

Table of Contents:

Section 1: Units.

Section 2: Buildings.

Section 3: Methods (Doctrines).

Section 4: Closing Concepts.

Units:

Ostpioneers

"Ostpioneers here...when do we go home?"

Unit Class: Infantry.

Unit Role: Base Construction, rudimentary repair.

Build Cost: 🏰 155 Manpower.

Build Time: 30.

Built From: Headquarters.

Population Upkeep: 4, 5 if the *Defensive Infantry Veterancy II* upgrade is purchased from the Materiel Centre.

Manpower Upkeep: 4.

Of Squad Members: 4, 5.

Reinforce Cost Per Man: 🏰 25 Manpower.

Health Per Man: 50.

Target Type: Infantry.

Sight Range: 30.

Detection Range: 0/5.

Weapons:

-3x Kar98k_Volksgrenadier, 1x MP38_Ostheer (additional man receives a Kar98k_Volksgrenadier).

Upgrades: None.

Abilities:

-*Construct Base Structures (Costs and build times vary):* Constructs the base structures for the Ostheer that produce its military units.

-*Rudimentary Repair:* Rudimentary repair of a vehicle or structure for a nominal resource cost.

Move Speed: 3.

Capping Speed: .50

Retreat Modifier: 1.5.

Veterancy Bonuses: N/A.

Other: .50 received accuracy when building in Yellow or Green cover. This unit is quite poor for any task aside from constructing your base. Much like their Ingenuity counterparts, Ostpioneers are unfit for combat, with horrible accuracy and low health. They cost the same as Ingenuity but are lackluster in every respect imaginable. It is not recommended to use this unit once you have the Manpower for Schwere Ostpioneers.

Feldpioniers

"Heavy pioneers ready to take it to them!"

Proposed Feldpionier Unit Skin

Unit Class: Infantry.

Unit Role: Field Defense Construction and Repairs, Demolitions, Assault, Repairs.

Build Cost: 225 Manpower.

Build Time: 35.

Built From: Headquarters.

Population Upkeep: 5.

Manpower Upkeep: 5.5.

Of Squad Members: 5.

Reinforce Cost Per Man: 29 Manpower.

Health Per Man: 60.

Target Type: Infantry_Soldier.

Sight Range: 35.

Detection Range: 0/6.

Weapons:

-5x Panzer_Elite_Kar98k.

Upgraded;

-1x Flammenwerfer_42, 2x Gewehr_43_Rifle, 2x Panzer_Elite_Kar98k.

Upgrades:

-*Pionier Assault Package* (105 Munitions, 45 seconds to upgrade): Boosts the squad's firepower with a Flammenwerfer 42, two G43s, and Demolition Charges (40 Munitions ea.) that can be planted anywhere! Upgrade is only available after *Offensive Infantry Veterancy I* is purchased from the Materiel Centre.

Abilities:

-*Construct Field Defenses:* Barbed Wire, Sandbags, Dragon's Teeth, Mines (25 Munitions ea.), Teller Mines (35 Munitions ea., non-doctrinal, must reach Vet1 to plant), Observation Posts, MG34 Pit (200 Manpower, 30 Fuel), Bunker (150 Manpower, can be upgraded with an MG42 or turned into a Repair Bunker [50 Munitions ea.]), Schwere Bunker (400 Manpower, can be upgraded with 3 MG42s AND an auto-firing 81mm mortar [100 Munitions, occupies 8 population]),

-*Salvage Munitions:* Salvages munitions from vehicle wrecks.

-*Advanced Repair:* Quality repair of a vehicle or structure for a nominal resource cost.

-*Plant Demolition Charges* (40 Munitions ea., 5 seconds to plant): Plants a Demolition Charge anywhere on the map!

Move Speed: 3.

Capping Speed: 1.2.

Retreat Modifier: 1.5.

Veterancy Bonuses: Can plant Teller Mines at Vet1.

Other: *Munitions Supply* (Acts as Panzer Elite Munitions Halftrack; applies to Panzer Elite player allies ONLY). Feldpioniers are also the only unit that the Ostheer has to effectively repair buildings or vehicles. Both with and without the *Combat Support*

Package, Feldpioniers are about as combat proficient as Volksgrenadiers (better accuracy while moving, though). They are astounding assault troops when vetted. If the *Wall Of Steel Method* is chosen, the Feldpioniers can construct a Medical Tent for 200 Manpower, with an 80 heal radius, a 200 body search radius, and the ability to reinforce nearby squads. The tents, however, are hardcapped at 2 maximum, so choose your location wisely!

VW Kubelwagen

"Hans, wake up, command is on the line!"

Unit Class: Vehicle.

Unit Role: Scouting, Early Territory capture.

Build Cost: 🪖 185 Manpower.

Build Time: 20.

Built From: Headquarters.

Population Upkeep: 2.

Manpower Upkeep: 6.5.

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man: 150.

Target Type: Vehicle_Motorcycle.

Acceleration: 9.

Deceleration: 8.

Rotation: 100.

Crush_Human: False.

Crush Type: None.

Sight Range: 55.

Detection Range: 0/12.

Weapons:

-1x Luger_Pistol (Driver), 1x MP38_Ostheer (Passenger), 1x MG43_Ostheer (Gunner).

Upgrades: None.

Abilities: None.

Move Speed: 6.

Capping Speed: 1.25.

Retreat Modifier: N/A.

Veterancy Bonuses: N/A.

Other: The Kubelwagen is an easily spamable, durable, and exceptionally damaging unit than can be used to win the game quite quickly. It's also able to capture territory at an alarming rate, a fact that all factions should beware. However, total reliance on the Kubelwagen is not recommended, as it takes much longer than even the Schwimmwagen to repair.

Lichte Grenadiers

"Lichte Grenadiers here. Uhn...it's so cold, when do we go back to Germany?"

Unit Class: Infantry.

Unit Role: Light/Basic Infantry.

Build Cost: 260 Manpower.

Build Time: 40.

Built From: Trupp Barracks

Population Upkeep: 6.

Manpower Upkeep: 5.

Of Squad Members: 6.

Reinforce Cost Per Man: 28 Manpower.

Health Per Man: 55.

Target Type: Infantry.

Sight Range: 35.

Detection Range: 0/5.

Weapons:

-5x Volksgrenadier_Kar98k, 1x MP38_Ostheer.

Upgraded;

-6x MP38_Ostheer

OR

-6x G41_Ostheer_Rifle

OR

-5x MP38_Ostheer, 1x LMG43_Ostheer

OR

-5x G41_Ostheer_Rifle, 1x LMG34_Ostheer.

Upgrades:

-*SMG Supply* (50 Munitions, 20 seconds to upgrade): Akin to the Volksgrenadier MP40 upgrade, it grants all squad members MP38s—however, they are more accurate and damaging than Volks MP40s, with a higher accuracy while moving!

-*Cheap Rifle Supply* (50 Munitions, 20 seconds to upgrade): Although outdated and mechanically troubled, the venerable G41 can provide a small increase at damage output at range. All squad members get a G41 rifle.

-*Light Support Add-on* (55 Munitions, 30 seconds to upgrade, can be bought after the purchase of either SMG Supply or Cheap Rifle Supply): The squad receives a single LMG34, boosting the squad's firepower by a barely measurable margin.

-*Stopgap Anti Tank* (50 Munitions, 10 seconds to upgrade): Grants the squad the use of *Fire a Panzerfaust 30!* (25 Munitions), but fills all weapon slots; accuracy is higher than that of Volksgrenadier-fired Panzerfausts.

Abilities:

-*Fire a Panzerfaust 30!* (25 Munitions ea., 10 second cooldown time): The squad will fire a single Panzerfaust 30, a devastating weapon against light armor and globbed infantry (damage radius boosted to Wehr grenade)! *Throw Stielhandengranate!* (15 Munitions ea., 5 second cooldown): Throws a standard grenade.

Move Speed: 3.

Capping Speed: .90.

Retreat Modifier: 1.

Veterancy Bonuses: At Vet3 (Offensive OR Defensive) can construct Barbed Wire.

Other: Lichte Grenadiers are the Ostheer's Conscripts, although their fighting quality is that of Volksgrenadier's; they don't have an upkeep cost (i.e., your Manpower income won't be reduced.). As with their Volksgrenadier counterparts, they aren't particularly fit for charging or fighting on the move, but can function as such in a dire pinch. They stand well versus American Riflemen but lack the firepower and health to pose and threat to Commonwealth Infantry Sections. They can fight some T2 Russian units (Strekly, standard Tank Hunters) but once Red Banner Strekly and any form of Guards hits the field, they're obsolete.

Reconnaissance Team

"Recon here, already in Moscow!"



Proposed Reconnaissance Team Marksman/Spotter Skins

Unit Class: Infantry.

Unit Role: Scouting, Observation, Marksmanship.

Build Cost:  290 Manpower.

Build Time: 70.

Built From: Trupp Barracks. Only buildable after researching *Elevate to Scouting* ( 100 Manpower,  10 Munitions, 30 Fuel) from the Headquarters.

Population Upkeep: 2.

Manpower Upkeep: 4.

Of Squad Members: 2.

Reinforce Cost Per Man:  60 Manpower.

Health Per Man: 65.

Target Type: Infantry_Heroic [for the Squad Leader w/ Scoped K98k], Infantry.

Sight Range: 55.


Detection Range: 0/8.

Weapons: 1x Wehrmacht_Kar98k_Elite (very high accuracy, damage, and range; standard fire rate), 1x MP38_Ostheer.

Upgrades: None.

Abilities:

-*Camouflage* (Passive, can camo while in yellow or Green cover, like Falshirmjaegers.).

-*Throw Stielhandengranate!* ( 15 Munitions, 5 second cooldown): Throws a standard grenade.

Move Speed: 4.

Capping Speed: 1.50.

Retreat Modifier: 1.5.

Veterancy Bonuses: At Vet3 (Offensive OR Defensive), after its first strike out of Camouflage, the unit will sprint for 25 seconds.

Other: This unit is excellent at picking off targets, and is effective at eliminating such threats as the Command Squad and Marksmen, as well as Engineers, Ranges, Paratroopers, Tommie Sections, and LTs. The Recon Team can act as an effective Manpower drain on all factions.

Radio Trupp

"Jawohl Sir, you need artillery called in anywhere?"

Proposed Radio Trupp Unit Skin

Unit Class: Infantry.

Unit Role: Communications, Resource boost, required to advance from *Elevate to Scouting* to *Elevate to Probing Attack*.

Build Cost:  195 Manpower.

Build Time: 60.

Built From: Trupp Barracks. Only buildable after researching *Elevate to Scouting* (100 Manpower, 10 Munitions, 30 Fuel) from the Headquarters.

Population Upkeep: 3.

Manpower Upkeeper: 6.

Of Squad Members: 3.

Reinforce Cost Per Man:  30 Manpower.

Health Per Man: 70.


Target Type: Infantry_Soldier.

Sight Range: 35.

Detection Range: 0/7.

Weapons: 2x Wehrmacht_Kar98k_Elite, 1x G43_Rifle (used by radio operator).

Upgrades:

-*Artillery Spotter* ( 75 Munitions, 40 seconds to upgrade): A copy of the ability used by the Russian Marksmen, it allows the Radio Trupp to both mark the target AND call in an 81mm mortar barrage, similar to the Wehrmacht Officer's, but for free, via *Mark and Fire!*

Abilities:

-*Mark and Fire!* (free, 70 second cooldown): The Radio Trupp can identify an enemy threat and mark the target, reducing its ability to dodge shots in the Fog of War, while an 81mm mortar barrage is called down upon its head! Ha ha!

Move Speed: 2 (slower due to the heavy radio set).

Capping Speed: 85.

Other: Whichever sector the Radio Trupp occupies, if it is friendly, will be locked down but will NOT receive a resource boost. When in enemy territory, the Radio Trupp can use its communications to disrupt the income of that sector, much like the Funkwagen Vampir.

MG34 Team

"MG team is set...there they are, mow those fools down!"

Unit Class: Infantry.

Unit Role: Mass infantry elimination.

Build Cost:  200 Manpower.

Build Time: 45.

Built From: Trupp Barracks.

Population Upkeep: 3.

Manpower Upkeep: 4.5.

Of Squad Members: 3.

Reinforce Cost Per Man: 45 Manpower.

Health Per Man: 75.

Target Type: Infantry.

Sight Range: 40, 60 with Vet3 [does NOT matter if it's Offensive or Defensive].

Detection Range: 0/5.

Weapons: 1x MG34_Ostheer, 1x Wehrmacht_Kar98k_Elite, 1x MP38_Ostheer.

Upgrades: None.

Abilities:

-*AP Ball Ammunition* (20 Munitions, lasts 40 seconds): The Crew will load AP Ball ammo to penetrate the armor of T70s and T90s, as well as Brens, Stuarts, Jeeps, and M8 Greyhounds.

-*Hollowpoint Ammunition* (50 Munitions, lasts 50 seconds): The Crew will load Hollowpoint ammo into the MG, doubling damage and allowing the MG to mow down troops on its own, while still suppressing them.

Move Speed: 3.

Capping Speed: .25.

Retreat Modifier: 1.

Veterancy Bonuses: N/A.

Other: The MG34 does more damage than the M1917 .30 cal, but suppresses at the rate of the MG42. The MG34, however, was heavier than the MG42 that replaced it, which means its deploy/un-deploy time is 2 seconds longer.

Ostgrenadier Trupp

"Grenadiers...ready to serve...ready to do what must be done."

Proposed Ostgrenadier Trupp Squad Leader Skin

Proposed Ostgrenadier (non-leader) Skin

Unit Class: Infantry.

Unit Role: Basic/Heavy/Elite infantry, mass infantry engagement.

Build Cost: 380 Manpower.

Build Time: 50.

Built From: Shwere Ostkriegbarracks. (Ostkriegbarracks buildable after *Elevate to Probing Attack* (110 Manpower, 15 Munitions, 25 Fuel) is purchased from the Headquarters).

Population Upkeep: 6.

Manpower Upkeep: 6.5.

Of Squad Members: 6.

Reinforce Cost Per Man: 47 Manpower.

Health Per Man: 85.

Target Type: Infantry_Elite, receives Infantry_Heroic armor upon gaining Offensive **or** Defensive Vet3.

Sight Range: 45.

Detection Range: 0/8.

Weapons:

-6x Wehrmacht_Kar98k_Elite.

Upgraded;

-2x Flammenwerfer_42, 4x Wehrmacht_Kar98k_Elite

OR

-1x Gewehr_43_Rifle, 2x Volksgrenadier_MP40, 1x Wehrmacht_Panzershreck, 2x Wehrmacht_Kar98_Elite

OR

-1x MG42_LMG, 2x Gewehr_43_Rifle, 1x Wehrmacht_Panzershreck, 2x Wehrmacht_Kar98k_Elite.

Upgrades:

-*Terror Package* (●85 Munitions, 50 seconds to upgrade): The Trupp will receive two Flammenwerfer 42s and the addition of Incendiary Grenades (●20 Munitions ea.) to standard grenades (●15 Munitions ea.). Weapon slots are filled and no other upgrades can be purchased for the unit once Terror Package has been bought.

-*Experienced Combat Package* (●105 Munitions, 45 seconds to upgrade): Grants the squad a G43 rifle and two MP40s, as well as an RbPzf Panzershreck. Upgrade is only available after *Offensive Infantry Veterancy II* has been purchased from the Materiel Centre.

-*Veteran Combat Package* (●125 Munitions, 55 seconds to upgrade): Vastly boosts the Trupp's firepower at range with an LMG42, two G43s, an RbPzf Panzershreck, and the addition of Bundled Grenades (●50 Munitions ea.) to standard grenades (●15 Munitions ea.). Upgrade is only available after *Offensive Infantry Veterancy III* is purchased from the Materiel Centre and the squad has participated in combat and has reached Vet3.

Abilities:

-*Throw Stielhandengranate!* (●15 Munitions, 5 second cooldown): Throws a standard grenade.

-*Throw Flammengranate!* (●20 Munitions, 40 second cooldown, 10% chance that grenade explodes in the thrower's hand, killing the thrower and leaving a "napalm puddle"): Throws one of those new-fangled Incendiary Grenades to burn our enemies out from their cover. But beware men; because the Flammengranate is new, there is a 10 percent chance that it could explode and kill you! Use caution and choose your targets wisely.

-*Throw Schweregrate!* (●50 Munitions, 10 second cooldown): Some of those Stormtroopers sitting in France thought that tying 5 Stielhandengranates together would provide improved effectiveness—they were right! This grenade has a critical 30% chance to kill all enemy infantry in 3, 6, or 12 population buildings, and in trenches.

Move Speed: 3.

Capping Speed: 1.50.

Retreat Modifier: 1.7.

Veterancy Bonuses: Gains Elite Armor at Offensive Or Defensive Vet3. At Offensive OR Defensive Vet2, can construct Barbed Wire, Sandbags, and Bouncing Betties (5 Munitions per; a single Panzer Elite 'Butterfly Bomb').

Other: This unit is tougher than even Wehrmacht Grenadiers (85 hp/man vs. 80 hp/man, and 6 squad members vs/ only 4) and with *Defensive Vet1*, *Defensive Vet2*, and *Defensive Vet3* attained from combat, they are almost unkillable! It is recommended that you use the *Veteran Combat Package* upgrade over the *Terror Package* upgrade, because there is a 30% chance that one of the flamethrowers could explode when fired upon, killing the squad member and leaving that damaging "napalm puddle". Ouch! The chance is reduced

to 0% (-15% for every *Defensive Vet* level) when *Defensive Vet1-2* is obtained in combat (player didn't choose *Offensive Vet* for that squad at any time; the Flammengranate chance remains at 10%).

Panzer II

"Light Panzer here, ready to storm their lines."

Unit Class: Light Tank.

Unit Role: Reconnaissance, Combat vs. Infantry and light targets.

Build Cost: 🏠 290 Manpower, 🛢️ 25 Fuel.

Build Time: 40.

Built From: Schwere Ostkriegbarracks.

Population Upkeep: 4.

Manpower Upkeep: 7.8.

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man: 350.

Target Type: Vehicle_234.

Acceleration: 3.5.

Deceleration: 2.5.

Rotation: 40.

Crush_Human: False.

Crush_Type: Medium.

Sight Range: 38.

Detection Range: 0/4.

Weapons:

-1x 20mm_PE_Armored_Car, 1x MG42_Hull_MG (bow gun), 1 MG42_Coaxial (co-axial).

Upgrades:

-*Crew Modifications* (🛢️ 65 Munitions, 35 seconds to Upgrade): The Panzer II's crew will make in-field modifications to the engine, granting a 20% speed increase. Does not affect accuracy while moving.

Abilities:

-*Stationary Position* (3 second windup and cool down): The Panzer II will lock down an area, doubling its LOS, weapons range, and cutting its reload time in half. The Russians will stand no chance, Komerades!

Move Speed: 5.

Capping Speed: N/A.

Retreat Modifier: N/A.

Veterancy Bonuses: At Offensive Vet3, critical chance to penetrate the armor of M8s, T17s, Stuarts, T90s, T70s, and so on (light vehicles).

Other: The Panzer II is a far superior version of the Puma, use it wisely! With its early deployment, we will be able to rip the enemy to shreds. Beware; The PII has no effect on the T70 and T90 light tanks, and the T70 can destroy the PII with ease. M8 Armored Cars and Staghounds will also give the PII a run for its money. However, the PII is immune to all small arms fire.




Oberfeldwebel (Veteran Command Field Sergeant)

"Field Sergeant here. Who do you need me to lead?"

Proposed Oberfeldwebel Unit Skin

Unit Class: Infantry.

Unit Role: Officer, Support, grants considerable buffs & aura.

Build Cost:  270 Manpower,  15 Munitions,  15 Fuel.

Build Time: 60.

Built From: Schwere Ostkriegbarracks after *Elevate to Blitz* (200 Manpower, 40 Munitions, 50 Fuel) is purchased from the Headquarters.

Population Upkeep: 1; Unit is CAPPED at 1.

Manpower Upkeep: 4.

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man: 120.

Target Type: Infantry_Heroic.

Sight Range: 50.

Detection Range: 0/15.

Weapons:

-1x Gewehr_43_Rifle_Feldwebel (doubled damage, standard fire speed).

Upgrades: None.

Abilities:


-*Oversee* (Free): The Oberfeldwebel will stand none but the best! Units from the Overseen building will be produced with Offensive and DefensiveVet1 already available (adds 20 seconds to all build times, does NOT need to be purchased in this case to be available)!


-*Command Distance* (Free): The Oberfeldwebel will follow the selected squad from a safe distance.


-*Heal Wounded* (Free, lasts 30 seconds, 20 second cooldown): The Oberfeldwebel's valuable medical training can be used to heal all infantry units in a 40 unit radius!

-*Sense of Danger* (Passive): The Oberfeldwebel can detect enemy infantry through the fog of war (100 radius)!

-*Command Aura* (Passive): All infantry units within a 50 radius have +15% damage and capping speed, are more tolerable towards suppression (+.2 to supp threshold), recover from suppression faster (+.25 to suppression recovery), and have .25 received accuracy.

-*Booming Voice* ( 50 Munitions, lasts 45 seconds, 120 second cooldown) All units (including tanks) within the command aura will be under the effects of the standard *Blitzkrieg!* ability.

-*Dogs* ( 150 Manpower, 50 second cooldown, capped at 2 max): A pack of 8 of our best German Shepherds will be called in to find and chew through the enemy invaders!

-*Throw Rauchgranate!* ( 15 Munitions, 5 second cooldown): Throws a smoke grenade, allowing the Oberfeldwebel and his men to quickly flank dug in positions.

Move Speed: 3.

Capping Speed: 1.2.

Other: The Oberfeldwebel (Command Field Sergeant) is a powerful unit. He is a threat on his own; his G43 can mow down countless units, and it takes 3 Sniper shots to kill him! Make sure you keep him safe, as at Vet3, his *Command Aura* ability will grant the units within the aura radius an additional .25 received accuracy, and a .2/minute health regeneration rate! Be forewarned, he'll most likely be focus fired (no duh).

Mobelwagen

"Wagen' here, ready to cut them up or shoot them down!"

Unit Class: Vehicle.

Unit Role: Anti-Air, Anti-Infantry, Anti-Light-Vehicle.

Build Cost:  300 Manpower,  45 Fuel.

Build Time: 45.

Built From: Ostpanzerfabrik (Ostpanzerfabrik buildable after *Elevate to Blitz* (200 Manpower, 40 Munitions, 50 Fuel)

Population Upkeep: 6.

Manpower Upkeep: 5.

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man: 320.

Target Type: Armor_Ostwind.

Acceleration: 1.

Deceleration: 3.

Rotation: 20.

Crush_Human: True.

Sight Range: 40.

Detection Range: 0/6.

Weapons:

-1x 37mm_Ostwind (add .5 seconds between shots), 1x MG42_Hull (bow gun).

Upgrades: None.

Abilities:

-*Stationary AA* (Free, 10 second windup and cooldown): The Mobelwagen will halt and set up a defensive position, doubling its rate of fire, and greatly increasing the priority of aircraft in its target table, as well as being much more effective vs. aircraft.

Move Speed: 4.5

Capping Speed: N/A.

Retreat Modifier: N/A.

Veterancy Bonuses: N/A.

Other: The Mobelwagen is a toned down version of the FlaKPanzer; use it as such. However, the *Stationary AA* ability is a must when faced with the Breakthrough Strategy's *Stumovik Attack Run* ability.

SturmGeschutz III

"StuG ready to hunt them to the gates of hell."

Unit Class: Vehicle.

Unit Role: Anti Tank, limited Anti Infantry.

Build Cost:  330 Manpower,  40 Fuel.

Build Time: 40.

Built From: Ostpanzerfabrik.

Population Upkeep: 4.

Manpower Upkeep: 4, 5 if upgraded and has reached Vet3.

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man: 390.

Target Type: Armor_StuG.

Sight Range: 45.

Detection Range: 0/4.

Acceleration: 2.

Deceleration: 1.8.

Rotation: 35.

Crush_Human: True.

Crush_Type: Medium.

Weapons:

-75mm_StuG OR 75mm_StuG_III (reduce damage from 87.5 to 77.5?), 1x MG34_Vehicle (3.5 Damage/Shot as opposed to the MG42's 5 damage per shot);
Upgraded:

-1x 75mm_StuG OR 75mm_StuG_III, 1x MG42_Vehicle.

Upgrades:

-*Armored Skurtzen* (🔫50 Munitions, 20 seconds to upgrade): Grants additional armor protection along the sides of the StuG. Crews will also add links of track to the front of the StuG, reducing the possibility of shell penetration there.

-*MG42* (🔫20 Munitions, 10 seconds to upgrade): The MG34 will be replaced by an MG42, doubling the StuG's infantry damage output.

Abilities:

-*Ambush Critical* (Free, 15 second windup and cooldown, recocks after 5 seconds, after each shot): The StuG will cloak, granting surprise, increased damage and possibility of penetration, and will cause a Damaged Engine or Destroyed Main Gun on the intended target. The StuG can't move in this state (but can rotate), and the MG34/MG42 will be withdrawn into the hull to further camouflage the StuG, leaving it open to an infantry counterattack. The StuG won't cloak for the windup (15 seconds), and can't move during the windup or cooldown of the ability. The MG will also not be redeployed until after the ability is done cooling down.

Move Speed: 6.5.

Capping Speed: N/A.

Retreat Modifier: N/A.

Veterancy Bonuses: Manpower Upkeep cost boosted to 5 after Vet3 And/or MG42 upgrade.

Other: The StuG III will most likely be the bread and butter of your tank forces. When fully vetted, a force of StuG's will be able to aptly counter an enemy force of all but the IS-2.

Panzer III

"Panzer ready to go, Mein Kommandant"

Unit Class: Vehicle.

Unit Role: Infantry engagement, can be used vs. Light Vehicles.

Build Cost:  355 Manpower,  50 Fuel.

Build Time: 65.

Built From: Ostpanzerfabrik.

Population Upkeep: 6.

Manpower Upkeep: 9.5.

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man: 400.

Target Type: Armor_Panzer.

Sight Range: 35.

Detection Range: 0/0.


Weapons:


-1x 75mm_Panzer_Short_Barrel, 1x MG34 (bow gun), 1x MG42_Hull (co-axial), 1x MG42_Vehicle (Commander's copula).

Upgraded:



-1x 50mm_Puma (+15 Damage, 90-ish % accuracy vs. infantry), 1x MG42_Hull, 1x MG42_Vehicle.

Upgrades:

-*Armored Skurtzen* ( 50 Munitions, 20 seconds to upgrade): Grants additional armor protection along the sides of the PIII.

-*Long-Barreled 50mm* ( 75 Munitions, 30 seconds to upgrade): Replaces the 'Stubby' 50mm with a longer, high velocity 50mm, capable of respectable damage against the Sherman.

Abilities:

-*Flank Speed* ( 35 Munitions, lasts 20 seconds, 50 second cooldown): The PIII crew will push the engine to the maximum. *Button Vehicle* ( 40 Munitions, lasts 40 seconds): The PIII's expert bow gunner will target the vision slits of an enemy vehicle, blinding it and allowing the PIII to flank to its rear and destroy it.

Move Speed: 6.5.

Capping Speed: N/A.

Retreat Modifier: N/A.

Veterancy Bonuses: At Vet2 (Offensive or Defensive) *Flank Speed* duration boosted by 10 seconds.)

Other: The PIII is a standard tank, with no glaring strengths or weaknesses. It performs admirably against Infantry and Light/Medium armor alike.

PaK 40 75mm Cannon

"What? What is that you want me to do? I can't hear you!"

Unit Class: Vehicle (AT Gun).

Unit Role: Anti Tank.

Build Cost:  340 Manpower.

Build Time: 45.

Built From: Ostpanzerfabrik.

Population Upkeep: 8 (AT gun itself takes up 3 Population).

Manpower Upkeep: 7.9.

Of Squad Members: 5.

Reinforce Cost Per Man:  80 Manpower.

Health Per Man: 80.

Target Type: Towed_Gun; crew infantry target type: Infantry.

Sight Range: 50.

Detection Range: 0/0.


Weapons:

-1x 75mm_PaK_40_Ostheer, 3x Wehrmacht_Kar98k_Elite.

Upgrades: None.

Abilities:

-*Ambush Critical* (Free, 15 second windup and cooldown, reclocks after 5 seconds, after each shot): The PaK will cloak, granting surprise, increased damage and possibility of penetration, and will cause a Damaged/Destroyed Engine or Destroyed Main Gun on the intended target. The PaK can move in this state.

-*APCR Rounds* ( 60 Munitions, lasts 120 seconds, 40 second cooldown): Rare heavy AP rounds will be loaded into the PaK, granting innumerable increased performance. Cannot be used with *Ambush Critical*.

Move Speed: 2.

Capping Speed: .50

Retreat Modifier: N/A.

Veterancy Bonuses: N/A.

Other: The PaK 40 is vastly superior to its Allied counterparts, the ZiS-2 and the M1 57mm. It alone can shred even the “mighty” T-34/85!

210mm Nebelwerfer 42

“Can we kill them already?”

Unit Class: Vehicle (Mobile Rocket Launcher)

Unit Role: Artillery Bombardment, Terror installation.

Build Cost:  600 Manpower.

Build Time: 65.

Built From: Ostpanzerfabrik.

Population Upkeep: 8 (Nebelwerfer battery itself occupies 3 Population).

Manpower Upkeep: 10.5.

Of Squad Members: 5.

Reinforce Cost Per Man:  85 Manpower.

Health Per Man: 75.

Target Type: Towed_Gun, infantry crew has Infantry type armor.

Sight Range: 25.

Detection Range: 0/1.

Weapons:

-1x Nebelwerfer_42_21mm, 3x Wehrmacht_Kar98k_Elite.

Upgrades: None.

Abilities:

-*210mm Barrage* (🔫20 Munitions ea, 40 second cooldown): The Nebelwerfer will launch five 210mm rockets and turn enemy positions into a lifeless wasteland!

-*210mm Smoke Bombardment* (🔫25 Munitions ea, 30 second cooldown): The Nebelwerfer will launch five smoke rockets, laying down a massive smokescreen for a quick advance.

Move Speed: 1.

Capping Speed: .25.

Retreat Modifier: N/A.

Veterancy Bonuses: N/A.

Other: The 210mm Nebelwerfer is insanely powerful. However, it is hardcapped at 2 maximum, and moves quite slowly. The fact that it has different ordinance is a factor that leaves this unit at a very versatile position.

Panther Ausf. F

"Panther here. What would you have me do today, sir?"

Unit Class: Vehicle.

Unit Role: Anti Tank.

Build Cost: 🧑400 Manpower, ⛽170 Fuel.

Build Time: 65.

Built From: Schwere Ostkriegfabrik.

Population Upkeep: 12.

Manpower Upkeep: 12.5.

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man: 760.

Target Type: Armor_Panther.

Acceleration: 2.2.

Deceleration: 4.5.

Rotation: 42.

Crush_Human: True.

Crush_Type: Heavy_Crush.

Sight Range: 40.

Detection Range: 0/2.

Weapons:

-1x 75mm_Panther, 1x MG42_Hull, (bow gun), 1x MG42_Coaxial (co-axial), 1x MG42_Vehicle (Commander's copula).

Upgrades:

-*Armored Skurtzen* (🔫50 Munitions, 20 seconds to upgrade): Grants additional armor protection along the sides of the Panther. Crews will also add running wheels to the sides of the Turret, granting an additional 100 HP to the tank.

Abilities:

-*Rapid Shots* (🔫50 Munitions, must be stopped): The gunner will fire 5 shots in rapid succession, with doubled accuracy.

Move Speed: 5.

Capping Speed: N/A.

Retreat Modifier: N/A.

Veterancy Bonuses: N/A.

Other: The Panther lacks any number of abilities, but is statistically sound, and better than the standard Wehrmacht Panther. Use it wisely, as it's expense is not easily replaced.

THE FOLLOWING UNITS DEFY CATORIZATION OR CAN ONLY BE PRODUCED IF A CERTAIN DIRECTIVE IS CHOZEN! The name of each unit will be displayed in the appropriate color, denoting which Method allows its use.

Green: Only buildable if the Wall Of Steel Method is chosen.

Red: Only buildable if the Obliteration Method is chosen.

Blue: Only Buildable if the Infiltration Method is chosen.

FlaK 88mm/36 Carriage (replaces PaK 40 75mm)

"Pack it up, we have to go over there and frag some scheisse!"

Unit Class: Vehicle (Heavy AT Gun).

Unit Role: Heavy Anti Tank fire, indirect fire support.

Build Cost: 🧑‍🦺 380 Manpower, ⛽ 70 Fuel.

Build Time: 55.

Built From: Schwere Ostkriegfabrik (Schwere Ostkriegfabrik buildable after *Elevate to VICTORY!* (300 Manpower, 50 Munitions, 50 Fuel) is purchased from the Headquarters).

Population Upkeep: 8.

Manpower Upkeep: 12.

Of Squad Members: 3.

Reinforce Cost Per Man: 🧑‍🦺 50 Manpower.

Health Per Man: Weapon health is 250, crew health is 95.

Target Type: FlaK.

Sight Range: 45.

Detection Range: 0/2.

Weapons:

-1x 88mm_FlaK_36.

Upgrades: None.

Abilities:

-*Deploy* (Free, takes 5 seconds): The Crew will cease pushing the gun and will deploy, mount, and begin firing. The 88 can only deploy in friendly territory.

-*Undeploy* (Free, takes 7 seconds): The crew will dismount the 88 and prepare to push it to wherever it's needed.

-*Fire 88mm Barrage* (Free, 50 second cooldown): The 88mm will fire six HE shots at the desired target location. Can be fired into the Fog of War. 150 radius. 88mm will immediatly resume auto targeting and firing at targets when the barrage is finished.

Move Speed: 1.

Capping Speed: .05.

Retreat Modifier: N/A.

Veterancy Bonuses: N/A.

Other: This unit shares most of the stats as the standard 88, but can move! Use it's insane power, low population upkeep, and mobility to tear apart those accursed IS-2's! Hard capped at 2 maximum.

Messerschmitt Bf 109E Fighter

"Haha! We have the zeal!"

Unit Class: Aircraft.

Unit Role: Strafing.

Build Cost:  500 Manpower,  90 Fuel.

Build Time: 65.

Built From: Schwere Ostkriegfabrik.

Population Upkeep: 5.

Manpower Upkeep: N/A.

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man: N/A.

Target Type: Aircraft.

Sight Range: 40.

Detection Range: N/A.

Weapons:

-2x 20mm_Puma, 2x MG42_Bf_109 (20 damage/shot).

Upgrades: None.

Abilities: None.

Move Speed: N/A.

Capping Speed: N/A.

Retreat Modifier: N/A.

Veterancy Bonuses: N/A.

Other: The Bf 109 is used as a unit; once purchased, an Ability button will be added to your taskbar, and the Me 109 can be ordered to attack an area in the same fashion as the Airborne's Strafing Run; however, this run is free, and only has a 95 second cooldown. Hardcapped at 1.

Tiger #205: Hauptmann Whitmann Voss

"A-a-a-a-achtung, Tigergruppe! Fight for Germany, or nothing!"

Unit Class: Vehicle.

Unit Role: Tank Ace.

Build Cost:  1200 Manpower,  280 Fuel.

Build Time: 300.

Built From: Schwere Ostkriegfabrik.

Population Upkeep: 18.

Manpower Upkeep: 20.

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man: 1500.

Target Type: Armor_Tiger/Armor_Elite.

Acceleration: 1.5.

Deceleration: 3.5.

Rotation: 30.

Crush_Human: True.

Crush_Type: Heavy_Crush.

Sight Range: 50.

Detection Range: 0/12.

Weapons:

-1x 88mm_Tiger, 1x MG42_Hull (bow gun), 1x MG42_Coaxial (co-axial).

Upgrades:

-*New Mabach* (💰60 Munitions, 60 seconds to upgrade, must be stationary for the entire upgrade time): A new Mabach engine will be supplied to #205, granting a 40% speed increase. Does not affect accuracy while moving.

Abilities:

-*Marked Shot* (💰55 Munitions, 220 second cooldown): Litske will fire a single, devastating round, assured to destroy even an IS-152 in one shot. *Tank Shock* (free, lasts 40 seconds, 50 second cooldown): Voss will charge Tiger #205 into enemy infantry, suppressing and slowly damaging them.

Move Speed: 5.5.

Capping Speed: N/A.

Retreat Modifier: N/A.

Veterancy Bonuses: N/A.

Other: Hauptmann Voss is an expert of the Eastern Front. Use him to crush all those who dare stand in the way of ultimate victory! Hard capped at 1.

Ju 87 Stuka G Dive Bomber

"PanzerKnacker support is ready for deployment, mein Kompaniefurher."

Unit Class: Aircraft.

Unit Role: Strafing, Tank Busting.

Build Cost: 💰550 Manpower, ⛽100 Fuel.

Build Time: 60.

Built From: Schwere Ostkriegfabrik.

Population Upkeep: 5.

Manpower Upkeep: N/A.

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man: N/A.

Target Type: Aircraft.

Sight Range: 30.

Detection Range: N/A.

Weapons:

-2x FlaK 37mm/18 Kanone, 2x 500 lb. bombs.

Upgrades: None.

Abilities: None.

Move Speed: N/A.

Capping Speed: N/A.

Retreat Modifier: N/A.

Veterancy Bonuses: N/A.

Other: The Stuka is used as a unit; once purchased, an Ability button will be added to your taskbar, and the Stuka can be ordered to attack a specific area in the same fashion as the Airborne's Strafing Run; however, this run is free, and has a 95 second cooldown.

The Stuka will strafe with its 37mm cannons (12 shots total) and drop 2x 500 lb. bombs at 1/3 and 2/3 distance in the target box. The 37mm cannons have 3/4 of the damage that the Panzer Elite's 'PanzerKnacker' He 110 attack has. Hardcapped at 1.

Gebirgsjager (replaces *Ostgrenadier Trupp*)

"Gebirgsjager here, awaiting hunt orders."

Unit Class: Infantry.

Unit Role: Elite Infantry, Extreme Mobility.

Build Cost:  395 Manpower.

Build Time: 60.

Built From: Schwere Ostkriegbarracks.

Population Upkeep: 5.

Manpower Upkeep: 8.5.

Of Squad Members: 5.

Reinforce Cost Per Man:  55 Manpower.

Health Per Man: 80.

Target Type: Infantry_Elite.

Sight Range: 35.


Detection Range: 0/7.

Weapons:

-1x Wehrmacht_Kar98k_Elite, 3x MP44, 1x LMG34_Ostheer.

Upgrades: None.

Abilities:

-*Throw Stielhandengranate!* ( 15 Munitions, 5 second cooldown): Throws a standard grenade. *Scorched Earth* (Free, 10 second cooldown): The Gebirgsjager can disable strategic points to further their rapid advance. Can ONLY disable Strategic Points, not Munitions or Fuel points.

-*Fear* (Passive, 50 radius): All enemy infantry within 50 CoH-units of the Gebirgsjager have their speed reduced by 1 due to their fear of the G-jager's lighting attacks.

Move Speed: 5.

Capping Speed: 1.50

Retreat Modifier: 2.

Veterancy Bonuses: N/A.

Other: The Gebirgsjager replaces the hardy Ostgrenadiers with mobility and attack speed. They are best used as flanking units, as their speed (5) owes them great mobility

thanks to their training in rough terrain and use of skis (which magically work in mud and other non-snowy terrain).

Sd. Kfz. 251/22 Medium AT Halftrack

“Halftrack ready to deploy.”

Unit Class: Halftrack.

Unit Role: Medium AT, stopgap AT, suited to recon attacks, Combat vs. Infantry and light targets.

Build Cost: 🧑‍🦺 295 Manpower, ⛽ 30 Fuel.

Build Time: 35.

Built From: Schwere Ostkriegbarracks.

Population Upkeep: 5.

Manpower Upkeep: 7.5.

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man: 330.

Target Type: Vehicle_251.

Acceleration: 2.

Deceleration: 3.

Rotation: 40.

Crush_Human: False.

Crush_Type: Medium.

Sight Range: 30.

Detection Range: 0/4.

Weapons:

-1x PaK_40_Halftrack, 1 MG34_Ostheer (rear mounted)

Upgrades: None.

Abilities:

-*Stationary Position* (3 second windup and cool down): The Medium AT Halftrack will lock down, doubling its weapons range, and cutting its reload time in half.

-*Dig In* (free, 5 second windup): The Medium AT Halftrack will go “hull down” much like the British Churchill tanks. This increases its survivability but only lets it fire with its VERY limited gun traverse; no rotation.

Move Speed: 5.5.

Capping Speed: N/A.

Retreat Modifier: N/A.

Veterancy Bonuses: At Offensive or Defensive Vet1, Stationary Position cooldown reduced by 1 second.

Other: The Medium AT Halftrack is meant to be used in conjunction with Gebirgsjagers and Sondercommandos. It is not particularly effective in open combat, but can function as a cheap, mobile AT platform to support G-jager and Sonderkommando attacks behind enemy lines. It can reinforce nearby troops but cannot garrison them. *The Stationary Position* and *Dig In* abilities can and should be used together.

Buildings and Structures:

Base Buildings:

Headquarters

Cost: Free!

Build Time: N/A.

Builds: Ostpioneers, Schwere Ostpioneers, VW Kubelwagen.

Upgrades: *Elevate to Scouting* (👤100 Manpower, 💣10 Munitions, ⛽30 Fuel, 20 seconds to upgrade), *Elevate to Probing Attack* (👤110 Manpower, 💣15 Munitions, ⛽25 Fuel, takes 25 seconds to upgrade), *Elevate to Blitz* (👤200 Manpower, 💣40 Munitions, ⛽50 Fuel, takes 30 seconds to upgrade), *Elevate to VICTORY!* (👤300 Manpower, 💣50 Munitions, ⛽50 Fuel, takes 35 seconds to upgrade), *Field Triage* (👤150 Manpower, ⛽25 Fuel): Grants a healing effect in that player's Command Territory. ONLY applies to Command Territory.

Trupp Barracks

Cost: 👤200 Manpower, ⛽10 Fuel.

Build Time: 25.

Builds: Lichte Grenadiers, Reconnaissance Team, Radio Trupp, MG34 Team.

Upgrades: None.

Schwere Ostkriegbarracks

Cost: 👤220 Manpower, ⛽25 Fuel.

Build Time: 40.

Builds: Ostgrenadier Trupp, Gebirgsjagers, Panzer II, Oberfeldwebel, Sd. Kfz, 251/22 Medium AT Halftrack.

Upgrades: None.

Ostpanzerfabrik

Cost: 👤240 Manpower, ⛽40 Fuel.

Build Time: 55.

Builds: Möbelwagen, SturmGeschütz III, Panzer III, 210mm Nebelwerfer 42.

Upgrades: None.

Schwere Ostkriegfabrik

Cost: 👤260 Manpower, ⛽55 Fuel.

Build Time: 110.

Builds: FlaK 88mm/36 Carriage, Panther Ausf. F, Tiger Tank #205: Hauptmann Wittmann Voss, Me 109 Fighter, Ju 87 Stuka.

Upgrades: None.

Materiel Centre

Cost: 120 Manpower, 5 Fuel.

Build Time: 30.

Builds: N/A.

Upgrades: Defensive Infantry Veterancy 1-3 (👤140 Manpower, ⛽20 Fuel ea.), Offensive Infantry Veterancy 1-3 (👤120 Manpower, ⛽20 Fuel ea.), Defensive Vehicle Veterancy 1-3 (👤170 Manpower, ⛽35 Fuel ea.), Offensive Vehicle Veterancy 1-3 (👤175 Manpower, ⛽45 Fuel ea.). Each takes 20 seconds to upgrade. See Veterancy section for Vet details.

Basic Defensive Structures:

MG34 Pit

Cost: 👤200 Manpower, ⛽30 Fuel.

Build Time: 25.

Builds: N/A.

Upgrades: N/A.

Bunker (Can be occupied, 6/6 space)

Cost: 👤150 Manpower.

Build Time: 40.

Builds: N/A.

Upgrades: *MG42* (💣50 Munitions, takes 20 seconds to upgrade) Adds a standard MG42 to the front of the bunker. Also adds 70 HP to the bunker. *Repair Bunker* (💣55 Munitions, takes 30 seconds to upgrade): The Bunker is upgrade to a Repair Bunker, with 4 specially trained Schwere Ostpioneers at the ready. These men are ARMED with MP38s, have the *Advanced Repair* ability, and will automatically repair nearby tanks AND structures, including the bunker itself!

Schwere Bunker (Can be occupied, 20/20 space)

Cost: 👤400 Manpower.

Build Time: 150.

Builds: N/A.

Upgrades: *Defensive Positions!* (💣100 Munitions): Three MG42s will be placed on the front, left, and right of the bunker, and an 81mm mortar and crew will be placed on the top. The crew can't be damaged or killed.

Directives (AKA Doctrines, Company Commander, etc...):

Wall of Steel Directive:

Left Side: Home-front Mobilization

Medical Tent (1 CP): Allows Feldpioniers to construct Medical Tents to heal troops. Hardcapped at 2.

Cost: 👤200 Manpower.



Build Time: 30.


Builds: N/A.

Upgrades: N/A

Has an 80 heal radius, a 200 body search radius, and the ability to reinforce nearby squads. Hardcapped at 2.

Cover and Evasion Training (1 CP, passive): Troops in Yellow or Green cover have a .25 received accuracy and damage modifier. Feldpioniers can now also construct Trenches. Troops will also receive a 5% accuracy boost against enemy troops when in Green cover.

Sounds of War (2 CPs): 3 Squads of 8 ea. Volksgrenadiers (standard Wehrmacht) can be called in to bolster the line. They take up no population, but cannot be reinforced due to the hectic situation that calls for their deployment. Costs 450 Manpower, 35 Munitions. Hardcapped at 1. The Volksgrenadiers cannot be upgraded, but have 8 weapons slots. All troops must be killed before another call-in is possible. Handy, eh?


Genie der Wüste (2 CPs): Oberst Marvin Nemach and his veteran staff and troops of Doppleganger Kompanie will be called in from the AfrikaKorps to help obliterate the enemy! 3 Squads will be called in: Nemach's, with 1x G43 (Nemach's personal weapon), 1x LMG42, 1x MP40, 3x Kar98k, and two AfrikaKorps Trupp squads with an LMG42 and 5x Kar98ks. All squads can Heal Wounded, Throw Stielhandengranate, and Fire Panzerfaust. Hardcapped at 1, cannot be re-called until all troops called in are dead. Refer to the Ostgrenadier Trupp for health (+10), capping speed, and movement speed, along with Reinforce costs. Costs 900 Manpower to call in. 200 second cooldown.

Right Side: Tenacious Defenses

Camouflage Nets (1 CP, passive): All emplacements, the FlaK 88mm/36 Carriage, and the PaK 40 all camo when stationary, unless firing, and do not show up on the enemy's minimap. Does not apply to Base Structures.

Overwatch Defense (2 CPs): Three target boxes will be granted. Once placed, they are in place unless removed; the area within the boxes will be bombarded with 150mm Nebelwerfer rockets if an enemy unit enters the area; the box must be within your LOS in order for the shots to be fired. The boxes are free, and have no cooldown, but cannot be placed in enemy territory.


Zealous Homefront (3 CPs): All three of your resource incomes will be boosted (passively) by +10 due to a rebound at Germany's factories. Also grants a button-ability (Free, lasts 45 seconds or until paramaters wear off, 120 second cooldown) that you can select and place on any damaged defensive or base structure; it will slowly heal itself until the cooldown begins or the structure's health is at 100%; the effect will then wear off.


Wasteland (3 CPs): The Big Bertha 800mm Railgun will fire 6 precise shots onto the desired location. The shots are $\frac{3}{4}$ the size of a V1 strike, and can inflict massive damage! Costs  400 Munitions, 500 second cooldown.

Obliteration Directive

Left Side: War Preparations

Increased Heer Mobilism (1 CP, passive): All units are produced 25% faster.


Breach Assault Artillery (2 CPs): 2 Wespe 105mm SPGs and a single Panzer IV 'Brummbahr' will be called in for fire support.  400 Manpower. Hardcapped at 1. Wespe and Brummbahr stats to be determined by Eastern Front Devs.


Rapid Advance (2 CPs): All units will move with a 25% speed increase, and all infantry can cap .50 faster. Infantry cannot be suppressed but suffer atrocious received accuracy penalties.  140 Munitions, lasts 35 seconds.


Smoke and Mirrors (2 CPs): Will randomly drop either a massive smoke barrage for a fast advance, or a series of flares followed by very light mortar fire. In the case of the latter, an aircraft sound similar to that of 'Harbinger of Death' will be audible; this can be used to confuse enemy players. Free, 135 second cooldown.

Right Side: Germany's Might

House to House fighting (1 CP, passive): Your troops can now enter 12 or 20 Population buildings that are enemy occupied, and fight for control. The winner is determined by the number of troops; in a 12 on 12 fight, all troops are killed. Units firing on the house will only damage enemy troops, and this can tip the battle for the house in your favor.

Assault Infiltration (2 CPs): 2 Squads of Volkssturm (5 men ea.) will be infiltrated at the selected building. They're armed with 1x Kar98k, and 4x MP44. The Volkssturm can camoflaue, throw bundled grenades, and can fire a Panzerfaust.  275 Manpower each, 40 second cooldown.

Harbinger of Death (2 CPs): A flight of 4 He 111's will fly over the selected area and carpet bomb it with 60 high explosive bombs. Nothing will survive, ha ha!  250 Munitions, 50 second cooldown.

Warmonger (4 CPs): A Single Elephant Tank Hunter will be called in. With its powerful 88mm cannon, it can kill even an IS-2 with ease. How those Russians will cower before the might of the Ostheer!  900 Manpower per call in. Hardcapped at 3.

Infiltration Directive

Left Side: Logistics Espionage

Kommando Trupp (2 CPs): A squad of Kommandos will be called in to infiltrate the enemy, and destroy his supply lines! The Kommandos can fight, cap, and use all of their abilities while cloaked. Why? In real life, the Kommandoes wore U.S.S.R. uniforms, and blended perfectly with Russian troops. Because it's impossible to do that in CoH, they can do all of their tasks while cloaked, including capping territory to disrupt supply lines, and killing high ranking troops; just like in real life. Guards and the Command Squad can de-cloak the Kommandos, and once a squad is de-cloaked, it cannot re-cloak, and can be eliminated with ease. 🕒 400 Manpower ea., 4 Men per squad. Stats and additional abilities to be determined by Eastern Front devs. Sonderkommando's armed with improved MP44s, can throw Satchel Charges with Grenade blast timers for free; 35 second cooldown.

Supply Data (2 CPs, passive): Every 30 seconds, a box will appear above your Taskbar, with the count of each enemy's current Manpower, Munitions, and Fuel count, and the income of each, allowing you to make decisions based on your opponent's resources.

Drain! (3 CPs): You can choose one enemy's resource and drain it by '-10', while adding '+10' of that resource to your own income! 🕒 100 Munitions. Lasts 180 seconds. 40 second cooldown.

Right Side: Pioneering Stealth

Stealth Bomber (4 CPs): A Flight of 3 Focke-Wulf 200 'Condor' Heavy Bombers will fly over the designated area and bomb it. While the effects could be negligible, there is absolutely no indicator or warning, giving the Allies a sense of paranoia that they will never shake! 🕒 250 Munitions, 120 second cooldown.

Capture and Run! (2 CPs, passive): Kommandos can now rudimentally repair and capture destroyed T34, Sherman, or Cromwell hulls. Once captured, they will have 1/2 health. They do not gain veterancy, but do not have a Population upkeep. Cannot be repaired past 1/2 health.

Sabotage (5 CPs, Passive): 20% chance that a unit produced from the Russian Tank Hall, Tank Depot, or Armor Command Truck will be sabotaged (be created with 25% health, and a Damaged/Destroyed Engine or Destroyed Main Gun) upon completion.

Veterancy:

My concept for Ostheer Veterancy is as so: Like the Wehrmacht, you must purchase your Veterancy for it to be available for use, from the Materiel Centre. However, to actually unlock the Veterancy, you must participate in combat in order to utilize Veterancy for

each unit. Once you gain the Veterancy, you can choose Defensive or Offensive Veterancy, much like the Panzer Elite, but with different statistics. For example: You have 1 Ostgrenadier Trupp. You purchase Offensive Infantry Veterancy 1 from the Materiel Centre. You participate in combat, and can now choose to Vet your squad. However, because you only purchased Offensive Infantry Veterancy 1 that is as far as you can go unless you purchase more! Now, what are the specs to GAIN veterancy? See the basic the Vet tables for the U.S. in CoH, that's how much you need to gain a level! **Veterancy** is the purchased stuff, and **Vet** is what you gain through combat. The levels are "in order", so for Infantry, the Defensive and Offensive Vet2 is interchangeable: you can have one, but not the other (so, you'd be choosing Offensive Infantry Vet1, then Defensive Infantry Vet2, **not** Offensive Infantry Vet1, Defensive Infantry Vet1). The bonuses? Read on...

Defensive Infantry Vet1: -.25 received accuracy, +.10 speed increase,
Defensive Infantry Vet2: -.10 received accuracy, -.20 received damage (all weapons)
Defensive Infantry Vet3: +.10 health increase, +.2 hp/minute health regeneration rate.

Offensive Infantry Vet1: +10% accuracy, -.10 weapon cooldown.
Offensive Infantry Vet2: +10 weapons range, +10 sight range.
Offensive Infantry Vet3: doubles damage, +10% accuracy, -.10 weapon cooldown, +5 sight range.

Defensive Vehicle Vet1: -.2 received accuracy, +.15 speed increase,
Defensive Vehicle Vet2: -.8 received accuracy, -.20 received damage (all weapons)
Defensive Vehicle Vet3: +.10 health increase, +.2 hp/minute health regeneration rate (vehicle autorepairs), PTRD penetrate rate lowered to 25%. (even rear armor).

Offensive Vehicle Vet1: +15% accuracy, -.5 weapon cooldown.
Offensive Vehicle Vet2: +15 weapons range, +20 sight range, +.10 penetration rate.
Offensive Vehicle Vet3: doubles damage, +5% accuracy, -.10 weapon cooldown, +5 weapons range, +.25 penetration rate.

Ending Concepts:

- *Yes, the FlaK 88mm/36 Carraige being pushed is unrealistic*, however, no such animation for a towed gun exists in CoH, and it'd be a pain for the Devs to add one. The idea of a mobile 88 is still awe inspiring and I STRONGLY feel this should be an addition in the final product.
- *How do I heal my troops?!* The Oberfeldwebel's Heal Wounded should be sufficient; there is also a triage-type upgrade available at your HQ.
- *No early mobile artillery?!* Yes, its missing. Why? It would crush Russians blobs and make the Ostheer a tad overpowered. The early (and very effective) Panzer II (that's superior to the Puma) should fill in as a good shock unit, as well as the VW Kubelwagen spam; because the VW can cap, it would make a great rushing unit.
- *Why did you add the Ostpioneers AND Feldpioniers?!* Now, you need to, literally, waste Manpower to get the standard Osties to build your base, and then get some Feldpioniers to kill enemy troops and construct defenses.

- Hopefully, it's obvious that the Osteer is going to be very mobile, but also adaptable and able to switch to a defensive role at the drop of a hat. I sincerely hope this meets everyone's expectations of what the Osteer should be.