WWII ONLINE

In memory of our greatest generation

THE FIRST (AND ONLY) PERSISTENT MMO BATTLEFIELD OF WORLD WAR II

A community-driven wargame on a 1:2 scaled map of Western Europe.
Server capacity for thousands simultaneous players fighting hours-long attrition battles.
200 accurately-modeled guns, tanks, aircraft and ships from Germany, France, Britain, US or Italy.

Version 1.36.4

Game Guide
(Work In Progress)

Table of content

INTRODUCTION

This guide focuses on a global introduction to World War II Online and its fundamental game play. It will not provide any instructions on how to use your weapon, nor how to setup battle tactics. More specialized guides have been written by veterans and are available on dedicated squad websites or in the dedicated Steam section https://steamcommunity.com/app/251950/guides/

USEFUL LINKS

Official website https://www.wwiionline.com/ and forums http://forums.wwiionline.com/forums/
Steam community hub https://steamcommunity.com/app/251950
ALLIED/AXIS discord servers https://wiki.wwiionline.com/view/Discord
Game STATS https://stats.wwiionline.com/

THE WORLD WAR II ONLINE PROJECT

World War II Online, a 100% player-funded indie project, was initially released in 2001 and has been regularly updated since then. Have a look at the history of patches here.

For almost 20 years our game has been the only WWII-based MMOFPS that combines all these unique features:

Authentic WWII MMO battlefield

- Pure PvP FPS with up to 5.000 simultaneous players
- Play with guns, tanks, aircraft, ships or infantry weapons on a huge zone-less MMO map
- Hundreds of WWII vehicles and weapons from multiple nations
- A military-grade simulator for controls, ballistics & damages

Authentic WWII MMO wargame

- Western Europe domination campaigns (60-days average) between Axis and Allies
- Strategic theater planning & special ops
- Global supply chain management & attrition
- Historic data and references

Authentic WWII MMO community

- Single persistent world
- 24/7 player-driven game (no scripts)
- Chain-Of-Command with mature leadership
- Fear-of-death motivated teamwork

Since 2001, thousands of manhours - by almost a hundred developers - have been invested to create this first ever MMO wargame, and the game is being continuously upgraded.

Cornered Rats Software (CRS), the development team independently produced by PLAYNET, is mostly composed by volunteers under the leadership of Matt « XOOM » Callahan. Our objective is to further upgrade our engine to modern standards, while further improving our unique game play. The new release on Steam in *september 2017* helps to achieve this goal.

STEEP LEARNING CURVE: COMMUNICATION & SQUADS

WWII Online is a serious game that requires time investment and a willingness to work as a team player through communications. A lot of information will take time for you to learn about but don't worry, you can play the game without all that knowledge.

Our official Wiki https://wiki.wwiionline.com/view/Main_Page contains a lot of information but is still undergoing updates. The best way to learn about the game to ask in-game to veterans, or in the forums https://steamcommunity.com/app/251950/discussions/8/ Joining a squad active during your timezone is the best choice. Each time you log in, a pop-up window will show you the currently available squad recruiters.

90% of player communications goes through different radio(chat) channels. If you don't get used to it, you will most likely be lost and frustrated: just press « F1 » to « F6 » keys to broadcast your message on the related radio channels. F6 is the help channel by default. The most used one is the « target » channel, which gathers all air/ground/sea players involved in your current town objective. Read more here: https://wiki.wwiionline.com/view/Chat
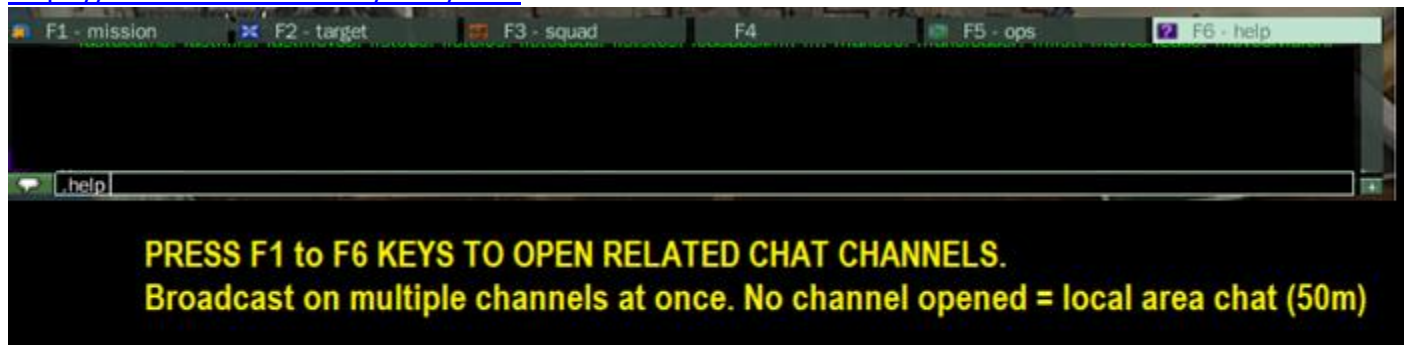
Type the command « .help » in the chat bar to list existing chat commands (no need to activate a radio channel).

Have a look at our game glossary, that may be useful to understand some discussions between players: https://wiki.wwiionline.com/view/Glossary

 For the best game play experience possible, you should get on the Allied or Axis WWII Online Discord Server (https://www.wwiionline.com/resources#voice-comms). Integrated voicecomm is currently in development.

HAVING ISSUES?

Please send an email to support@playnet.com or submit a support ticket.

If you experience any unpleasant situation with another player in-game, use the command « .report <message> » in the chat bar. Similarly, « .bug <message> » allows you to report game bugs.

JOINING THE GAME (UI)

Note: a new UI is currently in development

GAME MODE SELECTION

Upon launching the game through steam, you are invited to choose the game mode you want to play:

- *Join the battle* on the live campaign where account restrictions applies
- Join the online *training server*, where you can play with any equipment but without town capture (rarely populated)
- *Play offline*, where you can spawn anywhere with any equipment, drop « clones » of your unit (press the space bar), set a 3rd-person view, and train your controls or shooting skills.
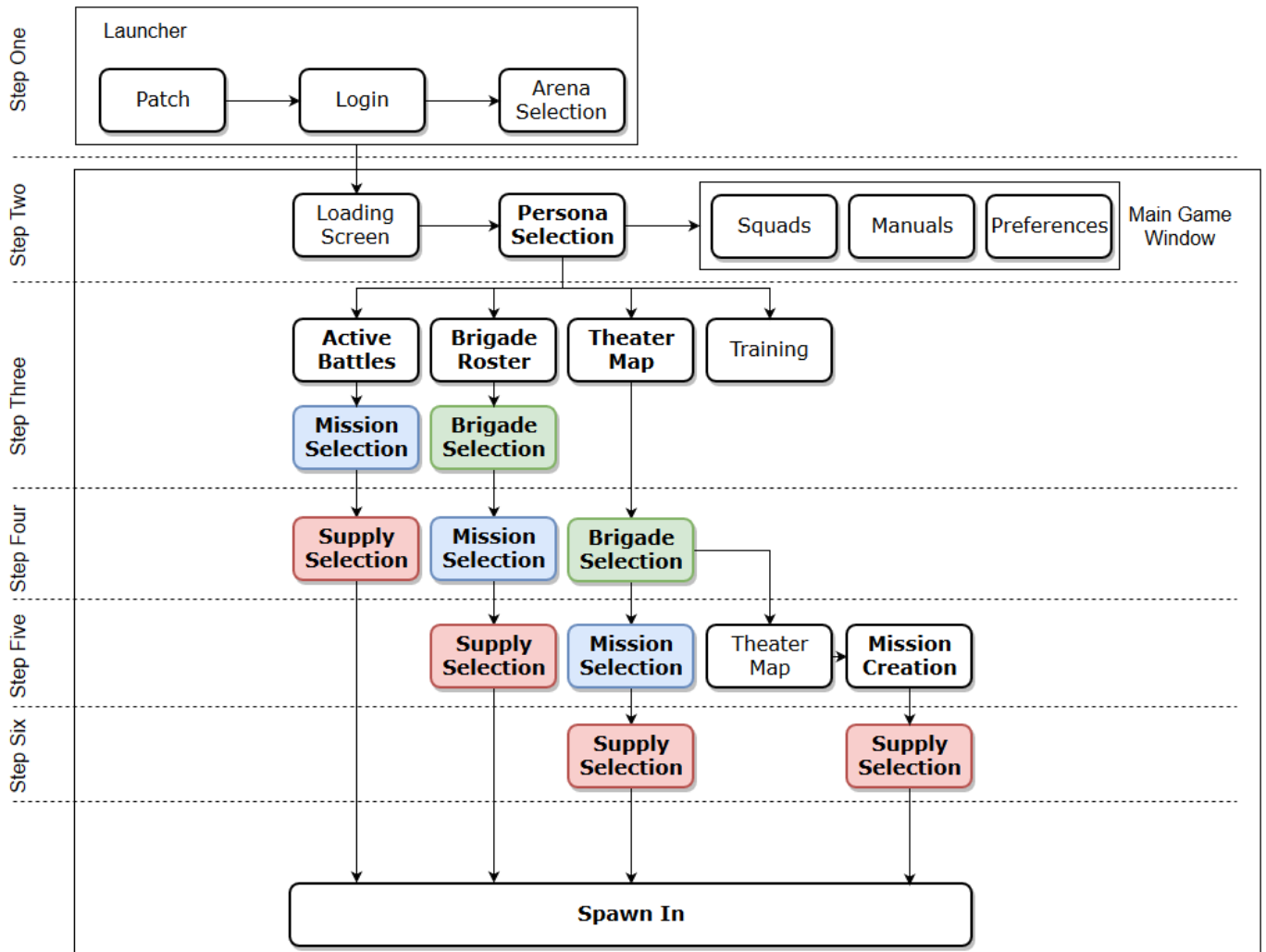
PERSONA SELECTION SCREEN

A delay to a side may apply if it has more players online (the stronger unbalance, the longer the penalty). There is no forced side-balance. Population balance between the two sides can vary a lot, offering « easy » or « hard » modes for the game!

You can switch without delay between allied nations (France, Great Britain and US). Once you chose a side, you can no longer change for 15 minutes. US army enters the server only in 1943 (Tier 3 of campaigns)
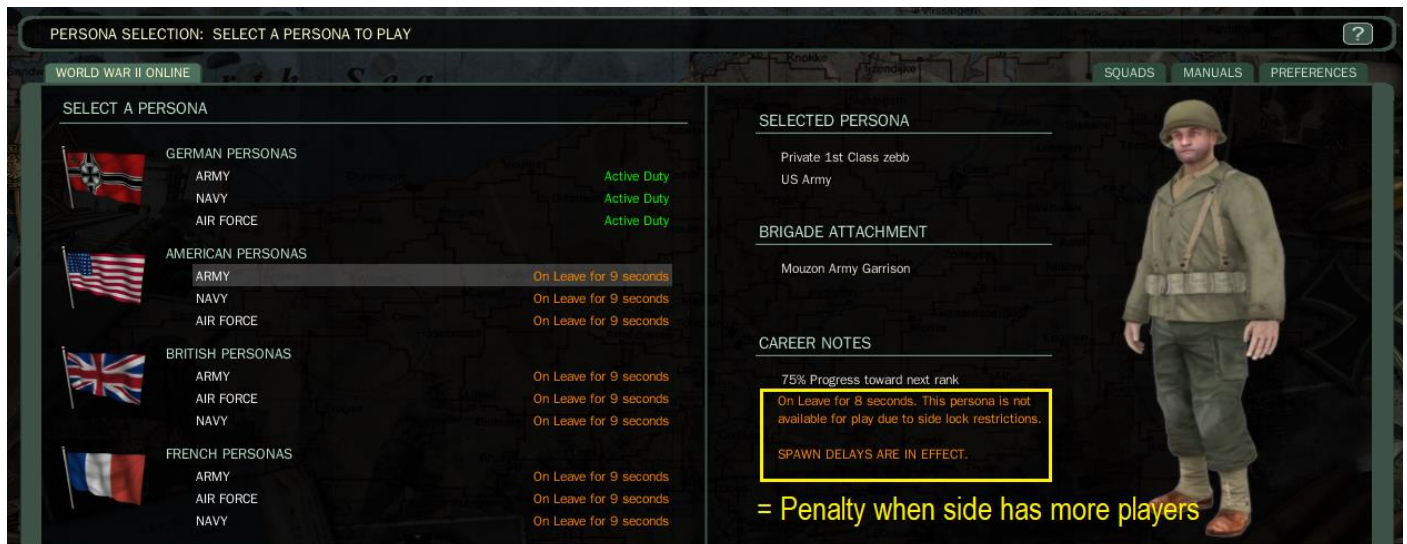
IN-GAME (INTERACTIVE) TRAININGS

The first time you play the game you are strongly advised to perform the in-game trainings. This training is no longer mandatory for new Steam players but the chat, map and HUD introduction will help you a lot.

ACTIVE BATTLE TAB

By default you will land on the « **active battles** » tab, displaying all missions currently active for that country and for that army branch (ground forces / air forces / navy forces). Selecting a mission will display the area on the map where the action is happening.

THEATER MAP TAB

You can display a larger view of the map, perform searches or apply specific filters.
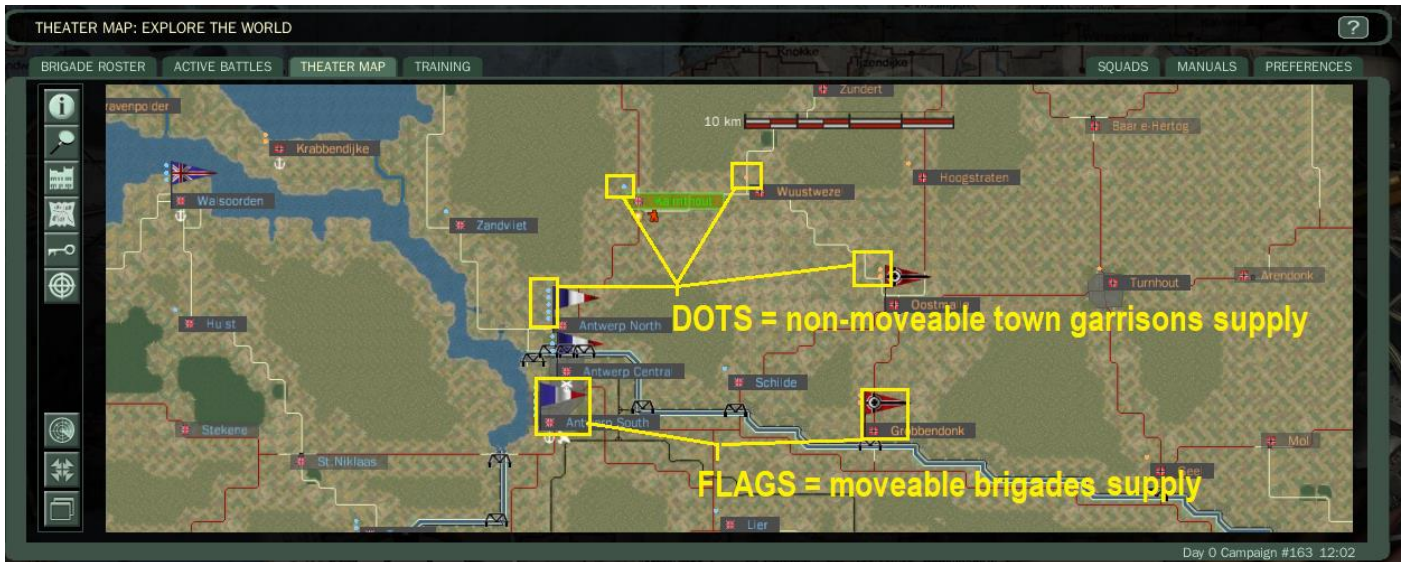
You can right-click any friendly-owned town and join the garrison or the brigade flag (if there is any).

BRIGADE HQ

If you join a garrison or a brigade flag through the map selection, you will land on the « brigade HQ » screen, displaying all missions taking its supply (origin) from there.
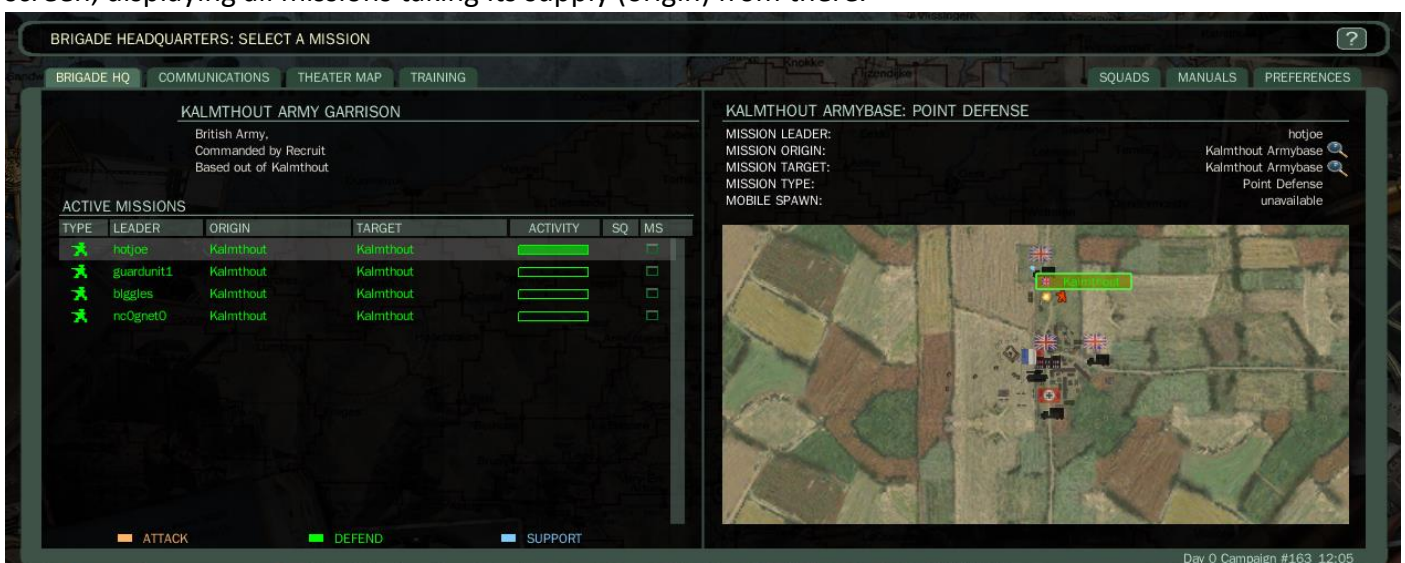
(MISSION) READY ROOM

As soon as you join a mission (through the active battles tab or through a brigade HQ), you have an overview of available weapons. Select your weapon and enter the world. If a mobile spawn is available, some units will automatically spawn at it (Infantries, light AT and AA guns), while others will continue to spawn at the fixed mission origin. You cannot see the MSP on the map so you will have to ask the mission leader where to spawn from! You can uncheck the Mobile spawn (the system will remind it as long as you stay in that mission).

You can check the details of the mission in the « briefing tab ».

JOIN A FRIEND'S MISSION (<.JOIN>)

You can rapidly join anyone's mission from the UI. Just type .join <player name> in the chat bar and accept.

. It crosses all branches, so you could be in the Royal Navy and join someone in the 101st Airborne very easily.

ENTERING WORLD (SPAWNING)

Your in-game mini-map (or full map pressing the « m » key) will help you locate the direction to head to (zoom in/out with +/- keys or mouse wheel).

To leave the game and return to the ready-room, press escape and despawn.

SORTIE AFTER-ACTION REPORT (AAR)

When you despawn you always land on the after-action report screen (AAR) of your sortie. All sorties (spawns) related to a single mission will be listed there. For each sortie you have an overview of your number of captures, kills, sortie result, start time, duration... as the name of the player that got your kill, or that you have killed. More detailed sortie stats (rank points and kills) are available on the right part of the screen. This list is erased as soon as you leave a mission.

You can immediately restart a new sortie on your missiong, but using the same weapon, by pressing the « enter world » button. You can anytime go back to the ready room to select another unit, check the briefing or have a look at the theater map.

If you want to (un)activate the mobile spawn, check the box at the bottom of the AAR screen.

JOIN A SQUAD (RECRUITER)

You can be invited by any squad recruiter, XO or CO when you are online only. You cannot have an overview of all existing squads not send an membership request. You can however join squads who currently have an online recruiter:

Click on the « squads » tab, and open the recruiters menu.
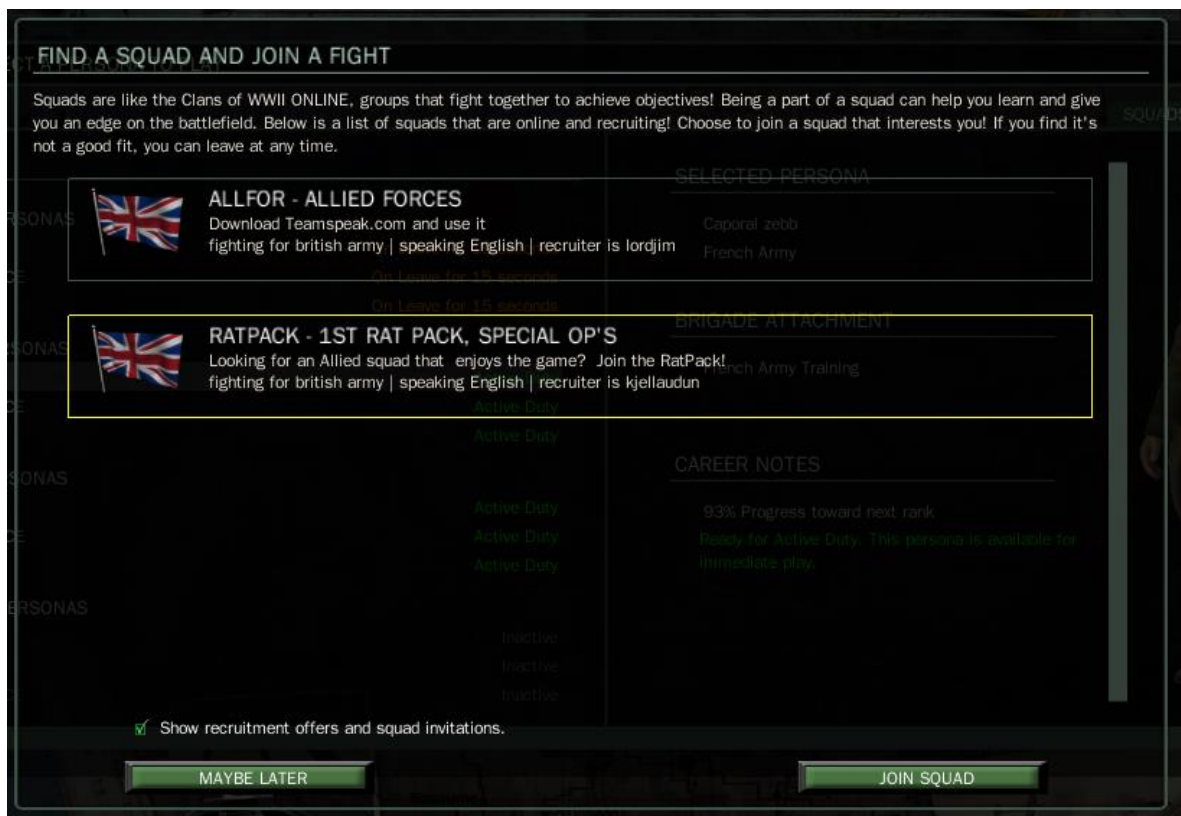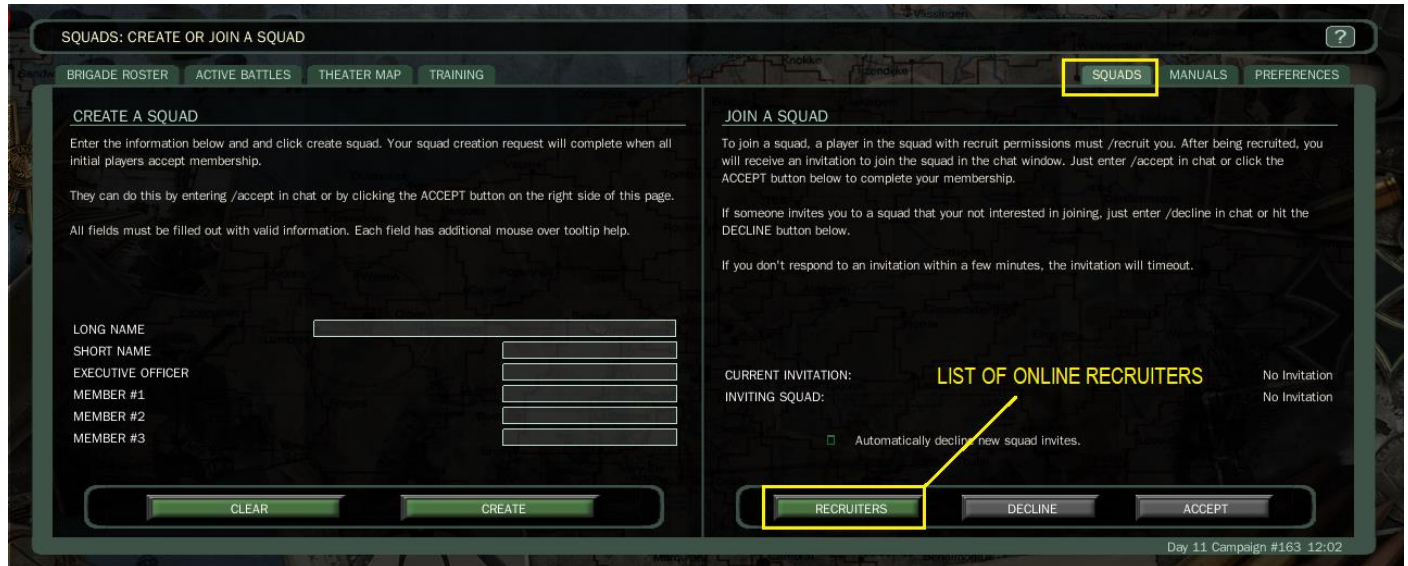
When joining a squad recruiter you will automatically be transfered to his mission. Start speaking with your new squad through the squad chat channel (F3 channel by default)

When joining a recruiter, you will remain part of a squad for then next 7 days. You will then be automatically removed except if a squad recruiter, a XO or the CO promoted you to squad member before the end of that trial period.
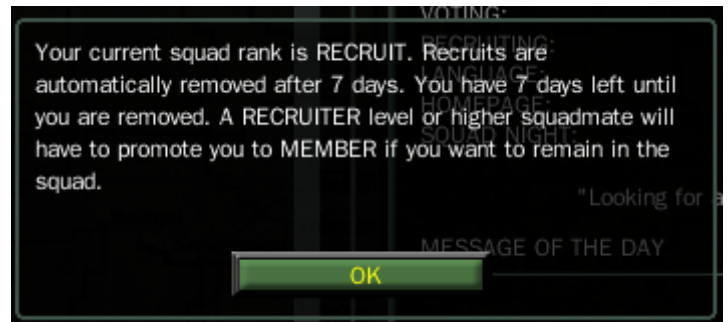
When you are part of a squad you can select any online members and join his mission by pressing te « join » button or double-clicking the player name.
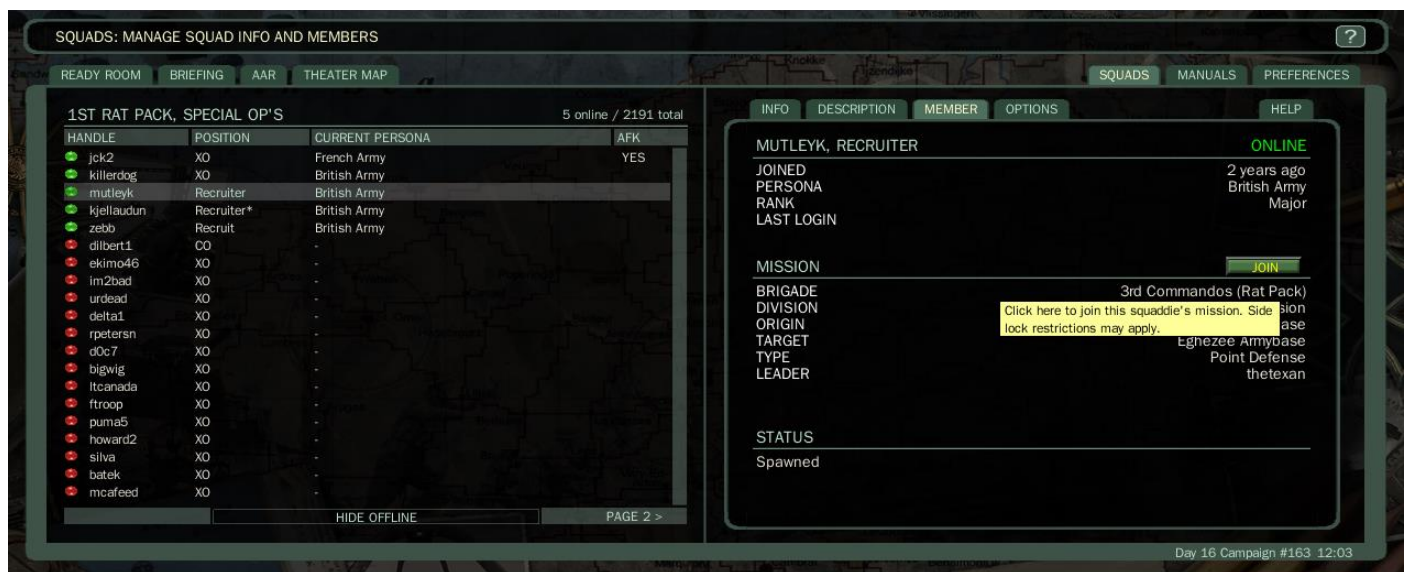
You can leave a squad through the squad tab options.
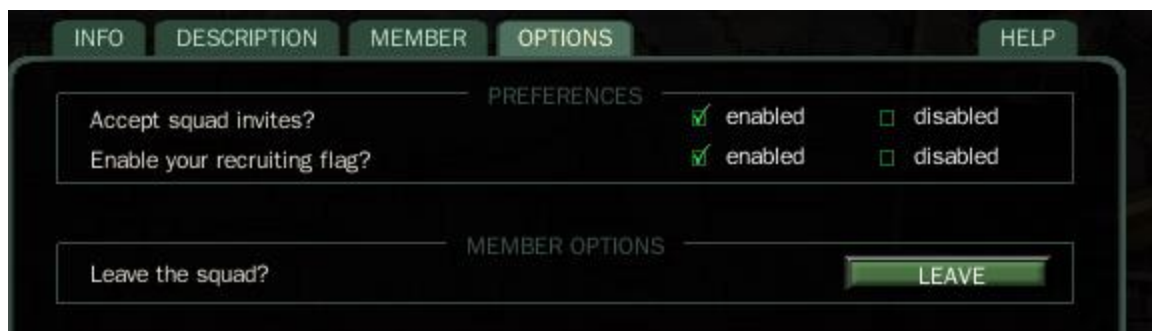
More management tools are available through a web browser to help squad leaders manage their squad:
https://squadtools.wwiionline.com/

INTEGRATED UI HELP

You can display tutorial help/tutorial anytime by just clicking the « ? » mark in the upper corner right of any UI screen.

How to play the basic rifleman unit? Check out this short tutorial video:

https://www.youtube.com/watch?v=VyR7HCbjFzA

More guides on Steam:

https://steamcommunity.com/app/251950/guides/

More tutorial videos available on the forums:

https://steamcommunity.com/app/251950/discussions/0/1840188800796325915/

GAME PLAY OVERVIEW

The game is played through « campaigns » that last a few days to a few months (average of 60 days).

- The current status of the campaign can be seen through a web browser: https://webmap.wwiionline.com/
- History of campaign wins: https://stats.wwiionline.com/winhistory.php

There are three core features underlying our game play:

- Supply
- Spawn points
- Objectives

Game managers regularly adapt rules regarding these in order to optimize the battle frequency, duration, density and rewards. The current version of this quick guide might therefore not include the latest server changes.
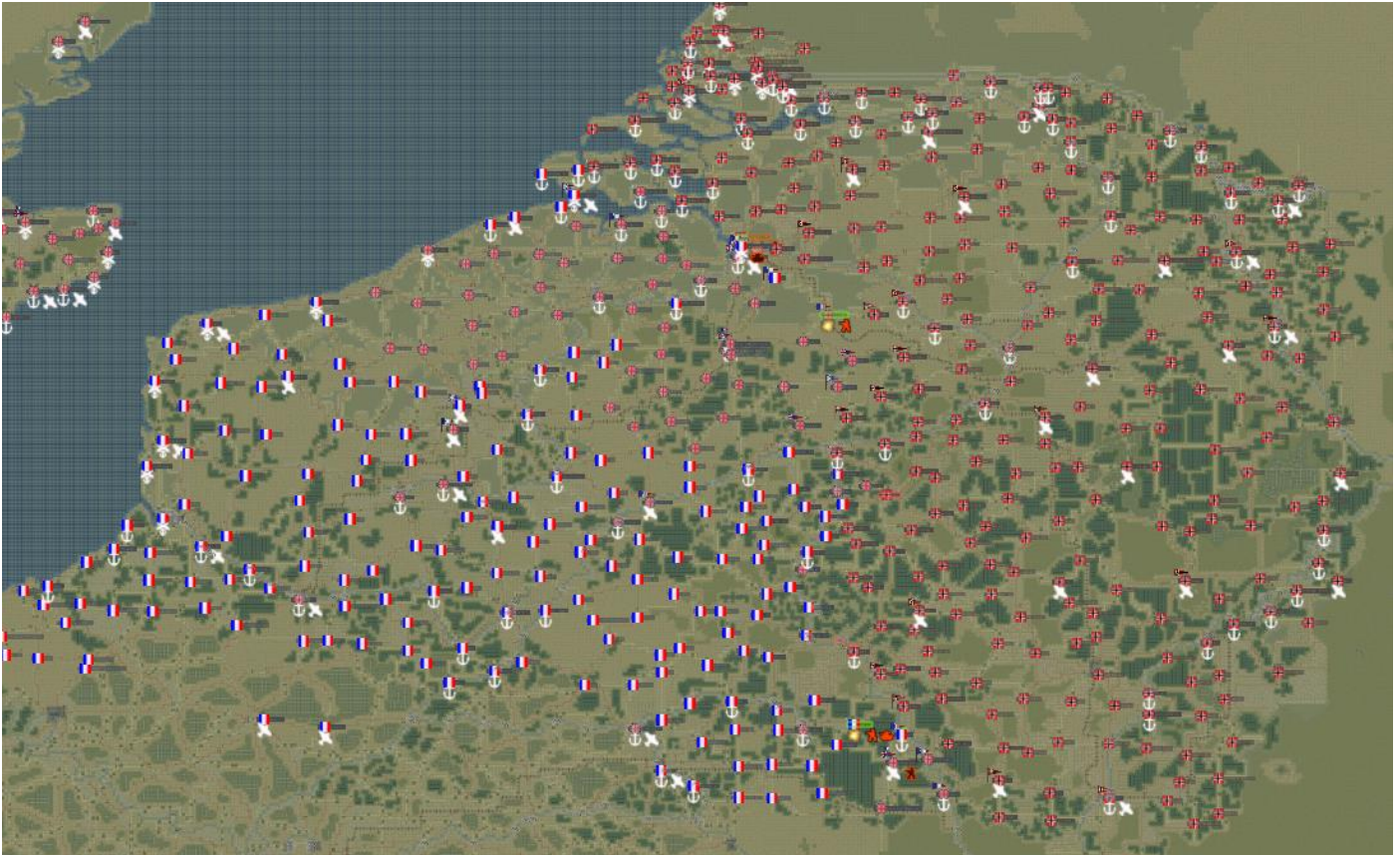
SUPPLY

Supply are about weapons and vehicles historically available during WWII, introduced through « Supply Tiers », simulating the evolution of weapon technologies between 1939 and 1945. Supply are manufactured at a couple of large factories in the rear and distributed over the frontline through supply routes.

Supply balance between both sides is based on historic manufacturing costs (based on WWII military archives, a personal work performed by Scotsman), and not on actual deployment numbers over the European theater. This offers the best simulation experience and allows alternative historical outcomes.

- **Factories (production):** Each country has multiple factories that produce weapons and vehicles. These will actually replace lost supply in battles, with a default production timer of 15 hours as long as the factory has 0% damage.
  In order to avoid supply griefing, units missing in action (You are MIA when you despawned too far from a friendly facility) who were not hit by enemy fire are replaced within 15 minutes only.

  For each % damage made to factories (by bombers or sappers), the production timer will be delayed by that same % (e.g. 10% damage = 10% delay = 16.5 hours production), with a maximum of 100% delay at 100% damage, i.e. 30 hours production timer.
  Each hour, factories are automatically repaired by 2% (engineers cannot accelerate this repair rate). These buildings are well protected by AI-controlled heavy AA guns. Type the command « *.factories » (or .fac)* in the chat bar to see the production output of all factories:
    o French factories: Abbeville, Montrueil, Amiens
    o British factories: Canterbury, Ashford, Whitstable
    o German factories: Essen, Dusseldorf, Koln, Frankfurt

- **Garrisons (fixed deployment):** The supply manufactured by factories are sent to army bases, airfields and ports as long as there is a continuous supply route (note that US, BEF and ARFR supply can travel through each others' towns).
  Ground equipment is stored in every frontline town and every backline town (one-link behind the frontline towns). These are called frontline/backline « garrisons ». There can be only one country garrison per town. Garrisons are marked on the map as « dots » on the left of town names.

Inactive   Backline   Frontline   Backline   Inactive

All spawns linked to a town (depots, forward bases, mobile spawns) can take its supply from the garrison, even if its army bases have been captured.

The more army bases that are available in a town, the more supply is stored in its garrison. A garrison can be « overstocked » up to +100% supply capacity, by despawning equipment transported from any backline garrison owned by the same country.

When a country captures a new town, the new garrison supply will have a trickle-in timer of 60 minutes, starting after 10 minutes, on 3 minute intervals, offering defenders counter-attack opportunities.
When allies captures a town, they may decide which country will own the town (US, ARFR or BEF).

Garrisons cut off by the enemy through a surrounding maneuver will no longer receive fresh supply but can still use the one stored so far. Cut off towns facing enemy garrisons will automatically surrender after 6 hours and loose all its remaining supply (a white flag will be displayed on the map).

All Airfields have both an air force garrison and a paratrooper garrison, even if their town is inactive. Frontline air fields have only paratrooper garrisons.
All naval ports have a naval garrison.
Note that US forces will use French Air & navy garrisons until more american units are modelled.

- ## Brigade flags (moveable deployment):
  A brigade flag is a moveable supply pool that HC leaders can use to reinforce towns.

  Each side has 3 division HQ flags, each supplying 3 brigade flags, hence a total of 9. Brigade flags must remain close to their parent division HQ, highlighted on map with a red link (as displayed in the image). Moving a flag will take 30 minutes to a frontline town and 15 minutes to a backline town. The system will notify the deployment to everyone as soon as the High Command moves a brigade flag:

Flags are also resuplied by factories but its supply capacity is not influenced by the amount of army bases at its host town. Brigade flags can be overstocked up to +100% supply capacity but only with equipment spawned from their division HQ flags.

In opposition to garrisons, an allied flag can be placed in any allied town, thus allowing to combine weapons and equipment from different allied countries.

Flags cut off by the enemy through a surrounding maneuver will no longer receive fresh supply but can still use the one stored so far.

If the AB of the host town is captured, the brigade/division flag will automatically retreat to a rear town together with all its remaining supply. If there is no rear town available, the brigade is « routed », i.e. removed from the theater for 6 hours.

SPAWNS

Since our map is scaled at 1:2 and towns are about 10 to 15 km distant from each other, you should not expect to make such long runs/drives to a battle area! (except for dedicated interdiction or resupply missions, often performed by veterans or squads).

You can enter the game through multiple « spawn points ». Some are fixed in the world and must be captured, some are player-placed and are destroyable. Each one has its own access rules.

You can spawn only from a player-created « mission ». Its spawn point will define what supply is available for that mission. If there's no mission available from a specific spawn point and if you don't have enough rank to create your own mission, ask for an officer on the Operations channel (he will create a mission and give you command).

- ### AB (Army base): This is the central spawn point of a town or a city where any ground unit can spawn at. Vehicles will spawn in the garage, while infantries will randomly spawn between 4 to 8 barrack buildings which have no-fire zones upstairs. Barracks cannot be damaged while the garage can be slightly damaged.
AB spawn points are closed as soon as the AB bunker (flag) is captured by attackers. Supply will however be recovered if defenders manage to own it again.
There can be up to four ABs per town.

- ### FB (Forward base): FBs are fixed spawns that can appear between (most of) frontline towns. These allow to spawn ground units 3-4 km close to the next enemy town. Vehicles and infantries spawn in two « tents », separated by 100-200m, in open field.

There can only be one FB at a time between two towns (allied or axis), as these must be destroyed with explosive sachels. If an FB is destroyed, all missions having it as origin will be closed.

FBs have a destroyed state that drastically decreases cover, but they remain available until all components have been destroyed.

FBs are taking their supply from their frontline town (garrison and/or brigade flags). If the garrison or the brigade flag is overstocked, the extra supply will also be available at the FB.
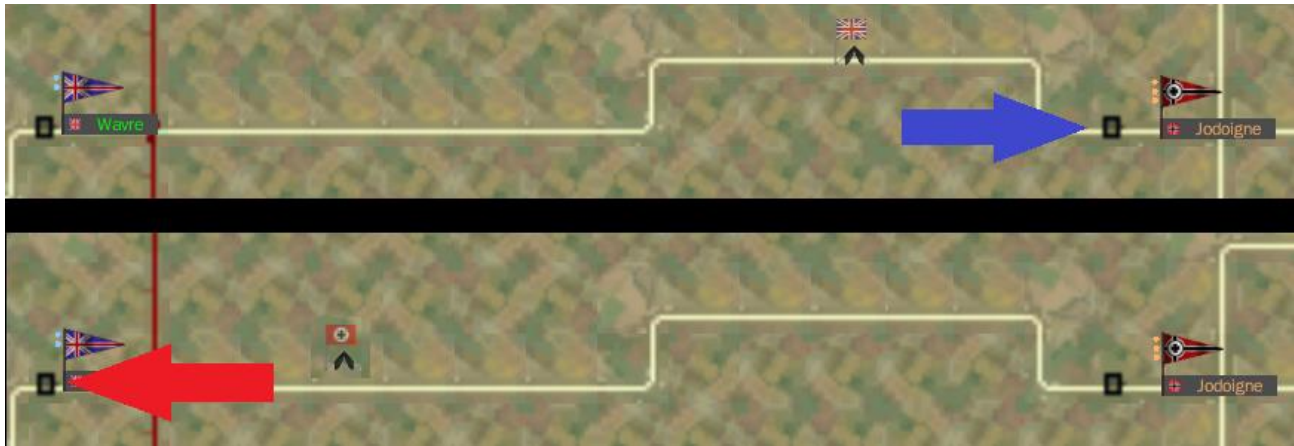
- **Depot:** Depots are fixed urban spawns and are the main contest points of towns and cities. You can spawn all infantries, trucks (except haulers) and some of the light/medium AA/AT guns; it simulates defensive regiments deployed in the different districts of a town. Depots offer a safe no-fire zones upstair with a 360 degrees view. A depot will be closed as soon as his flag is captured (separated building).

There are as many depots as there are adjacent towns, and are called accordingly (e.g. Brussels-Leuven depot).

In large cities there are often 2 or 3 depot buildings coupled to the same flag: units will then randomly spawn between those buildings.

When the building is destroyed, all players inside are killed, regardless of their side, but the spawn will remain active

Supply are limited but any spawned unit will be replaced after 15 minutes, taking supply from the garrison and/or flags. Depots cannot be overstocked.

Depots linked to friendly-owned backline towns can drag supply from that rear garrison or brigade. These are called « offensive spawnable depots »

- For defenders: as soon as the AB has been captured, and as long as their FB is up (if any)
- For attackers: anytime, and as long as their FB is up (if any)

- ## Fortified mobile spawn (FMS):

trucks and haulers can deploy mobile spawns only available for players on the same mission. A mobile spawn will automatically replace the (fixed) spawn of the mission origin for infantries, light ATG and light AA guns. Other units will continue to spawn at the main origin.

In opposition to predictable fixed spawns, FMSs offer mobility and stealth tactics (camouflaged 3D model and no map mark for the enemy, until it has been manually reported). Its purpose is to sustain battles by decreasing the travel distances from an origin to a battle area. It is used both in offensive and defensive missions.

The FMS will ressuply ammo to any unit standing within 5 meters of the spawn, and offers as safe RTB point. The supply is dragged from its mission origin (AB, FB, depot) without maximum capacity nor any supply trickle-in timer.

A FMS takes 30 seconds to be setup and cannot be deployed closer than 300m of any enemy-owned facility. It will remain available as long as the mission exists (even if there is a change of leadership), as it has not been cancelled by the mission leader, or as it has not been destroyed. FMSs can only be destroyed by 4 explosive charges or a total of 350Kg air bombs (not HE shells from guns/tanks, nor destroyers, nor mortars).

Attention: the target of a mission must be a facility for a FMS to work. You can target a bridge but the FMS will use origin as the true target because a bridge is not a facility. A target has to have an owner.

- ## Light mobile spawn (LMS):

deployed by truck and haulers, it is a mobile spawn limited to infantry. It offers better camouflage capabilities at the cost of greater fragility: it can be destroyed by a hand grenade, an explosive sachel, a HE shell or round, and an aircraft bomb. The LMS can be deployed up to 250m from any enemy facility.

Attention: the target of a mission must be a facility for a LMS to work. You can target a bridge but the LMS will use origin as the true target because a bridge is not a facility. A target has to have an owner.

- **Airfield (AF):** Some towns will host a huge airfield, marked with a plane icon on the map. Airfields allow you to spawn fighter/bomber aircrafts (at non-frontline towns only) and paratroopers from an air garrison, but only from your « AIR FORCE » persona.

Paratroopers will spawn in the control tower of the airfield while planes will randomly spawn between multiple hangars. AF buildings cannot be damaged or destroyed. Spawning is closed as soon as its bunker - located on the field next to hangars- is captured. The AF bunker can be captured only when the town has been contested for 10 minutes. Aside paratroopers, ground units cannot spawn at airfields, except if it is coupled with an AB.
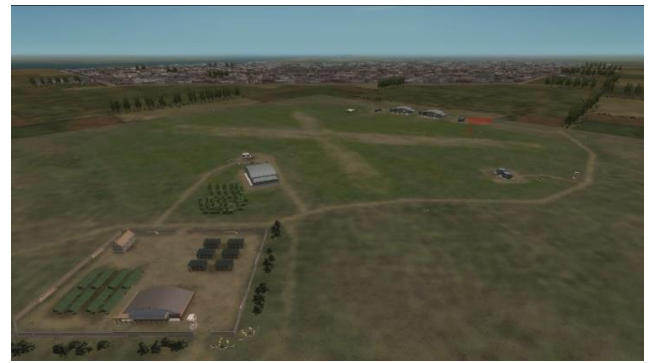
- **(River) Docks / (Deep water) Port:** Docks allows to spawn ships from a navy garrison, but only from your « NAVY » persona. Docks are found at most towns linked to a river or along the North sea.

Destroyers can only be spawned at « deep water ports » that display a special icon on map. Destroyers spawn a few hundreds meters away from the docks, while light ships will spawn right next to the docks.

Docks will also activate extra ground supply at ABs and depots, through an additional « naval garrison ». The building can be in a light damaged state but will remain active until it has been captured. The area capture is the docks' building itself, there is no separated flag building.

Here is a quick compilation of the information above; a standard spawns setup with its supply will look like this: (this will vary according to terrain configuration and terrain ownership)
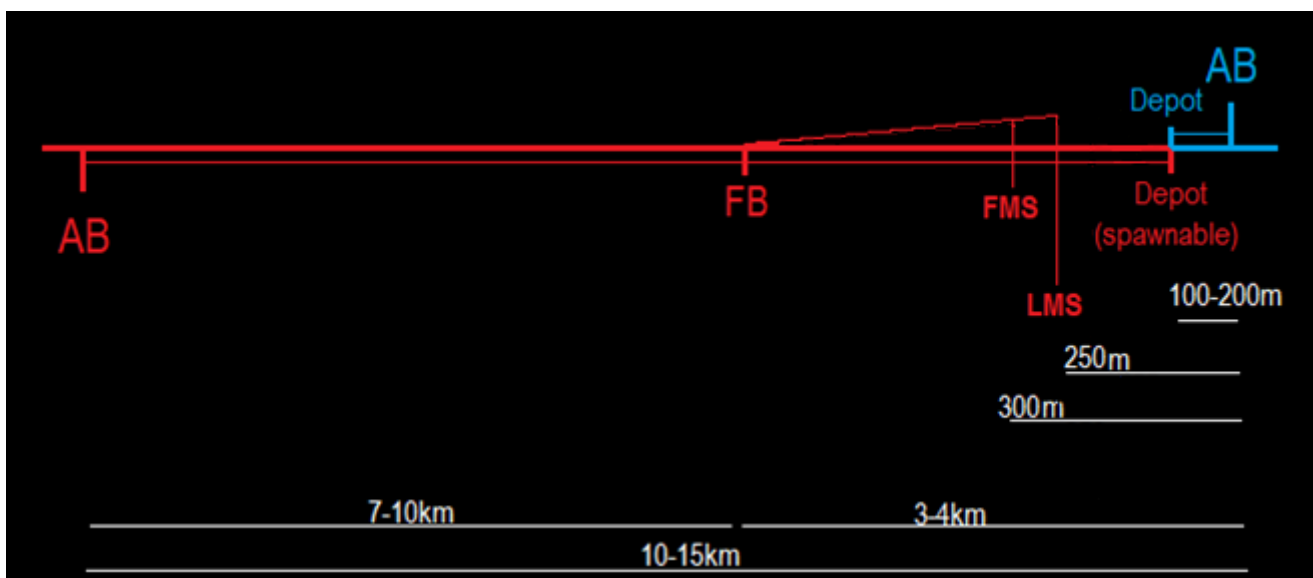
EQUIPMENT ACCESS CONDITIONS (restrictions)

Available equipment upon unit selection will depend on different conditions:

- ## Technological TIER: Since equipment evolved very fast between 1939 and 1945, campaigns have been split into 5 technological « TIERS » which are activated upon arbibtrary conditions set by the game managers. Each campaign starts at Tier 0, therefore late-war equipment won't often be available before a few weeks after a campaign started. Game managers may however accelerate the tiers following the progression of the map, or offer alternative campaign start scenario.

Tier 0 (available through DLCs on Steam)	193x – December 1940
Tier 1	January 1941 – December 1941
Tier 2	January 1942 – December 1942
Tier 3	January 1943 – December 1943
Tier 4	January 1944 – December 1944
Tier 5	January 1944 – August 1945

- ## Mission origin type: Remind that the list of available equipment will depend on the spawn point type of your mission. [See section **Erreur ! Source du renvoi introuvable.**]

- ## Persona rank: Even if a campaign achieved the highest Tier and if you joined a mission at a fully-supplied origin, your equipment access will be limited by the rank of your persona.
    - o There are 21 ranks in total, but only 13 of them are gained through gameplay and scoring. The upper 8 ranks are assigned if/when a player moves through the High Command.
    - o Ranks are separate for each of your 12 personas:

    Allies
    Ground forces
    1.   French Ground forces
    2.   British Ground forces
    3.   US Ground forces
    Air forces
    4.   French Air forces
    5.   British Air forces
    6.   US Air forces
    Navy forces
    7.   French Navy forces
    8.   British Navy forces
    9.   US Navy forces
    Axis
    10.   Ground forces
    11.   Air forces
    12.   Navy forces

o A promotion to the next rank is rewarded as soon as you earned enough rank points [See section REWARDS]
o A promotion obtained in one branch (ground/navy/air) will automatically be shared among all countries, i.e. including the other side, up to rank 5.
o Further promotion obtained in one of the allied branches will further be shared with its allied counterparts, up to rank 12.
o The axis forces are mostly composed by german units. Italian equipment being limited for now, these do not have their own personas (yet).

OBJECTIVES

The game offers multiple levels of primary and secondary objectives, driving players in the battlefield.

A side wins the *theater campaign* (« map ») as soon as it captured 3 factory towns, or as soon as it owns 95% of the whole map. This may last from a few days to a few months IRL, requiring 24/7 coordination.

Each side has a « High Command » (HC) with trained players to manage the strategic objectives of the campaign, i.e. the priority targets. Type the command « .hc » in the chat bar to list currently online HC commanders, and answer their calls through the « operation » chat channel. More information about current High Commands can be found here:

- Axis HQ: http://www.axishq.wwiionline.com/axisplaynow/axis_ocs_application.php
- Allied HQ: http://alliedhq.wwiionline.com/alliedplaynow/allied_ocs_application.php

Tactical objectives are defined through « missions » created by « mission leaders ». There are three types of missions: Attack / Defend / Support. Main missions happen near towns that are ordered to be captured. Its role is mostly focused on activating/offering a spawn point. A mission suggests an ultimate goal for its members (global area attack, flag capture, ...) but are not constraining about what its members actually do.

Mission leaders are players ranked 6 or higher, taking orders from HC, or taking their own initiatives based on the battle situation. Altough there is a total freedom and no penalty when playing as lonewolf or not following orders,

- **Factory bombing:** You will often see bomber groups flying to factories in order to bomb these, offering the opportunity for epic fighter interception missions.

- **Town attack (AO) & defense (DO):** The game currently restricts the actual area of operations to a few towns at a time, in order to « focus » players and provide better situational awareness of the map.

  Towns that may be contested - thus captured - are chosen by players from High Commands (HC) throuh an attack objective (AO) marked on the map with a red square (defenders will see it as a DO with a green square). It is therefore not possible to launch your own attack without support from the HC.
  There is a limit to simultaneous attack AOs per side, which vary according to the in-game population from the lowest populated side. There are most often between 1 and 3 attack AO per side. The game will automatically place spare AOs if not enough targets have been pointed out by the HC. Type the command « *.obj n* » to see the current counters.

  As soon as the HC set an AO on a town, a 10 minutes countdown will start before allowing any flag capture. This provides the opportunity for defenders to setup and prepare for the battle. HC may eventually decide to remove an (offensive) AO that doesn't succeed well; all players will be warned through the chat. An AO will be terminated only when all flags have been captured by attackers or when attackers withdraw.

  Attention, if defenders liberates a town by re-capturing the bunker (AB) as last flag, the AO will be automatically removed from the town.

- **FB destruction:** Each side tries to keep control of FBs over the whole frontline 24/7 to keep an offensive advantage and slow down enemies' attacks. These « FB runs » are permanently happening and offer small skirmishes outside towns. The vehicle spawn and the other components of the FB can be destroyed by both air bombs and satchels. The infantry spawn can be damaged only by HE satchels (carried by engineers and riflemen only), while

MUNITION TYPE (BOMB/SATCHEL)	DAMAGE TO A FB component
AXIS SC 250 HE	Veh. spawn 25% / inf. spawn 0% / other 100%
AXIS SC 50 HE	Veh. spawn 5% / inf. spawn 0% / other 100%
RAF MC500	Veh. spawn 19.5% / inf. spawn 0% / other 100%
RAF GP500	Veh. spawn 13.5% / inf. spawn 0% / other 100%
RAF MC250	Veh. spawn 10% / inf. spawn 0% / other 100%
RAF GP250	Veh. spawn 6.5% / inf. spawn 0% / other 100%
RAF GP40	Veh. spawn 1% / inf. spawn 0% / other 100%
ARFR F100	Veh. spawn 10% / inf. spawn 0% / other 100%
ARFR F200	Veh. spawn 20% / inf. spawn 0% / other 100%
AXIS/BRITISH/FRENCH/US HE sapper satchel	Veh. spawn 5%/ Inf. Spawn 5% / other 100%

You can check their damage status anytime by selecting a FB on map and typing the command « *.status* » in the chat bar: Mouzon-Buzancy FB: Veh: 0%. Inf: 0%.

- **Bridge destruction & repair:** Bridges can be destroyed or repaired only upon HC request. Similarly to towns, a red/green AO square will

appear on the brigde icon on map. Bridges can be destroyed by Destroyers' heavy guns, by bombers (1x He111 load or 2.5x DB7 load) or by 40 HE satchels. Engineers can rebuild a fully destroyed bridge with 40 repair kits.

MUNITION TYPE (BOMB/SATCHEL/GUN)	DAMAGE TO A BRIDGE
AXIS SC 250 HE	22%
AXIS SC 50 HE	4%
RAF MC500	17.5%
RAF GP500	12%
RAF MC250	9%
RAF GP250	5.5%
RAF GP40	1%
ARFR F100	9%
ARFR F200	18%
AXIS/BRITISH/FRENCH/US HE sapper Satchel	2.5%
AXIS/BRITISH/FRENCH Destroyer 5''gun	1.5%

- **Flag capture (town contest):** Each town has multiple « flag buildings » that render terrain ownership. Flags must be captured by « area capture »: as soon as an infantry stands in the flag house, a capture progress bar is triggered. The more infantries are in the building, the faster the capture will be. The flag will change ownership as soon as the capture progress bar reaches 100%.

When at least one flag has been captured, the town is defined as « contested » and a contest countdown of 10 minutes starts. The contested status of a town is marked on the map with a fireball icon. After 10 minutes contest, the advanced facilties of a town can be captured (bunker, Airfield, docks, railroad stations).

Flags are attached to different buildings and have different capture authorization conditions:
- Depots – capturable 10min after an AO setup
- Civilian facilities – capturable 10min after an AO setup
- Railroad stations - capturable after 10min continuous town contest
- Airfield (AF) bunker – capturable after 10min continuous town contest
- (naval) Docks – capturable after 10min continuous town contest
- AB bunker – capturable after 10min continuous town contest

The speed of capping will depend on the amount of cappers inside the building:

Amount of cappers	Capture timer
1 capper	240 seconds
2 cappers	120 seconds
3 cappers	90 seconds
4 cappers	80 seconds
5 cappers	70 seconds
6+ cappers	60 seconds

When there is an imbalance of X% (starting at 1%, limited to 50%), a bonus/penalty applies:

Underpopulated side	X% faster capture timers
Overpopulated side	X% slower capture timers

The system will notify you with a message in the chat bar each time a flag has been liberated or captured:

When the last flag is liberated, the system will announce the reset of contest timers to the bunker radio:

If the enemy managed to capture all flags of a town, the system announces a town ownership change:

- **Spawnable depot capture:** since depots linked to attackers' town can be used as fixed spawns (as long as the FB stands up), towns where attackers can have multiple spawnables will become priority targets and both sides will focus their manpower on these flags. Expect fierce close combats in towns where attackers own at least one spawnable, and to be thanked by the everyone when capturing a new spawnable!

Capturing a spawnable depot will always generate intense urban skirmishes

- **Zone of control (ZOC) setup:** To sustain an attack or a defense, each side will have to deploy temporary mobile spawns (FMS or LMS) near its target, most often taking advantage from concealment provided by vegetation or cover proveded par scenery objects, or reinforced by player-placed defensive positions (barbed wire, sandbags, tank traps, gun positions…). ZOCs are moveable and not predictable, in opposition to spawnable depots. Supply of trucks and engineers should therefore be handled with care. Getting rid of enemies' ZOCs will either require massive combined-arms coordination, or quiet infiltration tactics.

- **Supply attrition (combats):** WWII Online is first of all a combined-arms combat simulator and is therefore about virtually « disabling » each other in one of the hugest arena ever build. Because of the limited supply, each kill will contribute to reduce the capability for enemies to defend its area on a longer term. Reversely, each unit lost will further weaken your side! Combats for towns are therefore mostly about supply attrition tactics. Leaders from both sides will have to mobilize combined arms, keep players grouped, apply efficient tactics and use communication to avoid being suprised by the first shot: a single bullet or shell can kill!
Ground and Air « interdiction » are about deploying behind the lines and intercepting incoming reinforcements.

  Many veterans compete for the highest K/D stats and will therefore target the higher density battle areas, learn the performances and weaknesses of each unit (caliber, armor thickness, load-out, rate of fire, firing range...), look after the best place to fire from, and play **very** cautiously with friendly support. Their play style decidedly contributes to a highly efficient attrition of enemy supply, especially when opponents are playing with a rush syle. This is undoubtfully the most important origin of wtf-deaths moments in WWII Online.

- **AI destruction & repair:** The game has AI-controlled defensive positions that can be destroyed by HE shells, bombs, grenades or aircraft canons. These will automatically aim and shoot at units within range. Their positions are fixed (not player-placed) and are marked on the map. Engineers can repair a destroyed AI with 1 repair kit.

- **Anti personnel MG**, standing with a LMG in a tower or behind sandbags. Mostly covering bunker doors, some flag buildings, bridges and the main approaches to a town, engaging only infantries, AT/AA guns, trucks at 150m (70° arc).
- **Light AT gun**, covering the main approaches to a town, engaging only armored vehicles, AT/AA guns and trucks at 800m (70° arc).
- **Anti-air positions**, either with a LMG or medium/heavy flak guns (on Airfields), engaging air targets only (360° arc).
- **Anti-ships guns**, engaging only destroyer ships at 6km (70° arc).

• Equipment & ammo ressuply:

- **Garrison/brigade flag equipment ressuply**: missions occur between a HQ flag towards one of its brigade flags, or between backline towns towards frontline towns. These are coloured blue on the UI (support mission).
- **In-field ammo ressuply**: weapons have limited load-outs, matching historic data. When any unit run out of ammo, they can reload all their ammunitions by standing near trucks or haulers. The FMS and LMS also provide ressuply, as the « ammo cache » build by trucks and NCO units. The rifleman and the ammo carrier can use « ammo cans » to ressuply the main weapon of infantries. The main load-out of LMGs and Mortarmen can be overstocked by up to 400% using these cans, but as long as they don't move more than 2m away.

  When you need ammo, type « .ammo » in the chat bar to automatically notify all units close with ressuplying capabilities (your map icon will blink a few seconds for them).

REWARDS

Altough WWII Online is mostly about team play, strategy and 24/7 coordination to win campaigns, there are two types of personal rewards that will help you stand out from other players:

- ## Rank scoring:

    Sortie points are granted when achieving objectives during your sorties [See section OBJECTIVES]. The earned points are added to your total rank score and you will rank up as soon as your score reached 100% of the next rank level.
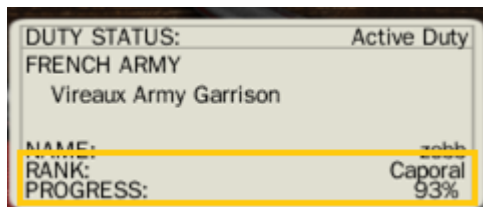
    Here is the list of ranks and its score to reach:

RANK	Points to reach
ENLISTED	
1 – Recruit	100
2 – Private	300
3 – Private 1st class	500
4 – Corporal	750
5 – Sergeant	1000
NON COMMISSIONED OFFICERS (NCOs)	
6 – Staff Sergeant	1250
7 – Technical Sergeant	1500
8 – Master Sergeant	2000
OFFICERS	
9 – 2nd Lieutenant	3000
10 – 1st Lieutenant	5000
11 – Captain	10000
12 – Major	20000
13 – Lieutenant Colonel	65535
HIGH COMMAND	
14 – Colonel	HC-nomination only
15 – Brigadier General	HC-nomination only
16 – Major General	HC-nomination only
17 – Lieutenant General	HC-nomination only
18 – General	HC-nomination only
19 – General of the Army	HC-nomination only

Sortie points are awarded for every succesfully achieved objective:

- o Kills: points will take into consideration the strength of your unit compared to the weakness of your victim. The more rewarding the kill, the more points you will earn. Kills made inside a flag building will grant you extra points (guarding kills as defender or capper kills as attacker)
- o Captures
- o AI damage
- o Bridge damage and bridge repair
- o Factory damage
- o FB damage
- o Equipment ressuply: If you played on a « ressuply mission » having its origin at a Division flag and one of its brigades as target you will be granted extra rank points for each despawned unit in the brigade supply pool.
- o Ammo can ressuply

Results are showed in the « stats » tab of your sortie AAR (after action report)

- o If you despawned 500m from a fixed spawn for your unit (or within 10m from a mobile spawn for your mission), your mission will result in a RTB (return to base) status: your rank score will then be increased by 100% of the total sortie points.
- o If your mission results in a MIA (missing in action), you will be awarded only 75% of the theoretical RTB sortie points.
- o If your mission results in a KIA (killed in action), you will be awarded only 50% of the theoretical RTB sortie points.

The official stats website will provide a large overview of multiple stats and TOP scores.
https://stats.wwiionline.com/

- • HC ribbons/nomination: Allied and Axis commanders will distribute awards and eventually ribbons to players and squads that distinguished themselves on the battlefield. This is announced in official community reports or in the forums.

COMBAT SITUATIONAL AWARENESS
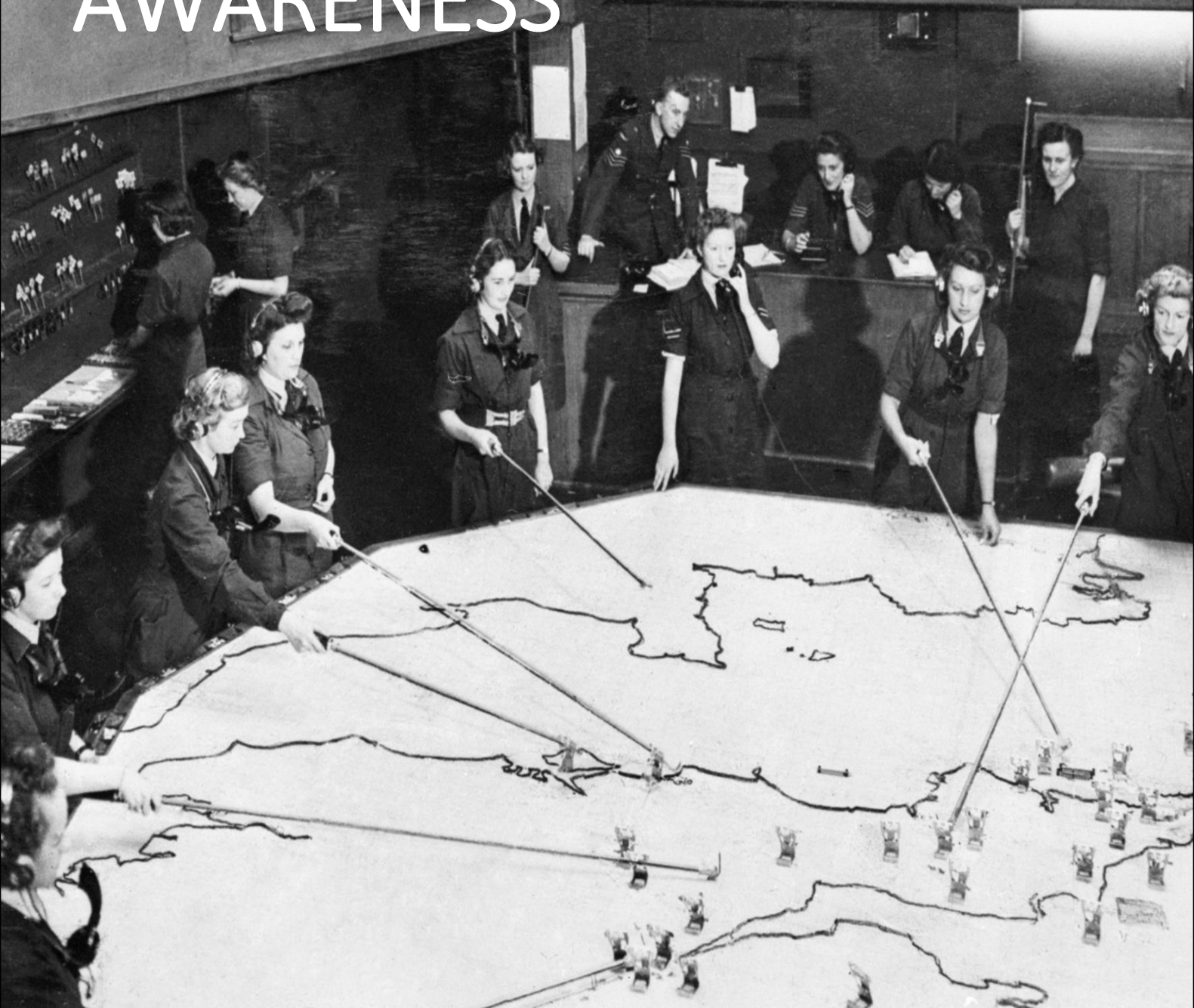
FRIENDLY PLAYER TAGS

All friendly units display their name tags above their unit in-game, as the short name of their squad (if any). Pressing [CTRL+i] will switch between « player name – unit type – empty » displays. Aide aircraft, enemies won't display any tag to offer fog of war.

A default configuration can be set in your settings (HUD preferences):

When spawned in the game world, if you open your map you will see all friendly units displayed in realtime within a 1km-radius. These are only seen when spawned in game, but aren't seen on map from the mission briefing room. Enemies won't be displayed on the map to offer fog of war.

You can hoover your mouse over a friendly unit to get more information about its name and unit type, as long as you have the « tooltips » activated in your preferences.

 Friendly units can be right-clicked to send a direct (private) message:
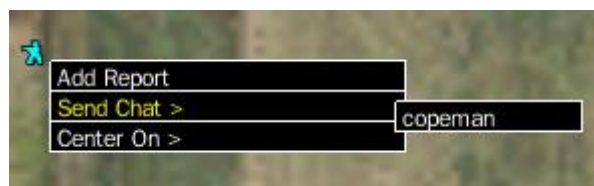
The default colors of friendly and enemy units can be set through your preferences (user interface):

EWS (Early warning system)

Enemy units approaching a friendly town will automatically trigger an « early warning system » (EWS). The town will then display a unit-shaped icon next to its name on the map. This gives a good indication about some enemy presence but without any information regarding which direction they are coming from:

- **Armor EWS**: triggered by enemy tanks, armored cars AA and ATG closer than 1500m
- **Infantry EWS**: triggered by enemy infantries closer than 1000m, trucks closer than 700m and AA and ATG closer than 1500m
- **Destroyer EWS**: triggered by an enemy destroyed closer than 4km
- **Bomber EWS**: hoover your mouse over the name of a town on map. It will display a report regarding local enemy bomber activity. Heavy bomber EWS will also trigger an in-game air siren coming from the bunker.

The system will notify you through the chat bar when a new EWS icon is activated. This allows defenders to set up and prepare the upcoming battle, or to have a hint about the relative importance of enemy forces in the area:
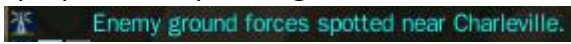
A « light » EWS is drawed black and means « some » units are present. A « heavy » EWS is drawed full red and means that « a lot » of enemy units are present.

AWS (Air warning system)

Activate the « Air Warning System » (AWS) on your map to see where groups of enemy bombers are currently reported over the theater. Map coordinates define 16x16km squares that will go from transparent (no bombers) to Red (10+ bombers). There is a 30 seconds delay before the information is updated and low flying planes will escape the AWS though.
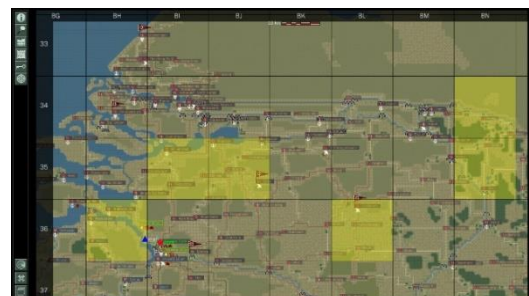
LOCAL ENEMY CHAT

When you use your local chat you will also shout some (uncomprehensive) words to your enemies nearby (no directional hint though). When you read this it means some enemies are REALLY close near you!
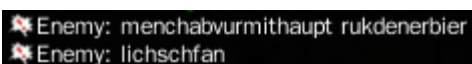
It will be read up to half the distance of friendly chat ranges, i.e. :

- Normal area chat (enter): 50 meters radius for friendlies - 25 meters radius for enemies
- Yell (.y <text>): 100 meters radius for friendlies - 25 meters radius for enemies
- Whisper (.w <text>): 10 meters radius for friendlies - 5 meters radius for enemies

PLAYER-PLACED ENEMY REPORTS

Even if enemy units are not displayed on the map, these can be « approximatively » reported by friendlies. Just right-click the map and drop a « contact report » to notify all players currently involved in missions sharing the same <u>target</u>. Reports are only seen when spawned in game and aren't seen on map from the mission briefing room.

You can remove your own reports by right-clicking it, and selecting « delete ».

Player-reported enemies in red (approximative)
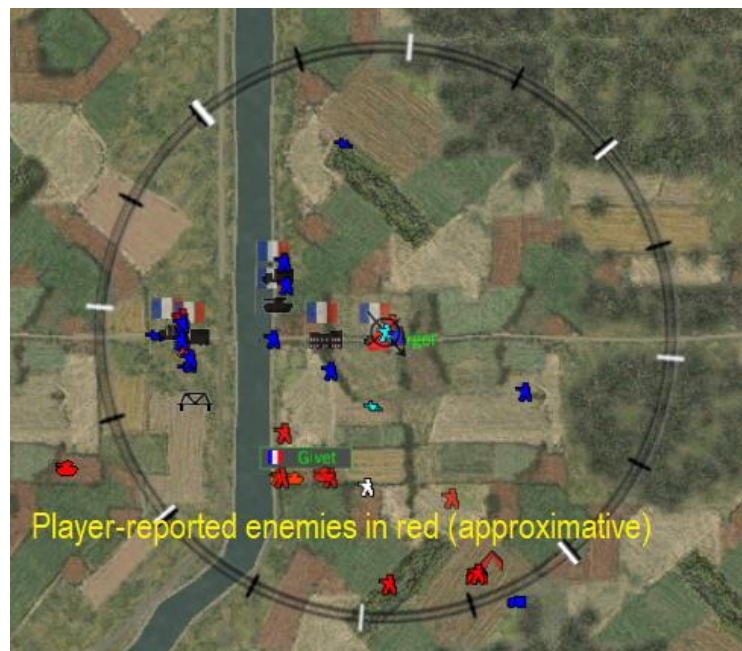
A report will fade out and disappear after 7 minutes. Hoover your mouse over a report to know who reported it, how long ago, as how far it is located from your current position:

Reported by scottman 6 minutes ago (Distance: 433 m)

DEATH (SKULLS) REPORTS OF FRIENDLY UNITS

Killed friendlies will leave a white « skill » icon on the map. There are automatically dropped on the map and are not player-placed. The name-tag of a friendly unit that died will also be changed to a skull icon floating towards the sky... If a friendly unit dies, the probability to find an enemy nearby might be high!

AIRCRAFT CONTACTS

Friendly and enemy aircraft will be display with a circle to help you catch the « pixel moving in the sky ». It has a fade-in feature : you have to keep your target long enough in your scope of sight to make it appear and become clear. Once you lost direct visual contact you will have to re-acquire your target. Therefore, most expert pilots will fly using trackIR.

- 4000m = full (grey) circle
- 2300m = ¾ (grey) circle
- 1500m = Color change (red = enemy ; blue = friendly)
- 1000m = ½ colored circle
- 500m = Unit type or friendly name becomes visible
- 300m = ¼ colored circle

This feature isn't available for any other unit type.

AIRCRAFT CONTACTS FOR SHIPS

Ships will hear a siren and read a (red) chat warning message as soon as an aircraft is within 6km range. It will give its direction (e.g. 2 o'clock) but not its distance, unit type, nor its altitude. Jump to your AA positions when you hear it!

TAKING LEADERSHIP

(By XOOM)

VIRTUAL LEADERSHIP ?

WWII Online is a 100% player-driven game and simulates a battlefield with real men (and women). Without someone stepping up and communicating things can get a little rough and less enjoyable.

We share some tips with you that our best leaders have been able to learn by playing World War II Online for almost 20 years.

DO YOU NEED TO BE HIGH COMMAND (HC) TO LEAD PLAYERS ?

You do not need to be a High Command officer to be a field leader, but it certainly does enhance your capabilities and it is interwoven into the game's design.

If you're interested in the smaller missions, be it forward base busting, RDP raids, shutting down an Air Field, re-supply or interdiction... you don't need to join High Command in order to be a leader or to aggregate troops.

Being part of HC gives you more tools to work with. But it depends on what your focus is. If you're interested in large-scale organization, you should definitely be in HC. You get the ability to maneuver some supply, as to have a global communication tool. You also get the option to place and withdraw attack objectives, be it on towns to take or bridges to repair or destroy. There is no condition to join a HC, but you should have played the game for at least 6 months and understand its gameplay thoroughly.

High Command does not mean tons of paperwork, moving flags all day, etc. We need officers to help lead players in battle and be there, equipped with the tools, to manage avoidable situations.

Allied High Command (APPLICATION)

German High Command (APPLICATION)

BASICS TO GATHERING TROOPS

It's really not that complicated and it does take a little time. Especially for newcomers to the game, getting the attention of veterans and gaining their trust might take a little bit of effort, but it is 100% do-able. You DO need to be consistent, competent, and express good communication skills and effort. Our players are willing to help you and they love to see new leaders step up.

So you're trying to accomplish a certain mission, let's say a Forward Base take-down as an example. Here are the minimum basics to get yourself some troops.

1. You need to create a mission. Correctly define your origin (spawn point) and your target (destination).
2. Grab a truck and deploy a mobile spawn.
3. Spawn and defend that mobile spawn as an Engineer.
4. Using F5 (OPS) side coordination channel, type the following:
    1. ENGINEERS NEEDED FOR FB MISSION: Join me by typing ----> .j xoom
        1. You've defined what you needed.

2. You've defined how to get troops to you by using the .join command and bypass all UI clicks.
3. You've established the port of access for them by doing the hardwork / logistics.
5. You can request the High Command to repeat that message with a global .allied or .axis communication
6. Using your map, put waypoints down on the Vehicle and Infantry spawn targets so users can quickly navigate to them
7. Using your mission leader toolset, type: .orders <message> , so people know what you expect of them
   1. Example: <enter> .orders Engineer's needed for FB mission: Target Infantry spawn first, labeled as [label name] </enter> to submit orders

This is the minimum viable approach to gathering troops to where ever you need to go and for a variety of missions.

ROUTINE COMMUNICATION OF PRIORITIES

Routine Comms is the gold standard for leadership, and in this game, you need to TYPE IN-GAME CHAT to lead everyone (not a Discord channel with only your squad). Continuing to isolate priorities in an understandable and digestible form for the regular player base is really key. Not everyone may have your level of knowledge of the game mechanics or may have not considered something that you did. As a leader (HC and non) communicating priorities and amongst each other is the cornerstone to the success of a side in the game.

It's okay to type on OPS a few times to rally troops (as mentioned in the procedure above). You should do this until you as the leader get what you need.

The void of communication then results in a series of stray soldiers wondering what to do. The real-world military structure while simulated good at times requires a constant barrage of communication to ensure clarity and focus is maintained. Remember, while officers are respected and essential, it's the Non-Commissioned Officers in the military that is the first line of defense for the leadership component of the troop. Without the NCO's performing, there is a middle ground connection lost and it takes a great deal of work to regain that momentum.

Everyone, and particularly the veterans of the game, is responsible for participating and acting in a manner that represents the team's best interest. This means stepping up to fill the leadership holes without being asked to do so and to follow/support the leaders who do step up.

Key message: Step up, do the right thing, even when you aren't being asked to, regardless of the campaign conditions. Communicate often.

COORDINATING A TOWN ASSAULT OR DEFENSE (TOWN OIC)

This is a pretty high paced job to do, but it can have amazing benefits if you stay on top of communications. Here are some basic guidelines on how to lead both town assault and/or town defense.

TOWN ASSAULT PRIORITIES

1. Do you have a Mobile Spawn deployed and players coming in to support?
    1. Always have a mobile spawn deployed, work to have several.
        1. If you have more than one link or supply pool, utilize both of them.
        2. You can easily hand the mission off to someone else to maintain that Mobile Spawn so you can create a new one if no one answers your call to do so.
    2. If your mobile spawn ever goes down, drop what you are doing, get a new one operational - it's up to you.
2. Is your Forward Base defended?
3. Do you have clear instructions, such as "Capture R1 - the spawn point" labeled and communicated?
4. Do you have support assets inbound / being asked for? (Air Force, Tanks, ATG's, etc)
5. Are you actively motivating the troops to accomplish their objectives?
6. Are you present and visible in F2 (Target) channel coordinating priorities?

Rinse and repeat until the Town is secured.

TOWN DEFENSE PRIORITIES

1. Make sure you understand how long the town has been under-contestment, type: .obj i
    1. If it has been contested for less than 10 minutes, that means your bunker (or docks / airfield) is not capturable.
    2. Focus on defending the enemies Spawn CP (their linking depot that they can spawn troops from).
2. Get the bunker defended because eventually, and especially in underpopulated scenarios, the bunker will become capturable.
3. Deploy a Defensive Mobile Spawn on the perimeter of town to ensure you can get behind the enemy and disrupt their attack.
4. As early as possible, deploy a team to secure the enemy Forward Base. Most times the attacker doesn't defend this position, and it will 100% destroy their attack.
5. Encourage players to cover the depots as much as possible, all capture points are critical to be defended.
    1. Spawn CP is #1
    2. The bunker is #2
    3. Your rear supply link is #3
    4. Everything else
6. Constant communications are required in defense missions to know where the enemy is and what priorities matter most.

Key Note: Step up in the absence of leadership, someone needs to rally the troops - may it be you!

OVERVIEW OF WEAPONS

As the war progresses from 1940 to 1945, your side will introduce newer equipment to the battle. As these more advanced items come to the front, the premium subscription will give you the opportunity to access more than 200 authentic WWII weapons and vehicles:

British army
Troops
Rifleman: Enfield No 4 Mk I
Ammo bearer: Enfield No 4 Mk I
Grenadier: Enfield No 4 Mk I
Mortarman: SBML 2 Inch + Enfield No 4 Mk I
Sniper: Enfield No 4 Mk I (T)
Engineer: Enfield No 4 Mk I
HC Officer: Enfield No 4 Mk I
SMG: M1928 Thompson
NCO: M1928 Thompson
LMG: BREN Mk II
AT: Boys Anti-Tank Rifle
AT: PIAT
Paratroopers
(Para) Rifleman: Enfield No 4 Mk I
(Para) SMG: M1928 Thompson
(Para) Sniper: Enfield No 4 Mk I
(Para) Mortarman: SBML 2 Inch + Enfield No 4 Mk I
(Para) LMG: BREN Mk II
(Para) AT: Boys Anti-Tank Rifle
(Para) Sapper: Enfield No 4 Mk I
Trucks & haulers
Bedford OY Truck
Morris CDSW Gun Tractor
AA and AT guns
Hotchkiss 25 mm AA Gun (lend-lease)
Bofors 40 mm AA Gun
A15 Crusader AA Mk I (SPAA)
ROQF 2 Pounder AT Gun
ROQF 6 Pounder AT Gun
ROQF 17 Pounder AT Gun
Armored vehicles and tanks
Daimler Mk I"
Vickers Mk VIb
Vickers Mk VIc
Matilda Mk II
Matilda Mk II CS
A13 Cruiser Mk II

A15 Crusader Mk II
A15 Crusader Mk II CS
A15 Crusader Mk III
A15 Crusader Mk III CS
A22 Churchill Mk III
A22 Churchill Mk V CS
A22 Churchill Mk VII
A22 Churchill Mk VIII CS
Aircraft
Hurricane Mk I
Hurricane Mk IIb
Hurricane Mk IIb (F/B)
Hurricane Mk IIc
Hurricane Mk IId
Spitfire Mk Ia
Spitfire Mk Ib
Spitfire Mk IIb
Spitfire Mk Vb
Spitfire Mk IXc
Kittyhawk II F/B (P-40F)
Blenheim Mk I
Blenheim Mk IV
Havoc Mk I
Douglas Dakota (lend-lease)
Ships
British Fairmile B
British Destroyer
British Freighter
US army
Troops
Rifleman: M1903A3 Springfield
Ammo bearer: M1903A3 Springfield
Sniper: M1903A4 Springfield
Engineer: M1903A3 Springfield
Mortarman: 50 mm M37 + M1903A3 Springfield
Rifleman: M1 Garand
HC Officer: M1 Garand
SMG: M1A1 Thompson
NCO: M1A1 Thompson
AR: M1918 BAR
AT: Boys Anti-Tank Rifle
AT: M9 Bazooka

Paratroopers
(Para) Rifleman: M1903A3 Springfield
(Para) SMG: M1A1 Thompson
(Para) AR: M1918 BAR
(Para) Sniper: M1903A4 Springfield
(Para) Mortarman: 50 mm M37 + M1903A4 Springfield
(Para) Rifleman: M1 Garand
(Para) Sapper: M1 Garand
Trucks and haulers
Bedford OY Truck (lend-lease)
Morris CDSW Gun Tractor (lend-lease)
AA and AT guns
25 mm CA mle 1938 AA Gun (lend-lease)
Bofors 40 mm AA Gun (lend-lease)
25 mm SA mle 1934 AT Gun ((lend-lease)
47 mm SA mle 1937 AT Gun (lend-lease)
M1 (57 mm) AT Gun
M5A2 (76 2 mm) AT Gun
A15 Crusader AA Mk I (SPAA) (lend-lease)
Armored vehicles and tanks
Vickers Mk VIb (lend-lease)
Daimler Mk I (lend-lease)
M4A2 Sherman
M10 Wolverine
M4A3 Sherman
M3A3 Stuart
Aircraft
Douglas C-47
P-38F
P-40F F/B
French army
Troops
Rifleman: MAS 36
Ammo bearer: MAS 36
Engineer: MAS 36
Mortarman: 50 mm M37 + MAS 36
HC Officer: MAS 36
Grenadier: Lebel 1886/M93
Sniper: Lebel 1886/M93
SMG: MAS 38
NCO: MAS 38

LMG: FM 24/29
AT: Boys Anti-Tank Rifle
AT: M9 Bazooka
Paratroopers
(Para) Rifleman: MAS 36
(Para) SMG: MAS 38
(Para) Sniper: Lebel 1886/M93
(Para) Mortarman: 50 mm M37 + MAS 36
(Para) LMG: FM 24/29
(Para) AT: Boys Anti-Tank Rifle
(Para) Sapper: MAS 36
Trucks & haulers
Bedford OY Truck
Laffly S-20 Truck
AA and AT guns
25 mm CA mle 1938 AA Gun
Bofors 40 mm AA Gun (lend-lease)
25 mm SA mle 1934 AT Gun
47 mm SA mle 1937 AT Gun
M1 (57 mm) AT Gun (lend-lease)
M5A2 (76 2 mm) AT Gun (lend-lease)
A15 Crusader AA Mk I (SPAA) (lend-lease)
Laffly W15 TCC
Armored vehicles and tanks
Panhard AMD 178
Renault R-35
Hotchkiss H-39
Somua S-35
Renault B1 bis
M3A3 Stuart (lend-lease)
M4A2 Sherman (lend-lease)
M10 Wolverine (lend-lease)
M4A3 Sherman 76 (lend-lease)
Aircraft
Dewoitine D 520
Curtiss Hawk H75A-3 (P-36A) (lend-lease)
Curtiss Hawk H81A-2 (P-40C) (lend-lease)
Curtiss Hawk H87B-3 (P-40F) (lend-lease)
Curtiss Hawk H87B-3 F/B (P-40F) (lend-lease)
Bell mle 14a (P-39D) (lend-lease)
Bell mle 26 (P-39N) (lend-lease)

Lockheed mle 322/15 (P-38F) (lend-lease)
Blenheim Mk IV (lend-lease)
Douglas DB-7 (lend-lease)
Junkers Ju-52 3M (lend-lease)
Ships
French Fairmile B
French Destroyer
French Freighter
German army
Troops
Rifleman: Karabiner 98k
Ammo bearer: Karabiner 98k
Mortarman: Granatwerfer 36 + Karabiner 98k
Grenadier: Karabiner 98k
Engineer: Karabiner 98k
Sniper: Karabiner 98k
HC Officer: Karabiner 98k
Rifleman: Gewehr 43
SMG: MP40
NCO: MP40
LMG: MG 34
AT: Panzerbuchse 39
AT: Panzerschreck
Paratroopers
(Para) Rifleman: Karabiner 98k
(Para) SMG: MP 40
(Para) Rifleman: FG42 Ausf G
(Para) Sniper: Karabiner 98k
(Para) Mortarman: Granatwerfer 36 + Karabiner 98k
(Para) LMG: MG34
(Para) AT: Panzerbuchse 39
(Para) Sapper: Karabiner 98k
Trucks & haulers
Opel Blitz Truck
SdKfz 7 Halftrack
SdKfz 251 C
AA and AT guns
FlaK 30 (20 mm) AA Gun
FlaK 38 (20 mm) AA Gun
Flak 28 (40 mm) AA Gun (lend-lease)
FlaK 36 (88 mm) AA/AT Gun

PaK 36 (37 mm) AT Gun
PaK 38 (50 mm) AT Gun
PaK 40 (75 mm) AT Gun
SdKfz 7/2 Halftrack (SPAA)
Armored vehicles and tanks
SdKfz 232
Panzer II C
Panzer 38(t)
Panzer III F
Panzer III H
Panzer III L
Panzer III N
Panzer IV D
Panzer IV G
StuG III B
StuG III G
StuH 42
Panzer VI E Tiger
Aircraft
Messerschmitt Bf 109E-1
Messerschmitt Bf 109E-4
Messerschmitt Bf 109E-4/B
Messerschmitt Bf 109F-1
Messerschmitt Bf 109F-2
Messerschmitt Bf 109F-4
Messerschmitt Bf 109G-6/U4
Messerschmitt Bf 110F-B
Messerschmitt Bf 110C-4
Focke Wulf Fw 190A-4
Focke Wulf Fw 190A-3/B
Junkers Ju 87B Stuka
Junkers Ju 87G-2 Stuka
Heinkel He 111H-2
Junkers Ju 52-3M
Ships
German Fairmile B (lend-lease)
Zerstoerer Type 1934
German Freighter