# Marine User Guide by Tarrif

Fairmile B

The Fairmile B is a British motor launch before the second world war by Noel Macklin who was so convinced that Great Britain would need his design, he financed the prototype's construction with his own money. The Fairmile B came in "kits" that could be assembled at the shipyards, and they could take a variety of armament. All one needed to do was unbolt the armament and swap it with the desired piece. Because of this versatility there is no one standard configuration. The primary job of the Fairmile B was coastal patrol hunting down enemy submarines, and most were equipped with ASDIC and depth charges.

In World War II Online, the Fairmile B has a top speed of 25 knots and can carry infantry across the water. It has a variety of weapons for anti-aircraft and anti-ship operations, although it is outclassed by the Destroyer in most respects. The Fairmile B is the only ship found at every dock and naval base on the map, and requires no special naval rank to spawn.

Crew Positions
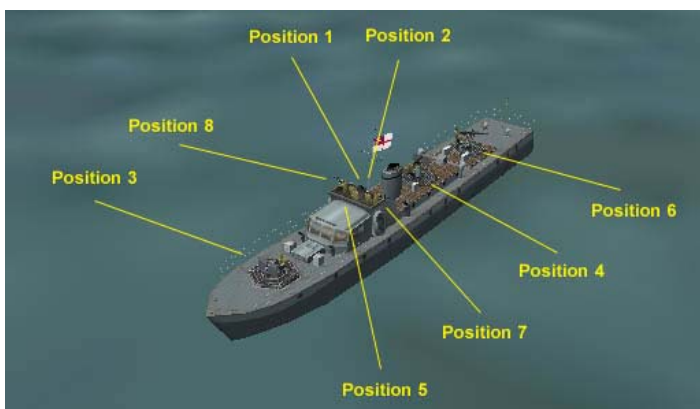
Pos 1: Captain. He is responsible for working the Fairmile's engine and steering the ship.
Pos 2: Port Side Lookout.
Pos 3: 40mm QF 2lb Gunner.
Pos 4: Forward 20mm Gunner.
Pos 5: Starboard Side Lookout.
Pos 6: Dual 20mm Gunner.
Pos 7: Port Side .303 Gunner.
Pos 8: Starboard Side .303 Gunner.

Position 1 - The Captain

The Captain starts the ship's engines by hitting the **e** key on your keyboard. After they've been started the transmission is set in the forward gear position by default, but can be changed by hitting the **r** key. To change gears the player must use the **[** and **]** keys. To increase or decrease your engine's horsepower use your joystick's **y-axis** (forwards and backwards). To steer the Fairmile to port (left) or starboard (right), use your joystick's **x-axis** (side-to-side). Use your number pad on your keyboard to look around in a 300 degree arc. Hitting the **del** key on your number pad will give you a view to your rear. The **Ins** key on your keyboard's number pad will show you your instruments. To take infantry aboard your ship the Captain must lower the cargo net by pressing the **o** key and then raise them again once they are on. It's important to note that the Fairmile B only has one cargo net and it's on the starboard side of the ship.
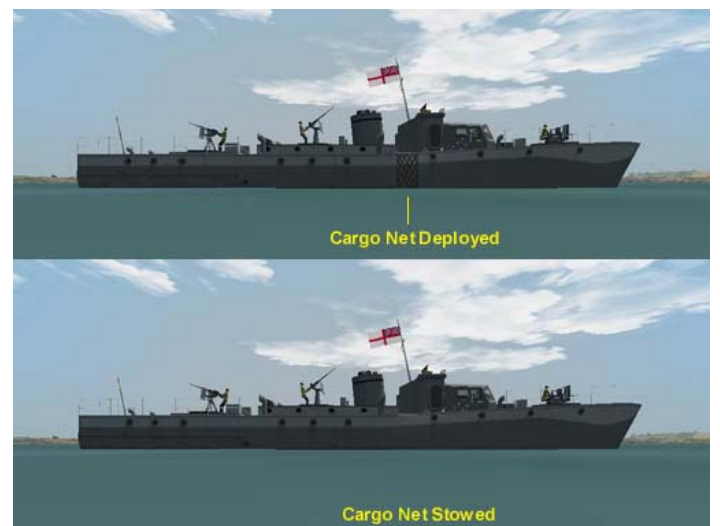

Captain's View
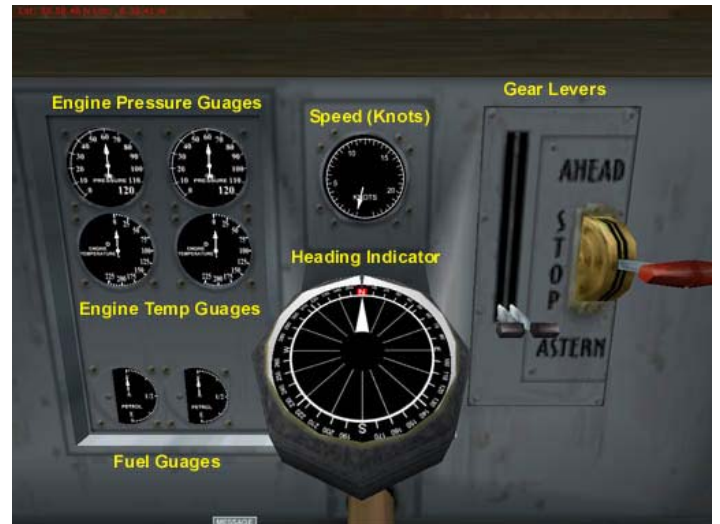
Captain's Instrument View

Gear Levers Toggle

Captain's Rear View

Cargo Net (Starboard Side Only)

Position 2 and 5 - The Lookouts

The lookout is stationed on the near the front of the vessel on the bridge. The Fairmile B has both port and starboard side lookouts. You turn the lookout's focus using the joystick and access the lookout's binoculars by pressing the **del** key on your keyboard's number pad. The binoculars have a 2x zoom and can see farther than any other position on the ship.

Port Side Lookout's View

Starboard Side Lookout's View

Position 3 - 40mm QF 2lb Gunner

The 40mm QF 2lb gun is at the front of the ship and can fired by hitting your joystick's primary fire button or the **f** key on your keyboard. This gun can be traversed 310° with it's blind-spot being the ships bridge behind the gun. The player can switch to the gun-sight view by hitting the **del** key on your keyboard's number pad, and there are 2 level of magnification. The ship carries 30 armor-piercing and 70 high-explosive rounds for this weapon.

Gun Technical Information

Name :	40mm Q.F. 2 Pounder
Crew Position :	3
Number Aboard :	1
Elevation :	+15° / -13°
Traverse :	360°
Barrel Length :	2.082 meters
Muzzle Velocity :	808 meters per second
Feed :	Single Shot Manual Reload
Ammunition Per Gun :	100 rounds
Ammunition Type :	High Explosive / Armor Piercing
Practical Rate of Fire :	18 rounds per minute
Cyclic Rate of Fire :	22 rounds per minute
WWII Online Rate of Fire :	15 rounds per minute

QF 2lb Gun- sight View

Penetration of Armor Piercing Shot Mk.I vs. RHA Steel Plate

100 meters :	66mm @ 30°
500 meters :	50mm @ 30°
1500 meters :	35mm @ 30°
1500 meters :	25mm @ 30°

Positions 4 and 6 - 20mm Cannon(s)

The Oerlikon 20mm cannons are in the middle and rear of the Fairmile and can fired by hitting your joystick's primary fire button or the **f** key on your keyboard. The number 4 gun single-barrel cannon can be traversed 360°, while the number 6 double-barrel cannon can only be traversed 300° with it's blind-spot being the ships bridge and smokestack. The player can switch to the gunsight view by hitting the **del** key on your keyboard's number pad, and there is 1 level of magnification. For each barrel there are 720 rounds (eighteen 40 round drums) and the ammunition is belted with alternating armor-piercing and high-explosive rounds.

Gun Technical Information (Single Mount)

Name :	20mm Oerlikon L / 70
Crew Position :	4
Number Aboard :	1
Elevation :	+85° / -12°
Traverse :	360°
Barrel Length :	1.4 meters
Muzzle Velocity :	835 meters per second
Feed :	40 round drums
Ammunition Per Gun :	720 rounds
Ammunition Type :	High Explosive / Armor Piercing
Practical Rate of Fire :	250 rounds per minute
Cyclic Rate of Fire :	450 rounds per minute
WWII Online Rate of Fire :	140 rounds per minute

Position 4 Gun- sight View

Gun Technical Information (Double Mount)

Name :	Twin 20mm Oerlikon L / 70
Crew Position :	6
Number Aboard :	1
Elevation :	+65° / -12°
Traverse :	300°
Barrel Length :	1.4 meters
Muzzle Velocity :	835 meters per second
Feed :	40 round drums
Ammunition Per Gun :	720 rounds
Ammunition Type :	High Explosive / Armor Piercing
Practical Rate of Fire :	500 rounds per minute
Cyclic Rate of Fire :	900 rounds per minute
WWII Online Rate of Fire :	280 rounds per minute

Position 6 Gun-sight View

Position 7 and 8 - Vickers .303 Gunners

The Vickers .303 machine-guns are on the port and starboard sides of the Fairmile's bridge, and can fired by hitting your joystick's primary fire button or the**f** key on your keyboard. Both guns can only be traversed 75° along the sides of the ship. The player can switch to the gun- sight view by hitting the **del**key on your keyboard's number pad, and there is 1 level of magnification. For each gun there are 800 rounds broken up into sixteen 50 round drums.


Vickers .303 Gunner's View

Conclusion

The Fairmile B is the most widely used watercraft in WWII Online right now, and can be found everywhere on the map that the rivers touch. It's not particularly tough and succumbs easily to sniper fire, but it's also got a formidable cache of light weapons that can deal with most soft targets. It's 2-Pounder gun is also quite good, and can knock out most tanks from 500 meters or more. The Fairmile B is the workhorse of the navies, although the survivability (or lack thereof) means that most riverboat missions wind up being a one-way affair.
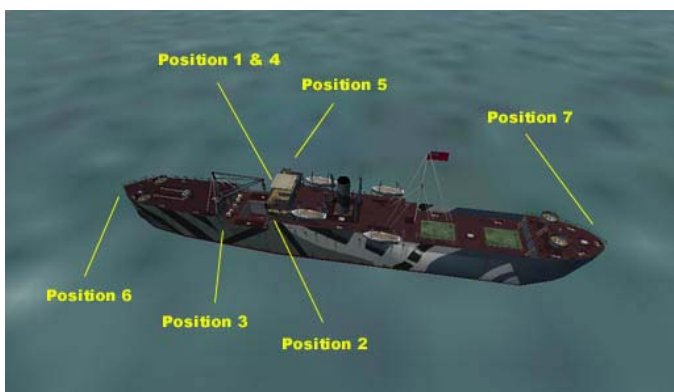
Freighter

The freighter is modeled after the *Hog Island* class of World War I. It was named after an island near Philadelphia where a massive shipyard was constructed on what used to be a swampy wasteland. The island was close to the Delaware River and the shoreline was capable of launching deep draft ships. Soon after the purchase of the island by the American International Corporate, Hog Island sported a new rail line and a forest of shipbuilding cranes. Even though World War I ended before a single ship could be produced by the new yard, wartime contracts were honored and 122 ships were completed between February 1918 and January 1921. These ships assumed their previous role during World War II by transporting freight and troops for the Allies.

The freighter in WWII Online can do 17.5 knots at full speed and carries 4x 20mm cannons for defense. She can hold 4 vehicles on her decks and in her hull, plus an unlimited number of infantry. She has one crane to hoist cargo on and off the ship, plus four lifeboats for infantry to climb aboard. She has one screw (propeller) and one smoke-stack. To spawn a freighter a player must be the rank of lieutenant or higher in the navy.
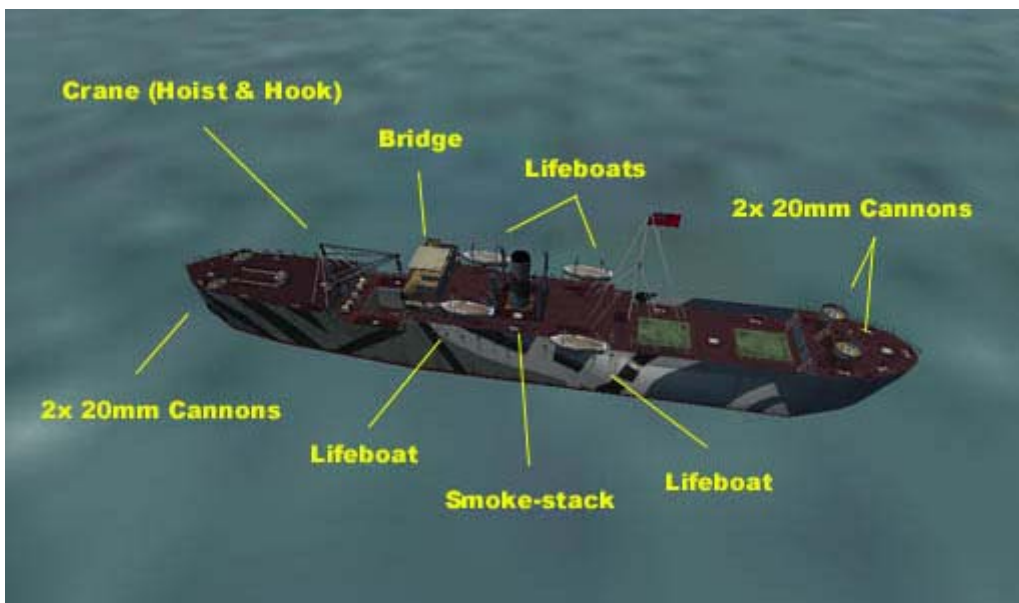
Crew Positions

There are seven positions on the freighter that take you to various parts of the ship. While infantry riding the freighter can move about the ship at will, the crew of the freighter are fixed in place.

Pos 1: Captain. He is responsible for working the freighter's engine and steering the ship.
Pos 2: Port Side Lookout.
Pos 3: Cargo Master who is in charge of operating the hoist to load and unload cargo.
Pos 4: First Officer. He has all the same functionality of the Captain.
Pos 5: Starboard Side Lookout.
Pos 6: Bow Defense Officer. He controls the two 20mm cannons at the front of the ship.
Pos 7: Stern Defense Officer. He controls the two 20mm cannons at the rear of the ship.

## Position 1 and 4 - The Captain & First Officer

The Captain starts the ship's engines by hitting the **e** key on your keyboard. After they've been started the transmission is set in the forward gear position by default, but can be changed by hitting the **r** key. To change gears the player must use

the **[** and **]** keys. To increase or decrease your engine's horsepower use your joystick's **y-axis** (forwards and backwards). To steer the freighter to port (left) or starboard (right), use your joystick's **x-axis** (side-to-side). Use your number pad on your keyboard to look around in a 300 degree arc. Hitting the **del** key on your number pad will give you a view to your rear. The **Ins** key on your keyboard's number pad will show you your instruments. To take infantry aboard your ship the Captain must lower the lifeboats by pressing the **o** key and then raise them again once they are on.

You'll find these same basic operations for all land and sea units in World War II Online.
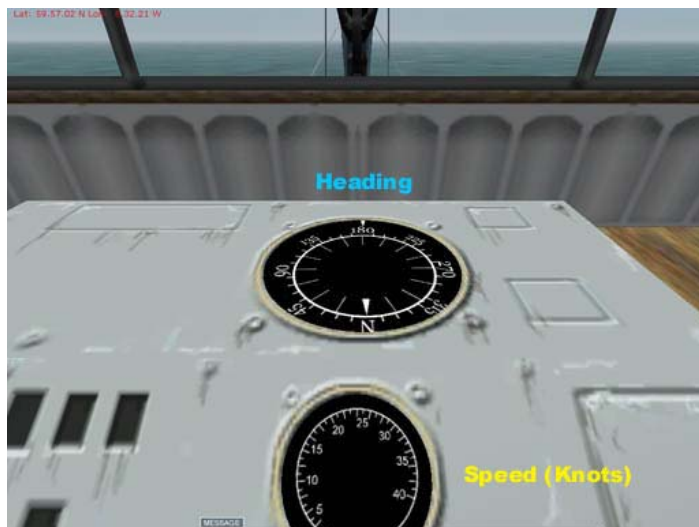
Captain's View

Captain's Instrument View

Positions 2 and 5 - Lookouts

The lookouts are stationed on the near the midsection of the vessel on the bridge. There is a port and starboard side lookout and each has a 360 degree field of view. You turn the lookout's focus using the joystick and access the lookout's binoculars by pressing the **del** key on your keyboard's number pad. The binoculars have a 2x zoom and can see farther than any other position on the ship. The lookouts can also swap positions by pressing the **o** key.
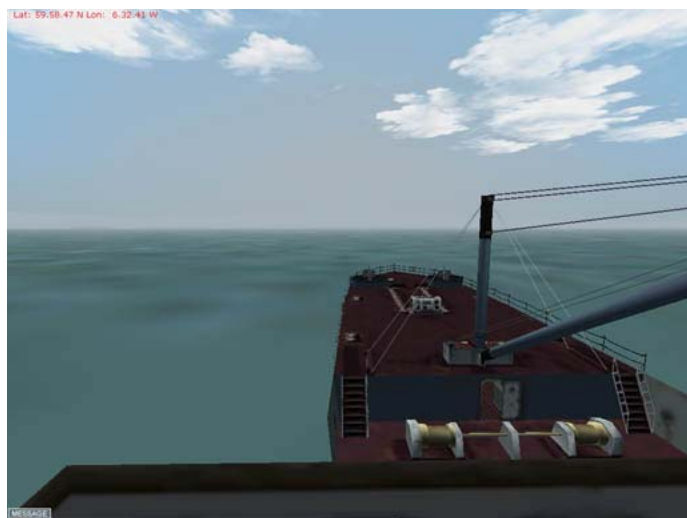

Port Side Lookout's View

Starboard Side Lookout's View

Position 3 - The Cargo Master

By far the most important position on the ship, the Cargo Master is whole purpose of using the freighter in the first place - and the most complicated to learn. The crane is used to load and unload cargo for your freighter. By default the crane controls are mapped to your joystick, and is divided into two separate parts: the hoist and the hook. The crane's arm is mapped to your joystick, but the up and down function of the actual hook does **not** come mapped. I suggest you map it to your throttle if your joystick has one. For a better idea of what the hoist and hook look like, see figure below. You can switch Cargo Master views from left to right by using the **o** key.
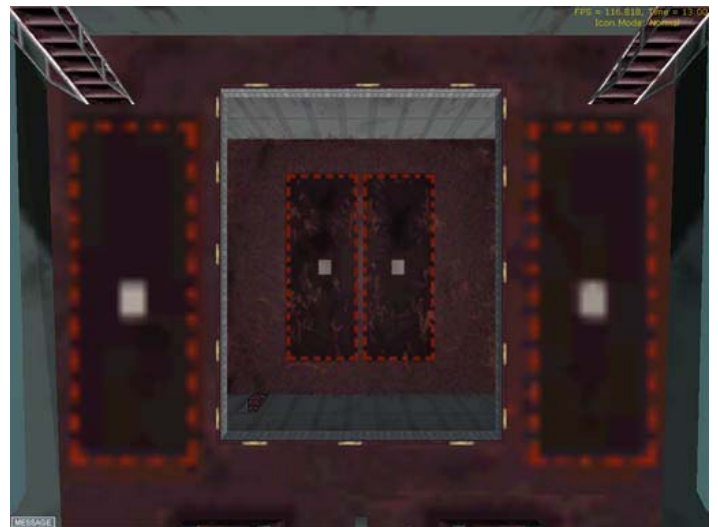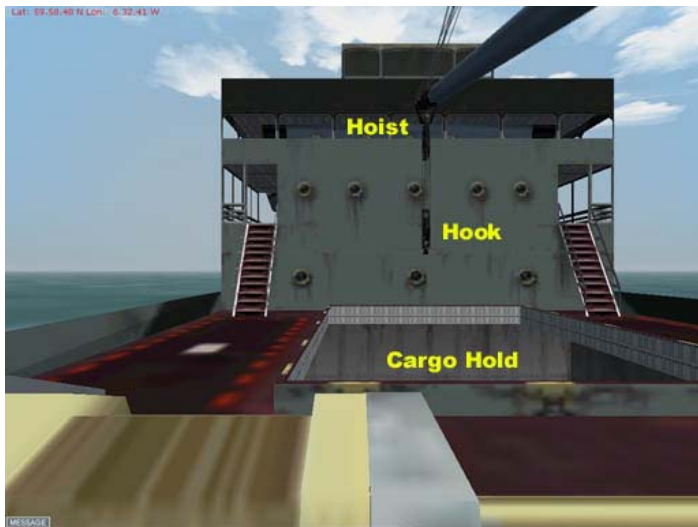
The Cargo Master has views from above the hoist and above the hook, and you'll need them both to align the hook above your target. You can access the hook view by hitting the **del** key on your keyboard's number pad and it has a 2x view. The hoist camera view can be accessed by pressing the **Ins** key on your keyboard's number pad.
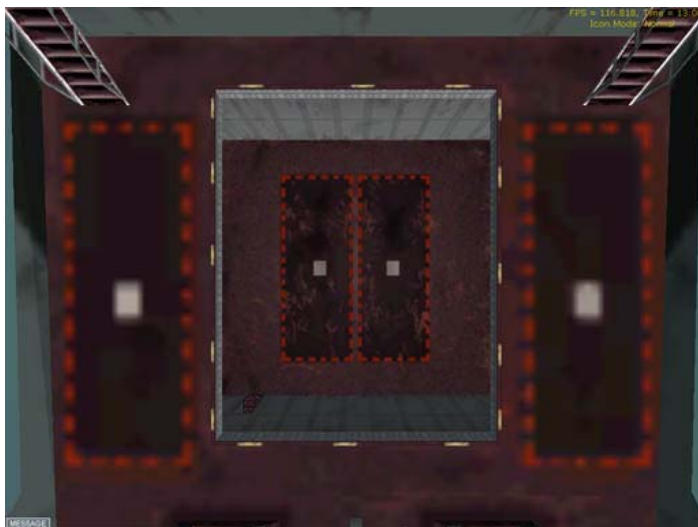
Hook Camera View   Hoist Camera View

To pick up cargo you must swing the arm of the crane over to the port or starboard side of the ship depending on which side your target is parked. Lower the arm once the hoist is over the target to about a 90 degree angle to the waterline, then lower the hook so that the end of the hook is near the top of the target. Use the hook camera to help your aim. In order to pick up the target, the driver of the target must hit the **j** key when the hook is within 3 meters. The target will automatically "jump" onto the hook and will be ready to be raised.

Use the hook controls to bring the tank up a few meters, then use the arm of the crane to life it clear of the freighter's deck so that it can be placed at the position of your choice. The freighter can hold four parcels of cargo and store them in four locations. Two are on the deck of the ship and 2 are in the hold.
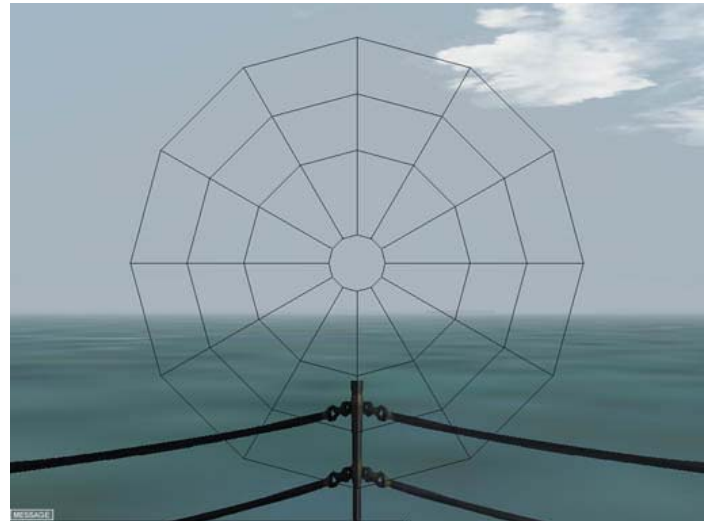
Once the target has been lifted and moved to a spot on the ship where you'd like him to stay, the operator of the target must hit the **j** key again to stick to the cargo ship. To unload your cargo simply do this in reverse.

Position 6 and 7 - Defense Officers

The bow and stern Defense Officers coordinate the fire of the gunners. Each officer controls 2x 20mm cannons and can aim these guns by pressing the del key on the number pad. To shoot, the **primary fire** button on the joystick controls the gun on his left and the **secondary fire** button controls the gun on his right. These can also be fired using the **f** and **b** keys. The 20mm cannons fire an even mix of AP and HE rounds.

Gun Technical Information (Single Mount)

Gunsight View from the Bow

Name :	20mm Oerlikon L / 70
Crew Position :	6 & 7
Number Aboard :	4
Elevation :	+80° / -0°
Traverse :	360°
Barrel Length :	1.4 meters
Muzzle Velocity :	835 meters per second
Feed :	40 round drums
Ammunition Per Gun :	2000 rounds
Ammunition Type :	High Explosive / Armor Piercing
Practical Rate of Fire :	250 rounds per minute
Cyclic Rate of Fire :	450 rounds per minute
WWII Online Rate of Fire :	140 rounds per minute

Conclusion

The freighter has the potential to be a very powerful tool in WWII Online, but is severely hampered by stability issues in the game (CTD's) and an extreme vulnerability to the overwhelming air game. In the game's present state, freighters are nothing more than an odd curiosity without much function, and will remain that way until major changes are made. In short, the freighter is slow, poorly armed, and a very big target - and only truly useful in a handful of situations. Only the most patient of captains will be found at the helms of these ships.

Destroyer

The Ship

The destroyer is modeled after the German Type 1934 class. Laid down in 1932, the Type 1934 was a response the France and Poland building larger destroyers. Germany was also limited to a 12 destroyer fleet by the Treaty of Versailles, so the destroyers built were supposed to be bigger and more capable than those of World War I. The destroyer was plagued with problems due to Germany's inexperience with naval design and construction. It carried very few depth charges, less ammunition than it's British and French counter-parts, and had a wide turning circle. The bows on later models were strengthened and designated Type 1934A.

The World War 2 Online destroyer moves at 36.5 knots maximum speed, can carry and unlimited number of infantry passengers, and has a wide variety of armament for both anti-fleet and anti-air actions. To spawn a destroyer a player must have the rank of Lieutenant or higher in his respective navy.
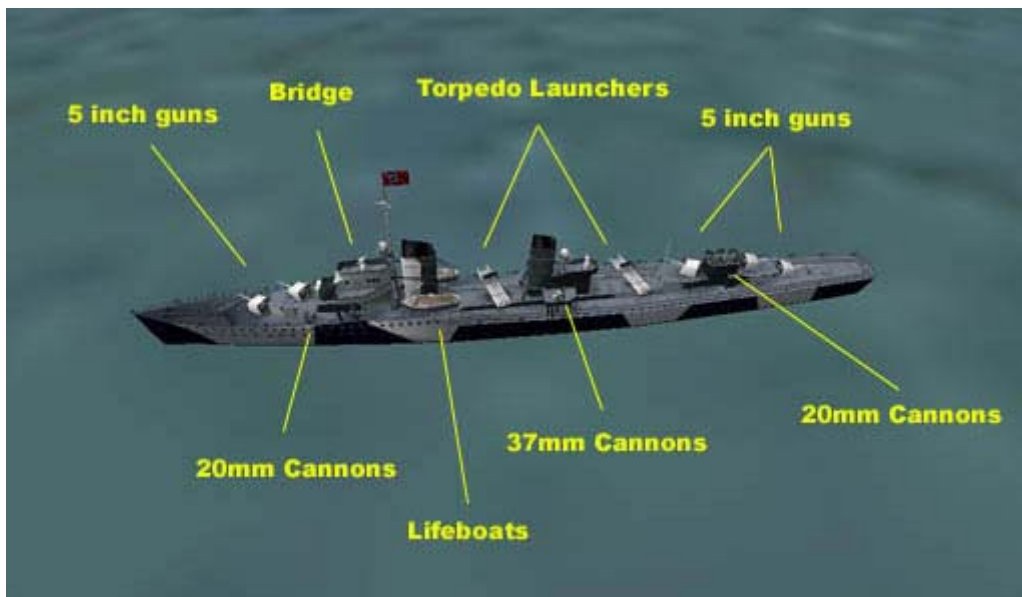
Crew Positions
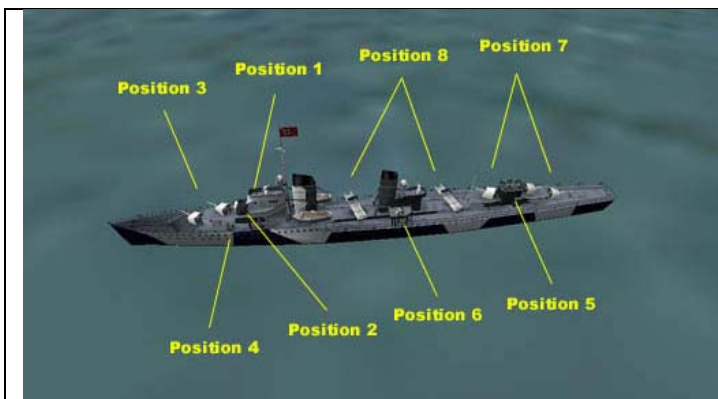
Pos 1: Captain. He is responsible for working the destroyer's engine and steering the ship.
Pos 2: Lookout.
Pos 3: Forward 5 Inch Fire Controller.
Pos 4: Forward 20mm Fire Controller.
Pos 5: Aft 20mm Fire Controller.
Pos 6: 37mm Fire Controller.
Pos 7: After 5 Inch Fire Controller.
Pos 8: Torpedo Fire Controller.

Technical Data

Country of Origin : Germany
Role : Destroyer
Class : Type 1934
Ships in Class : Leberecht Maass, Georg Thiele, Max Schultz, Richard Beitzen
Builder : Deutsches Werk, Deschimag & Germaniawerft, Blohm & Voss
Laid Down : 10 October 1934
Launched : 18 August 1935
Completed : 14 January 1937
Crew : 325
Standard Displacement : 2232 Tons
Full Displacement : 3156 Tons
Length : 119.0 meters
Length (Waterline) : 114.0 meters
Beam : 11.30 meters
Standard Draft : 3.80 meters
Full Draft : 4.30 meters
Machinery : 2x Wagner Geared Turbines
Shafts : 2
Boilers : 6x Wagner Type
Propulsion : 119.00 S.H.P.
Speed : 38 Knots
Fuel Type : Oil
Fuel Capacity : 770 Tons
Range : 1900 miles @ 19 knots

Position 1 - The Captain

The Captain starts the ship's engines by hitting the **e** key on your keyboard. After they've been started the transmission is set in the forward gear position by default, but can be changed by hitting the **r** key. To change gears the player must use the **[** and **]** keys. To increase or decrease your engine's horsepower use your joystick's **y-axis** (forwards and backwards). To steer the destroyer to port (left) or starboard (right), use your joystick's **x-axis** (side-to-side). Use your number pad on your keyboard to look around in a 300 degree arc. Hitting the **del** key on your number pad will give you a view to your rear. The **Ins** key on your keyboard's number pad will show you your instruments. To take infantry aboard your ship the Captain must lower the lifeboats by pressing the **o** key and then raise them again once they are on.

You'll find these same basic operations for all land and sea units in World War II Online.


Captain's View

Captain's Instrument View

Captain's Rear View

Position 2 - The Lookout

The lookout is stationed on the near the front of the vessel on the bridge. There is only one lookout, but he can move from port and starboard side by pressing the **o** key, and has a 360 degree field of view. You turn the lookout's focus using the joystick and access the lookout's binoculars by pressing the **del** key on your keyboard's number pad. The binoculars have a 2x zoom and can see farther than any other position on the ship.
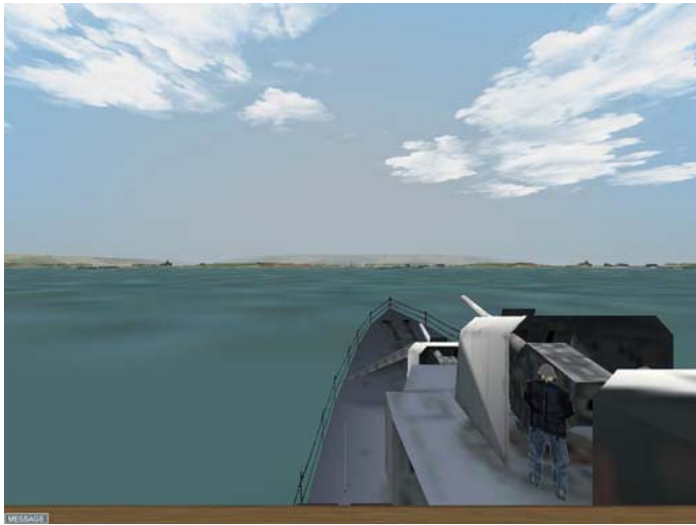
Lookout's View (Port Side)

Lookout's View (Starboard Side)

Position 3 and 7 - Five Inch Fire Controller(s)

The Forward Five-Inch Fire Controller operates the 3 forward-facing five inch guns mounted on the destroyer. When the player first switches to position 3, the weapons' fire control computer is the first view. The gauges indicate the guns' traverse and elevation. The guns are traversed and elevated using the joystick, and their movements are linked together.

Gun Technical Information

Name :	127mm (5 Inch) SK C34 L / 45
Crew Position :	3 & 7
Number Aboard :	5 Single Mounts
Elevation :	+30° / -10°
Traverse :	360°
Barrel Length :	5.760 meters
Muzzle Velocity :	830 meters per second
Feed :	Single Shot Manual Reload
Ammunition Per Gun :	120 rounds
Ammunition Type :	High Explosive
Practical Rate of Fire :	18 rounds per minute
Cyclic Rate of Fire :	18 rounds per minute
WWII Online Rate of Fire :	19 rounds per minute

Forward 5 Inch Fire Control Computer

The first two guns (A and B) are at the front of the ship and are fired by hitting the primary fire button or the **f** key on your keyboard. The last gun (C) at the ship's midsection is fired by the secondary fire button on your joystick, or by hitting the **b** button on your keyboard. Gun position C can only be fired when it's firing arc is clear of obstruction, as indicated on the fire control computer by a red marking in the no-fire zone.

The Aft Five-Inch Fire Controller operates the 2 aft-facing five inch guns mounted on the destroyer. When the player first switches to position 7, the weapons' fire control computer is the first view. The gauges indicate the guns' traverse and elevation. The guns are traversed and elevated using the joystick, and their movements are linked together.

| Aft 5 Inch Fire Control Computer | Optical Firing View (magnification level 1) |

The first gun (D) is at the rear of the ship and is fired by hitting the primary fire button or the **f** key on your keyboard. The second gun (E) at the ship's very rear near the stern, is fired by the secondary fire button on your joystick, or by hitting the **b** button on your keyboard.

The controllers can switch to the optical view by hitting the **del** key on your keyboard's number pad and there are 2 level of magnification. Range can be determined by putting the crosshairs on the target and pressing the **r** key. The sight's range can be changed by using the **page-up** and **page-down** key. The minimum range setting is 10 meters and the maximum is 3920 meters. If you cannot see the range indicator, press the **~** to toggle it on or off.

Position 4 and 5 - 20mm Fire Controller(s)

The Forward 20mm Fire Controller is tasked with directing the fire of 2x 20mm cannons positioned on the side of gun turret B at the front of the ship. While the controller is perched atop the bridge, the cannons are on the deck. To fire the port side 20mm cannon use the primary fire button on your joystick or use the **f** key. To fire the starboard side 20mm cannon use the secondary fire button on your joystick or use the **b** key. Again, the fields of fire for the two guns are sometimes obstructed by the ship's superstructure and will not fire when this is so. Lastly, the fire controller has an optical zoom with 2x magnification which can be accessed by pressing the **del** key on your keyboard.

The Aft 20mm Fire Controller controls 2x 20mm cannon placed on a perch near the stern. These cannons have a much better field of fire than the forward 20mm gun section with a nearly 360 degree valid arc of fire. To fire the first 20mm cannon use the primary fire button on your joystick or use the **f** key. To fire the second 20mm cannon use the secondary fire button on your joystick or use the **b** key. Again, the fire controller has an optical zoom with 2x magnification which can be accessed by pressing the **del** key on your keyboard.

Note: Although the guns have a 360° traverse, they won't fire at some angles to prevent you from hitting your own ship.

Gun Technical Information

Name :	20mm Oerlikon L / 70
Crew Position :	4 & 5
Number Aboard :	4 Single Mounts
Elevation :	+90° / -12°
Traverse :	360°
Barrel Length :	1.4 meters
Muzzle Velocity :	835 meters per second
Feed :	20 round drums
Ammunition Per Gun :	2000 rounds
Ammunition Type :	High Explosive
Practical Rate of Fire :	250 rounds per minute
Cyclic Rate of Fire :	450 rounds per minute
WWII Online Rate of Fire :	140 rounds per minute

Optical Firing View (magnification level 1)

Position 6 - 37mm Fire Controller

The 37mm Fire Controller is tasked with directing the fire of 2x dual 37mm cannons positioned on the side of the smoke stack near the middle of the ship. To fire the port side dual 37mm cannon use the primary fire button on your joystick or use the **f** key. To fire the starboard side dual 37mm cannon use the secondary fire button on your joystick or use the **b** key. Again, the fields of fire for the two guns are sometimes obstructed by the ship's superstructure and will not fire when this is so. Lastly, the fire controller has an optical zoom with 2x magnification which can be accessed by pressing the **del** key on your keyboard.

Note: Although the guns have a 360° traverse, they won't fire at some angles to prevent you from hitting your own ship.

Gun Technical Information

Name :	37mm SK C30 L / 83
Crew Position :	6
Number Aboard :	2 Double Mounts
Elevation :	+80° / -10°
Traverse :	360°
Barrel Length :	3.074 meters
Muzzle Velocity :	1010 meters per second
Feed :	Single Shot Manual Reload
Ammunition Per Gun :	2000 rounds
Ammunition Type :	High Explosive
Practical Rate of Fire :	30 rounds per minute
Cyclic Rate of Fire :	30 rounds per minute
WWII Online Rate of Fire :	20 rounds per minute

Optical Firing View (magnification level 1)

Position 8 - Torpedo Fire Controller

Important! The firing computer does not work for Relative Bearing or Angle of Bow settings greater than 90° or less than -90°. These must be done manually.

The destroyer is equipped with two torpedo launchers with 4x 533cm torpedoes in each. There are no reloads. The torpedo tubes can be traversed with the joystick but not elevated. To fire from the first launcher use the primary fire button on your joystick or the **f** key on your keyboard. To fire from the second launcher use the secondary fire button on your joystick or the **b** key on your keyboard. Since the superstructure limits the firing arc of the torpedo tubes, its important to know when you can and can't fire your torpedoes. The forward tubes can fire from in an arc from 32° to 135° and the aft tubes can fire in an arc from 13° to 135°. Leaving the lifeboats up or down doesn't make a difference, however they limit visibility when firing forward.

Torpedo Launcher Technical Information

|	
Name :	533mm G7a T1 Launcher
Crew Position :	8
Number Aboard :	2 Quadruple Mounts
Elevation :	+0° / -0°
Traverse :	270°
Torpedo Speed :	44 knots
Feed :	Single Shot
Ammunition Per Tube :	1 Torpedo
Ammunition Type :	Hexanite Explosive

Aiming the torpedoes using the provided optics is one of the hardest things you will do in the game and a true mark of a veteran destroyer captain will be one who can put his torpedoes on their mark. There are no less than 5 different variables to program into the firing computer to get a proper firing solution.

Relative Bearing - This indicates where the target ship is in relation to your own vessel. For example, the bow of your ship is always 0°, your stern 180°, your starboard side 90°, and your port side 270°. In World War II Online the torpedo sight has markings that go up to 180° to the port (indicated by a "-" sign on the targeting computer) and starboard side. In naval terms this is what's called "Green" (starboard) and "Red" (Port). In the picture below, you'll see the target is at my Green 135°, and so 135° is the relative bearing value. By pressing the **t** key I can lock that value into the targeting computer.

Note the targeting computer data on the upper left hand side of your screen.
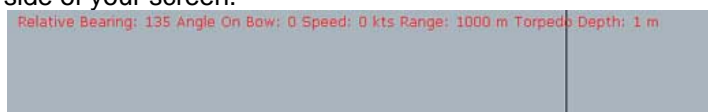
Angle on Bow - The inverse of relative bearing; it's your position as seen from the target vessel. Using the same example as above, you are at Red 135° (indicated by a "-" on the targeting computer) from the target's perspective - thus the angle on the bow value is -135°. Input -135° into the targeting computer using the **Ins** and **Del** keys on the keyboard. If the target ship was turned around 180° and moving to pass behind me, then I would be at it's Green 45°, therefore the angle on the bow would be 45°.

Range - The target's range. To determine range use the 3 or 7 positions and use the **r** key when the sight is aligned with the target. In this case the target range is 650 meters. I input into the targeting computer using the **page-up** and **page-down** keys.

Speed - The target's speed. There is no way to determine a target's speed except guessing. To do this you can look at the target ships bow or stern wake, and it helps to know the target ships capabilities. In this example, the target's speed is 5 knots. You input the speed into the targeting computer using the **home** and **end** keys.

Torpedo Depth - The depth at which you want the torpedo to run. You can adjust this using the **+** and **-** keys on your keyboard's number pad. Note: Do not set your depth for more than 5 meters or your torpedoes will pass under the enemy ship.

After you plug in all the data, press the **u** key to get the firing computers solution. A line will appear on the torpedo sight that indicates where the aiming mark should be when you launch your torpedoes. After the "fish" are away, it's just a matter of sitting back, crossing your fingers, and hoping the target doesn't zig-zag.

Conclusion

The destroyer can be an extremely powerful weapon, especially if you're engaging targets on the shore unchallenged. You must always be vigilant of enemy destroyers and bombers that can do real damage. The general rule is that anything with a caliber of over 37mm can do damage to the destroyer, but it would take an extremely lucky Fairmile captain or tanker to deal a fatal blow to your ship before you destroy him. The benefits of multi-crewing cannot be expressed enough, and anyone that decides to go it alone is really do himself a disservice. In closing, the destroyer is easily the most powerful unit on the WWII Online battlefield, and is restricted only by it's need to travel on the sea - thus keeping its guns away from 95% of the towns on the map.