



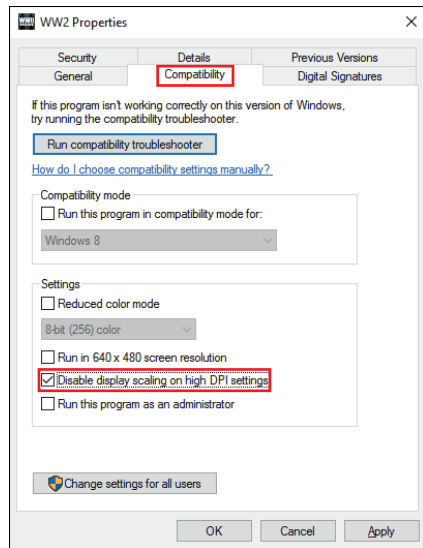
# 91st's 1st Day-Guide

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(c) by Parasit

Other Guides you'll find in the Download section:  
<http://www.wwiionline.net>

## 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	.m player	ingame message
.conv	settle convergence	message	
.fb	status of the fb	.report	inform the rats
town	available officers	message	
.hc	towns with an AO/DO	.who	squaddies online
.ob c	time AO/DO is placed	.who player	player
.ob i	amount of AO/DO	.w message	information
.ob n	cap status of a city	.y message	whisper

## 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	mc	MultiCrew
fb	Forward Base	rtb	Return To Base
af	AirField	res	rescued
rr	RailWay	mia	Missed in Action
ao	Attack Objective	ahc	Allied High Command
do	Defence Objective	CinC	Commander in Chief
aa	Anti Aircraft	co	Commanding Officer
ai	Artificial Intelligence	hc	High Command
ea	Enemy Aircraft	ghc	German High Command
ei	Enemy Infantry	okw	Oberkommando
et	Enemy Tank		der Wehrmacht (GHC)
ms	Mobile Spawn	SD	Spawn Delay
ems	Enemy MS		
dms	Defence MS		

## Movements

W	forward	Q	look left	L	lower your weapon
S	backward	E	look right	B	load grenade or
A	turn right	Y	bound left		place a weapon
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

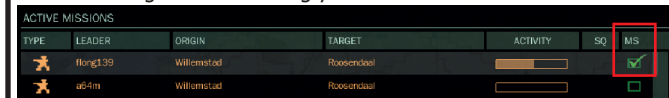
Red: (see Marche) means AO

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://www.mediafire.com/download.php?wv5yt2gtx1m>

**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.

