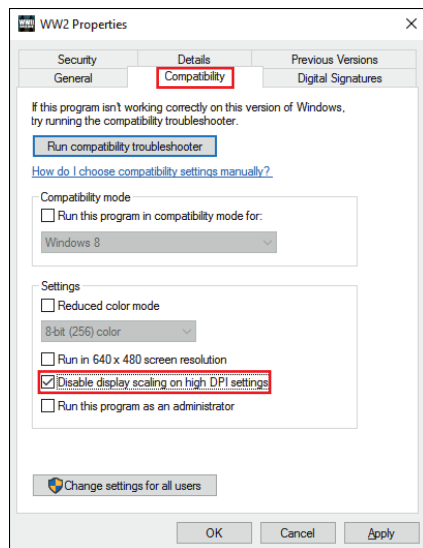


## Settings & Tuning

Most things you can change by going on PREFERENCES in the startup screen, go through this and use your favorite settings,.



If you have a monitor with a resolution higher than HD (1980 x 1xxx), you have to change the file properties.

You do this by going into the CRS folder on your harddrive, right-clicking on the ww2.exe file and clicking on properties.

Then you change to the tab "Compatibility" and activate "Disable display scaling on high DPI settings". This solves the picture size issue.

## Communication

Battleground Europe uses Discord, check this link for all information:  
<http://wwiionline.net/Discord.pdf>

## dot commands

|          |                      |                |                   |
|----------|----------------------|----------------|-------------------|
| .afk     | Away                 | .own           | status of city/fb |
| .conv    | settle convergence   | .m player mess | ingame message    |
| .fb town | status of the fb     | .report mess   | inform the rats   |
| .hc      | available officers   | .who           | squaddies online  |
| .ob c    | towns with an AO/DO  | .who player    | player info       |
| .ob i    | time AO/DO is placed | .w message     | whisper           |
| .ob n    | amount of AO/DO      | .y message     | yell              |

## Substitutions (write in chat)

|        |                     |        |                   |
|--------|---------------------|--------|-------------------|
| \$orig | Origin city         | \$unit | current Brigade   |
| \$targ | Mission Target city | \$miss | current Mission   |
| \$lead | Mission Leader Name | \$here | progress of a cap |

## Squads (Clans, Guilds, Groups)

Search carefully your squad (region, language) and join one, squaddies help you the most and increases your BGE experience. See in the regional or .com forum for additional Information.

## Commonly used abbreviations

|     |                         |      |                                  |
|-----|-------------------------|------|----------------------------------|
| ab  | Army Base               | eggs | bombs                            |
| cp  | Cap Point               | cc   | copy clear, understood           |
| fb  | Forward Base            | S!   | Salute                           |
| af  | AirField                | mc   | MultiCrew                        |
| rr  | RailWay                 | rtb  | Return To Base                   |
|     |                         | res  | rescued                          |
| ao  | Attack Objective        | mia  | Missed in Action                 |
| do  | Defence Objective       |      |                                  |
| aa  | Anti Aircraft           | ahc  | Allied High Command              |
| ai  | Artificial Intelligence | CinC | Commander in Chief               |
| ea  | Enemy Aircraft          | co   | Commanding Officer               |
| ei  | Enemy Infantry          | hc   | High Command                     |
| et  | Enemy Tank              | ghc  | German High Command              |
| ms  | Mobile Spawn            | okw  | Oberkommando der Wehrmacht (GHC) |
| ems | Enemy MS                |      |                                  |
| dms | Defence MS              | SD   | Spawn Delay                      |

## Movements

|       |              |   |             |   |                                |
|-------|--------------|---|-------------|---|--------------------------------|
| W     | forward      | Q | look left   | L | lower your weapon              |
| S     | backward     | E | look right  | B | load grenade or place a weapon |
| A     | turn right   | Y | bound left  |   |                                |
| D     | turn left    | C | bound right | R | reload                         |
| G     | auto-walk    | F | kneeling    | J | jump on vehicle                |
| Shift | with W/G run | V | lay down    | T | tow to vehicle                 |

## Channels

You can change a channel when you press the right ALT and use the cursor who will appear. Just click on the channel you like to change...  
If you have a question ask on HELP, players will always answer.

## Getting points

5 Points per AI (destroy and rebuild)  
20 Points per cap  
1-20 Points per kill

The points you get per kill depend what you kill with what unit. If the units are called equal you get 10 points. Lowers is 0 points (Destroyer on inf) or 1 point (tank kills inf) and the max is 50 points (inf kills ET).

The final points are also depending on your return:  
100% for RTB, 90% for rescued, 75% for MIA, 50% for KIA

At the beginning it's easier to get points for defending. If you defend an AB or a CP and someone tries to cap it, you can get kills for killing the enemy and for the recap of the CP. This is even if he only capped 1% and you recap it you get the full amount of points!

## Entering the game & mission

Chose a side and then you'll see the map



Green: (see Havelange) means DO

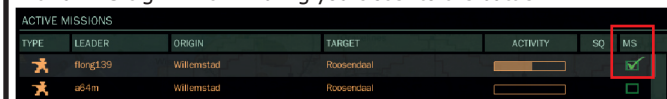
Red: (see Marche) means AO

FB: there you can start for the AO

To enter a town, right-click on it, click on "Join Brigade" and chose one by clicking on it.

You best start the game on a DO. If prefer to attack click on a friendly town next to it and enter this brigade.

Once in a brigade and you like to attack, best is to chose a mission with an MS-sign. This will bring you closer to the battle.



How to place an MS and further tips for this game, please check out krazydogs basic guide: [http://wwiionline.net/91st\\_Basic.pdf](http://wwiionline.net/91st_Basic.pdf)

## Tips on Inf play

Download Hathcooks guide for more good inf tricks:  
[http://wwiionline.net/Tacops\\_Rev\\_A.pdf](http://wwiionline.net/Tacops_Rev_A.pdf)

**Always remember**, in this game the eyes are on the height of your stomach! When you clearly see an enemy while hiding in a bush, he sees your FULL upper body (see pictures below)! Also only certain bushes cover you! So the best option is kneeling (f) when shooting or hiding. If you shoot, changes bushes when you can after a shot.

