



Ostheer guide




VERTRAULICH

START

The Ostheer HQ

Your first steps starts with the HQ. You can recruite the Stormpioneers, the Opel Blitz Maultier and the SdKfz. 251/8 first aid half-track here.

Remember: All roads lead to the HQ



Defend me!

You can train here:

Stormpioneers



*"Hammers and nails! We will build your base!
So what is your order?"*

SdKfz. 3a Maultier



*"Call me and I will protect your territories!
And when Ivan is annoying use my Goliath
demolition tank! Kaboom - haha!"*

SdKfz. 251/8 First-aid



*"Let me throw, I'm a medic half-track!
Show me the wounded soldiers, Comrad!"*

START

The Ostheer HQ

Basic unit information

The Stormpioneers are your first available combat unit so keep their abilities in mind!



They can build your tier building and basic defensive structures such as barbed wire and sandbags

Special abilities/upgrades:

S-Mines



Good against infantry!

Armor upgrade



Requires support pool!

Flamethrower



Requires assault pool!

START

The Ostheer HQ

Basic unit information

By locking down the SdKfz. 3a Opel Maultier in a secured sector will increase your ressource income. But keep in mind that the Opel Maultier is limited!



"Lock me down!"



One of the most important units for your army is the SdKfz. 251/8 first aid half-track. Use it too heal near by wounded infantry.



"Who needs first aid?"

START

The Ostheer HQ

Ostheer pool system

One of the most elemental parts of the Ostheer is the combat pool system. Each tier building had different pool of units. One unit is always available whatever you have choosen. To train the other tier units you have to chose one of the global pool upgrades out of the HQ. You can choose between the assault pool and the support pool. Keep in mind that you can change this pool but to change it you need time. So choose wisely.



Support pool is the best choice when you are on the defense!



Assault pool is the best choice when you are on the offensive!

"Knowing your pools and their advantages and disadvantages is important to find the best tactics to defeat your enemy, Soldier! Preparing you for fight!"



Tier One: Infantry Gruppen Post

Basic information

The Infantry Gruppen Post is your tier one building with your backbone Landser infantry and your first pool units. You can choose between the assault pool Kübelwagen or the support pool Marksman.

A Landser a day keeps the Ivan away!



"Landsers here! Ready for combat. Where is the enemy?"

The Landser infantry is your infantry backbone for medium range combat. Their abilities can help you against everything the enemy is using against you.

Abilities and Upgrades:



Upgrade your Landsers with G41 semi automatic rifles for more firepower.



Throw a Stielhand anti infantry grenade.



Throw an anti tank grenade.



Tier One: Infantry Gruppen Post

Assault pool, support pool and upgrades

Your Kübelwagen and your Landser are dependent on the pool chosen in the Ostheer HQ. Additionally you can research upgrades to improve your troops.

Assault pool



"Kübelwagen. Ready to roll. Where is the enemy's sniper?"

Abilities and Upgrades:



Upgrade your Kübelwagen with a secondary MG42 machine gun for more firepower against infantry and weapon crews.

Support pool



"Marksman here. I'm the silent death. So where is my target?"

Abilities and Upgrades:



Singel mode

One shot - one kill



Burst mode

Salvo - reduce enemy's hp, but cant kill.



Tier One: Infantry Gruppen Post

Assault pool, support pool and upgrades

Your Kübelwagen and your Landser are dependent on the pool chosen in the Ostheer HQ. Additionally you can research upgrades to improve your troops.

Tier upgrades



*Equipes Landser with anti infantry and anti tank grenades.
One Landser squad member get a Mkb. 42(H) assault rifle for close combat efficiency.*



*You can upgrade Kübelwagen with a secondary MG42 now.
You can use Marksman burst mode now.*

Tier Two: Infantry Gefechts Kommand

Basic information



The Infantry Gefechts Kommand is your tier two building for heavy weapon support. With the Panzerjäger infantry and the different MG-teams and mortar-teams you are able to counter enemy's attacks!



"Hey tank! Afraid? We are the tank hunters! We can destroy all tanks they will send against us!"

This guys are your main anti tank infantry. Use them wisely!

Abilities and Upgrades:



Upgrade your Panzerjäger Infantry with a second RPzB 54 Ofenrohr.



When this ability is actived your Panzerjäger Infantry will reload and fire much faster.

Tier Two: Infantry Gefechts Kommand

Assault pool, support pool and upgrades



Your tier two pools will support you with heavy weapon support. You have to choose between mobile forces like the light MG-34 team and the common 81mm mortar team or the heavy MG-34 team and the 7,5cm LeIG 18. Please note that the mortar weapons need an upgrade.

Assault pool



"Vorwärts, Comrades! Our light MG-34 will cut down Iwans Infantry."

Abilities :



Hot barrel

While hot barrel is activated the LMG-team will kill infantry faster.



"Heavy rain! Our mortar is the best answer against the red waves!"

Abilities :



and



and



Tier Two: Infantry Gefechts Kommand

Assault pool, support pool and upgrades



Your tier two pools will support you with heavy weapon support. You have to choose between mobile forces like the light MG-34 team and the common 81mm mortar team or the heavy MG-34 team and the 7,5cm LeIG 18. Please note that the mortar weapons need an upgrade.

Support pool



"We are the heavies! Want to hear our heavy MG-34 sing?"

Abilities :



Hot barrel

While hot barrel is activated the heavy MG-34 will suppress faster.



"With greeting from Düsseldorf! Light infantry gun ready for combat!"

Abilities :



and



Tier Two: Infantry Gefechts Kommand

Assault pool, support pool and upgrades



Your tier two pools will support you with heavy weapon support. You have to choose between mobile forces like the light MG-34 team and the common 81mm mortar team or the heavy MG-34 team and the 7,5cm LeIG 18. Please note that the mortar weapons need an upgrade.

Tier upgrades



You can produce the mortar team or the light infantry gun now.

Tier Three: Schützen War Camp

Basic information



You need both the tier one and the tier two buildings in order to build the Schützen War Camp. This is your first step towards mechanised warfare. The Panzerfüsiliere are highly trained soldiers and perfect for long range engagements. Combine them with the SdKfz. 251 half-track, with its powerful upgrade, to create a lethal combination. In the pools you have a large variety of units such as the Panzer II Luchs, the Pak 40, the Panzerwerfer and the Marder II tank destroyer.



"Panzerfüsiliere! We are the elite of the Panzergrenadiere!"

The Panzerfüsiliere are elite combat troops. Armed with Kar98 they are good on long range. With MP40/II they are good in close combat.

Abilities and Upgrades:



Upgrade Panzerfüsiliere with MP40/II sub machine guns. Perfect close range combat weapon with high fire rate.



Fire a Panzerfaust 30 anti tank grenade.



Panzerfüsiliere will attack infantry with a grenade shower.

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"Panzergrenadiere need support? We are the answer! SdKfz. 251 ready!"

Abilities and Upgrades:



*Upgrade your half-track with a MG34 machine gun.
Good suppression power.*

When you suffer infantry casualties use your half-track to reinforce your troops!

Tier Three: Schützen War Camp

Assault pool, support pool and upgrades



The tier three is depending on the tier three upgrades. Your first mechanised units, the Panzer II Luchs and the Marder II, need the mechanised modernisation. Your Panzerwerfer and Pak 40 need the second upgrade, the ranged support units. Keep fuel in reserve for when you want to start your mechanised offensive.

Assault pool



"Our machine cannon is armed and ready. Panzer Luchs waiting for your orders, commander!"

Abilities : - None -



"Our big shield will protect us! Not like this small one of the Pak 38."

Abilities : - None -

Geheime Reichsjache!

A Luchs with a Pak 40 is a strong combination. The anti tank gun can protect your Luchs against hard counter units. Your Luchs will defend your Pak against soft targets like infantry.

Tier Three: Schützen War Camp

Assault pool, support pool and upgrades



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Support pool



"Think the russians won't miss their ZiS anti tank gun. We can use it much better! Marder II ready to hunt the red iron coffins!"

Abilities : - None -



"What is answer to the Katyusha? Our Panzerwerfer!"

Abilities :



Fire a salvo of 15cm rockets.

Use the Marder II to protect your vulnerable Panzerwerfer against fast light tank rushes.

Geheime Reichsjache!

Tier Three: Schützen War Camp

Assault pool, support pool and upgrades



The tier three is depending on the tier three upgrades. Your first mechanised units, the Panzer II Luchs and the Marder II, need the mechanised modernisation. Your Panzerwerfer and Pak 40 need the second upgrade, the ranged support units. Keep fuel in reserve for when you want to start your mechanised offensive.

Tier upgrades



Unlocks the production of Panzer II Luchs and Marder II.



Unlocks the production of Pak 40 and Panzerwerfer.

Tier Four: Panzer Kampf Kommand

Basic information



Time to bring your tank forces on the battlefield! Tier Four is your last tier building and this building has a lot of nice toys for you. Panzer III, StuG III and Kugelblitz anti air tank waiting for your orders. You ought to consider that your doctrine define your late game main battle tank.



"You need a repair unit? SdKfz. 9 Famo at your service!"

The SdKfz. 9 is your late game repair unit. No one else can fix or repair or recover wrecks like the Famo repair truck.

Abilities and Upgrades:



Famo can repair vehicles and buildings.



Famo can recover tanks. Enemy tanks become "Beutepanzer". You can recover the T-34, Sherman and Cromwell tanks.



Tier Four: Panzer Kampf Kommand

Assault pool, support pool and upgrades

The assault pool allows you to produce the high flexible Panzer III. Keep in mind that the second tank of your assault pool depend on your doctrinal choice. The support pool unlocks the StuG III assault gun and the Kugelblitz anti air tank.

Assault pool



"I loved France much more than Russia, Commander!"

Abilities and Upgrades:



*Upgrade Panzer III with the long barrel 5cm L/60 KwK.
Good against light and medium armor.*



*Upgrade Panzer III with a Flamethrower.
Good against infantry and infantry in cover.*

Your tier four main battle tank



or



or



Entfernung: 500 m.

Tier Four: Panzer Kampf Kommand

Assault pool, support pool and upgrades



The assault pool allows you to produce the high flexible Panzer III. Keep in mind that the second tank of your assault pool depend on your doctrinal choice. The support pool unlocks the StuG III assault gun and the Kugelblitz anti air tank.

Support pool



"We are infantry's first choice! StuG III here to support infantry!"

Abilities :



Fire armor piercing shells.



"Planes or infantry. All of them are afraid of me! Kugelblitz ready."

Abilities : - None -



Tier Four: Panzer Kampf Kommand

Assault pool, support pool and upgrades

The assault pool allows you to produce the high flexible Panzer III. Keep in mind that the second tank of your assault pool depend on your doctrinal choice. The support pool unlocks the StuG III assault gun and the Kugelblitz anti air tank.

Tier upgrades



This upgrade unlocks assault doctrine tank or the Kugelblitz support tank.



Chose your doctrine!



The Ostheer has three different doctrines. You have to choose one of them if you want to stop the red tide! With army support you can use Brandenburger infiltrator paratroopers, airforce support and alert unit combat groups. With army elite you can enchant your infantry, start encirclement manouvers and use the strong Brummbär assault gun. Army Fortress will support you with well armored MG-Panzernester, light artillery field guns and the deadly Elefant tank destroyer. Choose your army, Soldat!

For the doctrines keep the follwing in mind:

Each doctrine has a different tier four main battle tank.

Army support has the good, old Panther tank on board.



Army elite will use the mighty Tiger indeed.

And army fortress - that's for sure - can build the backbone Panzer IV.



The Doctrines

Army support, army elite and army fortress



Army support will help you with the Luftwaffe and the alert units.



Army elite's focus is the elite infantry and the mighty Tiger tank.



Army Fortress can use MG-Panzerneister, the LeFh 18 and the Elefant assault gun.

Special abilities:

Army support



Call in a battle group with a tank and infantry.



Call the Luftwaffe for a carpet bombing run.

Army elite



Infantry earn veterancy faster.



Tank use full speed and infantry get combat bonus.

Army fortress



First aid tent receives manpower from infantry.



You can build the armored MG position.

Okay Soldier!
Briefing ends here.
Time to fight the red army!

Thank you for reading
and have fun on the battlefield.

Your eastern front modding team!



The Eastern Front Modding Team



blackbishop - Community Manager and Programmer

AGameAnx - AI Programmer

Alex Cottrell - Original Soundtrack Composer

ApeMen - 2D Artist, Head Balancer

Beefy^ - 2D Artist, 3D Artist, Animator

BurroDiablo - 2D and 3D Artist

dArCRaVeR - Balance Developer

DMz - 2D Artist, 3D Artist, Animator

Lord Rommel - Historian

MaxiKing6 - Head Mapper

Rizz - Game Designer, Programmer and Website Developer

robotnik - AI Programmer, 3D Artist, Animator

Walki - Level Designer, 3D Artist, Animator

Copernicus - Programmer

jojobabbit - AI Programmer

WartyX - 2D Artist and Video Producer

William - Mod Founder, 3D Artist and Website Administrator

Crasius - Programmer

Dragon93 - Game Designer and Programmer

Halftrack - 2D Artist

Tasty - Mod Co-Founder and 3D Artist

Zerstörer - 2D Artist

Past Contributors:

georider - 2D Artist

Hartkeks - Animator

Hawk - Programmer

JimboSmith - 2D and 3D Artist

Kamikaza22 - Animator, 2D and 3D Artist

Lone Commissar - Historian

Mystic-Car - Head Mapper

sweeten2213 - AI Programmer

tiger205 - Animator

Celéstial - 2D Artist