Time of Fury

EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

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PRECAUTIONS DURING USE:

- Do not sit too close to the monitor.
  Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

CLASSIC GAMEPLAY. NEW EXPERIENCE.
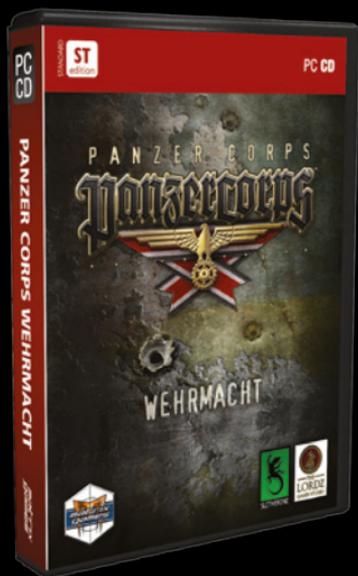
Panzer Corps Wehrmacht is a brand new turn-based strategy game that reinvents a classic genre. Produced and developed by a team of experts and brought to perfection by a community of hundreds of fans, the game has evolved over 2 years to become what can be defined as a modern classic!

Set in World War II, Panzer Corps Wehrmacht puts the player in charge of Axis armies, taking their core force with them through the entire war. The use of combined-arms tactics requires each general to make use of the strengths and exploit the weaknesses of their opponents.

Its multiplayer mode, an improved version of Slitherine's award winning PBEM++ system, allows players to easily find opponents anywhere in the world enjoy playing them with none of the hassle.

Panzer Corps Wehrmacht is designed to replicate the feeling of a classic wargame, but brings it up to 21st century standards and to a whole new generation of gamers.

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1. CONTENTS

6. LAND UNIT MOVEMENT AND COMBAT

6.1. MOVING LAND UNITS

To move a land unit, select it by left-clicking on it. Its Movement Range will be highlighted. In this screenshot, the selected unit is an armored unit. The green and red hexes are hexes it can move to in the current turn.

Moving a unit costs a number of APs; this number depends on a combination of the terrain type(s) it moves over, weather and the unit type. Moving into an enemy ZOC (i.e. between hexes adjacent to enemy units) costs extra APs. The table below displays the cost of movement:

Unit type	Plain	Forest	Rough	Swamp	Hills	Mountains	Desert	enemy ZOC penalty
Infantry	1	1	2	2	2	2	1	1
Motorized	1	2	3	4	2	3	1	2
Armor	1	2	3	4	2	3	1	2

Movement cost (AP)

6.2. LAND UNITS SWAPPING

Sometimes there is a situation when two units should just switch places. This might be caused due to problems with withdrawing the first line unit to the rears, or for better preparation before the battle.

To do so, chose a unit, press and hold the <Shift> key, and then choose a second unit standing just next to the first one. The switch uses all APs of the involved units.

6.3. MERGING LAND UNITS AND TRANSFERRING STRENGTH

There is also a possibility to merge two units into one. When a unit is selected and standing next to another similar type unit, it can move on to the similar unit to merge. Not only must the unit be the same type, it must be the same size and level. The Merge icon will be highlighted if this task can be performed. Click on the Merge button and the unit you wish to merge into or

transfer strength. In order to Merge, the target unit must have available strength to accept the unit; if not you can only transfer part of the strength.

6.4. SPLITTING LAND UNITS

There is a possibility to split a unit into two smaller units. First of all, the unit must not be moved during that turn. After choosing a unit and clicking the split icon, a new window is opened. Player can choose how much strength should be distributed to the new unit. After a split is performed the original unit will lose all action points. Then new unit will be frozen for a period of time. Check the unit information panel after the split. It will say frozen with a number in parenthesis for the number of turns the unit is frozen e.g. frozen (6).

6.5. ATTACKING WITH LAND UNITS

There are two ways to attack the enemy with your land units:

» Attack directly, with one unit: To perform such an attack, select a land unit and click on an adjacent enemy unit. Be aware that attacking from one direction is less effective, as the attacker receives a penalty.

» Attack from multiple directions. Each of your units may participate only in ONE such attack per turn (observe the blinking dot on the unit's counter to see if a unit already participated in such an attack). Also, each enemy unit can be attacked this way only once per turn (this is also shown by a blinking dot next to it). To attack from multiple directions, left click on an enemy unit, then left click on your valid adjacent units to add them to the attack (clicking on your unit again will remove it from attack). To confirm the multiple-direction attack, left click on the enemy unit. The attack will be executed immediately.

In the pop-up panel, you will see statistics for the attack, and the combat result including:

» What enemy unit is being attacked (e.g., "1. Infanterie-Division");
» How many and which units attacks and defends;
» The total of the Attacker's and Defender's Strength;
» The Attacker's and Defender's combat modifiers;
» List of modifiers
» The total odds for the combat; and
» What Column the combat is resolved on.

Also, crucial information about the combat is displayed by numbers floating just above the units, where combat took place.

6.5.1. ATTACKER MODIFIERS

» 25% penalty for attacking an enemy armored unit, if no armored unit participates in the attack.
» Attacking a unit which is neighbor to own or an allied unit gives a bonus to the attacker. The bonus varies depending on the total number of units adjacent to the attacked unit (2 give 10% bonus, 3 give 35%, 4 give 55%, 5 give 80%, and 6 (maximum) give 100%).
» When an enemy unit is attacked by one unit and no other allied units are in adjacent to it, the attacking unit receives a 25% penalty.
» If the defender is in a Fortified hex, the attacker will receive a penalty (9% per Fortification Level).
» Attacking across a river reduces an attacking unit's Strength by a quarter.
» Rain decreases effectiveness by 10%, and snow by 30%.

The effective Strength of all attacking units is multiplied by Attacker Modifier, and all modifiers are cumulative. Please note that all above are default values and might be different for some countries.

6.5.2. DEFENDER MODIFIERS

» Terrain: Defending in terrain other than plains or desert gives bonus to the defender. Mountains give 100% bonus, hills give 40%, swamp give 25% bonus, forest give 50% bonus, rough give 70% bonus.
» City: Gives 25% bonus to the defender.
» Weather: Rain decreases effectiveness by 10%, and snow by 30% (those can be also modified for each country separately, so some countries can have this value lower or higher).
» Dig In: Units that don't do anything during the turn dig in and gain 5% bonus. Total bonus from digging in can't be higher than 25%. If a unit moves then it loses the dig in bonus.

The effective Strength of the defending unit is multiplied by the Defender Modifier; all modifiers are cumulative. Please note that all above are default values and might be different for some countries.

6.5.3. COMBAT ODDS

Odds are calculated by dividing the final Attack Strength by the final Defense Strength of the units involved. Minimum odds are 1:1 (rounding up if necessary) and maximum are 7:1 (rounding down if necessary).

- » 7:1 odds gives the attacker the best chance to utterly wipe out the targeted enemy unit.
- » 6:1 or 5:1 odds gives some chance to destroy the enemy unit, or at least inflict heavy losses on it.
- » 4:1 or 3:1 odds will inflict some losses on an enemy, but the attacker will take more losses on average than the defender.
- » 2:1 or 1:1 odds attacks are risky, as the attacker may take heavy losses or even get destroyed in the attack.

Attacking with odds lower than actual 1:1 (e.g. 4.6 / 5.0) will still be displayed as 1:1, but a special rule will be applied: the defending unit will NEVER take losses in such an attack!

6.5.4. LAND UNIT RETREAT

After each attack, a check is made to see if the defending unit needs to retreat. Units defending in cities or hexes with forts NEVER retreat.

The base Retreat Chance is 100% minus the unit's actual Strength divided by its Maximum Strength. So, if a unit after an attack has 45% of its Maximum Strength, its base Retreat Chance is 100% - 45%, which gave 65%.

This chance is then modified by two factors: terrain (mountains decrease the Retreat Chance by 50%; Forest, Rough, Swamps, and Hills decrease it by 25%) and attack odds (4:1 is neutral; higher odds increase the defender's Retreat Chance and lower odds decreases this chance). Attacking with 1:1 odds reduces retreat chance to zero.

If the defender succeeds its Retreat Check, it attempts to retreat. It will retreat 1 hex in a direction opposite to attacking units. If there is no valid hex to retreat to, the unit will surrender.

Air units can be attacked by land units. They defend with a very low Strength value, representing the few security troops and crews available, scratched together into an ersatz fighting unit. This value is always the same and does NOT depend on the actual Strength of the air unit. This combat is resolved as a special check; if this check fails, the Air unit is Overrun and eliminated immediately. As you can see, Air units are very vulnerable to land attacks (even when attacked by a single level 1 Infantry Division), so remember to keep them away from the enemy.

6.5.5. CITY SIEGES

> **Siege of Danzig (Poland)**
>
> Defender: Ladowa Obrona Wybrzeza
> Base chance: 20.0%
> Odds modifier: 196.3%
> City supply modifier: -40.0%
> Commanders modifier: 0.0%
> Air superiority modifier: 40.0%
>
> CHECK CHANCE = 216.3%
> Check succeeded, Ladowa Obrona Wybrzeza surrenders!
>
> **OK**
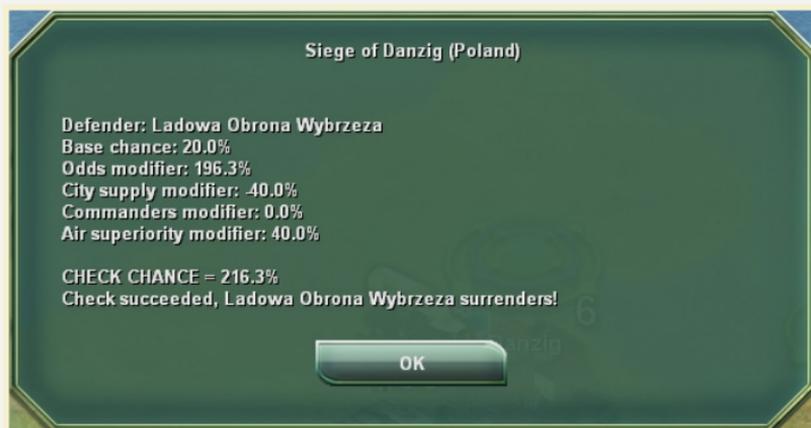
City Siege is a special rule implemented to make assaulting a city easier.

When a unit defends in a city and all adjacent land hexes are occupied by an enemy, there is a possibility that the defending unit will lose a fort level. If the defending unit is at level zero then a successful siege calculation will force this unit to surrender.

When calculating a siege the following aspects are taken into consideration:

- » Base chance
- » Effective Strength of attacker and defender
- » Supply
- » Commander
- » Air superiority

Sieges are always calculated at the end of the turn.

7. HEX ACTION BUTTONS

Siege of Danzig (Poland)

Defender: Ladowa Obrona Wybrzeza
Base chance: 20.0%
Odds modifier: 196.3%
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CHECK CHANCE = 216.3%
Check succeeded, Ladowa Obrona Wybrzeza surrenders!

OK
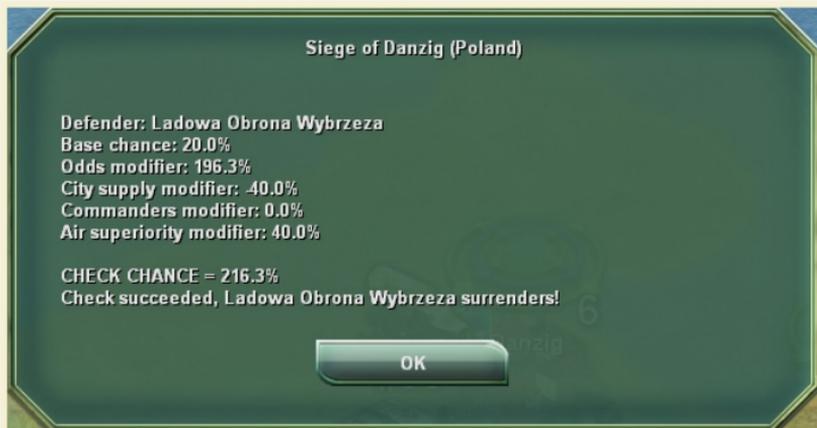
When you select a hex, Action Buttons for that Hex will be displayed in the Hex Information panel. There, you can find a button responsible for deploying a Mulberry Harbor, for example:

7.1. MULBERRY HARBORS

Mulberry Harbors are special units which may be deployed only in coastal hexes. They are very expensive but are indispensable for supplying an invasion. Mulberry Harbors provide supply for friendly units for two months after an invasion has commenced.

8. LAND UNIT ACTION BUTTONS (FRIENDLY UNITS)

By selecting a hex occupied by one of your own land units, the following Action Icons will appear at the bottom of the screen. Explanations are below going from the left to the right.

8.1. UPGRADE UNIT

This allows you to upgrade a unit to a unit of different size or type. A unit after upgrade is frozen for several turns. Frozen time depends upon the original production time of the unit you wish to upgrade (default is 60%; e.g. after a

change to a unit which production last 10 turns a unit will be frozen for 6 turns). A unit that has moved and/or attacked during the current turn cannot be upgraded.

To upgrade a unit it must be located on owned territory.

Note: Most units will have their photos upgraded as the size changes. Exception: Special Flavor Units

Photographs can be used to distinguish between sizes and level of enemy units when the player is zoomed out on the map.

8.2. UPGRADE LEVEL

By clicking this button, you can upgrade the selected unit to the next Level. The following conditions apply:

- » Level 5 units cannot be upgraded, as this is the maximum possible Level;
- » You have to research the necessary Technology
  to a Level that will allow upgrading;
- » The unit cannot move and/or attack in the current turn to upgrade; and
- » You have to have enough PPs available for the upgrade.
- » Unit must be located on friendly territory.

Note: Upgrading units is slightly ineffective PP-wise. For example, a Level 5 Armored Division (with a base Strength of 6) will cost you several percent more PPs than three Level 1 Armored Divisions, which count for the same base Strength. However, by upgrading to higher Levels, you benefit from concentrating large Strength in a smaller amount of units, which allows you to punch holes in enemy lines (and then to flank them with lower-Level units), or more easily conquer important Cities defended by strong enemy units.

To upgrade a unit it must be located on owned territory.

Note: most units will have their photos upgraded as the level changes. Exception: Special Flavor Units

Photographs can be used to distinguish between sizes and level of enemy units when the player is zoomed out on the map.

8.3. SUPPLY LEVEL

This action allows you to check the city that sends supply to the selected unit.

Clicking on this action button will jump the cursor to the supplying city. Another way to see this information is in the unit panel on the left. It is above the Commander. Clicking on the supply button is useful for finding unfamiliar names on the map.

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8.4. ASSIGN COMMANDER

This will open a popup window from which you can assign/recall a Commander to/from a unit. Assigning a commander will increase the unit's Effectiveness.

Units with a Commander attached to them are considered to be HQ units. HQ units can be identified on the game map as having a star icon next to it.

Other friendly units in range (within 3 hexes) that do not have a Commander assigned to them receive a bonus from this HQ unit. The bonus depends on the Commander's skill and the range to the HQ.

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If a unit has more than one HQ in range, a combination of the Commander's skill and the range will determine the best HQ to use. Units with no HQ in range displays no name in the Unit Information panel.

The HQ Commander bonus is calculated at the beginning of the turn, so assigning a Commander during one turn will only begin to affect units on the next turn.

Each country has its own pool of Commanders. To assign a Commander, click on a unit and click on the icon with an officer at the bottom of the screen. Select his name from the drop-down list in the top box. Click Assign. Click exit, or hit the <Esc> key.

Note: Once you click the Assign button you can change your mind by clicking the recall button however, you will not be able to reassign the first commander until next turn. So it is best to plan ahead and not click Assign unless you are absolutely positive you want that commander.

If you already have a Commander out in the field, you will see it using the unit information panel in the left-hand corner. This is the one with the photograph. Above the photograph you will see the commander's name. There are two numbers in brackets separated by a slash; the number to the left of the slash is the Commander's skill, while the number to the right of the slash is the Commander's Experience (see below for more on Commander Experience).

Some graphic interfaces like "Counters combination mod" will display a commander symbol on the unit icon. See Unit skins under Section [4.1], Preferences.

To recall a Commander from the unit, open up the commander window, click Recall to HQ button. The Commander will then be available in the pool the next turn.

Commanders also have an Experience attribute. All Commanders start with 0 Experience. When a unit a Commander is attached to (either direct command or via 'HQ link') takes part in combat, a check is made. If the check succeeds, the Commander is awarded one Experience point. For a defending unit, this chance is 30%; for attacking units, it is 10% since attacks can be carried out from many directions. For example; if the attack is from 3 directions, three independent checks are made, each at 10%. A Commander's Experience is translated to higher unit effectiveness (1 Experience Point = 1% bonus to Effectiveness). The maximum Experience a Commander can accumulate is 20 points.

Also Commander's Skill is affecting unit's Effectiveness. For each Skill point, effectiveness of a unit is increasing by 3.

8.5. REINFORCEMENTS

This will open a popup window which allows you to replenish the Strength of a reduced unit. In order to reinforce, the following conditions must apply:

- » The unit cannot move and/or attack in the current turn to receive replacements;
- » Units out of Supply cannot receive replacements; and
- » Units with a low Supply or abroad can receive replacements, but only to a certain level.

Replacing a unit's Strength costs Production Points. However, replacing the Strength Points of an existing unit costs much less than buying a new unit with the same Strength.

8.6. DISBAND UNIT

This action will disband the selected unit permanently. This is useful when you'd like to get rid of some low-level, weakened unit with 0 Action Points that blocks access to a hex.

Disbanding a unit will give 50% PP of its actual value.

8.7. UNDO MOVEMENT

This allows you to cancel the last move of the currently selected unit.

8.8. STRATEGIC MOVEMENT

This allows you to immediately move a land unit to a friendly-controlled hex with railroads. The following conditions apply:

- » You must have enough SMPs available;
- » Unit must be stationed on a Railroad;
- » The unit cannot move and/or attack in the current turn to use Strategic Movement; and
- » Units out of Supply can't use Strategic Movement.

After clicking this button, all valid hexes to which the unit can be transported will be highlighted on the map. Highlighted hexes are friendly-controlled hexes that had a railroad connection over friendly controlled hexes to the selected unit at the beginning of a turn. Left click on a highlighted hex and the unit will be moved immediately; right click to cancel Strategic Movement.

Transporting corps-sized units costs more SMPs than transporting divisions. Also, the unit type has an influence on the cost; transporting armored units is the most expensive, while transporting Infantry is the least expensive.

8.8.1. RAILROAD REPAIR

Railroads repair automatically. A hammer icon will appear in the hex where it is being repaired. Repair time can take up to three turns, depending upon weather. When a player first takes over a railroad hex there is a waiting period before one can use it. A check is made every turn. After three turns the RR is automatically repaired.

8.9. AMPHIBIOUS TRANSPORT

Use this action to load a unit into an amphibious fleet, which can then unload it on any coastal hex on the map. The following conditions apply:

- » The unit must have at least one AP;
- » You must have enough AIPs available;
- » The selected unit must be in a friendly-controlled Port or adjacent to one; and
- » The Unit must have Supply level of at least 2/3 of the maximum level.

If all conditions are met, clicking this button will remove the unit from the map. It will then appear in the Naval Screen, in the appropriate Port as an Amphibious unit. It can then be moved to a Sea Zone and unloaded on a Coastal hex.

8.10. SEA TRANSPORT

Use this action to transport a unit between friendly-controlled ports. The following conditions apply:

- » The unit must have at least one AP;
- » You must have enough STPs available; and
- » The selected unit must be in a friendly-controlled Port or adjacent to one.

If all conditions are met, clicking this button will remove the unit from the map. It will then appear in the Naval Screen, in the appropriate Port as a Naval Transport unit. It can then be moved to another Port and unloaded there.

Transporting Corps-sized units by sea costs more STPs than transporting Divisions. Also, the unit type has an influence on cost: transporting Armored units is the most expensive, while transporting Infantry units is the least expensive.

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8.11. PARADROP

This action is available for Airborne Divisions only. Select the Division, then click this button, and a range of highlighted hexes will be displayed (up to 20). Select the hex to drop the Division into and it will immediately do so. The following conditions must apply:

» The unit cannot move and/or attack for three turns to execute a Paradrop; and

» The unit must have a Supply level of at least 2/3 of the maximum level.

When an Airborne Division paradrops, a casualty check is made, based on friendly and enemy air superiority over the target hex and a random factor of air activity (which is partly modified by air superiority).

The results determine losses for the division. If your side has total air superiority, the division will suffer no losses; if the enemy has total enemy air superiority, the division may suffer very heavy losses when dropped.

Remember that at the end of the turn, the unit should have a land connection to a valid Supply source. Dropping a unit far behind enemy lines can lower its Supply level and thus make it more vulnerable to attack.

9. AIR UNIT MOVEMENT AND COMBAT

When you select a hex occupied by your own air unit, attack is the default action.

9.1. ATTACK

This is the default action for all air units. When an air unit is selected, all possible targets for that unit are highlighted. It doesn't matter is it a fighter, tactical bomber or strategic bomber. The game recognizes what are the default target types within the range of current unit, and allows you to attack them.

9.1.1. FIGHTERS

Fighters are allowed to attack enemy air units within a range for the unit's level that are visible for the current player. Fighters cover nearby sea zones and ground forces within a range, and try to achieve air superiority over enemy air units, by intercepting them.

Interception is done automatically by units with strength higher than 50% (this value is modifiable and might differ for some scenarios or campaigns).

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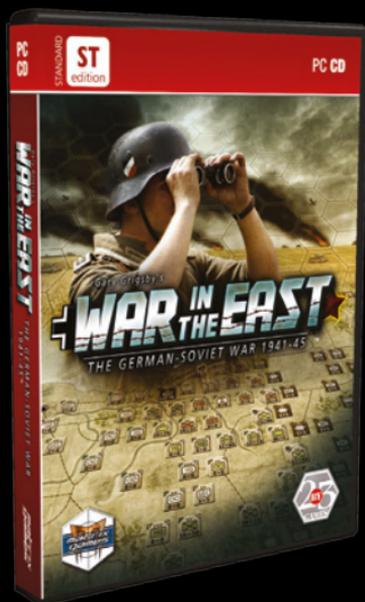
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