



## **GAME INFORMATION: EQUIPMENT**

### **FIREARMS**

#### **Pistol**

Light firearm

The simplest weapon in the soldier's arsenal. It's small, handy and reliable. Pistols' cartridge clip capacity varies from 6 to 12 bullets. Pistols are common weapons for officers. AT squads are also equipped with pistols for self-defence in a close combat.

Weapons in this class: Colt, Nagan, TT, Valter, Webley, Welrod.

#### **Rifle**

Light firearm

Rifles were the most common weapons in Soviet and German armies because of their simplicity and cheapness. A rifle's clip is limited to 5-6 bullets. Although a rifle is capable of firing effectively at long distances, its reload times make it ineffective in a dense combat.

Weapons in this class: EM-3, Garand, M1 Carbine, Mauser, Mosin.

#### **Sniper Rifle**

Medium firearm

A sniper rifle equipped with optics allows a sniper to hit its target at enormous ranges with a single shot. This makes sniper rifles way more effective than ordinary ones, and, probably, the best counter-measure against machine gun spots. However, it takes a certain amount of time for a sniper to aim at its target, so hitting a moving target can be a problem.

Weapons in this class: EM-2, G-41, Mosin (sniper rifle).

#### **Submachine Gun**

Light firearm

In respect to reliability/effectiveness/price ratio, submachine guns (or SMGs) are the best weapons. Having 30-70 rounds in its clip, an SMG proves to be very effective firing short or long bursts at dense infantry groups. In contrast to a heavy machine gun, an SMG's weight allows one to change position frequently.

Weapons in this class: M3A Carbine, MP-40, MP-41, PPSH, SG-44, Sten Mk I, Thompson.

### **Machine Gun**

Heavy firearm

Heavy machine guns are the best defensive weapons in both street fights and on open areas. In cities, wisely placed machine gun can defend a straight street from enemy infantry. Several machine guns can defend a square or a block. Mostly, machine gunners suffer from enemy grenades and sniper shots.

Weapons in this class: B.A.R., Bren, Browning, DP, DS-39, DT-29, MG-34, MG-42.

### **AT Rifle**

Heavy firearm

Instead of rocket-launchers Soviets used large-caliber rifles as anti-tank weapon. These rifles could pierce light armor of a tank or an AFV at a relatively long range. Although such rifle inflicted lower damage than a rocket-launcher, the soldier with rifle could stay at way longer distances from a target.

Weapons in this class: PTRD, PTRS.

## **OTHER HANDHELD WEAPONS**

### **Knife**

Throwable

Knives commonly equipped by officers and snipers. Knife, thrown in the back of an enemy can kill it silently. It is one of essential weapons if you wish to stay unnoticed. After a knife was thrown, it can be picked up near the place it have landed.

Weapons in this class: Allied, German and Soviet knives.

### **Molotov Cocktail**

Incenerating, Throwable

A bottle, filled with a burning mixture, was nicknamed the "Molotov Cocktail". It was used mainly by Soviets against attacking German tanks. These "fire bombs" can also be used to smoke out enemy soldiers out of a building.

Weapons in this class: Molotov Cocktail.

### **Smoke Grenade**

Throwable

Smoke grenades can be used to set up a smoke screen. Under it's cover one can sneak closer to enemy positions and crush foes with close fire. The smoke will stay for a time and then wear off.

Weapons in this class: smoke grenade.

### **Anti-personnel Offensive Grenade**

Throwable

Anti-personnel grenades are designed to produce casualties during close combat while minimizing danger to friendly personnel. Concussion grenades are used for concussion effects in enclosed areas (buildings, pillboxes, etc.). Fragmentation grenades contain an explosive charge in a metal body, designed to break into fragments upon charge exploding. Both of these grenades can be thrown with delay to explode faster, so enemies don't have time to run for cover.

Weapons in this class: M-24, M-39, M-61, F1, Mk I.

### **Anti-tank Grenade**

Throwable

Purpose-designed anti-tank grenades invariably used the shaped charge principle to produce an armour penetrating effect. This means that the grenade has to hit the vehicle at an exact right angle for the effect to work properly. Although the first anti-tank grenades were improvised devices usually made by putting a number of fragmentation grenades by tying them together.

Weapons in this class: M-24x5, No.73AT, PWM-1, RPG-40, RPG-43.

### **Rocket/Grenade Launcher**

Heavy firearm

The anti-tank weapons used by Allies and Germans were rocket launchers. They all used a HEAT shell that provide excellent armor-piercing effect. Although rocket's fuel was limited and so was the flight distance. Rockets also had low accuracy.

Weapons in this class: Bazooka, Panzerfaust, Panzerschrek.

### **Flame Thrower**

Incenerating

Flame throwers is primarily deployed against battlefield fortifications. A flamethrower projects liquid rather than flame so the flaming liquid jet can be 'bounced' off walls or ceilings to project the fire into unseen spaces such as the interior of bunkers or pillboxes.

Weapons in this class: Allied, German and Soviet flamethrowers.

## **OTHER EQUIPMENT**

### **Helmet**

Armor

Protects from headshots, although falls off after such hit (can be picked up and put on again).

### **Body Armor**

Armor

Partially absorbs damage of bullets that hit in the chest.

**Bandage**

Bandage

Gradually restores one's life, while used. Soldier must remain seated and still while using the bandage.

**Repair Kit**

Repair Kit

Used to repair partially damaged vehicles. The more the damaged component is complex, the more it takes time to repair it.

**TNT**

Explosives

Delayed explosive can be used to blast walls, vehicles and any other things that can be destroyed.

**Anti-personnel mine**

Mine

After planting, explodes when an animal, enemy soldier or vehicle walks on it. Can seriously damage light vehicles and tear tracks apart.

**Anti-tank mine**

Mine

After planting, explodes when enemy vehicle drives over it.

**Mine Detector**

Mine Detector

Used to detect planted mines. Must be held in hands to detect mines in range.

**Document Case**

Special item

---

**Barrel and Canister**

Container

Can be used to carry liquids, such as water and petrol.

**Boxes and fieldbag**

Container

Can contain comparingly small items, such as ammo, firearms, grenades, etc.

**Box of Matches**

Special item

Used to set things on fire.

**Cord of Wood**

Special item

---

**Axe**

Throwable / Special item

---

**Radio Station and Radio Beacon**

Special equipment

---

**AMMO****Rifle ammo**

Ammo

---

**Pistol & SMG ammo**

Ammo

---

**Machine gun ammo**

Ammo

---

**Rockets**

Ammo

---

Equipment in this class: Bazooka rocket, Panzerschreck rocket.

**AA gun cartridge**

Ammo

---

**AP shells**

Shell

---

Equipment in this class: shells of different caliber (20mm-152mm).

**HE shells**

Shell

---

Equipment in this class: shells of different caliber (20mm-152mm).

**Flame thrower container**

Ammo

---