

EDITOR MANUAL

PANZER CORPS

Panzer Corps™



WEHRMACHT



1. INTRODUCTION

Welcome to the Panzer Corps editor tutorial! This document will introduce you to the basic functionality of the editor, as well as walk you through the creation of your first scenario!

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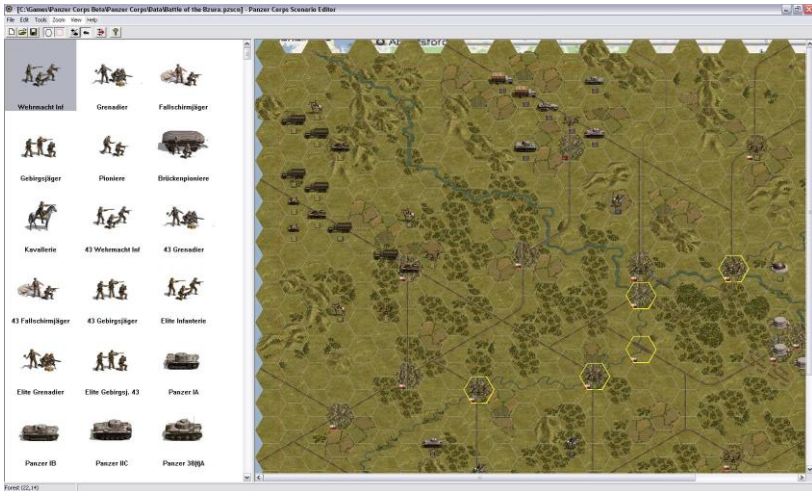
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2. GETTING STARTED

The Editor can be found through your start menu short cut.

Alternatively, you can also find in the folder where Panzer Corps was installed. The exact file name is Scenarioeditor.exe.

Once you open it, here's what the editor looks like:



As we explore the editor, everything you see here will be explained, but for now you should be aware the area on the left can be expanded or shrunk at will. Just grab the divider line adjacent to the scroll bar to change the width of the left area.

3. TOOLBAR

The toolbar lets you configure your view in various ways. The icons are explained below in order from left to right.



- Toggle map hexes.
- Toggle map border. You're playing on a rectangular map with hexes, so there are going to be a few 'half' or completely impassable hexes. This toggle tells you where that boundary lies.
- Toggle air/ground units. If you want to edit a hex with both an aircraft and a ground unit, use this toggle to modify the precise unit you want to.
- Transport toggle. When this icon is depressed the game will show transports units have instead of the unit themselves.
- Unit Filter, lets you configure which units are displayed. For details see the **View** section.
- About the scenario editor.

4. “EDIT” PULL DOWN TAB

The guts of your scenario are edited here. This is where you select the layer you are editing. Notice that ‘units’ is highlighted, and the left sidebar is displaying units to place. These are explained from top to bottom.



4.1. Terrain: This option allows you to place actual terrain. Clear, Lakes, Deep Sea, Rough, Cities, Airfields, et cetera. Simply select your terrain tile of choice, and click where you want to place it on the map. Hold shift and click to fill in an area. Careful though, there’s no ‘undo’ button! You can immediately see the terrain you place if you are in ‘space bar’ mode, but in order for the game to ‘draw’ your terrain placement, you have to ‘generate terrain’ or ‘G’.

4.2. Terrain Features. Thick blue line: Impassable River. Thin blue line: Normal River. Black line:

Railroad. Grey line: Normal Road

4.3. Tiles – Background, Coasts, Overlays.... Ports, Stations.

All of these items allow you to place a specific appearing

terrain piece down. This is NOT how you place actual terrain; this only allows you to customize your map's appearance. For example, under "Overlays" you can find several different looking 'fortification' looking tiles which you place over auto generated fortifications you placed with "Terrain".

4.4. Strings. Place strings on the map. Click the string you want to place, and then click on the map to replace that hex's string with one of your choosing. Has no effect on the actual terrain. If you rename 'clear' to 'city' it's still a clear hex, it just says 'city' when you mouse over the hex in game. Use this setting to name rivers and cities or specific locations.

You can also right click on a hex on the map screen to access the 'quick string' pop up. This will allow you to type a string to the hex you have selected, and it will automatically assign your string to the appropriate hex. Your quick string will NOT show up on the left sidebar until you refresh it by going to edit -> strings and re-clicking it.

4.5. Flags. Place nationality flags on the map. Only terrain marked with flags are able to be captured in game. If an airfield has no flag, it can never be captured and used by either side. The white flag is a neutral flag that can be captured by either side.

4.6. Special Hexes.

- 4.6.1. Grey Hex: Neutral territory, completely impassable. For example, Sweden in the Norway scenario.
- 4.6.2. Gold Border: Victory Hex, also known as Primary Objectives.
- 4.6.3. Grey and Green tank and aircraft icons: Deployment zones. Not used for single play scenarios, but necessary for creating campaigns.
- 4.6.4. Gold Star: Gold Star: Bonus hex. This is item the game uses to hand out a special string to units (Hoisted victory flag over HEX STRING). Has no actual game play effect.
- 4.6.5. Red Border: Alternate victory hex, also known as Secondary Objectives.

4.7. Units. Allows you to place your selected unit directly on the map, the *unit filter* button is useful for condensing this otherwise very large list.

To give a unit a transport, place your unit first (such as: 105mm artillery), and then select a 'transport' and place that directly on top (Opel Blitz).

To customize a placed unit, shift click your placement to set: Name, transport, side, flag, aux status, strength, suppression, experience, entrenchment, fuel, ammo, and AI behaviour.

To place a unit on the map, left click your desired unit, and left click on to a vacant hex.

To move a placed unit, select it with left click, and then left click on a vacant hex to move it there.

To place a copy of a unit, select your original unit, then shift left click on a vacant hex to place a copy there.

To remove a unit from the map, right click the unit. Be careful about your ground/air toggle though!

4.8. **Zones.** Allows you to define up to 32 zones on the map. These will be explored later in Scenario Parameters and Trigger Sections.

5. SCENARIO PARAMETER

The scenarios parameters are scenario wide settings that effect the scenario such as the length, start date, sides involved etc.

The screenshot shows a 'Scenario Params' dialog box with the following fields and values:

Field	Value
Scenario name:	Battle of t
Scenario description:	Polish forc
Scenario image:	Poland.pn
Turns:	13
Year:	1939
Month:	September
Day:	9
Days per turn:	1
Turns per day:	0
Probability of Clouds:	30
Probability of Rain:	10
Probability of Snow:	0
Ground state:	Dry
Moisture:	0

5.1. Global Parameters.

5.1.1. Scenario Name: The Name your scenario will have in the 'custom' list.

5.1.2. Scenario Description: The short text that will be displayed in the map 'text' box found on the in game scenario selection screen and also in the custom list next to the scenario listings.

5.1.3. Scenario Image: Allows the user to have a custom image for their scenario. Images need to be placed in

Panzer Corps\Panzer Corps\UI\scenarios

And the optimal image size is 778x434.

5.1.4. Turns: Total amount of turns in the scenario.

5.1.5. Year: Date game takes place, important in regards to equipment availability.

5.1.6. Month: Date game takes place, important in regards to equipment availability.

5.1.7. Day: Date game takes place, important in regards to equipment availability.

5.1.8. Days per turn: 1 means 1 day passes per turn. Mutually exclusive with Turns per day.

5.1.9. Turns per day: 2 means for every 2 turns that pass, only 1 day will pass.

5.1.10. Probability of Weather: $100 - (\text{Clouds} + \text{Rain} + \text{Snow}) = \text{chance for clear weather}$.

5.1.11. Ground State: Preset the ground state for turn 1 (not permanently).

5.1.12. Moisture: Preset moisture level state for turn 1 (not permanently).

5.2. Sides.

5.2.1. Name: Name your sides. This name appears in game as [NAME] Turn. Axis Turn, German Turn, et cetera.

5.2.2. Initial prestige: Amount of prestige side will

start with.

- 5.2.3. Core slots: Amount of core slots side will have for the entire scenario.
- 5.2.4. Aux slots: Amount of aux slots side will have for the entire scenario.
- 5.2.5. Unit orientation: Affects initial unit facing for all units on one side.
- 5.2.6. Attacker: Chosen side is the phasing player.
- 5.2.7. Unit Experience: Changes the default experience amount of units both pre-placed and purchased mid scenario.
- 5.2.8. Max Experience: Caps unit experience in current scenario, useful for very long campaigns to control unit experience growth.
- 5.2.9. Sea, air, rail transports: Sets the amount of these transports available to each side.
- 5.2.10. Sea, air, rail transport type: **Side 1** is currently restricted to German transport types, and **side 2** restricted to Allied transport types.

5.3. Nations.

- 5.3.1. Define which nations will be available for use/purchase by each side.

5.4. Victory Conditions.

This area can get confusing, best to look at some examples:

The screenshot shows the 'Scenario Params' dialog box with the 'Victory conditions' tab selected. It is divided into two main sections: 'Campaign conditions' and 'Scenario conditions'.

- Campaign conditions -

Outcome	Campaign branch	Score	Trigger	
Decisive Victory	0	0	Number of allied flags in primary objectives is equal to 0 AND Turn [1, -4]	Edit...
Marginal Victory	1	0	Number of allied flags in primary objectives is equal to 0 AND Turn [-3, -1]	Edit...
Loss	2	0	Number of allied flags in primary objectives is more than 0 AND Turn [-1, -1]	Edit...
				Edit...
				Edit...

- Scenario conditions -

Outcome	Score	Trigger	
Axis Victory	100	Number of allied flags in primary objectives is equal to 0	Edit...
Allied Victory	100	Number of axis flags in primary objectives is equal to 0	Edit...
Allied Victory	50	Number of allied flags in primary objectives is more than 0 AND Turn [-1, -1]	Edit...
			Edit...
			Edit...

At the bottom of the dialog are 'OK' and 'Cancel' buttons.

The above image is the setting configured for USA Midwest campaign and scenario. 'Allied flags' means exactly that, but 'primary objectives' is defined by the gold border hexes, remember those?

Campaign branch is simple. 0 means follow decisive branch, 1 means follow minor branch, 2 means follow loss branch.

Turn -1 means "One turn from the end of the game (last

turn)”. So Turn 1,-4 means: Decisive victory if this trigger is satisfied between turn 1 and 4 turns from the end of the scenario.

Scenario Params

Global parameters | Sides | Nations | **Victory conditions** | Actions

- Campaign conditions-

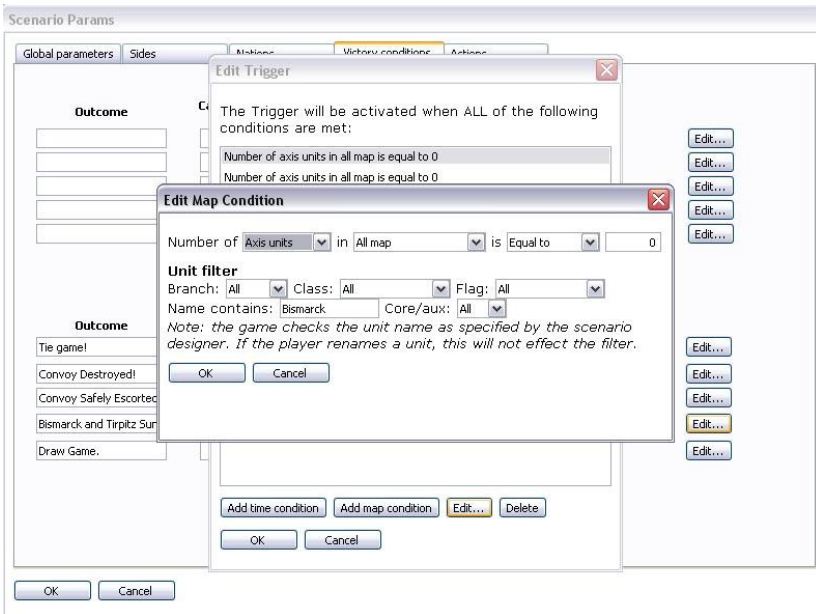
Outcome	Campaign branch	Score	Trigger	
<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="button" value="Edit..."/>
<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="button" value="Edit..."/>
<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="button" value="Edit..."/>
<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="button" value="Edit..."/>
<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="button" value="Edit..."/>

- Scenario conditions-

Outcome	Score	Trigger	
Tie game!	50	Number of axis units in all map is equal to 0 AND Number of axis units in all map is equal to 0 AND Number of allied units in all map is less than 5	<input type="button" value="Edit..."/>
Convoy Destroyed!	100	Number of allied units in all map is less than 5	<input type="button" value="Edit..."/>
Convoy Safely Escorted!	100	Number of allied units in zone 1 is more than 4	<input type="button" value="Edit..."/>
Bismarck and Tirpitz Sunk	100	Number of axis units in all map is equal to 0 AND Number of axis units in all map is equal to 0	<input type="button" value="Edit..."/>
Draw Game.	50	Turn [-1, -1]	<input type="button" value="Edit..."/>

Hunters in the Atlantic Triggers:

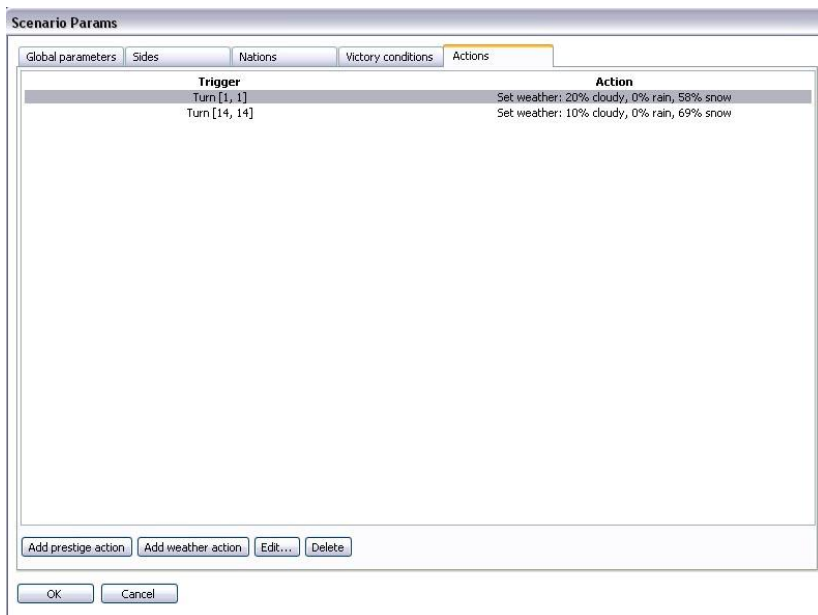
Tie game translates to: Bismarck, Tirpitz, and transports all sunk during the same turn. The quick window preview you see above doesn't reflect these details, but if you go into the 'edit' button, you will see these configurations in detail. The below image is the exact way to configure the game to recognize the Bismarck as the unit attached to your trigger.



Same with Convoy Destroyed, the quick window only says 'all units' but the actual details are found in the 'edit' button.

Convoy Safely Escorted: Remember 'zones'? This is how they are used. Place zones on the map, and then you can link them to triggers. In this map, the British mainland has been marked as zone 1, so units who land in zone 1 contribute to victory.

5.5. Actions.



The above window is for re-configuring weather conditions as well as prestige 'boosts' mid scenario.

For example, this window reads: On turn 1, set the weather to 20% cloudy, 0% rain, 58% snow, and the remaining % is automatically set to clear.

On turn 14, set the weather to 10% cloudy, 0% rain, 69% snow, and the remaining % is automatically set to clear. But because of how the weather works in Panzer Corps (current turn + 1

turn predetermined forecast) you won't see the effects of these triggers for 2 turns. If you set 1, 1, you will see the effects of your weather start on turn 3. Just remember the Rule of Two. Whatever turn you want to set your weather for, set your triggers for two turns previous. Prestige boosts do not need to follow this Rule of Two.

5.6. Map strings.

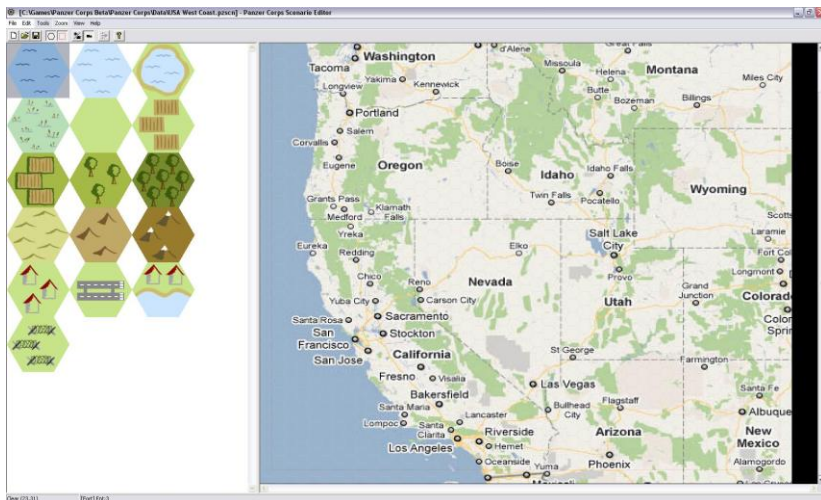
This is where you will be able to type your own strings, for use and placement through the above mentioned "Strings" layer.

6. PAD IMAGE

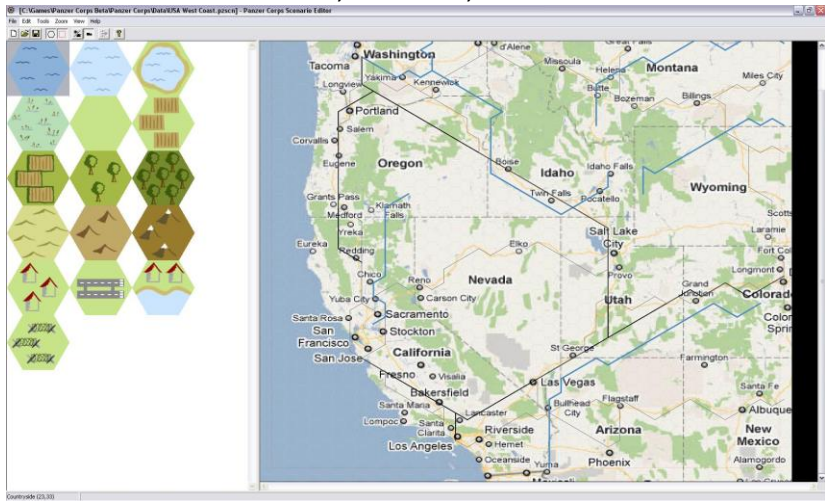
Question : “What’s a pad image?”

Answer : The editor has the ability to load a 'pad image'. You can use any picture you want, and place it as the bottom layer of your map. You can use this image as a template to draw your terrain on and it gives a very easy way to create new maps based on real locations, great for recreating historical scenarios.

Here's a Google Earth map of US Western seaboard I've chosen to use as my 'pad image':



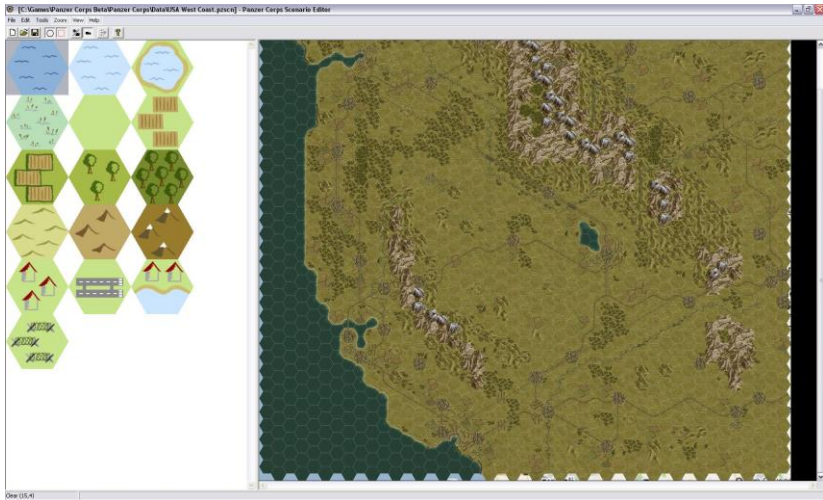
Here I have filled in roads, railroads, and rivers with the editor:



Next I add terrain features, such as forests, country-sides, the Rocky Mountains and Sierra Nevada:



Then I generate the terrain and it gives a very accurate representation of the real world geographical layout.



Using this method you can easily create large maps and great scenarios for single or multiplayer!

7. “TOOLS” PULL DOWN TAB

These are the actions you can perform from the Tools menu.

- 7.1. **Generate tiles.** This converts your editor tiles to real game map tiles. Instead of the generic forest or mountain tile you'll see real game graphics used, coastlines automatically generated etc. It's very cool!
- 7.2. **Crop/Resize map.** Allows the user to resize their current map without needing to start over.
- 7.3. **Validate Scenario.** Useful for checking your scenario has no errors. Clicking this will kick out errors for hexes missing terrain, and other problems.
- 7.4. **Show Statistics.** Useful tool for breaking down the two sides and their forces for the player. Lists Total, Core, Aux forces, and their costs, amount of primary and secondary objectives.
- 7.5. **Remove all units.** Does exactly that. Be careful, there is no undo! As an alternative to undo, you can always re-open your map without saving your changes.
- 7.6. **Options.** This is not currently implemented.

8. ZOOM

A very simple, but useful tool. These settings will zoom your map, making it easier to view large amounts of your map all at once, or zooming in to manage individual hexes better.

9. “VIEW” PULL DOWN TAB



Most of the items in this tab are self-explanatory, just remember you aren't actually editing through this area, you are only changing layer visibility.

You may want to disable certain layers to make your work easier and cleaner to see, and space bar is a nice short cut for toggling the most significant of these items.

10. WALKTHROUGH

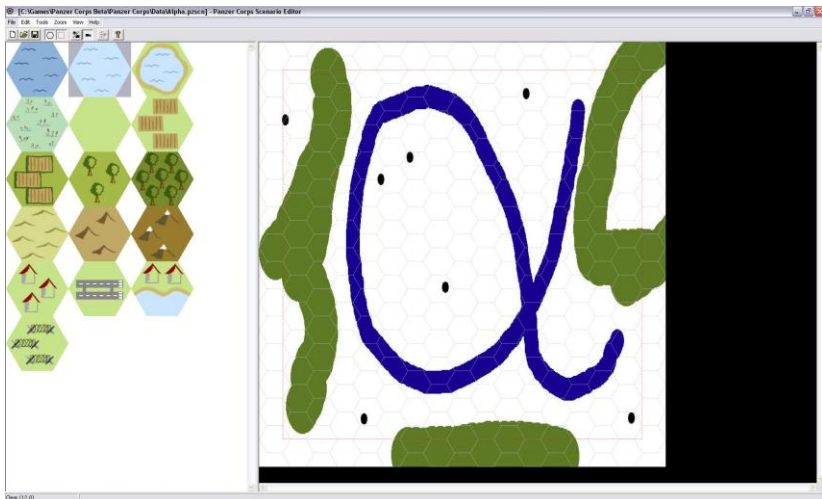
Let's make your first scenario! We'll take you through all the steps you need to do it!

10.1. Open the scenario editor.

10.2. Press create new scenario button (the top left button).

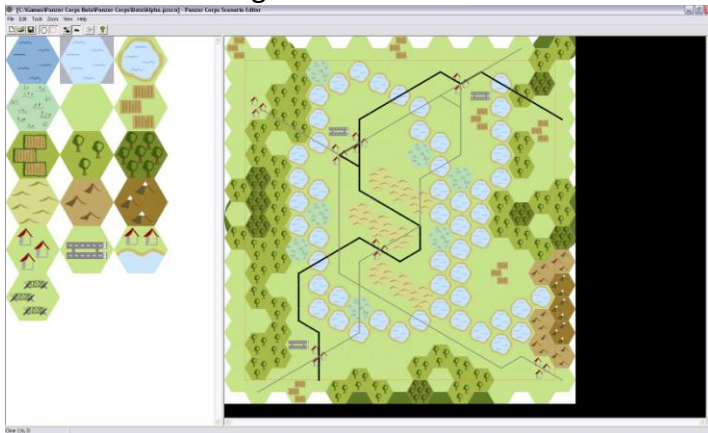
10.3. Specify the height and width of your new map

10.4. Add a pad image by selecting File->Add Pad image. You can use anything – this is just a quick scribble I created.

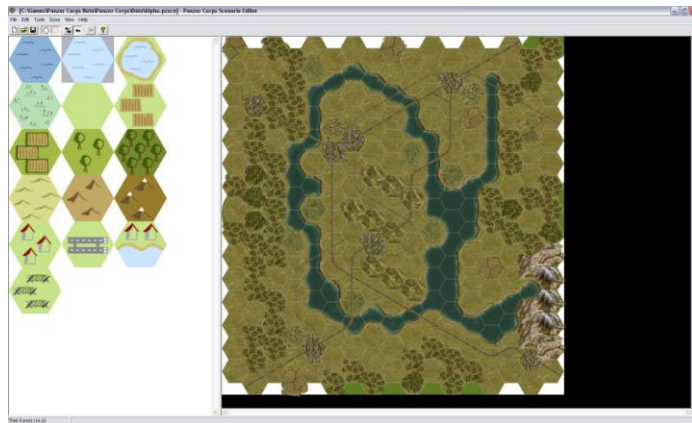


10.5. Now use the Edit -> Terrain mode to place terrain features on top of your Pad image. Draw over the blue

areas you want to be water with the water tile. Use forest tiles to fill in the green hexes for forest. Finish it off by placing cities and any other decorations you like and you will have something that looks like this:



10.6. Now convert this in to a real map by using the Tools->Generate command. Or you can press the “g” key to generate the terrain. You will end up with something that looks like this:



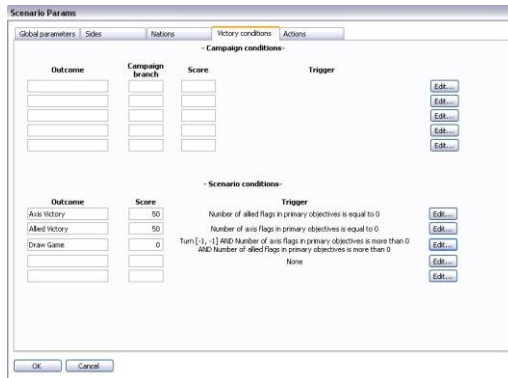
10.7. Now set scenario parameters, and all sub tabs, except the Victory and Action tabs.

10.8. Place flags relevant to the nations you've selected on the map.

10.9. Set victory hexes – the ones with the gold borders.



10.10. Set your victory triggers, based on the image above (Edit->Scenario Params->Victory Conditions), I decided on:



- 10.11. Place some units. Note – if you are using the Unit Filter and have told it to only show units available to the nations involved and for the time period of the scenario then you may find there are no units or a limited choice. Either turn these filters off or set your scenario parameters so that there are nations and a start date and you'll see all the units available historically.
- 10.12. Validate your scenario has no errors using the Tools->Validate scenario option. Do not worry if you see an error that says 'hex needs custom string'.
- 10.13. Now save your map and give it a name. Go to File->Save (I named this map alphaLake)
- 10.14. Now it's time to try it out! Launch Panzer Corps and select New game->Scenario->Custom and select the map you just saved. Hit play and you can test it out! Always remember to play test your maps a number of times and tweak and improve them before offering them to others to play.

In order to be able to access your custom map in Panzer Corps, once you have finished your map, place it the following folder:

My Documents\My Games\Panzer Corps\Scenario

Depending on your OS you may see "Documents" or "My Documents".

10.15. You're done with the bare bone basic requirements to make a map. Without too much effort you can have scenarios looking like this:

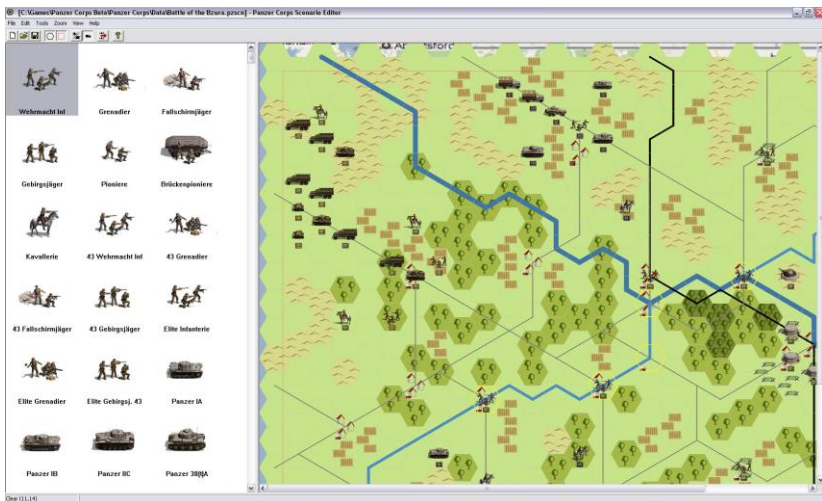


Don't forget to go back and polish your work! Now go and enjoy the game and the editor!

11. HOT KEYS

There are a number of helpful hot keys that will make your scenario editing quicker and easier. A full list of them is below.

- Ctrl+N - Create new scenario
- Ctrl+O - Open existing scenario
- Ctrl+S - Save scenario
- 1-0 - Select layer 1-10 for editing. This lets you jump between the various editing layers found in the Edit menu. .
- Ctrl+1-0 - Select layer 11-20 for editing. As above for layers 11-20
- F1-F10 - Toggle visibility of layers 1-10. This hides or displays the layers as found in the View menu.
- Ctr+F1-F10 - Toggle visibility of layers 11-20. As above but for layers 11-20.
- Tab - Toggle air/ground view
- G – Generate Terrain. Tools -> Generate terrain.
- Space - Toggle all tiles on/off. Space toggles all the details of which can be useful when drawing and planning actual terrain.



12. CREDITS

Editor manual written by Kerensky

Edited by Alex Shagrin

Special thanks to the beta team who helped make Panzer Corps and the Editor in to a great experience for everyone who try them.