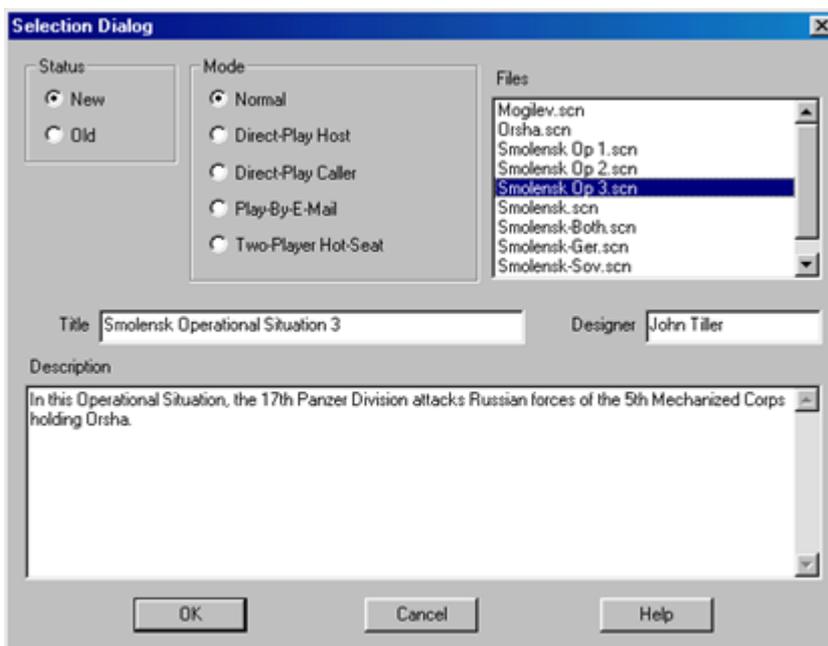
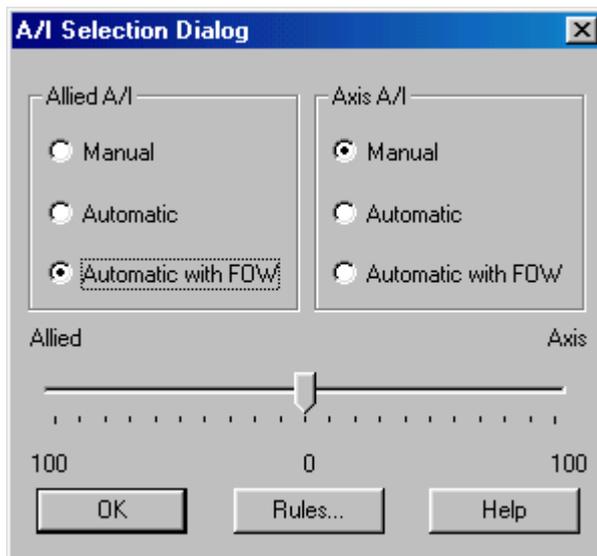


# Getting Started

This file contains instructions on how to get started with the Smolensk '41 software. If it is not already running, you should run the Main Program by clicking on the Main Program entry in the HPS Smolensk '41 program group (The HPS Smolensk '41 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 6 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: the Panzer Campaigns 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.



By default, after the introduction, 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 Smolensk Operational Situation number 3. In the list of files displayed by the File Selection Dialog, select `Smolensk Op 3.scn`. Notice that a short description of the battle 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 Germans, 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 Russian side. If we want to give the computer an advantage, we could move the Advantage slider towards Allied side, but leave it in the middle for now. 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.



The battlefield will be drawn on the screen and in the lower right-hand corner of the screen, the **Command Dialog** will appear. This dialog will appear at the beginning of each turn and tell you important information that has happened. Click on the OK button to close this dialog.

06:00 11 July 1941 Axis Turn, Turn 1 of 13, Normal Conditions, Day

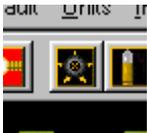
The battle begins with you in command of the 17th Panzer Division just entering the West edge of the map. Your objective is to take the city of Orsha, near the middle of the Map. Defending the city are forces of the Russian 5th Mechanized Corps. Look at the Status Bar at the bottom of the screen and you will see that it is 06:00 on 11 July and that you have 13 turns to accomplish your mission.



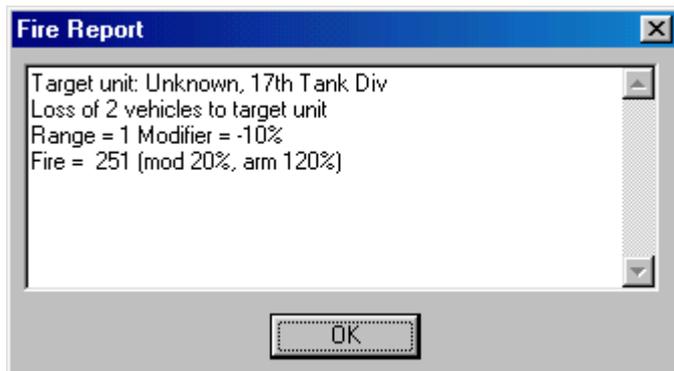
Since we are playing with Fog-of-War in effect, you cannot see any of the Russian defenders initially. You will have to perform some reconnaissance to determine their location. To do this, click using the left mouse button on the head of the German column. On the left of the screen, in the **Hex Info Area**, you should see two units displayed, the 27th Reconnaissance Battalion and the 17th Motorcycle Infantry Battalion. Left click on the picture of the 27th Reconnaissance Battalion to select it.



Now click using the right mouse button in each hex in turn along the road leading from the selected hex. As you do, you'll notice that the selected unit moves to that hex and that it becomes the new selected hex. Continue moving the 27th Recon Battalion down the road until you encounter the Russian unit in the Village.



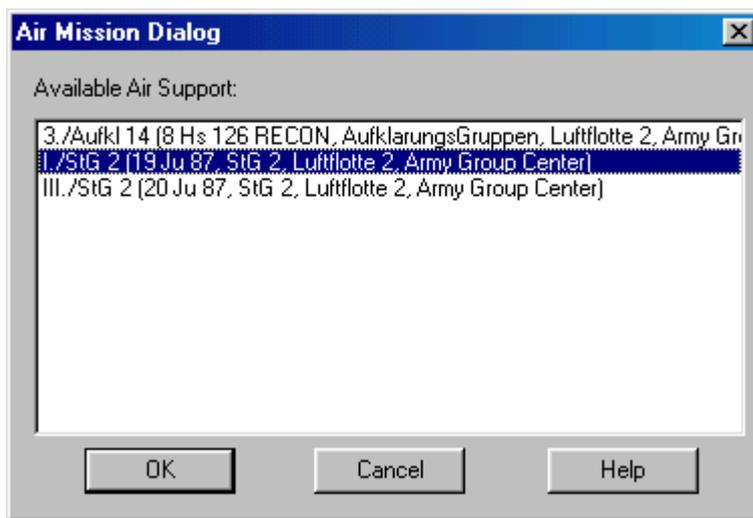
When you move adjacent to the Russian unit in the Village, it may fire on you. If so, you will get a Fire Report dialog. You can read the results of the fire and then click on OK. Notice that your recon unit has a white stripe at the bottom of the counter on the map. This indicates that the unit is in Travel Mode, that is, deployed to use Road Movement. Now that you've encountered an enemy unit, you should get out of Travel Mode. To do that, make sure the recon unit is selected, and click on the Travel Mode button in the toolbar. This action may also draw fire from the Russian unit in the Village.



Now let's fight back. With the recon unit selected, hold down the Control key (Ctrl) and right click on the Russian unit. This will cause the recon unit to fire in the Russian unit and you should then get a Fire Report. Note: if you get an Assault Status report, then you forgot to hold down the Control key. If this happens, reselect the recon unit and try again.



Let's also try calling in an Air Strike against the Russian unit. First, left click on the Russian unit. Second, click on the Air Mission button in the toolbar.



This will display the **Air Mission Dialog**. Notice that you have a RECON air unit that you can use for spotting enemy units, and 2 air combat units. Select the second air unit in the list and click on OK. Notice that you first draw some Anti-Aircraft fire from the Russian unit and then your air strike is conducted.



Now let's see if we can force the Russians out the Village. You'll notice that the 27th Recon Battalion has its Movement value displayed in Red at this point. This indicates it does not have enough Movement points to assault the Village or do any more firing. So let's bring up the I/39th Panzer. Go back to the second hex of the German column, click on the stack of two units you see there, and then click on the picture in the Hex Info area to the left of the screen of the I/39th Panzer. Now right click in each successive hex until you have moved the unit into the same hex as the recon unit. Note: since we intend to perform an assault with this unit, leave it in Travel Mode so it has enough Movement Points to perform the assault.



Now we're ready for the assault. With the I/39th Panzer selected, right click on the Russian unit. This will initiate an assault against the Village. Since we are operating under Fog-of-War, you won't be told what the assault odds are.



To conduct the assault, click on the Resolve Assault button in the toolbar. This will carry out the assault and display the assault results.



At this point, you may wish to deploy additional units from your division. Notice that you have both Panzer and infantry units available. Notice that you also have some artillery units, which are unavailable for use this turn since they are being towed. Find the two artillery units indicated in this picture (the II/41st and 631st Artillery) and make sure they are not in Travel Mode. This will unlimber the artillery and make them available for the next turn.



Notice that you can right click in the Hex Info area and get more detailed information about the units and the current hex.



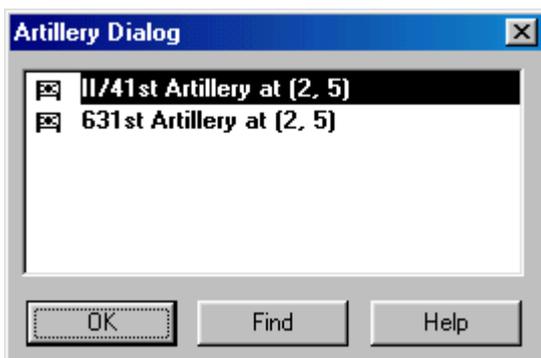
Ok, time to give the Russians a chance. Click on the Next Turn button. You will be prompted to save the battle you are playing and then the turn will be advanced.



Since the Russians are being played by the computer, you'll notice some firing takes place automatically and, in the lower-right hand corner of the screen, the **A/I Action Dialog** appears. Each time it appears, click on the Step button to advance to the next action. After a while, when you are comfortable with what the A/I is doing, click on the Run button so that it doesn't stop each time.



Once the Russian turn completes, the battle will be advanced to the next German turn. At this point, you can continue with your attack on the Russians. However, there is one more thing you should know about. Once it is your turn, click on the Artillery Dialog button in the toolbar.



The **Artillery Dialog** will appear. This will allow you to call in some artillery fire against the Russians once you encounter them. With the Artillery Dialog open, right click on a Russian hex. This will cause the selected artillery unit to fire on that hex. Notice that you can fire each artillery unit 2 times in a single turn. Once you have fired both artillery units 2 times, the Artillery Dialog will be automatically closed.

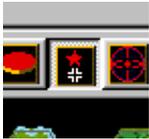


You now know most everything you need to know to continue your attack against the

Russians. There are many more units defending Orsha, but you'll have to find them yourself, either by advancing your units towards the town or by calling in an air recon mission. You should continue with what you know and begin exploring other options. Notice you can change your view perspective by using the Zoom-In and Zoom-Out buttons in the picture on the right.



To get more help, you should investigate the on-line help files. In each program, these are accessible using the Help button in the toolbar, by selecting General Help from the Help menu, or by pressing the F1 key. Also remember that you can generate printed copies of the documentation by displaying these from the Smolensk '41 program group and printing them on your printer. The best results here are obtained by printing using a current version of Microsoft Word™ instead of WordPad which has a problem with the indexes and table of contents.



Now on with the battle! Your goal in this battle is to take the Objectives in the city of Orsha. You can see where those are on the map by clicking on the Objectives button in the toolbar or by selecting the Objectives menu item in the View menu. Each of your Objectives will be indicated by an oval on the map. Furthermore, when you click on an Objective, the value of that Objective will be displayed at the bottom of the screen in the terrain box. Try to cause as many Russian casualties as you can while avoiding casualties of your own. At the end of the battle, the **Victory Dialog** will be displayed indicating the outcome of the battle. Feel free to save this battle and come back to it later if you want to do more exploring at this point or if you would really prefer to play the Russian side. Whatever file you save the battle in will be displayed when you select the Old button in the File Selection Dialog.

To get more information, see the following help files:

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