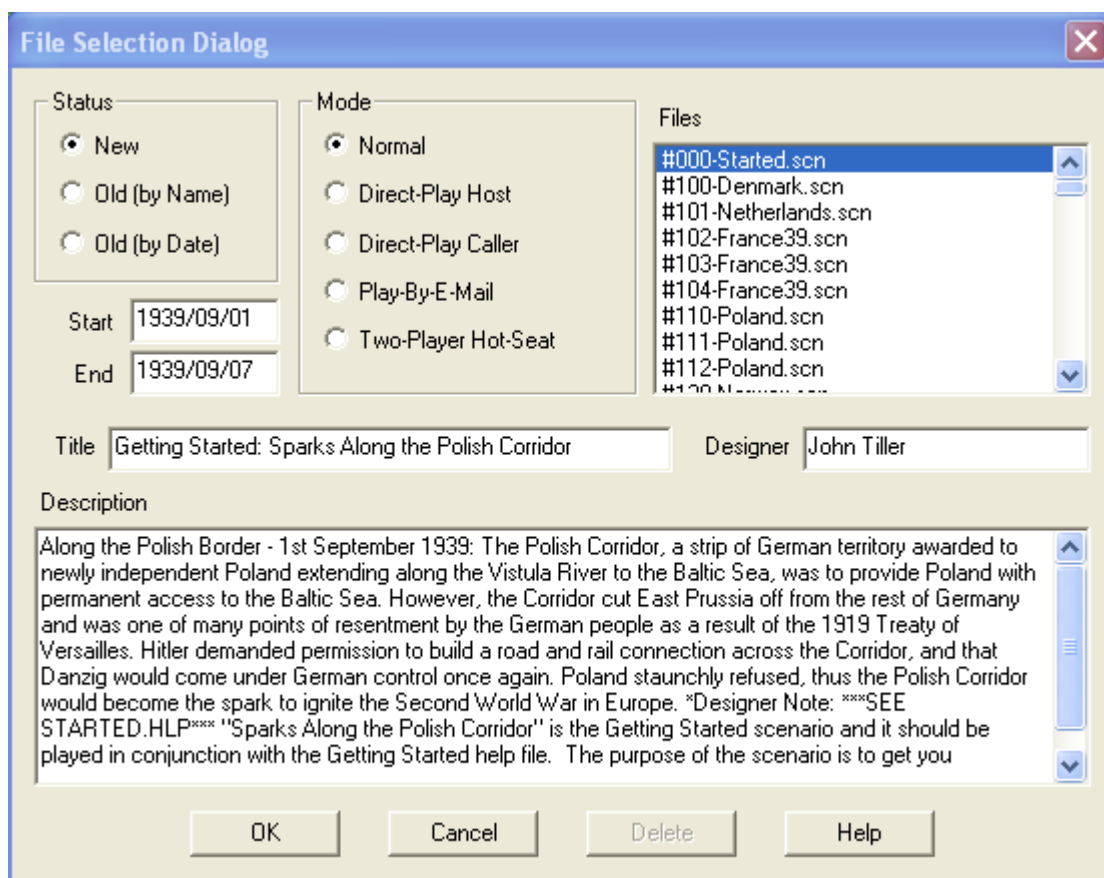
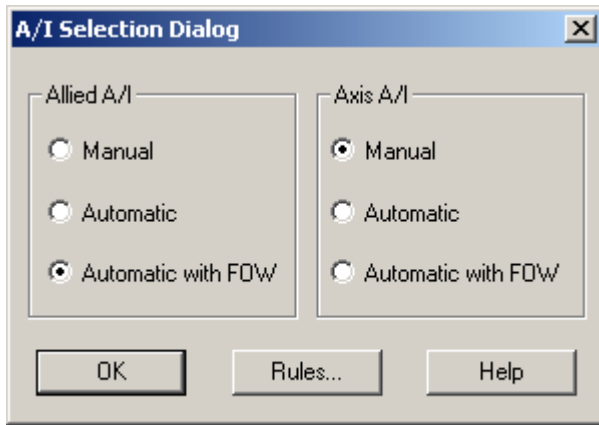


Getting Started

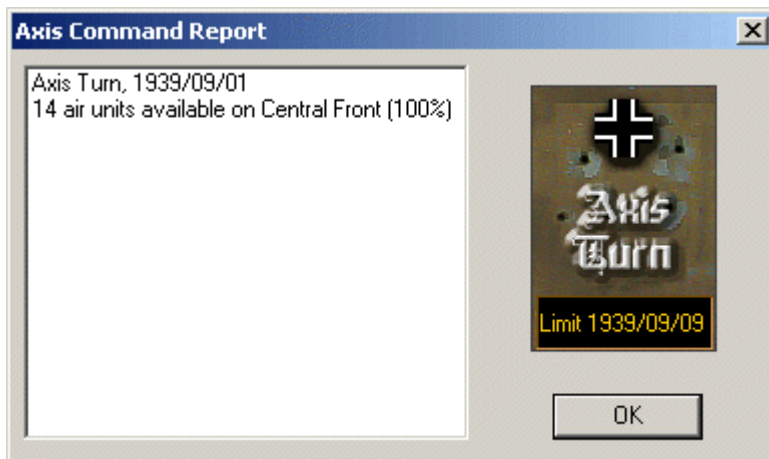
This file contains instructions on how to get started with The First Blitzkrieg. If it is not already running, you should run the Main Program by clicking on the Main Program entry in the HPS The First Blitzkrieg program group (This program group can be found under the Programs list from the Start button). If you prefer, you can print these instructions using the Print button above. You will get about 9 pages of text and graphics if you do this. You can get more detailed information in the instructions below by clicking on the links displayed in the text. Doing so will display the associated help file for this topic. You can return to this help information by clicking on the Back button above. Note: this software is designed to run on displays with screen areas up to 1280 by 1024 pixels and with color settings of 16-bit or higher.



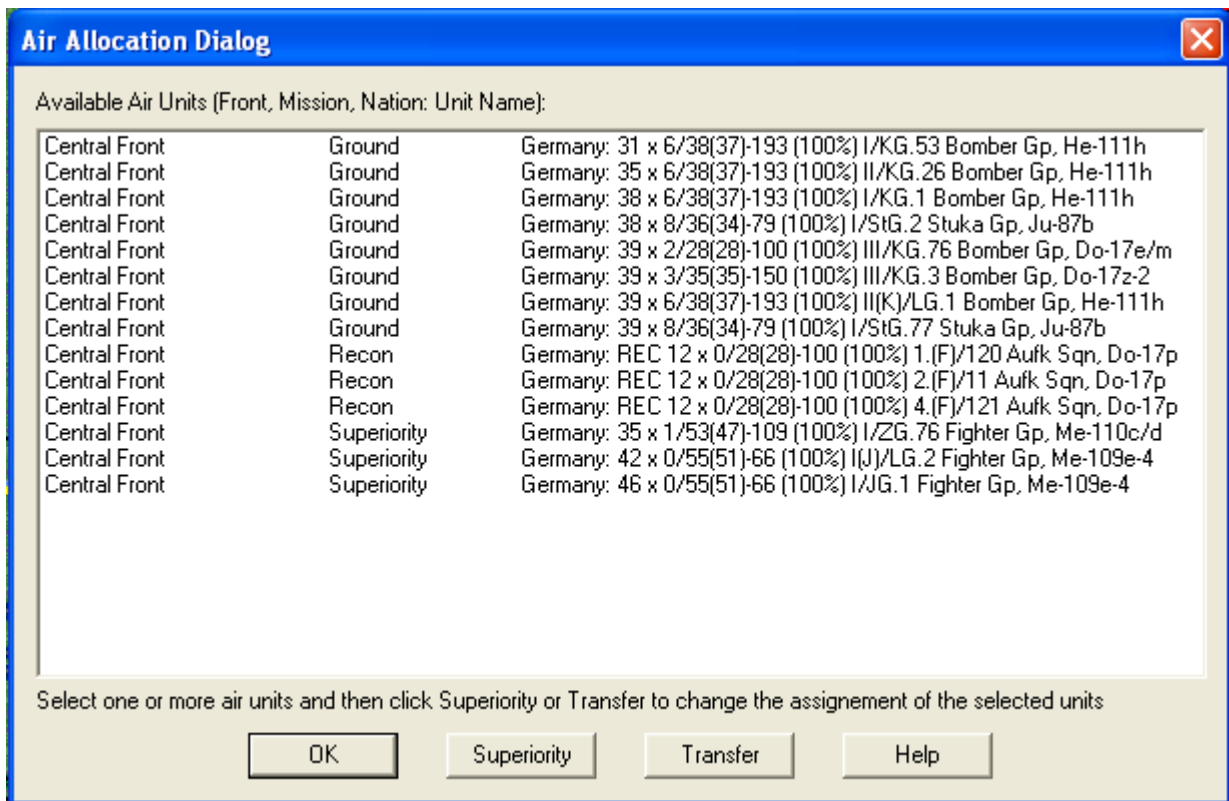
The Main Program begins by prompting you for the name of the file to open using the File Selection Dialog. These instructions will get you started using the Getting Started scenario. In the list of files displayed by the File Selection Dialog, select #000-Started.scn. Notice that a short description of the scenario will appear at the bottom of the dialog. Then click on the OK button.



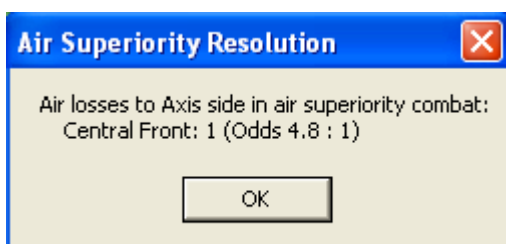
Next, the A/I Selection Dialog will appear. Since we are going to play as the Axis side, select Automatic with FOW in the Allied A/I group on the left hand side of the dialog. This will cause the computer to play as the Allied side. Later on, you can also use this dialog to experiment with Optional Rules by clicking on the Rules button. For now, click on the OK button.



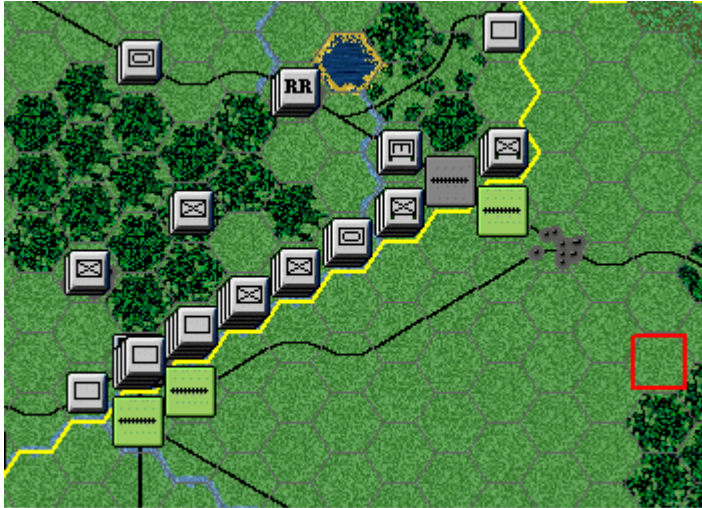
At the beginning of each turn, you will receive a command report. This report will give you information about the status of your forces. Notice in this example that you are told that you have several air units available in the coming turn. This report will also tell you about situations such as units being out of supply. Notice that the current date is 1939/09/01 (September 1, 1939) and that the scenario will run until 1939/09/07. This is a total of 4 turns, each turn being 2 days long. After you have read the report, click on the OK button.



Next you are shown the Air Allocation Dialog. This dialog allows you to make assignments with your air units including their location and their mission. In this scenario, all of your air units are allocated to the Central Front and so you do not have to worry about moving them to another location. However, you do have the choice of what mission they should be assigned to each turn. Notice in the list that most of your units are assigned to **Ground** missions and these are used for launching attacks on enemy units, attacks on enemy ports, and interdiction of enemy movement. There are a few **Recon** mission and these are used to search of unseen enemy units. You also have some units assigned to **Superiority** missions. This means attacking other enemy air units and attempting to achieve air superiority in the battle. The default assignment is good to start, so after reviewing these assignments, click on the OK button.



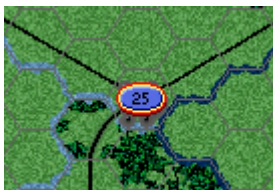
The program will calculate the outcome of the air superiority battle and report the results to you. In the example shown here, you have lost one air point. You can also see the combat odds for the air combat are displayed so you can gauge how the battle in the air is progressing.



Following the resolution of air superiority, you will be presented with the map of the current situation. Since you are playing the Axis side, your German units are shown as gray counters while the Allied Polish units will be shown as green counters. Because we are playing with Fog-of-War, you start by knowing very little about the location of the majority of the Polish units. Your goal in this scenario is to launch an invasion, destroy enemy units, and occupy objective locations.



There are several markers on the map that show rail lines. These are **railhead** markers and they indicate the limit of useful rail lines, with gray markers for the Germans and green markers for the Poles. The locations of these railheads will vary during the battle. Your movement may cut the Polish rail lines while you can use rail repair units to advance your own rail lines. Rail lines are used to forward supply to your units so their location and state will be important to you during the battle.



There are several Objectives on the map, displayed as blue ovals with a numeric value. The numeric value is the number of victory points you will be awarded for occupying, and holding, the objective location. (Tip: If you hold down the shift key, you will see labels with place names displayed on the map.)



If you click on the map with the left mouse button in a hex containing units, then a list of the units in that location will be displayed on the left in the **Unit List**. In this example, you see a Panzer division. Each unit has several attributes which affect its capabilities. The **Strength** of the unit is measured in strength points. The **Movement** value of the unit determines how far it can move in any one turn. The **Combat** value of a unit consists of two numbers: the first being the **attack** value of the unit while the second is the **defend** value of the unit. Finally, each unit has an **Effect**, or effectiveness, value representing its current state, which is degraded by combat. Effectiveness can be restored through rest or not using a unit.



If you click in the Unit List with the **right** mouse button and hold the button down, then the display of the Unit List will change to the alternate view. In this view, you are shown additional information about the units. In this example, you see that the unit is **Armor**, that it belongs to **Germany** on the Axis side, and that it is an instance of a particular type of **Panzer** division. You also see that the unit consists of 2 **Components** with a combined strength of 110 points. This means you can break the unit down into 2 subunits if you wish. Finally you see that the unit has an **Armor** rating of 36, an **AT** (anti-tank) rating of 4, and an **AA** (anti-air) rating of 1. These ratings affect how the unit will perform in combat and against air attacks.

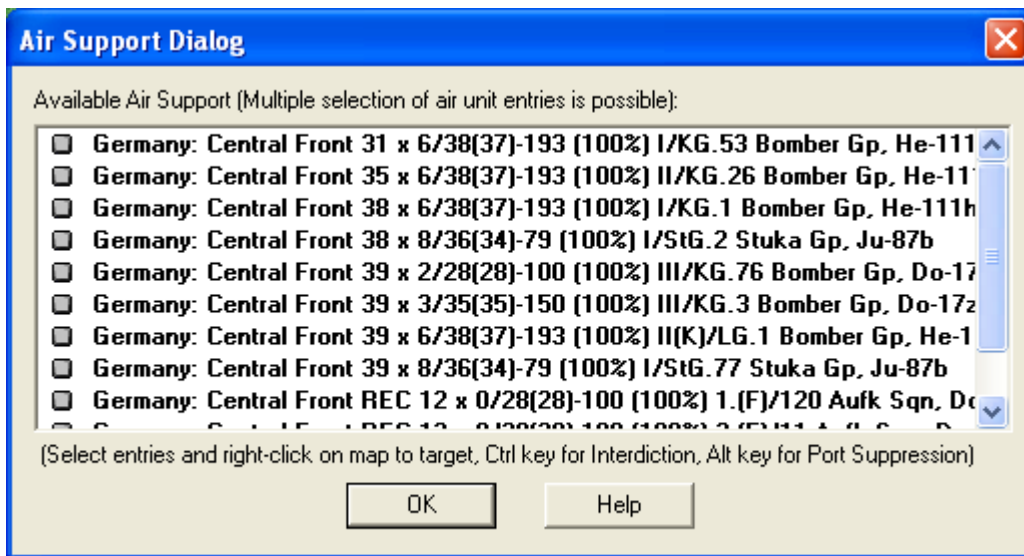


Most actions in the game require that you first **select** one or more units. There are two ways of doing this. First, you can select individual units by clicking on them in the Unit List. This will cause them to become highlighted. Clicking on them a second time turns off this highlighting and they become unselected. Second, you can double-click on a map location and all of the units in that location automatically become selected. This is a quick

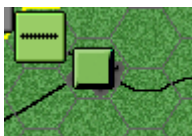
way of selecting all of the units in the location for movement and attacking.



To begin your turn, it would be a good idea to perform some air recon to get a better idea of the location of enemy units. You initiate all air missions by clicking on the **Air Support** toolbar button – the one with the aircraft on it as shown at the left.



The Air Support Dialog shows you a list of available air units. Notice that you have some air recon units, designated with the **REC** notation, but that you need to scroll down through the list of available mission to see them all. Only the first REC or Recon Mission can be seen in the list of nine missions displayed in the dialog. To perform a standard ground mission such as air attack and air recon, begin by selecting the air unit and then right click on the map location.



If your recon is successful, then you may be shown one or more enemy units on the map. This tells you the enemy location, but not its strength.



It is possible that an air mission is intercepted by enemy air units. If this occurs, then you will see a yellow result image drawn on the map and the number inside this image is the number of air points you lost from the interception.



Once you have completed your air recon missions, you can start your attack. To begin with, you want to move your units forward and bring them into contact with the enemy. Start by double-clicking on one of your map locations and thereby selecting all of the units in that location. Next, **right-click** on an adjacent location on the map. This will move your units into that location, if possible. Notice that as you advance, you may discover enemy units that you move adjacent to.



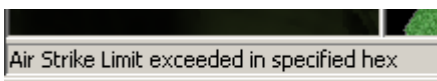
You will want to advance several of your units to engage the enemy. As you advance, you will encounter enemy units and you will automatically be destroying enemy rail lines, which causes the location of the railheads to be changed.



Once you advance, you may want to conduct air attacks against enemy units before your attack with your ground units. To do this, again click on the Air Support toolbar button and display the Air Support Dialog. Select an air unit to conduct the attack and right click on a map location containing enemy units.



Each air attack you conduct has two possible outcomes. First, your attack may be intercepted, in which case you will see the yellow result image described previously. Otherwise, you will see a red combat result image. In this image, the first unit is the number of air points you lost in the attack to enemy anti-air defenses. The second number is the number of enemy ground unit points lost to your attack. In this example, you lost no air points while the enemy lost 2 ground points.



You can conduct multiple air attacks on a single location, but at a certain point, you may

reach the **Air Strike Limit** and no further air attacks are possible against that location in the current turn. Messages informing you of events such as this are displayed in the Status Bar, located along the bottom of the screen. Look at the Status Bar display for messages whenever you are prevented from performing a certain action. (Tip: You can also select more than one Air Mission if you want to launch several Air Attacks on a hex at one time.)



After you close the Air Support dialog, you can conduct ground attacks. To initiate a ground attack, select the units to attack as before, and then **right-click** in the adjacent enemy location you wish to attack. The attacking units will be highlighted with a red border and above the enemy units you will see a report indicating the advantage or disadvantage of the current attack. Since we are playing with Fog-of-War, the exact odds you face are not displayed. Rather, the approximate outcome of the attack is indicated. In this example, the attack is described as **Even**, indicating that the odds of the attack are relatively even, and in such situations it is common for the attacker to incur more losses than the defender giving the defender a slight advantage.



If your attack has a greater advantage, then the attack will be described as **Adv** (for Advantage). This means you stand a good chance of winning the attack.



At better odds, your attack will say **Sup** (for Superior), meaning that you have sufficient forces to compel the defenders to retreat.



An even greater advantage is described as **Over**, meaning that you have an Overrun against the enemy units. This means that not only will you win the resulting battle, but that your units will be able to continue to move and attack after the battle.



At the other end of the scale, an attack described as **Dis** indicates that you are at a disadvantage in the attack. This attack will probably result in your defeat.



Notice that you can attack the same enemy location from multiple hexes by selecting your units and right clicking on the enemy target location. Alternatively, you can also attack the same enemy hex several times if the first attack upon the location was not successful. Once you are satisfied with the odds of your attack, you resolve the attack by clicking on the **Resolve Battle** toolbar button.



When the battle is resolved, you will either win the battle and possibly move into the location, or lose the battle and stay where you are. An image will appear over the enemy location indicating the results of the battle. If a green image is displayed, it indicates an **Overrun**. This means that your attacking units are free to continue to move and attack in the current turn. The first number displayed is the number of points you lost in the battle. The second number displayed is the number of enemy points lost in the battle.



If you lose the battle, then a red image is displayed. Your attacking units cannot move or attack any further in the current turn.



If you advance into the enemy location, but a red image is displayed, it indicates that you won but did not achieve an overrun. The only action that is possible for your units is that mechanized units are able to continue moving during the remainder of the turn, up to the limits of their movement allowance.



A mechanized unit which has fought, but is still able to move in the current turn shows the description **Mech Move** beside its remaining movement allowance.



You can continue to move and attack in the current turn. Once you are through, then you click on the **Next Turn** toolbar button to advance the battle to the Allied turn. At this point, the computer will control the actions of the Polish units. Once the Allied turn is completed, then the turn will be advanced to your Axis turn and you can continue your attack.

The battle lasts a total of 4 turns. You can save the current battle and exit the program and resume it later by using the **Old** option of the File Selection Dialog. At the end of the scenario, the Victory Dialog will be displayed showing you the outcome of the scenario and whether you won or lost. Your goal is to attack the enemy and occupy the objective locations while keeping your losses to a minimum.

To get more information about the game and the rules, see the following help files:

- [User Manual](#)
- [Main Program Help File](#)
- [Scenario Editor Help File](#)

Be certain to check out the PANZER SCHOOL 101 – Tips by the designers and playtesters. The link below will bring you to the Table-of-contents, and the tips part is Section III.

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