



In memory of our greatest generation

THE FIRST MASSIVELY MULTIPLAYER ONLINE WAR GAME ([Guinness World Records](#))

A realistic **first-person simulator** with 200+ playable Air/ Land / Sea units from Axis and Allied nations

Unrestricted server access for larger and longer PvP battles, where true leadership and tactics decide the outcome

A **single, persistent, and borderless map** of Western Europe, for a 24/7 community-driven war game in real-time

GAME MANUAL

Version 1.37.3

(Work In Progress)

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This guide provides a comprehensive introduction to World War II Online and its fundamental gameplay mechanics. It will be updated periodically with instructions on weapon usage and battle tactics. More specialized guides, penned by seasoned veterans, are available on dedicated squad websites and in the forums.

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. Have a look at the history of patches [here](#). Our community is predominantly English-speaking (United States), but we welcome players from all corners of the globe.



For over two decades, our game has remained the only WWII-based MMOFPS that combines these unique features:

An authentic WWII battlefield simulator

- A sandbox PvP FPS where thousands of players engage simultaneously on a 300,000 SQ KM (zone-less) map of Western Europe
- Single- or multi-crewed guns, tanks, aircraft, ships and infantry weapons
- Co-op with integrated voice communications and squad missions
- Over 200 accurately-modeled WWII equipment from Germany, France, Britain, U.S. and Italy
- A military-grade simulator for controls, ballistics & damages, including long-range artillery

An authentic WWII community

- A single persistent world
- A 24/7 player-driven war game, in real-time (no scripts)
- A mature Chain-Of-Command roleplayed by our players
- Teamwork motivated by fear-of-death

An authentic WWII war game

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

Since 2001, thousands of man-hours - by more than a hundred developers - have been invested to create this MMO, and the game is still continuously upgraded.

If you've never heard of this simulator, check out Bluedrake42's video : <https://www.youtube.com/watch?v=-n3LBi9UvHE&feature=youtu.be>

Cornered Rats Software (CRS), the development team independently produced by PLAYNET, is primarily composed of volunteers under the leadership of Matt « XOOM » Callahan. Our objective is to further upgrade our engine to modern standards, while continually enhancing our unique gameplay. Your continued support fuels these ongoing improvements. Thank you from all of us at CRS.

USEFUL LINKS

Official website <https://www.wwiionline.com/> and forums <http://forums.wwiionline.com/forums/>

Steam community hub <https://steamcommunity.com/app/251950>

Official WWII Online Community DISCORD <https://discord.gg/wwiionline>

HAVING ISSUES?

If you meet any technical or financial issue, please, ALWAYS submit a support ticket here : <https://crs.zendesk.com>

If you experience any unpleasant situation with another player in-game, report it to our online/offline GM team by simply pressing Enter to open the chat and typing: **.report <your message>** .

Similarly, typing **.bug <your message>** allows you to report any game anomaly to our QA team. You won't get a personal feedback but all received messages are handled.

Please send your comments regarding this manual to zebbee@corneredrats.com

JOINING THE GAME (UI)



SERVER SELECTION

When launching the game you are invited to choose between:

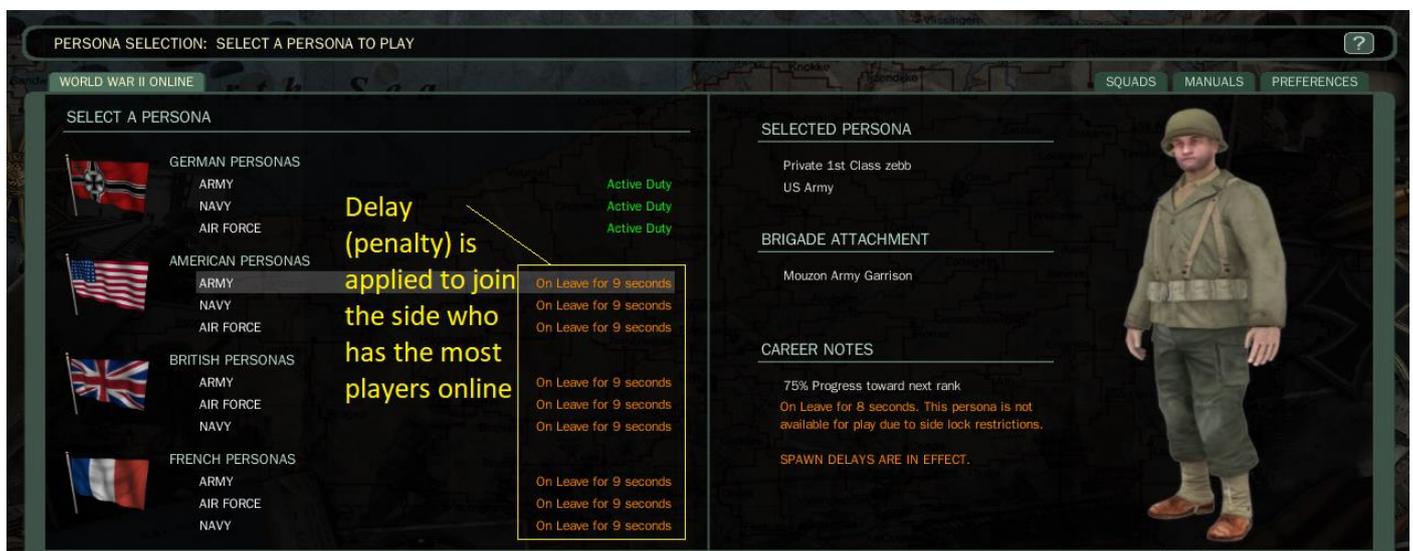
- **Offline Mode:** This mode allows you to spawn at any location with any equipment of your choice. It's a great way to familiarize yourself with the game's controls and improve your shooting skills.
- **Online Training Server:** This server lets you play with any equipment, but without the town capture feature. Please note that this server is not frequently populated.
- **Main Server:** This is where the real action happens. The campaign is ongoing, and account restrictions are in place.

PERSONA SELECTION SCREEN

World War II Online does not enforce side-balance. However, if one side has more players online than the other, a delay may be applied to your persona selection. The greater the imbalance, the longer the delay. This can create varying levels of difficulty based on the population balance between the two sides.

You're free to switch between allied nations (France, Great Britain, and the U.S.) without delay. However, once you've chosen a side, you're locked in for 15 minutes. Please note that the U.S. army is only available from Tier 3 of campaigns (1943 onwards).ti

For new players, we strongly recommend starting with an army (ground) persona. This will help you get a feel for the game's mechanics and strategies.



PLAYER COMMUNICATION

WWII Online is a serious game that requires patience and a commitment to teamwork and communication. While there is a wealth of information to learn, you can still enjoy the game without mastering every detail.



DISCORD

Our WWII Online Discord Server (<https://wiki.wwiionline.com/view/Discord>) offers multiple channels to provide support and keep you informed. We urge you to join it and select your preferred side.

In-game VOICE communications

Our Integrated voice communication (IVC) system significantly enhances player interaction for training, team coordination, or combat situational awareness. This system is designed to make communication more efficient and immersive, helping you to better navigate the game's steep learning curve.

You can cycle through available radio channels by pressing [**L-Ctrl + TAB**]:

- Lobby radio channel, available to players on the side selection screen
- Side radio channel, available to players on the side welcome screen
- Target radio channel, available to players part of the same target area
- Mission radio channel, available to players part of the same mission
- Custom radio channel, that must be assigned to 1-10 on the F6 text channel (see your HC for channel assignments) – **feature currently disabled, fix pending**
- Squad radio channel, available to players part of the same squad (separated by side)
- HC radio channel, available to players part of the High Command (separated by side)

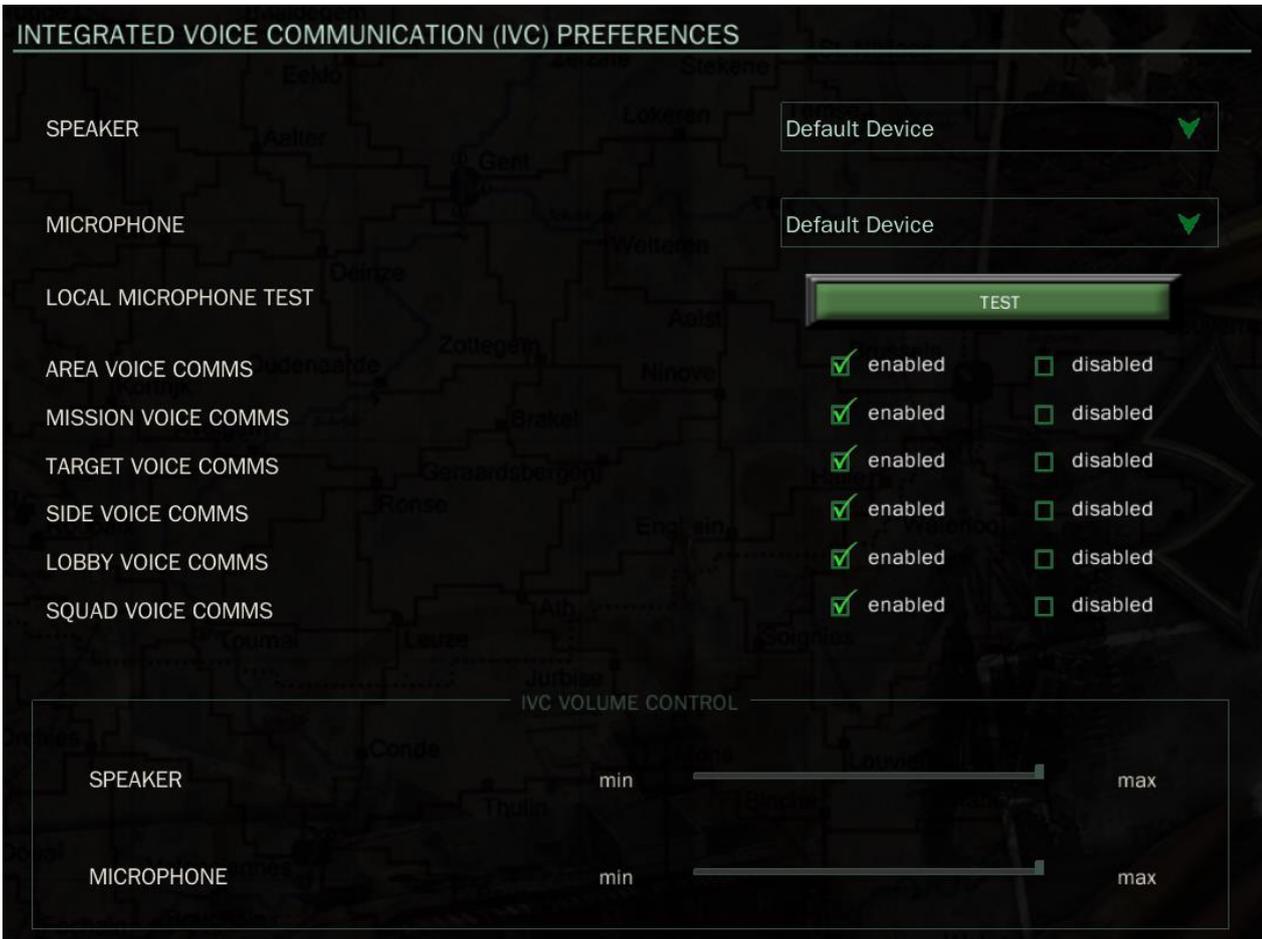
Press [**V**] to transmit a radio.

You can connect to a single radio channel at a time. The IVC HUD will display which radio channel you are connected to, as which player is currently talking. Press [****] to display/hide the HUD, and press [**L+Shift + **] to toggle IVC on/off.



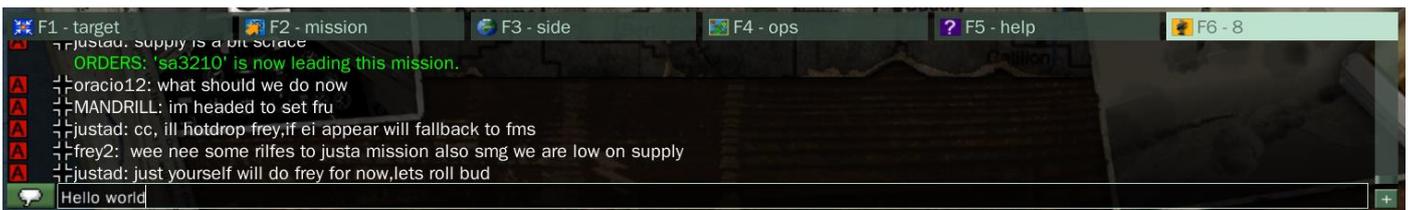
When spawned in-game, thanks to a directional 3D voice comms you can also talk to players around you. Just Press [**L-Shift + V**]. Players up to 100 meters will hear you, with a position-based attenuation. – **feature currently disabled, fix pending**

You can change the IVC controls and volume directly from the IVC tab in the map tab, or from the Keymapper pop-up window [**P**] for easy access.



In-game CHAT communications

Most of our communication still goes through the chat text channels at the bottom of the screen. The chat will also display some contextual and automated system messages, ranging from global announcements to target-related information.



You can follow up and transmit to 6 channels at once, each having its own icon.

Press [**F1**] to [**F6**] to open one or multiple text channel (they become highlighted when selected), type your message or a command, then press [**Enter**] to transmit.

The screen displays 6 lines at the bottom of the screen. To browse more past chat content, scroll with your mouse or click the « + » icon on the bottom right to enlarge the chat window. If you are spawned, you must first open your map [**M**] to show the mouse cursor, or hold [**L-Shift + L-Alt**].

Click on any text channel title to change it to another channel, or you can also type a player name to open a persistent private chat channel. Available text channels are :

- Side Channel
- Ops Channel

- Target Channel
- Mission Channel
- Origin Channel
- Squad Channel
- Help Channel
- Custom # Channel (1-99) or private player Channel

If you are spawned in-game you can speak to players standing near you. Press [**Enter**] to open the local area text chat. The default transmission distance is 100 meters but it can be adjusted by adding a command before your text :

- « **.y** » (**.yell**) : read by players up to 200 meters away
- « **.w** » (**.whisper**) : read by players up to 15 meters away

Be aware that any enemy will also read your local text chat and therefore be notified of your presence! (see [enemy chat](#))

The chat is also used to perform multiple action commands. You can also use some shortcuts, to be entered into the chat buffer simplifying the typing of long names for various things.

The full list of available chat commands can be found by typing « **.help** » in the chat, or here : https://wiki.wwiionline.com/view/Text_Commands

You can get further details about any command by typing « **.help <command name>** » in the chat.

Have a look at our game glossary (AB, FB, MSP, HC, etc.), which is mandatory to understand player discussions during a battle: <https://wiki.wwiionline.com/view/Glossary>

Note that you can put players on mute through your « **.ignore** » list. This affects both chat and IVC.

IN-GAME INTEGRATED TRAININGS (TAB)

Upon your first game session, you'll be prompted to undertake in-game training. While not compulsory, we highly recommend completing tutorials on chat, map, and HUD usage.



ACTIVE BATTLES (TAB)

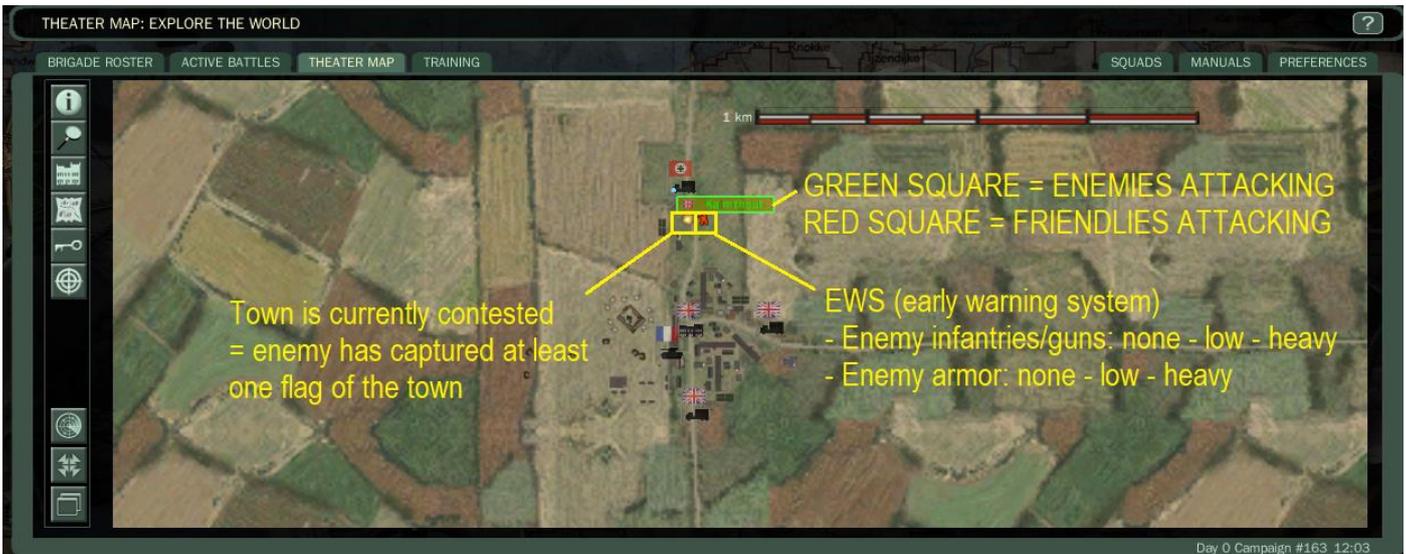
By default you will land on the « Active Battles » tab. This tab shows all ongoing missions for your country and branch (ground, air, or navy forces). Selecting a mission reveals its location on the map and the distribution of online players (« Activity »)

If you're new to the game and unfamiliar with mobile spawns and depots, we suggest joining the most populated DEFENSIVE mission (the first green one in the list).



THEATER MAP (TAB)

The map provides an overview of ongoing attacks or defenses on towns, including enemy reports and flag capture status. You can enlarge the map, search for towns, or apply filters.



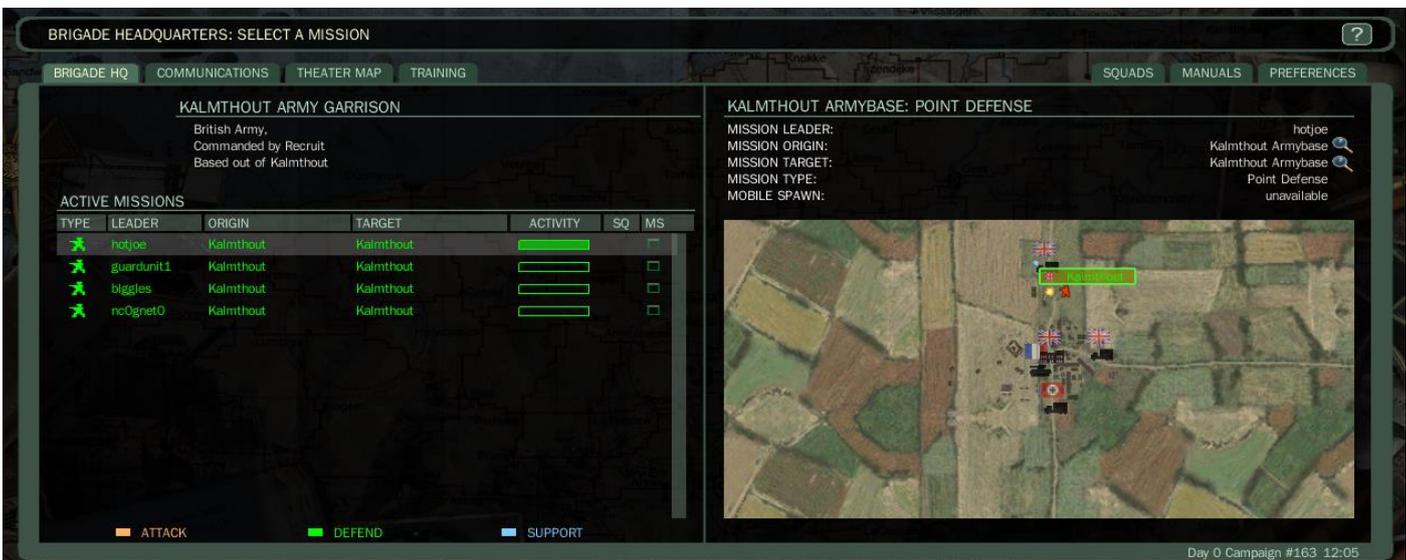
Notably, right-clicking any friendly town allows you to join its garrison or brigade, revealing its available missions.





BRIGADE HQ (TAB)

Joining a garrison or brigade takes you to the "Brigade HQ" screen, which shows all missions drawing supply from that origin. The "MS" box indicates the availability of a mobile spawn for the mission.



MISSION READY ROOM

Upon joining a mission, you'll arrive at the weapon selection screen. Choose any available weapon (default is rifleman) or join a multi-crewed vehicle. **We advise beginners to spawn only infantries.**

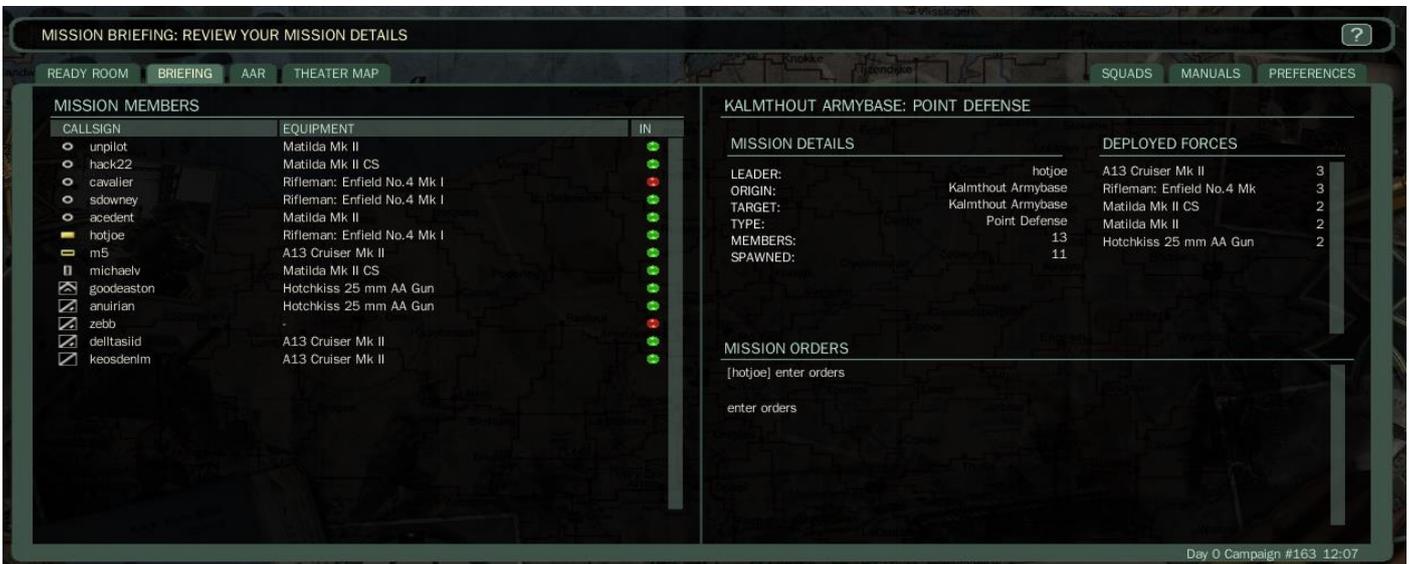
Once in the ready room, your chat activates the "mission" chat channel for communication with mission members. You can share your mission information in the chat by including "\$mission" in your text.

If a mobile spawn (MSP) is available and the "mobile spawn" box is checked, you'll automatically spawn at it with a suitable unit (infantries, light AT, and AA guns). Other units will spawn at the fixed mission origin. Always double-check your MS use before entering the world, as the system remembers your last setting.

Note that you can't see the MSP's deployment on the map; you'll need to ask the mission leader.



The optional « Briefing Tab » provides additional information about the mission.



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

If you are on the main UI (not spawned) you can instantly join the mission of any mission leader of your side, by typing the chat command « .j » or « .join » followed by the mission leaders' name.

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

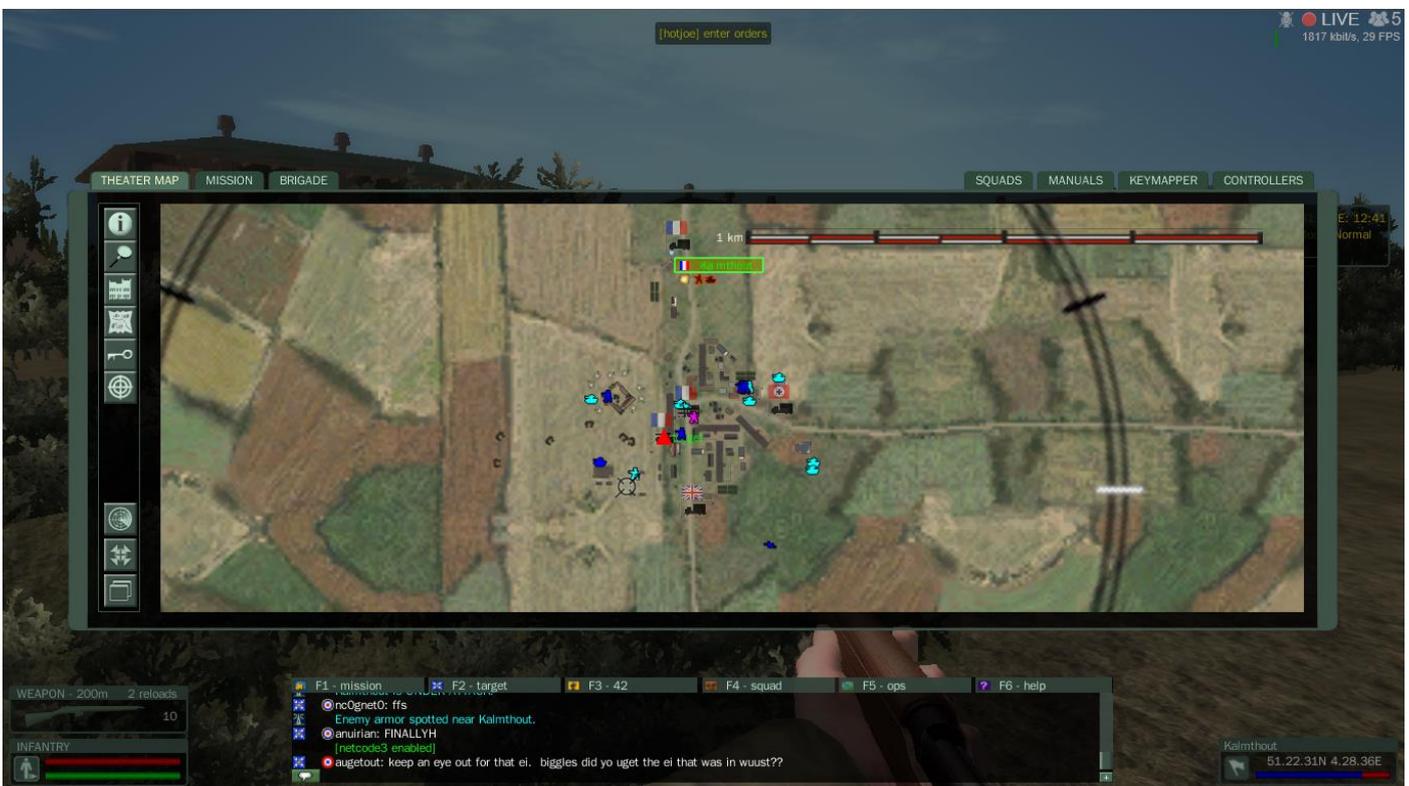




Players part of a squad can join another squad member even faster, directly through their squad tab (See the [squad section](#)).

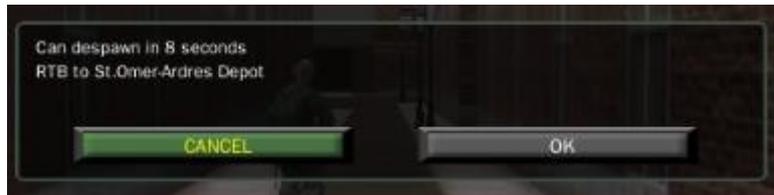
ENTERING (SPAWNING) AND LEAVING (DESPAWNING) THE WORLD

Use the mini-map or full map (press [M]) to navigate. Zoom in/out with your [+]/[-] numpad keys or with a central mouse wheel.



To exit the world and go back to the ready-room of your mission, press the [**ESC**] key. Press [**ESC**] again to cancel. A short despawn timer will prevent units to escape an imminent kill: it will last 5 seconds if you're near a friendly spawn point, or 10 seconds otherwise.

If you are alive when despawning, the popup will also mention if you are within range of any friendly-owned facility that will allow you to respawn with your current unit, with full health and ammo.



Your sortie status (RTB/RES/KIA/MIA) will also be mentioned on the despawn popup:

- RTB (return to base): considered as a mission success whenever you despawned in range of a friendly-owned facility
 - Infantries: 500m from the Army Base (AB), Forward Base (FB) or a depot, or 10m from the mobile spawn of your mission
 - Vehicles and tanks: 500m from an AB or FB
 - Guns: 500m from an AB, FB or a depot
 - Aircraft: 500m from an Airfield, but they must have landed first
 - Ships: 5 km from docks (or a port for Destroyers and freighters)
- RES (Rescued): when you despawn beyond the RTB range in friendly territory
- MIA (missing in action): when you despawn beyond the RTB range in enemy territory
- KIA (killed in action): when you were killed by an enemy unit, a friendly unit, by a defensive A.I. position, or by yourself.

Note that the sortie result will impact your rank points (see [rank scoring](#)) and the time required to supply the unit back to the spawn list (see [supply mechanics](#)).

SORTIE AFTER-ACTION REPORT (AAR)

Upon despawning, your user interface will automatically present the after-action report screen (AAR) of your sortie. This report provides a comprehensive summary of your performance during the sortie, including captures achieved, confirmed kills, sortie outcome, duration, and the rank points earned. It also lists the players you eliminated or who eliminated you. The AAR maintains a record of all your sorties related to the current mission. However, once you exit the mission, this history will no longer be accessible in-game (though all your sortie statistics remain available outside the game through the [Consolidated Service Record - CSR](#) which also provides stats per unit and per side, as well as a list of top players).

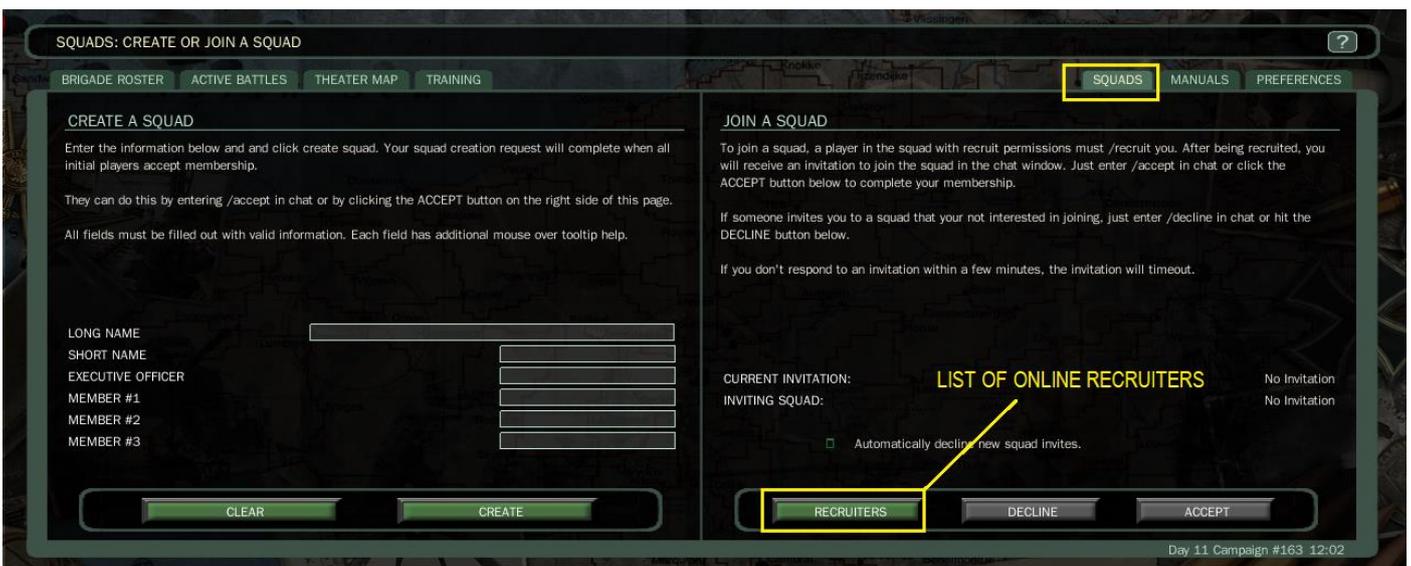
You can re-enter the world immediately by clicking the « Enter world » button, bypassing the weapon selection screen. If your last spawned weapon is still available, a new one will automatically be reserved for you. If this is not possible, a notification will inform you that you have been switched back to the default basic rifleman. You can always return to the ready-room TAB to select a different weapon.

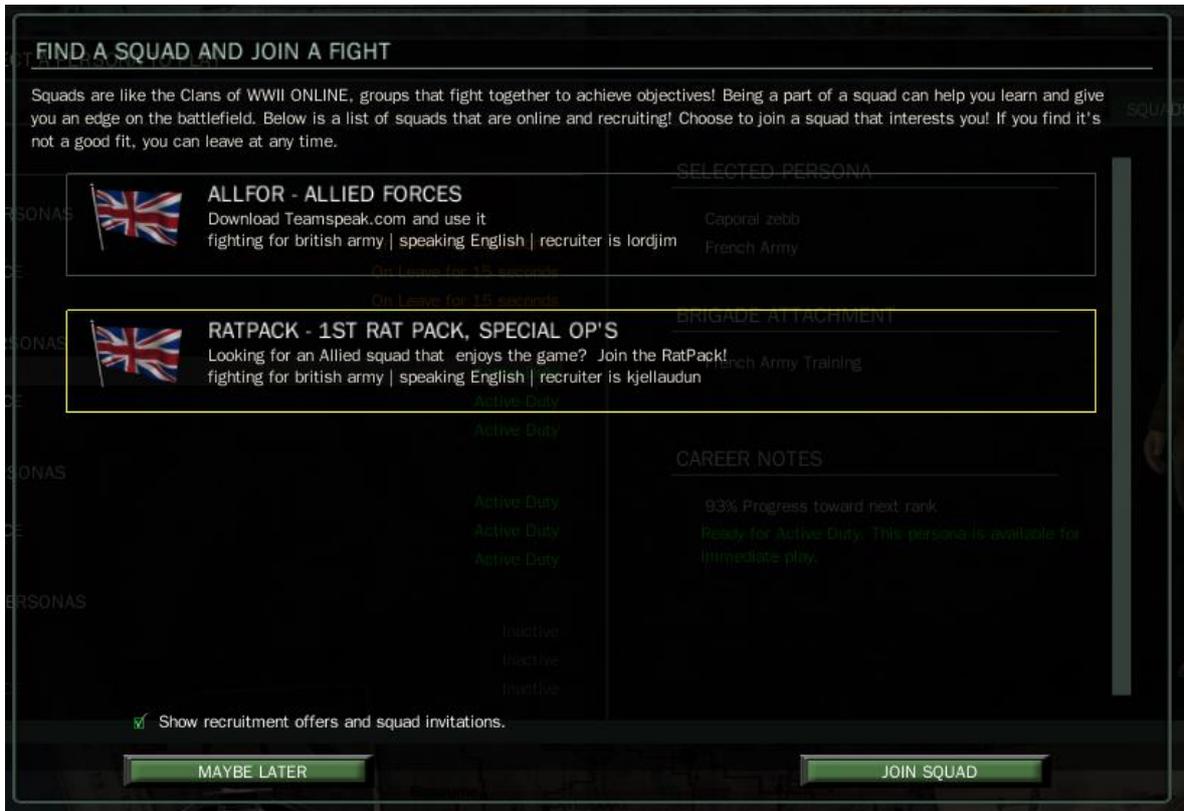
If you wish to quickly alter your current mobile spawn setting, simply check or uncheck the box at the bottom of the AAR screen.



JOINING A SQUAD

While the game doesn't provide an overview of all existing squads or the ability to spontaneously send a join request, you can effortlessly join any squad that currently has an active recruiter online. Simply navigate to the "squads" tab and open the "recruiters" menu to view the recruiters currently online.





Upon joining a squad recruiter, you will be automatically transferred to their mission. Start engaging with your new squad through the squad chat channel (F3 channel by default).

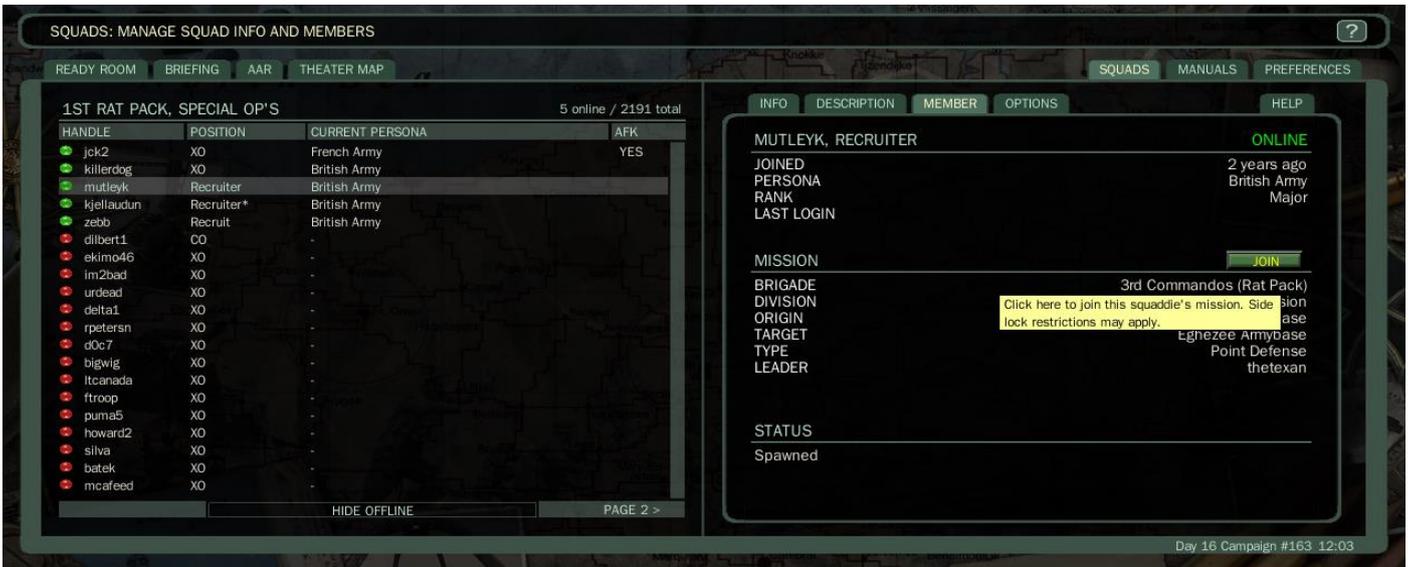
A squad can also invite you, provided you are not already part of a squad.

As a new recruit, you will remain part of the squad for a trial period of 7 days. Unless a squad recruiter, a XO, or the CO promotes you to squad "member" before the end of this period, you will be automatically removed from the squad.



Being part of a squad provides access to tools that enhance coordination among players:

- You get access to its private squad radio (chat) channel.  F4 - squad
- Squad can publish briefing orders that members will automatically receive on their chat window each time they log in.
- Missions that host any squad members will also be highlighted on the UI with the orange squad icon.
- Instead of using the .join command to join the mission of an active squad member, you can just press the « join » button in the UI or double-clicking a squad members' name in the squad roster.



You can leave a squad anytime through the squad tab options.



Squads can also create private squad missions, offering better mission control:

- The Squad must have five (5) members online in order for Squad Missions to be available
- Only one (1) Squad Mission per side, per Squad

For squad leaders, additional management tools are available through a web browser at <https://squadtools.wwiionline.com/> to assist in managing their squad.

INTEGRATED UI HELP

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



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/>

INFANTRY GAMEPLAY

Infantry is the core component of the game, as they are solely required to [capture flags](#) and therefore invade more terrain for their side on the map. They do so by just walking inside the capture area of a flag house. They can also take part to destroy bridges, defensive AI positions, and forward bases.

Check out this short tutorial video about how to play the basic rifleman unit:

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

Infantry classes

Infantry units serve a broad spectrum of functions, from offensive engagements to supportive roles. Each class carries an exclusive load-out that is non-modifiable, highlighting the necessity for diverse team composition. Assembling a mix of different roles enhances the adaptability and robustness of your mission team. The following list outlines the available roles:

- Bolt Rifleman
- Semi auto rifleman
- Carabine
- Ammo Bearer
- Grenadier
- Mortarman
- Sniper

- Engineer
- Combat engineer
- HC officer
- Submachine Gunner (SMG)
- Non-commissioned officer (NCO)
- Light machine Gunner (LMG)
- Heavy machine Gunner (HMG)
- AT sapper
- AT Piat/shreck/bazooka
- AT commando

Most infantries are also available at airfields in their paratrooper counterpart. They carry a parachute that will automatically open when you jump off [j] from a flying airplane.

Player placed objects

They can build [player place objects](#) (PPOs) that will stay on the terrain for a few hours (trenches, bunkers, sandbags, barbed wire, bushes, camo nets, etc.). Take the « shovel » weapon and press [backspace] to scroll through the available PPOs (no you can't hit an enemy with your shovel, use the knife instead!)

Infantry controls

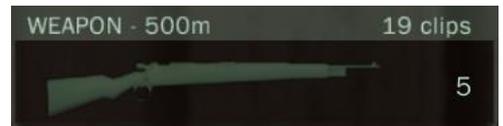
Players familiar with FPS games will quickly adapt to WWII Online, especially if they customize their controls through the Keymapper. There are however some important differences that you should know, as it seems to surprise most new players:

- In WWII Online, the infantry units are developed with a detailed damage simulation model for different body parts. A direct hit on a critical body part, according to the medical standards of WWII, results in an instant character death. If your character is hit on a body part that causes severe injury, the game realistically simulates the consequences - blurred vision, slower movements, inaccurate aim – but does not provide any means for healing. There are no medics in the game, reflecting the fact that severely wounded soldiers in real life did not immediately return to battle. This adds a layer of realism and difficulty to the infantry experience in WWII Online that sets it apart from other FPS games.
Stay away from your own grenades, and don't jump from too high if you don't want to be hurt.
- Infantry units in WWII Online are equipped with a stamina bar, which reflects their overall energy level and sprinting capacity. Sprinting [**Shift + W**] will gradually deplete your stamina bar until your unit reaches exhaustion, leading to slower movement. Stamina automatically regenerates over time, and resting or lying down can expedite recovery.
Swimming across rivers represents a substantial exertion, causing a significant decrease in stamina and slowing progress through the water. While characters will not drown, crossing a river can be time-consuming.
Furthermore, injury impacts the maximum stamina level your unit can maintain, adding another layer of realism to the game.



Infantry Health (red) and Stamina (green)

- In WWII Online, player movements may initially feel less reactive compared to other FPS games. This is attributed to the inclusion of equipment-weight-based inertia into the gameplay, leading to a slight delay between input commands and the corresponding infantry actions. This should not be confused with mouse sensitivity, which can be adjusted via the keymapper.
- No, you can't (bunny) jump with your infantry. It might be frustrating to not be able to climb over a sandbag or a fallen trunk, and this is a limitation of our in-house game engine.
- Players can hitch a ride on vehicles (tanks, trucks, APCs, transport planes) by pressing [J] to hop on or off, but they cannot take control of the vehicle. Not all vehicles are compatible with this feature—armored cars, for example. For boats, climbing up the netting on the sides or hopping into a lowered Higgins boat is the only way to board larger vessels such as freighters and destroyers.
- If you're low on ammo, type « .ammo » in the chat to scream for extra ammo around you. All players that have resupply abilities will get notified and see your icon blink on their map!
- Activate freelook pressing [Alt]. This is automatically activated whenever you sit on a vehicle.
- For riflemen and snipers in WWII Online, long-distance engagement can be a critical tactic. The range of your rifle can be fine-tuned using the [Page Up/Page Down] keys to significantly enhance your shooting accuracy. Range goes from 100m to 1000m. You can check the current range on your UI.



Controls are summarized as follows:

DEFAULT INFANTRY CONTROLS

| | | |
|---------------------------|------------------------------|---------------------------|
| W Move forward | F Jump on/off vehicle | # Weapon selection |
| shift + W Sprint | alt Toggle free look | [Previous weapon |
| S Step backwards | Q Look left |] Next weapon |
| A Strafe left | E Look right | R Reload |
| D Strafe right | B Binoculars | C Deploy weapon |
| G Auto-run forward | | L Lower weapon |
| T Walk on/off | | pgu Range increase |
| Z Prone | | pgd Range decrease |
| ctrl Crouch | | |

Fire weapon Aim / Alt deploy weapon

ARMOR GAMEPLAY

In WWII Online, vehicles form a critical component of our rich combined arms MMO experience, taking the gameplay to unprecedented levels of realism and immersion. These vehicles are meticulously designed to represent their real-life counterparts with great accuracy, taking into account their detailed models, performance capabilities, and weapons ballistics.

We're fortunate to have a community of hundreds of World War II enthusiasts who passionately contribute to the continuous auditing and refinement of our vehicles. WWII Online brings to life a highly detailed, simulation-grade damage model for vehicles that meticulously takes into account factors such as impact speed, angle, and armor thickness. This comprehensive damage model meticulously dictates the consequence of round impacts, examining whether armor is penetrated, which tank components and crew members are affected, and even the onset of spill and fires. Moreover, the game adopts a fully tracked ballistics model that accurately depicts the performance of each ammunition type according to its unique ballistic properties, contributing to a truly realistic interaction within the damage model of each vehicle.

Vehicles should check their fuel consumption during long sorties, and might be required to refuel from supply trucks. Vehicles with weapons should also manage their supply carefully. (see [ammo and fuel resupply](#)).

Most useful informations related to your vehicle and/or selected crew are shown in the UI, in the upper left window:



Please note that you cannot enter/leave vehicle as WWII doctrines didn't expect vehicle crew to take an active part to combats.

All vehicles, regardless of nationality (US, British, French, German) operate in the same way. It is advisable to familiarize yourself with truck operation offline before attempting it in live gameplay.

Trucks and Haulers

In WWII Online, trucks and haulers have a vital role in transporting infantry, ATG/AA guns, resupplying ammo or fuel, and setting up [Mobile Spawns](#) (MSP).

- Controls and Movement:
 1. Start the engine with the [E] key and shift gears using the [**Left/right - bracket**] key. Use [W] and [S] keys for acceleration and braking. Navigate the trucks using the [A] and [D] keys for turning left and right respectively. Be mindful of the terrain, as steep inclines and sharp bends can cause the vehicle to flip over, potentially causing damage or injury to transported units.
 2. Views: Utilize the number pad on your keyboard for enhanced visibility while driving, with different keys offering various directional views. Activate freelook pressing [Alt]. Look in the rear-view mirror pressing the gunsight view [**numpad .**]. Full instruments view is [**numpad 0**], which include fuel status.
 3. Press [J] under the lowered crane of a freighter to be onboarded for sea crossing

4. Towing and Loading: ATG and AA can be towed by positioning them at the rear of the truck and asking them to press [T] to connect or disconnect. To enable infantry units to board the truck, ask them to approach the vehicle and press the [F] key.
5. Building a Player-placed-object: Press [Z] to build a [Player-placed-object](#). The color indicator (red or green) provides visual feedback on whether the terrain is suitable for deployment.

Tanks and armored vehicles

Tanks and armored cars can accommodate two to four crew members. Each member has a distinct role:

1. Driver: Operates the vehicle. Open and close the front driver's door using the [O] key and zoom your view with the gunsight view [**numpad .**]. Initiate the engine with the [E] key and halt with [S]. Shift gears using the [**Left/right - bracket**] key. Use [W] to apply gas and the direction keys [A] and [D] to drive. The UI will indicate your engine status and your current gear. Full instruments view is [**numpad 0**]. Most tank drivers can also deploy camo nets [Z]. Press [J] under the lowered crane of a freighter to be onboarded for sea crossing.
2. Commander: Guides the driver to safe locations, spots enemy targets using their optics. They can open the canopy or viewport [O] for a better view, use their binoculars / gunsight view [**numpad .**], and some are equipped with a range finder [G]. Activate freelook pressing [**Alt**].
3. Gunner: Manages the turret, adjusts the firing range, and operates the main gun. Use the mouse for turret movement and [**Right Click**] to fire. Certain vehicles allow firing range adjustments with [**Page Up**] and [**Page Down**]. The projectile trajectory varies depending on the type of ammunition used. The loaded ammo type (HE, HEAT, AP etc) can be changed pressing [**Backspace**].
4. Hull Gunner (or Loader): Suppresses infantry with secondary weaponry when the main gun is engaged elsewhere. Use the mouse for turret movement and [**Right Click**] to fire.

Multicrew

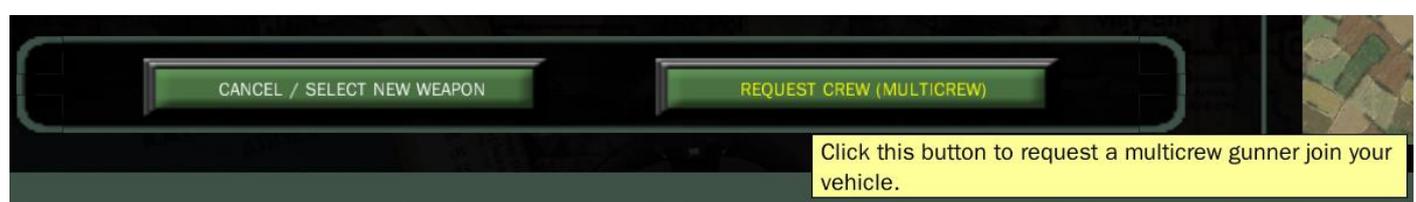
One of the game's most compelling features is the ability to multicrew vehicles with a second player. This allows for multiple players to inhabit different crew positions within the same vehicle, each responsible for their own dedicated tasks. The teamwork and cooperation required in this setup often lead to some of the most memorable « WWII Online moments ».

To multicrew a vehicle a player (the host) need to request a crew (the crewman). The crew will always be split with this organization:

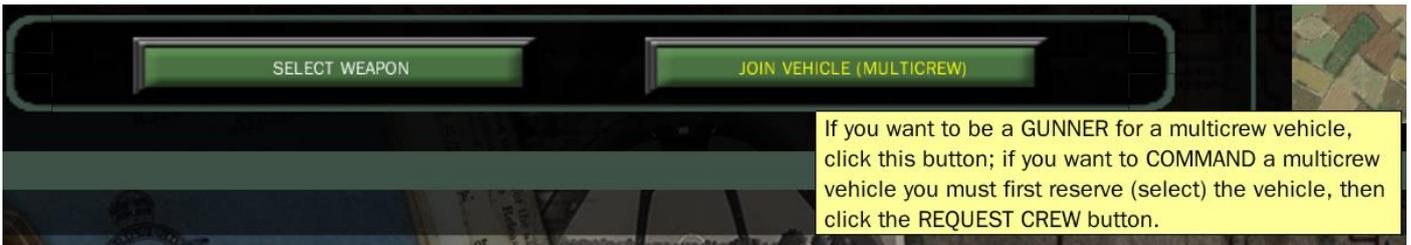
- Player 1 (the host): Driver (pos 1), Secondary gunner (pos 4)
- Player 2 (the crewman): Commander (pos 2), Gunner (pos 3)

Follow these steps:

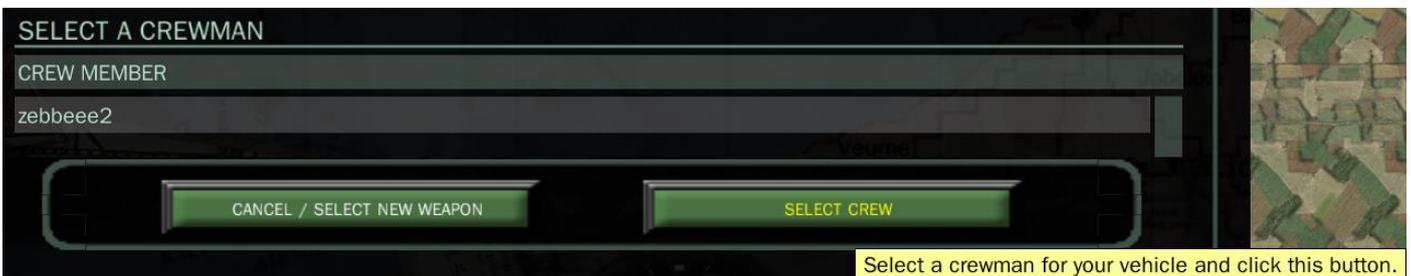
1. The host player selects a tank then request a crew



2. The guest requests to join a vehicle and selects the commander



3. The host confirms the crewman selection



4. The crewman gets a confirmation popup



5. The vehicle commander will launch the game for both players at once (the crewman cannot).

ATG/AA GUNS GAMEPLAY

(content pending, please check our youtube channel for Video tutorials)

- How to set up and use basic Flag Funs or AA
<https://www.youtube.com/watch?v=uTk9FxbIshw>

- 105mm Howitzer
[Hhttps://docs.google.com/document/d/1q9NLXAed1X7J1D_wWSvo92e7pUg4RSIk/edit?usp=sharing&oid=116673408162826835399&rtpof=true&sd=true](https://docs.google.com/document/d/1q9NLXAed1X7J1D_wWSvo92e7pUg4RSIk/edit?usp=sharing&oid=116673408162826835399&rtpof=true&sd=true)
- 81mm/3inch Mortar
<https://drive.google.com/file/d/10LV0eHWEoVH0D7rQciDUj-WJdv8Oy6my/view?usp=sharing>
- YouTube Artillery 101
https://youtu.be/uSMv_hdhGQM

AIRCRAFT GAMEPLAY

(content pending, please check our youtube channel for Video tutorials)

- How to Get Stared Flying
<https://www.youtube.com/watch?v=wyr1p9IBSU>
- How to fly
<https://www.youtube.com/watch?v=M0pNyisiIDo>

NAVAL GAMEPLAY

(content pending, please check our youtube channel for Video tutorials)



COMBAT SITUATIONAL AWARENESS

VISUAL CONTACT

In WWII Online, your situational awareness primarily depends on visual contact with surrounding units.

The game will display facilities of towns and cities from nearly 7 km away to avoid overloading your memory. Ships and aircraft are visible from 6 km, vehicles and guns from 3 km, and infantries from 1 km. Trees are visible up to 4.5km. However, there is a limit of 128 units displayed simultaneously. The system prioritizes which unit should disappear first, based on your unit type. Enemy units will never become invisible, as the system will first hide friendly units from your screen, starting with those furthest away.

IN-GAME TAGS

Within a distance of 1500 meters, all friendly units display their name tags above their unit in-game, along with the short name of their squad (if any). Friendly units icon are blue (or green if the unit is a new player) by default. Pressing [**L-CTRL + i**] three times will switch displayed tag to « Rank + callsign + squad ID » / « unit type » / no icons. Enemies won't display any tag, except aircraft. A friendly unit's icon may contain a mission leader « M » or high command « C » symbol.



Friendly and enemy aircraft will be displayed with a grey circle to help you identify the « pixel moving in the sky ». This system gradually increases the brightness of the icon the longer you have that unit in your view. Once you lose direct visual contact, you will have to re-acquire your target. This system adds a bit to the fog of war. Therefore, most expert pilots will fly using [TrackIR](#). The icons have a dynamic range circle, and a dynamic color indicator :

- 4000m = full (grey) circle
- 2300m = $\frac{3}{4}$ (grey) circle
- 1500m = Color change (red = enemy ; blue = friendly)
- 1000m = $\frac{1}{2}$ colored circle
- 500m = Unit type (enemy) or callsign (friendly) become visible
- 300m = $\frac{1}{4}$ colored circle



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



AIR CONTACT WARNING FOR SHIPS

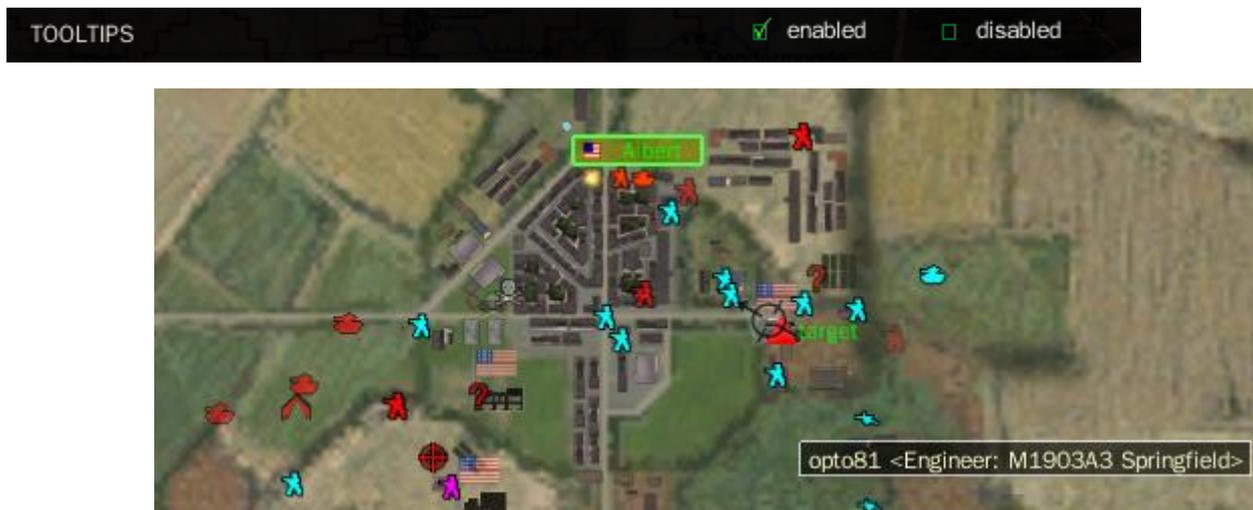
Upon detection of an aircraft within an 6km range, ships will be alerted through a siren and a warning message displayed in red on the chat interface. The warning message will specify the direction of the incoming aircraft (e.g., "2 o'clock"), but it will not provide details on the distance, type, or altitude of the unit. Players are advised to promptly man their Anti-Aircraft (AA) positions upon receiving this alert!

MAP ICONS

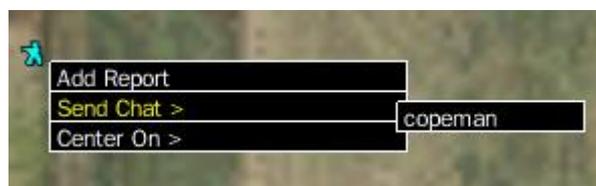
FRIENDLY ICONS

Upon spawning into the game world, opening the map will display all friendly units within a 1km radius (or a 10km radius for aircraft and ships). These icons are only visible when spawned in the game, and they will not be shown on the map from the mission briefing room. Enemy units will not be displayed on the map to maintain fog of war, though they can be reported manually via [contact reports](#).

By enabling "tooltips" in your settings, hovering your mouse over a friendly unit icon will reveal additional information like the name tag and unit type.



Players can directly message a fellow player by right-clicking their icon on the map:



WAYPOINTS

Mission leaders have the ability to place enduring waypoints on the map, such as Attack, Defend, or Bomb markers, supplemented with a brief note for additional context. These waypoints are visible exclusively to their respective mission members.

Waypoints can also be shared between different missions for a wider coordination. – currently disabled, fix pending

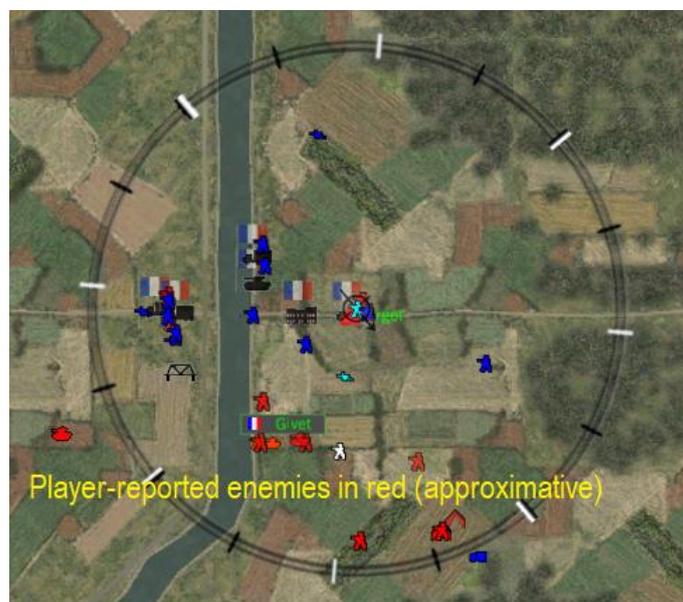
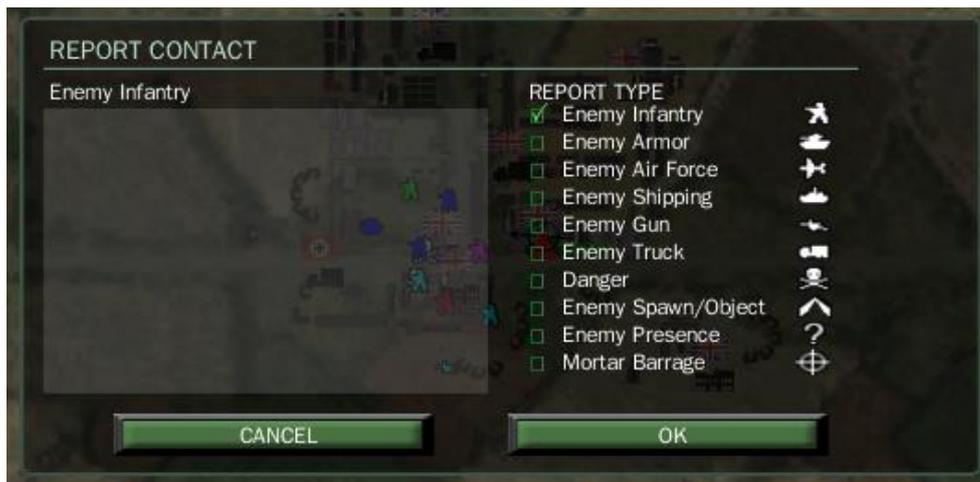
Waypoints can be toggled on/off on your HUD in-game with [**Shift+Y**]. Their settings can be adjusted in your preferences.

PLAYER-PLACED ENEMY ICONS

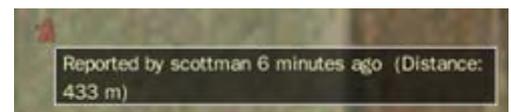
While enemy unit positions aren't automatically highlighted on the map, players can share 'approximate' enemy locations through the use of manually placed icons.

To generate a 'contact report', right-click on the map where the enemy was spotted. This report becomes visible to all players who are engaging the same adversary. These reports can only be viewed in-game and are not visible from the mission briefing room.

To erase a report you've placed, right-click on it and select « delete ». In addition, mission leaders possess the authorization to delete these reports for the sake of operational efficiency and map clarity.



A report will fade out and disappear after 7 minutes. Hover your mouse over a report to know who made it, when it was reported, and its relative distance from your current position.



DEATH REPORT ICONS

Friendly units that are killed will leave a white "skill" icon on the map. These are automatically placed on the map and are not player-controlled. The name-tag of a friendly unit that dies will also be changed to a

floating skull icon. Be alert, if a friendly unit dies, there's a high probability of encountering an enemy nearby!



The default colors of friendly and enemy units can be set through your preferences (user interface):



TOWN EWS (Early warning system)

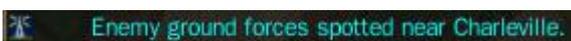
The Early Warning System (EWS) gets triggered when enemy units approach a friendly town. This triggers a display of a unit-shaped icon adjacent to the town's name on the map, signaling potential enemy activity. However, it does not provide any specific information about the incoming direction of the enemy forces:



- **Armor EWS:** triggered when enemy tanks, armored cars, AA, and ATG are less than 1500m away
- **Infantry EWS:** triggered when AA and ATG are less than 1500m away, and enemy infantry and trucks are closer than 1000m
- **Navy EWS:** triggered when an enemy destroyed is closer than 4km, or an enemy freighter is within 1km

There is no aircraft EWS but we have another system tracking bombers only (see [AWS](#)). A flight formation of minimum 4 bombers will, however, trigger a loud air siren broadcasted in-game from the bunker.

Each time a new EWS icon is triggered, a notification is sent through the chat bar. This allows defending units to be alerted and adequately prepare for the imminent battle.:



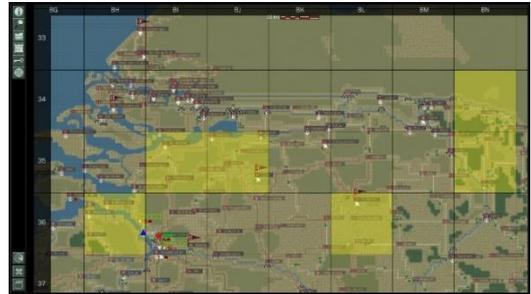
The severity of the EWS is indicated by color coding: A "light" EWS, represented by a black icon, signifies at least one enemy unit is nearby. A "heavy" EWS, illustrated by a full red icon, indicates a substantial presence of enemy units.

Note that a heavy infantry EWS is a mandatory requirement to proceed to the capture of a town (See Objectives - [AQ](#)).

THEATER AWS (Air warning system)



You can enable the "Air Warning System" (AWS) on your map to view the reported locations of enemy bomber formations across the theater. The map is segmented into 16x16km squares, transitioning from transparent (representing no bombers) to red (indicating a large formation).



The AWS tracks flights within 10km of friendly towns and more than 10km away from enemy towns, covering sea areas as well. The system updates approximately every 8 seconds. However, to simulate aircraft evading detection, there's a chance that some units may not be spotted. Consequently, the information provided is not always 100% accurate.

LOCAL ENEMY TEXT CHAT

Engaging the local area chat (see text [communication](#)) not only communicates with your allies, but also sends some unintelligible words to any nearby enemies. However, it does not offer any clues regarding the direction of the speech.

Enemy: menchabvurmithaupt rukdenerbier
 Enemy: lichschfan

- Yell : heard by any enemy up to 150 meters away
- Normal : heard by any enemy up to 100 meters away
- Whisper : heard by any enemy up to 15 meters away

GAMEPLAY OVERVIEW



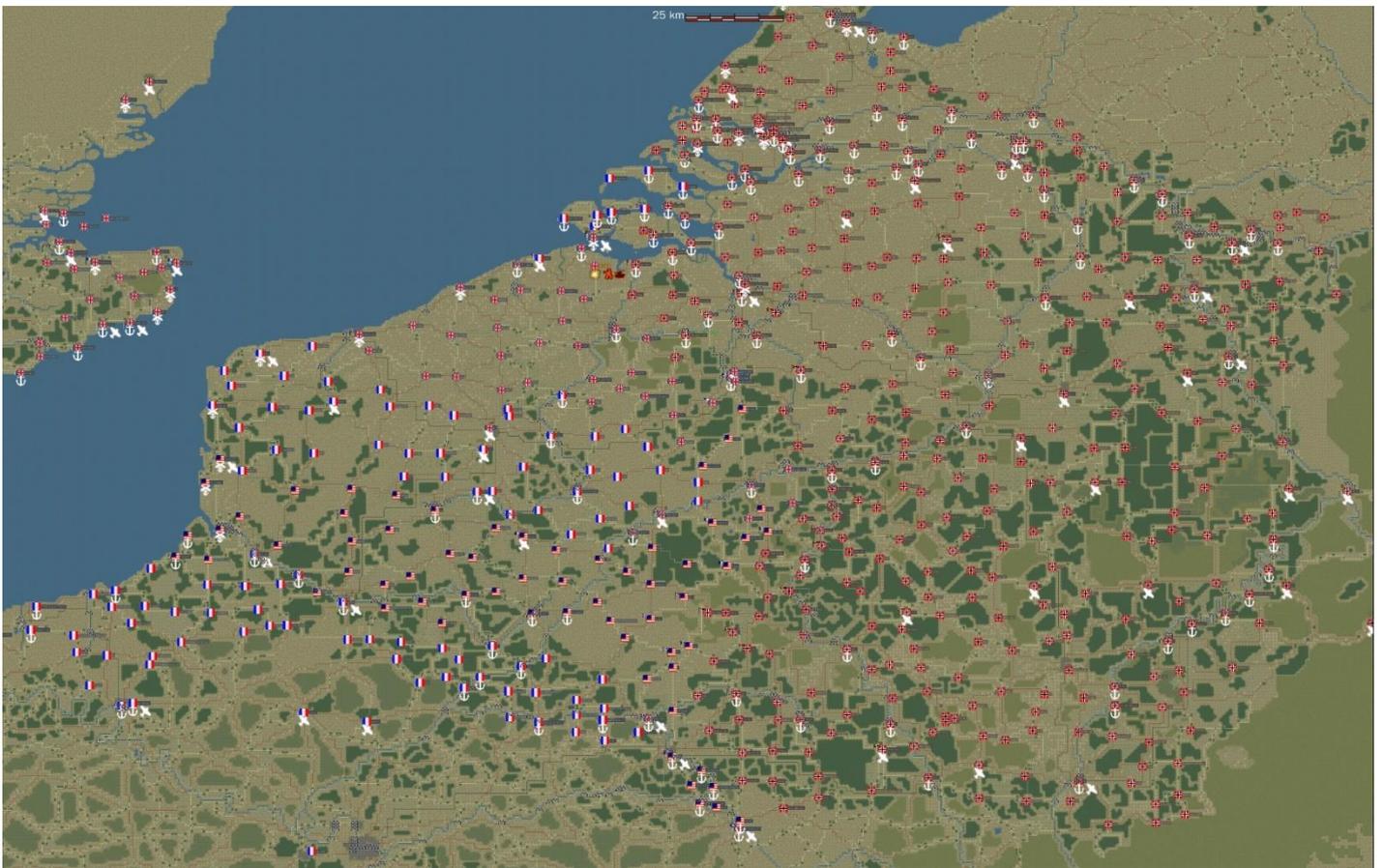
The game is played through « campaigns » that last a few days to a few months (average of 60 days).

- 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 gameplay:

- 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 MECHANICS

The 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 for alternative historical outcomes.

- **Factory RDP (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 grieving during the first minutes of a sortie, units « missing in action » that were not hit by enemy fire, will be replaced after 15 minutes only (you are MIA when you despawned too far from a friendly facility).

For each % damage made to factories (by bombers or sappers), the aircraft 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.

RDP penalties against non-aircraft units supply are 50% slower, i.e. 22.5 hours production timer at 100% damage.

All Allied factories have been combined for RDP purposes, bombing one factory will affect all Allied resupply times.

The maximum amount of damage a bomber can do to a factory will depend on its load-out.

Factories are fully rebuild after 72 hours. So every hour these are automatically repaired by 1.38% (engineers cannot accelerate this repair rate).

Type the command « *.factories* » (or *.fac*) in the chat bar to see the production output of all factories:

- French factories: Abbeville, Montrueil, Amiens, Breteuil
- British/U.S. factories: Canterbury, Ashford, Whitstable, Sittingbourne
- German factories: Essen, Dortmund, Dusseldorf, Koln, Frankfurt, Zwolle, Meppel, Hoozeveen, Harlingen, Limburg, Enschede, Leeuwarden



Expect these buildings to be defended with barrage balloons and AI-controlled heavy AA guns!

- **Garrisons (non-moveable supply):**

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.



Every spawn associated with a town, including depots, forward bases, and mobile spawns, can draw its supply from the garrison, regardless of whether the town's army bases have been captured.

The quantity of supply stored in a garrison directly correlates with the number of available army bases in a town. A garrison can be 'overstocked,' allowing a capacity increase of up to 100% by despawning equipment transported from any rear-line garrison owned by the same country.

Upon a country's capture of a new town, the incoming supply for the new garrison will follow a trickle-in timer of 120 minutes. This timer commences after a 1-minute delay, with resupply intervals every 3 minutes, thus providing defenders with potential counter-attack opportunities. When allies capture a town, they have the discretion to assign ownership of the town to the US, ARFR, or BEF.

Garrisons cut off within an isolated pocket, with no direct owned route to factories, will cease to receive fresh supply. However, they can still utilize the supply accumulated so far. Towns in a cut-off position facing enemy garrisons will automatically surrender after 6 hours, forfeiting all remaining supply (indicated by a white flag displayed on the map).

All Airfields possess both an air force garrison and a paratrooper garrison, even if the town they are in is inactive. Frontline airfields maintain only paratrooper garrisons.

All naval ports feature a naval garrison.

Please note that until more American units are modelled, US forces will utilize French Air & Navy garrisons.

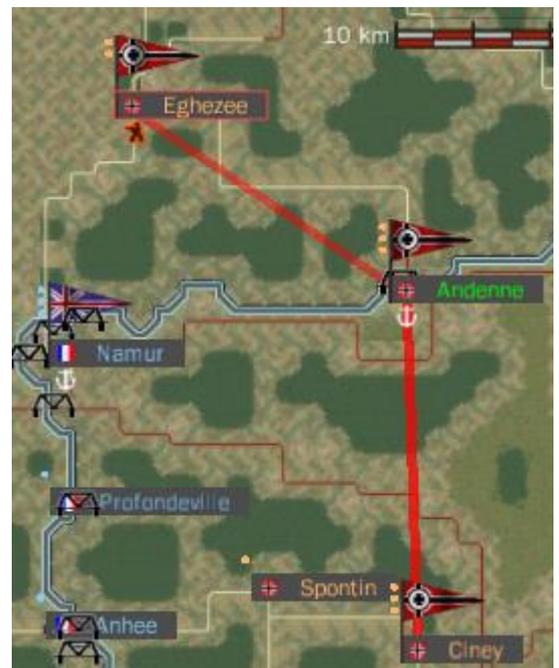
- **Brigade flags (moveable supply):**

Brigade flags represent moveable supply pools that High Command (HC) leaders can utilize to reinforce towns.

Each faction possesses 3 Division HQ flags, with each supplying 3 Brigade flags, totaling 9 Brigade flags per side. These Brigade flags must maintain close proximity to their parent Division HQ, depicted on the map by a red link. The process of relocating a flag takes 30 minutes to a frontline town and 15 minutes to a backline town. Once High Command initiates a Brigade flag move, the system will notify all players.



Factories also resupply flags, but a flag's supply capacity remains unaffected by the number of army bases in its host town. Brigade flags can be overstocked up to a 100% supply capacity, but only with equipment spawned from their Division HQ flags. Contrary to garrisons, allied flags can be situated in any allied town, facilitating the combination of weapons and equipment from different allied countries.



Upon the relocation of a Brigade flag to a new town, its supply will be subjected to a trickle-in timer of 60 minutes, commencing after a 1-minute delay, with intervals of 3 minutes.

Movable supply cut off in an isolated pocket, with no owned route to factories, will cease to receive new supply but can still utilize any remaining supply. Cut-off Brigade flags turn white on the map. Navy and Air Brigade flags retain their ability to move out of such pockets. In these cut-off scenarios, the time to move any movable supply flag in or out of the town doubles (60 minutes to a frontline town and 30 minutes to a backline town).

In the event that the Army Base of the host town is captured, the Brigade/Division flag will automatically retreat to a friendly rear town, along with any remaining supply. If no rear town is available, the Brigade is deemed "routed," implying its removal from the theater for a period of 6 hours.

SPAWN POINTS

With our map scaled at 1:2 and towns approximately 10 to 15 km apart, you won't need to traverse excessively long distances to reach a battle area! Notable exceptions include dedicated interdiction or resupply missions, which are often undertaken by veteran players or squads.

Players can enter the game through various 'spawn points'. Some of these are fixed locations within the world that must be captured, while others can be placed by players and are destructible. Each type has specific access rules.

Players can only spawn from a player-created 'mission'. The spawn point of a mission determines the available supply. If there's no mission available from a particular spawn point and you lack the rank to create your own mission, request assistance from an officer on the Operations channel—they can create a mission and assign you command.

- **Army base (AB):**



The Army Base serves as the main spawn point of a town or city, where any ground unit can spawn. Vehicles spawn in the garage, while infantry units spawn randomly in 4 to 8 barrack buildings, which feature no-fire zones upstairs. While the garage can suffer minor damage, the barracks remain invulnerable. Once the AB bunker (flag) is captured by attackers, AB spawn points become inaccessible. However, supply can be restored if defenders retake control. Each town can host up to four ABs.



- **Forward base (FB):**



Fixed spawns located between most frontline towns, Forward Bases allow players to spawn ground units 3-4 km away from the next enemy town. Vehicles and infantry units spawn in two 'tents' placed 100-200m apart in open fields.

Only one FB can exist at a time between two towns (allied or axis). They must be destroyed using explosive satchels. If an



FB is destroyed, all missions originating from it are terminated. Although a damaged FB offers drastically reduced cover, it remains functional until all components are destroyed.

FBs draw their supply from their frontline town (garrison and/or brigade flags). If the garrison or brigade flag has surplus supply, this will also become available at the FB.



- Depots:



Depots are fixed urban spawns and form the primary points of contest in towns and cities. They enable the spawning of all infantry types, trucks (except haulers), and some light/medium AA/AT guns, simulating defensive regiments deployed in different districts of a town. Depots feature safe no-fire zones upstairs with a 360-degree view. A depot becomes inaccessible once its flag is captured (housed in a separate building).



The number of depots corresponds to the number of adjacent towns, and are named accordingly (e.g., Brussels-Leuven depot). In large cities, there may be 2 or 3 depot buildings linked to the same flag, resulting in units randomly spawning between these buildings. If a depot building is destroyed, all inside are killed irrespective of their affiliation, but the spawn remains active.

While depot supply is limited, any spawned unit will be replaced after 15 minutes, drawing from the garrison and/or flags. Depots cannot be overstocked.

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

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

- **MOBILE SPAWNS (MSP):**

- **Fortified mobile spawn (FMS):**



Transportation APCs / haulers (excluding those with ATG capability) can deploy mobile

spawns for players assigned to the same mission. Mobile spawn automatically supersede fixed spawns at the mission origin for infantry, light ATG, and light AA guns, while other units will still spawn at the main origin.



Unlike the predictable fixed spawns, FMSs enable mobility and stealth tactics (including a camouflaged 3D model and no map mark for the enemy unless manually reported). The key function of an FMS is to sustain battles by reducing the travel distances between an origin and a battle area. This feature is essential in both in offensive and defensive missions.

The FMS provides an ammunition resupply to any unit standing within a 5-meters radius, serving as a safe return-to-base (RTB) point. Supplies are drawn from its mission origin (AB, FB, depot), with no maximum capacity or supply trickle-in timer.

FMS deployment takes 30 seconds and must occur no closer than 400m from any enemy-controlled facility. It remains active as long as the mission persists (even through changes of leadership), unless it is canceled by the mission leader or destroyed. An FMS can be destroyed only by 4 explosive charges or a total of 350kg of air bombs (not HE shells from guns/tanks, destroyers, or mortars).

Note: The mission target must be a facility for a mobile spawn to function (it must have an owner). Targeting a bridge will result in the MSP using the origin as the true target, as a bridge is not classified as a facility.

- **Trench mobile spawn (TMS):**



Similar to the FMS but specifically for infantry, the TMS provides 360-degree cover and can be connected to player-placed trenches. It can be deployed by APCs and trucks up to 300m from any enemy facility.

- **Light mobile spawn (LMS):**



Deployable by both APCs and trucks as close as 250m from any enemy facility, the LMS is a mobile spawn



exclusive to infantry units. It offers superior camouflage at the expense of vulnerability: it can be destroyed by a hand grenade, an explosive satchel, a HE shell or round, and an aircraft bomb.

- **HC mobile spawn (HCMSP):**



The HCMSP is a light mobile spawn that can only be established by an HC officer unit on foot, 600 meters away from any enemy facility. This provides High Commanders the ability to fortify or sustain a battle with a backup spawn. The HCMSP model slightly differs from the standard LMS, identifiable by an antenna.



- **Airfield (AF):**



Certain towns feature a large airfield, denoted by a plane icon on the map. Airfields permit the spawning of fighter/bomber aircraft (only at non-frontline towns) and paratroopers from an air garrison, but this is exclusive to your 'AIR FORCE' persona.



Paratroopers spawn in the control tower of the airfield, while planes spawn randomly across multiple hangars. AF buildings are impervious to damage or destruction. Spawning is disabled as soon as the bunker - located on the field adjacent to the hangars - is captured. The AF bunker can only be captured after the town has been contested for 10 minutes. Besides paratroopers, ground units cannot spawn at airfields, unless the airfield is paired with an AB. Some airfields can be damaged by bombs, limiting the available paths for takeoff and landing!

- **(River) Docks/ (Deepwater) Port:**

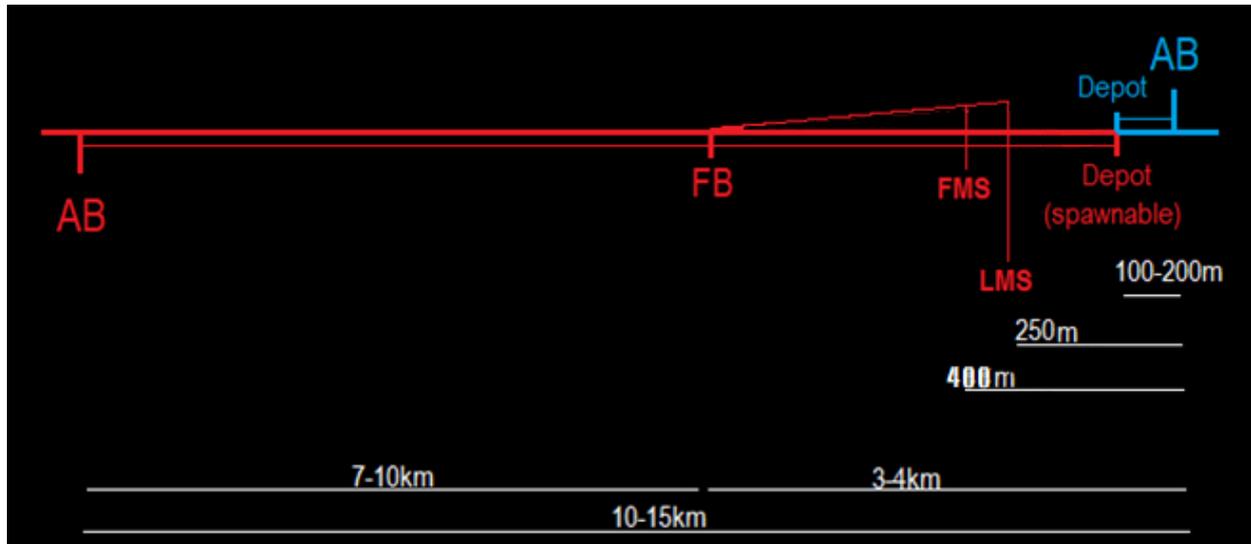


Docks facilitate the spawning of ships from a navy garrison, but only for your 'NAVY' persona. Docks are prevalent in towns connected to a river or along the North Sea.



Destroyers can only be spawned at 'deepwater ports'  which are marked with a special icon on the map. Destroyers spawn several hundred meters from the docks, while smaller vessels (fairmiles) spawn directly adjacent to the docks. Docks also trigger additional ground supply at ABs and depots through an auxiliary 'naval garrison'. The dock buildings can sustain minor damage but remain functional until captured. The capture area is the dock building itself, with no separate flag building required..

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:**

Given the rapid technological advancements during the war, campaigns have been divided into distinct "TECHNOLOGICAL TIERS." These tiers are activated based on specific conditions determined by the game managers. Each campaign commences at Tier 0, which means late-war equipment often doesn't become available until several weeks into the campaign. Nevertheless, game managers have the discretion to expedite the transition between tiers based on the map's progression or to present alternative campaign start scenarios.

| | |
|--------|------------------------------|
| Tier 0 | Until December 1940 |
| Tier 1 | January 1941 – December 1941 |
| Tier 2 | January 1942 – December 1942 |
| Tier 3 | January 1943 onwards |

- **Mission origin type:**

Please remember that the selection of available equipment varies according to the spawn point type for your mission.

- **Persona rank:**

Even if a campaign has reached the highest Tier and you join a mission with a fully-supplied origin, the rank of your persona will limit your access to equipment.

- The game features 21 ranks in total, but only 13 of these are acquired through gameplay and scoring. The top 8 ranks are granted when a player progresses through the High Command.
- Your 12 personas each have separate ranks:

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

- A promotion to the next rank is rewarded as soon as you earned enough rank points [See section [REWARDS](#)]
- A promotion achieved in one branch (ground/navy/air) will automatically be extended across all countries, including the opposing side, up to rank 5.
- Any further promotion gained within one of the allied branches will also be extended to its allied counterparts, up to rank 12. Ranking systems vary for navy and air forces, and your infantry rank does not carry over.
- The Axis forces are predominantly comprised of German units. The current presence of Italian equipment is limited, so these forces do not have separate personas (yet).

OBJECTIVES

WWII Online offers layered objectives that propel players into the battlefield, creating an immersive gameplay experience.

Victory in a theater campaign (also known as a "map") is achieved by either capturing three factory towns or owning 95% of the entire map. The duration of a campaign can range from several days to a few months, necessitating 24/7 coordination.

Every side has a "High Command" (HC) consisting of trained players tasked with overseeing the campaign's strategic objectives. To list currently online HC commanders, type the command ".hc" in the chat bar and engage with them via the "operation" chat channel. Detailed information about the current High Commands can be found on the respective websites:



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

On a tactical level, objectives are defined by "missions" led by "mission leaders". Missions fall into three categories: Attack, Defend, and Support, with main missions occurring near towns slated for capture. Its

role is mostly focused on activating/offering a spawn point. While a mission guides its members towards a specific goal (global area attack, flag capture...), it does not impose restrictions on individual actions.

Players ranked 6 or higher, acting under HC's directions or basing their decisions on the battle situation, can become mission leaders. Freedom is paramount; players can choose to operate as lone wolves or disregard orders without facing penalties.

- **Factory bombing:**

Frequent sightings of bomber squadrons targeting factories become a norm in the game. These daring bombing runs not only pave the way for nail-biting fighter interception missions but also serve a strategic purpose - to disrupt the enemy's supply chain (see [supply mechanics](#)).



- **Town capture (AO):**

Towns serve as the primary capture points within the campaign, often becoming the epicenter of intense battles. The goal for infantry units is to capture flags and secure terrain ownership. To focus combat and enhance map awareness, the game provides real-time information on towns currently under attack.



Once a town is designated as an Attack Objective (AO), it becomes a contested hotspot. AOs are clearly marked on the map with a red square, while Defense Objectives (DOs) - towns under protection - are marked in green. You can keep track of active objectives through your map, the mission screen, or by entering the command **".objective list"** (or **".obj l"**) in the chat.

The number of AOs available for each faction depends on the population size of the side with the fewest players. To confirm the number of remaining AOs, use the command **".objective number"** (or **".obj n"**) in the chat.

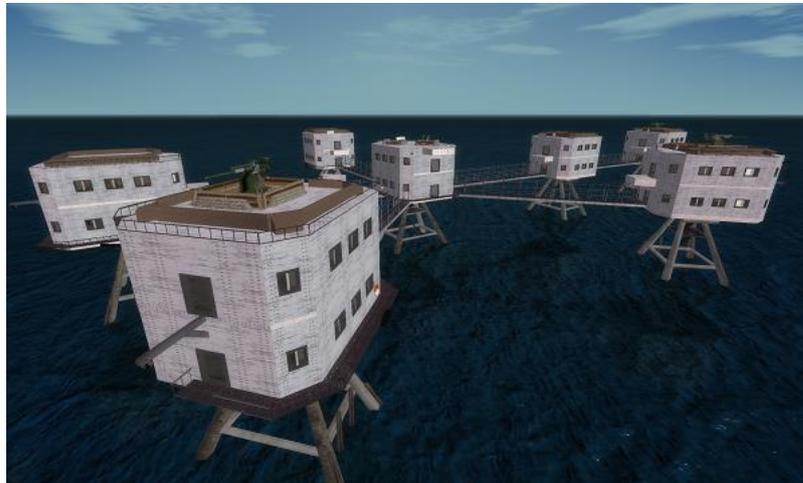
When a spare AO is available, it's automatically assigned to any town exhibiting heavy infantry Early Warning System (EWS) activity for a few minutes (see [town EWS](#)). This system ensures significant engagement around each objective, thereby motivating both sides to deploy additional troops. Launching an independent attack is possible, but we highly recommend coordinating with your High Command (HC) and other squads before initiating any offensive action.

The establishment of an AO in a town initiates a ten-minute countdown before any flag can be captured, allowing defenders time to organize and prepare for the impending battle.

An AO will only be lifted when either all flags are seized by the attacking force or when the attackers decide to withdraw. If the attacking side fails to maintain heavy infantry EWS for 15 minutes, the AO will automatically be cancelled. All players will be notified via the chat.

Please note: if defenders successfully reclaim a town by capturing the command bunker (AB) as the last flag, the AO will automatically be removed from the town, and attackers will have to restart the whole AO process from scratch.

Some « towns » might be smaller capture positions that will require an AO. For example these Maunsell Sea Forts are a necessary step in English waters before reaching the coast :



- **Flag capture (town contest):**

Each town consists of multiple "flag buildings" that determine territorial ownership. A town will change ownership as soon as the enemy manages to capture all its flags. Flags are captured through "area capture"; a capture progress bar initiates as soon as an infantry enters the flag house. The speed of capture increases with more infantry present in the building. The flag changes ownership once the capture progress bar hits 100%.

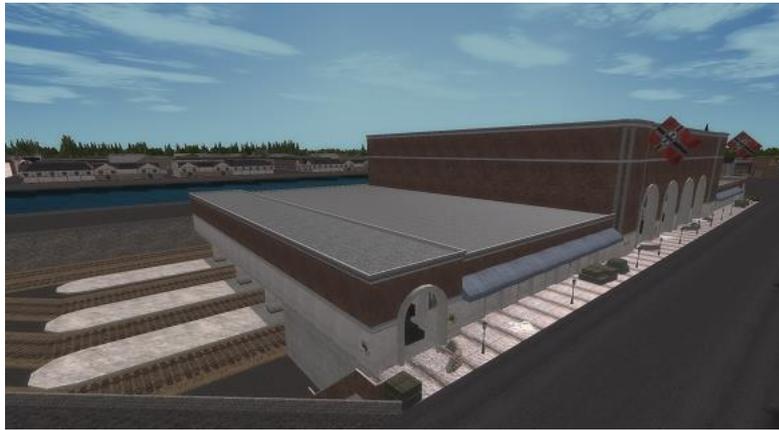


If at least one flag is captured, the town is deemed "contested" and a 10-minute contest countdown begins. Contested towns are identifiable on the map with a fireball icon. After a 10 minutes continuous contest, the advanced facilities of a town can be captured (bunkers, Airfields, docks, and railroad stations).



Flags are attached to different buildings and have different capture authorization conditions:

- Civilian facilities – capturable 10min after an AO setup
- Depots – capturable 10min after an AO setup
- Railroad stations - capturable after a 10min continuous town contest
- Airfield (AF) bunker – capturable after a 10min continuous town contest
- (naval) Docks – capturable after a 10min continuous town contest
- Army Base (AB) bunker – capturable after a 10min continuous town contest



Special buildings like Railroad stations can only be captured after a 10 minutes continuous town contest.

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

| Amount of cappers | Capture timer |
|---------------------------------------------------------------------------------------------|--------------------------|
| 1 capper | 180 seconds |
| 2 cappers | 90 seconds |
| 3 cappers | 60 seconds |
| 4 cappers | 50 seconds |
| 5 cappers | 40 seconds |
| 6+ cappers | 30 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 |

You can include a capture progress report in your chat by using the shortcut « **\$here** ».

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

```

Revin is UNDER ATTACK!
We have liberated a facility in Zandvliet
A facility in Revin has fallen to the enemy
    
```

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

```

The enemy has regained Eghezee
Our troops have liberated Zandvliet
    
```

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

```

Revin is now owned by the enemy - defense order withdrawn
    
```



Neutral town status:

Lier
 51.7.39N 4.33.8E

Contested town status:

Antwerp Central
 51.14.8N 4.25.21E

Some flag capture areas may offer unique variations, such as a modified flag building where the capture area is limited to a radio room upstairs, or an open area capture requiring more teamwork:



- **Spawnable depot capture:**

Given that depots linked to an attacker's town can serve as static spawn points (as long as the Forward Base remains operational), towns with multiple spawn locations become priority targets. Both sides will concentrate their forces on these flags, resulting in intense urban combat. Anticipate ferocious close-quarter battles in towns where the attackers possess at least one spawn point. The capturing of additional spawn points is highly strategic, and such a feat will earn you the gratitude of your comrades!



Capturing a spawnable depot will always generate intense urban skirmishes

- **FB destruction:**

Maintaining control of FBs along the frontline is crucial for both sides to retain an offensive edge and inhibit enemy attacks. These continuous "FB runs" create constant small-scale skirmishes outside towns. The vehicle spawn and other FB components can be destroyed by both air bombs and satchels, while the infantry spawn can only be damaged by HE satchels, which are carried solely by engineers and riflemen.

| MUNITION TYPE (BOMB/SACHEL) | 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% |

FBs slowly auto-repair over time. You can check their damage status anytime by selecting a FB on the map and typing the command « .status » in the chat bar: i 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 bridge icon on the 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/SACHEL/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% |

You can see the currently targetted bridges on your map or by typing the command « **.objective list** » (or « **.obj l** ») in the chat.

- **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).



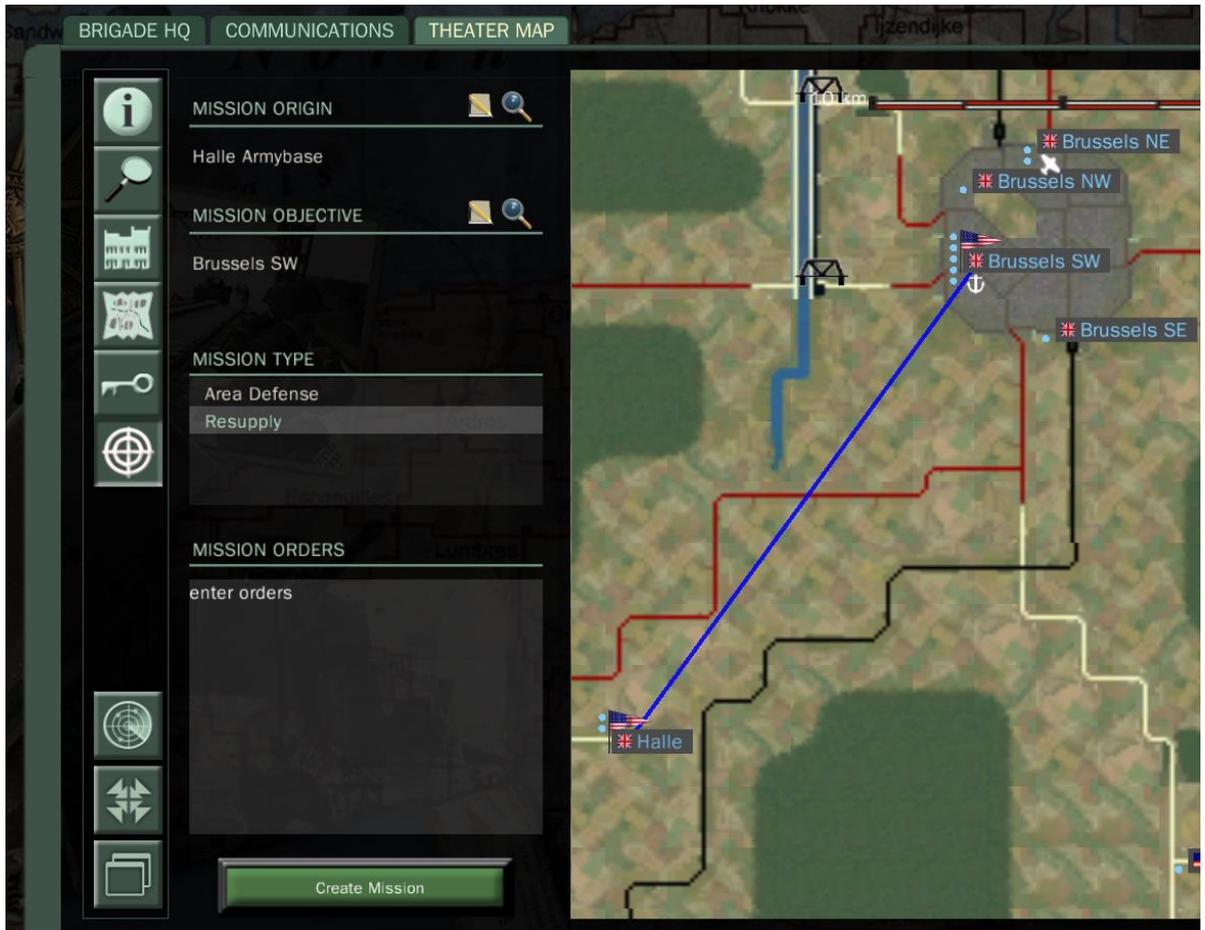
- Equipment, Fuel & Ammo resupply:

- **Garrison/brigade flag equipment resupply:**

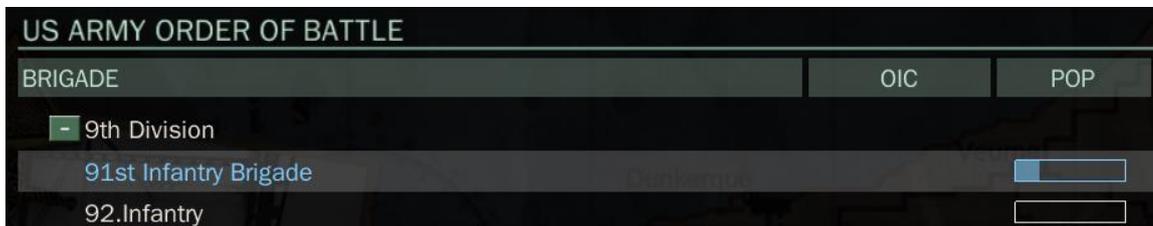
Players have the ability to bolster a frontline town's equipment stock by an additional 100%. This is achieved by transferring equipment between rear- and frontline garrisons (of the same country), or between a division flag and its brigade flags. This mechanism provides a strategic advantage, allowing players to better equip their forces in preparation for significant engagements.

To move equipment between garrisons, just create a mission from the rear garrison and that targets a frontline garrison. It will be referred as a defensive mission and appear in the active battles list.

To move equipment from a division HQ flag to a brigade flag, which will work only if these flags are deployed in different towns, you must join and create a mission from the targetted brigade flag and select its HQ flag as origin. The UI will then offer the option to create a « supply » mission.



These missions will be designated in blue on the brigade screen but will not appear in the active battles list.



Overstocked equipment will move together with the brigade flag if it is relocated by HC.

- **In-field ammo resupply:**

Ammunition in WWII Online is designed to reflect historical realities - weapons have limited load-outs. When a unit exhausts their ammunition, they can replenish their stockpile by standing near a supply truck, a mobile spawn point, or an "ammo cache" - a player-placed object (PPO) deployable by supply trucks or NCO infantry units.

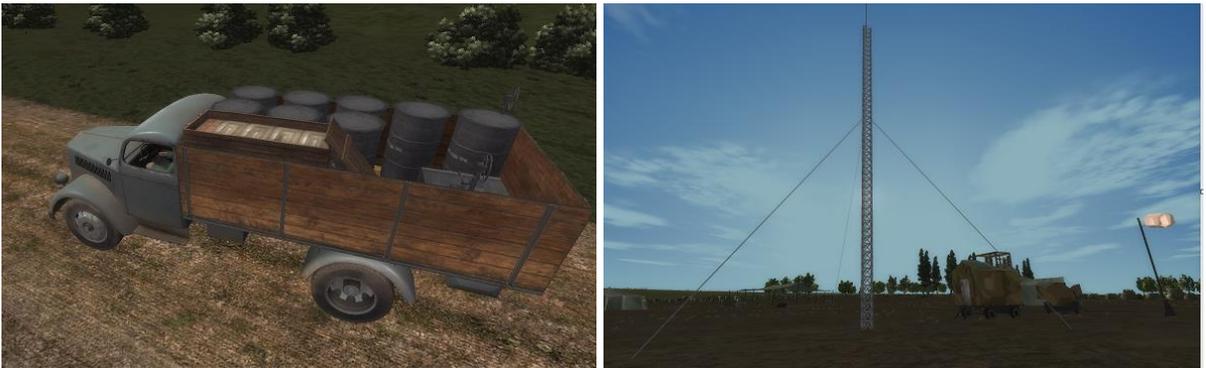


Infantry units like the rifleman and the ammo carrier are equipped with "ammo cans", used for resupplying the main weapon of other infantry units in the field. For Light Machine Gun (LMG) units and Mortarmen, their primary

ammunition load-out can be stocked up to 400% using these ammo cans. However, to maintain this enhanced load-out, they must not move more than 2m away from their ammo source. Para combat engineers can only be re-armed 50% by ammo cans.

When a player is running low on ammo, they can type ".ammo" in the chat bar to send an automatic alert to nearby units with resupply capabilities (their map icon will blink briefly for these units). A Heads Up Display (HUD) waypoint is also added, allowing other players to easily locate and assist the unit in need of ammunition.

Supply trucks can also deploy an « Airfield PPO » to rearm planes. It must be 3km away from any enemy facility but not further than 3km from your origin.



The Airfield PPO, build by supply trucks, will refuel and rearm any plane.

- **In-field fuel resupply:**

Planes, vehicles and ships require fuel to perform longer missions.

Docks will automatically refuel ships and boats within 1km, and Airfields will refuel landed planes.



The supply truck can refuel any vehicle parked 20m around him, or can deploy a PPO fuel barrel on the terrain that will automatically refuel any vehicle parked within 20 meters and staying inactive for about 20 seconds.

Supply Trucks can also deploy the « Airfield PPO » to refuel aircraft. It must be 3km away from any enemy facility but not further than 3km from your origin.

Ideally these should be setup at FBs

- **Player placed objects:**

In WWII Online, the ability to place Player-Placed Objects (PPOs) significantly elevates the tactical depth and flexibility of gameplay. Players can use PPOs to manipulate the battlefield according to their strategic needs, creating additional concealment or cover for tanks, artillery, and infantry units. This feature gives players an edge in their strategic planning, as they can dynamically alter the game world to suit their mission objectives. These include both inert objects as objects that actively

contribute to the gameplay by offering player interaction (such as mobile spawns, ammo, and refuel PPOs)

The main architects behind these PPOs are the Engineers and Combat Engineers, whose role involves considerable construction work to fortify their side's position. Yet, this feature isn't exclusively theirs; nearly all units have the capacity to build some form of PPO.

To create a PPO, infantry units must equip their shovel (assigned to weapon number [9] and press the deploy key [**Right-click**] or [**X**] to cycle through available objects.

Vehicle drivers need to press [**Z**] to initiate the creation of a PPO and [**backspace**] to cycle through their available objects.

As these PPOs persist for several hours, they not only offer temporary strategic advantages but also imprint players' tactical decisions on the landscape of WWII Online, making their strategic contribution tangible and impactful. Here're some examples of PPOs placed by players:







Full list of PPOs:

| Name | Deployment | Usage |
|-------------------------|------------------------|---------------------------|
| Foxhole | All Infantry | Protection |
| Gun Emplacement | Combat Engineer | Protection |
| Fortified Mobile Spawn | APC | Spawn |
| Ammunition Cache | Supply Trucks, NCO, HC | Ammo Resupply |
| Light Mobile Spawn | Standard Trucks | Spawn |
| Sandbags | infantry | Protection |
| Tank Trap | Combat Engineer | Restrict Tanks and trucks |
| HC Mobile Spawn | Hc Officers | Spawn |
| Curved Sandbags | Infantry | Protection |
| Barbed Wire Box | Engineer, Rifleman | Restrict Infantry |
| Barbed Wire Fence | Engineer, Rifleman | Restrict Infantry |
| Trench End Cap | Engineer Only | Trench Fortification |
| Trench Corner Right | engineer Only | Trench Fortification |
| Trench Corner Left | Engineer Only | Trench Fortification |
| Trench Straight | Engineer Only | Trench Fortification |
| Trench T-Section Right | Engineer Only | Trench Fortification |
| Trench T-Section Middle | Engineer Only | Trench Fortification |
| Trench 45* Right | Engineer Only | Trench Fortification |
| Trench 45* Left | Engineer Only | Trench Fortification |

| | | |
|-----------------------|---------------------------------------------------|--------------------------------------|
| Trench Spawn Point | Standard Trucks | Trench Spawn |
| Tank Pit | Engineer Only | Tank Protection |
| Barrage Balloon | Trucks and Supply Trucks | Area Air Protection |
| Fuel Barrel | Fuel and Supply Trucks | Resupply Fuel |
| Mobile Airfield | Supply Trucks | Resupply AC Fuel |
| Mobile Airfield Tents | Supply Trucks | Visual Airfield Structure |
| Steel Container | DE Para NCO | Para Resupply |
| UK Ammo Canister | UK Para NCO | Para Resupply |
| FR Ammo Canister | FR Para NCO | Para Resupply |
| Small Bush | All Inf | Visual Infantry Protection |
| Tank Camo net | All Tanks and Combat Engineers inc Para | Visual Tank Protection |
| Big Gun Camo netc | All Tanks , large Guns ,Combat Engineers inc Para | Visual Tank and Large Gun Protection |
| Big Gun Pit | Engineer Only | Tank and Big Gun Protection |
| | | |

- [Long range / Artillery support:](#)

The inclusion of long-range artillery and mortar carriers offers an element of warfare that echoes the strategic depths of the real World War II. With artillery batteries capable of raining devastation from up to 10 km away, and mortar carriers offering significant firepower from 2-3km range, control of the battlefield extends beyond the horizon, much like it did in the monumental engagements of the 1940s.

This feature encapsulates the significance of long-range weapons in the actual conflict, where artillery barrages could soften enemy lines, disrupt logistics, and sow fear before the infantry even made their advance. Just as in real war, these weapons underscores the need for comprehensive battle plans, incorporating elements of surveillance, terrain navigation, and effective communication between units.





German Sdkfz with a 81mm mortar

- **Zone of control (ZOC) setup:**

For successful attacks or defenses, each side must establish and maintain secure Zones of Control (ZOCs). These zones serve as protected areas where forces can safely deploy and prepare for battle. Crucially, ZOCs ensure the safe operation of logistics and supplies, often facilitated by [mobile spawns](#) (FMS, TMS, HCMSP, or LMS).

ZOCs are typically established in areas offering natural concealment, such as vegetation, or those that provide physical cover like scenery objects. To bolster their defenses, players often fortify ZOCs with defensive positions like barbed wire, sandbags, trenches, tank traps, camouflage nets, and gun positions. These layers of defenses ensure that the zone can effectively support both offensive and defensive operations, contributing to the overall strategy and success of the campaign.

These Zones of Control (ZOCs) provide a level of mobility and unpredictability, but their setup demands time and careful planning and coordination. This is in contrast to the use of fixed spawns like spawnable depots which, although static, are instantly available.

Neutralizing enemy ZOCs will demand a well-coordinated combined-arms effort or the execution of discrete infiltration tactics.

ZOCs can significantly tip the scales of battle. Therefore, the management of truck and engineer resources becomes a crucial element of strategy.

- **Supply attrition:**

WWII Online is first of all a combined-arms combat simulator and is therefore about virtually « disabling » each other in one of the hugest arenas ever build. Because of the limited supply, each kill will contribute to reducing 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 surprised by the first shot: a single bullet or shell can kill!

Ground and Air « interdiction » is 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 playstyle decidedly contributes to highly efficient attrition of enemy supply, especially when opponents are playing with a rush style. This is undoubtedly the most important origin of wtf-deaths moments in WWII Online.

- **Scenario-based roleplay:**

In WWII Online, a vibrant culture of scenario-based roleplay in squads provides an immersive layer of depth and engagement. Players are granted the autonomy to orchestrate their own narrative-driven scenarios, either independently or in cooperation with other players. These player-created scenarios can be meticulously planned in advance or dynamically improvised within the context of the ongoing campaign and battles.

The magic of such scenarios lies in their adherence to a predefined set of rules, procedures, and objectives. Roleplay may revolve around a variety of themes, from escorting a bomber squadron, outwitting the enemy by taking out a high-ranking official, parachuting behind enemy lines to hold a strategic location at all costs, to disrupting an enemy supply convoy.

The adrenaline-inducing, high stakes challenge of 'one-life-only' scenarios, where each player gets a single shot at fulfilling their mission, adds another level of intensity to the experience. Although organized roleplay events primarily thrive through player initiative, the developer team at CRS and High Commands occasionally host official events, adding a thrilling variety to the game's regular campaigns.

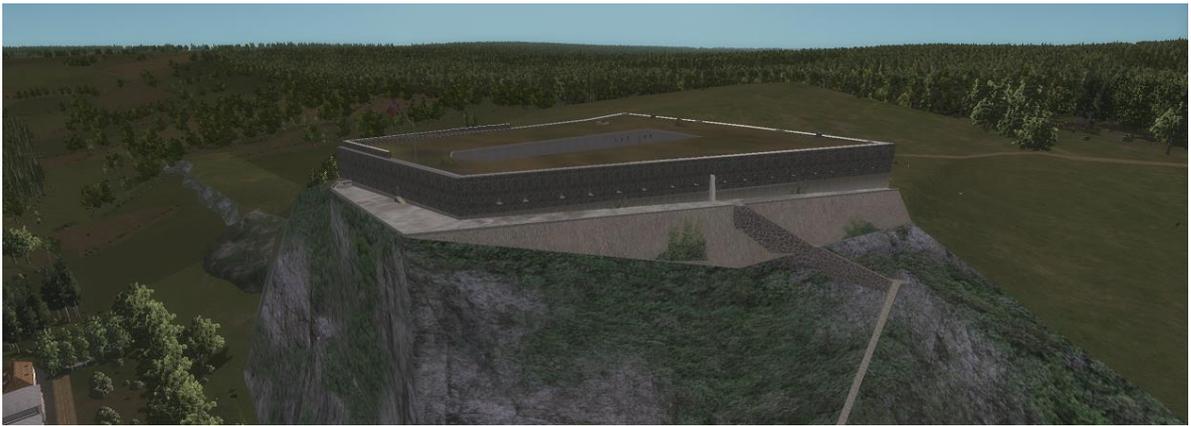
Whether enacted during a dedicated squad night or woven into the grand tapestry of WWII Online's world, scenario-based roleplay opens up a fascinating avenue for creative storytelling, tactical experimentation, and immersive warfare experiences.

- **Sightseeing:**

While WWII Online is a battlefield at its heart, it also presents a compelling backdrop for exploration, particularly for those with an interest in the landmarks and locales of the Benelux region. Although the game world doesn't yet provide a highly realistic representation of the landscape, it hosts a collection of game assets that pay homage to real-world locations. As you traverse the expansive digital landscape, you may come across elements that resonate with historical sites in the Benelux area. This sense of familiarity and historical authenticity adds an intriguing layer to your gaming experience, transforming routine traverses into sightseeing adventures.

As the game evolves and with the anticipated arrival of version 2.0 on the Unreal Engine platform, the vision of a more realistic and fully immersive environment beckons. These recognitions, no

matter how small, are the threads that weave the fabric of the virtual and the real together in WWII Online. Why not see what familiar sights you can spot within the existing game world?





REWARDS

Although 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 – 2 nd 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 successfully achieved objective:

- 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 an attacker)
- Captures
- AI destruction and repair
- Bridge damage and repair
- PPO destruction
- Factory damage
- FB damage
- Equipment resupply: you will be granted rank points for each unit manually supplied to a brigade flag. You must spawn from a mission having its origin at a Division flag and its target at one of its brigade flag. These are displayed as resupply missions (blue in the UI).
- Ammo can resupply

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



Rank points based on your sortie status:

- RTB (return to base): your rank score will be increased by 100% of the total sortie points. This range is 500m from a friendly-owned facility, or within 10m from the mobile spawn of your mission when you are infantry.
- RESCUED: you will be awarded only 90% of the theoretical RTB sortie points.

- MIA (missing in action): you will be awarded only 75% of the theoretical RTB sortie points.
- 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.wiionline.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.



TAKING LEADERSHIP

(By XOOM)

VIRTUAL LEADERSHIP ?

WWII Online is a fully player-driven game that mirrors the intricate dynamics of a real-life battlefield, where the role of leaders is pivotal. Good communication and strategy can make the game immensely enjoyable, and even more so when players step up into leadership roles.

Over the past 20 years, our seasoned leaders have gathered invaluable insights into effective leadership within the game - we are eager to share some of these tips with you.

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

While being a High Command officer undoubtedly broadens your leadership capacity, it's by no means a prerequisite for being an effective field leader. The game's design encourages leadership in all forms.

If your interest lies in spearheading smaller-scale missions - such as forward base busting, RDP raids, airfield shutdowns, resupplies, or interdiction - there's no need to be a part of High Command. In these scenarios, you can adopt an officer role and function as a Mission Leader, gathering troops and leading them into battle.

However, if you're drawn to large-scale organization, joining the High Command should be a consideration. It equips you with more tools and allows you to control some supply and communicate on a global scale. Additionally, as a HC member, you can set and withdraw attack objectives - be it capturing towns or managing bridge repairs or destructions.

Joining the High Command doesn't require any specific prerequisites, but we recommend having at least six months of gameplay experience and a solid understanding of the game dynamics. Also, bear in mind that being a part of the HC isn't all about paperwork and moving flags all day - it's primarily about leading players in battle and adeptly managing complex situations with the right tools at your disposal.

[Allied High Command \(APPLICATION\)](#)

[German High Command \(APPLICATION\)](#)

RESERVE HC

For players interested in leadership roles but prefer a less demanding commitment, WWII Online offers the option to join the "Reserve High Command". Anyone who has played the game and understands the gameplay dynamics is eligible to volunteer for this role.

The Reserve HC was established to ensure that map Officer-in-Charge (OIC) positions are always filled, especially during periods when no regular High Command (HC) members are online. As a member of the HC, you'll receive the necessary training, but unlike regular HC members, you won't be required to attend meetings or undertake other standard HC responsibilities unless you're the only officer online (and not AFK).

Your main duties as an HC member would include support Attack Objectives (AOs) and communicating priorities with the rest of the player base. To facilitate these responsibilities, you'll also gain access to some commander tools. This is an excellent opportunity for those who wish to contribute to strategic planning and coordination without the full commitment of a regular HC role.

Please note that any player reaching Colonel rank will automatically become a reserve HC.

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). Since 1.36.9 missin leaders can change their target without making a new mission.
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 1944, 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 |
| Rifleman: M1 Garand |
| 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 |
| Combat Engineer: Enfield No 4 Mk I |
| HC Officer: Enfield No 4 Mk I |
| SMG: M1928 Thompson |
| NCO: M1928 Thompson |
| LMG: BREN Mk II .303 cal |
| AT: Sapper Webley revolver |
| AT: Boys Anti-Tank Rifle |
| AT: PIAT |
| AT: Commando M1928 Thompson |
| |
| 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) AT: PIAT |
| (Para) Sapper: Enfield No 4 Mk I |
| (Para) NCO: M1928 Thompson |
| (Para) Combat Engineer: Enfield No 4 Mk I |
| |
| Trucks & haulers |
| Bedford OY Truck |
| Morris CDSW Gun Tractor |
| Universal Carrier |
| Universal Carrier Mk I 3in mortar |
| |
| AA and AT guns |
| Hotchkiss 25 mm AA Gun (lend-lease) |
| Bofors 40 mm AA Gun |
| Bedford OY AA Truck (SPAA) |
| A15 Crusader AA Mk I (SPAA) |
| ROQF 2 Pounder AT Gun |

| |
|-----------------------------------|
| ROQF 6 Pounder AT Gun |
| ROQF 17 Pounder AT Gun |
| M2A1 105mm Artillery |
| |
| 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) |
| Wellington Mk III |
| |
| Ships |
| British Fairmile B |
| British Destroyer |
| British Freighter |
| British Armed Trawler |
| |
| US army |
| Troops |

| |
|---------------------------------------------------|
| Rifleman: M1903A3 Springfield |
| Rifleman: M1 Carbine |
| Rifleman: M1 Garand |
| Ammo bearer: M1903A3 Springfield |
| Sniper: M1903A4 Springfield |
| Engineer: M1903A3 Springfield |
| Combat Engineer: M1903A3 Springfield |
| Mortarman: 50 mm M37 + M1903A3 Springfield |
| HC Officer: M1 Garand |
| SMG: M3A1 « grease gun » |
| SMG: M1A1 Thompson |
| NCO: M1A1 Thompson |
| AR: M1918 BAR |
| LMG: Browning M1919a6 |
| AT: Sapper M1911A1 Automatic Pistol |
| AT: Boys Anti-Tank Rifle |
| AT: M9 Bazooka |
| AT: Commando M1A1 Thompson |
| |
| Paratroopers |
| (Para) Rifleman: M1903A3 Springfield |
| (Para) SMG: M1A1 Thompson |
| (Para) M1A1 Carbine |
| (Para) AR: M1918 BAR |
| (Para) AT: M9 Bazooka |
| (Para) Sniper: M1903A4 Springfield |
| (Para) Mortarman: 50 mm M37 + M1903A4 Springfield |
| (Para) Rifleman: M1 Garand |
| (Para) Sapper: M1 Garand |
| (Para) NCO: M1A1 Thompson |
| (Para) Combat Engineer: M1903A3 Springfield |
| |
| Trucks and haulers |
| US GMC CCKW 2.5 Tonner « Deuce and a Half » |
| M-3 Halftrack |
| M21 Halftrack 81mm mortar |
| |
| AA and AT guns |
| 25 mm CA mle 1938 AA Gun (lend-lease) |
| Bofors 40 mm AA Gun (lend-lease) |
| A15 Crusader AA Mk I (SPAA) (lend-lease) |
| M3 37mm Anti-Tank Gun |
| M1 (57 mm) AT Gun |
| M5A2 (76 2 mm) AT Gun |
| M-3 75mm Tank Destroyer (AT) |
| M2A1 105mm Artillery |

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| |
| Armored vehicles and tanks |
| Vickers Mk VIb (lend-lease) |
| Daimler Mk I (lend-lease) |
| M4A2 Sherman |
| M10 Wolverine |
| M4A3 Sherman |
| M3A3 Stuart |
| |
| Aircraft |
| Douglas A-20C |
| P-38F |
| P-39N |
| P-40F F/B |
| |
| |
| French army |
| Troops |
| Rifleman: MAS 36 |
| Ammo bearer: MAS 36 |
| Engineer: MAS 36 |
| Combat 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: Sapper Modèle 1935 |
| AT: Boys Anti-Tank Rifle |
| AT: M9 Bazooka |
| AT: Commando MAS38 |
| |
| 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) AT: M9 Bazooka |
| (Para) Sapper: MAS 36 |
| (Para) Combat Engineer: MAS 36 |
| (Para) NCO: MAS 38 |
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| Trucks & haulers |
| Laffly S-20 Truck |
| Lorraine 37L APC |
| UCM M21 Halftrack 81mm mortar |
| |
| 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 S-20 TL (SPAA) |
| Laffly W15 TCC |
| Lorraine 37L Anti-Char (AT) |
| M2A1 105mm Artillery |
| |
| 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 |

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|---------------------------------------------------|
| French Armed Trawler |
| |
| |
| German army |
| Troops |
| Rifleman: Karabiner 98k |
| Ammo bearer: Karabiner 98k |
| Mortarman: Granatwerfer 36 + Karabiner 98k |
| Grenadier: Karabiner 98k |
| Engineer: Karabiner 98k |
| Combat Engineer: Karabiner 98k |
| Sniper: Karabiner 98k |
| HC Officer: Karabiner 98k |
| Rifleman: Gewehr 43 |
| SMG: MP40 |
| NCO: MP40 |
| LMG: MG34 |
| MMG: MG42 |
| Sturmgewehr 44 (StG44) |
| AT: Sapper Luger pistol |
| AT: Panzerbuchse 39 |
| AT: Panzerschreck |
| AT: Commando MP40 |
| |
| 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) AT: Panzerschreck |
| (Para) Sapper: Karabiner 98k |
| (Para) NCO: MP40 |
| (Para) Combat Engineer: Karabiner 98k |
| |
| Trucks & haulers |
| Opel Blitz Truck |
| SdKfz 7 Halftrack |
| SdKfz 251 C |
| Sd.Kfz 251/1 (MG42s) |
| SdKfz 251 81mm mortar |
| |
| AA and AT guns |
| FlaK 30 (20 mm) AA Gun |

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|-------------------------------------|
| 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 |
| Opel SPAA |
| SdKfz 7/2 Halftrack (SPAA) |
| Sdkfz 251/10 Ausf B (AT) |
| 0.5cm LeFH18/40 105mm Artillery |
| |
| Armored vehicles and tanks |
| SdKfz 232 |
| Panzer II C |
| Panzer 38(t) |
| Panzerjäger 1 |
| Panzer III F |
| Panzer III H |
| Panzer III L |
| Panzer III N |
| Panzer IV D |
| Panzer IV G |
| StuG III B |
| StuG III G |
| Stug III G w/MG34 |
| StuH 42 |
| Panzer VI E Tiger |
| |
| Aircraft |
| Fighters |
| Messerschmitt Bf 109E-1 |
| Messerschmitt Bf 109E-4 |
| Messerschmitt Bf 109E-4/B |
| Messerschmitt Bf 109F-2 |
| Messerschmitt Bf 109F-4 |
| Messerschmitt Bf 109G-6/U4 |
| Messerschmitt Bf 109G-2/R1 (jabo) |
| Messerschmitt Bf 110F-B |
| Messerschmitt Bf 110C-4 |
| Focke Wulf Fw 190A-4 |
| Focke Wulf Fw 190A-3/B |
| |
| Bomber/Transport |
| Junkers Ju 87B Stuka |
| Junkers Ju 87G-2 Stuka |
| Junkers Ju 88a4 |

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|--------------------------------|
| Heinkel He 111H-2 |
| Junkers Ju 52-3M |
| |
| Ships |
| German Fairmile B (lend-lease) |
| Zerstörer Type 1934 |
| German Freighter |
| German Armed Trawler |