



# Guide Title

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## **Introduction**

Infantry are the core of the game -- they move maps, they destroy Fire Bases, they rush bunkers, they do just about anything. Just like all the other vehicles in game, not all infantry are the same. There are several different types of infantry: Anti-tank riflemen, Commanders, Grenadiers, Light Machine Gunners, Mission leaders, Paratroopers, Riflemen, Sapper-Engineers, Snipers, and Sub Machine Gunners. This guide is meant to explain the differences between these different kinds of infantry in World War II Online.

With the exception of Commanders and Mission leaders, all types of infantry have their own unique payload. Payload is considered what equipment the infantry is carrying. Different pieces of equipment can be selected by pressing one of the numbered keys in the number row, IE #1 is the default which is always the infantry's primary weapon, #2 is the infantry's secondary weapon or other piece of equipment, and so on. Mission Commanders and Mission Leaders are simply infantry meshes, or uniforms, and thus can select any infantry and then have that infantry's payload but still spawn in their uniforms.

For the purpose of this guide where you see 'BEF' it refers to the British Army, where you see 'ArFr' it refers to the French Army.

### **Credits**

None.

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## **Rifleman**

Riflemen are the mainstream type of infantry in World War 2 Online (WWIOL). Everyone has access to riflemen regardless of rank. This type of infantry is most abundant in the spawn list at 425 per Army Base.

### ***Loadout***

1 x Rifle (100 rounds).  
4 x HE Grenades.  
2 x Smoke Grenades.  
1 x Combat Knife.  
1 x Ammo Resupply Pack.

### ***Rank Required***

ArFr: Recrue (Open to all ranks).  
BEF: Recruit (Open to all ranks).

### ***Hints and Tips***

Their vast abundance in the spawn lists make riflemen a good choice for especially dangerous missions such as rushing bunkers or probing enemy defenses. Should the rifleman die, it doesn't have as much impact on the battle as should a unit of lesser number like a LMG die.

With bolt-action weapons, riflemen are usually more effective at longer ranges than close quarters. It can be difficult killing enemy infantry with SMG's in house-to-house combat as the rifleman can only fire one shot at a time whereas SMG's can fire bursts of rounds.

A realistic ballistics models in the game requires riflemen to compensate for long ranges if he or she is to hit the target. Riflemen can adjust their sights to compensate for ranges. Press "Page Up" to increase the sight setting, or "Page Down" to decrease the setting. The sights can be adjusted in 100 meter increments while the default setting is 200 meters.

## **Sub Machine Gun (SMG)**

Also known as SMG's, these are the riflemen's semi-automatic counterpart. There are 100 SMGs per Army Base.

### ***Loadout***

1 x Sub Machine Gun (ArFr: 320 rounds / BEF: 300 rounds).  
1 x Pistol (24 rounds).  
4 x HE Grenades.  
2 x Smoke Grenades.  
1 x Combat Knife.

### ***Rank Required***

ArFr: Caporal (2<sup>nd</sup> Promotion).  
BEF: Lance-Corporal (2<sup>nd</sup> Promotion).

### ***Hints and Tips***

The SMG type infantry is an excellent choice for urban combat. The SMG was designed for close quarter engagements such as clearing out houses, assaulting bunkers, and to help suppress enemy infantry spawns.

To control it's recoil for maximum accuracy, fire in quick, short bursts. Tap the left mouse button instead of holding it down. Even with quick bursts, you'll still have to compensate a little for the recoil. Instead of aiming at the head or torso of an enemy infantry, aim at the waist area. That way, when your gun recoils, it will jump up allowing your shots to score a kill in the chest area.

Should you encounter an enemy rifleman in a city, he will often go prone and will start shooting at you. Don't go prone as well, that's exactly what your opponent wants you to do. Keep moving and get close enough to the rifleman to kill him by firing from the hip. When SMG infantry move in close to riflemen, many riflemen will get too excited and will not be able to aim all that well so the SMG can move in for the kill himself. But if the SMG stops and goes prone, it's like shooting the targets offline -- it should be an easy kill for the rifleman.

## **Grenadier**

Wielding a rifle with 60 rounds, 6 rifle-mounted grenades and a knife, the Grenadier can certainly deal out quite a bit of damage for one infantryman. To fire a rifle grenade, you must first deploy your rifle with "B" while standing still, then manually load a grenade onto the gun nozzle with "R", take aim and fire away. The rifle grenades differ for British and French units, the BEF are equipped with HEAT grenades which are predominantly anti-armour rounds whereas the ArFr are equipped with HE grenades, a role more suited against soft targets such as infantry. There are 25 units per Army Base.

### ***Loadout***

1 x Rifle (60 rounds).  
1 x Combat Knife.  
6 x HEAT Grenades (BEF).  
10 x HE Grenades (ArFr).

### ***Rank Required***

ArFr: Caporal (2<sup>nd</sup> Promotion).  
BEF: Lance-Corporal (2<sup>nd</sup> Promotion).

### ***Hints and Tips***

HE rifle-grenades (RG's) are usually best for enclosed areas where the shrapnel blast can kill groups of infantry, just like regular hand grenades. Grenadiers can do a lot of damage with a few well placed shots inside packed bunkers or depots. Be wary when launching a grenade near you however, the blast will injure you as well as the enemy if you're too close.

Besides clearing out buildings, Grenadiers are also a nice choice to hunt enemy Mobile Spawn Points (MSP's). MSP's are trucks where when deployed, infantry can spawn at the truck. If a Grenadier runs across an enemy MSP, he could easily take out several enemy infantry spawning in as well as the truck with one grenade.

If you are standing while aiming the rifle grenades and are having trouble aiming from the hip, try imagining a five meter pole attached to the end of the rifle grenade. The end of that imaginary pole is a rough approximation where to aim. Line the end of that imaginary pole up with your target, adjust for range, and let loose. Other aiming styles can be achieved by crouching or going prone.

HEAT RG's are used very differently and should only be used as an anti-armour solution. Most shots should be fired from prone positions and take care to hit your target as perpendicular as possible, firing from an angle will often result in a failed penetration. Do not use BEF HEAT grenades as HE grenades as they do not produce a similar shrapnel blast.

## **Sapper**

Sappers are a useful unit when dealing with most threats but with limited rifle ammunition are best kept off the firing lines. They have anti-armour satchels and a good selection of grenades and smoke so can be used as essential offensive units when backed up by regular infantry. There are 50 units per Army Base.

### ***Loadout***

1 x Rifle (30 rounds).  
4 x 5kg Satchel Charges.  
4 x HE Grenades.  
4 x Smoke Grenades.  
1 x Combat Knife.  
4 x Bridge Repair Kits.

### ***Rank Required***

ArFr: Caporal (2<sup>nd</sup> Promotion).  
BEF: Lance-Corporal (2<sup>nd</sup> Promotion).

### ***Hints and Tips***

Sappers can destroy Fire Bases (FB's), bridges, buildings, and enemy tanks with their satchel explosives. To place a satchel, select it, get close to the target, and hold the left mouse button until it drops. Destroying bridges is easy -- if there is an Attack Objective on the bridge, place the charges anywhere on the bridge. It will take ten sappers to destroy a bridge, or 40 satchels.

FB's are still somewhat straight forward, but may require more tactical and strategic planning than bridges to be successful. Eight charges need to be placed on each spawn. If there are supply tents in addition to the spawns, two additional satchels are needed for the tents before the FB completely goes down. There are many different ways how to go about taking down an enemy FB depending on the situation. If the target FB is active with the enemy spawning in, sappers will need additional forces to spearhead the assault and secure the FB, otherwise, the sappers will usually be slaughtered before they get any charges off. On the other hand, if the target FB seems quiet and undefended, the sappers can infiltrate the FB on their own -- other unnecessary units can draw too many enemies to the area.

The infantry spawns at the FB are always more difficult to take down as they leave you totally exposed to enemy fire. Whenever possible, take out the infantry spawns first -- when it heats up, sappers have a heck of a time taking it down should the vehicle spawn go first.

Destroying enemy tanks will often times take the most tactical planning on the sapper's behalf as the target moves and can shoot back. One of the easiest ways to decommission an enemy tank is to utilize the infantry's stealth factor and outflank the enemy tank, approach the tank from behind or from the side—never the front of the tank, and never from the direction the turret is facing obviously.

## **Anti-Tank Rifleman (ATR)**

The Anti-Tank Rifle can be used to disable lightly armoured vehicles and light tanks, although, with a stable support and steady aim they can also be useful against soft targets where precision is required. To fire an ATR you must first go prone with "V" and then deploy your rifle with "B." It's limited to 25 units per Army Base.

### ***Loadout***

1 x Anti-Tank Rifle (30 rounds).  
1 x Pistol (ArFr: 24 rounds / BEF: 18 rounds).  
4 x Smoke Grenades.  
1 x Combat Knife.

### ***Rank Required***

ArFr: Corporal (2<sup>nd</sup> Promotion).  
BEF: Lance-Corporal (2<sup>nd</sup> Promotion).

### ***Hints and Tips***

Though ATR's are no replacement for sappers, ATR's will kill most medium or light tanks under the right conditions. There are some notable exceptions, as with any other general rule of thumb. For maximum effectiveness, the ATR should deploy perpendicular to the enemy tank's weak spot. 90 degrees from the weak point will increase round penetration as the round will hit more squarely on the surface, other angles will increase the chance that it will only bounce off the tank.

With such a heavy round the ATR carries, the velocity will decrease quickly as the range increases between the gunner and the target. The maximum range an ATR can be away from an enemy tank while still maintaining enough power for a kill is 200m, beyond that, it's luck if you get a kill on a tank. Of course enemy infantry can still be killed by an ATR from much longer ranges.

Plan your shots carefully as every ATR shot creates a powerful kick-back effect, your infantryman will lose stamina for every shot fired. If you don't plan your shots, you could find yourself too tired to evade the enemy should the situation arise.

## **Light Machine Gunner (LMG)**

LMG's have reduced mobility because not only do they have to deploy to fire accurate rounds (go prone with "V" then hit "B" to deploy), but they also take double the stamina loss when sprinting. However, they can be an excellent unit against enemy infantry when deployed in a good spot.

### ***Loadout***

1 x Light Machine Gun (300 rounds).  
1 x Pistol (24 rounds).  
1 x Combat Knife.

### ***Rank Required***

ArFr: Caporal (2<sup>nd</sup> Promotion).  
BEF: Lance-Corporal (2<sup>nd</sup> Promotion).

### ***Hints and Tips***

Until Heavy Machine Guns are added, the LMG's are the ultimate suppression weapon on the virtual battlefield. If deployed in an area with an excellent field of view, the LMG can mow down all sorts of enemy infantry coming out of depots and army bases, or looking through windows, or on top of rooftops, wherever.

Depending on the situation, some effective choices on deployment locations for the LMG can include rooftops, hedge rows, and fatal funnels. Fatal funnels are long stretches of road or alley way that offer few entrances and exits allowing enemy infantry to be gunned down rather easily as they don't have too many places to seek cover and the gunners have a clear line of sight down the road.

LMG's also have the potential to shoot down enemy aircraft if the gunner aims for the pilot. Ideally, the plane needs to be flying no more than 200 meters off the ground and should be flying at the LMG as if the plane was on a strafing run before the LMG can even think about deploying and shooting. Lead the target by aiming a little below where you want to hit so that the plane flies into your shots, depending on the angle of the plane's dive or strafing run. Larger angles to the ground will need more of a lead for rounds than shallow angles.

Above all else whenever possible, get a rifleman to stay with you as a LMG. Not only will the rifleman help watch your flanks, but will be immediately on hand to give you more ammo when you run out. Without ammo, you're useless as a support gunner.

## **Sniper**

Snipers are a fairly recent addition to the family of infantry. To use the scope, hold down the right mouse button, just as if you were aiming with a regular rifle. The scope has a magnification factor approximately half of that of binoculars.

### ***Loadout***

1 x Rifle + Scope (40 rounds).  
4 x Smoke Grenades.  
1 x Combat Knife.

### ***Rank Required***

ArFr: Sergeant (4<sup>th</sup> Promotion).  
BEF: Sergeant (4<sup>th</sup> Promotion).

### ***Hints and Tips***

A scoped rifle can boost a skilled rifleman's effective range by about 300 meters while for an average rifleman by about 150 meters. Snipers still need to move in close to the enemy, but will have the advantage in a fire fight against enemy riflemen. Using this advantage, it's usually best to let the enemy come to you as a sniper than for you to go to the enemy so that you're already set up and ready to kill the enemy as soon as you spot them.

With such little ammunition, snipers will need to choose their shots wisely. If you see a group of infantry running through the countryside, pick off the one who may look like the group's leader. If you can't tell, then pick off the more rare units first—kill ATR's before you kill SMG's, kill LMG's before riflemen, and so forth. Should the group of infantry be all the same and you still can't determine the leader, pick off the infantry towards the rear of the movement and work your way to the front. This will at least confuse your enemy where you are for a few moments—they may think you're behind them instead of in front of them -- buying you enough time to either shoot the others or fallback to a different position.

As there are so few snipers available, it's important to stay alive as long as possible so you can cause the most damage. In many cases, it is a good idea to fire a single shot to kill someone and then move to a new location so that the enemy won't pinpoint you. The more mobile you can be, the more chance you'll survive as your enemy won't be able to find you.

## **Paratrooper**

Paratroopers are a very unique type of infantry, for obvious reasons. Right off the bat, paratroopers will need to board a transport plane. Get close to the plane and then press "J." If you can't hop into the plane, get closer or try another place on the plane such as behind the wings. When it's time to jump, simply press "J" again and you will jump out of the plane. Your parachute opens automatically. While floating down to Earth, you can steer with the "Q" and "E" keys. You can also look down or up with the mouse by default, or you can toggle on mouselook for a more flexible way of looking.

### ***Loadout***

- 1 x Sub Machine Gun (ArFr: 320 rounds / BEF: 300 rounds).
- 1 x Pistol (24 rounds).
- 4 x HE Grenades.
- 4 x Smoke Grenades.
- 1 x Combat Knife.
- 1 x 5kg Satchel Charge.

### ***Rank Required***

ArFr: Sergeant (4<sup>th</sup> Promotion).  
BEF: Sergeant (4<sup>th</sup> Promotion).

### ***Hints and Tips***

Once the paratroopers land, their parachute is discarded. This allows the paratrooper to sprint further than regular infantry making them the most mobile type of infantry. Their speed makes them ideal reconnaissance elements or hit-n-run commandos.

Above all else, paratroopers are shock troops. There's nothing more distracting for the enemy than them seeing paratroopers dropping from the sky. Sometimes paratroopers will buy the regular ground forces a few extra seconds to infiltrate the city or to flank the enemy.

Perhaps one of the more difficult parts of being a paratrooper is to be able to land in the assigned dropzone. For low altitude drops, jump out of the plane 400 meters before the plane passes over the target. Your momentum will cause you to drift forward. Once you jump out, let the parachute fully deploy before you try to steer. It's been found when paratroopers try to steer immediately after they jump out, their dropzone accuracy is much less than paratroopers who waited until their chute was fully opened before they steered. For higher altitude drops, jump out 250 meters from the target. You'll still drift forward, but you're high enough to compensate by steering yourself around. As you're floating to the ground, try and circle around your target dropzone by keeping it in front of your trooper. This can usually be accomplished by holding down one of the steer keys, you'll essentially corkscrew down towards the target.