

Version 1.3

# User's Manual

# CODENAME PANZERS PHASE THREE

Version 1.3

## INTRODUCTION

Codename: PANZERS Phase 3 is a modification/total conversion package for the RTS game Codename: PANZERS Phase 2™. The mod is completely free, so trying to sell this mod is strictly prohibited. This is not an actual game but a modification package (or mod).

## WHAT'S NEW IN VERSION 1.3

### Updates (1.3):

- New scenario loading screen "Panzer III Ausf. J" (created by VPf2/M&M)
- New desert scenario "DAK Mission" (created by Lucas\_de\_Escola)
- New scenario "End of the Line [1942]" (highly detailed map, new units, realistic gameplay)(created by VPf2)
- American shotgun squad (created by VPf2, custom skins, sounds and models)
- British A-34 Comet heavy tank (fully operatable 3xMG with custom SFX, edited & converted by VPf2)
- Custom skin for A-34 Comet (by VPf2)
- Winter skin for A-34 Comet (by VPf2)
- Panzer II Ausf. F tank Standard, African, 2xCamo and Winter skins (custom SFX, edited & converted by VPf2)
- Soviet NKL-16 snowmobile (converted by VPf2)
- German Wurfgerät 41 multiple rocket launching platform standard and winter skins (by VPf2)
- Winter skin for PaK 43 (by VPf2)
- New winter and African skin for the British Cromwell (VPf2)
- German Panzer III Ausf. J medium tank (3xMG, converted by VPf2)
- Camo skin for Panzer III Ausf. J (VPf2)
- Soviet KV-1C (custom SFX, converted, edited, re-skined, by VPf2)
- Winter skin for Soviet KV-1C (by VPf2)
- Winter Skin American M10 Wolverine (Skin by VPf2)
- Winter skins for German and Soviet reflectors/searchlights (skins by VPf2)
- Winter skin for the Sd. Kfz. 302 Goliath (VPf2)
- African skin for Crusader (by Kristof, edited by VPf2)
- African skin for Matilda MK II (by Kristof, edited by VPf2)
- Standard skin for Crusader (VPf2)
- Standard skin for Daimler MK I "Dingo" (old skin now as African)(VPf2)
- Camo 3 skin for Panzer III Ausf. N
- New headquarters pictures for most of the new units
- Updated effects for M4A1 Sherman (both GB and US) (Kristof, VPf2)
- Winter skin for the T-34/85 with stand-off screens (Trippel-XXX)(skin by VPf2)
- Updated 20mm FlaK 38 (orig. conversion by VPf2, modified by Trippel-XXX)
- 20mm FlaK 38 fixed version (orig. conversion by VPf2, modified by Trippel-XXX)



Mod's official website: <http://panzersphase3.tk> or <http://panzers.ucoz.com>

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- Trailer for FlaK 38 added as an object (objects\18a units-special)
- American version of the M3 Stuart (by WojtekK)
- American version of the M5A1 (by WojtekK)
- American version of the M3A1 Grant (by WojtekK)
- British version of the M5 Halftrack (PantherG)
- 3 New skins for the British Cromwell (PantherG)
- M5A1 Sherman Firefly VC (skin by PantherG)
- Updated skin for M4A1 Sherman (both GB and US) (Kristof)
- African skin for the M4A1 Sherman (Kristof)

## FIXES (1.3):

- Gunner.0 values for SU-100 and ISU-152 (Rfb ver.)
- Updated sound and video effects for Cromwell
- Marketplace parameters for Panzer III Ausf. M
- Marketplace parameters for Panzer III Ausf. N
- Fixed parent entity of the gun0h in Panzer III Ausf. M
- Die/Destroy effects for Sd. Kfz. 251/9
- Barrel lengths of the T34/76 (fixed by WojtekK)
- Changed numeral font of the Tigers No. 131, 205, 222 (by PantherG)
- Corrected Sd. Kfz. 222 the direction of the front wheels when turning

## WHAT'S NEW IN VERSION 1.2

### Updates (1.2):

- German Panzer 38(t) Ausf. C (converted by VPf2)
- German Panzer 38(t) Ausf. S (converted by VPf2)
- Custom skin for Panzer 38(t) Ausf. S (by VPf2)
- German Sd. Kfz. 222 (converted by VPf2)
- Custom camo skin for Sd. Kfz. 222 (by VPf2)
- Sd. Kfz. 251/9 (Created by VPf2, AlexSergeev), Skin by VPf2
- Rommel's Car African version (by Lucas\_de\_Escola)
- Opel Blitz Radio (by Panther 2)
- Opel Blitz Radio African version (by Lucas\_de\_Escola)
- Autoblinda 41 Mediterranean Skin (by Lucas\_de\_Escola)
- Panzerkommandant 1943-45 Squad (by PantherG)
- Waffen-SS Tiger Crew Squad (by PantherG)
- New scenario for the Russian side (by Lucas\_de\_Escola)
- 4 new Panzer VI Tiger camo skins (by PantherG)
- Panzer VI Tiger (old) MG version (TrippelXXX)
- Panzer VI Ausf. B King Tiger MG version (TrippelXXX)
- Winter skins for Sd. Kfz. 234-2 and 234-4 Puma (Panther 2)
- German Winter Rocket Squad
- German Winter MG-42 Squad



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- Old (CP2) versions of M-26 Pershing, M-7 Priest, Willis MB (both SU and US), Panther Ausf. A & D, BA-64, SU-122

## FIXES (1.2):

- Optimized marketplace in Skirmish mode.
- Minor errors in the "unit.ini" file
- Minor errors in the "objects.ini" file
- Sd. Kfz. 7 now has engine noise
- Improved 37mm gun SFX
- Updated "headquarters" pictures for Hummel and Panzerwerfer 42
- Sd. Kfz. 223 explosion model
- German tank crew texture (by PantherG)
- MG34 and MG42 "cartridge-case" effect

## WHAT'S NEW IN VERSION 1.1

### Updates (1.1):

- Camo skin for Panzer II Ausf. C
- African skin for Panzer III Ausf. N
- M10-Wolverine (Converted by VPf2)
- Camo skin for M10-Wolverine (VPf2)
- Custom "shot" and "engine\_noise" sounds for M10-Wolverine
- German MG 42 squad (Trippel-XXX)
- Neubaufahrzeug IV (Trippel-XXX)
- Panzer V "Panther" Night Vision Camo (modified by Trippel-XXX)
- Panzer V "Panther" Night Vision Winter (modified by Trippel-XXX, skin by VPf2)
- T-34/85 with stand-off screens (Trippel-XXX)
- Wreck (wreck-expl) model for T-34/85
- Objects from cutscenes
- Icy water textures
- Hungarian flag (objects/26 flags)(colors fixed by VPf2)
- German Jeep from Phase 1
- Wrecks of Panzer III Auf. M and Ausf. N added to "objects" folder

### FIXES (1.1):

- Version 1.0 Bugfix integrated
- Fixed "debriefing\_menu\_hq.tga"
- Lights added for Panzer II Ausf. C (SS Skin)
- SS fliegerfaust squad can now shoot at aircraft

## 1.0 INITIAL RELEASE VERSION

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## MOD SPECIFICATIONS

- More than 600\* fully operable units (\*mechanized units and infantry winter/camo skins included).
- Simple scenario editor to create realistic maps.
- Hundreds of new various objects and buildings to create maps.
- Modern and easy to use modding tools to create fully customizable units.
- Fully reworked game menu interfaces.
- Interactive and realistic unit information.
- Singleplayer and multiplayer modes.
- Constant updates for the mod ([panzersphase3.tk](http://panzersphase3.tk) / [panzers.ucoz.com](http://panzers.ucoz.com))

## SOFTWARE REQUIREMENTS

- DirectX 9.0c (free, Microsoft website)
- Codename: PANZERS Phase 2
- Codename: PANZERS Phase 3 (if your installing the version 1.1 update)
- Codename: PANZERS Phase 3 Version 1.1 (if your installing the version 1.2 update)
- Codename: PANZERS Phase 3 Version 1.2 (if your installing the version 1.3 update)

**Note:** You *MUST* have Codename: PANZERS Phase 2™ installed in your hard drive before trying anything. The modification will not work without the original game.

## HARDWARE REQUIREMENTS

- CPU: Intel Pentium III
- RAM: 256MB
- Video card: 32MB
- Hard disk: 5+GB

## HARDWARE RECOMMENDATIONS

- CPU: Intel Core Duo or better
- RAM: 512MB or more
- Video card: 256MB
- Hard disk: 8+GB

## CREDITS

- Stormregion/InnoGlow – game development
- Gepard – game engine
- CDV – game producer
- VPf2 – head of the mod/administrator/community management/modeling/converting/texturing/interface design/mapping
- Infrascop – modeling/moderator/community management
- Trippel-XXX – head of the OMNI-Mod
- Grandslam – major mod involvement
- PantherG – major mod involvement/skins
- WojtekK – mod involvement
- Kristof – skins
- Lucas\_de\_Escola – major mod involvement/skins/scenarios
- nightgambler - Berlin '45 Mod
- Panther 2 –Berlin '45 Mod
- Al\_Capone – various mods/Berlin '45
- subSilver – various mods/community management
- Ste66 – head of the Ardennenmod für Panzers Phase II
- Skinny, Sabot, Smert – Kursk Mod
- Darthsidious22 – Karlmod
- Wollolo – minor skinning
- Manteuffel – Seelow heights skins
- Jolly – Jolly Mod
- Gips – texturing
- Unknown – DAK Mod

If anyone is left unmentioned please contact me and I will add your name to the list.