

WORLD WAR II PANZER CLAWS II

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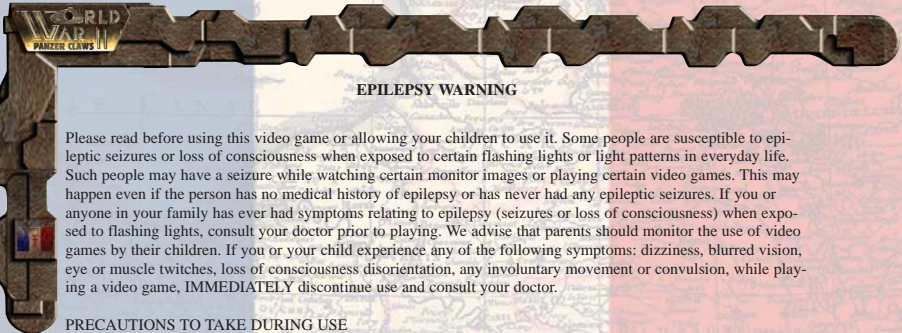
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PRECAUTIONS TO TAKE DURING USE

- Sit a good distance away from the monitor, as far away as the length of cables allow.
- Avoid playing if you are tired or have not had much sleep.
- Make sure the room you are in is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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Story

In 1940, France fell beneath the dark tide of war. During the early days of the occupation, the French government capitulated, and formed a collaborationist state. While the country was under enemy control, resistance fighters took to the hills, and back alleys. These brave souls began mobilizing for a fight against their occupiers, and misdirected government officials.

An intense new campaign takes you through the formative period of one such group of partisans, then onward as you ride shotgun through their war. You will take out enemy leadership, and then disable some of your enemy's infrastructure. You'll also have to deal with the retaliation for those actions. Later you will recruit new members, help rescue detained friends, and ultimately engage in a full-scale insurgent campaign bent on making your enemy run about in circles. The action culminates in a very daring escape!

In addition, you'll get to fight it out on dozens of new/original maps with new game types designed to test your tactical skill. Click-festers, hard core tacticians, and other types of gamers will be able to make the most of their abilities.



Main character biographies

Nova Somer (November)

Nova Somer was orphaned in 1917 when her parents were killed in a boating accident. No further details were ever made available. The Somer family, mainly bureaucrats and businessmen, gave her their family name, and saw to it that she became well educated. Nova was well cared for, but never considered herself one with her adoptive family. Daughter of a nurse,



Nova became a nurse herself at the age of 18. Soon after, she was recommended to the First Aid Nursing Yeomanry, where she earned many commendations and letters of praise for her hard work and dedication. Her duties took her to the south pacific, throughout Europe and even South America. While in lesser-developed areas of the world, she battled Malaria and Dengue fever, but learned valuable lessons about life in inhospitable environments.

In 1934 Nova volunteered for the Women's Army Auxiliary Corps, where she chose communications as her specialty. Nova proved herself to be an avid survivalist, proving time and again her ability to carry a heavy load, and keep up with her male counterparts. She also carried a reputation as an excellent marksman, so much so that competing against her was considered a fools bet. With a rifle, Nova was virtually unmatched. Additionally, many described her as being very beautiful, but carrying a lot of sadness. Though she had room, and ample justification, to be very flamboyant, and arrogant, she chose to maintain an air of stoicism and remained highly withdrawn.

Though she kept to herself socially, Nova was recognized as an exceptional team player, and a very dedicated soldier. She quickly rose through the ranks, and was eventually given a commission in the regular army. Being multi-lingual (English, German, French), and otherwise qualified, her services were sought by the Army

Intelligence Section.

In late July 1936, Nova found herself among a group of volunteers sent to augment the Republican forces fighting in Spain. It was there that Nova first encountered German troops. During a sabotage operation on an enemy munitions train, Felicia Browne, a close friend of Nova's, was slain by German infantrymen as she planted explosives. In the coming days tragedy would strike her group, as many companions were lost. Before long, Nova found herself fighting a private war. She carried the standard of her fallen friends, quickly becoming versed in the art of sabotage. Often displaying her bravado, she prided herself on being able to sneak into heavily guarded areas, to create chaos at her whim.

During the fighting, nearly all of the British volunteers were killed or wounded. Nova herself took several wounds, but never took rest that was not absolutely required. She never failed to report for duty, though she was often seen limping. While the effort in Spain was a miserable failure, Nova gained valuable combat, and information gathering experience. Soon after, she would put her talents to good use.

In 1938, as some unnamed military luminaries felt that war was an eventuality, Nova was deployed as a sleeper agent to France. There she lived and worked as a nurse until the onset of hostilities in 1939. After the fall of France in 1940, Nova, codenamed "November" became one of the first foreign agents of the British Special Operations Executive (SOE). Immediately, she began forming a group that she named "Allies of the Liberation of France" (ALF). The ALF was a network of technical experts, displaced military personnel and others concerned with disrupting the activities of occupying forces. Those first recruited by November were quickly killed or captured, but this did not deter her efforts. Many of the quality recruits were surviving, and before long, Nova had built a strong organization. In fact, by early 1941, the organization had grown into the hundreds.

With the increased numbers, cohesiveness began to break down, and several splinter organizations formed. Most of the recruits had little military experience, and proved somewhat undisciplined, which carried significant risk. More leaders were needed, but the pool of available candidates was thin. Eventually, however chance led new

leadership almost to Nova's doorstep. During a raid on a prisoner convoy, Piotr DuPuis, a displaced French Army Major, was liberated and agreed to join the fight. Later, a fringe group came back into the fold, led by a most unlikely figure... a young girl named Mina DeLocke, a farmer's daughter from northern France. Together, the three set out to reign in as many resistance groups as possible. Once they had established control, they began a campaign to disrupt enemy activity in the area.

Mina DeLocke:

Mina DeLocke was a farmer's daughter, a charmer from the day she was born. Though there were many children, and extended family were always close at hand, Mina often insisted upon being the center of attention. She amazed assembled crowds of loved ones with her athletic agility, doing flips, climbing trees, or simply running faster than anyone else present.



With a tenacity of purpose in everything she did, Mina was an avid learner of all tasks, and subjects. Most in her family described her demeanor as fiery, and sharp, though she proved to be very loving to those with whom she was in agreement. Her independence led to much personal strife in her formative years, as she yearned to explore the arts, and had inclinations toward science and technology. Instead of attending fine schools, however, Mina seemed destined to live the hard life of a farmer. Though her mind often drifted elsewhere, Mina was keen with crops and invaluable at harvest time. Not typical of women of the time, Mina prided herself on her skill with large vehicles, livestock and farm implements.

In late 1939 war came, and the family farm was ravaged amidst several artillery barrages. The first of the armies to reach the area were Germans. They came upon the region quickly, first airplanes dropping bombs, then tanks, and finally soldiers. When the German army reached the farm, Mina was some distance away, loo-

king for apples. She witnessed all present being herded onto trucks and driven away. Hiding, so as not to be seen, Mina avoided capture. The fate of her family is uncertain, though none were ever heard from again.

Being the sole survivor, Mina began a personal war against the occupying forces. Finding any weapons she could, Mina kept to the backcountry, killing enemy soldiers as they slept, or when she found them alone.

One German officer was heard to say, "It's a ghost. She walks here and there, they say. A little girl, dressed in grey. She comes by night, leaving dead men in her wake. You can hear her laughter on the wind, but you will never see her coming!" Within a year after the disappearance of her family, Mina had killed over 100 enemy soldiers. In areas where she was active, many thought her work was being done by a large organization. Eventually, word of mouth spread the legend of "The Ghost", and many German soldiers were loathsome of being left alone at night.

Eventually, the enemy began a sweep of the surrounding area, in an effort to root out "The Ghost". Mina had many close calls, and was nearly captured several times. Only her stealth and speed saved her. Knowing that luck was not infinite, Mina fled the area. She elected to hide for a time in the far south of France. She intended to return to Lorraine, to continue her grim work. Eventually, the climate would settle, and conditions would be more favorable.

Later, France fell completely, and the allied armies were forced to retreat to England. Mina watched from the bluff tops as a defeated army scrambled into the sea. In Mina's mind, this was one of the darkest times she had ever witnessed. She nearly lost hope. Eventually, a collaborationist state was set up in the south. As much as these developments sickened Mina, she found that she could more easily travel in the collaborationist areas, than in the North. In her travels, she picked up several close companions. These she trained in the deadly arts she'd been forced to master. The group led a rather nomadic existence, and a disillusioned Mina soon left the group, seeking new scenery. After a time she found herself in Normandy. Her travels led her as far as Ravenoville, where she encountered November.

Mina became a very solitary person, preferring to work alone, or with a trusted few. She's charged with coordinating covert movements of the ALF, and other Free French Partisans (FFP). Routinely, she will make contact with new partisan groups, and recruit new people into the resistance movement. She's proven exceptionally reliable in scouting routes to be traveled, conducting surveillance, and interdicting command and logistics. As well, Mina has trained herself to be a crack shot with a rifle, and can drive virtually any type of vehicle. She works tirelessly to train those operating under her to drive enemy vehicles, and master their weapons.

Piotr DuPuis

Piotr DuPuis was a career soldier. Son of a French businessman, and a Moroccan spice trader, Piotr was well versed in the rigors of international travel. His family traveled to his mother's homeland frequently, as well as to other parts of the world. He quickly learned to be at home anywhere, and to be able to blend into the general population with ease.



Entering military service in the latter stages of World War I, DuPuis earned his place as a non-commissioned officer. Soon after, he made his way to the French Foreign Legion, serving with the hallowed 11th Regiment, and 13th Battalion. After the war, he saw action in Algeria, and the all too familiar Morocco. At the end of 1939, DuPuis found himself headed to northern Europe, where his unit was tasked with helping to defend Norwegian port cities.

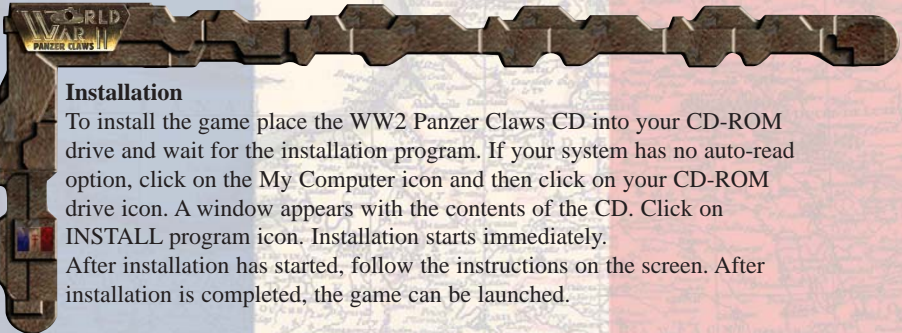
The fight did not last long, as the advancing German forces quickly overwhelmed the combined allied armies. Most units were destroyed or their personnel captured. DuPuis' unit disbanded and many members headed for the high country. Eventually, Piotr found himself in the coastal town of Arbal. There, he encountered a dying man who begged him to continue an information gathering

operation for the allies.

DuPuis soon found himself working under the direction of Allied command in London. Keeping in contact by long-range radio, Piotr led a ragged band of fighters through the high country, performing raids, and destroying bits of enemy infrastructure.

Eventually, Piotr's group was targeted by enemy secret police, and they were actively pursued until virtually all of them had been captured or killed. Those remaining were directed to head for England "by any means possible". As traveling en-masse was a sure death sentence, the group disbanded, and each man attempted to flee Europe. Most never got far. Piotr found himself to be the most successful, getting as far as France. Eventually, however, he was captured near the town of Ravenoville.

While en-route to a holding facility, partisans, later revealing themselves as the "Allies of the Liberation of France" (ALF), ambushed the transport motorcade. Piotr was rescued. He quickly identified himself as a French army officer, and many agreed to follow under his leadership. Feeling that he should not abandon these dedicated fighters, Piotr elected to stay in France, and help the underground. After meeting November, he began serving as chief of operations. DuPuis and November formed a solid partnership that lasted for the rest of the war.



Installation

To install the game place the WW2 Panzer Claws CD into your CD-ROM drive and wait for the installation program. If your system has no auto-read option, click on the My Computer icon and then click on your CD-ROM drive icon. A window appears with the contents of the CD. Click on INSTALL program icon. Installation starts immediately.

After installation has started, follow the instructions on the screen. After installation is completed, the game can be launched.

Uninstalling the game

To uninstall, click on START select Settings/Control Panel.

In the Control Panel window select Add/Remove.

The game and all installed elements are automatically removed. Only saves and maps created by the player remain

Saving the game

WW2 Panzer Claws requires enough free space on your hard drive to store saves and temporary files.

Every save needs about 150 KB.



SYSTEM REQUIREMENTS

MINIMAL

WINDOWS 98, ME, 2000, XP
PENTIUM MMX 333 MHZ
64 MB RAM
620 MB HARD DISC SPACE
DIRECTX- COMPATIBLE 3D
GRAPHICS CARD WITH 8 MB

WINDOWS COMPATIBLE
SOUND CARD
MOUSE

RECOMMENDED
HIGHEST LEVEL OF DETAIL
WITH
A RESOLUTION OF
1280X1024

WINDOWS XP PRO
PENTIUM 4 1.5 GHZ
256 MB RAM
1,2 GB HARD DISC SPACE
GEFORCE 4 TI 128 MB OR
RADEON 8500 GRAPHICS
CARD
SOUNDBLASTER LIVE 5.1

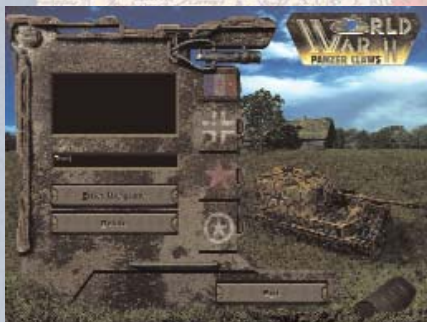
MOUSE WITH SCROLL
WHEEL
DSL INTERNET CONNECTION

LAUNCHING THE GAME

To launch the game, click on Start select WW2 Panzer Claws (Programs/Koch Media /WW2 Panzer Claws2). If the CD is not in the CD-ROM drive, a message window appears with WW2 Panzer Claws CD must be in CD-ROM drive.

SELECTING A PLAYER

You can select a player from the list or create a new player. To do this, type the name of the player in the New Player window and click on Enter the Game button. With the Delete button you can remove a player from the List.



MAIN MENU



Here you can choose one of the conflict parties, launch a multiplayer game, skirmish mode, load saves and start the map editor.

BUTTON DESCRIPTIONS:

Wehrmacht - begins the Basic Tutorial, the Special Mission and the Wehrmacht campaigns.

The Red Army - Initiates campaigns for Soviet troops.

Allied Forces - Starts Allied campaigns.

Skirmish - This mode is a battle against the computer using pre-designed maps or your own scenarios created in the editor. Maps can also be imported from the web or from friends.

Load - you can continue playing a saved game. After selecting this option a window appears with a list of previously saved games. WW2 Panzer Claws also has an auto-save option. To continue with last game, select Auto-save from the list.

Multiplayer - Starts a multiplayer game

Editor - Starts the scenario editor

Back - Jumps to the previous window

Exit - Quits the game

GAME SCREEN

After launching a campaign the main screen appears showing the interface, all commands for units and buildings and looks onto the battlefield.



- A - Camera window
- B - Toolbar
- C - Control panel
- D - Compass

A - Camera window

Presents a view of the battlefield. It occupies the largest part of the screen and is a basic element for the control of the game.

B - Toolbar

Includes information about cash levels (in web and skirmish mode) and buttons for the following options.



Map switches a spy map on and off.



Panel switches the ordering panel on and off.



Easy\Advanced mode switches the game interface from easy to advanced mode.



Orders opens the objectives dialog with briefings and goals.



Assembly point an arrival point for ordered units.



Menu opens a list of options in which you can save or load a game and make changes in game settings etc.

C - Control panel

Consists of three smaller panels:

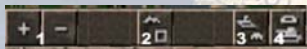


- 1 - Map
- 2 - Command panel
- 3 - Ordering panel



1 - Map

The Map panel shows the terrain of a mission. The highlighted area indicates the current field of vision in the game window. Different colored points on the map symbolize Player and Enemy units. The lower bar on the map allows the Player to set different view modes, filters, zoom in and zoom out.



1 - zooms in and zooms out

2 - view mode (photograph, isometric, simplified)

3 - view units (all, only enemy units, only Player units)

4 - view of objects (all, buildings only, units only)

Signals

Important events, points of resistance, objects to capture, arrival of reinforcements etc. are very often marked by pulsating points on the map. Pressing the Spacebar moves the camera over the point that appeared last.

2 - Command Panel

Commands for units and buildings are shown as buttons. After selecting an object or unit, a picture of it appears in the panel with a set of available commands. Commands have been divided into two groups, separated by a vertical line:



1 - Status Order (eg. Lights on/off) on the left of the dividing line

2 - Action Order (eg. Attack, Resupply Ammo) on the right of the dividing line



3 - Ordering Panel This panel is for ordering all available units and buildings and moreover calling for air support in the actual game stage. Separate buttons for each type of unit or building, from the left - armored units, infantry, base buildings, defense constructions, support. Each section shows 6 objects at the same time.

Armored units - all available assault and support units (bridge, ammo, repair vehicles). To order a selected unit you have to click on the symbol.



The progress bar informs the player how much time remains for unit to arrive on the map. Multiple clicking on the icon increases the number of ordered units. Units arrive at the assembly point symbolized by a Player's flag. Assembly points may be placed anywhere on the map ("J" key on keyboard or "Assembly point" button in the Toolbar).

Infantry - different types of infantry groups are brought to the Assembly point by truck. After unloading, empty trucks leave the game.



Base Buildings - includes all buildings needed for a base.



Defensive constructions - includes all objects needed to prepare defensive.



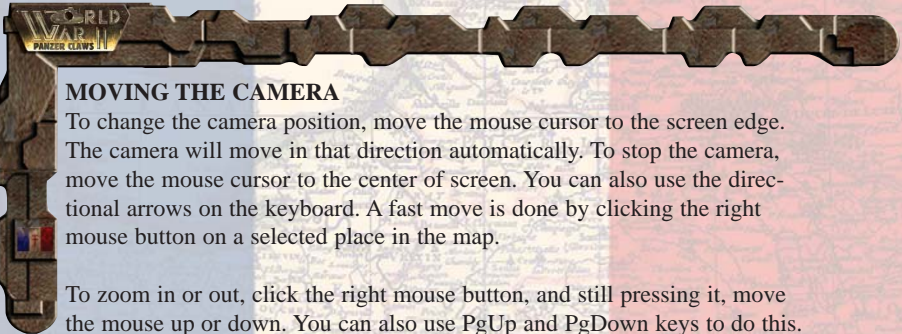
Support - includes all aerial support units (air-reconnaissance units, light and heavy bombers, rocket strikes, and long range artillery).



D - Compass

This always shows the direction of view N. S. E. W. Press "," (or "DEL") on the number pad to position the camera to face north.





MOVING THE CAMERA

To change the camera position, move the mouse cursor to the screen edge. The camera will move in that direction automatically. To stop the camera, move the mouse cursor to the center of screen. You can also use the directional arrows on the keyboard. A fast move is done by clicking the right mouse button on a selected place in the map.

To zoom in or out, click the right mouse button, and still pressing it, move the mouse up or down. You can also use PgUp and PgDown keys to do this.

Rotating the camera and changing the viewing angle is available after the Blocked camera option is disabled. (Menu/Options/Blocked camera).

To rotate the camera press the right mouse button, and keeping it pressed, move the mouse to the right or the left. The camera rotates according to the movement of the mouse. You can also use the Insert and Delete keys to do this.

Perpendicular inclination of the camera is done in the same way. Press and hold the right mouse button and move the mouse to forwards or backwards. You can also use the Home and End keys to do this.

To zoom in, push both mouse buttons and still holding up, move mouse up or down. You can use also PgUp and PgDown keys to do this.

You can switch on the spy camera mode at any moment - the camera follows a selected unit. To switch on the spy camera, select a unit, which you want to follow by camera and then push the C key. In this mode you can rotate the camera and change its angle as you wish. To switch off the spy camera mode, re-press the C key.

In WW2 Panzer Claws it is possible to reduce the scene of operations to a predefined area. Such reduction is temporary only and strictly connected with the need to complete a specified task. The area is marked with a blue colored rectangle.

GIVING ORDERS

Orders may be given for selected units or buildings only, and are divided into two groups:

Instant orders

You can give instant orders directly on the screen, March; enter building, enter vehicle etc. by clicking on the map directly (not in the order panel). These order are given by clicking the left mouse button on the object receiving orders. Depending the orders possible an animated icon, appears at the mouse cursor.

Common orders

Must be selected in the Order panel. They consist of two groups, separated by a vertical line:

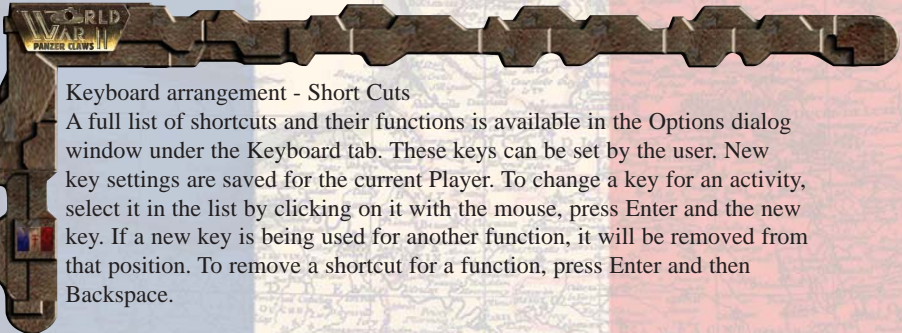
State commands - (grouped on left side of the line) change unit modes; switch lights on/off.

Action commands - (grouped on right side of the line) execution of actions for a selected unit (for example march, attack, escort). Giving these orders often requires selecting the target point by clicking in the camera field.

Attention!

Some orders (for example building pontoon bridges, creating mine fields) require making the course and direction of the construction line known. Clicking the left mouse button on the starting point and moving the mouse cursor to the finishing point, and then by clicking the left mouse button once more. While the cursor is being moved the course of the line is shown. Clicking the right mouse button aborts the order.

If you have several units with different modes, they can be standardized by marking them and selecting "lights off " for example.



Keyboard arrangement - Short Cuts

A full list of shortcuts and their functions is available in the Options dialog window under the Keyboard tab. These keys can be set by the user. New key settings are saved for the current Player. To change a key for an activity, select it in the list by clicking on it with the mouse, press Enter and the new key. If a new key is being used for another function, it will be removed from that position. To remove a shortcut for a function, press Enter and then Backspace.

CONTROLLING UNITS

Selecting Units

To select a single unit place the cursor on it and click the left mouse button. When the unit is selected, an icon symbolizing that unit appears in the Order Panel.



To select a group of units quickly, place the mouse cursor next to the group, click the left mouse button and keeping it pressed while moving the mouse. The area around the cursor is then highlighted. After you release the button, every unit in that field is selected.



Group Icon



After forming a group (key combination: CTRL + number 1-9) an icon appears above the object panel. There is a separate icon for each newly defined group.

This icon informs you if the chosen group is active (if yes, the group icon is highlighted), the number of the group is shown in the (main index), the number of units in the group in the (lower index).



REPAIRING BUILDINGS AND UNITS

To repair units or buildings, special units - repair vehicles - are used.

Wehrmacht



Red Army



Allied Forces



To repair a damaged building or unit, you have to select the repair vehicle and then click on it with the left mouse button. Setting up a state order on Repair automatically causes the repair vehicle to repair every damaged building and unit in its area (it is the quick setting). In Do not Repair Automatically Mode, the repair vehicle only reacts after clicking on a damaged unit or building.

AMMO SUPPLY

Each kind of weapon in the game needs to be re-supplied with ammunition. Re-supplying is done automatically after a unit or building has used half of its reserve, or when the player orders it by clicking on the icon Call ammo transport (if the ammo reserve is less than maximum). To equip units with ammo, you must build an Ammunition dump and buy an ammo supply vehicle.

Wehrmacht



Red Army

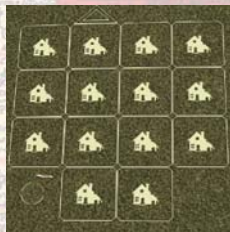


Allied Forces



ORDERING BUILDINGS

In the order panel for base buildings, there is a list of available buildings. In the defensive constructions section there are options for building defense positions. To build a construction you have to select it from the list and then mark the place on the map where it is to be built. Each building available is built with mobile modules, which are transported by special engineering vehicles to the place indicated by Player as a building site. After delivery the module gradually develops into the finished building).



If the building symbols are red it means that the place indicated is unsuitable for that building (you have to choose another place). It can be caused by uneven ground (rocks, mountains, sand, water), or its proximity to other buildings or units.

Direction of attack



The triangular icon indicates the front of building. It is important that a defensive construction, for example: Machinegun nests, face the direction of attack. You can change the direction it faces by pressing enter on the numeric keypad when placing the building.

Entering an object or vehicle



You can place your own troops in an enemy vehicle, building, defensive construction or any other building when it is empty or unmanned. Mark the unit that is to occupy the object and then move the cursor to the construction or vehicle and click again with the left mouse button. For each click one soldier enters the marked object and in that way making it yours.

BUILDINGS AND DEFENSIVE CONSTRUCTION COMMANDS



Auto-destruction - Destroying a building without leaving ruins. After pressing the auto-destruction button, a countdown begins after which the building explodes. It is possible to abort the auto-destruction command by clicking on the button with the red X symbol.



Sell - Enables the sale of buildings - Player receives 50% of the original cost.



Re-supply ammo - Calls ammo transporter to complete supplies.



Attack - Attacks any target indicated by the player, including buildings.

MINEFIELDS

Placing minefields in an appropriate area is a very efficient weapon in fighting the enemy.

Wehrmacht



Red Army



Allied Forces



After selecting a mine laying vehicle press the M key place minefield in selected area and then select an area on the map with the mouse cursor and click the left mouse button. You can select larger areas for laying mines by clicking the mouse cursor on the starting point and moving the cursor. The highlighted area around the cursor is selected. The next click confirms the order. A player's units can move without any troubles through his own minefield.

PONTOON BRIDGES AND BARRICADES

With an engineering vehicle you can build pontoon bridges and anti-tank barricades.

Wehrmacht



Red Army



Allied Forces



Under the Defensive Structures symbol (Order panel) there are two additional icons for construction commands.

Barricade construction:

After clicking on the barricade construction icon the nearest engineering vehicle is selected automatically (if none are chosen), and the mouse cursor converts into the barricade construction cursor. Then you can mark the starting point on the map where the barricade is to be built and click the left mouse button. Then move the mouse cursor to the end point of the barrier and click the left mouse button once more, after which the engineering vehicle commences the barricade construction.

Bridge construction:

After clicking on the bridge construction icon the nearest engineering vehicle is selected automatically (if none are chosen) the mouse cursor converts into the bridge construction cursor. Then you should mark the starting point on the map where the bridge is to be built and click the left mouse button. Then move the mouse cursor to the end point of the bridge and click the left mouse button once more, after which the engineering vehicle commences the bridge construction.

Note: Places available for bridge construction are highlighted after clicking on the bridge construction icon. Bridges can be built in straight lines only (north-south or east-west). A bridge cannot change direction

CAPTURING ENEMY VEHICLES

After eliminating the crew, an enemy vehicle can be taken over by the player's troops, if the enemy does not see the action, he will not know that his vehicle has been taken over. Such a vehicle can be used as a reconnaissance car to infiltrate the enemy base. That vehicle can become unmasked under one of the following conditions:

- 1) After shelling enemy vehicles or buildings;
- 2) After trying to smash enemy soldiers; and
- 3) When the enemy tries to select it (technique used in multiplayer game to check whose vehicle it is it must be selected. This corresponds to radio contact with the vehicle. Enemy vehicles do not know passwords and methods of communication, thus becoming unmasked).

SECOND ACTION MODE

By using the Shift button you are able to change auto- commands by clicking the mouse cursor on some game objects.

Action + Automatic command

Action	Automatic command	Second automatic command (activated when Shift button is pressed)
Selected combat vehicle.Mouse cursor over an enemy infantry unit.	Attack (shoot)	Smash the unit.
Infantry unit selected. Mouse cursor above that unit.	Select all units of that type in the area	Divides the platoon.
Infantry unit selected.Mouse cursor over another unit.	Select another unit.	Combines units.
Infantry unit selected.Mouse cursor over an accessible building or vehicle.	Enter the building (vehicle) command for an individual.	Enter the building (vehicle) command for the whole unit.
Manned vehicle or building selected.Mouse cursor over that facility.	Select all vehicles of given type in the area.	Exit command for an individual.

Commanders (Campaign Mode only)

Commanders play a very important role in the game.

Wehrmacht



Red Army



Allied Forces



Commanders have a higher firing rate and higher endurance, but their most important quality is their affect on subordinates. All the units remaining under a commander get a 50% damage rate increase.

RESISTANCE

November



Piotr



Mina



Pause mode

While enjoying the game you can press the Pause button at any moment to stop the game. In this mode you are able to give orders to your units and buildings, they will be executed when you return to the game. In pause mode the camera is not affected.

F1 mode

Pressing the F1 key changes the information shown on a selected object. Each time the key is pressed the info changes:

Basic mode -Shows the symbol of the army occupying that position or building.

Help mode - Projects detailed information about units, its features and all icons describing its current state, unit type and number of soldiers manning a position, or building etc.

APPEARANCE POINTS (Skirmish and Multiplayer modes)

In WW2 Panzer Claws a supply system is used similar to that under combat conditions. All ordered assault units, base buildings and defense constructions must reach a selected target point marked out on the map. A glorious victory depends on keeping supply routes open. This is as important as a strong army and a well-extended base. Objects and units arrive on the map at "Appearance Points" which are often placed at the beginning of roads or transport routes and they can be blocked and captured by players. There are three kinds of Appearance Point on the map:



Active Appearance Point - units and equipment arrive at this point.



Non-active Appearance Point- the Player can activate it by clicking on it with the left mouse button at any moment.



Neutral Appearance Point- a player whose unit passes under the Neutral Appearance Point first, takes control of it.

With the capture of enemy Appearance Points there is one rule - a player whose unit passes under the Appearance Point last, takes control of it.

The loss of all Appearance Points means losing all possibilities of ordering assault units, buildings and defense constructions. Ordered buildings and defense constructions are transported on route between the Appearance Point and the site indicated by Player. Assault units arrive at the Target Point.

Wehrmacht



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Allied Forces



This point is symbolized by a Player's emblem and can be moved at any time around the map. (J key on keyboard or Target Point button in Tool bar and selection of the site map with the mouse).

Target Points are invisible for the enemy and can be placed in the center of his base without his knowledge. All units arriving on the map head for the Target Point automatically.

SETTINGS FOR ORDERED VEHICLES

It is possible to set some modes while ordering vehicles e.g. lights on or off and Hold Position before it arrives on the battlefield. To do this, place the mouse cursor above the vehicle icon in the order panel and press the L or H key.

Ordered vehicles can be placed in groups during the ordering process. To do this, place the mouse cursor above the vehicle to be ordered in the Order Panel and press Ctrl + 1 to 9 on the keyboard. The selected vehicle joins other units with this pre selected group number.

FUNDS (Skirmish and Multiplayer modes)

To extend your base correctly and build a strong army you have to accumulate adequate funds. The method of accumulating money is standardized for every side of the conflict and is done by capturing mines and factories. Taking control of these buildings happens when your own infantry units (all types) enter the building. To control the building only one soldier is necessary but it is better to leave a larger number of them inside because of the possibility of creating defensive positions. Defense positions (machine-gun nests) can be placed in every building, factory and mine.

Attention! These buildings cannot be replaced. Destroying them means irreversible loss of a source of funds.

FACTORIES



Wehrmacht



Red Army



Allied Forces

MINES



Wehrmacht



Red Army



Allied Forces

SKIRMISH

In Skirmish mode the player can enjoy many battles with settings defined by him. This mode is used to increase experience and skills needed in Multiplayer games. Battles are fought with Multiplayer combat conditions and on suitable maps. In this mode maps created by the player in the editor are available.

START SCREEN



The Start screen is divided into four columns. The first is a list of available maps and the possibility of choosing game types. In WW2 Panzer Claws there are several game schemes available.



Sniper (Multiplayer only)

Conditions of victory:

For each person shot the team receives one point. The game is finished when both of the opposing snipers have been killed. The winner is the player or players with highest score

Economy:

Here there are no resources available. One receives one additional sniper in the case where one is killed. This does not apply if he is killed by an enemy sniper or your own marksman.

Note:

This mode is only playable on one of the special Sniper Maps (S2)

Capture

Conditions of victory:

There are one or more buildings that must be held in your possession for a certain amount of time. This time can be set and the minimum amount is three minutes.

Economy

The method of resource acquisition can be set.

Note:

This mode is only playable on special "Capture Maps (C)

Skirmish mode options (SuperStormPC V1.5)

--[SuperStorm Battle Instructions]-

The "SuperStorm Battle" mode can be selected from the game types menu of the Skirmish dialog box. You will be presented with the following options:

Team Options:

- (FFA) - Free For All - Everyone versus Everyone
- (Teams of [2/3/4/5]) - The player slots are divided into teams.
- (AI vs Humans) - The game default where AI players attack humans.
- (Teams as Factions) - Players of the same faction are allied.

If you select one of the options to team up with the AI and put yourself in a slot which will team you up, you will be asked to ally by the AI players at the start of the game. You should click to agree to ally with the players.

Weather Control:

- (No Effects) - No weather.
- (Passive) - Rain and wind effects. (Only with Graphic Details set to Medium or High in options).
- (Destructive) - Lightning Showers travel randomly across the map.

Special Options:

- (Normal) - Special Options Off.
- (Map Objects On) - Enables structures and units added to the map by the map maker. This fixes the team slots.
- (Observer) - This mode allows you to watch AI players battling it out. The map is revealed and you are allied with all players.
- (No Resource Flags) - Prevents the green map markers which alert you to unclaimed factories and mines from appearing.
- (Smash Mode) - For those who want more powerful tanks, this option makes tank and anti-tank ammo far more destructive.

Countdown Timer:

- (None) - If a player loses all mines he or she is instantly defeated.
- ([amount] mins) - A countdown will start if a player loses all mines or factories, beginning at the time you choose. When this reaches zero, the player is defeated. The countdown is cancelled if the player captures a mine or factory in this time.

To win a SuperStorm Battle game you must eliminate all enemy structures,

or force opposing forces out of all mines and factories. Select any map that isn't designated "(S2)" or "(C*)" to play this game type.

--[SuperStorm Capture Instructions]-

Select "SuperStorm Capture" to play this game. You must capture all (there may be one or more), capture objectives on the map and hold them for the amount of time set in the Countdown Timer combo box. Controls are as in SuperStorm Battle, but a Countdown Timer must be set (minimum is three minutes). A player will lose if all his/her buildings are destroyed. You must select a SuperStorm Capture map (which should be designated "(C*)" NameOfMap").

--[SuperStorm Sniper Instructions]-

SuperStorm Sniper can only be selected in multiplayer. Only Weather Options can be set in the Skirmish screen for this game type. Players get 1 point for each human, and one point for each human unit killed using one of the two Snipers. The player will receive extra infantry as he/she loses them, but from a random place on the map. The game ends when one player shoots the others' snipers; the team with the highest score then wins. Killing your own snipers will lose you the game. Choose a special Sniper map for this game type - these are normally designated as "(S2) NameOfMap".

--[Notes]-

-Custom maps for World War II may have been designed with the player slots in the wrong order. This is due to the map designer's method of not placing the starting points in order. Using these maps may result in odd alliances.

-Using "Random Positions" will also mix up the Alliance process, and may produce random alliances.

-The console stats, such as "Units destroyed" and "Total Money", are totalled for all players, and are not personal stats. In addition, they don't update until they next appear (in order to help the game run smoothly).

MULTIPLAYER

Multiplayer allows the player to do battle with other opponents in a network either in the Internet or over LAN (Local Area Network) To start a game in Multiplayer mode, click on the Multiplayer game button in the main menu.

Selection of Multiplayer Mode

To start a game, choose one of two Multiplayer modes. If the Connection type window is empty it means that your computer is not configured for Multiplayer. Check out the Multiplayer features of your operating system and ensure that DirectX is correctly installed.



To make a connection, select one of the modes and click on Initialize. If you have selected Direct Play enter the host's IP Address, or create a new session, which is explained in the next paragraph.

In the next window you can create your Multiplayer game session Create new session or join an existing session. A list of available sessions is shown in the Available sessions window. To join an existing session, select it from list and then click on the Join button.



If you create your own session, you must name it. You can also define a password for the session created. Sessions with a pre-defined password can only be joined by players who know the password.

It is recommended, that the player with the fastest computer creates a session.

Defining Multiplayer Parameters



Game parameters can be created in the same way as in Skirmish mode.

Other players can only decide on their choice of side.

During the definition of parameters, players can communicate with each other by text window.

The game is launched by the player who created the

session, by clicking on the Start button, provided that other players have clicked on "Ready".

Suggestion: To increase the efficiency of the game we recommend playing the game with a limited quantity of units. If every player has a fast computer and every player uses a fast network, you can decrease limits or ignore them.

EARTHNET

If your computer is connected to the Internet, you can play WW2 Panzer Claws and challenge other players from all over the world to a duel over EarthNet.



To use EarthNet choose a protocol from the list in the Connection type window. Click on EarthNet and Initialize.

In the next window you can add addresses with names of new servers to the existing list- Add button. You can also remove servers from list - Remove.

To connect with a selected server you have to click on the Connect button.

After connecting with EarthNet server you can join an existing session or create a new one.

EarthNet servers manage statistics of weekly, monthly and global scores. On EarthNet servers there are also chat channels - public and private (each player can create his own channel), in which players can communicate with each other by sending text communications.

During the first connection with the EarthNet server registration is necessary, done by completing the form shown below. During following connections the player types his ID and password in and gets access to his account.

After authorization, the player moves to the main window on the EarthNet server.

Here, the player has the following options.

- Create his own chat channel
- Create his own game session
- Project statistics: weekly, monthly, global
- Join an existing session
- Enter an existing channel



USING INFANTRY UNITS

Infantry groups, in spite of apparent weaknesses in comparison to armored units, are very strong troops. For example correct use of anti-tank squads enables the destruction of even the heaviest enemy tank. Snipers have long-range guns and are able to shoot enemy infantry from far away. Grenadiers destroy buildings and bunkers perfectly, paratroopers can be dropped anywhere on the map and can contribute to victory through surprise.

But the most important feature of infantry groups is that they can capture buildings, defensive constructions and conquer vehicles. Every building which is free from enemy units can be used as shelter for a player's groups. Hidden units can shoot efficiently using buildings as additional cover. When an enemy vehicle crew is killed the player can take the vehicle over by manning it with his own troops and incorporate that vehicle into his own army.

Only infantry groups can capture factories and mines, which results in the accumulation of funds in Skirmish mode and in Multiplayer.

COMBAT UNIT ICONS



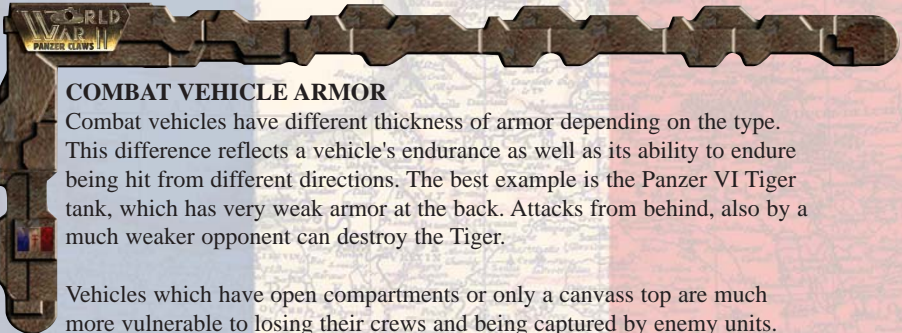
In WW2 Panzer Claws 2 there are many types of combat units. For maximum simplification a special system of icons has been applied to make identification easier.

Icons describing types of vehicle are placed in the upper right hand corner of the selection frame.



Basic dependence between unit types:

Icon	Description	Eliminate	Destroyed by
	Infantry		
	Grenadiers		
	Paratroopers		
	Assault infantry		
	Anti-Tank Squads		
	Snipers		
	Flame-thrower squads		
	Machine-gun group		
	Commander		
	Anti-aircraft vehicle	Aircraft	
	Infantry transporter		
	Armored infantry transporter		
	Armored car		
	Light tank		
	Medium- tank		
	Heavy tank		
	Super tank		
	Light tank destroyer		
	Heavy tank destroyer		
	Howitzer	Buildings, defenses	
	Rocket launcher	Buildings, defenses	
	Ammunition supply vehicle		
	Repair vehicle		
	Engineering vehicle		



COMBAT VEHICLE ARMOR

Combat vehicles have different thickness of armor depending on the type. This difference reflects a vehicle's endurance as well as its ability to endure being hit from different directions. The best example is the Panzer VI Tiger tank, which has very weak armor at the back. Attacks from behind, also by a much weaker opponent can destroy the Tiger.

Vehicles which have open compartments or only a canvass top are much more vulnerable to losing their crews and being captured by enemy units.

CAMOUFLAGE



Every vehicle in the game can be switched over to camouflage mode.

To do this, you have to select a vehicle and then press the camouflage icon.

A camouflaged vehicle is unable to move but because of the mode identification is much harder for enemy vehicles (minus 50% of the normal identification range). This limit does not concern enemy aircraft and situations in which camouflaged vehicles start shooting at the enemy. Another click on the camouflage icon and the vehicle returns to normal mode.



WEHRMACHT - UNITS

RECONNAISSANCE AND TRANSPORT VEHICLES

Kubelwagen

Light scout car, which is a battle version of Volkswagen "Garbus". Used as a reconnaissance and command car. It has been producing in few versions.

Kubelwagen

Light Scout Car

Dam. Tank: none

Dam. Human: medium

Dam. Pillbox: light

Def: light



Commander's Kübelwagen

This vehicle was often used as a staff car

Dam. Tank: minimal

Dam. Human: medium

Dam. Pillbox: light

Armor: medium



Zundapp Z75 und BMW R75 Motorcycle

Around 1930 these motorcycles proved to extremely useful for the military.

They were often used for scouting and reconnaissance purposes and were armed with a light machine gun

Dam. Tank: light

Dam. Human: medium

Dam. Pillbox: medium

Armor: medium



SdKfz 250

Light armored halftrack. Construction was based on the Demag artillery transporter. From 1941 the first serial vehicles took part in battle as unit equipment. Apart from standard equipped vehicles some models were manufactured with armored turrets, some as artillery observation vehicles, support, command and communication vehicles. Number of vehicles made of all types totaled 6628.

SdKfz 250/9

Light Armored Halftrack

Dam. Tank: none

Dam. Human: medium

Dam. Pillbox: light

Def: Light



SdKfz 250/1

Light Armored Halftrack

Dam. Tank: none

Dam. Human: medium

Dam. Pillbox: light

Def.: light



SdKfz - 221/222

Four-wheeled, light armored reconnaissance cars, introduced as military equipment in late thirties. Version 221 was armed with a machine gun only, but version 222 had an extra 20mm gun. From the beginning of war, SD KFZ 221 was often rearmed with a 7.92 mm or 28 mm armor piercing guns. Armor was reinforced to 30 mm. The Germans made 339 vehicles of the 221 version and 989 examples of version 222.

Light Armored Car

Dam. Tank: none

Dam. Human: medium

Dam. Pillbox: light

Def.: light

Sdkfz 231



Used especially during the initial phases of the war, six-wheeled armored cars, constructed on a truck chassis. They were for road use only being completely unsuitable for use in terrain. 123. Examples were produced.

Light Armored Car
Dam. Tank: none
Dam. Human: heavy
Dam. Pillbox: light
Def.: light

Transport truck

The Wehrmacht used these 2.5-ton trucks to transport troops and supplies

Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Armor: medium



PANZERS

Panzer II

Because of production problems with Panzer III and IV tanks, resulting in big delays, it was decided to manufacture the battle vehicle Panzer II. It was a light tank armed with a 20 mm gun KwK 30 and 7.92 mm machine-gun. Thirteen different models of the Panzer II were produced between 1935-43.

Light Tank

Dam. Tank: light
Dam. Human: none
Dam. Pillbox: light
Def.: light



Panzer III

The Long awaited medium Panzer III appeared in 1936 making up the substance of the Wehrmacht armored divisions until 1942. Panzer III models from types A to E were armed with a 37 mm short gun. The large turret of the Panzer III made it possible to rearm tanks with a short 50 mm cannon, later with a long barrel 50 mm gun and finally with a 75 mm gun in the N version. In 1941 the first models of type J were constructed armed with a 50 mm KwK 39 L/60 gun. Production of the Panzer III was closed in 1943 after 6000 examples of the tanks were made but many vehicles participated in battles until the end of the war.

Light Tank

Dam. Tank: light
Dam. Human: none
Dam. Pillbox: light
Def.: light



Panzer IV

Larger than its predecessors, the Panzer IV had five crewmembers. Experience gained during battles in Poland revealed its weak spot. The armor was far too thin, which prompted the Model E to be made and reinforced with a 30 mm steel plate in the front. With the progression of the model constructors aspired to increase the firepower by changing the gun and increasing the thickness of the armor. Model F then appeared with 75mm short gun KwK L/24 and was then changed to the new, longer Kw.K.40 L/43 gun and the front armor was reinforced to 50 mm. Tank turrets were modernized, tracks widened and lateral covers for tracks were added. That constituted the new model F2. It was renamed as Model G in June 1942. In Model H a 75 mm KwK L/48 gun was mounted with a barrel almost twice as long as the one on the last model. Additionally the thickness of the armor was increased to 80 mm. In December 1942 it was decided to modernize it further. The new tank had an increased inclination of armor plating and the drive wheels on the chassis were changed. The new model was named Panzer IV. Model J and production began in February 1944. Production was continued until the end of the war and about 8500 tanks were made. (All models).

Panzer IV E

Medium Tank

Dam. Tank: medium
Dam. Human: none
Dam. Pillbox: light
Def.: medium



Panzer V Panther

The order for the construction of this tank was given after the analysis of a captured Soviet T-34 tank. Production started in September 1942, the first examples of the Panzer V Model A had 60 mm armor plating and first went into service in November 1942. The Panther was armed with a quick loading, fast shooting 75 mm cannon. The standard Model D was produced from January 1943. In 1944 the last model, Panzer V Model G, was introduced to the army with amendments to equipment and armor, also an increased plating angle on the hull. Modifications were also made to simplify the production process. The last Panther models were equipped with infrared night vision systems for combat after dark. Up to the end of the war 5814 examples of the Panther were produced. The self-propelled cannon Jagdpanther was built on the basis of the Panther construction.

Heavy Tank

Dam. Tank: heavy
Dam. Human: none
Dam. Pillbox: light
Def.: heavy



Panzer VI Tiger

The Heavy Tiger tank came to existence in the Henschel factory as the results of heavy tank research from 1937 onwards. The construction had a weight of 56 tons, 100 mm thick armor plating and armed with a KwK 36 L/56 88mm gun able to penetrate 105 mm thick armor from a distance of 1000 meters. It meant danger for every Allied tank. Situations arose where a single German tank made a stand against whole groups of enemy. Tigers were being produced from August 1942 till August 1944, when they were replaced by the King Tiger. Total quantity of tanks built. 1350.

Super Tank

Dam. Tank: super
Dam. Human: none
Dam. Pillbox: light
Def.: super



Panzer VIB King Tiger

The King Tiger was the last of the large German tanks introduced into combat during the war. Production started in 1943, and the King Tiger's first battle was in the USSR in May 1944. The total quantity of King Tiger tanks produced up to the end of the war was about 487. The King Tiger was the improved version of the Tiger tank. The front armor plating was inclined - similar to the Panthers or Russian T-34. From all the tanks taking part in the war, the King Tiger had the heaviest armor: at the front was 150 mm thick, with an inclination of 40 degrees, the front of the turret, 180 mm thick; flanks and back 80 mm thick. Because of such strong armor plating at the front of the tank it was resistant to every Allied tank in a head on attack.

Super Tank

Dam. Tank: super
Dam. Human: none
Dam. Pillbox: light
Def.: super



ANTI-TANK VEHICLES

Marder III

Marder III - was constructed based on the Czech LT 38 tank and later on the chassis of the PzKpfw Panzer. A 75 mm gun was mounted on an opened three-flanked position and had a four-man crew. 437 examples of the Marder III were made the Wehrmacht soon found that the front of vehicle was excessively heavy and it sank in snow and mud very easily. Changes were introduced and the engine was moved to the center and the gun to the back of the vehicle. Production of this variant started in mid 1943 and 799 units were built.

Light Tank Destroyer

Dam. Tank: super
Dam. Human: none
Dam. Pillbox: light
Def.: light



Nashorn

Self-propelled anti-tank gun. The Prototype was built in November 1942 with half-covered tracks, was based on the chassis of the Panzer IV tank and was equipped with an 88mm L/71 Pak 43J1 gun. Its first name was Hornisse (Hornet). They were very maneuverable and had a top speed of 42 KPH. Total production reached 473 units. They were then replaced by the Jagdpanther.

Light Tank Destroyer

Dam. Tank: super
Dam. Human: none
Dam. Pillbox: light
Def.: light



Ferdinand

The Ferdinand was the perfect 88 mm L/71 anti-tank gun. Total production reached 90 examples, which were also named "Elephant". They first went into combat in the attack on Kursk "Operation Citadel" 1943. Its main disadvantages were its low speed and lack of machineguns (in the first versions) and were support equipment for infantry. Although the Ferdinand was able to destroy every tank it met, The Red Army had no problems neutralizing it by attacking at its weak spot, from behind.

Heavy Tank Destroyer

Dam. Tank: super
Dam. Human: none
Dam. Pillbox: light
Def.: heavy



Jagdtiger

Heavy, self-propelled anti-tank gun based on the Panther chassis (Panzer V) and was introduced to battle in 1944. The Jagdtiger was armed with an 88mm Pak 43/3 L/71 gun. 382 of these colossal destroyers were made.

Jagdtiger

Super Tank Destroyer

Dam. Tank: super
Dam. Human: none
Dam. Pillbox: medium
Def.: super



Hetzer

German tank-killer, armed with an MG34 gun and PAK 39 75 mm (L/43 or L/48) gun, mounted on a revised chassis of the Czech LT-38 tank. Construction began 1943 and was produced continually until the end of the war. In spite of exceptionally limited room for the crew, it was a very efficient weapon. Total production reached 1577 vehicles up to May 1945.

Medium Tank Destroyer

Dam. Tank: super
Dam. Human: none
Dam. Pillbox: light
Def.: medium



ASSAULT GUNS

StuG III/IV

In 1940, during the invasion of France the StuG III Model entered the theatre of war. It was different to a tank because of the lack of a rotating turret. In spite of limited shooting capabilities this weapon was successful because of its simple construction and low cost. There were many versions produced, differing in weaponry and chassis type. Total production reached about 12000 StuG III and IV guns (signification StuG IV for the Panzer IV chassis).

Medium Sturm Cannon

Dam. Tank: medium
Dam. Human: none
Dam. Pillbox: light
Def.: medium



SELF PROPELLED GUNS

Wespe

Constructors made use of a modified Panzer II chassis and hull. Armed with a 105 mm howitzer it was produced from the beginning of 1942. It was used mainly in squadrons of self propelled guns in armored divisions and was the most popular gun of its class being used in the German army. To the end of 1943, 835 were made including 159 examples especially adapted as ammunition transporters.

Medium Howitzer

Dam. Tank: light

Dam. Human: medium

Dam. Pillbox: medium

Def.: medium



Hummel

Hummel, German self propelled cannon equipped with a heavy 150 mm howitzer on a chassis based on the Panzer IV tank. The vehicle turret was open topped and the gun was placed in a second deck on the superstructure.

Medium Howitzer

Dam. Tank: light

Dam. Human: medium

Dam. Pillbox: medium

Def.: medium



ANTI-AIRCRAFT VEHICLES

Ostwind I

German anti-aircraft tank; consisted of a 37 mm Flak 43 gun, installed in a rotating armored turret, on the Panzer IV chassis. In 1944 the last series of vehicles armed with four coaxial 30 mm guns was produced.

Anti Aircraft

Dam. Tank: none

Dam. Human: none

Dam. Pillbox: none

Dam. Aircraft: medium

Def.: light



ROCKET LAUNCHER

SdKfz 251-1 Rak

The most well known armored transporter used in the German army. Produced in four basic versions, differing in hull construction elements. Up to the end of the war total production reached 15,252 examples in several variations. In battle they took a part as standard infantry and armored grenadier transporters, communication and command vehicles, sapper cars and as ambulances. They were armed with anti-aircraft weapons, flame-throwers, mortars, armor piercing guns and also rocket launchers.

SdKfz 251-1 Rak Rocket Unit

Dam. Tank: medium

Dam. Human: heavy

Dam. Pillbox: heavy

Def.: light



SPECIAL VEHICLES

Truck with assault infantry

Unarmed infantry transporters.

Truck with assault infantry

Dam. Tank: none

Dam. Human: none

Dam. Pillbox: none

Def.: light



Mine laying vehicle

Able to create mine fields in large areas. Unarmed.

Dam. Tank: none

Dam. Human: none



Dam. Pillbox: none
Def.: light

Mine Clearance units
Medium tank equipped to bring mines to explode. Used in battle to clear mines for following units.
Tank with mine exploder
Dam. Tank: medium
Dam. Human: none
Dam. Pillbox: light
Def.: medium



Repair vehicle
Unarmed vehicle used to repair damaged vehicles, defense constructions and base buildings.
Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Def.: medium



Engineering vehicle
Unarmed, equipped to build pontoon bridges.
Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Def.: medium



Ammo transporter
The only unit that can supply ammunition. Unarmed.
Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Def.: medium



Command vehicle
Staff Car. Unarmed.
Command vehicle
Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Def.: light



Mk3 Ausf C SP - Mk3 Amphibious tank.
Built mainly before 1943 the Mk3 Ausf C SP was a waterproof version of the MK2 tank
Supported by pontoons on its sides and armed with a 50 mm cannon. With its 17 tons it was surprisingly light, but very rarely came into amphibious deployment.
Dam. Tank: light
Dam. Human: medium
Dam. Pillbox: medium
Armor: medium

800mm Railroad Cannon Dora - (Big Bertha)

This 800 mm cannon required several hundred men to transport it. Only once was this monster cannon used on the eastern front in the Crimea and it only fired fourteen rounds. According to intelligence reports it was later seen in Normandy
Damage against everything: very high
Armor: medium

AIRCRAFT AND SUPPORT

Light bomber
Single assault aircraft for eliminating single strongly held targets.



Heavy bomber
Blanket-bombing of larger enemy targets.



Reconnaissance aircraft

Circles selected targets identifying enemy units. Most efficient at night especially when the enemy moves without lights.



Heavy artillery

Used for raking an indicated area with highly destructive firepower. High caliber cannon batteries, most efficient at eliminating strong defenses, anti aircraft batteries and large groups of infantry.



V1 Rocket strike

Causes massive explosions. Destroys the strongest units and defensive positions.



INFANTRY UNITS

Infantry

The basic infantry unit in the game Armed with rifles. Medium firing range and a low rate of fire.

Dam. Tank: none

Dam. Human: light

Dam. Pillbox: none



Assault infantry

Armed with sub-machineguns, has shorter firing range but is fast shooting and highly efficient at close quarters.

Dam. Tank: none

Dam. Human: medium

Dam. Pillbox: none



Paratroopers

The same armament as the assault infantry and can be dropped any where on the map, especially effective on attacks behind enemy lines.

Dam. Tank: none

Dam. Human: medium

Dam. Pillbox: light Paratroopers

Dam. Tank: none

Dam. Human: medium

Dam. Pillbox: light



Snipers

Armed with special rifles. They have the longest firing range and are very dangerous to enemy units.

Dam. Tank: none

Dam. Human: heavy

Dam. Pillbox: none



Anti Tank Squad

Armed with bazookas they are able to destroy even the heaviest enemy tank, especially if they have no infantry cover.

Dam. Tank: super

Dam. Human: none

Dam. Pillbox: light



Machine-gun group

A long range and high damage rate, especially efficient in battle, when making use of buildings as cover.

Machine-gun group

Dam. Tank: none

Dam. Human: heavy

Dam. Pillbox: light



Grenadiers

A unit adapted to eliminating enemy buildings and defensive constructions.

Dam. Tank: medium

Dam. Human: medium

Dam. Pillbox: medium



Flame-thrower Squads

Very low range, but exceptionally efficient against armored vehicles, infantry and defense constructions.

Dam. Tank: super

Dam. Human: super

Dam. Pillbox: super



Crew

Vehicle crews have pistols only. Very low range and fire power. Crews are better left out of combat.

Dam. Tank: none

Dam. Human: light

Dam. Pillbox: none



RED ARMY UNITS

RECONNAISSANCE AND TRANSPORT UNITS

BA-20

Prototypes of the BA-20 light armored car were based on the chassis of the GAZ-M1 car. There were wheel variants as well as rail versions produced. In 1938 it was modernized by installing a new type of turret and a special radio antenna. BA-20's were used during all battles until the end of the war. 2013 vehicles of this type were produced.

Light Armored Car

Dam. Tank: none

Dam. Human: heavy

Dam. Pillbox: light

Def.: light



Ural Motorcycle

The Ural motorcycle was mostly a copy of the German Zündap. Armed with a 30 caliber machinegun it was deployed mainly as a scout ing machine.

Dam. Tank: light

Dam. Human: medium

Dam. Pillbox: light

Armor: light



Halftrack

Armored, halftrack infantry transporter, made in the USA. Introduced into use for the Red Army as Allied assistance. Total quantity introduced during the war was 2908.

Light Armored Vehicle

Dam. Tank: none

Dam. Human: medium

Dam. Pillbox: light

Def.: light



TANKS

T-26

Construction of this light tank was based on the British Vickers tank. Its main task was infantry support. The T-26 was produced in 20 construction series, differing in armament, armor, turret construction and auxiliary equipment. Self propelled cannons; the SU-1 and SU-5 were based on its chassis construction. 12600 examples were made between 1931 and the end of the war.

Light Tank

Dam. Tank: light

Dam. Human: none

Dam. Pillbox: light

Def.: light



T-34/76

The T-34/76 Medium tank was the best-known Soviet tank. Perfectly profiled armor, a powerful Diesel engine and an efficient 76,2 mm cannon contributed to its successes. Produced from 1940 and continuously modernized was extremely dangerous for enemy vehicles. Five models of the T-34 were made; 1940, 1941 (thicker armor plating and a new cannon), 1941/42 (revised armor), 1942 (armor revised and running gear), 1943 (armor changed and turret modernized).

Medium Tank
Dam. Tank: medium
Dam. Human: none
Dam. Pillbox: light
Def.: medium



T-34/85

After analysis of the battle results of Kursk, it was decided to equip T-34/76 tanks with an 85 mm cannon. Mass production was started in January 1944. In spite of increased weight, it kept its speed and maneuverability and with its powerful cannon could compete with German "Panthers", which had a 75 mm cannon. 21000, T34/85 tanks. Were made up to May 1945.

Medium Tank
Dam. Tank: medium
Dam. Human: none
Dam. Pillbox: light
Def.: medium



T-35

In July 1932 the prototype of T35 tank came into existence. It had 5 turrets in which were installed a 76,2 mm cannon, two 45 mm caliber guns and three 7.62 caliber machine-guns. Later versions received two extra machine-guns and considerably thickened armor. The first serial vehicles were introduced in June 1934 and production was finished in 1939. The total quantity reached 61 examples. The SU-14 self-propelled gun was based on the T-35 chassis.

Medium Tank
Dam. Tank: medium
Dam. Human: medium
Dam. Pillbox: medium
Def.: light



KW-1

In February 1939 design work KW heavy tanks began. Construction characteristics were very powerful weapons and unusually thick armor. The first series, KW-1, were equipped with a 76,2 mm cannon. KW-2 versions had a considerably extended turret with a 122 mm gun and later a 152 mm howitzer. At the beginning of the war, The Red Army had 636 KW tanks. In the second half of 1942, a modernized KW-IS and in autumn 1943, KW-85, with an 85mm cannon. At the end of 1943, the KW tank was regarded as the best tank of its class in the world. Based on the KW chassis vehicles with flame-throwers were made, KW-8 and with a 122 mm cannon, KW 9. Also based on this model was the SU-152 self-propelled cannon.

Heavy Tank
Dam. Tank: heavy
Dam. Human: none
Dam. Pillbox: light
Def.: heavy



IS-2

The heavy tank IS, Iosif Stalin, was introduced to the Red Army on 8th August 1943 and 107 examples were made armed with 85mm cannons. Shortly after production started production of the IS-2 began armed with a 122mm gun. Models with an 85 mm cannon with a lengthened barrel and a 100 mm cannon were tested. Up to mid 1945, 3483 IS-1 and IS-2 tanks and with a 100 mm cannon were produced. Many self-propelled guns were based on its chassis also including prototypes of the ISU-122 and ISU-152 serial tanks.

Super Tank
Dam. Tank: super
Dam. Human: none
Dam. Pillbox: light
Def.: super



IS-3

This tank appeared on battlefield at the beginning of 1945. It had an armor arrangement based on inclined plating which increased resistance to enemy fire. Its hull was one molding and the turret received a modern, streamlined form. The first serial tanks took part in the offensive on Berlin and in battles around Balaton, Hungary in March 1945.

Super Tank
Dam. Tank: super

Dam. Human: none
Dam. Pillbox: light
Def.: super



TANK DESTROYERS

SU-76

Manufactured on a modified T-70 chassis the SU-76 was a lightly armored self-propelled gun with an open or covered turret depending on the version and carried a 76.2mm cannon. 12671 tanks were made up to the end of the war. The SU-76 was fast and very maneuverable and a very dangerous opponent to all enemy light and medium tanks.

Light Tank Destroyer

Dam. Tank: super

Dam. Human: none

Dam. Pillbox: light

Def.: light



SU-85

This very successful, fast and efficient vehicle followed the SU-122 along the production line. Armed with an 8.5mm cannon it always got good results in the battlefield despite its weak spot. It had no machine gun on board which made it extremely vulnerable to infantry soldiers. 2050 examples of this tank destroyer were made up to September 1944.

Medium Tank Destroyer

Dam. Tank: super

Dam. Human: none

Dam. Pillbox: light

Def.: medium



ISU-122

Type IS heavy tank chassis was used to construct new types of self-propelled cannons ISU-122 and ISU-152. At first it was produced as automotive cannon with 152.4mm cannon-howitzer. Because of some troubles with providing enough quantity of arming, there has been started production of cannon with 122 mm cannon simultaneously. Production of it reached 1500 copies.

Heavy Tank Destroyer

Dam. Tank: super

Dam. Human: none

Dam. Pillbox: light

Def.: heavy



AUTOMOTIVE HOWITZERS

SU-122

This construction came to existence in 1942 and was based on the T-34/76 tank chassis. Armament consisted of a 122 mm howitzer. It was designed to destroy infantry battle positions and bunkers.

Medium Howitzer

Dam. Tank: light

Dam. Human: medium

Dam. Pillbox: medium

Def.: medium



ISU-152

The ISU-152 cannon was a modernized version of the SU-152 produced on the heavy IS chassis. Production started in the middle of 1943 and 1000 examples were made

Dam. Tank: light

Dam. Human: medium

Dam. Pillbox: medium

Def.: Medium



ANTI AIRCRAFT VEHICLES

ZSU-37

To provide cover for armored units from enemy aircraft, an anti aircraft tank was designed and constructed. The most adequate tank chassis for this vehicle proved to be the SU-76, with an open topped gun turret. Production

started in the middle of 1944 and until the end of war the Red Army was provided with 70 vehicles. Production stopped in 1948 and total of 340 ZSU-37's were made.

Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Dam. AirCraFt: medium
Def.: medium



ROCKET LAUNCHER

Katiusha

Field rocket-launcher. Used for the first time on 15 July 1941 at Orsza. During the war BM-8 (82 mm), BM-13, BM-31 and other launchers were made and placed on cars, tractors and tanks.

Dam. Tank: medium
Dam. Human: heavy
Dam. Pillbox: heavy
Def.: light



SPECIAL VEHICLES

Truck with assault infantry
Unarmed infantry transporter.

Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Def.: light



Mine laying vehicle

Able to create minefields in large areas. Unarmed.

Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Def.: light



Mine Clearance units

Medium tank equipped to bring mines to explode. Used in battle to clear mines for following units.

Mine Clearance units
Dam. Tank: medium
Dam. Human: none
Dam. Pillbox: light
Def.: medium



Repair vehicle

Unarmed vehicle used to repair damaged vehicles, defense constructions and base buildings.

Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Def.: medium



Engineering vehicle

Unarmed, equipped to build pontoon bridges.

Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Def.: medium



Ammo transporter

The only unit, which can supply ammunition. Unarmed.

Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Def.: medium



Command vehicle
Staff Car. Unarmed.
Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Def.: light



T-38 Amphibious Vehicle
Amphibious troop transporter with light weapons
Dam. Tank: light
Dam. Human: medium
Dam. Pillbox: light
Armor: medium



T-40 Amphibious Tank
Dam. Tank: light
Dam. Human: medium
Dam. Pillbox: medium
Armor: medium



AIRCRAFT AND SUPPORT

Light bomber
Single assault aircraft for eliminating single strongly held targets.
Light bomber



Heavy bomber
Blanket-bombing of larger enemy targets.



Reconnaissance aircraft
Circles selected targets identifying enemy units. Most efficient at night especially when the enemy moves without lights.



Heavy artillery
Used for raking an indicated area with highly destructive firepower. High caliber cannon batteries, most efficient at eliminating strong defenses, anti aircraft batteries and large groups of infantry.



Rocket Attack
A rocket strike of massive destruction is able to seriously damage the strongest units and defense positions.



INFANTRY UNITS

Infantry
The basic infantry unit in the game Armed with rifles. Medium firing range and a low rate of fire.
Dam. Tank: none
Dam. Human: light
Dam. Pillbox: none



Assault infantry
Armed with sub-machineguns, has shorter firing range but is fast shooting and highly efficient at close quarters.
Dam. Tank: none
Dam. Human: medium
Dam. Pillbox: none



Paratroopers
The same armament as the assault infantry and can be dropped any where on the map, especially effective on attacks behind enemy lines.
Dam. Tank: none
Dam. Human: medium
Dam. Pillbox: light



Snipers

Armed with special rifles. They have the longest firing range and are very dangerous to enemy units.

Dam. Tank: none

Dam. Human: heavy

Dam. Pillbox: none



Anti tank Squad

Armed with bazookas they are able to destroy even the heaviest enemy tank, especially if they have no infantry cover.

Dam. Tank: super

Dam. Human: none

Dam. Pillbox: light



Machine-gun group

A long range and high damage rate, especially efficient in battle, when making use of buildings as cover.

Dam. Tank: none

Dam. Human: heavy

Dam. Pillbox: light



Grenadiers

A unit adapted to eliminating enemy buildings and defensive constructions.

Dam. Tank: medium

Dam. Human: medium

Dam. Pillbox: medium



Flame-throwers

Very low range but exceptionally efficient against armored vehicles, infantry and defense constructions.

Flame-throwers

Dam. Tank: super

Dam. Human: super

Dam. Pillbox: super



Crew

Vehicle crews have pistols only. Very low range and fire power. Crews are better left out of combat.

Dam. Tank: none

Dam. Human: light

Dam. Pillbox: none



ALLIED FORCES - UNITS

RECONNAISSANCE AND TRANSPORT VEHICLES

Jeep

Small, light and extremely maneuverable all terrain scout car, mass-produced during the Second World War. Recognized as one of the best terrain cars in the world.

Dam. Tank: none

Dam. Human: medium

Dam. Pillbox: light

Def.: light



M8 Greyhound

The Greyhound became the standard equipment of American reconnaissance groups. It was originally planned as light tank destroyer, but because its armor plating was not strong enough it was re-classed as an armored car. 3844 Greyhounds were produced.

Light Armored Car

Dam. Tank: none

Dam. Human: heavy

Dam. Pillbox: light

Def.: light



M3 Halftrack

Introduced at the beginning of 1941, a half-track armored transporter. About 70 versions, including many prototy-

pes were produced in multiple construction versions. It was also the construction basis for a few types of self-propelled gun. In all, about 54,803 vehicles were made.

Light Armored Halftrack

Dam. Tank: none

Dam. Human: medium

Dam. Pillbox: light

Def.: light



Harley Davidson XA '42 Motorcycle

Harley Davidson began the production of motorcycles in 1942 for the US Army. They served as fast support and reconnaissance for the troops.

Dam. Tank: light

Dam. Human: medium

Dam. Pillbox: light

Armor: none



TANKS

M5A1 Stuart

Light tank, based on the existing M3 construction, the turret construction was modified, the armor plating was reinforced and it was armed with a 37 mm cannon. Production of the base version reached 6810 and was then expanded and fitted with flamethrowers and a 75mm cannon, this became the M8. Some versions got extra communications equipment and machine-guns instead of a cannon.

Light Tank

Dam. Tank: light

Dam. Human: none

Dam. Pillbox: light

Def.: light



M8

Medium Howitzer

Dam. Tank: light

Dam. Human: medium

Dam. Pillbox: medium

Def.: medium



Sherman

The most mass-produced, medium American tank, it was the standard tank for the Allied Forces in the west in middle of the Second World War. The first series was the M4A1 and they were deployed in North Africa where they won a glorious victory at El Alamein. Many modifications and improvements were made during their four-year production, all relating to combat experience.

The first series was designed to withstand 37-40mm projectiles, but when confronting German tanks 75-88 mm cannons in Europe the Sherman was defenseless. Many modifications in armor and weaponry brought the "Sherman Jumbo" into the European Theater of War with 150mm armor plating.

The 75mm cannon on the Sherman was the basic armament, but was found to inefficient against German tanks and was later replaced by a British long barrel 76.2mm gun and became known as "Sherman Firefly."

Other models were produced with 105mm howitzer, flame-throwers and rocket launchers. Also mine clearance, bridge building and command vehicles with specialized communications equipment. Total production (1942-1945) was 49234 examples.

Medium Tank

Dam. Tank: medium

Dam. Human: none

Dam. Pillbox: light

Def.: medium



M4A1 Sherman

Medium Tank

Dam. Tank: medium

Dam. Human: none

Dam. Pillbox: light

Def.: medium



M4 Sherman Jumbo
Heavy Tank
Dam. Tank: heavy
Dam. Human: none
Dam. Pillbox: light
Def.: heavy



Pershing

Considerable Allied losses during the German offensive in Ardennes accelerated the production of heavy tanks. The first 20 Pershings were sent to Europe at the beginning of 1945. Armed with a modern 90mm cannon and 112mm armor plating, the turret on one version was 275mm thick, was the first Allied combat vehicle able to counter German Tigers and Panthers directly

Super Tank

Dam. Tank: super
Dam. Human: none
Dam. Pillbox: light
Def.: super



TANK DESTROYERS

M18 Hellcat

At the beginning of the war American tank destroyers were armed with 37 or 57mm cannons. It was later realized that that weapon was totally inefficient against the armor of enemy tanks, so research began on a new construction. T70 GMC vehicles manufactured in 1943 were rearmored with a new 76.2mm gun in 1944 and the name changed to M18 GMC "Hellcat". Production ended in September 1944 after 2507 examples were made. It was one of the best tank-destroyers of the time, characterized by high speed, a low profile and good armor.

Light Tank Destroyer

Dam. Tank: super
Dam. Human: none
Dam. Pillbox: light
Def.: light



M36 Jackson

The weaknesses of Sherman tanks in a direct fight with German vehicles brought a new armor-piercing weapon onto the scene. In 1944 the M36 Jackson was fitted with a very efficient 90 mm cannon. It was based on construction elements of existing M4 tanks and M10 cannons and was adapted to the new kind of armament. The Allied Forces could now match the "Panther" and "Tiger" tanks.

Heavy Tank Destroyer

Dam. Tank: super
Dam. Human: none
Dam. Pillbox: light
Def.: heavy



SELF PROPELLED HOWITZERS

M7 Priest

The 105 mm caliber self-propelled howitzer was first built based on the M3 tank construction. In 1944 the M7 Priest went into production built on the M4 Sherman Chassis. "Priest" and its smaller brother the "Sexton" with an 87.5mm gun were part of the basic equipment for support and they were mainly used for destroying defenses and fortifications. Also produced as personnel carriers "Kangaroo" and as command vehicles "Priest OP" they were deployed in Africa, Italy and moreover in Normandy.

Medium Howitzer

Dam. Tank: light
Dam. Human: medium
Dam. Pillbox: medium
Def.: medium



M12

Introduced to equipment in August 1942, based on the M3 "Lee" construction. On the battle field they co-operated with specially designed ammunition transporters; the M30.

Medium Howitzer

Dam. Tank: light

Dam. Human: medium
Dam. Pillbox: medium
Def.: medium



ANTI-AIRCRAFT VEHICLES

M19 MGMC

A self propelled, anti-aircraft gun based on the M24 light tank chassis. Armed with two coaxial 40mm cannons. Introduced in late 1944. 285 examples were produced until the end of the war.

Anti Aircraft

Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Dam. Aircraft: medium
Def.: light



Rocket launcher

"Calliope" rocket launcher installed on Sherman medium tank hull.

Sherman Calliope

Dam. Tank: medium
Dam. Human: heavy
Dam. Pillbox: heavy
Def.: light



SPECIAL VEHICLES

Truck with assault infantry

Unarmed infantry transporter.

Transporter Vehicle

Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Def.: light



Mine laying vehicle

Able to create mine fields in large areas. Unarmed.

Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Def.: light



Mine Clearance units

Medium tank equipped to bring mines to explode. Used in battle to clear mines for following units.

Medium Tank

Dam. Tank: medium
Dam. Human: none
Dam. Pillbox: light
Def.: medium



Repair vehicle

Unarmed vehicle used to repair damaged vehicles, defense constructions and base buildings.

Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Def.: medium



Engineering vehicle

Unarmed, equipped to build pontoon bridges.

Dam. Tank: none
Dam. Human: none
Dam. Pillbox: none
Def.: medium



Ammo Transporter

The only unit, which can supply ammunition. Unarmed.

Dam. Tank: none

Dam. Human: none

Dam. Pillbox: none

Def.: medium



Ambulance

Truck for transporting the wounded.

Dam. Tank: none

Dam. Human: none

Dam. Pillbox: none

Def.: medium



Command vehicle

Staff Car. Unarmed.



LCVP - Landing Craft Vehicle Personnel

Landing Craft Vehicle personnel: Often called "Higgins boats", these small ships, only 36.5 ft (11.2 m) x 11 ft (3m) gave Allied landing forces a decisive tactical advantage during amphibious operations of World War II. These landing craft became one of the most widely used intermediaries between large troop carrying ships, and the shore. They were armed with a .30 caliber machinegun. These simple yet exceptional craft served in many amphibious operations throughout the world. Be careful how you handle them. Like any boat, they will get stuck if you run them up onto the beach!

Dam. Tank: light

Dam. Human: medium

Dam. Pillbox: medium

Def.: Light



Allied LCP - Landing Craft Personnel

During World War II, these small landing craft proved useful to special operations forces due to their sleek design and speed. LCP's were used in several operations, though their use was eclipsed by the highly flexible DUKW and LCVP in larger amphibious operations. The LCP is armed with a .30 caliber machinegun.

Dam. Tank: light

Dam. Human: medium

Dam. Pillbox: medium

Def.: medium

Allied DD Tank - Amphibious Medium Tank

First used in 1944, the DD tank was often criticized as a semi-floating rock until the invasion of Normandy. The main premise of the DD tank was to float a Sherman tank with canvas balloons. Large snorkel pipes were attached to the engine compartment to keep the engine from failing while submerged. During the D-Day landings, these amphibious tanks were intended to provide some armored support to landing troops. Though most sank during the initial phases of the operation, some did make it ashore, a most unwelcome surprise to enemy beach defenders. The DD tank is armed with a 75mm cannon and a .30 caliber machinegun.

Dam. Tank: Medium

Dam. Human: Medium

Dam. Pillbox: Medium

Def.: Medium



AIRCRAFT AND SUPPORT

Light bomber

Single assault aircraft for eliminating single strongly held targets.



Heavy bomber

Blanket bombing of larger enemy targets.



Reconnaissance aircraft

Circles above selected targets identifying enemy units. Most efficient at night especially when the enemy moves without lights.

Intelligence aircraft



Heavy artillery

Used for raking an indicated area with highly destructive fire power. large caliber cannon batteries. Most efficient at eliminating strong defenses, anti aircraft batteries and large groups of infantry.

Heavy artillery



Rocket Attack

A rocket strike of massive destruction is able to seriously damage the strongest units and defense positions.



INFANTRY UNITS

Infantry

The basic infantry unit in the game Armed with rifles. Medium firing range and low rate of fire.

Dam. Tank: none

Dam. Human: light

Dam. Pillbox: none



Assault infantry

Armed with sub-machineguns, has shorter firing range but is fast shooting and highly efficient at close quarters.

Dam. Tank: none

Dam. Human: medium

Dam. Pillbox: none



Paratroopers

The same armament as the assault infantry. Can be dropped anywhere on the map, especially effective on attacks behind enemy lines.

Dam. Tank: none

Dam. Human: medium

Dam. Pillbox: light



Snipers

Armed with special rifles. They have the longest firing range and are very dangerous to enemy units.

Dam. Tank: none

Dam. Human: heavy

Dam. Pillbox: none



Anti tank Squads

Armed with bazookas they are able to destroy even the heaviest enemy tank, especially if they have no infantry cover.

Dam. Tank: super

Dam. Human: none

Dam. Pillbox: light



Machine-gun group

A long range and high damage rate, especially efficient in battle, when making use of buildings as cover.

Dam. Tank: none

Dam. Human: heavy

Dam. Pillbox: light



Grenadiers

A unit adapted to eliminating enemy buildings and defense constructions.

Dam. Tank: medium

Dam. Human: medium

Dam. Pillbox: medium



Flame-thrower Squads

Very low range but exceptionally efficient against armored vehicles, infantry and defense constructions.

Dam. Tank: super

Dam. Human: super

Dam. Pillbox: super



Crew

Vehicle crews have pistols only. Very low range and fire power. Crews are better left out of combat.

Dam. Tank: none
Dam. Human: light
Dam. Pillbox: none

Partisans/Resistance

Armed with rifles. A Medium firing range and low rate of fire.

Dam. Tank: none
Dam. Human: light
Dam. Pillbox: none

Allied DEMOL - Para Sabotage Team

This special unit is armed with automatic weapons and mortars
They have an immense fire power and can be deployed almost anywhere

Dam. Tank: super
Dam. Human: super
Dam. Pillbox: super
Armor: light

Milice Française

Dam. Tank: Light
Dam. Human: medium
Dam. Pillbox: medium
Armor: medium

Milice Snipers (2 man team)

Dam. Tank: Light
Dam. Human: super
Dam. Pillbox: medium
Armor: medium

Milice Française Grenadiers (2 person team)

Milice Française use grenadiers to destroy enemy buildings and vehicles. Use your snipers to take them out.
Consider this 2-man team very dangerous. Eliminate, or break contact with them as soon as you are able.

Dam. Tank: Medium
Dam. Human: Medium
Dam. Pillbox: Medium
Def.: Light

Milice Française Single Soldier

This single soldier is generally on guard duty, with additional help close at hand. All Milice Française troops are loyal to the occupation forces, and the Vichy government. Avoid these guards whenever possible. They will quickly alert reinforcements if provoked. If attacked, eliminate them quickly.

Dam. Tank: None
Dam. Human: Light
Dam. Pillbox: Light
Def.: Light

Milice Française: Marked Truck.

Milice Française troops rely on trucks for supply and reinforcements. Their trucks have the Milice Française symbol emblazoned on the doors of each vehicle. When you see their symbol, get out of the area. That truck could be full of troops!

Dam. Tank: light
Dam. Human: medium
Dam. Pillbox: medium
Def.: medium



Navy Patrol Boat

This small patrol boat is usable by all factions. The craft is limited to open water, and shorelines. It has a two-man crew and is armed with two .30 caliber machineguns. Nine additional passengers may ride along. Boats similar in design were used throughout World War II, in many different applications. Players may use them for fire support, scouting and for picking up troops for fast transport to other areas with water access.

Dam. Tank: light

Dam. Human: medium

Dam. Pillbox: medium

Def.: medium



Civilians

Groups of unarmed civilians may be placed by mapmakers to add a realistic flare to urban areas. The civilians come in three groups that may have 1 - 9 people in them. They serve no tactical purpose, though they may act in a strategic role, if placed on a map aligned to a faction. As they have no weapon, these unarmed units are quickly destroyed.

Dam. All: None

Def.: None



Farmer - Vichy French Fighter

Angry and aggressive, this armed civilian does not appreciate the activities of partisans. He will fire upon any partisan nearby.

Dam. Tank: Light

Dam. Human: Medium

Dam. Pillbox: Medium

Def.: Light



Informant

This is one of your field agents. He provides you information after you've proven you're worth it. He carries only a light weapon, so keep him safe, and out of harm's way.

Dam. Tank: None

Dam. Human: Light

Dam. Pillbox: Light

Def.: Light



Armed Prisoner - Enemy Plant

This prisoner will reveal himself only when he's ready to attack one of your friends. He conceals a light machinegun. Keep an eye out for him, and deal with the situation accordingly!

Dam. Tank: light

Dam. Human: medium

Dam. Pillbox: medium

Def.: Light



ZIL Civilian car (6 color variants)

ZIL sedans were manufactured in Russia. Wealthy individuals with eclectic tastes may have appropriated some of these, so you may see some on the streets during the campaign. Mapmakers have a choice of 6 color variants. Most ZIL's are unarmed.

Dam. All: None

Def.: Medium



PARTISANS

November

AKA: Nova Sommer, November is a British operative, working under the mysterious Special Operations Executive. She is the main link between resistance groups under her control, and Allied command in London. November provides precision intelligence, and will keep your forces moving in the right direction. Do not lose her in battle!

Dam. Tank: Light

Dam. Human: Heavy

Dam. Pillbox: Medium

Def.: Light



Piotr DuPuis

Piotr DuPuis is a member of the French Foreign Legion. After his unit was destroyed in Norway, he headed to France where he was captured by Milice Française forces. Soon after, he was rescued by Free French Partisans. He elected to stay in France, and serve as November's chief of operations. Many people follow Piotr DuPuis. If you lose him, you lose most of your movement. Piotr is very capable, but be careful with how you use him!

Dam. Tank: Light

Dam. Human: Heavy

Dam. Pillbox: Medium

Def.: Light



Mina DeLocke

Mina DeLocke was a farm girl before the war. After her family turned up missing, Mina turned into a rogue, fighting against the Milice Française and the occupying forces. She is fiery and direct, but will serve you well. Mina is the most cunning of all your helpers. She can snipe at enemies, help you steal vehicles, and aid you in your stealth movements. Your group is no good without Mina. Do not lose her!

Dam. Tank: Light

Dam. Human: Heavy

Dam. Pillbox: Medium

Def.: Light



Un-armed FFP

This single Free French Partisan fighter is generally waiting for your help, or waiting on some critical action from you. Pay attention to your mission goals, and do what you can for these people. Once they are properly handled, and have what they need, they will likely join you in your fight against the occupation.

Dam. Tank: None

Dam. Human: None

Dam. Pillbox: None

Def.: Light



Armed FFP

This single Free French Partisan fighter is armed with a light machinegun. Use him to help secure areas, eliminate enemy soft targets, and aid you in satisfying your mission objectives. Handle them well, as their availability is limited.

Armed FFP

Dam. Tank: Light

Dam. Human: Medium

Dam. Pillbox: Light

Def.: Light



Prisoner

This single person is waiting for your help. Pay attention to your mission goals, and do what you can for these people. The prisoners that you liberate could wind up being very valuable allies.

Dam. Tank: None

Dam. Human: None

Dam. Pillbox: None

Def.: Light



Supply Troopers

These fighters carry no weapons. They are there to move supplies. Keep them safe and pay attention to your mission goals. The safety of these people is closely tied to your success.

Dam. Tank: None

Dam. Human: None

Dam. Pillbox: None

Def.: Light



World War II: Panzer Claws 2 Credits

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