

Anglo-German War '39-'45

Tutorial

revision by: Gary Krockover

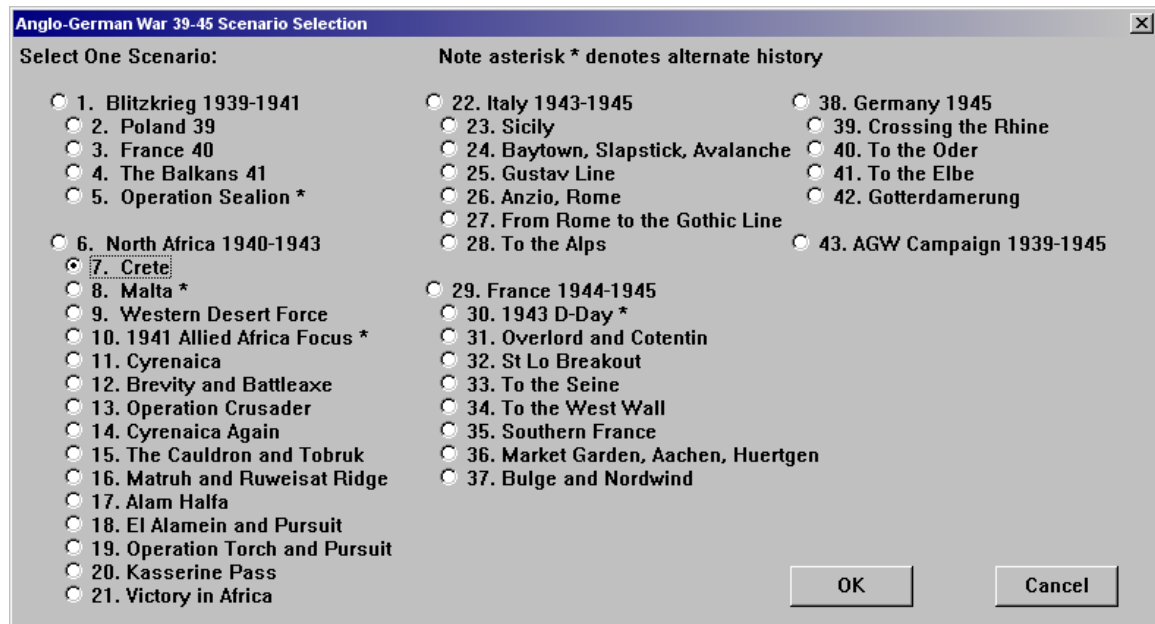
1. Air, Naval and Ground Assault Tutorial

Scenario 7. Crete

a. Scenario Selection

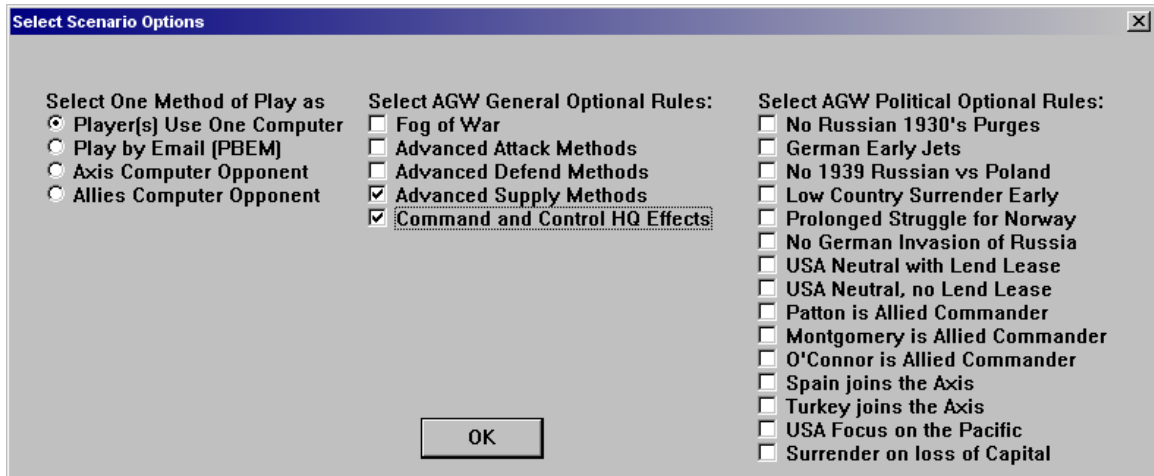
Scenario selection is the same as RGW. There are two methods of selecting a scenario after launching AGW; File/Open/Select Scenario by Title and File/Open/Select Scenario by filename. The 43 scenarios that come with AGW are selected by the first method, while PBEM exchanges and previously saved files are selected by the second method.

For this tutorial, mouse left click on "7. Crete", and AGW puts a black dot next to it in the circle. Mouse left click on "Okay", and AGW displays the next screen.

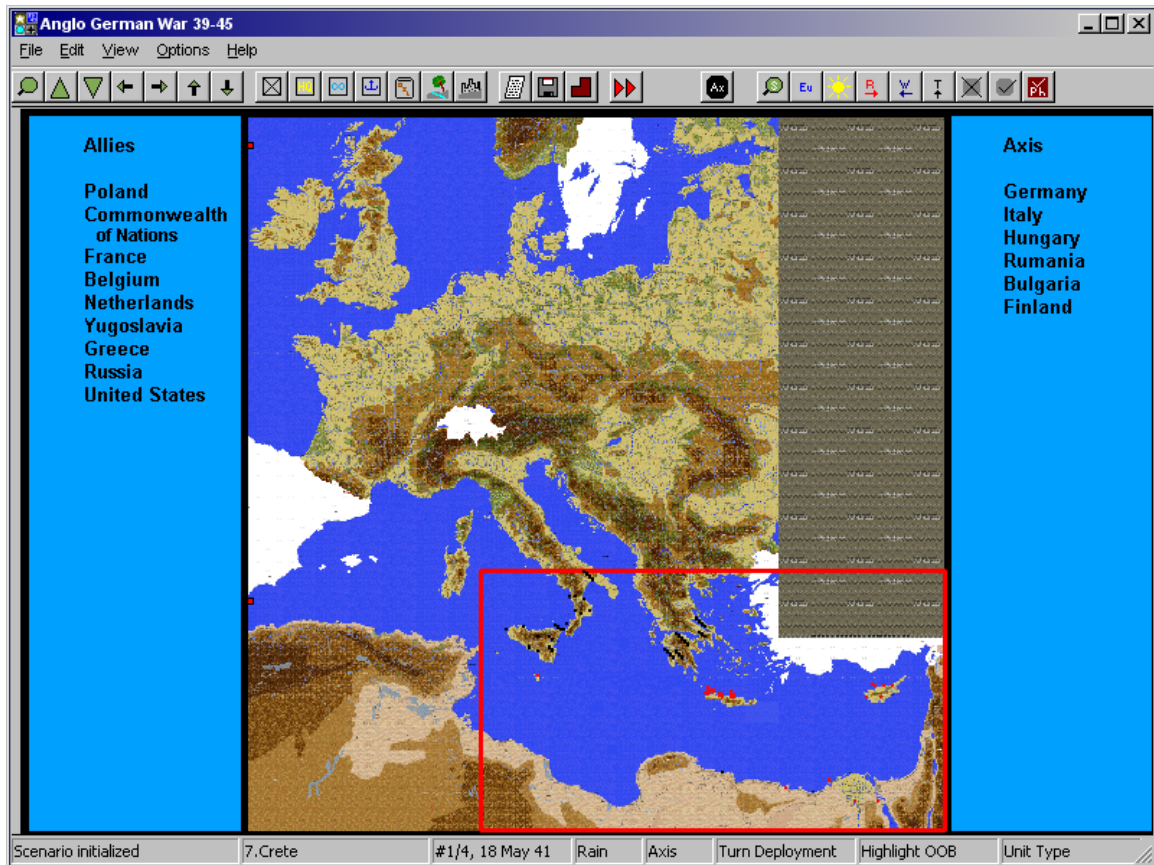


The next screen allows the selection of method of play and optional rules.

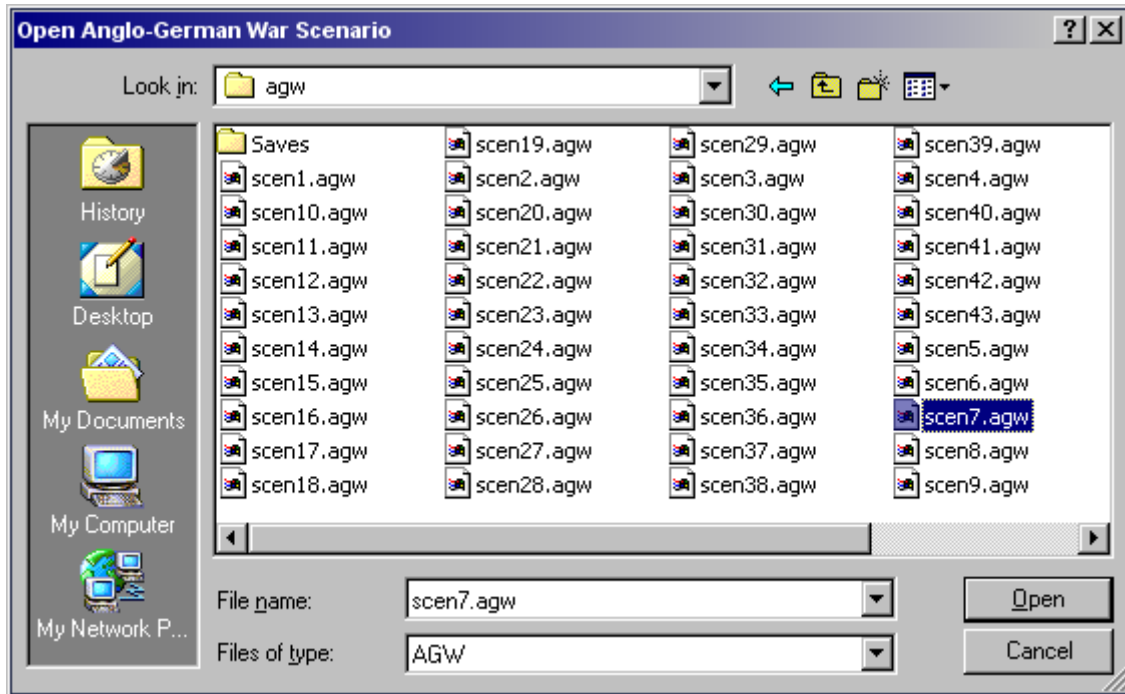
For this tutorial, leave the default selection of "Player(s) uses one computer", and select "Advanced Supply Method" and "Command and Control HQ Effects".



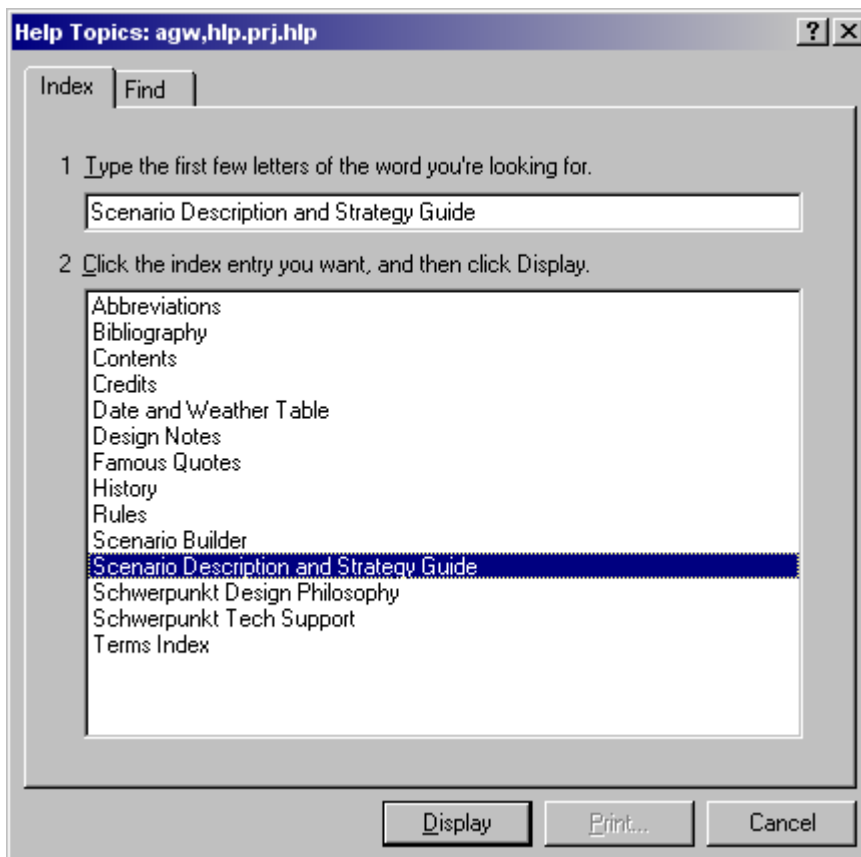
Mouse left click on "Okay", and AGW will load the scenario and display the Europe map, with the scenario map area marked with a red box.



If a red box is not displayed, then AGW could not find the file because it is pointing at the wrong file folder. Use the second method (File/Open/Select Scenario by filename) find the file "scen7.agw", and select it.



The scenario description is in the Help menu (Help/Contents/Scenario Description and Strategy Guide/7. Crete).




Reading the Help scenario description before beginning is a must in AGW, because the supply situation is frequently complex and has mandatory operations to be performed.

b. Map Scrolling

This part of the tutorial familiarizes you with AGW's methods of scrolling and moving among the map levels. Some additions have been made since RGW.

There are two zoom tools. Mouse left click on the zoom tool which is the first icon at the far left on the toolbar.



It will show depressed. Mouse left clicking on the map will zoom into the High level map. Another mouse left click will zoom into the mid level, and a final mouse left click will zoom into the low level map, which has the most amount of terrain and unit detail. Mouse right click will zoom back out, one level at a time. Practice moving through the map levels for a while until you feel comfortable with the function. Mouse left clicking on the zoom icon  will turn it off. There are no changes to this function from RGW.

Super Zoom has been added since RGW. Mouse left click on the ninth icon from the right, and it will show depressed (opt: keypad "7").



AGW displays the Europe level map. Mouse left click on the map, and AGW will zoom to the low level map. Mouse right click will cause AGW to display the Europe map again. High and Mid level maps are skipped using the Super Zoom tool. Practice moving from Europe to low and back for a while until you feel comfortable with the function. Mouse left clicking on the super zoom icon will turn it off. It is easy to forget to turn off the two zoom icons, so check to see if they are on if you get unexpected results. For example, either Zoom overrides unit selection. Super Zoom overrides normal zoom.


The four arrow keys operate in the same manner as RGW.



At the low level, mouse left clicking on them moves the map window two hexes in the direction selected. At the high and mid map levels, mouse left clicking on the arrow keys (opt: keyboard arrow keys) moves the map window 14 hexes (left, right) or 8 hexes (up, down). **OPTIONAL: If you have Super Zoom selected, you can then left click on the edges of the map to scroll in that direction.**

The use of hot keys for map movement has been added for AGW, and was not included in RGW. The "a" through "y" keys move the map to the low level, and display a particular city (usually a port) that is frequently used for naval supply. For example, "a" displays Alexandria, Egypt where the Royal Navy was stationed during the North African scenarios. Try different hot keys to get use to moving about the maps. This is the fastest method.

c. Unit Display

Use zoom  to get to the lowest level map, and look at the units. Now select View/Counters from the AGW menu. The details of each number, letter and symbol are shown. Study this display until you are familiar with the unit information. All unit information is displayed for each unit on the low level maps. At the mid and high level map, you can display one attribute (e.g. AF) at a time.

Display a mid level map, then select View/Display Attribute/Unit Information/Attack Factors.

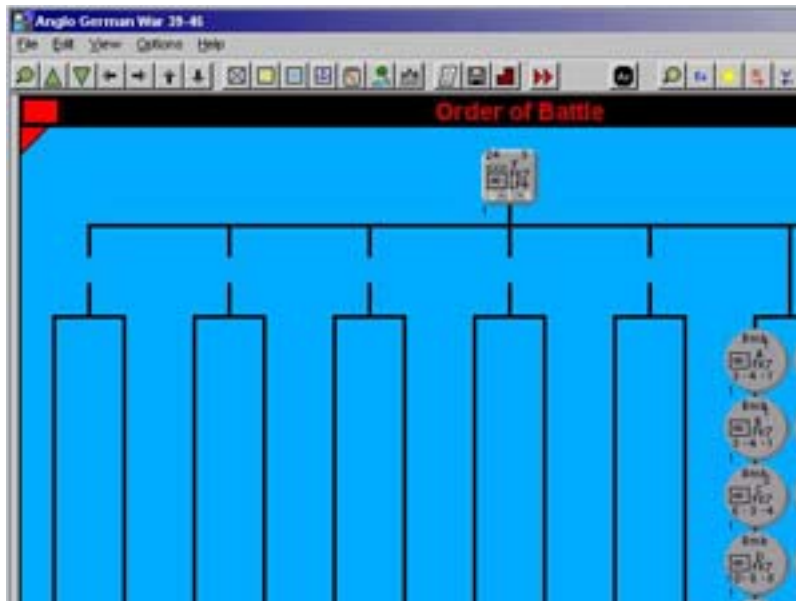


Only the AF will be displayed for each unit. There are many display attributes in AGW that can be used on the mid and high level maps. Mouse left clicking on the infantry icon in the toolbar will restore the default.

Order of Battle is dynamic in AGW. Mouse right click on an empty hex and select Display OOB.



Now mouse left click on any friendly HQ unit. AGW will display the current OOB for the HQ's subordinate units.



d. Status

In AGW, there are two status screens. View/Game Status 1 will display similar information to the status screen of RGW. Try this and look at the display.

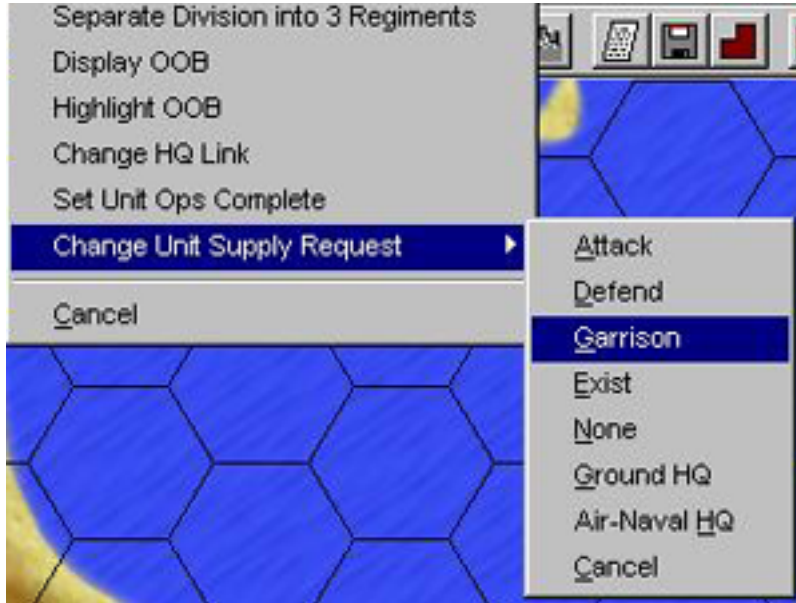


View/Game Status 2 is valid only if you have selected Advanced Supply. This display contains the supply points for each country, both the amount available next turn and the amount requested.



The amount requested should be less than the amount available, otherwise AGW will make some tough decisions for you. You can set the amount of supply requested for each unit.

Mouse right click on an empty hex, and select Change Unit Supply Request/Garrison.



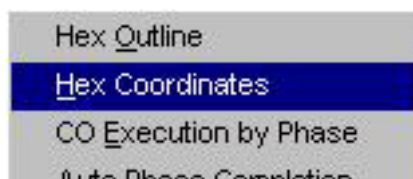
Now mouse left click on any friendly unit. The amount of supply points requested for each mode (e.g. attack, defend, garrison, exist, etc) is listed in the manual.

e. Planning

Okay, so you selected a scenario and familiarized yourself with much of the AGW user interface. Now it's time to get down to the business of planning an attack on Crete.

In AGW, an air/naval assault to a supply map area (they areas are listed in the manual) requires the capture of a port by the end of the first turn. Failure to capture a port will prevent your ability to supply your invading force, and disaster will soon follow. This drives your planning greatly. In the Crete scenario, the Axis player first chooses which port to capture. There are three ports; Canea (196, 213), Rethymne (206, 214), and Heraklion (205, 214).

The hex coordinates can be displayed by selecting Options/Hex coordinates.

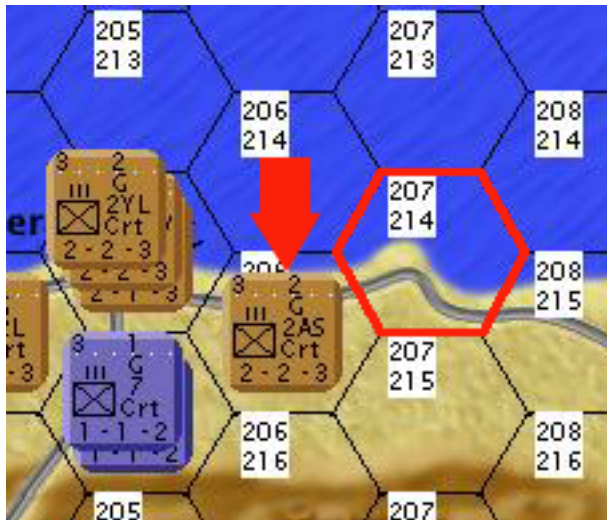


Selecting a second time will turn their display off. If we had selected Fog of War, then the first step in planning would be some air recon operations to find out the location of enemy units near the chosen port. For this tutorial, let's choose to capture Heraklion.



Airborne Drops and Naval Landings must occur on clear terrain hexes in AGW. For this scenario, the Axis do not have landing craft available, so they must use airborne drops, capture a port, and bring in reinforcements through the port.

Let's plan to airborne drop on hex 207, 214, attack and defeat the unit at 206, 214, and attack and capture the port. We will plan to have Air Ground Support ops on 206, 214 to support the attacks toward the port, and fighter CAP on the same hex.



f. Turn Deployment Phase, Turn #1

This phase includes all air and naval operations, Allocate Replacements, disband or rebuild units and the standard set of actions available for all phases. Mouse right click on an empty (no units) hex to see the operations available during this phase. Mouse right clicking on a hex with units causes stack display in AGW. Mouse right click on

hex 186, 196, and the three regiments of the German 7th Parachute division will be displayed along with the other units in the stack in that hex.



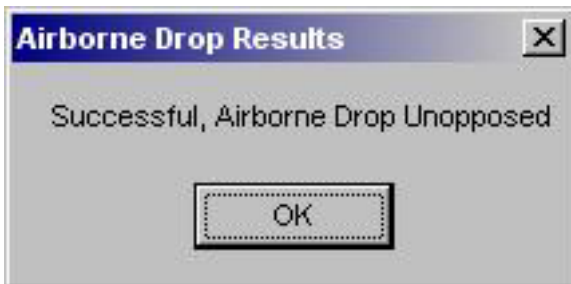
Mouse right click on an empty hex, highlight and select Airborne Drops (15th operation from the top). Airborne Drops will be displayed in the Status Bar at the bottom.



The current chosen operation is always displayed there. Mouse left click on hex 186, 196. The top transport air unit in the stack will have a blue box displayed around it, and AGW will highlight all valid destination hexes with a white border.



Press the "c" key, and AGW will display Crete low level map. Mouse left click on hex **207,214**, and AGW will display a dialog box stating "Successful, Airborne Drop Unopposed".



Mouse left click Okay, and AGW will display the air transport unit and the parachute regiment on hex **207, 214**.



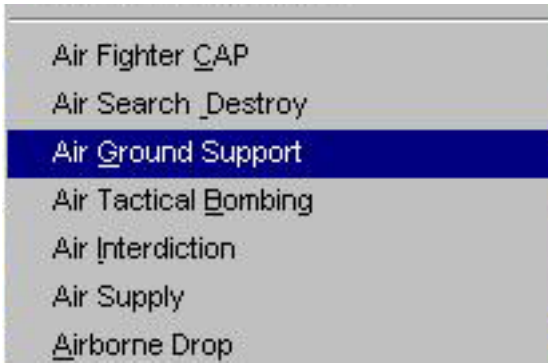
If you had selected hex **206,215**, then AGW's dialog box would have displayed the results of the battle that occurred with the UK 2AS Infantry Regiment. If the UK unit would have been mechanized, then the German unit would have been destroyed. See the manual for combat results of opposed Airborne Drops.

Repeat the steps listed to land the other two German 7th Parachute Division regiments on hex **207,214**.



It is necessary to use the arrow keys to move back to hex **186,196** after each operation.


Mouse right click on an empty hex, and select **Air Ground support** operations.




Hex 184,201 has two German SG air units. Move them to hex 206,214 in the same manner you moved the air transport units. i.e. Mouse left click on hex 206,214, press the "c" key, and mouse left click on hex 206,214. AGW will display the units at the destination hex.



Hex 193,189 also has two German SG air units. Move them to hex 206,214. Search the other German air unit stacks for fighters that can reach hex 206,214, and move them. Only one can make it, and it is based at hex 186,196. Select the fighter unit at hex 184,201, and you will see the white border destination hexes do not reach to hex 206,214 (note: I only get "No valid unit in hex"). Mouse left click on hex 184,201, and the operation will be cancelled without penalty. This capability allows the players to see if a unit can reach a destination without actually moving the unit. No replacement or disband/rebuild operations are needed. There is no need to separate any units into 2 or 3 battlegroups, or combine into one division. As the Axis player, you have finished the phase and committed your units to a battle where failure will result in capture or death.

Mouse left click on the icon with the two red arrows  (11th from the right), which requests next phase. AGW changes to the Allied players part of the Turn Deployment Phase.

Note that the Axis air and naval units are not displayed during the Allied Turn Deployment Phase, but the Allied air and naval units are displayed. There are some Allied air units on Malta and Cyprus, but most are located in Egypt at Alexandria or nearby.


To find air and naval units, use the zoom icon to go to the high or mid level map, then select the display attribute "Air unit only" or naval unit only", which are the 10th and 11th icon from the left in the toolbar .

Selecting the infantry symbol icon (8th from the left) will display all units again. Next, press the "a" key to view Alexandria, Egypt.

The Help file states that the Allied player must use Naval Supply operations for Crete for this scenario. Usually Malta and Cyprus require Naval Supply operations, but for this scenario they have permanent supply sources. Mouse right click and select **Naval Supply operation**. Mouse left click on Alexandria, then press "c" for Crete, then mouse left click on **196,213** (Port Canea). Note that Port Canea has a red symbol, which means it is a mid size port capable of moving 150 supply points per naval supply operation.



I chose it for size, and for distance from the German units. Select **Naval Escort operation**, and move several aircraft carriers to the same hex. This is necessary since there are German air units in the area, and because there might be Axis naval units. In this scenario, we did not choose for the Italian navy to sortie, but we could have and the Allied player at this time would not know it since Axis air and naval unit location will not be displayed until the ground ops phase. Note that the Allied fighters only reach the southeast part of Crete from Alexandria, so we will not move them. for this tutorial.

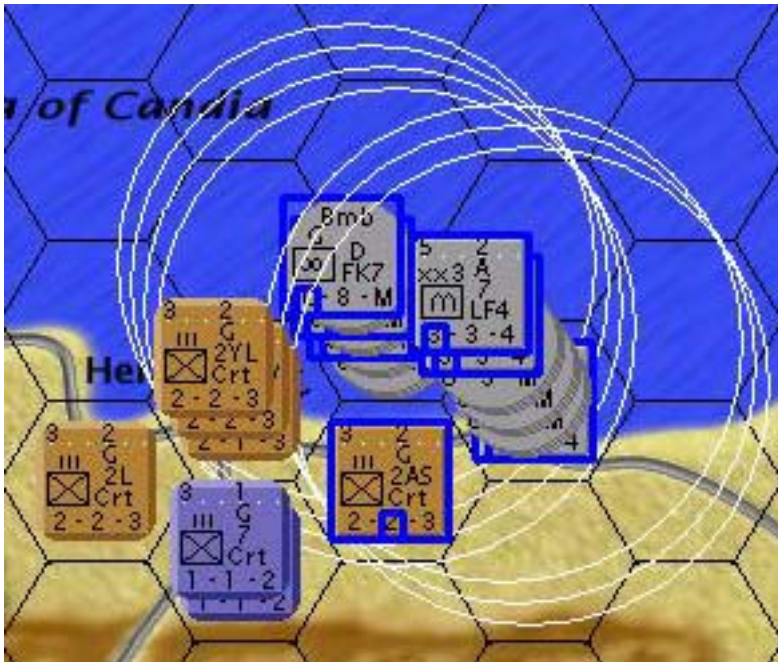
The Allied player is done for this phase, so mouse left click on the red arrow  next phase icon.

Had there been any air or naval combat, AGW would have displayed the results, one combat at a time. The player must mouse left click on "Proceed" in the upper right corner of the screen for each combat. After all combats, AGW moves to the Ground Ops I Phase.

Note that the method for moving air, naval and ground units is the same. Select the operation, then select the unit, then mouse left click on a valid destination hex that is bordered in white. You have now mastered most of the AGW user interface, and only a few items remain to be learned. Despite being relatively easy to learn, AGW has a lot of subtle strategy that you will develop with practice.

g. Ground Ops Phase I, Turn #1

The German player must get right to business, and attack toward the port. Mouse right click on an empty hex, and select **Breakthrough attack**. Next mouse left click on the UK 2AS infantry regiment in hex **206,215**. All defenders in the hex would be selected, but in this case there is only one unit. Next select the attackers in the stack on hex **207,214**. The attackers must be selected one at a time. Stacks can be changed by mouse left clicking while pressing the Tab key. Mouse left clicking without the Tab key will select the unit. It is necessary to Tab through the air transport units to select the German 7th parachute division regiments. After all three have been selected, then select three of the SG air units.



Now that the attackers have been selected, mouse left click on the defender hex **206,215**. AGW displays the combat results, with all modifiers shown.

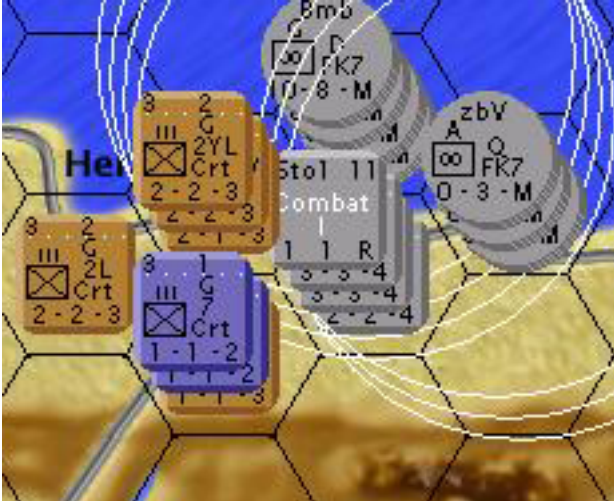
Attackers →		UK 2AS	UK 2AS	UK 2AS	UK 2AS	UK 2AS
AP		1	1	1	1	10
Attacker did not move		1	1	1	1	
Mech/Air Advantage						
Training/Experience/Morale		2	2	2		
Reserve						
Flank attack Advantage					2	
River Hexside/Weather						
Mech Attacker into CFSMBSU						
Combat Losses		1			2	2
HQ C3 Penalties						
Totals		6	6	6	6	10

Defenders →		UK 2AS	UK 2AS	UK 2AS	UK 2AS	UK 2AS
DF		2				
Defender in City hex						
Defender in FBSU hex						
Defender in Swamp hex						
Defender in Mtn hex						
D/E/F						
Mech/Air Advantage						
Training/Experience/Morale		2				
Hold Ground Defend Mode						
Reserve						
Combat Losses			1			
Supply Penalty						
HQ C3 Penalties						

Note that AGW displays losses in red next to the losses that were present at the start of the combat. If a retreat is called for (and there probably will be on this combat), then AGW moves the UK 2AS unit one hex away. Mouse left click on any ground units that you want to occupy the hex. When you have finished this, then click on the defender hex to finish the combat. AGW does not have the Move to Attack exploitation that

RGW has, but the ability in AGW to attack and move in any order allows a similar capability.

Notice the combat counter that is placed in the defender hex.




It gives the odds, die roll, attacker losses, defender losses, and whether a retreat was required. The combat counter stays in the hex for one phase, and costs extra move factors to move through the hex. In my attack, the odds were 5 to 1, so a retreat occurred, and I occupied the defender hex with all three German parachute regiments. Since the odds were 5 to 1, it is considered an overrun attack, and the units can attack again.

Next, select the port hex as the defenders, and then select all possible German ground and air attackers. Do whatever you do before you roll the dice, because this attack to capture the port is critical to your success. Almost all wargamers have some ritual before important attacks like this one. Ready? Okay, mouse left click on the port hex. I had a 3 to 1 attack, and a good die roll of 2 and 2 or 4. A retreat is required, and the German player suffered no losses while causing only 3 Allied loss. Mouse left click on all three German ground units to enter and control the port. Mission accomplished, so


mouse click  to next phase.

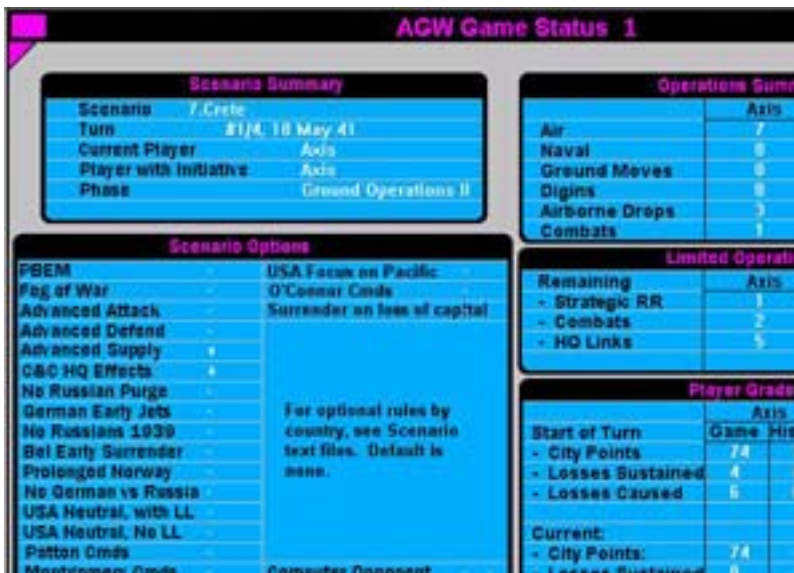
The Allied player has retreated from the port, but should make every effort to recapture it. Mouse right click on an empty hex, and select **Breakthrough Attack**. Next, select the German defenders in the port hex. Next select the 3 UK and 2 Greek units that are adjacent to the port hex. You will need to use the Tab key again to shuffle each unit to the top, then mouse left click on them to select them as attackers.

Now, again go through your ritual, because this is an important attack for the Allies. Mouse left click on the port hex, and view the combat results. My screen showed a 2 to 1 odds, and a 7 die roll with a remainder impact. The Allied attack failed by the


slimmest of margins, with losses on both sides. Mouse left click on the red arrows  for Next Phase.

h. Ground Ops Phase II, Turn #1

The second Ground Ops Phase is the same as the first. First, it is important to look at the operations that are limited. Mouse left click on the 15th icon from the left which looks like a sheet of paper with writing . This display the status.




In the center right of the screen, the limited operations are displayed. The German player has 2 combats left, but will not need them since the port has been captured. After viewing the status screen, click anywhere on the status screen to return to the map.

The German player needs to dig in all ground units in the port, and hope to repulse the Allied attack that is coming in their part of the phase. Select **Digin operation**, then select each German ground unit in the port. Select Next Phase .

The Allied player has one regiment of UK infantry, and two regiments of Greek infantry adjacent to the port. There is little hope of re-capturing the port with that strength, but the only option would be to retreat those units and form a defensive line at Rethymne.

This would all but guarantee the Germans will capture the island, since the German will have a port for supply and reinforcements. After some deliberation, I reluctantly decided to form the defensive line. Select **Move No Attack operation**. The two Greek units can reach Tympakion. Move one Greek unit to hex **204,217**. Move the same unit to Tympakion. Repeat for the other Greek unit. Move No Attack allows a unit to move twice in one phase, but prevents them from attacking, the same as RGW, as long as you have enough supply points.

One of the two UK units has no supply, and will have to be left behind. Move the other unit into column 200, and form a defensive line at Rethymne across the three hexes north to south. Mouse left click on the red arrows for Next Phase .

AGW determines supply for the Axis, then the Allies. You will need to acknowledge the dialog boxes by clicking on Okay twice for each side.



Once to start the supply determination, and once when it ends. On some scenarios, supply determination can take significant amounts of time. The dialog boxes are there to inform the player of the start and end of the calculations. Time to take a break, exhale to get rid of the stress, and get your favorite beverage.

i. Planning, Turn #2

From the Axis perspective, congratulations, you have captured a port on Crete. Your objective this turn will be to Naval Transport a High Command HQ to the port, perform at least one Naval Supply mission to move supply points to the High Command HQ, reinforce Crete with the German 5th Mountain Division, and begin the capture of the rest of the island. The Royal Navy knows which port you will be using, but you have control of the skies with the Luftwaffe due to their airbases being within range of Crete. You know that the Allied player must send a supply mission to either Canae or Rethymne, and it will probably be Canae since Rethymne is now on the front line.


You can protect your supply mission to Heraklion, or attack the Allied supply mission to Canae, or split your Luftwaffe units to the two missions. Your position is no longer

critical, and slow steady progress will be sufficient to ensure the capture of Crete. The Allied player will need to hold one port to allow for evacuation of units. Capture of Canae and Rethymne will seal the victory.

From the Allied perspective, you begin to get the feeling that to fight this battle will cause too many losses. You control the sea, but your Royal Navy losses will be unacceptable since you do not have control of the skies. Probably best to risk a couple of cruisers in trying to stop the German supply and reinforcement, but not worth the risk to sacrifice the Royal Navy in the Med in an all out effort. AGW randomly determines the order of air to air, air to naval and naval to naval combats to capture the chaotic nature of spotting.

j. Turn Deployment Phase, Turn #2

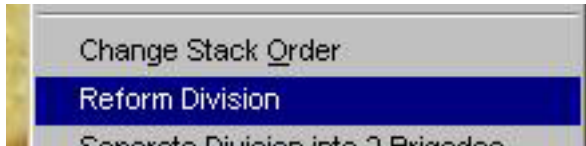
Note that the status bar at the bottom now shows #2/4, 25 May 1941. This indicates that this is now turn 2 of a 4 turn scenario, and the date. Note that the German units on Crete are out of supply, and the UK unit left behind at 204,205 is also out of supply. All other Allied units on Crete are in supply from the Canae port supply source hex.

To view supply and supply sources, select the oil icon (). Supply sources are bordered in red, and temporary supply sources caused by successful naval supply operations have a red line across them. Note that Canae is marked as a temporary supply source, but there are no railroads or road carrying supply on Crete.



The German strategy for this turn is to exploit the successful capture of the port by bringing a High Command HQ unit to it, performing a Naval Supply operation to it, and using a Naval Transport operation to bring reinforcement to it. First, let's use the German 7th Parachute division to illustrate the Reform Division capability in AGW.

Right click on an empty hex, then select **Reform Division**.



Mouse left click on the port hex **205,214**. AGW removes the three regiments, and replaces them with one 7th Parachute division unit by combining their AF, DF, supply points, combat losses, etc.




Next, select the **Naval Transport operation**. Use the Tab key to move the German LF4 High Command HQ unit to the top of the stack in hex **180,201**. Select the Italian freighter located at hex **180,201**. Move the naval unit to the Heraklion port hex. AGW will also move the High Command unit that is located on the top of the stack in that hex with it.



Next, select **Naval Supply operation**. Select the Italian freighter at hex **180,201**. Move the unit to the Heraklion port hex. Finally, select the **Naval Transfer operation** again. Select the last Italian freighter, and move one of the German 5th Mountain Division units at **180, 201** to the Heraklion port. Next, select the Italian freighter at Athens, and move the German 164th Motorized unit to Heraklion. It is critical for the supply operations and reinforcements to be successful, so select your fighter and SG units and put them on **Search and Destroy operations** at the port (hex **205,214**). Also, put the fighter unit at **184,201** to hex **199,213** on a Search and Destroy operation. You may want to move some of the Italian capital ships from Taranto to Crete on Naval Escort to make sure the supply and High Command HQ operations are successful. Select Next

Phase .

The Allied player should perform **Naval Supply operation** to Canae with the aircraft carriers performing **Naval Escort operation** to the same hex. Move two UK cruiser units (e.g. B and C) from hex **248,244** to **204,214** using the **Naval Search and Destroy**

operations. You may lose the cruisers to the Luftwaffe, but you may also get lucky and disrupt the German supply and reinforcement operations. Select Next Phase .

Air and naval combat can vary greatly from scenario to scenario, turn to turn. In my scenario, AGW displayed the Air to Naval screen first, which meant there was no air to air combat. I mouse left clicked on "Proceed". AGW displayed the first combat.

The 2 German SG air units attacked the two UK cruisers, and one of the cruisers was damaged. Neither was destroyed. I mouse left clicked on "Proceed". AGW then displayed the Naval to Naval combat screen, and I mouse left clicked on "Proceed". AGW displayed the combat where the 2 UK cruisers attacked the Italian Freighters. The freighters mission was changed to unsuccessful, and received one loss. I mouse left clicked on "Proceed", and AGW moved to Ground Ops I, Axis. Note that if the Axis Naval Supply operation was successful, then 50 supply points were moved from the Italian Mus High Command HQ unit to the German LF4 High Command unit that was moved to Heraklion. Also note that Heraklion will be marked as a temporary supply source at the next supply determination at the end of the turn.

k. Following Turns and Phases

Congratulations. If you managed to follow the Tutorial to this point, then you have performed most of the operations of AGW and have a good feel for the strategy and decisions you will make to play AGW. Now all you need is practice in order to sharpen your skills in preparation for PBEM, and time to study the manual and Help to complete your AGW knowledge. RGW was primarily a single dimension ground game with some air and naval. As you have noticed, AGW is a 3 dimensional game of chess, with a complex set of decisions required for air, naval and ground. While we have supplied a Computer Opponent for AGW, we strongly recommend that you seek out PBEM players for the real experience.

PBEM is played in the same manner as RGW. You select PBEM method of player during scenario setup. AGW will prompt you to save and send the file. AGW has three phases for each player.

There are 43 scenarios in AGW. Many of them are more closely akin to RGW scenarios, where the battles are primarily ground with some air and naval participation. One method of learning AGW is to play these scenarios first. The Italy scenarios and Poland have fewer units and are excellent for learning AGW.

Finally, for you RGW players. Note that scenarios 38 to 42 pick up where RGW left off.

For questions, you have several sources:

- AGW Manual
- AGW Help Menus
- Wargamer forum (www.wargamer.com)
- Email to schwerpt@ghg.net
- Phone 281.997.9264 (7 to 9PM CST only). I admit I am very difficult to contact by phone due to my day job and other commitments.