MYTH II
WARFARE
OPERATION OVERLORD™
Axis Vs. Allies

02-11-2011 WaVa READ ME   (also found in Game Hints)

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MYTH II
WARFARE
AXIS VS ALLIES
READ ME
Briefing: AvA
Axis Vs. Allies

SOULBLIGHTER

-Warfare Axis Vs Allies was started back in the day of bungie net... after the Bnet servers close the project was placed in a darkened corner of my hardrive and neglected till Project magma and a few dedicated Map makers inspired its rebirth....

-So here it is 10 years later.... WARFARE World War II Axis vs. Allies..   Enjoy !!! PoinT-ARMY.

-Myth II Soulblighter reincarnates itself once again to lead a new generation into strife this time Light and Dark take the form of Axis and Allies in WWII.

-WaVa- Warfare Axis vs Allies-Tagset- for use with myth II 1.72 or newer for game play to work.

-For use with Base 32 maps with light vs dark unit setups.... movement enhanced terrain, meaning your troops will move faster on roads and paths.

-READ The unit flavors (the line under the units name) for clues on what they do and how to use them.- This tagset and maps REQUIRE MYTH II version 1.72 or newer http://projectmagma.net/downloads/

-Building upon the Civil War Reloaded, Charlie's Point Redux and many other great conversions made for myth Warfare Axis vs. Allies tries to combine the best of many myth innovations and create a fun addition to the Myth II gaming experience.

-- WaVa builds upon the best of many tagsets and myth innovations -Blue-VS-Gray By IronDuke, -CWR by Point. -CPR by Wod, Crestfallen, Point -AvA Revolutions Zeph, ava - Zeph and others, -SF2- Ozone -1941 Carlinho -WWII Santa's Head.

-- Thanks to Paladin for AHX and many warfare graphics in 2001- Carlinho for setting a new standard with the Greek tagset- - Hawk, Killingseed from ARMY for all the early work so many years ago... Basically Thanks to all.

--A big thanks to map makers and myth creators...Ozone,Pyro,Carlinho,Graydon and the rest of Udogs for stuff and patience, the whole myth community...and of course PROJECT MAGMA for all the new game features... Melekor and Myrd especially.

---CREDITS WaVa- Point (R Lane), ARMY MUNITIONS FACTORY- Carlinho 1944, Fury IX, scripting. etc... Creds go out to the whole myth community :).

--Beta Testers: Hawk-army, DitWidget-ARMY, Big Brother-ARMY, Fury IX, Industry, Martin, Yankee, Kronin, ToeCutter, Capital and more...-

--::Warfare The Game:: Strengths gather as the forces of Light prepare to cleanse the land of the Dark forces that have once again ravaged and conquered the territories of myth.

-- You may command diverse armies of Light and Dark Troops, many with special abilities and weaknesses... Enjoy!!

-- The units use terrain parameters that will allow units to move slightly faster on roads and significantly slow them on steep

terrain or in rugged terrain.

--TiP- It is suggested you use way points with formations to move your units along marked roads and paths.

--TiP- Using way points shift click on the path of travel either on the map or overhead map (overhead map can be zoomed in and out on 1.7)

--TiP- Set and use myths control presets to select unit groups especially artillery and aircraft.

--Tip- Set your myth preferences to have cap locks key show units and activate control bar inventory (i) mouse wheel scroll presets.

-- Units utilize the new morale features of myth... Officers, tanks and flags will inspire those around them to fight better and improve faster. It is suggested you place them close to your front line troops to make them more battle effective.

-- Morale or rank markers will show at the start of the game for morale inspiring units showing range of effect and amount of boost by the rank icon).

-- Some units have inventory items enabled i key is default to switch between them. Set in preferences to select on screen or by the mouse scroll wheel (activate by the i key while the unit with inventory is selected).

-- Units that pick up items, can drop item via shift i ...   Things like getting out of vehicle or dropping off a artillery piece or weapon.

--::WaVa quick Hints::- Utilize formations, Way points and presets. - Travel on roads and trails to move units faster... - Use Inventory via i key, scroll wheel, or control bar for items. Shift i will drop items.

--TiP- Several support units such as artillery will reload much faster and have more accurate fire with experience or morale boosts, Place officers, supply units and gun crew near to improve.--

-- Replacement gun crews can reman undamaged artillery pieces left on the battle field, Drivers can take over vehicles, and Mechanics can repair (heal) vehicles. Some soldiers can pick up items on map and use them.

--Ammunition Crates - Provide ammunition and supplies Crates can be air dropped by radio man call, by certain tanks and half tracks.

--Fuel barrels - Provide movement ability for your Armored vehicles in RTS style games tanks have limited range so keep those supply lines open.

-- Rail and Bunker Artillery - are long range artillery pieces with high damage projectiles via i key inventory.   they can be built by construction units.

-- Mortars - mortars can provide essential troop support and defence... i inventory will bring up varied options for attacks. they can be transported by jeeps and hafltracks and crewed by Heavy Infantry soldiers.

-- Anti Aircraft Guns and tanks- can provide excellent position defence... crewed by replacement artillery crews.

-- Gunboats/Ships - Are a deadly heavy support unit for your army. LCV landing Crafts and Rafts deliver troops to the battle field... Higgens boats Land troops on the beaches and Rafts Deliver troops across the shores of rivers.

-- Supply Halftracks/Trucks - Can transport ammunition, weapons and building materials to fortify a position. Utilizing the i Inventory selections.   shift i or T click to supply items.

-- Construction Vehicles - Can deliver artillery pieces and supplies to the battle. via the i Inventory selections.

-- Mechanized Scouts - Can move fast and identify enemy positions. They can also be curriers and transport picked up items and units.

--Tanks -some tanks will boost morale and fighting abilities of troops that fight near, though if they are killed they will demoralize the troops and boost the morale of the enemy fighters.

-- Opened tanks - Unbuttoned or open tanks using binoculars via inventory will increase sight range and accuracy of firepower though they also increase the vulnerability of the crew to damage.

-- Tank Destroyers- are a dangerous threat to your armored vehicles though are vulnerable to light weapons fire The default attack is an AT shell T special is the Machine gun,. they can also provide limited supplies for your troops.

-- Heavy Tanks- are a dangerous threat and weapon T special is the main gun fire, while default attacks are Machine gun and run over. they can also provide supplies for your troops.

-- Medium Tanks - are the bread and butter of your artillery force for both attack and defense. T special is the main gun fire, while default attacks are Machine gun and run over.

-- Light Tanks- can strike and and move fast making them ideal for hit and run tactics. T special is the main gun fire, while default attacks are Machine gun and run over. they can also provide limited supplies for your troops.

-- Infantry Commanders- will boost morale and fighting abilities of troops that fight near and can call in Bomber Air strikes, Paratroop drops, and River crossing assaults.

-- Command Vehicles, Brigadier Generals and Feldmarschalls Can create new units and structures.

-- Infantry Officers - will boost morale and fighting abilities of troops that fight near, use to boost the artillery crews skills.

-- Replacement Gun Crews - Can man Artillery Items that are idle on the battle field, shift i to leave the gun.

-- Replacement Drivers- can Crew Tanks and vehicles that are idle on the battle field, create with officer or jeep, shift i To exit the vehicle.

-- Mechanics - Can repair damaged vehicles and artillery.

-- Snipers - Can ruin the morale of the opposing force by eliminating leaders and support units T special is a slightly more

accurate longer range shot. They can use a knife as an inclose attack.

-- Medics - Your combat medic can heal wounds while providing a little offense now and again.

-- Doctors - Can heal single wounds or heal groups of soldiers via T special with full manna. via inventory revive wounded.

-- MP's and Brown shirts-- Military police and political officers can provide some melee action, can build morale, capture enemy units and build fortifications.

-- Radio operators--   Can call in air strikes, air support, artillery strikes, and supplies.

-- Flame throwers - are great for heating up the battlefield, though be careful they can easily become torches themselves.

--Bazookas - your best infantry defense against tanks and fixed positions.

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 ------------- Warfare The light vs dark units selection and descriptions... --------------

-------@Light Base Units   ---General infantry, Airborne Infantry, Officers, Armor, Support. ----------

00- RTS supply truck -creates and builds units
-- truck
00 -defend
01 -Supply
02 -Sandbags for mp/bs
03 -Barbwire for mp/bs
04 -
05 -deliver boats for river assaults
06 -Construct barracks -creates troops   (myth 1.8 feature)
07 -Construct fuel depot -creates fuel for vehicles   (myth 1.8 feature)
08 -Construct Hanger -creates planes for general to use for attack   (myth 1.8 feature)

-----x----X----/----x----X-----x-----\----X-----x----

01-@-Conscript Infantry -Gi-garand -rifle hit T=Grenade -Dig foxhole with shovel via inventory-
--Conscript Riflemen... M1 Garand rifle, Fragmentation Grenades. Use to attack or defend areas with light opposition.--

0--(None) default standard mode=   T=Grenade
1--Combat mode= a faster more aggressive soldier-- will use automatic fire. T=Grenade
2--Cover mode= low to the ground moves by crawling. T=Grenade
3--Guard mode= more aware patrolling marching soldier. sustained single shot fire.
4--Charge Mode=- fix bayonets and charge -the soldier will fire all it's ammunition and charge--
5--Reload- T special will reload a fresh clip or magazine into the gun.
6--Knife-- For a little inclose and personal dispatching of an enemy.
7--Dig-- to dig a foxhole click on the ground.
?--Pickups -grenades, Bayonet, Bangalore, Satchel Charge, Ammunition, Knife, Pistol.
?-uses green ammo bazooka (can be promoted from any other bazooka via tossing or shooting, taunt after pickup)

-----x----X----/----x----X-----x-----\-----X-----x----

02-@-Light Infantry -Gi-garand -bayonet T=Grenade via inventory: fix bayonet -launch grenade /RPG -
--Light Infantry M1 Garand, Combat Knife, -Bayonet, Fragmentation Grenades- Rocket propelled Grenades.

0--(None) default standard mode= T=Grenade
1--Combat mode= a faster more aggressive soldier-- will use automatic fire. T=Grenade
2--Cover mode= low to the ground moves by crawling. T=Grenade
3--Guard mode= more aware patrolling marching soldier. sustained single shot fire.
4--Charge Mode=- fix bayonets and charge -the soldier will fire all it's ammunition and charge--
5--Reload- T special will reload a fresh clip or magazine into the gun.
6--Propelled Grenade-- Uses standard fragmentation grenades attached to launcher,aim directly at target.
7--Rifle Propelled Grenade-- Uses RPG's target a point on ground ~approximately 60% to target.
8--bayonet-- For a little inclose and personal dispatching of an enemy.
?--Pickups - Grenades, RPG's, Satchel Charge, Ammunition, Shovel, Pistol, Medkit, Bangalore torpedo.
?-uses green ammo bazooka (can be promoted from any other bazooka via tossing or shooting, taunt after pickup)

-----x----X----/----x----X-----x-----\-----X-----x----

03-@-Medium Infantry   -Airborne-carbine -Pistol T=Grenade - knife -rpg
--M1 Carbine, Colt 1911 Pistol, Combat Knife, Fragmentation Grenades - Satchel charge--
--Medium Infantry Platoon leader add morale to those that fight near. Use to provide leadership for front line units.--

0--(None) default standard mode= T=Grenade
1--Combat mode= a faster more aggressive soldier-- will use automatic fire. T=Grenade
2--Cover mode= low to the ground moves by crawling.
3--Guard mode= more aware patrolling. sustained single shot fire.
4--Reload- T special will reload a fresh clip or magazine into the gun.
?--Pickups - Grenades, Satchel Charge, Ammunition, Pistol, Medkit, AB sniper rifle,30 cal mg
?-uses yellow ammo bazooka (can be promoted from any other bazooka via tossing or shooting)

-----x----X----/----x----X-----x-----\-----X-----x----

04-@-Heavy Infantry -Gi-Thompson -Pistol T=Grenade   Satchel charge
--Thompson M1A1 Sub-machine gun, Colt 1911 Pistol, Combat Knife, Fragmentation Grenades, Satchel charge--

0--(None) default standard mode= T=Grenade
1--Combat mode= a faster more aggresive soldier-- will use automatic fire.
2--Cover mode= low to the ground moves by crawling. T=Grenade
3--Guard mode= more aware patrolling. sustained single shot fire.
4--Reload- T special will reload a fresh clip or magazine into the gun.
?--Pickups - Grenades, Satchel Charge, Ammunition, Pistol, Medkit, Sniper rifle, BAR , mortor, 50 cal. mg, flame thrower.
?-uses red ammo bazooka (can be promoted from any other bazooka via tossing or shooting)

-----x----X----/----x----X-----x-----\-----X-----x----

05-@- Assault Infantry -Gi-Bar -Grenade -Molotov
--Browning Automatic Rifle, Colt 1911 Pistol, Combat Knife, Fragmentation Grenades--
---Assault infantry are heavily armed units. M1918 Browning Automatic Rifle, and grenades--

0--(None) default standard mode=
1--Combat mode= a faster more cautious soldier-- will use automatic fire.
2--Cover mode= low to the ground moves by crawling.
3--Guard mode= more aware patrolling. sustained single shot fire.
4--Reload- T special will reload a fresh clip or magazine into the gun.
?--Pickups - Grenades, Satchel Charge, Ammunition, Pistol, Medkit, Thompson, sniper rifle, demo charge, molotov cocktail.
?-uses red ammo bazooka (can be promoted from any other bazooka via tossing or shooting)

-----x----X----/----x----X-----x-----\-----X-----x----

06-@- Recon / -Airborne-Grease gun   - grenades -satchel charges
---M3A1 Greasegun, Colt 1911 Pistol, knuckle Combat Knife, Fragmentation Grenades, satchel charges---

0--(None) default standard mode=
1--Combat mode= a faster more cautious soldier-- will use automatic fire.
2--Cover mode= low to the ground moves by crawling.
3--Guard mode= more aware patrolling. sustained single shot fire.
4--Reload- T special will reload a fresh clip or magazine into the gun.
?--Pickups - Grenades, Satchel Charge, demo charge, molotov, Ammunition, Pistol, Medkit, AB sniper rifle,30 cal mg.
?-uses yellow ammo bazooka (can be promoted from any other bazooka via tossing or shooting)

-----x----X----/----x----X-----x-----\-----X-----x----

07-@-Sniper Infantry- springfield m1903a4, T=longer ranged shot' -Throw Knife -Heal (canteen)

0--(None) default standard mode=
1--Combat mode= a slower more accurate fire as the unit takes more careful aim.
2--Cover mode= low to the ground moves by crawling.
?--Pickups - Ammunition, Canteen, Knife. BAR, Thompson MG, Mortor, 50 cal. mg.
?-uses red ammo bazooka (can be promoted from any other bazooka via tossing or shooting)

08--@-General Infantry- -Gi -Thompson /Universal pickups
---/driver operates vehicles
---is trained in most allied weapons and tasks /Universal pickups /can become gun crew/ driver/ or mechanic---

-----x----X----/----x----X-----x-----\-----X-----x----

09--@-MP- club (Boosts morale), via inventory can build fortifications, confuse enemy units.
--- construct Sandbags, Barbwire, Mine fields, fuel depots, Confuse enemy--
-- MP / Brownshirt-- Builder modes
0 -Guard
1 -Confuse enemy
2 -Combat
3 -sandbags Build
4 -Barbwire Build
5 -Construct Minefield
6 -hedgehog Build
7 -guards -create (myth 1.8 feature)
8 -pick up surrendered soldiers to create soldiers

-----x----X----/----x----X-----x-----\-----X-----x----

10--@-Gi-Flamethrower -flamethrower, T=longer burst
--Flamethrowers are an engineer armed with a M2-2 flamethrower, Use them against enemy-held fortifications and buildings.--

-----x----X----/----x----X-----x-----\-----X-----x----

11--@-Airborne- .30 Caliber Machine Gun,   T=reload , Deploy via inventory
---covering fire is the ability of this unit. A single 30cal. in good position can stop an enemy attack in its tracks.---
--With it's massive recoil, this weapon is best used with tripod deployed.---
---tripod-mounted Browning M1919A4 medium machinegun is a reliable weapon capable of delivering sustained fire---

-----x----X----/----x----X-----x-----\-----X-----x----

12--@-Gi- .50 caliber Machine Gun, T= reloads - Deploy, move, and build gun implacement via inventory
---tripod-mounted Browning M2 HB .50cal heavy machinegun is a powerful weapon that can even engage lightly armored vehicles.---
--Use this unit to suppress enemy positions or to cover open terrain on the defense.---

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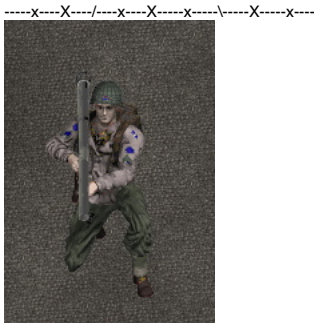
13--@-Airborne-Bazooka AT shell   T=Careful aimed shot (takes longer)
--The Bazooka is a recoilless rocket launcher that fires a shaped charge warhead.---
--- Preserve this unit to combat enemy armor, bunkers and buildings. It is wasteful to use it as regular infantry.--

0--(None) default standard mode=
1--Combat mode= hunts tanks
2--Cover mode= cautious mode
3--Guard mode= defends a positon

-----x----X----/----x----X-----x-----\----X-----x----

14--@-Gi-mortor   AP shells T= smoke
---The 60mm Mortar is a support unit. use it in an indirect role to suppress enemy targets with high-explosive ammunition---
 --Mortors should not be used as infantry Keep well behind the front lines.--

-----x----X----/----x----X-----x-----\----X-----x----

15--@-Airborne- Radio man- Carbine-- calls in -air strikes, artillery strikes, supply drops via inventory
-- Radio, Folding Stock M1A1 Carbine, --
-- With a single call to Head quarters the radio man can change the tide of the battle.--
-- Radio operators modes
0 -Guard T= Air strike
1 -Cover T= AB Supply drop

-----x----X----/----x----X-----x-----\----X-----x----

16--@-Officer-pistol- (Boosts morale) via inventory =-airborne drops -bomber strikes -raft assaults- create units-
--- Officers inspire those that fight around them and can issue orders to help achieve victory---
-- Officer- General / modes
0 -Officer Lead T= B17 carpet bombing raid
1 -Binoculars T= B25 percussion bombing raid
2 -Artillery Barrage
3 -bomber strike
4 -Recon plane T= Create Recon plane to scout enemy positions.
5 -Paratroop drop T= Drop paratroops on target area
6 -Glider Assualt T= aim 75% to target landing zone for gliders
7 -River   Assault -- T= create raft (must be targeted in water)
8 -Beach Assault -T= Create Landing craft creation location must be in water)

-----x----X----/----x----X-----x-----\----X-----x----

17--@-Artillery-howitzer - Anti Personal, Anti Tank and smoke rounds

--The M1A1 Infantry Gun is a support unit. Its 75mm light infantry howitzer fires high-explosive, smoke and HEAT rounds.--

--Position this infantry gun with long fields of fire so it can support your infantry units.--

-----x----X----/----x----X-----x-----\-----X-----x----

18--@-Halftrack   MG-Mortor- T=81mm mortor, .30cal mg, Can transport artillery provide supplies transport troops

--M21 Mortar Halftrack features a 81mm mortar that is fired from inside the vehicle. It is also armed with one .30cal machinegun---

--the 6mm to 13mm thick armor plates give it some protection from small arms fire.--

--Use it as an armored mobile mortar to support your troops on the attack or defense.--

-----x----X----/----x----X-----x-----\-----X-----x----

19--@-motorcycle fast moving scout vehicle

--use to scout and lead the enemy into ambushes... supply ammunition to hvy mg's--

-----x----X----/----x----X-----x-----\-----X-----x----

20--@-Jeep fast moving vehicle -low fire power though can supply your troops and fix tanks via inventory

--Fast moving recon ability, only has small arms fire from passenger, can transport tank and artillery crews--

-- Jeep   modes
0 -scout T= Drop supply crate
1 -Mechanic-create (myth 1.8 Feature)
2 -Vehicle driver-create (myth 1.8 Feature)
3 -Doctor -create (myth 1.8 Feature)
4 -Artillery crew-create (myth 1.8 Feature)

5 -Officer -create (myth 1.8 Feature)
6 -Machine gun emplacement -create (myth 1.8 Feature)
7 -Construct fuel depot (myth 1.8 Feature)
8 -Construct barracks (myth 1.8 Feature)

-----x----X----/----x----X-----x-----\-----X-----x----

21--@Light Tank- M5 Stuart   37mm Main gun, MG- 3x30 cal.
--M5 Stuart   MG- 3x30 cal. 6750rnds, 37mm Main gun 147rnds range 161 km speed 58km/h 38/29 armour--
---The M5 Stuart is a fast, reasonably armored light tank, armed with the 37mm M6 gun and two .30cal machineguns.--
--Use its speed as a light tank for armored reconnaisance or to ambush light and medium enemy armor.--
--The Stuart is a fast light tank armed with a 37mm main gun and 2 .30 caliber mg's--

-----x----X----/----x----X-----x-----\-----X-----x----

22--@Medium Tank- M4a1 sherman (Boosts morale) 75mm Main gun, 2x30 cal 1x50 cal machine guns .
--M4a1 sherman 2x30 cal 4750rnds 1x50 cal 300rnds 75mm Main gun 97rnds   speed 42km range 209km armor 51/38 --
--The M4A1 Sherman 75 Armament consists of one 75mm M3 main gun, 1 top mounted .50 cal. and two .30cal
machineguns. --

-----x----X----/----x----X-----x-----\-----X-----x----

23--@Heavy Tank -M4a4 firefly (Boosts morale) 76mm main gun, 2x30 cal, 1x50 cal, Supply drops via inventory
--M4a4 firefly 76mm main gun, 2x30 cal, 1x50 cal, --
--The M4A3 Sherman 76 features a powerful 76mm main gun that enables it to successfully engage most enemy armor.---
--Armament consists of one 76mm M1A1 main gun and two .30cal machineguns. Maximum armor strength is 102mm. ---
-----x----X----/----x----X-----x-----\-----X-----x----

24--@Tank Destroyer   -M10 wolverine 3 inch M7 main gun, 50cal Machine gun , Supply drops via inventory.
--M10 wolverine 3 inch M7 main gun 54 rnds 50cal 500rnds range 322 speed 40km 51/25 armour ---
--Wolverine Tank Destroyer loads fast and is much more accurate at directing fire, though is vulnerable to small arms and fire.--

-----x----X----/----x----X-----x-----\-----X-----x----

25--@Medic-MED   -Gi-carbine, heals with medkits.
-- Medics can heal minor wounds and critical ones by picking up the wounded and tossing them back in the fight--

-----x----X----/----x----X-----x-----\-----X-----x----

26--@SupplyUnit-SUP   -Gi with stuff- supplies your army with ammunition and weapons.
--Via inventory can supply various types of ammunition for your troops T-default= grenade ammo ---

-----x----X----/----x----X-----x-----\-----X-----x----

27--@SecurityUnit-SEC   -M4aag- antiaircraft - looks to the sky to defend your positions.
--- High velocity anti-aircraft guns can also be used against tanks and infantry.---
--- very effective at shooting down aircraft that venture into its range--

-----x----X----/----x----X-----x-----\-----X-----x----
28--@GunCrew-Gun   -Crew /driver operates vehicles and artillery.
-- crew guns and vehicles by selecting and picking up the idle item.---

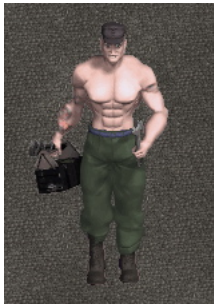-----x----X----/----x----X-----x-----\-----X-----x----

29--@Doctor-DOC   -Gi-heal/ Heals Group as special.
-- Doctors can heal individuals and groups. and can pick up the wounded and toss them back in the fight--

-----x----X----/----x----X-----x-----\----X-----x----

30--@Civilian-CIV   --Resistance sabatour -blows stuff up. recruits other resistance fighters.
-- StenMkII Machinge gun- pistols- T=demolition charge- molotov   -Resistance fighters can recruit civilians to your side via inventory. --

-----x----X----/----x----X-----x-----\----X-----x----

31--@special-spc   -mechanic- Fixes (heals) vehicles.
-- this gear head ain't no grease monkey, but he can fix anything thats taken a lick'n and needs to get tick'n --

-----x----X----/----x----X-----x-----\----X-----x----

32--@extra-ext-boat   -LCVP higgins boat delivers troops to shore.
--two .50cal. m2 Machine guns provide some support for landing troops- T will drop the ramp --
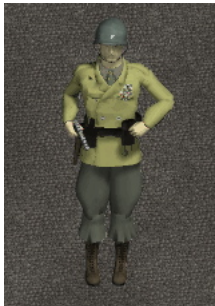T= exits troops (only triger very near land and passable terrain.

-----x----X----/----x----X-----x-----\----X-----x----

33-civilian- can be converted to your side as a spy.

@ Light Extra Units
-----x----X----/----x----X-----x-----\----X-----x----

00 Commander -creates and builds units (depot's Hanger's Barracks)

-----x----X----/----x----X-----x-----\-----X-----x----

01 resistance spy -hidden on overhead map (created by resistance)

-----x----X----/----x----X-----x-----\-----X-----x----
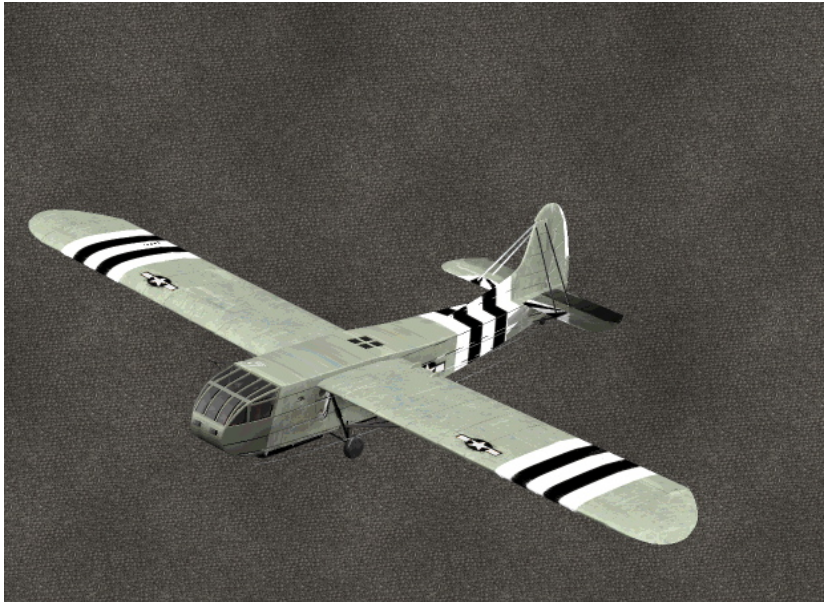
02 Plane Glider (ordered by general)

-----x----X----/----x----X-----x-----\-----X-----x----

03 Plane Bomber b25 -drops bombs on target area (ordered by general)

-----x----X----/----x----X-----x-----\-----X-----x----

04 Plane mustang - drops bomb   (called in by radio man)

05 Plane spitfire -strafes ground (called in by radio man)

-----x----X----/----x----X-----x-----\-----X-----x----

06 Plane c47 -drops supplies,(called in by radio man) and paratroopers(ordered by general)
0-T = Launch Paratroop Assault

-----x----X----/----x----X-----x-----\-----X-----x----

07 Plane scout recon pipper cub - map arial reconnaissance

-----x----X----/----x----X-----x-----\-----X-----x----

08 Plane Bomber Heavy B17 -drops bombs on target area (ordered by general)
0-T= launch carpet bombing raid.

-----x----X----/----x----X-----x-----\-----X-----x----

09 GPA amphibious car   (ordered into battle by general)

-- GPA   modes
0-none T= -create Officer -

-----x----X----/----x----X-----x-----\-----X-----x----

10 boat raft -transports a group of soldiers across water (ordered by general)
T= exits troops (only triger very near land and passable terrain.
-----x----X----/----x----X-----x-----\-----X-----x----

11 DUKW amphibious truck -with supplies- (built by commander)

-----x----X----/----x----X-----x-----\-----X-----x----

12 boat LCM tanks and troops (built by commander)
T= exits troops (only triger very near land and passable terrain.
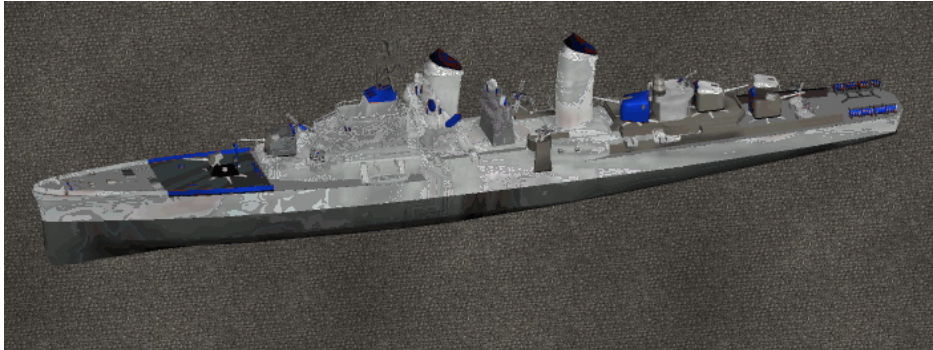
-----x----X----/----x----X-----x-----\-----X-----x----

13 boat destroyer ship (built by commander)
-----x----X----/----x----X-----x-----\-----X-----x----
14 howitzer (built by commander)

-----x----X----/----x----X-----x-----\-----X-----x----

15 Sherman sstm rocket launcher (built by commander)

-----x----X----/----x----X-----x-----\-----X-----x----
16 Sherman Jumbo (built by depot)

-----x----X----/----x----X-----x-----\-----X-----x----
17 M7b1 priest 105mm howizter self propelled   (built by depot)

-----x----X----/----x----X-----x-----\-----X-----x----

18 Truck (built by depot)
-----x----X----/----x----X-----x-----\-----X-----x----

19 bren gun carrier   (built by depot)
-----x----X----/----x----X-----x-----\-----X-----x----

20 M4a1dd Sherman dd amphibious tank

-----x----X----/----x----X-----x-----\-----X-----x----
21 boat LST landing ship tank 328'x50' 1 lct 18 tanks 160 troops

-----x----X----/----x----X-----x-----\-----X-----x----
22 boat LCT mk6 landing craft tank 116x32'   4 tanks (900 at dday)

+ AXIS INFANTRY

---------+Dark Base Units   ------General infantry (Wehrmacht), Airborne Infantry (Fallschirmjäger), Officers, Armor, Support.----------------------

00- RTS commanders -creates and builds units

-----x----X----/----x----X-----x-----\----X-----x----

01--+Landesschutzen   +Wehrmacht Karibiner 98k Rifle, Luger Pistol, Field Spade, Stick Grenades
--Landesschutzen Squads are low quality infantry units.--
0--(None) default standard mode=
1--Combat mode= a faster more cautious soldier-- will use automatic fire.
2--Cover mode= low to the ground moves by crawling.
3--Guard mode= more aware patrolling marching soldier. sustained single shot fire.
4--Charge Mode=- fix bayonets and charge -the soldier will fire all it's ammunition and charge--
5--Reload mode- T special will reload a fresh clip or magazine into the gun.
7--Panzerfaust-- Uses launched shell target a point on ground ~approximately 60% to target.
9--Dig-- to dig a foxhole click on the ground.
?--Pickups - Grenades, Panzerfausts, Satchel Charge, Ammunition, Shovel, Pistol, Medkit, Geballte Ladung.
?- Uses green ammo panzerfausts and panzershrecks they can be promoted via pick up and toss or by shooting them)

-----x----X----/----x----X-----x-----\----X-----x----

02--+Grenadiere -lightInfantry-PFC-Obsershyt Karibiner 98k. via inventory -fix bayonet -launch grenade /RPGw/ panzerfaust
--Grenadiere infantry units. Mauser K 98k rifles, and Panzerfausts. --

0--(None) default standard mode=
1--Combat mode= a faster more cautious soldier-- will use automatic fire.
2--Cover mode= low to the ground moves by crawling.
3--Guard mode= more aware patrolling marching soldier. sustained single shot fire.

4--Charge Mode=- fix bayonets and charge -the soldier will fire all it's ammunition and charge--
5--Reload mode- T special will reload a fresh clip or magazine into the gun.
6--Propelled Grenade-- Uses standard stick grenades attached to launcher,aim directly at target.
7--RPG - Rifle propelled Uses launched shell target a point on ground ~approximately 60% to target.
8--Knife-- For a little inclose and personal dispatching of an enemy.
?--Pickups - Grenades, Panzerfausts, Satchel Charge, Ammunition, Shovel, Pistol, Medkit, Geballte Ladung.
?- Uses green ammo panzerfausts and panzershrecks they can be promoted via pick up and toss or by shooting them)

-----x----X----/----x----X-----x-----\-----X-----x----

03--+MediumInfantry-Zugfuhrergruppe-CPL-Obergefreiter =-+ Fallschirmjager -Gehwer 43 Karabiner Rifle, Luger Pistol, Field Spade, Stick Grenades--
 =-+ Fallschirmjager -Gehwer 43 Karabiner Semi-Automatic Rifle, Luger Pistol, Field Spade, Stick Grenades--
0= T= Stick grenade.
?- Uses yellow ammo panzerfausts and panzershrecks they can be promoted via pick up and toss or by shooting them)

-----x----X----/----x----X-----x-----\-----X-----x----

04--+HeavyInfantry-Sturmgrenadiere-Sgt-Unteroffizier   mp40
--mp40 Sub-machine gun,Luger pistol, Combat Knife, Stick Grenades, Satchel charge--
0= T= Stick grenade.
?- Uses Red ammo panzerfausts and panzershrecks they can be promoted via pick up and toss or by shooting them)

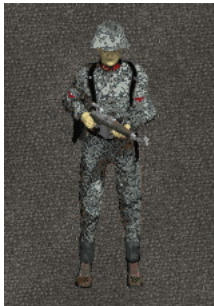-----x----X----/----x----X-----x-----\-----X-----x----

05--+AssualtInfantry-SSG-Unterfeldwebel
--Stg44 Assualt Rifle, Luger, Pistol, Stick Grenades--
0= T= Stick grenade.
?- Uses Red ammo panzerfausts and panzershrecks they can be promoted via pick up and toss or by shooting them)

-----x----X----/----x----X-----x-----\-----X-----x----

06--+Commando-scout-SFC-Feldwebel   -falschemjager fg42
--Fallschirmjagergewehr 42, Luger Pistol, Field Spade, 1 Stick Grenade--
--FJ Stosstrupp units are heavily armed infantry armed with an FG42 automatic rifle, and Panzerfausts. --
?- Uses yellow ammo panzerfausts and panzershrecks they can be promoted via pick up and toss or by shooting them)

-----x----X----/----x----X-----x-----\-----X-----x----

07--+Specialist-SPG-oberfeldwebel   -sniper gewehre43 - Knife
--The Scharfschutze is a specialist soldier trained as a sniper armed with a scoped Gewehr 43 precision semiautomatic rifle.--

-----x----X----/----x----X-----x-----\-----X-----x----
08--+WarantOfficer-MW5-stabsfeldwebel   universal soldier - driver

-----x----X----/----x----X-----x-----\-----X-----x----

09--+2ndLieutenant-2LT-leutnant Sturmabteilung -brown shirt -Create guards-
--(Boosts morale), via inventory can build fortifications, confuse enemy units--
--- Builder constructs Sandbags, Barbwire, Mine fields, fuel depots, Confuse enemy--
-Sturmabteilung Guard- has a club and can relocate items--

-----x----X----/----x----X-----x-----\-----X-----x----

10--+1stLieutenant-1LT-oberleutnant   -Flammenwerfer
--Flammenwerfer engineer units armed with a FmW 41 flamethrower--

-----x----X----/----x----X-----x-----\-----X-----x----

11--+Captain-CPT-hauptmann   funker   Fallschirmjager --Machinengewehr -MG434, No grenades--
--The MG42 light machinegun is a support unit. Fitted with a bipod, and belted 7.92mm ammunition.--

-----x----X----/----x----X-----x-----\-----X-----x----

12--+Major-MAJ   -major   -SMG42
-- mounted on a complex tripod construction the SMG42 support unit is less mobile but even deadlier due to improved aim and accuracy.--

-----x----X----/----x----X-----x-----\-----X-----x----

13--+LieutenantColonel-LTC -oberstleutnant   -Panzershriek
--Panzerschreck anti-tank unit w/ 8.8cm Panzerschreck--
--The Panzerschreck is a recoilless rocket launcher that fires a shaped charge warhead to combat enemy armor--

-----x----X----/----x----X-----x-----\----X-----x----


14--+Colonel-COL   Oberst   -mortor
--The Granatwerfer light mortar is a support unit is armed with a light mortar, --

-----x----X----/----x----X-----x-----\----X-----x----

15--+General-GEN   Generaloberst   -Fallschirmjager Radio man - airstrikes, artillery strikes, supply drops via inventory
--Radio, Karabiner 43 Semi-Automatic Rifle,--
-- With a single call to Head quarters the radio man can change the tide of the battle.--
-- Radio operators modes
0 -Guard T= Air strike
1 -Cover T= FJ Supply drop

-----x----X----/----x----X-----x-----\----X-----x----
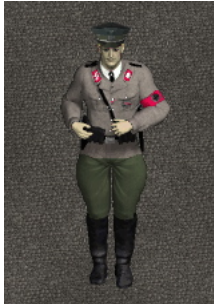
16--+Commander-GOD   u9   -lugar -airborne drops -bombers -reserves- builds bunkers create units- +
--(Boosts morale) via inventory =-airborne drops -bomber strikes -raft assaults-

0 -Officer Lead T= Bomber carpet bombing raid
1 -Binoculars T= Bomber percussion bombing raid
2 -Artillery Barrage
3 -bomber strike
4 -Recon plane T= Create Recon plane to scout enemy positions.
5 -Paratroop drop T= Drop paratroops on target area
6 -Glider Assualt T= aim 75% to target landing zone for gliders
7 -River   Assault -- T= create raft (must be targeted in water)
8 -Beach Assault -T= Create Landing craft creation location must be in water)

-----x----X----/----x----X-----x-----\----X-----x----

17--+Artillery-ART   -arty
-- 7.5cm-PaK 40 anti-tank gun, a very potent weapon that can successfully engage all but the heaviest enemy tanks.--

-----x----X----/----x----X-----x-----\-----X-----x----

18--+SupportMechanized-MSU   -SDKF
--SdKfz 250/7 8cm-Granatwerfer is an open-topped halftrack with sloped armor ranging from 8mm to 15mm.

-----x----X----/----x----X-----x-----\-----X-----x----

19--+ScoutMechanized-MSC   -Bmw with sidecar -mg42

-----x----X----/----x----X-----x-----\-----X-----x----

20--+AssualtMechanized-MAS   -kubelwagon
Command vehicle adds morale and can build units

-----x----X----/----x----X-----x-----\-----X-----x----

21--+LightMechanized-MLT   light tank - pz.lll ausf.f 37mm 2x 7.92 mg
Panzerkampfwagen III (abbreviated **PzKpfw III**) translating as "armoured battle vehicle

-----x----X----/----x----X-----x-----\-----X-----x----

22--+MediumMechanized-TMT   Medium Tank   -V Panther PZVpanther ausfg 75mm gun 2xmg 7.92
--The Panther features a good mix of decent armor, superior firepower and great mobility. --

-----x----X----/----x----X-----x-----\-----X-----x----

23--+HeavyMechanized-THT   -VI Tiger pz VI tigerI ausf e 88mm gun 2xmg34 7.92
--Tiger I Ausf.E is a heavy tank It is armed with the powerful 8.8cm KwK36 L/56 main gun and two machineguns.--

-----x----X----/----x----X-----x-----\-----X-----x----

24--+DestroyerMechanized-TDT   -Marder II
--The Marder reloads fast and packs a heavy punch, though is very vulnerable to small arms and fire.--

-----x----X----/----x----X-----x-----\-----X-----x----

25--+Medic-MED   -mp40, heals

-----x----X----/----x----X-----x-----\-----X-----x----

26--+SupplyUnit-SUP   -soldat with stuff

-----x----X----/----x----X-----x-----\-----X-----x----
27--+SecurityUnit-SEC   -Pak AA Flakpanzer coelian   2x37mm guns flak43

-----x----X----/----x----X-----x-----\-----X-----x----
28--+GunCrew-Gun   ++-Crew

-----x----X----/----x----X-----x-----\-----X-----x----

29--+Doctor-DOC   -Nurse-Heals   T=heal group

-----x----X----/----x----X-----x-----\-----X-----x----

30--+Civilian-CIV   Liesal nazi party babe - Recruits other Partisans - Confuses enemy- set traps -Pistol lugar

-----x----X----/----x----X-----x-----\-----X-----x----
31--+special-spc   -mechanic
--To Fix Vehicle get close hit T then select damaged unit.
--Attacks are Punch and Kick in close. Special pickups available.

-----x----X----/----x----X-----x-----\-----X-----x----

32--+extra-ext-boat   -Boat it floats delivers troops.
20mm canon- torpedos   deliver troops via rafts

+Dark Extra Units

-----x----X----/----x----X-----x-----\-----X-----x----

00 Commander -creates and builds units

-----x----X----/----x----X-----x-----\-----X-----x----
00 Depot -creates and builds vehicles
-----x----X----/----x----X-----x-----\-----X-----x----
00 Hanger- -creates and builds airplanes
-----x----X----/----x----X-----x-----\-----X-----x----
00 Barracks -creates and builds troops

-----x----X----/----x----X-----x-----\-----X-----x----

01 spy -hidden on overhead map (created by Nazi party chic)

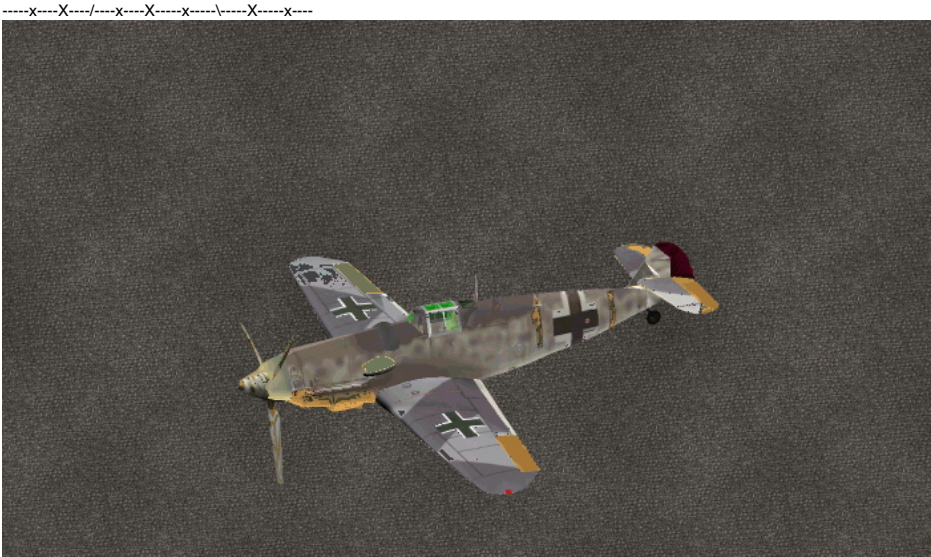-----x----X----/----x----X-----x-----\-----X-----x----

02 Plane Glider (ordered by general)

-----x----X----/----x----X-----x-----\-----X-----x----

03 Plane Bomber light focke wulf 189 "eule" (ordered to attack by general)

-----x----X----/----x----X-----x-----\-----X-----x----
04 Plane stuka   (called in by radio man)

-----x----X----/----x----X-----x-----\-----X-----x----

05 Plane meshcershimdt (called in by radio man)

-----x----X----/----x----X-----x-----\-----X-----x----

06 Plane junker transport   (called in by radio man)

-----x----X----/----x----X-----x-----\-----X-----x----

07 Plane scout recon storch (unit created by General)

-----x----X----/----x----X-----x-----\-----X-----x----

08 Plane Bomber Heavy Henkel -drops bombs on target area (ordered by general)

-----x----X----/----x----X-----x-----\-----X-----x----

09 +schwimmwagon amphibious car (built by commander)

-----x----X----/----x----X-----x-----\-----X-----x----

10 boat raft (ordered to attack by general)
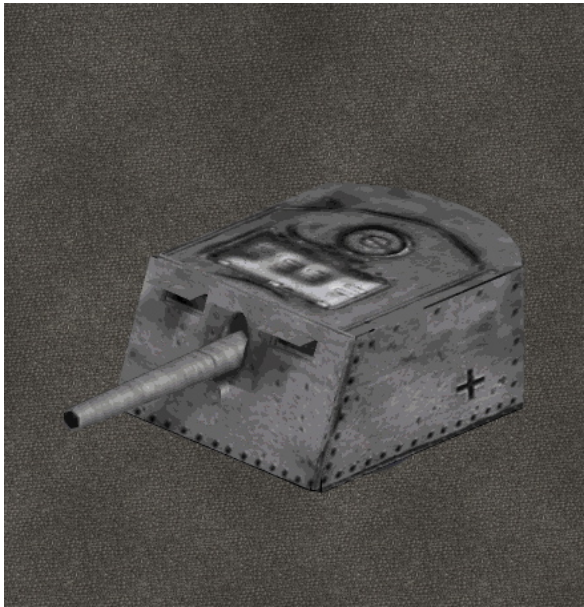
-----x----X----/----x----X-----x-----\-----X-----x----

11 +artillery 101 mm Bunker (built by commander)

-----x----X----/----x----X-----x-----\----X-----x----

12 boat Barge -transport troops vehicles (built by commander)

-----x----X----/----x----X-----x-----\----X-----x----

13 +artillery flak 88 heavy anti-tank gun (built by commander)
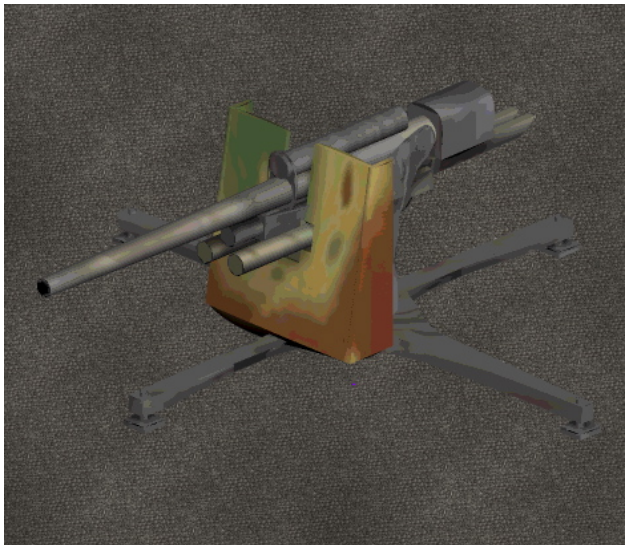
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14 +artillery 88 heavy anti-tank gun (built by commander)
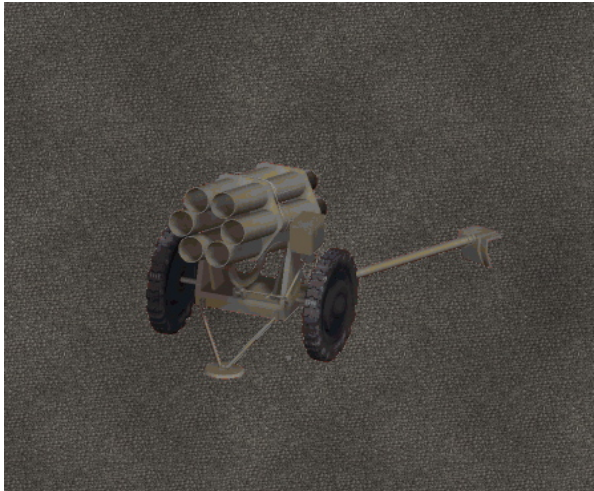
-----x----X----/----x----X-----x-----\----X-----x----

15 +nebblewaffer rocket launcher (built by commander)

-----x----X----/----x----X-----x-----\----X-----x----

16 +King Tiger Pzkpfw VI B sdkf182 henschel   8.8 cm (built by depot) or upgraded by mechanic.

-----x----X----/----x----X-----x-----\----X-----x----

17 +Jagdpanther jagdpanther tank-destroyer 8.8cm pak 1xmg 34 (built by depot)

-----x----X----/----x----X-----x-----\----X-----x----

18 +Sdkf truck mover -creates supplies (built by depot)
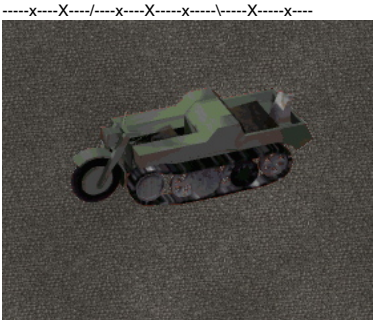
-----x----X----/----x----X-----x-----\----X-----x----

19 +Sdkf rabbit (built by depot)

-----x----X----/----x----X-----x-----\----X-----x----

20 +v1 rocket

-----x----X----/----x----X-----x-----\----X-----x----

21 +v2 rocket
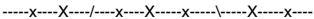
-----x----X----/----x----X-----x-----\----X-----x----

22 +nat jet
-----x----X----/----x----X-----x-----\----X-----x----

23   finn22
-----x----X----/----x----X-----x-----\----X-----x----
24   lt 38 tank
-----x----X----/----x----X-----x-----\----X-----x----
25   e25 flame tank
-----x----X----/----x----X-----x-----\----X-----x----
26 tigger sse
-----x----X----/----x----X-----x-----\----X-----x----
27 t4
-----x----X----/----x----X-----x-----\----X-----x----
28 mg42 bunker
-----x----X----/----x----X-----x-----\----X-----x----
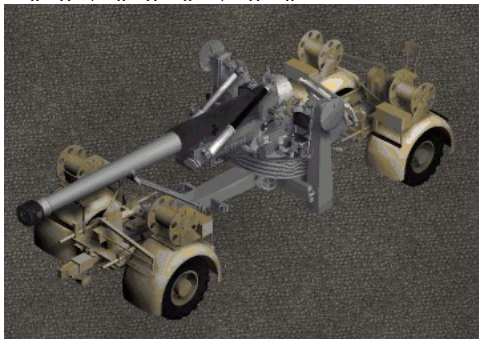
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-----typical --- Inventory modes ----- and pickup features and uses ----

-- Infantry modes
0--(None) default standard mode=
1--Combat mode= a faster more cautious soldier-- will use automatic fire.
2--Cover mode= low to the ground moves by crawling.
3--Guard mode= more aware patrolling marching soldier. sustained single shot fire.
4--Charge Mode=- fix bayonets and charge -the soldier will fire all it's ammunition and charge--
5--Reload- T special will reload a fresh clip or magazine into the gun.
6--Propelled Grenade-- Uses standard grenades attached to launcher,aim directly at target.
7--Rifle Propelled Grenade-- Uses RPG's target a point on ground ~approximately 60% to target.
8--Knife-- For a little inclose and personal dispatching of an enemy.
9--Dig-- to dig a foxhole click on the ground.
?--Pickups - Grenades, RPG's, Satchel Charge, Ammunition, Shovel, Pistol, Medkit, Bangalore torpedo.
--Deploy mode= Deploys the weapon to a set position .. more accurate fire. (no unit movement).
--Assault mode= -the soldier will fire its ammo and rush the enemy
--Hold mode= your soldier will hold it's ground and fire.--
--Sniper mode= a slower more accurate fire as the unit takes more careful aim.
--Throw Knife-- T special Throws the knife. (note you only have 1)
--Satchel Charge-- T special will throw a fused satchel charge towards target--
--Pistol- uses hand gun.
--Medkit- T special will partially heal the unit.
--Bangalore Torpedo-- T special will toss this demolition charge into position.
--Bazooka-- anti tank weapon
--Panzerfaust -anti tank weapon

-- Officer- General / modes
0 -Officer Lead- creates captains.
1 -Binoculars -increases unit site range (slows movement)
2 -Artillery Barrage -plans artillery strike
3 -Bombing Raid -plans heavy bomber strike
4 -Recon plane -sends out reconnaissance plane
5 -Airborne Assault - plans paratrooper drop
6 -Glider Assault -Plans glider landing
7 -River Assault -- pick up boats to create
8 -Beach Assault -Pick up LCV's and LCM's to create

-- Radio operators modes
0 -Guard
1 -Cover
2 -Combat
3 -Mortor barrage
4 -Supply drop
5 -airstrike bomb
6 -airstrike strafe

-- MP / Brownshirt-- modes
0 -Guard
1 -Confuse enemy
2 -Combat
3 -sandbags Build
4 -Barbwire Build
5 -Construct Minefield
6 -hedgehog Build
7 -guards -create
8 -pick up surrendered soldiers to create soldiers

-- Doctor /
0 -heal group
1 -revive wounded -pick up wounded soldiers to use

-- Jeep / kubelwagon   GPA / schwimmwagon modes
0 -scout
1 -Mechanic-create
2 -Vehicle driver-create
3 -Doctor -create
4 -Artillery crew-create
5 -Officer -create
6 -Machine gun emplacement -create
7 -Construct fuel depot
8 -Construct barracks

-- Halftrack /
00 -defend
01 -Supply
02 -Sandbags for mp/bs
03 -Barbwire for mp/bs
04 -Arty crew-create
05 -Artillery piece-create
06 -Transport troops
07 -Construct fuel depot
08 -pickup transport

-- truck
00 -defend
01 -Supply
02 -Sandbags for mp/bs
03 -Barbwire for mp/bs
04 -
05 -deliver boats for river assaults
06 -Construct barracks -creates troops
07 -Construct fuel depot -creates fuel for vehicles
08 -Construct Hanger -creates planes for general to use for attack

----
-----x----X----/----X----X-----x-----\-----X-----x----

Placement Base32----------WAVA   Warfare --MII-- MAP -------------------------------

@Light Units------------------------base 32 loathing map set up unit conversion =
00--@Flag   =-flag
00--@construction-con   =-Halftrack/truck   builds units and implacements
01--@Infantry-PVT   =- Infantry-garand
02--@lightInfantry-PFC   =-Infantry-garand w/rpg
03--@MediumInfantry-CPL   =- Airborne-carbine
04--@HeavyInfantry-Sgt   =- Infantry-Thompson /Satchel charge
05--@AssaultInfantry-SSG   =- Infantry-Bar -Grenade

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06--@Commando-scout-SFC          =-Airborne -Grease gun  -satchel charges  - grenades
07--@Specialist-SPG              =- Infantry Sniper- springfield m1903    T=longer ranged aimed shot'
08--@WarantOfficer-MW5           =- Infantry -Thompson /Universal pickups  /can become gun crew/ driver/ or mechanic
09--@2ndLieutenant-2LT           =-MP-club (Boosts morale) via inventory can build fortifications, confuse enemy units
10--@1stLieutenant-1LT           =-Gi-Flamethrower   T=longer ranged burst
11--@Captain-CPT                 =-Airborne- 30 Calmg   T=reload  - Deploy and move via inventory
12--@Major-MAJ                   =-Gi-50calmg T= reloads  - Deploy and move via inventory  -build gun implacement via inventory
13--@LieutenantColonel-LTC       =-airborne-Bazooka  AT shell   T=Careful aimed shot (takes longer)
14--@Colonel-COL                 = -Gi-mortor    AP shells  T= smoke shell
15--@General-GEN                 =-Airborne- Carbine- Radio man - calls in via inventory -air strikes, artillery strikes, supply drops.
16--@Commander-GOD               =-Officer-pistol-(Boosts morale) Via inventory =-airborne drops -bomber strikes -raft assaults-beach landings.
17--@Artillery-ART               =-Artillery-howitzer - Anti Personal,  Anti Tank and smoke rounds
18--@SupportMechanized-MSU       =-Halftrack    50cal MG, Mortor- can transport artillery and  provide supplies transport troops via inventory.
19--@ScoutMechanized-MSC          -motorcycle  fast moving scout vehicle with side car 30 cal. mg.
20--@AssualtMechanized-MAS        -Jeep -low fire power, can supply your troops, transport officer and fix tanks  via inventory.
21--@LightMechanized-MLT          -M5 stewart  light tank    37mm Main gun  3x30 cal.mg.
22--@MediumMechanized-TMT         -M4a1 sherman  (Boosts morale) 75mm Main gun  2x30 cal.mg 1x50 cal.mg
23--@HeavyMechanized-THT          -M4a4 firefly  (Boosts morale) 76mm main gun,  2x30 cal,  1x50 cal,  Supply drops  via inventory.
24--@DestroyerMechanized-TDT      -M10 wolverine   Supply drops 3 inch M7 main gun, 50cal MG. Supply drops  via inventory.
25--@Medic-MED                    -Gi-carbine, heals with medkits.
26--@SupplyUnit-SUP               -Gi with stuff- supplies your army with ammunition and weapons.
27--@SecurityUnit-SEC             -M4aag- antiaircraft - looks to the sky to defend your positions.
28--@GunCrew-Gun                  -Crew   artillery.
29--@Doctor-DOC                   -Gi-heal/ Heals Group as special.
30--@Civilian-CIV                 -Resistance sabatour -blows stuff up. recruits other resistance fighters.
31--@special-spc                  -mechanic- Fixes (heals) vehicles.
32--@extra-ext-boat               -LCVP higgins boat  delivers troops to shore.


+Dark Base Units--------------------------------base 32 loathing map set up  unit conversion =
00--+flag                                 =dark flag
00--+construction-con                     =-halftrack
01--+Infantry-PVT-Schytze                 =-+Wehrmacht-Mauser ee
02--+lightInfantry-PFC-Obsershyt          =-+Wehrmacht -KAR98 /panzerfuast
03--+MediumInfantry-CPL-Obergefreiter     =-+ Fallschirmjager -Gehwer 43
04--+HeavyInfantry-Sgt-Unteroffizier      =-+Wehrmacht - Mp40
05--+AssualtInfantry-SSG-Unterfeldwebel   =-+Wehrmacht  -StG44
06--+Commando-scout-SFC-Feldwebel         =-+Fallschirmjager -fg42
07--+Specialist-SPG-oberfeldwebel         =-+Wehrmacht- Scharfschutze (sniper) Gehwer43 or KAR98 scopped
08--+WarantOfficer-MW5-stabsfeldwebel     =-+Wehrmacht - Mp40 universal /driver  operates vehicles
09--+2ndLieutenant-2LT-leutnant           =-brown shirt
10--+1stLieutenant-1LT-oberleutnant       =-Flammenwerfer (flamethrower)
11--+Captain-CPT-hauptmann                = Fallschirmjager--MG34
12--+Major-MAJ -major                     =-+Wehrmacht--MG42 SMG42
13--+LieutenantColonel-LTC -oberstleutnant    =-Panzerschreck (bazooka)
14--+Colonel-COL-Oberst                    =-Granatwerfer (mortor)
15--+General-GEN-Generaloberst             =-Fallschirmjager Radio man - airstrikes, artillery strikes, supply drops via inventory
16--+Commander-GOD -Feldmarschall
17--+Artillery-ART                 -arty  .5cm-PaK 40 anti-tank gu
18--+SupportMechanized-MSU         -SDKF
19--+ScoutMechanized-MSC           -Bmw with sidecar
20--+AssualtMechanized-MAS         -kubelwagon
21--+LightMechanized-MLT           -Panzer pz.III ausf.f 37mm  2x 7.92 mg
22--+MediumMechanized-TMT          -PanzerV Panther  PZVpanther ausfg 75mm gun  2xmg 7.92
23--+HeavyMechanized-THT           -PanzerVI Tiger  pz VI tigerI ausf e  88mm gun  2xmg34 7.92
24--+DestroyerMechanized-TDT       -Panzer Marder II
25--+Medic-MED                     -mp40, heals
26--+SupplyUnit-SUP                -sodlat with stuff
27--+SecurityUnit-SEC              -Pak AA  Flakpanzer coelian   2x37mm guns flak43
28--+GunCrew-Gun                   ++-Crew
29--+Doctor-DOC                    -Nurse-Heals
30--+Civilian-CIV                  -Partisan sabatour -blows stuff up. Recruits other partisans
31--+special-spc                   -mechanic
32--+extra-ext-boat                -Boat
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-----------------------------------------------------------
-----x----X----/----x----X-----x-----\-----X-----x----
-----------------------------------------------------------
```
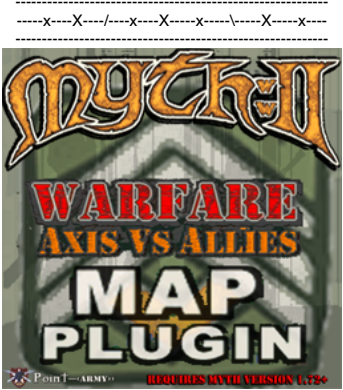

----MAPS------ for use with wAvA tagset.

wAvA -IX Forgotten Heroes CoOp Campaign (over 20 levels)
Operation Overlord Campaign (over 30 levels)
wAvA- Multiplayer maps
wAvA- Recon Revisited
wAvA-Myth II campaign (converted)

```
-----------------------------------------------------------
-----x----X----/----x----X-----x-----\-----X-----x----
-----------------------------------------------------------
```

--- if the Tain links go down look in Udogs hotline for addtional downloads http://hl.udogs.net/.../Points/

---patches available here to new versions... http://hl.udogs.net/.../Points/betas/---

---Forum Discussions   http://tain.totalcodex.net/forum/

---Get games going...   http://www.mariusnet.com/

---Unit information http://hl.udogs.net/files/Uploads/%20User%20Uploads/Points/_warfare_B32-WaVa-Unitchart.jpg

-- Thanks again to all that contributed 3d models, textures, sounds, images, and time over the years. A detailed list of contributors can

be found in the file maker pro database for warfare--

--made with FEAR, LOATHING, OAK, blood, sweat, and the occasional tear.

--Copyright ...   ARMYmunitions Factory 2001-2011, Bungie, Project Magma, Take2 .

this ain't your Papa's Myth play the new WWII and live free die well.


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-----x----X----/----x----X-----x-----\-----X-----x----
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```