



Faces of War: Human Units

Rifleman

The most common soldier

For the Soviet and German armies the soldier with a rifle was the most typical warrior. His arming that included a rifle, a clip of cartridges and sometimes several antipersonnel grenades was the most common and widespread at that time. This fact determined the great number of such soldiers. In spite of the higher accuracy of the rifle in comparison with automatic weapons, the time for reloading it did not allow soldiers with rifles to turn to the open combat with submachine gunners and machine gunners. Ideal behaviour: a detachment of several people (~5) that produces fire at a safe distance in the open area.

In the game:

Allies – USA	Allies – English	German	Soviet
Rifle M1 Garand	Rifle EM-3	Rifle Mauser	Mosin sniper rifle
2-3 cartridge clips	2-3 cartridge clips	2 cartridge clips	2 cartridge clips
2 grenades	2 grenades	optional : antipersonnel and anti-tank grenade	2 grenades

Submachine gunner

Fast and dangerous

In contrast to the Soviet and German armies the Allied forces were better equipped with automatic weapons and it was the reason for the greater number of submachine gunners in these forces. However, it doesn't belittle the importance of submachine gunners in all the armies: they were always the most mobile troops that conducted combats in medium and small distances. They are indispensable soldiers for street storms and takeover of buildings. Even by himself the submachine gunner is dangerous. A group of submachine gunners represents a threatening force that moves around backed up by the heavy military equipment or serves as a back up itself.

In the game:

Allies – USA	Allies – English	German	Soviet
Submachine gun Thompson	Submachine gun Sten MK-I	Submachine gun MP-41	Submachine gun PPSH
2-3 cartridge clips	2-3 cartridge clips	2-3 cartridge clips	2-3 cartridge clips
2-3 grenades	2-3 grenades	antipersonnel and anti-tank grenade	antipersonnel and anti-tank grenade

Machine gunner

Don't pass by

A machine gunner in a single weapon emplacement is incredibly effective and powerful in quite different situations. For example, he can be used as a back up for infantry during the offensive or retreat. You can also use him alternatively in defence efforts: can you imagine anything more powerful than set in one line machine gun emplacements that keep the infantry storm back? Of course to increase the accuracy of shooting, the machine gunner has to set his weapon in one place and this apparently blocks his movement. Hence we can say that machine gunners are the ideal restraining force in infantry.

In the game:

Allies – USA	Allies – English	German	Soviet
Machine gun B.A.R.	Machine gun Bren	Machine gun MG-42	Machine gun DP
2-3 cartridge clips	2-3 cartridge clips	2-3 cartridge clips	2-3 cartridge clips
1-2 grenades	1-2 grenades	grenade	2 grenades

Officer

Not a single step back

The commander staff has always been an indispensable part of any army. These people took decisions with flash-like speed, gave a lead and raised soldiers' confidence in their strength. The officer loses his status during the combat when he is all by himself without a detachment: his task is to be in a close contact with his group no matter where it is situated.

In the game:

Allies – USA	Allies – English	German	Soviet
Pistol Colt	Pistol Webley	Pistol Valter	Pistol TT
4-5 cartridge clips	4-5 cartridge clips	4-5 cartridge clips	4-5 cartridge clips
Knife-bayonet	Knife-bayonet	Knife-bayonet	Knife-bayonet

Sniper

Death Delivered

The soldier with the maximum efficiency of shooting: one shot – one hit. In contrast to the machine gunners and submachine gunners that can hold the enemy back in their shelters for a long time with the help of the leaden bullet rain, a sniper needs just a few minutes to take aim at the target, pull the trigger and eliminate the necessary objective. A sniper is indispensable in suppression of machine gunners' and other snipers' emplacements. However, it is better to keep him away in a close combat.

In the game:

Allies – USA	Allies – English	German	Soviet
Sniper rifle EM-2	Sniper rifle EM-2	Sniper rifle G-41	Mosin sniper rifle
1 cartridge clip	1 cartridge clip	1 cartridge clip	1 cartridge clip
Knife-bayonet	Knife-bayonet	Knife-bayonet	Knife-bayonet

Flame thrower

You can run, but you can't hide

With skilful approach it turns out that everything can be set on fire even metal. In short distances and especially in narrow town streets the flame thrower can clear a whole residential area from the enemy. Several flame throwers will manage with this task in a few seconds. However, these multi-purpose annihilators are dangerous not only for the enemies but for one's own people and for the flame thrower himself: if a bullet gets into the container with fuel, a soldier with a flame thrower will turn into the cloud of fire.

In the game:

Allies – USA	Allies – English	German	Soviet
Flame thrower	Flame thrower	Flame thrower	Flame thrower
Pistol Colt	Pistol Webley	Pistol Valter	Pistol TT
2-3 cartridge clips	2-3 cartridge clips	2-3 cartridge clips	2-3 cartridge clips

Anti-tank unit

Nothing can stop me

The main weapon against the panzer military equipment in German and Soviet armies was grenade launchers of different modifications. Their relatively low accuracy within long distances was outweighed by the powerful load of the shell. In the Soviet army soldiers used large-calibre rifles that in contrast to grenade launchers could strike in greater distances but to cause noticeable damage to military equipment they had to breach a petrol tank, unit of fire or engine.

In the game:

Allies – USA	Allies – English	German	Soviet
Bazooka	Bazooka	Panzerfaust or Panzerschrek	Rifle PTRS or PTRD
5-7 missiles	5-7 missiles	5-7 missiles	5-10 rifle cartridges
Pistol Colt	Pistol Webley	Pistol Valter	Pistol TT
4-5 pistol cartridge clips	4-5 pistol cartridge clips	4-5 pistol cartridge clips	4-5 pistol cartridge clips

Other / Specific units

Among other units there are doctors, tankers, sailors (Soviet), rangers, SS detachments (German) and others (neutral civil units). Specific units are used in missions where it is necessary to underline characteristic features of battles, military equipment or area.