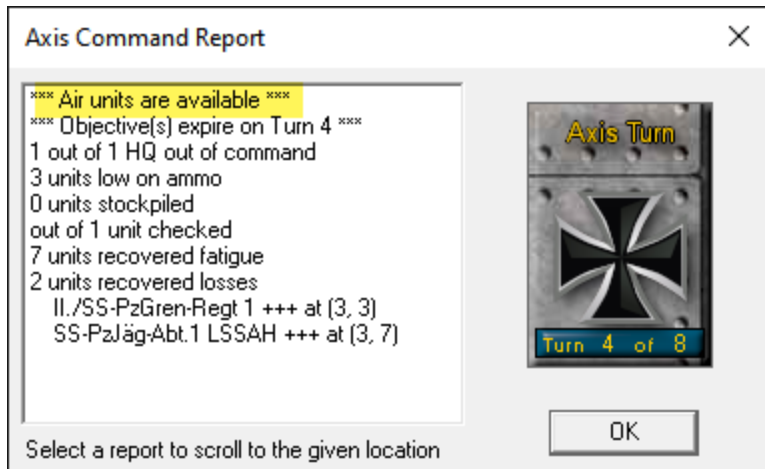
There are no air units available at the start of this battle, but eventually the Command Report will indicate that air units are available. You may have attack or recon air units at this point, you will need to open the Air Mission Dialog to see.
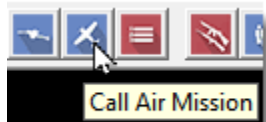
When the Command Report shows air units available, use the Call Air Mission icon to open the Air Mission Dialog. You can soften the enemy up with an air strike when you have attack missions available.

In this case, the Axis player has a RECON unit available, and an attack mission with Fw-190F planes. The icon at the start of each line indicates what that unit can do, with the red box with a bomb being the attack mission.

Air Mission Dialog

Available Air Support:

☐ 2.(H)/Aufkl 12 (4 Hs-126 0/0/9 RECON, Aufk.Gruppe, VIII Fliegerkorps, PzAOK. 4)

☐ I/Sch.G 1 (35 Fw-190F 9/9/22, Sch.G 1, VIII Fliegerkorps, PzAOK. 4)

[OK] [Cancel] [Help]

To use the air missions, you first need to click on the target hex, which requires the Air Mission Dialog to be closed. Close it, click on the hex with the enemy unit you wish to strike to make it the active hex, then open the Air Mission Dialog again. Double click on the attack mission you wish to use.

An air mission will be conducted against the selected hex and its combat results will be displayed on screen, or an air unit interception message will appear. If the air unit gets through, all Anti-Aircraft fire against your air unit will occur first, with the result of each AA fire displayed, and then you will be shown the result of the bombing. Results shown in yellow letters are either disruptions of the air unit or target unit.
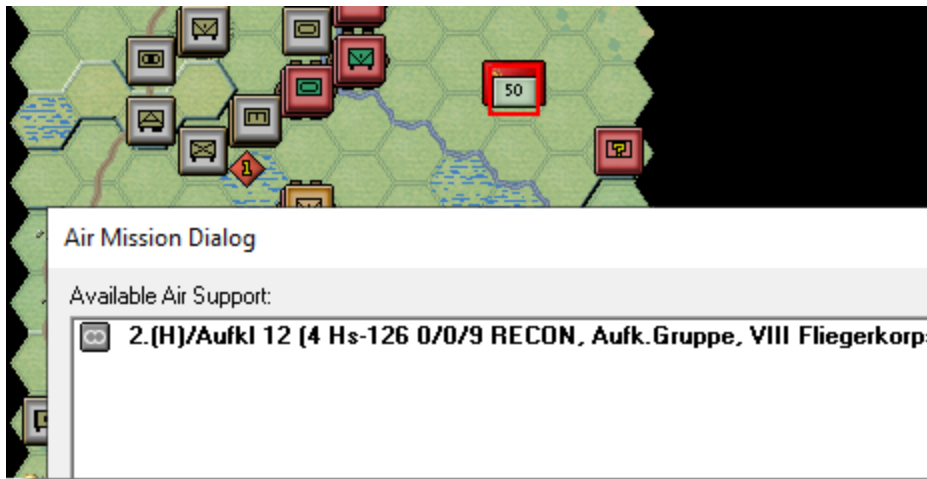
When you have recon air units available, select a hex that you cannot currently see, where intel will be important. Again, open the Air Mission Dialog and double click on the recon unit to recon that hex and its surroundings. Not all enemy units will be fully spotted, and some may show as a ? Indicating there is an enemy unit there, but any intelligence is helpful.

Air units may not always be available every turn. Factors such as historical availability, the time of day, visibility, previous losses, or disruption all effect whether an air mission is present and available.

FINISHING THE GAME

You now know how to move your units, fire, and assault with your forces. With the victory conditions in mind, keep maneuvering your forces in the manner you see fit. The end of the game will be announced at the conclusion of the enemy's final turn, at which time a "victory" screen will display, followed by the final Victory Points.

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

FURTHER INFORMATION

This Guide is designed to make you feel comfortable with what is going on in Panzer Campaigns, but it is no substitute for reading the Game Help files. You can access Help from the Game Help Menu. The Game rules are really in two parts:

Part 1 in the User Manual, which is the series rulebook. You can see this while playing by pressing F2.

The Main Program Manual discusses the various elements of the interface in helpful detail such as each Menu or Dialog. There is even a list of HOT KEYS Show in the Other Features section of this manual. You can view this program guide while playing by pressing F1

Pressing F3 opens the Campaign Notes, which include both the historical background for the battle and the Designers notes. This is a good place to start when you want to understand why the designers included certain features and the historical situations they were trying to emulate.

Pressing F4 invokes a feature called the Parameter Data Table. It provides a host of information including movement costs, terrain benefits, and stacking limits amongst other things.
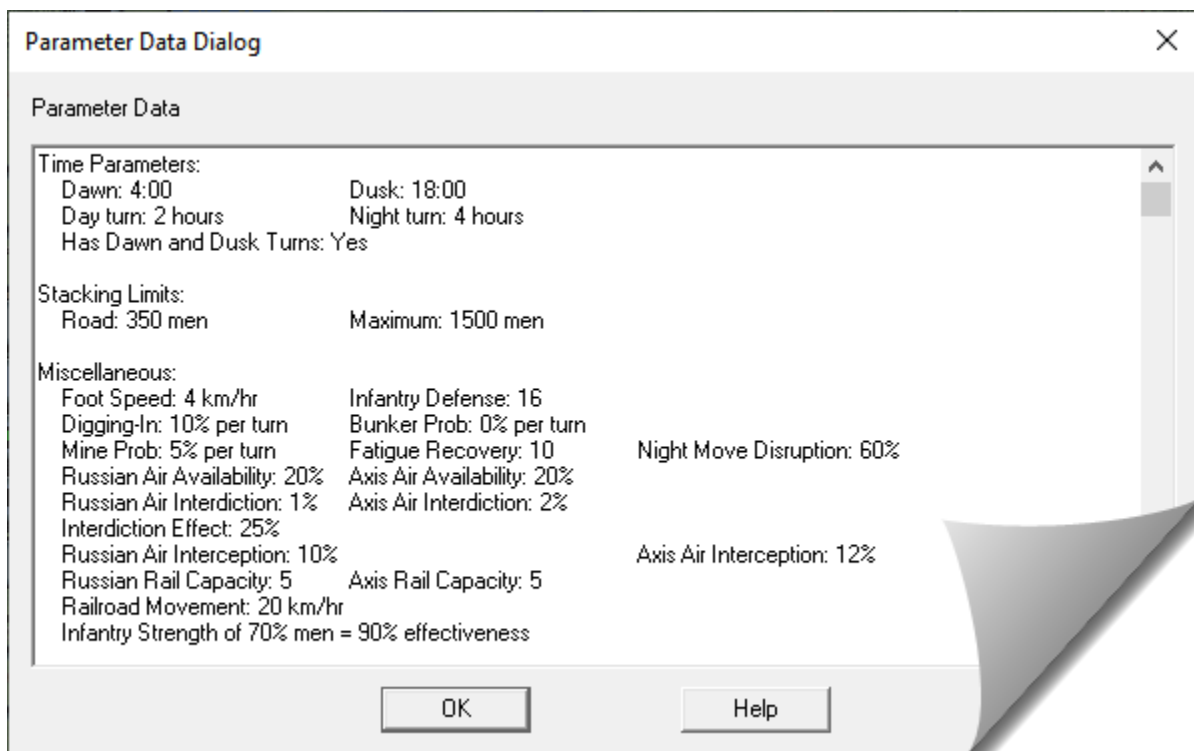
Lastly, documentation for the game's editors may be found in help files accessed from the Help Menu when you open each editor.