

CODENAME:

PANZERS

PHASE ONE

STRATEGY GUIDE

BY STEPHEN POOLE



Welcome to Codename : Panzers Phase One

Assume your role as a commander and take part in some of the most famous and hotly contested battles in World War II.

At the conclusion of World War I, many called it the “war to end all wars.” Their prediction was understandable: in addition to their fervent desire for peace, they could not comprehend another worldwide conflagration that would cost as much in blood, misery, and money. But the seeds of just such a conflict were already sown before the ink had dried on the Treaty of Versailles, a document that showed precious little of the forgiveness, understanding, and reconciliation that might prevent another calamitous war from occurring.

And occur it did, and on a scale that surpassed even that of “The Great War” in almost every aspect. There were more casualties, to be sure, but the real changes were in how battles would be fought in the future. World War I had rung the death knell of Napoleonic warfare; World War II ushered in a new age of combat fueled by speedy mechanized forces, long-ranging air strikes, and the most powerful weapons ever wielded by individual troops.

Codename : Panzers puts you in the midst of this military revolution as a commander in control of varying sized forces in 30 missions comprising three campaigns, each from an entirely unique perspective. As a German tank officer, you’ll spearhead the finely honed German units that unleashed Blitzkrieg attacks that steamrolled through Europe and halfway through the Soviet Union until finally overextending themselves on the banks of the Volga. Take a walk in another soldier’s boots as a Russian determined to drive back the ruthless invaders who have overrun “Mother Russia,” not only reclaiming your own country’s territory but pushing the invaders back to the gates of Berlin. And you’ll play a crucial role in the largest invasion ever undertaken as you guide American forces from the beaches of Normandy through France and into the very heart of Germany.

Unlike some war games, Codename : Panzers is not a slave to realism, choosing instead to honor the spirit rather than the letter of the war. But while some liberties have been taken with weapons availability and modeling, WWII students will see broad brush strokes of many of the locations and events that have become part and parcel of military history.

The mind-boggling minefields at Kursk, the Tiger tank’s impact on troops in 1944 France, the dogged defense of Budapest by German troops as the Fatherland itself was being overrun, the arrival of new and improved vehicles and weapons – these events and more are captured in a style and presentation that give the action a vivid sense of “being there.”

Now you know your assignment. The rest is up to you...

Notes on the Strategy Guide

This strategy guide is based on playing the game on Normal difficulty setting, and all map directions are based on correct screen orientation. On some missions the game will start with true north not at the top of the map, so if the instructions seem confusing be sure you rotate the map so the highlighted compass rose is at the top.

It’s also important to note that the force recommendations are based on earning all the possible Prestige Points available in the previous mission. Of the 30 missions covered, all except one were completed without the loss of a single unit.

Stephen Poole
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Tactics, Tips, and Tricks

Essential tactics and maneuvers to help you crush the opposition!

Codename: Panzers has an excellent in-game tutorial system that will acquaint you with all the basic commands for movement and combat. There are a few things, however, not covered in the tutorial or manual that can go a long way in making each mission a complete success.

Waypoints

When you select troops and right-click on the map to send them to that destination, they'll try to take the shortest path possible – but the shortest path could well be the most dangerous. To send selected units on a specific path, hold down the Shift key and right-click several times; they will advance to each spot you clicked in the order you specified.

Formations

Different tank formations such as line, column, echelon, wedge, and so on are a critical component of tank warfare. While there is no option to order a group of tanks into one of these formations, you can easily arrange them in the one you prefer and have them maintain it as they move to a destination. Simply align the tanks in a formation, left-click and drag

to select them all, then right-click on the map. Note that this works perfectly only if the destination is straight ahead. If the destination is 45 degrees right of the way they are facing when you place them in formation, for example, they will turn to face in that direction and the formation will no longer look the same. Turn far enough to the left or right, and you might have units you wanted in the rear now bringing up your flank.

To have troops and tanks face a certain direction, select the units and right-click on the map until a circle with an adjustable directional arrow appears. This same command works to have a unit face a particular way once it arrives at a destination.

You should also take much care in the overall disposition or arrangement of your force. Your heaviest and best-protected armored units should form the front line, with long-range artillery (towed or self-propelled) further to the rear. This allows your tanks to not only act as spotters for the artillery, but also to engage the enemy and keep them stationary so your heavy cannons or mortars stand a better chance of hitting their targets.

Don't hesitate to split up your tanks into smaller groups in order to launch flanking and rear attacks to hit enemy tanks from the side and from behind where their protective armor is weaker.

Support Units

ground bombardment, recon planes, fighter-bombers, etc.

On many missions you'll have access to support units that can provide invaluable assistance by shelling enemy positions, providing aerial reconnaissance, launching tactical air strikes or carpet-bombing runs, or initiating paratroop drops.

The interface is quite intuitive, but there are a few key things you should know. Fighter-bombers strike only the spot you specify, not the enemy vehicle, so don't use them unless you're sure the tank or troops you want to neutralize are stationary.

To specify the direction of a carpet-bombing run in order to maximize damage, left-click on the map and wait for the directional arrow to appear – line the run up so the bomber will pass over as many enemy units as possible! Finally, it's always a good idea to save your game before you use any of these valuable resources – especially ground bombardment and carpet bombing – before you issue the command. That way you get a "mulligan" if the results aren't quite up to what you expected or if an enemy unit moves clear of the target area.

Equipment

Always provide your troops with binoculars if they can carry them – the

extra range lets you spot potential ambushes or hot spots as well as extend their range of fire. The only exception is if you plan on up-and-close personal action for your troops – in those instances outfit them with Molotov Cocktails and grenades. (Of course, getting close to a target means you're a close target for the enemy!) The other piece of equipment they should carry will be determined by the demands of the operation: rifle squads are better off carrying Molotov Cocktails instead of mines if they will be facing ground troops instead of armored units, for example.

Miscellaneous Tips

Examine your units to see how many points each one needs to advance to the next experience level. If you're near the end of a mission and are simply mopping up, try to employ troops that are closest to advancing so you can start the next battle with better units. If possible, don't complete the final mission goal until you've killed all the enemies in order to maximize your units' experience points. Experienced units inflict more damage, can carry more equipment, and have better battlefield awareness.

Use scout vehicles and trucks as decoys to draw fire and discover enemy deployment and dispositions, but draw them back for repairs as needed. Remember: a good commander strives to

Use trucks to pick up crewed guns rather than picking up the gun and the crew separately. This causes the crew to automatically man the gun when you later detach it from the truck.

In city battles, try to clear crossroads as soon as you can. The clearance of the intersection provides any heavy artillery you might have with the ability to fire at maximum range.

Don't get into standing slugfests with fixed artillery positions. Use your tank's mobility to move and fire, avoiding the arcing fire of heavy guns or self-propelled artillery.

Katyushas can unleash harrowing amounts of damage on enemies, but they go through ammo faster than a fish through water. Make sure you have plenty of ammo trucks or access to a supply depot if you plan on bringing one a mission.

The "88" was one of the most-feared anti-tank guns of WWII, but sadly it's not that great of a selection in the game. Its range is limited and it requires not only infantry to man it but a truck to tow it as well.

Infantry: Backbone of the Military

Whether you play as the Americans, Germans, or Soviets, you'll eventually have access to ten types of foot soldiers. You'll never need all of them on any single mission, but knowing the strengths and weaknesses of each will help you decide which ones will provide the greatest benefit in the upcoming battle.

Rifle Squad

The best all-around infantry unit you can select; it has access to the greatest variety of equipment, can move artillery faster than two-man squads (mortar, machine gun, rocket soldiers, etc.), has a good rate of fire and outstanding range, and can enter buildings other squads can't. But its damage rating is low (only the tank crew is weaker) and is of course highly vulnerable to artillery and tanks.

Medics

Consider this unit essential if you're aiming to complete a mission in which you employ any other type of infantry units – especially if your goal is to win with no losses! A good tactic is to have medics automatically follow units you're sending into the line of fire.

AntiTank Rifle Team

The name of this unit says it all; it's great against armored units but is only average when firing on enemy infantry. They can be a real asset in street fighting, however – deploy them into houses and they can unleash several rounds on advancing tanks before they have to evacuate the building.

Mortar Squad

Without a doubt the best purchase you can make, especially when they're equipped with binoculars and aided by medics to heal wounds. What can a group of three or four mortars do for you? They can deliver as much (or more) damage as the biggest artillery pieces, fire indirectly on targets (unlike tanks) to devastate armor and infantry units, move places where vehicles can't go, and quickly dash away when danger looms ahead. About the only thing on the negative side of the ledger is their inability to enter houses.

SubMachine Gunners

This team dishes out a little more punishment than a rifle squad, but its range is considerably shorter – and being closer to the target is never a good thing. If you opt to use an SMG squad try to place it in a building or bunker where it can rain fire on passing enemies. In many missions you'll automatically receive

SMG squads (or paratroopers that are equivalent in firepower), and the good news is they usually come equipped with grenades or Molotov Cocktails.

Machine Gunners

The high rate of fire of a machine-gun crew can chop advancing infantry to bits in amazingly short order, and their range is close to that of a rifle squad. But as any veteran will attest, the sound of a machine gun draws a lot of attention –



MACHINE GUNNERS

the enemy AI will frequently single out an MG crew even when it's placed amidst a host of other infantry units. That's why it's a good idea to deploy them just back of the front line or, better yet, inside a building.

Flamethrowers

It only takes the tutorial mission for you to realize the flamethrowers' single most important function: to "heat up" enemy tanks and then capture them for your own use (when they cool down, of course!). Flamethrowers are also excellent choices against bunkers and other concrete fortifications.



FLAMETHROWERS

Unfortunately, they also have the shortest range of any infantry unit in the game, so make sure you provide them with cover fire or medics to heal the damage they take as they go about their business.

Tank Crew

There's no point in using flamethrowers to capture enemy tanks if you don't have someone to drive them once they're empty, and this is the only unit up to the task (they can also drive recon vehicles, self-propelled artillery, and antitank vehicles). Remember, it's the tank crew that gains experience, not the tank, so never sell a veteran tank along with its

crew: instead, use the "Change Vehicle" option to place battle-hardened crews into different vehicles.

Rocket Soldiers

To the Germans it was a Panzerschreck, to the Americans it was a bazooka -- but to the enemies on the receiving end of this crewed rocket weapon it was major trouble, plain and simple. Like the SMG and MG squads, rocket soldiers are most effective tucked away in buildings or bunkers. While it's debatable whether this squad is as good a value as a mortar team, keep in mind that rocket soldiers are more likely to hit moving targets because the projectile travels in a straight (and fast!) line to the target.

Snipers

Need to take out that large howitzer that's keeping your men pinned down with its lethal barrage? Send in these silent killers. With excellent range and a one-shot, one-kill capability (veteran enemies might survive a single round, however), snipers are a great choice for eliminating two-man artillery crews. They also can be especially devilish in urban settings because they fire so infrequently it's difficult to pinpoint their location. But don't leave these specialists in the open: every grunt takes special relish in killing a sniper!

Note: The other units are covered in depth in the Codename : Panzers Phase One instruction manual.

German Campaign

Lieutenant Hans von Gröbel has dedicated the best years of his life to the harsh and demanding life of a professional soldier in Germany's resurgent Reichswehr. With the invasion of Poland on September 1, 1939, he will finally get a chance to put his rigorous training to the test.

Mission 1: Airfield – Poland

Seize the enemy truck to the east – you need it for carrying troops and towing artillery. Use a fighter-bomber to eliminate the mortar squad at the supply depot NW of your jump-off point, then overrun the depot's defender and claim it for yourself. Use two fighter-bombers to knock out the planes on the dirt runway, then attack the western side of the airfield with tanks and artillery. Finally, move in a counter-clockwise arc and finish the mission by attacking from the east, eliminating all enemies to gain maximum experience points (and the approval of your commanding officers).

Mission 2: Village Train Station – Poland

Decimate the initial onslaught and repair all vehicles – you are in no hurry. Dispatch a Panzer II and a truck with a rifle squad toward the lake at NW corner of the map, then order the grunts to the lake and use the dinghy to save the pilot. Meanwhile you can swing the remaining units counter-clockwise and capture the supply depot at the NE corner of the map. Send Hans' vehicle to the middle of the town to retrieve a lost panzer. With four tanks, captured artillery, and a supply depot for repairs, you can smash all remaining opposition!

Mission 3: The Siege of Warsaw – Poland

Use "Change Vehicle" to switch the Panzer I to a tank crew. Buy two more tank crews and at least one flamethrower unit, and you can easily capture three enemy tanks. Divide your force in half, sending one to the SE corner of the city and the other to capture the supply depot in the center of town, then have both carefully advance to and seize the supply depot at the church. Use fighter-bombers to destroy hard-to-reach artillery and place your rifle squad in buildings to act as ranged-fire spotters for mortars and artillery. With both supply depots in your control victory is assured.

Mission 4: Operation Sickle Cut – Meuse River, France

Acquire at least three Panzer IIIfs and equip soldiers with tank mines. Block the French tanks with your Panzers and lay mines as calling cards for any Renaults that break through. Move north and destroy the artillery, then east to assault the bunkers (flamethrowers work nicely if you're low on ammo). Make sure your Panzers lead the convoy at all times! Save your air bombardments to destroy some of the artillery objectives on the other side of the Meuse. Cool tip: Clear the lower area first and the rest of your soldiers can safely cross via the dam!



WIPE OUT THE ENEMIES GUARDING THE NORTHERN BANK OF THE MEUSE AND YOUR ENTIRE FORCE CAN SAFELY JOIN YOU BY WALKING ACROSS THE DAM.

Mission 5: Operation Matildas – Arras, France

Acquire a Bison and a sniper squad to augment a healthy Panzer force. Use the Snipers to kill three artillery squads to the North (to the right if you don't rotate the map from its original orientation) and haul the guns to positions north of the paved road. The first objective is relatively easy and there's a supply depot behind the estate to boot. The Matildas attack in waves, alternating between the center of your defenses and the windmill; attach the 88s to trucks during lulls so you can rapidly re-deploy them to face each assault.

Mission 6: Operation Mercury – Crete

The only real hurdle is capturing the radar station to the southeast; a British troop truck cruises in from the west to muck things up. Ambush it at the crossroad at the base of the mountain and occupy the radar station (select troops and right-click the building). Mortar shelling is sufficient to destroy occupied buildings. Occupy the depot to the south. A team of snipers, mortars, paratrooper squad, and medics can easily take out each AA gun. Feel free to use the boat to reach the objective in the NW corner of the map, but it's not necessary. Be sure to use the air strikes and artillery you're given after blowing the last AA gun!

Mission 7: Barbarossa – Invasion of the Soviet Union

The two secret objectives are capturing the train yard to the south and using the cable cars to transport foot soldiers. Use a force of Panzers and a couple (or more!) Bisons to drive in a SSW direction, then curl back NW across the river to claim the cable-car station. You must soften up the defenses at the railway crossing; use a single fighter-bomber to draw nearby enemies to the eastern side of the bridge, then unleash several artillery and air strikes on the reinforcements. Use a tank blitz to grab the depot; the castle forces are vulnerable to that tactic or air strikes and/or artillery.

Mission 8: The T-34

Bring extra tank crews for this one – there's a Katyusha rocket launcher for the taking to the east as well as numerous Russian tanks you can capture with flamethrowers. After capturing the Katyusha, brace for a major attack in the middle of the map (try to capture the KV-II instead of destroying it). Send four or five tanks followed by a tank crew to the eastern edge of the map, then advance to the NE corner of the map in order to launch a westward blow against the Russian supply depot. Return the tanks to the center of the map and prepare for attack waves from the north, west, and east desperate to stop the stolen T-34.



CATCH THE RUSSIANS NAPPING BY SLAMMING INTO THE SUPPLY DEPOT BEHIND THE VILLAGE.



THIS IS A GOOD DEPLOYMENT FOR MINIMIZING THE FIRE YOU TAKE FROM THE PARTISANS LYING IN AMBUSH.

Mission 9: Well Deserved Holiday – Belgrade, Croatia

Minimize damage from the initial attack by not following your "friend" into the castle proper. Instead, position the SMGs closest and the rifle squad farthest away, with your machine-gunners between them (see game screen). At most combat points you can use Hans to coax partisans into a chase toward the rest of your waiting forces. Your Submachine's hand grenades are essential to success – use them wisely!

Mission 10: 7 Tons Ammunition – Suhinitschi Railroad, Russia

This mission was won with no losses using 4 Stugs, 5 Panzer IV F2s, 2 Bisons, 4 mortars, 2 AT rifle squads, and a rifle squad (plus repair and ammo trucks). Send 3 Stugs and a couple of Panzers along with the Bisons and 3 Mortars SE to eliminate a large Soviet attack force; move all other units toward the objective. Rush the first group to the objective immediately after crushing its opposition. A good tactic is a hinged attack on the advancing Soviet column the Stugs and a Panzer pounding it from the west as Panzers, mortars, and Bisons guard the locomotive!

Mission 11: Operation Sturgeon – The Siege of Sevastopol

A good option for this mission is to take two or three flamethrower squads and use the "Change Vehicle" option to keep several veteran tank crews: you'll have many opportunities to capture powerful Soviet tanks including a KV-II and some T-34s. Beat back the first attack, then divide your army into two groups, sending one NW and the other NE and eventually reuniting near the middle of the city. The secret objective is to eliminate the Commissars; they can be found to the far west near the middle of the map.



GERMAN DIVE BOMBERS HARRY YOUR TANKS, BUT THEIR NUMBERS ARE SO FEW IT'S NOT WORTH WASTING PRESTIGE POINTS TO BRING ALONG MOBILE AA DEFENSES.



WAIT FOR THE ENEMY TO COME TO YOU AT THE TRAIN STATION – THE AREAS BETWEEN TRACKS ARE HEAVILY MINED.

Mission 12: Stalingrad

The railway yard is heavily mined – bring a couple of AT rifle squads equipped with mine detectors. Some commanders like to use a finesse approach including snipers and machine-gunners, but brute force works quite well here: a force of five Bisons, a slew of Panzers and your Tiger tank, and support vehicles (several mortar squads are also a good option). Lead with the tanks to detect enemies, and the Bisons will pummel them

with heavy shells. Complete objectives quickly – the clock is ticking! You'll encounter rocket attacks throughout the mission, but a major contingent awaits at the last objective. You have been warned...

Russian Campaign

The lure of battlefield heroics never enticed the cheerful, selfless, and hard-working Aleksandr Vladimirov, despite the fact he'd risen from a rank recruit to a lieutenant in charge of an armored company in the Soviet Union's massive army. But when Germany launched the world's largest surprise attack in the summer of 1941, Aleksandr knew in his heart that the coming months – or even years – held only two possibilities for him: death or glory.

Mission 1: Defending Moscow

This is very similar to the first German mission, except it's highly unlikely you'll be able to seize any enemy artillery until the battle is in hand. Instead, you'll have to lead with your tanks and recon vehicle, circling or dashing through the village on run-and-gun sprints and pulling them back for repair. Repeat the process until mortars and artillery have been nullified. Be sure to deploy your AT rifle squad in a house where it can lend a helping hand against troublesome Panzers!

Mission 2: Tactic of Burned Earth

Upgrade your tanks to BT-7Ms, equip a couple of rifle squads with mines and binoculars, sell your AT riflemen, and buy three mortar squads with mines and binoculars. Drop your paratroopers at the southern oil refinery and control it early in the mission. Deploy the rest of your force to the hill just west of the north-south road at the NE corner of the map and obliterate the first German column, then sow a thick minefield in the meadow west of the road. Keep your forces a good distance from the German paratroopers with Molotov Cocktails, and be ready to respond from enemies approaching simultaneously from the west and east.

Mission 3: Stalingrad

Prestige points are few here, so a good option here is to capture tanks and artillery from the enemy. A force consisting of a couple of T-34s (not counting your tank), a D-1 heavy artillery piece, three flamethrower units (in case some get the willies – they tend to do that early in the campaign!), and three tank crews is a good mix. Look to nab at least one German tank at the factories in the North, and definitely try to capture a Bison ASAP. Save at least three fighter-bombers to soften up the heavy concentration of forces near Stalin's statue! A northerly attack hitting the Germans' rear gives you a good element of surprise for the coup d'état.

Mission 4: Kursk

Load up on T-34s -- the Katyusha is too vulnerable to enemy fire and there'll be a lot of that in this mission! Don't wait for the Germans to come to you at the start of the mission: take the battle to the enemy, even crossing the river. Use all the fighter-bomber runs available during the first part of the mission -- you get 10 more when the real assault begins. Try to retreat behind the minefield as soon as you know the primary attack wave is spent -- that way you'll only have to deal with the armored vehicles that don't have their treads blown off by mines.

Mission 5: What, You're a Woman? -- Budapest

Expect a slugfest, with enemies breathing down your throat right at the jump-off point. We suggest a large contingent of mortars; five squads can deal out a huge amount of damage, and can go places tanks and AT vehicles can't. The key tactic here is to recon, recon, and recon some more! To save all the partisans who join the battle at the northern edge of the map, divide your armor and have one group approach from the east as another plows in from the south and move them to safety as soon as possible.



THE PIVOTAL BATTLE TAKES PLACE AT THE NORTHERN EDGE OF THE MAP AS PARTISANS RUSH IN DISGUISED AS GERMANS. IT'S EXTREMELY DIFFICULT TO EXTRICATE THEM FROM THE INTENSE CENTER OF THE BATTLE, BUT IT CAN BE DONE.

Mission 6: Spring Campaign -- Operation Konrad

We suggest selecting plenty of T-34/85s and a Katyusha because these give you the ability to rush from crisis to crisis -- and there'll be plenty of those in this nail-biting battle. The key is to position mobile armor units and the Katyushas in areas between the three defensive positions, enabling them to rush quickly to hot spots. A tactic worth considering is using all your air strikes and artillery bombardments to wipe out the Tigers and artillery pieces at the German base; they would be much harder to destroy later if they're getting constant repair from the German depot.

Mission 7: Secret Weapons

You'll need lots of hard-hitting and long-range firepower on this lengthy mission, but take along one light armored vehicle for infantry cleanup as well as an extra ammo truck because you'll be using a lot of ordnance on this adventure. ISU-152s give you the ability to shoot over the wall surrounding the German base and target deadly foes like Jadgpanthers and Sturmmösers from distance, but you don't need the three allotted you -- switch one for an IS II Heavy Tank. The factory at roughly the 12 o'clock position is the real bear: you might want to save your fighter-bombers for it.



KEEP YOUR ISU-152S TO THE REAR OF YOUR COLUMN AND TRY TO TARGET STATIONARY TARGET -- THEIR ARCED FIRE CAN EASILY MISS MOVING ENEMIES.



BEWARE THE STURMMÖRSERS THAT PROWL THE STREETS OF BERLIN. A SINGLE SHELL CAN EASILY WIPE OUT ONE OR MORE SQUADS OF FOOT SOLDIERS IF THEY'RE IN A TIGHT FORMATION!

Mission 8: The Siege of Berlin

As you might expect, the most brutal defense is near the center of town; just north of center near some derelict trolley cars is a Jadgpanther, a King Tiger, and a Sturmmörser that can cause real problems if you're not ready for them. Several mortar squads are a better choice than Katyushas because they're cheaper and can more easily fire over bombed-out buildings. There's not much strategy involved here -- just move cautiously from block to block and be ready for a brutal defense when you cross the river.

Mission 9: The Reichstag

In reality, the outcome of the Soviet assault was a foregone conclusion written in rivers of blood. The same is true here, except you can easily avoid having any of the warriors under your command suffer even the smallest scratch. Use bombing runs and artillery bombardments to dampen the first wave of attackers, pause the game and send out several recon planes, and then sit back and unleash fighter-bombers, artillery bombardments, and bomber runs everywhere you see a German standing. Just make sure you've moved the soldiers under your command to the south away from the fighting!

American Campaign

Lieutenant Jeffrey Wilson of the U.S. Army and Sergeant James Barnes of the 1st British Airborne Division couldn't have come from more different backgrounds. The former grew up facing dawn-to-dusk labor on a farm in the American heartland; the latter was a child of privilege who received private tutelage and entered the military only as a means of rounding out his education. But as the clouds of war gathered over Europe, the two proudly stood side by side, determined to roll back Hitler's armies of conquest and do their part in freeing countless millions.

Mission 1: The First Allied Troops in France

Use the two rifle squads and MG crew to eliminate the enemies in and around the bunker guarding the west bridge. Cross the bridge and send an SMG squad to clear the large house NW of the bridge and the 5-man rifle squad and machine gunners to clean out the houses at the end of street that runs from the bridge. Place one of the bazooka teams in the first house and send the other west to join up with the three previously mentioned teams and begin advancing north, anticipating the flight of the second Panzer.



ONLY ONE OF THE TWO BAZOOKAS CAN FIRE FROM THE HOUSE, BUT BOTH ARE BETTER PROTECTED AGAINST RETURN FIRE THAN THEIR COMRADES STANDING IN THE STREET.

Clean out all the troops west of the river, then move to the east bridge. Sneak the rocket soldiers and AT rifles squad to the north and set up the rifle squads to the south to pick off as many troops as possible before the first mortar squad starts firing. At that point rush the rifle squad into the bunker at the west bridge and deploy the MG and other rifle outside it, then lure German troops to this kill zone. To take out the mortar at the far side of the bridge, take the two rifle squads (completely healthy) and rush directly at it; their arcing shells will miss you as you overrun their position.

Mission 2: The First Liberated Town in France – Utah Beach

Move fast and respond quickly and you can complete this very tough mission with no losses. Take control of the two squads in the immediate vicinity and dash south to find the other three. The nearby southern artillery is easily destroyed, then bolt north and take advantage of the supply depot outside the village. Use captured and unused vehicles to form a roadblock on the lane beside the supply depot to make it easier to stop the beach-bound Germans. Grab every enemy artillery piece possible, especially the heavy gun that comes through just before the 6:00 deadline -- you can use it to shell German gun emplacements guarding the beach. Pause the game when the invasion starts and order all foot soldiers back to the surf ASAP and send your tanks through enemy lines to the supply depot. Beat back several attack waves in the village and the rest of the operation is a relative cakewalk.

Mission 3: Tiger Spotted – Near Caen, France

Take along three Priests and stay on your side of the river as much as possible at the start of the battle. More troubling than the initial Tiger are the several Panzers that show up to finish off what it started! After gaining a foothold across the river, advance through the town by using tanks to spot targets for the heavy-hitting Priests. Capturing the supply depot at the NW corner of the map without losing any of the medics or vehicles there is tricky; try enticing the surrounding Germans away from the depot and into an ambush. Use the medics you rescued to heal the British east of town.

Mission 4: Through the Bocages

Try to find a way to bring two repairers and two ammo trucks – there are nearly 500 infantry and armored units in this mission – and at least one squad with binoculars and a mine detector. After heated battles around the bridge, turn north toward the wheat field and prepare for a very hot battle – don't hesitate to retreat for repairs! Clear the field and nearby settlement to find a Tiger and a Jadgpanther (the latter might have been removed by Germans), and capture as many artillery pieces as you can man (don't forget your paratroopers!). Finishing off the last AA guns will start a timer – rush south to the huge field and prepare for three massive German attacks. A good tactic is to place the Tiger and Jadgpanther in the middle of a line and nearer to the enemies so they draw fire away from your less-powerful units. Retreat a short way after each wave and redress the line. Be sure to target the German repairers!

Mission 5: Rocket Base V-2

Bring along a couple of rifle squads with binoculars and mine detectors to clear the area in front of the factory. Don't destroy the V-2 factory first; kill the forces guarding it then start working your way around the map taking out the 88s. Save your artillery bombardments and carpet bombing for the castle at the northern edge of the map. A good formation for attacking the castle is a wedge with you in the lead, M-36 and/or other tanks on the wings, repairers in the middle, and the Priests bringing up the rear. Position your tanks just north of the railroad line beside the factory and send in Priests to destroy the interior of the factory.

Mission 6: Operation Market Garden – Arnhem, The Netherlands

Just a glance at your allotted units -- an abundance of flamethrowers and tank crews augmented by medics, MG and SMG teams, and rocket soldiers -- tells you what this mission is all about: capturing enough tanks to beat back the German advance over the Rhine bridge at Arnhem until you can evacuate your force. But the tanks will be in terrible shape when you claim them, forcing you to capture the supply depot which is tightly guarded by units aided by medics adding to the restorative power of the depot itself. As usual, try luring Germans away and into ambushes and gradually whittle down the number of defenders. Be ready to use your air power on the German attackers crossing the bridge, and have your infantry soldiers toward the rear so they can make their escape when the time comes.

Mission 7: The Battle of the Bulge

Try a force of three Calliopes, four Pershings (five counting Wilson's), seven rifle squads with binoculars and tank mines, a couple of medics, and two repairers and ammo trucks each. Immediately retreat north, about a quarter of the way to the supply dump (around the power tower) and form a semicircle facing south consisting of interspersed infantry and tanks. Keep one Calliope and one Pershing out of sight to the west; when the Germans charge they'll run into a crossfire and these two can shred them from behind. Be sure, however, to pull all your soldiers back after a few rounds of fire -- the Germans can toss Molotov Cocktails a long way! Head to the supply dump and repeat the tactic. Use your ancillary support and repairers to assist Americans to the east. Mopping up will take a while, but be patient; there's a lot of heavy metal facing you including Sturmmösers, Panthers, Panzerwerfers, and more!

Mission 8: Action That Merits the Medal of Honor

The name is somewhat misleading -- though Wilson puts on a praiseworthy show, the rest of the battle is a relatively routine search-and-destroy affair that is less taxing than your last three outings. A good lineup is plenty of Calliopes and Pershings, but take along three ammo trucks -- the Calliopes go through ordnance fast! Once you reach Wilson group your units into your preferred formation and head south. Capturing the village is the optional objective.



FIVE CALLIOPES PLAY A TUNE OF DEATH AS THEY ROLL INTO THIS HEAVILY DEFENDED GERMAN VILLAGE.



USE ONE OF YOUR INFANTRY TEAMS TO DIVERT THE STURMMÖSER AWAY FROM THE CONVOY FOR AT LEAST A FEW SECONDS.

Mission 9

Capturing the town is a simple process, but even with the arrival of artillery and the two Sluggers stopping all the trucks without losing a man can be quite challenging. The sticky wicket is the combo of the Sturmmöser and Panther that lead the way for the last truck -- you must divert one of them so you can deal with them one at a time. We used a Bazooka team hiding in the hills to the north: just a glimpse of them would cause the Sturmmöser to turn and chase them, and by

occasionally pausing you can lead it far from the convoy.

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