



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 to 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
