

OSTHEER CONCEPT II

Since in the previous concept I was told by one of the developers that my concept was too huge (that is, too much tanks, infantry and so on) I decided to try again. They also told me that several of the units I proposed had almost the same function so I would try to differentiate them in this way: each Ostheer building will allow you to train three kinds of units: offensive, defensive and elite. Besides, every building will allow you to research three technologies: offensive, defensive and elite. Each kind of technology will influence the corresponding kind of unit. The fact is, you will be able to research at most three technologies, so you will be able to focus all your efforts to improve defensive units, try to balance them (that is, research 1 technology each) and so on (all the combinations are possible). You will ask me now: “where is the differentiation you were talking about?”. It relies in the fact that each doctrine will change some of the offensive, defensive and elite units available for the Ostheer. The doctrines names will be unchanged since the previous version (**URBAN WARFARE**, **MECHANIZED INFANTRY**, **RESERVE DOCTRINE**), but I colored them to make each color correspond to the unit version available according to each doctrine. This will imply two things: first, the Ostheer player will be forced to choose its doctrine early in the game to build such units; second, the Ostheer player won't have access to all the units.

Besides I reworked the base building method: In the previous version the Ostheer was able to build its buildings anywhere on the map. I thought about it and it would be very unbalanced, since you can just build a Tank Hall near your opponent's base and bringing in tanks in his base in no time. So Ostheer buildings can be built only within the command sector. But I thought it was a pity to drop the idea of supply depots so I reworked that content. The starting HQ will be, as previously, the *Kommando Sd.Kfz. 250* which allows you to call in Sturmpioniere squads. So here are the details:

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 Sturmpioniere, a Sturmpioniere squad and a Jager 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 50 ammo. I reworked the concept of the radio, since the doctrinal reinforcements brought to the well known error “a lot of units with the same purpose”. The radio is needed to call in a Tigergruppe. Since I read the Tiger weren't assigned to a single division but rather moved from one division to another when needed, I think the Ostheer should be able to call in Tigers regardless of the chosen doctrine. Of course you won't need just a radio for 50 ammo points to call in a Tigergruppe or it would be unbalanced, as you will see you will need also at least two offensive upgrades at the Panzerdivision Command. I reworked also the tech tree for the buildings. In the previous version there was no tech tree actually, you had access immediately to all the buildings but you needed supervisors to build more advanced units. Now you will need to

call in supply trucks. Supply trucks are called in by the Kommando Sd.Kfz. 250 upgraded with a radio. To unlock each building you will need to call in a specific supply truck (they are divided into Heavy weapons, Engineer and Tank Parts). The Infantry Kommando Bunker requires no truck to be built, the Heavy Weapon Facility requires the Heavy Weapon Truck, the Mechanized Support Center requires the Engineer Truck and the Panzerdivision Command requires both the Tank Parts Truck and the Engineer Truck. Supply trucks can be kept in the base or used to lock down sectors (like the PE scout Car). Each truck has a basic resource boost bonus and a specialized boost bonus. The Heavy Weapon Truck has a 200% ammo boost, the Engineer has a 200% manpower boost and the Tank Parts Truck has a 200% fuel boost, while the basic boost is 150% for the resources the truck is not specialized to boost. So for example, if you lock down an ammo sector point with +10 ammo, you will get a +20 ammo income if you use a Heavy Weapon Truck, otherwise a +15 bonus with the others.

Kommando Sd.Kfz. 250

- Builds: Sturmpioniere
- Abilities:
 - Lock Down Sector: The Kommando Sd.Kfz. 250 can lock down a connected sector.
 - Call in supply trucks (*Requires radio*): Can call in a Heavy Weapon (250 manpower, 40 ammo), an Engineer (250 manpower, 30 fuel) or a Tank Parts Truck (300 manpower, 40 fuel)
 - Tigergruppe (1200 manpower, *Tigergruppe Support and Radio upgrade required*): Call in two Tiger Heavy Tanks.
- Upgrades:
 - MG42 (50 ammo): The Kommando Sd.Kfz. 250 is equipped with a MG42 machinegun for defensive purpose.
 - Radio (50 ammo): The Kommando Sd.Kfz. 250 radio allows you to call in Supply Trucks or a Tigergruppe.

The Sturmpioniere concept has also been changed: they can build defensive structures but this time, once again, they depend on the chosen doctrine.

Sturmpioniere

- Cost: 200 Manpower
- Squad members: 3x Sturmpioniere
- Weapons: 3 Pioniere Mp40
- Health: 210
- Damage: 5
- Capping speed: 1.0
- Abilities: Repair structures and vehicles, Build Base and defensive Structures.
- Defensive Structures:
 - Trench, Wire, Sandbags, Tank traps, Mines
 - [Incendiary Mines \(25 ammo\)](#), [Barricade](#), [Prisoner Camp](#)
 - [Bunker](#), [Flak 36 AT Gun](#), [leFH 18 Howitzer](#), [Heavy Trench](#), [Prisoner Camp](#)

A colored structure means that it can be built only choosing the corresponding colored doctrine (for example Incendiary Mines can be built just choosing the Urban Warfare Doctrine).

Here's a list of the Ostheer buildings¹. The research categories work like this: the first research from the top unlocks the following to the bottom. A maximum of three researches is available for each building:

Infanterie Kommandobunker

- Cost: 200 manpower, 20 fuel
- Builds:
 - Offensive: Jager squad
 - Defensive: Granatwerfer 42 Mortar Squad, Sturm Squad, Mg42 Heavy Machinegun
 - Elite: SS-Death Squad, Waffen-SS Stosstrup (*Mechinized Infantry and Reserve Doctrine*)
- Research²:
 - Offensive:
 - Grenade Supplies (150 manpower, 20 ammo): The Jager Squad is supplied with handgrenades.
 - Panzerfaust 100 (200 manpower, 35 fuel): The range of the Jager Squad panzerfaust is increased.
 - Fast Advance (250 manpower, 40 fuel): The Jager Squad can perform a sprint, shoots faster and their capping speed is doubled.
 - Defensive:
 - Fast deployment (150 manpower, 15 fuel): The Granatwerfer 42 team and Mg42 deploy time is decreased, while the Sturm Squad machinegunner Mg 34 can fire while moving.
 - Improved Cartridge (200 manpower, 50 ammo): The Grantwerfer 42 barrage ability shoots more rounds and the cooldown is decreased, the Mg42 can shoot AP rounds while the Sturm Squad can fire longer burst and the amount of rounds fired before reloading is increased from 75 to 150.
 - Expert Crew (200 manpower, 40 fuel): The Granatwerfer 42 range is increased, the Mg42 suppression rate is increased and the Sturm Squad becomes immune to suppression.
 - Elite:
 - Heavy Weapons Supplies (150 manpower, 35 ammo): The SS-Death Squad receives Satchel Charges, the Waffen-SS Stosstrup can be upgraded with a Panzershrek.
 - Assault Rifles (200 manpower, 50 ammo): The SS-Death Squad and Waffen-SS Stosstrup can be upgraded with StG-44 Assault Rifles.
 - Special Training (200 manpower, 40 fuel): The hit points of the SS-Death Squad and the Waffen-SS Stosstrup are doubled, and they become immune to suppression.

Heavy Weapon Facility

- Cost: 200 manpower, 25 fuel
- Builds:
 - Offensive: Panzerjager Squad
 - Defensive: sIG 33, Grille, PaK 40

¹ Colored units means that unit can be built only by choosing the corresponding colored doctrine. If a kind of unit can be built by more than one doctrine will not be colored and it will be specified which doctrines unlock the unit. If a unit will be available for all the doctrines it won't be colored and no notes will be added.

² The Upgrade must be researched in the order showed in the list for each type, that is, the first researched upgrade unlocks the second and the second unlocks the third.

- Elite: Saboteur Team
- Research:
 - Offensive:
 - Improved AP rounds (200 manpower, 35 ammo): The Panzerbuchse 39 is able to deliver (light) damage even to medium tanks (that is, all the Allied tanks except the IS-2).
 - Rocketry (200 manpower, 35 fuel): The Panzerjager Squad is equipped with 2 Panzershreks instead of the standard Panzerbuchse 39 AT rifles.
 - Fast reload (250 manpower, 40 fuel): The Panzershrek reload time is decreased by 50 % (only for Panzerjager Squads).
 - Defensive:
 - Special ammunition (175 manpower, 35 ammo): The sIG 33 and Grille are able to shoot 150mm HEAT rounds while the PaK 40 can load the more powerful Panzergranate 40.
 - Advanced Training (200 manpower, 30 fuel): The sIG 33 speed is increased and deployment time decreased, the Grille speed is increased and the PaK 40 fire rate increased.
 - Expert Gunner (225 manpower, 45 fuel): The sIG 33 and Grille shoot faster, the PaK 40 range is increased.
 - Elite:
 - Camo training (215 manpower, 40 fuel): The team can move camouflaged and can shoot several rounds before being revealed.
 - Fast sabotage (200 manpower, 50 fuel): The mechanical sabotage time is decreased from 10 seconds to 3 seconds.
 - Instant Control (250 manpower, 50 fuel): The ability “Instant Control” is unlocked for the Saboteur Team.

Mechanized Support Center

- Cost: 250 manpower, 30 fuel
- Builds:
 - Offensive: **StuG III**, Panzer III (*Urban Warfare and Reserve Doctrine*)
 - Defensive: **Panzer II**, Marder II (*Urban Warfare and Mechanized Infantry Doctrine*)
 - Elite: Propaganda Halftrack
- Research:
 - Offensive:
 - Improved frontal plate (175 manpower, 30 fuel): The Panzer III and StuG III frontal armor is increased, increasing the chance to deflect a shot.
 - Schurzen (175 manpower, 45 fuel): Armor plates are applied to the side of StuG III and Panzer III increasing their health.
 - Mass Production (250 manpower, 60 fuel): The production cost of Panzer III and StuG III is reduced by 25%.
 - Defensive:
 - Defensive Training: (175 manpower, 35 fuel): The Panzer II and Marder II crew will receive a training in fighting in allied territory. They take less damage and the enemy has its accuracy decreased by 15% when they fight within friendly sectors and firing at these units.
 - Special Ammunition (215 manpower, 40 ammo): The Panzer II will receive HE rounds which are even more effective against the enemy infantry. The Marder II will receive special rounds which increase its range.
 - Crew Engineering (200 manpower, 40 fuel): The crew is able to self repair the tank.
 - Elite:
 - Loudspeaker: (175 manpower, 35 fuel): The Propaganda Halftrack is equipped with a Loudspeaker which increases the area of effect of its abilities.

- Better recordings (200 manpower, 40 fuel): The recordings used by the Halftrack are improved, reducing the cooldown timer of the abilities.
- Propaganda Stuka (250 manpower, 60 fuel): Unlocks the Flying Propaganda abilities for the halfatrack.

Panzerdivision Command

- Cost: 250 manpower, 30 fuel
- Builds:
 - Offensive: **Sturmpanzer IV**, Panzer IV Stubby (*Mechanized Infantry and Reserve Doctrine*)
 - Defensive: **Nashorn**, Jagdpanzer IV/70 (*Urban Warfare and Mechanized Infantry Doctrine*)
 - Elite: **Captured T-34**, Panther (*Urban Warfare and Mechanized Infantry Doctrine*).
- Research:
 - Offensive:
 - Custom loadout (200 manpower, 75 ammo): The Sturmpanzer IV will be able to shoot AP rounds for a short period of time. The Panzer IV Stubby will be able to switch between AP and HE rounds for free.
 - Schurzen/Improved Armor (175 manpower, 45 fuel): The Sturmpanzer IV and the Panzer IV Stubby are equipped with armor plates increasing their health.
 - Camouflage (215 manpower, 50 fuel): The Sturmapanzer IV and Panzer IV can be camouflaged with vegetation and painting unlocking the Camo Advance ability.
 - Defensive:
 - Larger crew (175 manpower, 25 fuel): The Nashorn Tank Destroyer receive a spotter, unlocking the spotting ability. The Jagdpanzer IV gets a hull machinegun.
 - Fast maneuvering (215 manpower, 40 fuel): The Nashorn and Jagdpanzer IV turn speed, aim and reload time are decreased.
 - Ace Gunner (250 manpower, 60 fuel): The Nashorn “Long Range Shot” ability is unlocked, the Jagdpanzer IV will have a chance of dealing a critical damage (that is, gun destroyed, tracks damaged or engine destroyed) of 35% for each shot.
 - Elite:
 - Sighting mechanism/Enemy Tank Parts (*Reserve Doctrine*)(200 manpower, 40 fuel): The Panther will receive a new sighting mechanism which increases its sight and fire range. The Captured T-34 tanks can now be repaired.
 - Tigergruppe detachment (275 manpower, 80 fuel): The Kommando Sd.Kfz. 250 can now request the support of a Tigergruppe, consisting of two Tiger Heavy Tanks.
 - Mechanical reliability/T-34 expert crew (*Reserve Doctrine*) (250 manpower, 60 fuel): The chance of getting a critical damage is reduced for Panther and Tiger and the Tiger becomes repairable by Sturmpanzer. The Captured T-34 now can be upgraded with a Tank Commander for veterancy levels.

Finally, let's introduce the new Ostheer building: the supply depot. The supply depot allows you to request resources according to your needs. The supply depot is T0, that is, you can build it since the beginning of the game. In the supply depot you will find two levels of resource income, for each of the resources (for a total of six). Each resource income is divided into high request and urgent need. If you activate the high request of a resource, for 180 seconds you will have a doubled income for that resource, but the other incomes are reduced by 50%. If you activate the urgent need of a resource, for 180 seconds you will have a tripled income for that resource, but the other incomes are reduced by 1/3. For example, let's say you activate the urgent need for ammo and you have +270

manpower, +10 ammo and +30 fuel standard, after the activation you will get +90 manpower, +30 ammo and +10 fuel.

Supply Depot

- Cost: 200 manpower, 15 fuel, 15 ammo
- Abilities:
 - Manpower High Request: For 180 seconds the income of manpower is doubled but the incomes of the other resources are reduced by 50%.
 - Manpower Urgent Request: For 180 seconds the income of manpower is tripled but the incomes of the other resources are reduced by 1/3.
 - Ammo High Request : For 180 seconds the income of ammo is doubled but the incomes of the other resources are reduced by 50%.
 - Ammo Urgent Request: For 180 seconds the income of ammo is tripled but the incomes of the other resources are reduced by 1/3.
 - Fuel High Request : For 180 seconds the income of fuel is doubled but the incomes of the other resources are reduced by 50%.
 - Fuel Urgent Request: For 180 seconds the income of fuel is tripled but the incomes of the other resources are reduced by 1/3.

OSTHEER UNITS

The Ostheer unit concept is basically unchanged (except for the fact that now you won't need to build supervisor units to access them, you just need to build the proper building. The veterancy levels are acquired in the same way: until you don't upgrade the squad with an officer you will not get any veterancy level. After that, the veterancy is acquired in combat like the Panzer Elite (except for the fact that you can't choose Offensive or Defensive upgrades). The officer upgrades are Unteroffizier, Artillery Overseer and Tank Commander. Here's a list of the Ostheer units. Units that have their names colored can be built only by choosing the corresponding doctrine.

Jager Squad:

Basic Infantry Squad which can be upgraded with G-41 semiautomatic rifles to increase their fire rate and Panzerfaust 30. Offensive upgrades provide the squad additional handgrenades and Panzerfaust 100 which has a better range.

- Cost: 285 manpower
- Requirements: None
- Squad Members: 5
- Weapons: 5 Kar98k / 5 G-41 (*G-41 upgrade required*)
- Health: 310
- Damage: 12
- Unit Upgrades: G-41 Semiautomatic Rifles (50 ammo), 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, *Grenade supplies required*): Throw a grenade.

120 mm Granatwerfer 42 Mortar Squad

Heavy Mortar which can shoot devastating 120 mm rounds. It can use incendiary rounds to burn entrenched enemies but its heavy weight makes its deployment longer than the standard mortars.

- Cost: 310 manpower
- Requirements: None
- Squad Members: 3
- Weapons: 2 Kar98k
- Health: 310
- Damage: 10 (Kar98k), 45 (120 mm Mortar).
- Unit Upgrades: Artillery Overseer (50 ammo)
- Abilities:
 - Barrage: The mortar barrages the selected area for a short period of time.
 - Incendiary Shells (75 ammo, *Incendiary ammunition unlocked from the Urban Warfare doctrine*): The 120 mm mortar will barrage the area with incendiary shells.
 - Smoke Shell : The mortar will fire smoke shell to cover the advance of the infantry.

Sturm Squad

The Sturm Squad is a heavy but very mobile assault team, armed with a Mg34 Light Machinegun, more suitable for a mobile doctrine like the Mechanized Infantry.

- Cost: 260 manpower
- Requirements: None
- Squad Members: 3
- Weapons: 2 Mp40, 1 Mg34
- Health: 190
- Damage: 5 (Mp40), 6 (Mg34 LMG).
- Unit Upgrades: Unteroffizier (50 ammo)
- Abilities:
 - Suppressing fire (75 ammo): The Mg34-Schutze can fire a long burst on the target which is immediately pinned down. Besides the accuracy is greater than normal.

Mg 42 Heavy Machinegun

The Mg42 Heavy Machinegun is used for defensive purpose. Even if it is not very mobile, it can be an excellent suppressing weapon.

- Cost: 260 manpower
- Requirements: None
- Squad Members: 3
- Weapons: 2 Mp40, 1 Mg42

- Health: 165
- Damage: 5 (mp40), 7 (Mg42 LMG).
- Unit Upgrades: Unteroffizier (50 ammo)
- Abilities:
 - Armor Piercing Rounds (50 ammo, Improved Cartridge Upgrade Required): The Mg42 fires armor piercing rounds, very effective against light armored vehicles.

SS-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: None
- Squad Members: 5
- Weapons: 5 Mp40
- Health: 320
- Damage: 5 (mp40), 7 (StG44)
- Unit Upgrades: Unteroffizier (50 ammo), StG 44 Assault Rifles (50 ammo, Assault Rifles upgrade required)
- Abilities:
 - Satchel Charges (50 ammo): The SS-Death Squad can use Satchel Charges to demolish heavy fortifications.
 - Break-in (100 ammo, Break-In unlocked from the Urban Warfare Doctrine): 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.
 - Neutralize officer (75 ammo): The team sniper can instantly kill an officer unit (British Lieutenant or Captain, Soviet Union Commander).

Waffen-SS Stosstrupp (Mechanized Infantry and Reserve Doctrines)

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: 375 manpower
- Requirements: None
- Squad Members: 4
- Weapons: 4 G43
- Health: 400
- Damage: 15 (G-43), 7 (StG44)
- Unit Upgrades: Unteroffizier (50 ammo), StG 44 Assault Rifles (50 ammo, Assault Rifles upgrade required), Panzerschreck (75 ammo, Heavy Weapon Supplies required)
- 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.

Panzerjager Squad

Heavy anti tank squad armed with anti tank rifles. They can hide while in cover to ambush enemy vehicles, and they can be equipped with anti tank mines.

- Cost: 350 manpower
- Requirements: None
- Squad Members: 3
- Weapons: 2 Panzerbuchse 39, 1 Kar98k
- Health: 190
- Damage: 12 (*Kar98k*), 50 (*Panzerbuchse 39*), 120 (*Panzershrek*)
- Unit Upgrades: Unteroffizier (50 ammo), Mine Supply (75 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.
 - Aimed shot (75 ammo, *Rocketry required*): The anti tank infantry can hit a critical hardpoint of a 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.

sIG 33

Ligh artillery, very effective against large numbers of enemy soldiers. Its greatest weak point is its low mobility and slow rate of fire.

- Cost: 280 manpower, 40 fuel
- Requirements: None
- Squad Members: 3
- Weapons: 2 Kar98k
- Health: 190
- Damage: 10 (*Kar98k*), 125 (*150 mm gun*)
- Unit Upgrades: Artillery Overseer (50 ammo)
- Abilities:
 - HI/B rounds (75 ammo; *Special Ammunition upgrade required*): For 30 seconds the sIG 33 can shoot HEAT rounds which are more effective against armored targets but less effective against soft targets.

Grille

The Grille is a sIG 33 infantry gun mounted on the Panzer II chassis. Its greates weak point is its thin armor and slow rate of fire.

- Cost: 300 manpower, 40 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: 150 mm sIG 33 L/11
- Health: 285
- Damage: 125
- Unit Upgrades: Tank Commander (50 ammo)
- Abilities:
 - HI/B rounds (75 ammo, *Special Ammunition upgrade required*): For 30 seconds the sIG 33 can shoot HEAT rounds which are more effective against armored targets but less effective against soft targets.

PaK 40

The PaK 40 is a 75 mm medium anti tank gun, very good as defensive unit against enemy tanks. Its gun can penetrate even the heaviest Soviet armor.

- Cost: 350 manpower,
- Requirements: None
- Squad Members: 3
- Weapons: 2 Kar98k
- Health: 190
- Damage: 10 (Kar98k), 125 (75 mm gun)
- Unit Upgrades: Artillery Overseer (50 ammo)
- Abilities:
 - Panzergranate 40 (75 ammo, Special Ammunition upgrade required): The PaK 40 can load the better Panzergranate 40 which has better penetration and damage.

Saboteur Team

The saboteur team is specialized in infiltration and sabotage operations. It is ideal for disabling enemy vehicles and disrupting supply lines.

- Cost: 320 manpower,
- Requirements: None
- Squad Members: 3
- Weapons: 3 Mp40
- Health: 210
- Damage: 5
- Unit Upgrades: Unteroffizier (50 ammo)
- Abilities:
 - Mechanical sabotage (75 ammo): The Saboteur Team plant explosive devices in the mechanical systems of a vehicle. The team will remain undetectable by vehicles when performing this ability (but infantry and scout units can detect them). When the vehicle starts moving it will immediately explode. This ability can be performed only if the vehicle stands still, otherwise the process will be aborted.
 - Disguise (50 ammo): The team will use a disguise to infiltrate the enemy lines and won't engage the enemies if not ordered to. The enemy won't be able to engage them as well, but if the Saboteurs fire at the enemy the disguise will be revealed. Elite infantry unit (such as Airborne, Rangers or Guards) or officers can reveal a disguised team. The disguise will be revealed also if the Saboteurs try to capture an enemy controlled territory (but not a neutral one).

StuG III

The StuG III is an assault gun based on the chassis of the Panzer III. It has a good anti tank and a decent frontal armor, even if not comparable with the StuG IV one. Even if it is tougher than a Panzer III and has a better anti tank capability, it is less effective against infantry.

- Cost: 320 manpower, 40 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: StuK 40/L43

- Health: 325
- Damage: 75 (StuK 40/L43), 87.5 (StuK 40/L48), 4 (Mg42)
- Unit Upgrades: Tank Commander (50 ammo), StuK40/L48 Assault Gun (75 ammo), Turret Mg42 (75 ammo)
- Abilities:
 - Assault formation (50 ammo): For a short period of time, the StuG III crew will use assault formation increasing the speed of the tank and decreasing the chance of the enemy to hit it by 50%, but the fire rate will be slower.
 - 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 III (Urban Warfare and Ostheer Reserve doctrine)

The Panzer III is a multi-purpose medium tank. Even if it's less resistant than the Panzer IV, it is faster and cheaper, and can be upgraded to become an anti tank weapon (with the long barreled KwK 38 L/42) or an anti infantry and artillery unit (with the short barreled KwK 37 L/24).

- Cost: 300 manpower, 40 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: KwK 36 L/46.5
- Health: 275
- Damage: 50 (KwK 36 L/46.5), 87.5 (KwK 37 L/24), 75 (KwK 38 L/42)
- Unit Upgrades: Tank Commander (50 ammo), Long Barreled KwK 38 L/42 (75 ammo), Short Barreled KwK 37 L/24 (75 ammo)
- Abilities:
 - 75 mm HE barrage (75 ammo, Short barreled KwK 37/L24 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 II

The Panzer II is one of the first tanks deployed by the German Army. It is armed with the same 20mm gun mounted on armored cars but it has a better armor. It is excellent against light targets like infantry but totally ineffective against armored units.

- Cost: 260 manpower, 30 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: KwK 30 L/55
- Health: 250
- Damage: 30 (KwK 30 L/55)
- Unit Upgrades: Tank Commander (50 ammo)
- Abilities:
 - Explosive Rounds (50 ammo, Special ammunition upgrade required): The Panzer II can shoot explosive rounds for a short amount of time. Its damage and blast radius is increased.

- 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.

Marder II (Urban Warfare and Mechanized Infantry doctrine)

The Marder II was one of the first tank destroyers deployed by the Axis to counter the soviet T-34 and KV-1 tanks. It has a very light armor but a good range. It can be upgraded with a PaK 40 AT gun to increase its damage.

- Cost: 270 manpower, 40 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: KwK 30 L/55
- Health: 250
- Damage: 100 (PaK 36 L/51), 150 (PaK 40 L/48)
- Unit Upgrades: Tank Commander (50 ammo), PaK 40 AT gun (75 ammo)
- Abilities:
 - Special Rounds (50 ammo, Special ammunition upgrade required): The Marder II can shoot special rounds which increases its range for a small amount of time.
 - Defensive Barrage (75 ammo, Defensive Training and PaK 40 upgrades required): The Marder II will be able to target any tank in a friendly sector even if it is out of range from its current position.
 - 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.

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, 20 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: None
- Health: 250
- Damage: 5 (Mg42)
- Unit Upgrades: Mg42 Machinegun (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.
 - Production Threat: The halftrack will move in range of an enemy sector point and camouflage. The outcome of that sector will be reduced by 50%. While the ability is active the halftrack can't any other special ability, move or shoot. It can be revealed by scout units such as Bren Carriers or Jeeps.
 - Flying Propaganda (125 ammo, Propaganda Stuka upgrade required): The halftrack requests the assistance of a Stuka which will drop propaganda fliers over the enemy. All the infantry units in the area of effect will immediately surrender and walk to the nearest prisoner camp, or offmap if none exists.

Sturmpanzer IV

The Sturmpanzer IV is a heavy armored assault gun built on the chassis of a Panzer IV. Its powerful low velocity 150 mm cannon can wipe out any infantry unit or heavily damage a building, feature which makes it ideal for urban combat situations.

- Cost: 480 manpower, 60 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: StuH43 L/12
- Health: 750
- Damage: 150 (150mm StuH43 L/12)
- Unit Upgrades: Tank Commander (50 ammo)
- Abilities:
 - Long Range Fire (*Tank Commander Required, 50 ammo*): The Sturmpanzer IV can shoot a salvo of 150 mm shells on the target at a longer range.
 - AP Rounds (50 ammo, *Custom Loadout upgrade required*): The Sturmpanzer IV will fire AP rounds damaging heavy armored enemy units.
 - Camo Advance (*Camouflage Upgrade required*): The tank will use its foliage camouflage to remain undetected and ambush the enemy. The tank will proceed at a lower speed and will be invisible to the enemy until it starts shooting.
 - 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 Stubby (*Ostheer Reserve and Mechanized Infantry Doctrine*)

The Short barreled Panzer IV was mainly designed to support infantry attacks firing High Explosive rounds. However, it can be used as a light anti tank weapon switching to Armor Piercing rounds.³

- Cost: 440 manpower, 50 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: KwK 37 L/24
- Health: 600
- Damage: 87.5 (KwK 37 L/24 HE), 50 (KwK 37 L/24 AP)
- Unit Upgrades: Tank Commander (50 ammo)
- Abilities:
 - Switch Ammunition (75 ammo): The Panzer IV will switch between HE and AP rounds, the former are good against infantry, the latter against tanks.
 - Camo Advance (*Camouflage Upgrade required*): The tank will use its foliage camouflage to remain undetected and ambush the enemy. The tank will proceed at a lower speed and will be invisible to the enemy until it starts shooting.
 - 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.

Nashorn

³ The panzer IV standard ammo and penetration is the same of the Panzer Elite one. With AP rounds it gets better penetration

The Nashorn is armed with the same cannon of the Jagdpanther and King Tiger and it is excellent in dealing with tanks. Its only weakness is its low cuirass.

- Cost: 550 manpower, 80 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: PaK 43
- Health: 400
- Damage: 165
- Unit Upgrades: Tank Commander (50 ammo)
- Abilities:
 - Tank Spotting (*Larger Crew upgrade required*): The Nashorn will be unable to move but its sighting range is increased and enemy tanks will be revealed on the minimap even if hidden by the fog of war.
 - Long Range Shot (125 ammo, *Ace Gunner upgrade required*): The Nashorn will be able to target an enemy tank in sight even if it is out of range and destroy it with a single shot. The tank must remain visible for some seconds before the gunner can shoot.
 - 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.

Jagdpanzer IV/70 (Urban Warfare and Mechanized Infantry doctrine)

This tank destroyer is built on the chassis of the Panzer IV and armed with the same cannon of the Panther. This unit is also well armored and it is hard to kill.

- Cost: 550 manpower, 80 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: StuK 42 L/70
- Health: 700
- Damage: 137.5
- Unit Upgrades: Tank Commander (50 ammo)
- Abilities:
 - Shot burst (100 ammo, *Fast maneuvering upgrade required*): The gunner will be able to shoot 6 consecutive shots (the fire rate will be increased by 300%) but then the Jagdpanzer won't be able to shoot for 10 seconds due to the overheated gun.
 - Low Silhouette (*Passive, Tank Commander required*): The low silhouette of the Jagdpanzer makes it very difficult to hit and an expert commander knows how to use it at his advantage. The Jagdpanzer will be harder to hit from enemy tanks (-25% of accuracy from enemy tanks).
 - 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.

Captured T-34

The Wehrmacht captured several T-34 tanks and integrated them in their panzer divisions reserve. The tank crew can't operate this machine at its full potential, since they are not trained to use it.

- Cost: 340 manpower, 70 fuel
- Requirements: None

- Squad Members: N/A
- Weapons: F-34 L/42
- Health: Same as the Soviet one
- Damage: Same as the Soviet one
- Unit Upgrades: Tank Commander (50 ammo, T-34 Expert Crew upgrade required)
- Abilities:
 - Confound (*Passive*): The T-34 will confound the enemy tanks because the enemy crew will require some time to decide if the tank is friendly or not. But this is the same for your own units. The result is that both friendly and enemy tanks fire rate will be reduced if a Captured T-34 is nearby. The effect doesn't apply to other Captured T-34's.
 - 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.

Panther (Urban Warfare and Mechanized Infantry doctrine)

The Panther is one of the best tanks of the conflict. It is armed with a KwK 42 L/70 and its frontal armor is better than the Tiger.

- Cost: 650 manpower, 125 fuel
- Requirements: None
- Squad Members: N/A
- Weapons: KwK 42 L/70
- Health: 742
- Damage: 137.5
- Unit Upgrades: Tank Commander (50 ammo), Turret Mg42 (50 ammo), Smoke Launcher (50 ammo)
- Abilities:
 - Smoke Screen (35 ammo, Smoke Launcher required): The Panther will be covered in smoke and the enemy won't be able to target it as far as it remains under the smoke cloud.
 - Flank Speed (40 ammo, Mechanical Reliability upgrade required): The driver will boost the engine and drive at maximum speed (speed increased by 50%).
 - Crew Repair (75 ammo, Mechanical Reliability upgrade required): The tank crew will self repair the tank if needed. During the repair the tank can't move or shoot.
 - 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.

Tigergruppe

*The Kommando Sd.kfz. 250 can call in two Tiger heavy tanks to support your offensive operations.*⁴

- Cost: 1500 manpower
- Requirements: Called in by Kommando Sd.kfz. 250
- Squad Members: 2 Tigers
- Weapons: KwK 36 L/56

⁴ The Tiger can't be repaired by Sturmpanziere unless the Mechanical Reliability upgrade is research at the Panzerdivision Command. The only way to repair the Tiger without that is to use the Tiger Repair ability.

- Health: 1064
- Damage: 137.5
- Unit Upgrades: Tank Commander (50 ammo)
- Abilities:
 - Tiger Repair (75 ammo, Nearby Tank Parts Truck required): The Tiger will be repaired at a Tank Part Truck. The Tiger won't be able to move or shoot while being repaired.
 - Tiger Threat (Passive, Tank Commander required): The Tiger is a fearsome machine, especially in the hands of an expert tank commander. While a Tiger is nearby, the enemy forces will be demoralized and their accuracy and fire rate will be decreased.
 - 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.

DEFENSIVE STRUCTURES

All the Ostheer defensive structures are built by Sturmpionieres. They can build sandbags, wire, minefields, trenches and tank traps. Ostheer is not able to build forward bases, however Sturmpioniere can build an Infantry Transport Station where some of the Ostheer units can be built. The infantry support station can be built anywhere within a friendly (and connected) sector:

Trench, Wire, Sandbags, Tank Traps and mines are the same available for the other factions.

Incendiary Mines

This mines are very effective versus infantry and keep burning after exploding-

Barricade

The barricade works like a road block, but blocks the infantry units too. It provides green cover for the units nearby.

Prisoner Camp (Urban Warfare and Reserve Doctrine)

The prisoner camp works like a reversed hospital. The SS troops stationed nearby will collect enemy corpses from the battlefield and will bring them back to the camp. For each enemy unit you will get 50 manpower.

Bunker

The Ostheer bunker already comes with an Mg42

- Cost: 250 manpower
- Weapon: Mg42

FlaK 36

It's the same cannon available for the Wehrmacht Defensive Doctrine

leFH 18

A howitzer emplacement which will provide artillery support for your troops. It has a fire barrage ability like the British 25 pdr.

- Cost: 450 manpower, 60 fuel
- Weapon: 105mm leFH 18
- Requirements: Heavy Weapon Truck

Heavy Trench

A trench made by concrete which is harder to destroy and offers better protection against mortars, bullets and tank shells.

DOCTRINES:

URBAN WARFARE:

Left branch (Urban combat):

Street fighting (2 Command Points, Passive)

The infantry units become expert street fighters and can become expert in fighting units inside building. The accuracy and damage against enemy units inside a building are increased.

House combat (2 Command Points, Passive)

All your infantry units are trained to fight inside houses and buildings. They gain better protection and accuracy when firing from inside a structure.

Close Quarter Combat (3 Command Points, Passive)

All your infantry units become expert in fighting the enemy at close range. While firing at close range your troops will gain an accuracy bonus and the enemy accuracy shooting at them is decreased.

Right Branch (Urban Support)

Incendiary Ammunition (2 Command Points, Passive)

The Granatwerfer 42 receives incendiary grenades, which will burn the area they hit and heavily damage the infantry.

Henschel Carpet Bombing (3 Command Points, 250 ammo)

A Henschel heavy bomber will carpet bomb the selected area with a devastating amount of firepower. Useful to take out entrenched enemies.

Schwerer Gustav Shot (4 Command Points, 300 ammo)

A single powerful shot from the rail artillery gun Gustav will be shot at the selected area. Useful to take out bunch of heavy vehicles or enemies.

MECHANIZED INFANTRY:

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 (3 Command Points)

All the Ostheer tanks 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
- Health: 285
- Damage: 30
- Unit Upgrades: Artillery Overseer (50 ammo)
- Abilities:
 - Rocket Barrage: The Panzerwerfer fires a salvo of 10 15 cm rockets on the target.

Right Branch (Panzer Support)

Tank Mechanic Team (1 Command Point)

A team of expert tank mechanics will be called in to support your panzers in combat

- Cost: 350 manpower
- Squad Members: 3x Mechanics
- Weapons: Luger
- Health: 210
- Damage: 7
- Unit Upgrades: Unteroffizier (50 ammo)
- Abilities:
 - Mechanical supervision: The mechanic team can be attached to a tank. While the team is attached, the tank taken damage will be decreased by 15%, and the cost of the upgrades and abilities will be reduced by 25%.
 - Fast Repair (75 ammo): The mechanics can repair the tank very fast: the repair speed is increased by 300% for 180 seconds.

Stuka Bomber Support (3 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.

Schwere Panzerjager Elefant (4 Command Points)

A single Elefant heavy tank destroyer can be called in to support you. Given that it is a rare vehicle, the Elefant can't be replaced once destroyed so use it wisely.⁵

- Cost: 600 manpower
- Squad Members: N/A
- Weapons: KwK 43 L/71
- Health: 1850
- Damage: 165
- 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.
 - Special Repair (75 ammo, Nearby Tank Parts Truck required): The Elefant will be repaired at a Tank Part Truck. The Elefant won't be able to move or shoot while being repaired.

OSTHEER RESERVE ARMY:

Left Branch (Infantry Reserve):

Volkssturm Reserve (2 Command Points):

Volkssturm was a popular militia made by civilians during the last period of the 3rd Reich. It was used as a fighting reserve and was made mainly by inexperienced soldiers.

- Cost: 265 manpower
- Squad Members: 6
- Weapons: 6 Kar98k
- Health: 270
- Damage: 10
- Unit Upgrades: Unteroffizier (50 ammo)
- Abilities:
 - Fire Panzerfaust (Vokssturm weapon supplies unlocked from the Ostheer Reserve Army doctrine): 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.

Casualties Replacement (1 Command Point, 100 ammo)

⁵ Like the Tiger, the Elefant can be repaired by Sturmpanziere only if the Mechanical Reliability Upgrade has been researched at the Panzerdivision Command

The ability will remain active for 180 seconds, during this time all the lost infantry squads will be immediately replaced by Volksturm squads at the Kommando Sd.kfz. 250.

Volksturm weapon supplies (2 Command Points)

Volksturm squads will receive Panzerfaust 60 rocket launcher, which can be fired for free.

Right Branch (Defensive Operations)

Mobile emplacements fortification (1 Command Point)

Static weapons crew, such as PaK40 or sIG 33, will fortify the position once the weapon has been deployed. After 8 seconds the weapon will be fortified with sandbags and receive extra damage protection.

Mortar Barrage (3 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.

Waffen-SS Tank Reserve (4 Command Points, 950 manpower)

A Tank Reserve from the nearest Waffen-SS unit will be called in to support you in your defensive operations. You will be sent a maximum of 3 tanks. The first tank will have a 100% of chance to appear, the second tank a 65 % of chance and the third tank a 30% of chance. The tanks will be chosen as follow: Panzer III – 25%, Marder II – 25%, Panzer IV Stubby – 20%, StuG III – 20%, Panther – 5%, Tiger – 5%.

