91st Basic Training Guide - (pg.1) – by Krazydog (v.1.12 – Sep. 08, 2018)

91st Website: www.91stsb.com; Facebook: 91st Sturmbattalion
Axis Discord Server: www.wwiionline.com/discord
91st Training Guide: www.wwiionline.net/91st_Basic.pdf

1.1 - WW2 ONLINE TERMINOLOGY

EI, EA, ET enemy infantry / air / tank
DD destroyer **FMB** fairmile gun boat
ATG / ATR anti tank gun / anti tank rifle
AAA anti aircraft artillery
LMG / SMG / MG machine gun
MS / FMS / UMS Mobile Spawn / Fortified MS / Urban MS. (UMS is for large cities).
DMS / EMS Defensive MS / Enemy MS
FB forward base
VEH / INF vehicle / infantry (tents at FB)
AB / AF army base / airfield
CP (cap) capturable building (has a flag)
AO / DO Attack / Defense Objective
P1 / P2 Priority 1, 2 etc…
EWS (early warning system) refers to the spotting of enemy presence near a town on the game's strategic map ('m' key).
AWS (air warning system) air radar
AI computer-controlled weapons that auto fire at enemy in their field of fire.
ZOC Zone of Control
RDP Research Development Plant ('RDP Run' means to bomb factories).
PPO Player Placed Object
T0, T1, T2, T3 Technology Tiers
TZ1, TZ2, TZ3 Time zones (Euro, US, Asia)
TOE Table of Equipment
Spawn a spawnable depot - (see 2.6)
Warp means to teleport into CP - (see 2.6)
Mole a secondary AO with goal of pulling defenders away from main AO.
Camp to "lock down" an AB, depot. or FMS so spawning becomes difficult
Flood spawn into town (in large numbers)
Cut (strategic) to "cut supply:" (tactical) to guard ("cut") door from outside.
911 situation is very bad, need help now!
HC High Command (move flags, set AOs)
OIC / MOIC Officer in charge / Map OIC
S! Salute
CC copy, confirmed (understand)
SD spawn delay
KD kill/death ratio
TOM time on mission
RTB return to base (equipment is saved)
N, S, E, W north, south, east, west (ex: NW = Northwest; NFB = North FB)

1.2 - DISCORD – VOICE CHAT - SETUP STEPS

Players can use the voice chat program **DISCORD** for free to communicate with players in game.. To setup Discord:

1. Download, install and register the Discord client software from: **https://discordapp.com/apps**
2. Verify your email address (Discord will send a link).
3. For Allied /Axis Server invite, open browser & go to **https://www.wwiionline.com/discord** (Voice Communication Section)
4. In order to join a squad channel, you need to setup a ***Push-to-Talk*** button by going to: (*Settings > Voice > Input Mode*).

1.3 – JOINING MISSION - STEPS

* **Steps:** (1). Select your Persona (Navy. Air, Infantry) and press ***Select Brigade*** button (2). Click on ***Brigade Roaster*** tab in upper left. (3) Select the Brigade No. that you wish to join and press ***Brigade HQ*** button. (4). Select a mission from the list (if one is available) and select ***Mission Briefing*** button. (5). Pick your equipment and press ***Enter World*** button. *NOTES:* **Checked Box** means the mission leader deployed a MS for the mission (usually closer to target and less walking). **Orange Mission** is for attacking. **Green Mission** is for defending. Brigade locations can be seen on the map ('m' key) & using mouse-over on towns.
* **Squads:** There is an easier way to join a squad member's mission: (1). Open map ('m' key) and click on ***Squad*** tab. (2). Click ***Members*** tab. (3). *Double-click* on a squad member's name from the list, and a popup screen will confirm the mission change to his (her) mission.

1.4 - TOWN CAPTURE BASICS

- Towns can be captured only after the attacking HC places an AO on the town.
- The CP buildings in town become capturable after 10 minutes pass from the AO's start.
- To capture a CP building, just go inside it and stay alive for the duration of the capture timer. It takes about 1-3 minutes. The exact amount of time depends on the number of people in the CP with you. More people will be faster.
- ABs, AFs, and Docks become capturable only after the attacker captures at least 1 CP building in town and controls it for full 10 minutes. (In other words, the earliest ABs, AFs Docks can become capturable is 20 minutes after AO's start).
- The town is captured when all the ABs, AFs, Docks and CP buildings in town are controlled by the attacker.
- If all ABs in town are captured by the attacker, then *all* of the defender's flags (land, air, sea) are kicked out of town.
- if all Docks are captured in town, then the defenders' *naval* flags (only) are kicked out of town.
- If all AFs are captured in town, then the defender's *air* flags (only) are kicked out of town.

1.5 - INFANTRY COMMANDS

W, S , A, D movement keys **Shift** run
Q , E look left / look right **L-Alt** free look
G auto walk **L-Ctl** crouch / stand toggle
Z lay down **L** lower weapon **R** reload
C deploy weapon **B** binoculars
M menu / map **Mouse Wheel** zoom map
1 , 2, 3, 4, 5, 6 switch weapons
Left / Right mouse fire / aim weapon
Page Up / Down +/- weapon range
9 build PPO. **Spacebar** toggle PPO
F jump on / off truck or airplane
T tow ATG **ESC** despawn to new mission
Note: **Keymapper** tab show all commands.
Note for Vets: **New Keys** are underlined.

1.6 – MOBILE SPAWN - DESTRUCTION

FMS can be destroyed by using either:
- **4 HE charges** from eng., riflemen, sappers
- **Bombs** from aircraft

UMS are destroyed easier by using either:
-**1 grenade** or **1 HE charge** from infantry
-**1 Bomb** or **1 HE ammo** by air, armor, ATG
-**1 LMG clip** at close range (axis side only)

1.7 - MAP BASICS: EWS & MARKING

Green Box around a town's name means your side has a Defense Order (DO) on that town. A **Red Box** means your side has Attack Order (AO) on that town. (Note: bridges can also have AOs and DOs). **Flags** show the location of brigades. **Dots** by flags show the number of brigades in that town. **Tents with Flags** show FBs. **Unit Symbols** (infantry, tank, ship) show the *attacker's* presence at the town, and *intensity* of the attack. **Black Unit** means the unit type is attacking *lightly*. **Red Unit** means that unit type is attacking *heavily*.

Red/Yellow (20 x20 km) Squares show enemy air activity **(AWS)** on the map. Yellow shows light, and red shows heavy air activity. **EWS** refers to the red & black units on the map. Infantry EWS shows up **(1km)** from enemy towns. Truck EWS = **(700m)**, ATG & Tank EWS = **(1.5km)**. (*Note*: a town's AI also triggers EWS). **Red Lines** show Brigade connections to their parent HQ. **FBs** are viewed by clicking on the adjacent controlling town. **Brigade Flags** can be identified when you *mouse-over* the towns on map. To join a town's mission: ***Right-click*** on town & select ***Join Brigade***. **Waypoints & Contact Marks** can be made by *right-clicking* on map. And when you *mouse over* a mark on the map, you can see its range from you – (useful for mortars and tankers).

1.8 – MISSION CREATION & MOBILE SPAWN - SETUP STEPS

1. After logging into game and selecting your Axis or Allied Persona, go to the **Brigade Roster** tab.
2. Mouse over towns on the map to see popup info of what brigade numbers are in which towns.
3. After deciding which brigade to use, click on the brigade number from the list so it is highlighted, and then click on ***Brigade HQ*** button.
4. In brigade screen, click on ***Theater Map*** tab and use the map to setup your mission. Ground missions can be made from FBs, ABs or CP depots.
5. After clicking on the mission origin point on the map, click on the ***Mission Origin*** white checkbox to confirm the mission origin point.
6. Similarly, use the map to select your target – (click on the town, building, bridge, or FB on the map you wish to use) and then click on the ***Mission Target*** white checkbox.
7. Click on ***Create Mission*** button. (Select equipment & spawn into game).
8. **To set FMS:** you need to select the appropriate vehicle type (truck, halftrack-tower, or armored personnel carrier) from the mission's equipment list and spawn into the game.
9. Drive the vehicle within range of your mission target **(~300m – 3000m).**
10. **Press "Z"** (twice) to deploy the mission FMS. (Note: boxes will be colored 'green' if you are within valid range, and the location is on valid terrain) Also note: **Backspace** will toggle between FMS, UMS & other PPOs.

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2.1 - FB (FORWARD BASE) BASICS

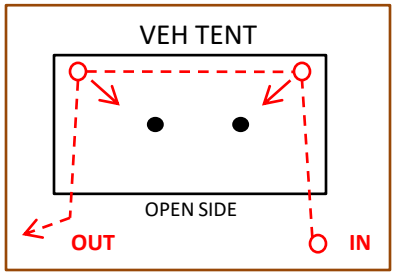
* FBs are a very important part of the game: FBs are part of supply link system between towns. If an attacker loses a FB, then the FB loss may stop the entire attack., because if a FB is destroyed, then the attacker will lose all of his mission spawns in town that originated from that FB. Also, if the FB is linked to an attacker-controlled spawnable CP in town, and the FB is lost, then that spawnable CP ceases to be come a spawn in town. Finally, if the attacker captures a town, he needs the linking FB between towns in order to move flags into town after the town is captured.

DESTRUCTION / CAPTURE OF FORWARD BASES

* All FBs on the map consist of both Infantry (INF) and Vehicle (VEH) tents. A very few FBs on the map also consist of (OTHER) tents. FBs can be destroyed by blowing up all the tents. When a FB blows up, ownership changes. If FBs become damaged but not destroyed , they will auto-repair.
Engineer units (or Sappers & Infantry) can destroy FBs by placing HE satchel charges on the tents. The **INF tent** requires **18 charges** to be destroyed. **VEH tent** requires **10 charges**, **Other Tents** (if they exist) require **1 charge** on **each** of the other **tent blocks**. (Note: Engineers can also destroy/repair bridges, damage CPs, repair AI, and build fortifications). New players should be careful when damaging VEH tents.: If you stand inside VEH tent when it reaches 88% damage, VEH tent changes to a damaged state, and you can die if inside it. 88% damage is reached when the 8th HE charge is placed (the exception: is when the FB is already damaged from an earlier attack).
* One of the best places to put HE charges on a **VEH** tent are on the **two center poles** inside. HE charges on these two poles do **2X (double)** the amount of damage. (You can put charges on the other poles and boxes as well but they will do less damage). Charges on infantry tents can be placed anywhere.

Figure: VEH Tent : You can save valuable time blowing up the VEH tent by placing the HE charges on the center 2 poles exactly as shown in the diagram to the right.: Stand at the back of the VEH tent and face outward to the open side. Put the charges on the poles at the exact angles shown in the diagram by the arrows. You can place all 4 charges at once! - 2 charges on each pole - and run out to the side of the tent and not kill yourself. The blast from the first two charges will not hit you as you place the second two charges on the second pole.

Placing 4 HE Charges on VEH Tent
(Top Down View)



* You can check the damage of FB tents by opening your game map, clicking on a town linked to the FB, and then click on the FB, and then open your chat box and type the chat command: ***.own***
It will show you the current damage percentage on INF, VEH and OTHER tents.

2.4 – TIPS - FOR NEW INFANTRY PLAYERS

* **First Person Perspective:** When *lying down* on the ground to hide in a bush, your point-of-view shifts from your head to your stomach. (You might be sticking out of bush without realizing it).
* **Clipping Through Walls:** When guarding a room, never lie down with you feet backed up against a wall, because your feet can clip through the walls, & you can be killed from outside the building.
• **Guarding & Movement:** If stealth is not a priority, when guarding a depot its often best to keep moving & adjusting your position slightly, because WW2 Online is an internet game, and there will always be a few milliseconds of lag. If you let the attacker do all the moving, he will have a small advantage because the game is constantly updating his coordinates while yours are fixed.
• **Killing AI & ATGs:** The best way for infantry players to kill ATGs (or AI if LMG) is to shoot gunner crew from behind in the butt (not head). Alternatively, grenades will also kill enemy ATGs or AI.

2.2 - CHAT COMMANDS

F1-F6 : select chat channel (ex F4= Squad Chat). L-Click to customize.
Enter key is used for typing text in chat box, and sending it.
.m <player name> sends a private message to a player.
.j <player name> joins a player's mission in game
.r reply to a message received from another player
.s (to say) displays chat in close radius around you in game.
.own view damage to FB (must click on FB on map first).
Note: also can be used to check damage on bridges or factories.
$targ $origin display mission target / origin (must be lowercase)
$miss post your mission (must be lowercase).
$here post CP completion percentage (must be lowercase).
.hclist view high command online
.obj n # of AOs on map –quantity depends on server population.
.obj i <town-name> show the time an AO has been up.
.report sends a report to a Game Manager (GM). Its used for reporting players cheating, or billing / account issues etc…
.bug sends a bug report to a GM about a technical issue in game
.rdp .factories show factory production damage for each side
.makeleader <player name> gives mission lead to another player
.takelead takes lead of your mission from another player
.conv <number> sets convergence of airplane or bofor's ordnance
Shift + ↑ repeats the last sentence you typed in chat.
Note: (You can customize a chat channel by left-clicking on the chat tab. *Example:* if playing Axis side, a popular custom channel is CH 10).

2.3 - MISSION CREATION – ADVANCED

HQ MISSIONS: You can make missions from Division HQ flags instead of using normal brigade flags. Supply is less in HQ flags, but it can be useful at times when supply gets low.
• You can create a HQ mission just like you create basic mission (see section 1.8) – with one exception: When selecting the *Mission Origin* (step 4), you still select the AB on the map where the HQ Flag is located, but when you select a brigade from the brigade screen, select one of the *HQ's subordinate brigades* located in an *adjacent town* to where the HQ flag is located (*but not in target town)*, and then pick your Mission Target as normal.

BACKTOWN DEFENSIVE MISSIONS: When a town you are defending runs low on supply, you can drive defensive MS from adjacent towns with friendly flags. Your mission origin will be the AB in the adjacent town, but your mission target will be the current DO. Set your MS within 3km of target. This tactic is useful for setting defensive MS behind enemy lines, or for stealthy backdoor FB attacks.

2.5 - SUPPLY . RDP & VICTORY

Campaign Victory: A campaign is won when one side captures almost all of the towns on the map, or if one side loses **9 factories**. The Allies have 18 factories (9 French and 9 British) located in 6 towns. Axis have 10 factories located in 4 towns.

RDP: As time passes, factory towns automatically produce research technology and supply tickets which resupply equipment for each side. It takes about **12 hours*** for undamaged factories to resupply a piece of equipment that is lost in game.

Bombing Factories: Players can slow down the opponent's RDP cycle – (the research pace for new technology and equipment) by damaging their opponent's factories with bombs from aircraft (or by ships in a few locations).

Surrender of Flags: If a town is cut off from its supply lines running back to its factories, then the flags in that town will turn white, and eventually surrender. Surrender takes place over time (in waves). Frontline towns surrender first. When a flag is removed from the map due to surrender its gone for **6 hours***

***Note:** timers can vary some campaigns*

2.6 - TOWN CAPTURE - ADVANCED (SPAWNS , WARPING)

SPAWN -- is a special kind of CP building in town that has a supply connection to flags in an *adjacent town* on the map. Spawns can be captured by attackers (or defenders), and used as a new spawn point inside a town – even when that side does not have a brigade flag in that town. The side that owns the spawn CP can create new missions from the spawn depot (so long as they have a brigade flag in the linking town, and they control the linking FB. Spawns are easily identifiable: they will have the same name as the town they are linked to. Spawns are always high priority objectives.

WARP – is a special kind of FMS which is located minimum distance to friendly-controlled depots (**about 300m**) and allows players on the mission to despawn and teleport into a depot. This warping game mechanic (although strange) is considered to be a legal tactic. The main reason to "warp" instead of run into depots is to keep your MS hidden from the enemy. **Steps to Warp:** (1). Spawn on mission & hit 'escape.' (If you do not see a *"RTB to … Depot"* message when you try to despawn it means you are out of range and need to run closer to the depot). (2). Repeat first step until you see *"RTB to … Depot"* message and despawn. (3). Click on **Ready Room** tab and **uncheck** the green ***"Mission Available"*** checkbox (do *not* change your equipment). (4). Click *"Enter World"* button to go back into the game. You should now be in the depot.

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Parasit's Sapper & ATR Guide

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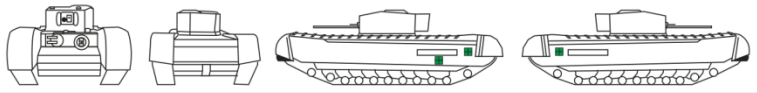
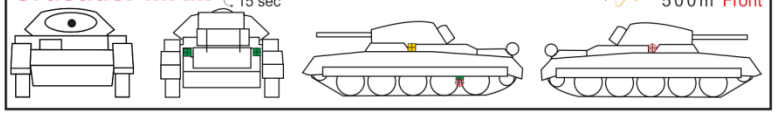
Sturmpionier Punkte britische Panzer - Sapper Points british Tanks

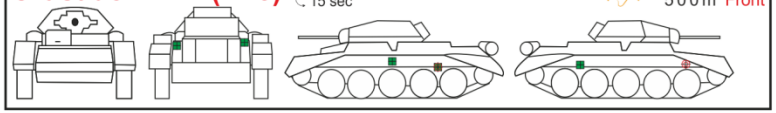
Churchill
Tier 2 & 3 | 15 sec | PAK36 500m Side Front



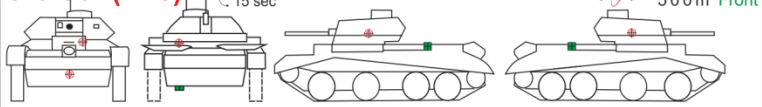
Crusader MKIII
Tier 2 | 15 sec | PAK36 500m Side Front



Crusader MKII (A15)
Tier 1 | 15 sec | PAK36 500m Side Front



Cruiser (A13)
Tier 0 | 15 sec | PAK36 500m Side Front



Matilda
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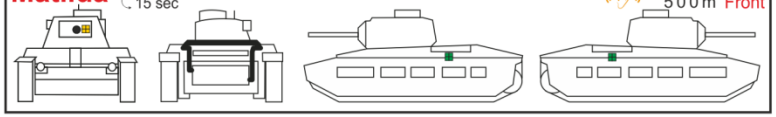
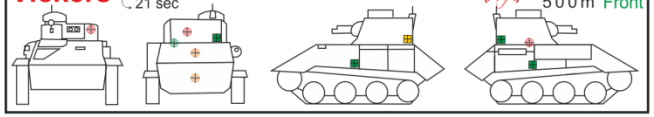
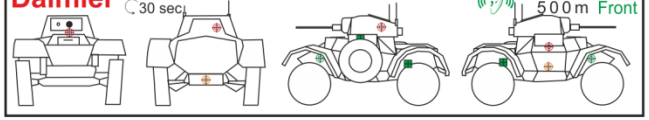


Vickers
Tier 0 | 21 sec | PAK36 500m Side Front



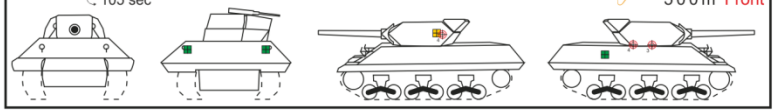
Daimler
Tier 0 | 30 sec | PAK36 500m Side Front



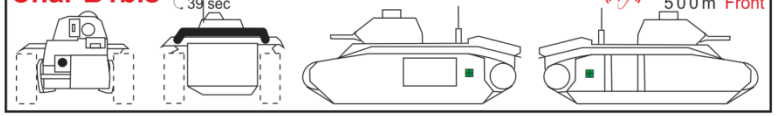
Gunner dead	ATR Points	can hear you well
all dead	LMG Points	can hear you
Turret Turn Time	Rifleman Points	needs hearing aids

Sturmpionier Punkte französischePanzer - Sapper Points french Tanks

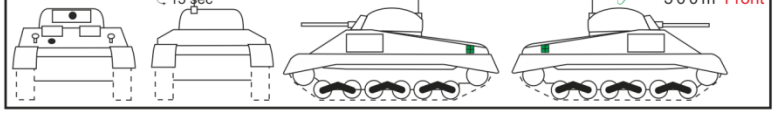
M10
Tier 2 | 105 sec | PAK36 500m Side Front



Char B1bis
Tier 0 | 39 sec | PAK36 500m Side Front

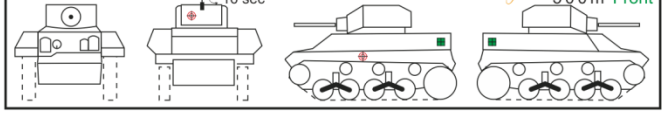


Sherman
Tier 2 & 3 | 15 sec | PAK36 500m Side Front

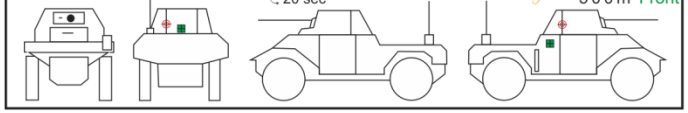


Somua S-35
Tier 0 | 28 sec | PAK36 500m Side Front

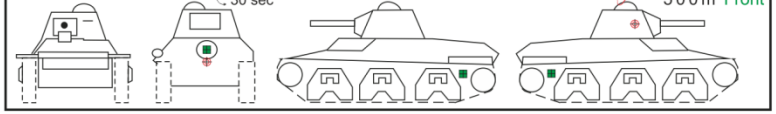
Stuart - M3A3
Tier 1 | 16 sec | PAK36 500m Side Front



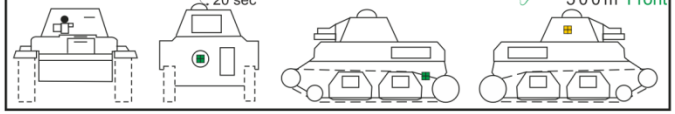
Panhard AMD 178
Tier 0 | 20 sec | PAK36 500m Side Front



Hotchkis H-39
Tier 0 | 30 sec | PAK36 500m Side Front



Renault R-35
Tier 0 | 20 sec | PAK36 500m Side Front



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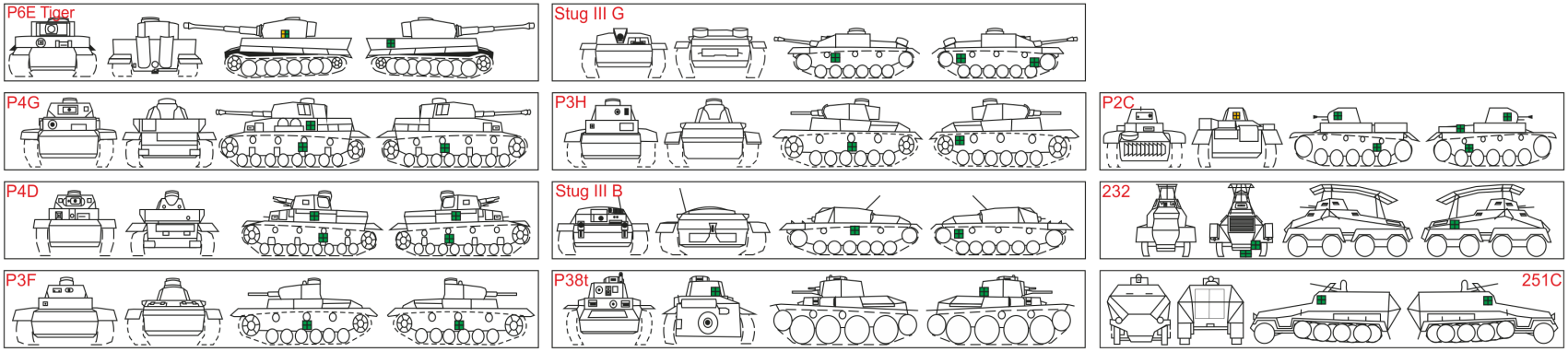
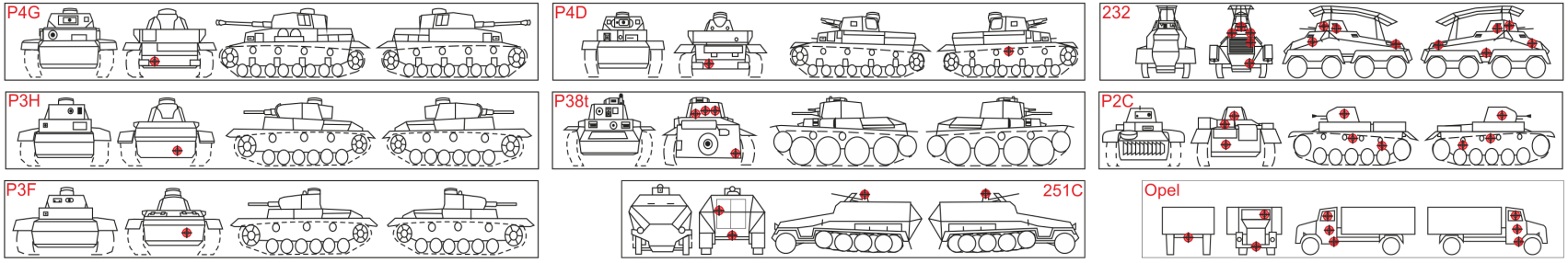
Parasit's Sapper, ATR & british grenadier Guide

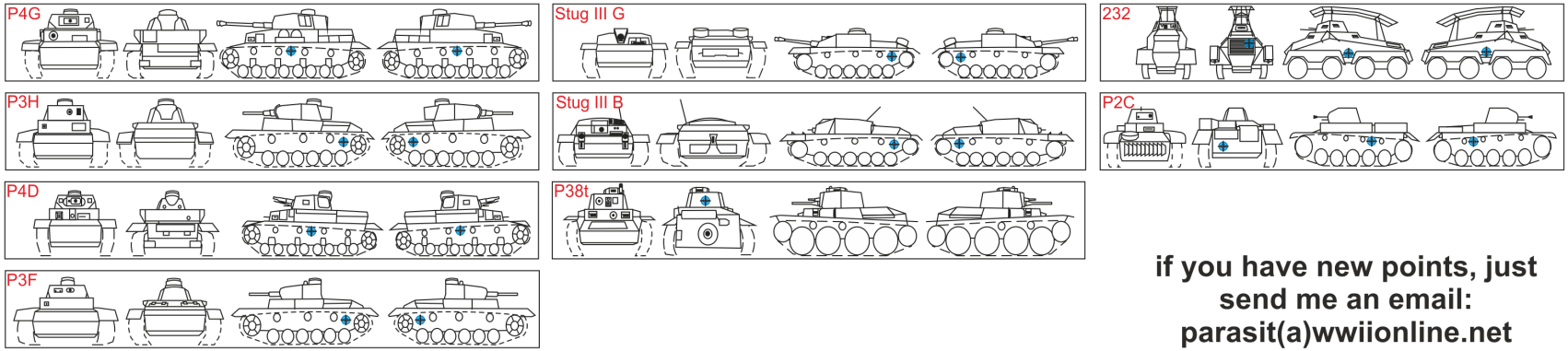
Sturmpionier Punkte Achsen Panzer - Sapper Points axis Tanks



ATR Punkte Achsen Panzer - ATR Points axis Tanks



Britischer Grenadier Punkte Achsen Panzer - british Grenadier Points axis Tanks



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