

GENERAL CONCEPT

The Ostheer had to advance quickly in enemy territory so I think it shouldn't start with an already set up command building, instead the pioneers must build their base from the beginning. Also I think that, to match history, they must come first with a large variety of early war weapons, and the access to late technologies must be researched as global upgrades. Also, to match the fact that the German used a combined arms strategy since the first days of the campaign, you must be able to access all kinds of units from the beginning (that is, infantry, support weapons and tanks, I will explain later the requirements for this so that the game doesn't become unbalanced).

BASE BUILDINGS

As I explained before, the Ostheer shouldn't start with a HQ building. They won't have any defense in the starting territory either. Instead they start with an unarmed Kommando Sd.Kfz. 250 able to produce Sturmpanzer, a Sturmpanzer squad and a Ostheer Grenadier squad. The Kommando Sd.Kfz. 250 must be locked down to produce units, but it isn't like the Command Truck of the Commonwealth: it can't be locked down in unconnected sectors and it doesn't give you a resource bonus in the locked down sector. The Kommando Sd.Kfz. 250 can also be upgraded with a MG42 for 50 ammo for defensive purpose, and with a radio for 100 ammo, with which it will be able to call in reinforcements. So here's a summary of the unit:

Kommando Sd.Kfz. 250

- **Builds:** Sturmpanzer
- **Abilities:** Lock Down Sector: The Kommando Sd.Kfz. 250 can lock down a connected sector.

Call in reinforcements (*Requires radio*): Can call in reinforcements depending on the chosen doctrine.

- **Upgrades:** MG42 (*50 ammo*): The Kommando Sd.Kfz. 250 is equipped with a MG42 machinegun for defensive purpose.

Radio (*100 ammo*): The Kommando Sd.Kfz. 250 radio allows you to call reinforcements depending on the chosen doctrine.

Sturmpanzer

- **Cost:** 200 Manpower
- **Squad members:** 3x Sturmpanzer
- **Weapons:** 3 Pioneer Mp40
- **Abilities:** Repair structures (but not vehicles), Build Base and defensive Structures.

The base buildings can be built *anywhere* on the map on a controlled and connected sector. The base buildings does not give you a resource bonus from the controlled sector, but they can lock it down once built. Every building can be upgraded with a supply depot which gives you a resource bonus. Ostheer can deploy four different buildings (built by Sturmpioniere): Infanterie Kommandobunker, Artillery Bay, SS Oberkommando, Tank Depot. Only one building per type can be built, of course more than one building can be built on the same sector but only one of them can be upgraded with the Supply Depot (if within the same sector, otherwise every building can have a supply depot). Besides any building can be built at any time (it means they don't have tech tree requirements). To balance the fact that Ostheer can deploy any building at any time, and this would be unbalanced since you could deploy tanks very soon, every building has a heirarchical functioning: every building can produce 4 different units, a production that we call T0, T1, T2 and T3 units. Every building can also deploy a *supervisor* which is basically an officer. A T0 unit requires no supervisor to be built, a T1 unit requires one supervisor, a T2 unit requires 2 supervisors and a T3 unit requires 3 supervisors (a maximum of 3 supervisors per kind can be built at any time). Of course some units, as told in the introduction, may require additional upgrades to be researched. Here's a list of Ostheer buildings:

Infanterie Kommandobunker

- Cost: 200 manpower, 20 fuel
- Builds: Ostheer Grenadiers, Sturm Squad, Anti Tank Rifle Squad, Panzerjager Squad, Oberfeldwebel
- Research:
 - Improved AP rounds (200 manpower, 25 fuel): Improves the penetration value of Panzerbuchse 39 rounds.
 - G-43 Semiautomatic Rifles: (200 manpower, 40 fuel): Every Grenadier squad receives 2 G-43 rifles.
 - MG-34 Improved Cartridge (250 manpower, 60 fuel): The Sturm Squad MG-34 can fire longer bursts and the total ammount of rounds fired before reloading is changed from 75 to 150.
 - Rocketry: (200 manpower, 40 fuel): Enables the construction of Panzerjager Squads.

Artillery Bay

- Cost: 200 manpower, 25 fuel
- Builds: sIG 33, FlaK 38 Halftrack, StuG III, Nebelwerfer 42, Artillery Overseer
- Research:
 - 150 mm AP rounds (200 manpower, 25 fuel): Allows the sIG 33 to shoot AP rounds for a short amount of time.
 - Self Propelled Gun Chassis (250 manpower, 50 fuel): Replace the construction of sIG 33 with Grille self propelled artillery.
 - Nebelwerfer 42 Incendiary rockets (200 manpower, 35 fuel): Allows the Nebelwerfer 42 to shoot incendiary rockets which are less effective against vehicles, but more effective against infantry.
 - Schurzen (200 manpower, 40 fuel): StuG III, Panzer III, Panzer IV and Panthers are equipped with armor plates.

SS Oberkommando

- Cost: 220 manpower, 25 fuel
- Build: Propaganda Halftrack, Death Squad, Waffen-SS Stosstrupp, Waffen-SS armored reserve, Untersturmfuhrer
- Research:

- Forced Labor (175 *manpower*, 25 *fuel*): The Prisoner Camp now gets a + 50 manpower bonus for each prisoner
- MP-44 Assault Rifle (215 *manpower*, 40 *fuel*): The Waffen-SS Stosstrupp is equipped with MP-44 Assault Rifles instead of the conventional G-43's.
- Elite Reserve (300 *manpower*, 60 *fuel*): You get a 10% chance bonus of obtaining a Tiger when calling in a Waffen-SS armored reserve (now the percentage are distributed as follows: 15% Tiger, 35% Panzergruppe, 50% Assault Gun team).

Tank Depot

- Cost: 250 manpower, 50 fuel
- Build: Panzer III, Panzer IV Ausf. E, Elefant, Tiger, Mechanic Team
- Research:
 - Mechanical Reliability (225 *manpower*, 30 *fuel*): Now the Ostheer tanks get a critical damage with a lower chance.
 - Long Barreled KwK 40/L43 gun (250 *manpower*, 40 *fuel*): Enables to build the Panzer IV Ausf. F2 with a long barreled KwK40/L43 cannon which has a better armor penetration but it is less effective versus infantry.
 - Short Barreled KwK 37/L24 gun (175 *manpower*, 40 *fuel*): Allows the Panzer III to be upgraded with a short barreled 7.5 cm cannon which is more effective versus infantry but does not have a good armor penetration.
 - Tiger Chassis (300 *manpower*, 100 *fuel*): Allows the production of the Elefant tank destroyer and the Tiger heavy tank.

OSTHEER UNITS

As explained before, every Ostheer building produces four different units named T0, T1, T2 and T3. The number following the “T” indicates the number of supervisor units required from that building to produce that unit. For example, if you look at the previous building table, a Panzer III is a Tank Depot T0 unit, so it does not require a supervisor (which in the case of the Tank Depot is the Mechanic Team) to be built. Instead if you want to build for instance an Elefant Tank Destroyer, which is a T2 unit, you will need 2 supervisors (that is 2 mechanic teams on the field) besides the normal upgrade requirements. Furthermore, as you can see, every building is specialized in producing a certain category of combat unit: Infantry at the Infanterie Kommandobunker, Support unit like artillery and assault guns at the Artillery Bay, Special Forces and Elite Units at the SS-Oberkommando and finally tanks at the Tank Depot. This organization allows Ostheer to start deploying a certain kind of unit from the beginning of the battle, so for example if you want to use a tank strategy you can start by building a Tank Depot and then a Panzer III (of course you will need the fuel to build the Tank Depot and the Panzer III itself). Of course starting with a strategy like this has its weak point, since you can only rely on Sturmpioniere to capture territories until you build an Infanterie Kommandobunker.

As you will see, in this Ostheer concept the faction will be able to deploy units at a lower cost since the force deployed by Germany in the Eastern front was very large, but units will not get veterancy in combat, to reflect the fact that survival chance in battle was very poor and units were refilled with rookies very often. You can only get veterancy points only by upgrading the squad with a veteran officer (the officer is not added to the squad, one of the units is promoted). So here's a unit list with their special abilities and costs:

Infantry:

Ostheer grenadiers

Basic Infantry of the Ostheer army. Can be upgraded with a scoped Kar-98k and can receive a couple of G-43 semiautomatic rifles from the Infantry Kommandobunker upgrade.

- Cost: 270 manpower
- Requirements: None
- Squad Members: 4 Ostheer Grenadiers
- Weapons: 4 kar98k
- Unit upgrades: Scoped kar98k (50 ammo), Unteroffizier (50 ammo)
- Abilities:
 - Aimed shot (35 ammo, Scoped kar98k required): the team sniper can shoot and instantly kill the enemy with a single aimed shot.
 - Mortar Barrage (75 ammo, Unteroffizier and Mortar barrage unlocked from the Reserve Doctrine required): The Unteroffizier can request a short mortar barrage on the target.
 - Grenades (35 ammo): Throw a grenade.

Sturm Squad

Support infantry armed with an MG34 light machinegun. Even if not as effective as a Heavy MG42 Squad, it is still very good versus infantry units, and its lower firepower is compensated by a higher mobility. The squad can be upgraded with an additional MG42 Light Machinegun.

- Cost: 260 manpower
- Requirements: 1 Oberfeldwebel on the field
- Squad Members: 3 Ostheer Grenadiers
- Weapons: 1 Mg34, 2 Mp40
- Unit upgrades: Mg42 Light Machinegun (100 ammo), Unteroffizier (50 ammo)
- Abilities:
 - Suppressing fire (75 amo): The Mg34-Schutze can fire a long burst on the target which is immediately pinned down. Besides the accuracy is greater than normal.
 - Mortar Barrage (75 ammo, Unteroffizier and Mortar barrage unlocked from the Reserve Doctrine required): The Unteroffizier can request a short mortar barrage on the target.

Anti tank Rifle Squad

Light anti tank infantry armed with a Panzerbuchse 39 anti tank rifle. It is very effective against light armored vehicles, but it can be upgraded with better AP rounds to be more effective also against medium tanks.

- Cost: 280 manpower
- Requirements: 2 Oberfeldwebels on the field
- Squad Members: 3 Ostheer Grenadiers
- Weapons: 1 Panzerbusche 39, 2 kar98k
- Unit Upgrades: Scope (50 ammo), Unteroffizier (50 ammo)
- Abilities:
 - Aimed shot (125 ammo, Scope upgrade required): The anti tank infantry can hit a critical hardpoint of a light vehicle to destroy it with one shot.

- Mortar Barrage (75 ammo, Unteroffizier and Mortar barrage unlocked from the Reserve Doctrine required): The Unteroffizier can request a short mortar barrage on the target

Panzerjager Squad

Heavy anti tank squad armed with Panzershrecks. It can hide while in cover to ambush enemy vehicles, and they can be equipped with anti tank mines and Panzerfaust 100.

- Cost: 350 manpower
- Requirements: Rocketry, 3 Oberfeldwebels on the field
- Squad Members: 4 Panzerjagers
- Weapons: 2 Panzershrecks, 2 Mp40
- Unit upgrades: Mine Supply (75 ammo), Panzerfaust 100 (100 ammo), Unteroffizier (50 ammo)
- Abilities:
 - Lay mines (50 ammo, Mine Supply upgrade required): The panzerjager squad can lay anti tank mines to disable or even destroy enemy tanks
 - Shoot Panzerfaust 100 (35 ammo, Panzerfaust 100 upgrade required): The panzerjager squad can shoot with Panzerfaust 100 to severely damage an enemy armored vehicle.
 - Mortar Barrage (75 ammo, Unteroffizier and Mortar barrage unlocked from the Reserve Doctrine required): The Unteroffizier can request a short mortar barrage on the target.

Oberfeldwebel

Infantry supervisor unit. He can speed up the production of the Infanterie Kommandobunker or buff a nearby infantry unit.

- Cost: 220 manpower, 10 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: Luger
- Unit upgrades: None
- Abilities:
 - Command aura: The infantry is less vulnerable to suppressing fire.
 - Artillery barrage (150 ammo, requires the Artillery Bay): the Oberfeldwebel can call an offmap 150 mm artillery barrage on the target.

Support Units:

Infantry Gun sIG 33¹

Ligh artillery, very effective against large numbers of enemy soldiers. Its greatest weak point is its low mobility and slow rate of fire. It can be upgraded to be mounted on a Panzer II chassis to become a self-propelled artillery gun.

- Cost: 280 manpower, 40 fuel
- Requirements: None
- Squad Members: 3 Ostheer grenadiers
- Weapons: 1 kar98k
- Unit upgrades: Improved Gun Sight (50 ammo), Gun Commander (50 ammo)
- Abilities:

¹ The gun fires like a StuH 42, that is, when the target is visible and in range, it does not have any barrage ability.

- Anti tank fire (75 ammo, 150 mm AP Rounds upgrade required): For 60 seconds the sIG 33 will shoot armor piercing rounds which are more effective versus armored vehicles but less effective against infantry units.
- Aimed anti tank shot (75 ammo, 150 mm AP Rounds and Improved Gun Sight required): Using the improved gun sight, the crew can hit an enemy armored vehicle with a direct hit from the gun.

FlaK 38 Halftrack

Light anti air/anti infantry unit armed with a 2 cm FlaK 38 anti aircraft gun. It is very effective against infantry units but very vulnerable even to light armored vehicles.

- Cost: 250 manpower, 25 fuel
- Requirements: 1 Artillery Overseer on the field
- Squad Members: N/A
- Weapons: 2 cm FlaK 38
- Unit upgrades: Explosive Shells (75 ammo), Gun Commander (50 ammo)
- Abilities:
 - Explosive Shells (50 ammo, Explosive Shells upgrade required): The gun crew can fire explosive shells for 30 seconds, which are even more effective against infantry units.

StuG III

Medium infantry assault gun based on the chassis of the Panzer III. It is armed with a StuK 40/L48 gun which can deal a decent damage to every medium tank.

- Cost: 310 manpower, 40 fuel
- Requirements: 2 Artillery Overseers on the field
- Squad Members: N/A
- Weapons: 7.5 cm StuK 40/L48, 1 turret Mg42 (Gun Commander required)
- Unit Upgrades: Gun Commander (50 ammo)
- Abilities: None

Nebelwerfer 42

Heavy artillery unit which can shoot a deadly barrage of 300mm Rockets. It is very effective against infantry but it can be upgraded to shoot Anti-Tank Rockets.

- Cost: 400 manpower
- Requirements: 3 Artillery Overseers on the field, Rocketry upgrade
- Squad Members: N/A
- Weapons: 300 mm rockets
- Unit Upgrades: Anti tank rockets (100 ammo), Gun Commander (50 ammo)
- Abilities:
 - Incendiary Rocket Barrage: The Nebelwerfer 42 shoots a barrage of 300 mm incendiary rockets on the area.
 - Anti-tank Rocket Barrage (Anti tank rockets upgrade required): The Nebelwerfer 42 shoots a barrage of 300 mm anti-tank rockets, which are less effective against buildings and infantry but very effective against armored targets.

Artillery Overseer

Artillery supervisor unit. He can increase the production of the Artillery Bay or buff a nearby artillery unit.

- Cost: 220 manpower, 10 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: Luger
- Unit Upgrades: None
- Abilities:
 - Binoculars: The Overseer can use his binoculars to scout the map and increase his field of view to spot targets for the artillery. While using binoculars the Overseer cannot move or attack.
 - Artillery aimed strike (*Binocular mode active required*): The Overseer can direct the fire of all the sIG 33 on the field on the target with high accuracy.

Grille Self propelled artillery

The Grille is basically a sIG 33 mounted on the chassis of a Panzer II. The sIG 33 has thus a better mobility, but this panzer has a very light armor so it must be protected by infantry units.

- Cost: 280 manpower, 40 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: None
- Unit upgrades: Improved Gun Sight (50 ammo), Gun Commander (50 ammo)
- Abilities:
 - Anti tank fire (75 ammo, 150 mm AP Rounds upgrade required): For 60 seconds the sIG 33 will shoot armor piercing rounds which are more effective versus armored vehicles but less effective against infantry units.
 - Aimed anti tank shot (75 ammo, 150 mm AP Rounds and Improved Gun Sight required): Using the improved gun sight, the crew can hit an enemy armored vehicle with a direct hit from the gun.

SS Units:

Propaganda Halftrack

This Sd.Kfz. 250 is unarmed and equipped with a loudspeaker through which the SS can threat the enemy units and damage their morale:

- Cost: 230 manpower, 15 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: None
- Unit Upgrades: Mg42 machinegun (50 ammo), Rottenfuhrer (50 ammo)
- Abilities:
 - Demoralize (50 ammo): The targeted squad will be demoralized by the propaganda message. Its fire rate and accuracy will be reduced for a short period of time.

- Surrender (125 ammo): The targeted units will be demoralized by the propaganda message and will surrender. If there is a prisoner camp on the map they will be sent there, otherwise they will walk offmap.

Death Squad

The Death Squad is a special force whose assignment is mainly to capture war prisoners and to arrest and eliminate any opponent of the Third Reich.

- Cost: 300 manpower
- Requirements: 1 Untersturmführer on the field
- Squad Members: 5 SS Soldiers
- Weapons: 5 Mp-40
- Unit Upgrades: Rottenführer (50 ammo)
- Abilities:
 - Combat prisoners (75 ammo): The ability will remain active for 15 seconds. Any surrounding infantry squad with less than 30% of health will surrender immediately and will walk to the nearest prisoner camp or offmap if none has been built yet.
 - Break-in (125 ammo): The squad will assault the selected occupied enemy building with grenades. Any survivor will walk outside the building and surrender and he will walk to the nearest prisoner camp or offmap if none has been built yet.

Waffen-SS Stosstrupp

Heavy assault infantry armed with G-43 semiautomatic rifles. They can be upgraded with Mp44 assault rifles to be more effective at closer range and with 1 Panzerschreck to achieve AT capabilities.

- Cost: 350 manpower
- Requirements: 2 Untersturmführers on the field
- Squad Members: 4 Waffen-SS soldiers
- Weapons: 4 G-43 rifles
- Unit Upgrades: Panzerschreck (75 ammo, Rocketry upgrade required), Rottenführer (50 ammo)
- Abilities:
 - G-43/Mp44 rapid fire (50 ammo): The squad will fire more quickly (if equipped with G43) or longer bursts (if equipped with Mp44) with a lower accuracy.
 - Grenades (35 ammo): Throws a grenade.

Waffen-SS armored reserve

The Oberkommando can call in a Waffen-SS armored reserve from offmap. The called in units are randomly chosen between an assault gun team (2 Waffen-SS Stosstrupps and a StuG III, 60% of Chance), a Panzergruppe (2 Panzer IV Ausf. F2, 35% of chance), a Tiger (5% of chance).

- Cost: 1300 manpower
- Requirements: 3 Untersturmführers on the field
- Squad Members: 2 Waffen-ss Stosstrupp and 1 StuG III or 2 Panzer IV Ausf. F2 or 1 Tiger heavy tank

Untersturmführer

SS supervisor unit. He can increase the production of the SS Oberkommando or enhance any SS unit surrounding him

- Cost: 220 manpower, 10 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: Mp40
- Unit Upgrades: None
- Abilities:
 - Combat Supervisor: The Untersturmführer can highly reduce the recharge time of the ability of all the SS combat units.

Armored units:

Panzer III

The Panzer III is a versatile medium tank, initially designed to be the counterpart of the Panzer IV Ausf. E as anti tank vehicle. It is equipped with a 3.7 cm KwK 36 which is effective against light armored vehicles and infantry, but it can be upgraded to enhance its armor piercing or its anti infantry capabilities.

- Cost: 370 manpower, 40 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: 3.7 cm KwK 36, 1 hull Mg42
- Unit Upgrades: KwK 39/L60 50 mm long barreled tank gun (75 ammo), KwK 37/L24 75 mm low velocity tank gun (50 ammo, Short Barreled KwK 37/L24 tank gun upgrade required), Tank Commander (50 ammo)
- Abilities:
 - 75 mm HE barrage (75 ammo, KwK 37/L24 low velocity tank gun upgrade required): The Panzer III shoots some rounds at an increased range to take out an enemy defensive position or AT cannon.
 - Fighter Bomber (175 ammo, Tank Commander and Stuka Bomber Support ability unlocked from the Mechanized Infantry doctrine): The Tank Commander can request an attack from a Stuka Fighter Bomber which will drop a bomb on the selected unit or tank destroying it.

Panzer IV Ausf. E

The Panzer IV Ausf. E was designed as an infantry support tank and it was initially equipped with a low velocity 75 mm tank gun designed for anti infantry purpose. Despite this, the tank can be supplied with anti tank shells which slightly improve its armor piercing capabilities.

- Cost: 400 manpower, 50 fuel
- Requirements: 1 Mechanic Team on the field
- Squad Members: N/A
- Weapons: 7.5 cm KwK 37/L24, hull Mg42, Turret Mg 42 (Tank Commander required)
- Unit Upgrades: Armor piercing shells (50 ammo), Tank Commander (50 ammo)
- Abilities:
 - Load AP/HE shells (50 ammo, Armor piercing shells upgrade required): The gunner can switch between armor piercing or he shells to achieve anti tank or anti infantry capabilities.
 - Fighter Bomber (175 ammo, Tank Commander and Stuka Bomber Support ability unlocked from the Mechanized Infantry doctrine): The Tank Commander can request an attack from a Stuka Fighter Bomber which will drop a bomb on the selected unit or tank destroying it.

Elefant²

The Elefant was a heavy tank destroyer based on the chassis of the Tiger I heavy tank. It is armed with a devastating 88 mm PaK 43/2 L/71 and a thick frontal armor of 200 mm of German steel. This behemoth can deal with almost every tank, although its low speed and mobility make it the perfect prey for anti tank infantry units.

- Cost: 750 manpower, 100 fuel
- Requirements: 2 Mechanic Teams on the field, Tiger Chassis upgrade
- Squad Members: N/A
- Weapons: 8.8 cm PaK43/2 L/71
- Unit Upgrades: Sighting Mechanism (100 ammo), Tank Commander (50 ammo)
- Abilities:
 - Long range aimed shot (100 ammo, Sighting Mechanism upgrade required): The gunner can aim at any armored target on the map and fire a devastating shell, which can seriously damage it or even destroy it with a single shot. The target must stay visible for some seconds to be shot.
 - Fighter Bomber (175 ammo, Tank Commander and Stuka Bomber Support ability unlocked from the Mechanized Infantry doctrine): The Tank Commander can request an attack from a Stuka Fighter Bomber which will drop a bomb on the selected unit or tank destroying it.

Tiger³

The Tiger was the first heavy tank deployed by Germany on the Eastern front to deal with the increasing menace of T-34 and KV-1 tanks. It is armed with a 88 mm KwK 36 L/56 tank gun which is very effective both against infantry and armored vehicles.

- Cost: 825 manpower, 110 fuel
- Requirements: 3 Mechanic Teams on the field, Tiger Chassis upgrade
- Squad Members: N/A
- Weapons: 8.8 cm KwK 36 L/56, coaxial machinegun, hull machinegun
- Unit Upgrades: Tank Commander (50 ammo)
- Abilities:
 - Rapid fire (100 ammo): The tank loader and gunner synchronize themselves perfectly to shoot as fast as possible. The rate of fire is slightly increased for a short amount of time.
 - Fighter Bomber (175 ammo, Tank Commander and Stuka Bomber Support ability unlocked from the Mechanized Infantry doctrine): The Tank Commander can request an attack from a Stuka Fighter Bomber which will drop a bomb on the selected unit or tank destroying it.

Panzer IV Ausf. F2

The F2 model of the Panzer IV was the first attempt to counter the Soviet T-34 medium tank. This version mounted a 75 mm KwK 40 L/43 long barreled tank gun which has a better armor penetration but a lower efficiency against infantry.

- Cost: 400 manpower, 50 fuel
- Requirements: 1 Mechanic Team on the field
- Squad Members: N/A
- Weapons: 7.5 cm KwK 40/L43, hull Mg42, Turret Mg 42 (Tank Commander required)
- Unit upgrades: Tank Commander (50 ammo)

² A Maximum of 2 Elefants can be on the battlefield

³ A maximum of 2 Tigers can be on the battlefield

- **Abilities:**
 - *Fighter Bomber (175 ammo, Tank Commander and Stuka Bomber Support ability unlocked from the Mechanized Infantry doctrine):* The Tank Commander can request an attack from a Stuka Fighter Bomber which will drop a bomb on the selected unit or tank destroying it.

Mechanic Team

Tank supervisor unit. The Mechanic Team is used to support vehicles in combat and repair them. They are also very efficient to disable the enemy armored units with mines.

- **Cost:** 220 manpower, 10 fuel
- **Requirement:** None
- **Squad Members:** 3 Mechanics
- **Weapons:** 3 Pioniere Mp40
- **Unit Upgrades:** None
- **Abilities:**
 - *Magnetic Mine (75 ammo):* The Magnetic mine can be attached to the tank tracks and disable the tank movements, as well as damage the tank.
 - *T-34 Recovery (Recovery ability unlocked from the Reserve doctrine):* The Mechanics can restore a disabled T-34 and recover it to add it in the Ostheer tank reserve. The tank can't be upgraded or get veterancy points, but it can still engage the enemies.
 - *Vehicle Repair:* The Mechanics are the only units in the Ostheer army who can repair damaged vehicles.
 - *Advanced Repair (75 ammo):* The Mechanics can repair at four times the normal speed for 30 seconds.

DEFENSIVE STRUCTURES

All the Ostheer defensive structures are built by Sturmpanziers. They can build sandbags, wire, minefields, trenches and tank traps. Ostheer is not able to build forward bases to compensate the fact that they can build their base structures anywhere on the map. Besides the following defensive structures are available:

Bunker

The Ostheer Bunker is already equipped with a Mg42 Heavy Machinegun, but it can't be upgraded in a field hospital or a repair station like its wehrmacht counterpart.

- **Cost:** 200 manpower, 15 fuel
- **Requirements:** None
- **Weapons:** Mg42

88 mm Flak 36 Anti-tank/Anti-air Gun

The Ostheer can deploy a FlaK 36 gun for defensive purpose. This gun is excellent against enemy tanks.

- **Cost:** 450 manpower, 60 fuel
- **Requirements:** Artillery Bay, Tank Depot

- Weapons: 88 mm FlaK 36 gun.

Prisoner Camp

The Prisoner Camp is used to capture injured enemy soldiers and to collect them to make them work for the Reich war machine. Every injured enemy soldier will be collected by the SS men and brought to the camp. For each prisoner you will receive 50 manpower.

- Cost: 200 manpower
- Requirements: SS Oberkommando
- Weapons: None

DOCTRINES:

Ostheer doctrines, besides the standard tech tree, will give the player access to a reinforcement unit which can be called by the Kommando Sd.Kfz. 250 if the Radio upgrade is researched.

URBAN WARFARE:

Reinforcement Unit:

Mg42 Heavy Machinegun

The Kommando Sd.Kfz. 250 requests a Mg42 HMG team to support our units in the urban warfare.

- Cost: 300 manpower
- Requirements: Radio upgrade for the Kommando Sd.Kfz. 250
- Squad Members: 3 Ostheer Grenadiers
- Weapons: 1 Mg 42, 2 Mp40
- Unit Upgrades: Unteroffizier (50 ammo)
- Abilities:
 - Armor Piercing Rounds (50 ammo): The Mg42 fires armor piercing rounds, very effective against light armored vehicles.

Left branch (Urban assault):

Urban Assault Team (2 Command Points)

An Urban Assault team will support your operation. It is very effective in taking out entrenched enemies in buildings or fortifications.

- Cost: 375 manpower
- Squad Members: 5 Ostheer Grenadiers
- Weapons: 1 Flamethrower, 1 Mg42 Light Machinegun, 3 Mp40
- Unit Upgrades: Unteroffizier (50 ammo)
- Abilities:
 - Camouflage: The Assault Team can camouflage becoming invisible
 - Incendiary Charges (50 ammo, *Incendiary Charges Ability Unlocked*): The Assault Team can place incendiary charges that can heavily damage a building and burn the unit inside. The charges can be placed while camouflaged.

- Infantry Assault: The Assault Infantry can instantly suppress any enemy squad.

Incendiary Charges (2 Command Points)

The Assault Infantry receives Incendiary Charges to demolish occupied buildings or enemy fortifications.

Flammpanzer III (3 Command Points)

A Panzer III armed with a flamethrower will support your urban assault operations. It is very effective against infantry targets, although it is ineffective versus armored vehicles.

- Cost: 500 manpower
- Squad Members: N/A
- Weapons: 1 1.5 cm Flamethrower, 1 Hull Mg
- Unit Upgrades: Tank Commander (50 ammo)
- Abilities: None

Right Branch (Urban Support)

Incendiary 150 mm shells (1 Command Point)

The sIG 33 receives incendiary shells, which can set up a fire after hitting a target

Sniper Infiltration (2 Command Points)

A sniper team will infiltrate a neutral building or will be called from offmap if none is selected

- Cost: 500 manpower
- Squad Members: 2 Snipers
- Weapons: 2 Scoped G-43
- Unit Upgrades: Unteroffizier (50 ammo)
- Abilities: Same as wehrmacht sniper

Henschel Carpet Bombing (4 Command Points, 250 ammo)

A Hs 130 bomber will bomb a large area to get rid of enemy fortifications or occupied buildings.

MECHANIZED INFANTRY

Reinforcement Unit

Panzer II

The Kommando Sd.Kfz. 250 can call in a Panzer II light tank. The Panzer II is very effective against infantry and light vehicles thanks to its 20 mm gun, but it is incapable of penetrating heavier armor.

- Cost: 500 manpower
- Requirements : Radio upgrade for the Kommando Sd.Kfz. 250
- Squad Members: N/A
- Weapons: 2 cm KwK 30/L55, Hull Mg
- Unit Upgrades: Tank Commander (50 ammo)
- Abilities:

- AP shells (75 ammo): For a small amount of time the Panzer II will shoot AP shells, which allow it to penetrate medium armored vehicles.

Left Branch (Mechanized Support)

Mechanized Combat (2 Command Points)

All the infantry units near an armored vehicle will receive a green cover defensive bonus. Also they will become immune to suppressing fire.

Infantry Assault (2 Command Points)

All the Ostheer armored vehicles will have the ability to instantly suppress the enemy infantry units.

Panzerwerfer 42 (3 Command Points)

A Panzerwerfer 42 will be called in to support your vehicles with rocket fire

- Cost: 600 manpower
- Squad Members: N/A
- Weapons: 15 cm Rocket Launcher
- Unit Upgrades: Gun Commander (50 ammo)
- Abilities:
 - Rocket Barrage: The Panzerwerfer fires a salvo of 10 15 cm rockets on the target.

Right branch (Panzer Support)

Panzergruppe Support (3 command points)

A Panzer IV Ausf. H will be called in to support your operations. This model has a heavier armor and a more powerful gun than the normal panzer IV Ausf. F2 available for the Ostheer, and it already mounts armored plates.

- Cost: 700 manpower
- Squad Members: N/A
- Weapons: 7.5 KwK 40/L48, Hull Mg, Turret Mg42 (Tank Commander Required)
- Unit Upgrades: Tank Commander (50 ammo)
- Abilities:
 - Fighter Bomber (175 ammo, Tank Commander and Stuka Bomber Support ability unlocked from the Mechanized Infantry doctrine): The Tank Commander can request an attack from a Stuka Fighter Bomber which will drop a bomb on the selected unit or tank destroying it.

Stuka Bomber Support (2 Command Points)

The tank commander can request a air raid against an enemy armored vehicle calling in a Stuka bomber which will drop a 25 kg bomb on the target.

Panther Support (4 command points)

A Panther Ausf. G Heavy Tank will be called in to support your tanks. The Ausf. G model is more powerful than the normal Panther, and has a better range because of the new optics. Besides it already mounts armor plates.

- Cost: 800 manpower
- Squad Members: N/A

- **Weapons:** 7.5 cm KwK 42/L70, 1 hull Mg, 1 Turret Mg42 (*Tank Commander Required*)
- **Unit Upgrades:** Tank Commander (50 ammo)
- **Abilities:**
 - **Mark Target:** Thanks to the advanced optics, the gunner can mark a target and follow it in the fog of war.
 - **Ace Shot (100 ammo):** The gunner can shoot an enemy tank with high accuracy, hitting a weakpoint and seriously damaging the tank (100% of chance of dealing a critical hit, that is to destroy the engine, tracks or the main gun).
 - **Fighter Bomber (175 ammo, Tank Commander and Stuka Bomber Support ability unlocked from the Mechanized Infantry doctrine):** The Tank Commander can request an attack from a Stuka Fighter Bomber which will drop a bomb on the selected unit or tank destroying it.

OSTHEER RESERVE ARMY:

Reinforcement unit:

Volkssturm Reserve

The Kommando Sd.Kfz. 250 can call in a Volkssturm reserve to reinforce your infantry.

- **Cost:** 250 manpower
- **Requirements:** Radio upgrade for the Kommando Sd.Kfz. 250
- **Squad Members:** 6 Volkssturms
- **Weapons:** 6 Kar98k
- **Unit Upgrades:** Panzerfaust 60 (75 ammo), Unteroffizier (50 ammo)
- **Abilities:**
 - **Fire Panzerfaust:** At the time Volkssturm were deployed the cost of the Panzerfaust 60 was so low that their number was virtually unlimited, so the Volkssturm can fire a Panzerfaust for free.
 - **Mortar Barrage (75 ammo, Unteroffizier and Mortar barrage unlocked from the Reserve Doctrine required):** The Unteroffizier can request a short mortar barrage on the target.

Left branch (Infantry Reserve)

T-34 Recovery (1 Command Point)

The Mechanic Team can recover a destroyed enemy T-34 and add it to the Ostheer tank reserve. The tank will be automatically recrewed after being recovered, but it cannot get any veterancy points.

Mortar Barrage (2 Command Points)

Allows an Unteroffizier to request a small salvo of mortar grenades on the target. It is very effective to take out an entrenched gun or squad.

Italian Reserve (2 Command Points)

An Italian infantry Reserve of the ARMIR expedition force will be called in to support the Ostheer infantry. It can be upgraded with Moschetto Modello 38 SMG to be more effective at closer range.

- **Cost:** 270 manpower
- **Squad Members:** 5 Italian Riflemen
- **Weapons:** 5 Modello 38 Rifles, 1 Breda Light Machinegun
- **Unit Upgrades:** Moschetto Modello 38 (50 ammo), Unteroffizier (50 ammo)

- **Abilities:**
 - Mortar Barrage (75 ammo, Unteroffizier and Mortar barrage unlocked from the Reserve Doctrine required): The Unteroffizier can request a short mortar barrage on the target.

Right branch (Artillery reserve)

7.5 cm PaK 40 Anti Tank Gun (2 Command Points)

A 75 mm PaK 40 will be called from the Ostheer artillery reserve. It is excellent to take out even the heavier Russian tanks.

- Cost: 425 manpower
- Squad Members: 3 Ostheer Grenadiers
- Weapons: 7.5 cm PaK 40
- Unit Upgrade: Gun Commander (50 ammo)
- **Abilities:**
 - Camouflage (Gun Commander required): The gun becomes invisible to the enemy
 - Fortified Position (Gun Commander required): The gun crew starts fortifying the position with sandbags. The crew receive a protection bonus against small arm fire but the gun will not be able to move or camouflage.

leFH 18 Howitzer (3 Command Points)

The Sturmpanzer IV can now build leFH 18 emplacements to provide the Ostheer infantry with 105 mm artillery fire support.

- Cost: 450 manpower, 60 fuel
- Squad Members: 3 Ostheer Grenadiers
- Weapons: 10.5 cm leFH 18 Howitzer
- Unit Upgrade: Gun Commander (50 ammo)
- **Abilities:**
 - Artillery Barrage: The Howitzer fires a salvo of 105 mm shells on the target

Sturmpanzer IV (4 Command Points)

A Sturmpanzer IV Assault Gun will be called from remote location to support the advance of your infantry units.

- Cost: 700 manpower
- Squad Members: N/A
- Weapons: 15 cm StuH 43/L12
- Unit Upgrade: Gun Commander (50 ammo)
- **Abilities:**
 - Long Range Fire (Gun Commander Required, 50 ammo): The Sturmpanzer IV can shoot a salvo of 150 mm shells on the target at a longer range.