

M5 Stuart “Rhino”



Doctrine: Infantry Company.

Unlock Conditions: Unlocked with the T2 ‘Specialist Training’ unlock.

Unit Class: Light tank.

Unit Icon (In-Game): Standard ‘Stuart’ icon with a large uppercase ‘R’ in the top right-hand corner.

Unit Skin: American M5 Stuart skin from Xcalibur’s Blitzkrieg Mod; models for mudguards (seen above) and Culin Cutter available on Relicforums.

Unit Role: Infantry Support, Obstruction Removal, Assault, Harassment, Flanking, Recon.

Build Cost: 🪖325 Manpower, ⛽115 Fuel (Removes the M4 Crocodile from your build menu).

Build Time (vCoH): 45.

Population Upkeep: 8.

Manpower Upkeep: N/A.

Pool Type: Vehicle.

Pool Occupation: 6-8.

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man: 🩹340.

Target Type: armor_stuart.

Critical Type: armor.

Move Speed: 5.8.

Acceleration: 4.

Deceleration: 2.5.

Rotation: 50.

Crush_Human: True.

Crush_Type: Heavy_Crush.

Rear_Damage_Enabled?: True.

Sight Range: 40.

Detection Range: 0/5.

Weapons:

-1x 37mm_Stuart (main; unaltered from vCoH and under current 2.602 conditions), 1x 30_Cal_Coaxial_MG (co-axial), 1x 30_Cal_Hull_MG (hull)

Upgraded;

-1x 37mm_Stuart (main; unaltered from vCoH and under current 2.602 conditions), 1x 30_Cal_Coaxial_MG (co-axial), 1x 30_Cal_Hull_MG (hull), 1x 30_Cal_Jeep (see note under upgrades).

Upgrades:

-  **Pintle MG** (🪖30 Munitions): Mounts an M1919A4 .30 caliber MG on a pintle in front of the commander’s copula.

NOTE: Use 30_Cal_Jeep weapon.



- *Medium Repair* (45 Munitions, 2x uses with Oversupply T3.): Allows the vehicle to self repair.

Abilities:

- *White Phosphorous Shell* (Passive with unit, is a target-type ability, 240 second cooldown): The Rhino fires a white phosphorous round at enemy armor, reducing the target's sight range to 0 for 40 seconds.



- *Medium Repair*: The vehicle's crew will perform some basic, but necessary repairs.

- *Infantry Support*: The M5 Rhino can transport a squad of up to 6 men (only 1 squad), though they will be in red cover conditions considering their exposed state on the tank. Reduces speed by .8 when garrisoned. *NOTE*: The Eastern Front mod team has created some fair animations for mounting troops on tanks.

Capping Speed: N/A.

Retreat Modifier: N/A.

Veterancy Bonuses:

- *Vet1* (? XP): Received Damage: .85, Received Accuracy (moving) .85.

- *Vet2* (? XP): Main Weapon Reload -1 sec, Accuracy 1.15, +35 HP.

- *Vet3* (? XP): Move Speed +.6, change target type to 'armor_sherman', Penetration 1.2, Damage 1.2.

Other: The turret-mounted .30 cal would be easy to implement, simply add a pintle from the T17 onto the roof of the Stuart, and replace the Tank Commander model/animation with that of the Jeep gunner (possibly re-animating his legs and lower torso as these would probably clip through the turret if left un-altered).

Rocketeer Squad



Doctrine: Infantry Company.

Unlock Conditions: Unlocked with the T1 'Rangers' unlock.

Unit Class: AT Infantry.

Unit Icon (In-Game): Giant uppercase 'AT'.

Unit Skin: American Sniper skin for all squad members.

Unit Role: Handheld AT, Ambush, Containment.

Build Cost: 265 Manpower, 95 Munitions.

Build Time (vCoH): 40.

Population Upkeep: 4.

Manpower Upkeep: N/A.

Pool Type: Support.

Pool Occupation: 5.

Of Squad Members: 4.

Reinforce Cost Per Man: N/A.

Health Per Man: 60.

Target Type: infantry_elite.

Critical Type: infantry.

Move Speed: 3.

Sight Range: 35.

Detection Range: 0/8.

Weapons:

-2x Bazooka_AT_Team (+5 damage, +.1 accuracy at M/L range, ~25-30% penetration increase), 2x M1_Garand.

Upgrades:

-  *Ambush Package* (70 Munitions): The squad can plant 1x Teller Mines and can construct Bushes and Tank Traps.

-  *Sticky Bombs* (60 Munitions): Allows the squad to use the 'Throw a Sticky Bomb!' ability.

Abilities:

-  *Bazooka Ambush* (3 second windup, 5 second cooldown. Unit re-cloaks after 4 seconds. Hold fire button available. Falshirmjager ambush bonuses, also grants a much higher penetration chance): The Bazooka team will cloak in cover, awaiting unsuspecting Axis armor.

-  *Throw Sticky Bomb!*: Standard sticky-bomb ability. Squad cannot throw a sticky bomb whilst camouflaged.

- *Construct Field Defenses (build times vary):* , , [scrub_bush_04].

Capping Speed: Unknown.

Retreat Modifier: .5.

Veterancy Bonuses:

-Vet1 (? XP): Received damage .85.

-Vet2 (? XP): Accuracy 1.15, +10 stickybomb throw range.

-Vet3 (? XP): Received Damage Additional .15, Damage 1.2, Penetration 2.0.

Other: If implemented, Bazookas would no longer be available to Riflemen. The Airborne .30 cal LMG would then be available (after some re-statting and considerable buffs) in its place.

M1919A4 .30 cal HMG Fire Support Team



Doctrine: N/A. Available in concert with the M1917A1 .30 cal team.

Unlock Conditions: N/A.

Unit Class: Air-Cooled HMG (lighter than water-cooled HMG).

Unit Icon (In-Game): M1919 (Airborne LMG) Icon (as unit icon).

Unit Skin: American MG gunner skin (Starting SL who carries MG), American Riflemen skin (all other squad members.)

Unit Role: Fire Support and 'Base of Fire' operations.

Build Cost:  320 Manpower,  85 Munitions.

Build Time (vCoH): 50.

Population Upkeep: 5.

Manpower Upkeep: N/A.

Pool Type: Support.

Pool Occupation: 6-8.

Of Squad Members: 4.

Reinforce Cost Per Man: N/A.

Health Per Man:  55.

Target Type: infantry.

Critical Type: infantry.

Move Speed: 3.

Sight Range: 35.

Detection Range: 0/7.

Weapons:

-1x 30_cal_M1919_HMG (Use standard 30 cal HMG as a base. 1.2 second setup, 1.5 second teardown. -1 Min/Max damage. Accuracy at S/M/L: .75/.45/.15. Burst duration of 5-8, 1 second delay between bursts. Lower suppression output. Set reload time to 12 seconds), 3x M1_Carbine.

Upgrades:

-  *Field Training* ( 25 Munitions): One of the squad members assists reloading the MG, shortening the reload time to its normal length.

-  *M2 Armor-Piercing Ball Ammunition* ( 20 Munitions): Allows the squad to use the 'AP Ball Ammo' ability.

Abilities:

-  *AP Ball Ammo:* The gunner loads AP ammunition into the MG, allowing it to damage enemy light vehicles.

Capping Speed: .9 (assuming using vCoH speeds for sector-occupation-capping).

Retreat Modifier: .5.

Veterancy Bonuses:

-Vet1 (? XP): Received Damage .85.

-Vet2 (? XP): Range & Sight +10, Damage 1.2.

-Vet3 (? XP): Health 1.1, Damage 1.2, Accuracy 1.25.

Other: A more mobile alternative to the usual MG, this would (in this and MG34 form) act as the bridge between slow-moving HMG squads and those with LMGs. It still needs to unpack etc, but is a bit more mobile and also has enough 'support members' in the squad to somewhat-constitute a standard combat squad.

82nd Airborne Squad “Able: We-WILL-prevail!”



Doctrine: Airborne Company.

Unlock Conditions: Unlocked with standard “Screamin’ Eagles” Paratroopers..

Unit Class: Heavy Airborne.

Unit Icon (In-Game): Paratrooper icon with a large ‘82nd’ in the upper right hand corner.

Unit Skin: ‘Able Squad’ Airborne skins from CoH: ToV campaign.

Unit Role: Flanking, Assault, Anti-Infantry operations.

Build Cost: 350 Manpower, 180 Munitions.

Build Time (vCoH): N/A (call-in, 55 second recharge).

Population Upkeep: 6.

Manpower Upkeep: N/A.

Pool Type: Infantry.

Pool Occupation: 9.

Of Squad Members: 5.

Reinforce Cost Per Man: N/A.

Health Per Man: 65.

Target Type: infantry_airborne.

Critical Type: infantry.

Move Speed: 3.5.

Sight Range: 35.

Detection Range: 0/7.

Weapons:

-1x M1_Garand_Rifle, 4x M1_Thompson_SMG.

Upgraded;

-1x M1_Garand_Rifle, 1x M1918_Browning_Automatic_Rifle, 3x

M1_Thompson_SMG.

Upgrades:

- *M1918A2 Browning Automatic Rifle* (55 Munitions): The squad is granted a single BAR and PE’s new version of the ‘Slow’ ability (5 second targeted suppression).

- *Mk II ‘Pineapple’ Grenades* (35 Munitions): Allows the squad to throw up to 2 grenades.

Abilities:

- *Fire-Up! (240 second cooldown):* Breaks suppression on the squad and allows them to run more quickly for a short period. After the effects wear off, the squad will suffer from exhaustion and will fire and move more slowly for a short period.

- *Suppressive Volley Fire (200 second cooldown):* The squad’s BAR gunner will focus his fire on an enemy unit, suppressing them for a short period.



- *Throw Mk II 'Pineapple' Grenade! (30 second cooldown):* The squad will throw a MkII grenade, useful for flushing enemies out from cover, or just for blowing them up in the first place.



- *Construct Field Defenses (build times vary):*

Capping Speed: 1.25 (assuming using vCoH speeds for sector-occupation-capping).

Retreat Modifier: .5.

Veterancy Bonuses:

-Vet1 (? XP): Received Damage .85, 'Fire-Up' recharge -10 seconds.

-Vet2 (? XP): Accuracy 1.15, 'Fire-Up' recharge -15 seconds, +.5 runspeed.

-Vet3 (? XP): Health 1.1, Damage 1.2, 'Fire-Up' recharge -25 seconds.

Other: An AI-oriented Airborne squad, sufficing for those who think AB is weak in terms of AI.

Combat Technicians



Doctrine: U.S. Infantry & Armor.

Unlock Conditions: Unlocked with a chosen T1 unit unlock.

Unit Class: Combat Engineer.

Unit Icon (In-Game): Engineer wrench and M1 Carbine.

Unit Skin: Composite; Engineer Helmet+Goggles and Combat vest, Ranger sleeves and combat trousers. Either Riflemen or Engineer combat boots.

Unit Role: Construction under fire.

Build Cost: 130 Manpower, 30 Munitions.

Build Time (vCoH): 28.

Population Upkeep: 5.

Manpower Upkeep: N/A.

Pool Type: Infantry.

Pool Occupation: 6.

Of Squad Members: 4.

Reinforce Cost Per Man: N/A.

Health Per Man: 60.

Target Type: infantry.

Critical Type: infantry.

Move Speed: 3.

Sight Range: 35.

Detection Range: 0/5.

Weapons:

-4x M1_Carbine.

Upgraded;

-1x M1_Garand_Rifle, 3x M1_Carbine.

Upgrades:



- *Contract Requisition* (45 Munitions): The squad is armed with a single M1 Garand and can construct Roadblocks at half normal speed. The squad can plant one mine.

Abilities:



- *Barbed Wire Cutters (Passive)*: The squad will cut the selected section of Barbed Wire.

- *Construct Field Defenses (build times vary)*: , , .

Capping Speed: 1.

Retreat Modifier: .5.

Veterancy Bonuses:

-Vet1 (? XP): Received Damage .85.

-Vet2 (? XP): Squad suffers no received damage penalty when using 'Barbed Wire Cutters', Accuracy 1.15.

-Vet3 (? XP): Damage 2.0, Squad can plant an additional mine when upgraded.

Other: Combat Technicians are a cross between Riflemen and Engineers, capable of both acceptable combat skills and engineering adequate defenses

Combat Team



Doctrine: All.

Unlock Conditions: None. Non-doctrinal.

Unit Class: Elite/Heavy Infantry.

Unit Icon (In-Game): American Corporal symbol (Rangers icon minus the diamond below the second chevron).

Unit Skin: American Mortar Crew skin for all squad members.

Unit Role: Ranged Combat.

Build Cost: 295 Manpower, 15 Munitions.

Build Time (vCoH): 45.

Population Upkeep: 5.

Manpower Upkeep: N/A.

Pool Type: Infantry.

Pool Occupation: 6.

Of Squad Members: 5.

Reinforce Cost Per Man: N/A.

Health Per Man: 65.

Target Type: infantry_soldier.

Critical Type: infantry.

Move Speed: 3.

Sight Range: 35.

Detection Range: 0/8.

Weapons:

-5x Kar_98k_Rifle_Leader (Garand aesthetics)

Upgraded;

-4x Kar_98k_Rifle_Leader (Garand aesthetics), 1x
M1918_Browning_Automatic_Rifle_Elite*

Upgrades:

-  *B.A.R. Gunner** ( 60 Munitions): The squad is armed with a BAR, excellent at medium range combat (*BAR is buffed*, +.1 accuracy at all ranges, 8 damage per shot).

-  *Sticky Bombs* ( 60 Munitions): Allows the squad to use the 'Throw a Sticky Bomb!' ability.

-  *Incendiary Grenades* ( 20 Munitions): Allows the squad to use the 'Throw Incendiary Grenade' ability.

Abilities:

-  *Throw Sticky Bomb!*: Standard sticky-bomb ability.

-  *Throw Incendiary Grenade!*: The squad will throw a single incendiary grenade to burn enemies out from cover.

Capping Speed: Unknown.

Retreat Modifier: .5.

Veterancy Bonuses:

-Vet1 (? XP): Received Damage .85, Gains HP regen (0.035).

-Vet2 (? XP): Accuracy 1.15, +5 stickybomb throw range.

-Vet3 (? XP): Damage 1.2, Armor type changed to 'infantry_elite', gains extra use of 'Incendiary Grenades'.

Other: American 'Elite' infantry concept.

M4A3E8 (76)WVSS5 Sherman "Easy Eight"



Doctrine: Armored Company.

Unlock Conditions: Unknown.

Unit Class: Tank Hunter.

Unit Icon (In-Game): Standard Sherman icon with an E8 stamped on it.

Unit Skin: Standard Sherman skin.

Unit Role: Tank hunting.

Build Cost:  395 Manpower,  200 Fuel.

Build Time (vCoH): Unknown.

Population Upkeep: 12.

Manpower Upkeep: N/A.

Pool Type: Armor.

Pool Occupation: 9.

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man:  636.

Target Type: armor_panzer.

Critical Type: armor.

Move Speed: 5.2.

Acceleration: 1.6.

Deceleration: 4.

Rotation: 35.

Crush_Human: True.

Crush_Type: Medium_Crush.

Rear_Damage_Enabled?: True.

Sight Range: 35.

Detection Range: 0/5.

Weapons:

-1x 3in_Tank_Destroyer (main), 1x 30_Cal_Coaxial_MG (co-axial), 1x 30_Cal_Hull_MG (hull)

Upgraded;

-1x 3in_Tank_Destroyer (main), 1x 30_Cal_Coaxial_MG (co-axial), 1x 30_Cal_Hull_MG (hull), 1x M2HB_Turret_MG

Upgrades:

-  .50 cal MG ( 30 Munitions): Mounts an M2HB.50 caliber MG on a pintle in front of the commander's copula.

-  Medium Repair ( 50 Munitions): Allows the vehicle to self repair.

Abilities:

-  Medium Repair: The vehicle's crew will perform some basic, but necessary repairs.

Capping Speed: N/A.

Retreat Modifier: N/A.

Veterancy Bonuses:

-Vet1 (? XP): Received Damage: .85.

-Vet2 (? XP): Accuracy 1.15, +63 HP.

-Vet3 (? XP): Penetration 1.2, Damage 1.2.

Other: Just a little something-something ripped off from OMG mod. Cmon guys, armor doc needs something other than a Pershing or Callie...

Mountaineer Skirmishers



Doctrine: Unknown.

Unlock Conditions: Unknown.

Unit Class: Light Stealth Infantry.

Unit Icon (In-Game): Unknown.

Unit Skin: American Riflemen.

Unit Role: Infiltration and Scouting.

Build Cost: 180 Manpower.

Build Time (vCoH): N/A.

Population Upkeep: 5.

Manpower Upkeep: N/A.

Pool Type: Infantry.

Pool Occupation: 9.

Of Squad Members: 3.

Reinforce Cost Per Man: N/A.

Health Per Man: 55.

Target Type: infantry.

Critical Type: infantry.

Move Speed: 3.

Sight Range: 45.

Detection Range: 0/17.

Weapons:

-4x M1_Garand_Rifle

Upgraded;

-2x M1_Garand_Rifle, 2x M1_Thompson_SMG

Upgrades:

-  **Grenade Volley** (35 Munitions): The chosen squad will be able to throw a volley of two grenades, with one landing just in front of and one just behind the intended target—escape is impossible.

Abilities:

-  **Grenade Volley:** The chosen squad will be able to throw a volley of two grenades, with one landing just in front of and one just behind the intended target—escape is impossible.

Capping Speed: 1.5.

Retreat Modifier: .5.

Veterancy Bonuses:

-Vet1 (? XP): Received Damage .85.

-Vet2 (? XP): Accuracy 1.15, gain third use of Grenade Volley.

-Vet3 (? XP): Health 1.1, Damage 1.2, cloaked move speed penalties removed.

Other: Optional American stealth/scouting unit.

1st Highlanders Battalion Assault Squad



Doctrine: Royal Scottish Engineers Company.

Unlock Conditions: Unlocked with the 'Assault Sappers' unlock.

Unit Class: Assault and Demolitions Engineers.

Unit Icon (In-Game): Uppercase 'HAS' with an 'upgraded with flamethrower' flame in the upper right hand corner.

Unit Skin: Sappers skin from Afrika Korps Mod.

Unit Role: Assault and Demolitions operations.

Build Cost: 245 Manpower, 110 Munitions.

Build Time (vCoH): 55.

Population Upkeep: 3, 4.

Manpower Upkeep: N/A.

Pool Type: Infantry.

Pool Occupation: 6.

Of Squad Members: 3, 4 with 'Explosives Assault Package'.

Reinforce Cost Per Man: N/A.

Health Per Man: 65.

Target Type: infantry_soldier.

Critical Type: infantry.

Move Speed: 3.5.

Sight Range: 35.

Detection Range: 0/7.

Weapons:

-1x M2_Flamethrower, 2x M1897_Trenchgun (assumed name of 'Assault Engineer' shotgun weapon).

Upgraded;

-1x M2_Flamethrower, 2x M1897_Trenchgun (assumed name of 'Assault Engineer' shotgun weapon), 1x Bren_Mark_2.

Upgrades:

- *Explosives Assault Package* (45 Manpower, 165 Munitions): The squad's size is increased by 1 member, who is armed with a Bren LMG. The squad can throw 1x Satchel charge and plant 1x Demolitions Charge.

- *Mk II 'Pineapple' Grenades* (35 Munitions): Allows the squad to throw up to 2 grenades.

Abilities:

- *Sprint* (60 second cooldown, Requires Vet3): Standard sprint ability.

-  *Throw Mk II 'Pineapple' Grenade!:* The squad will throw a MkII grenade, useful for flushing enemies out from cover, or just for blowing them up in the first place.

-  *Throw Satchel Charge!:* The squad will throw a timed satchel charge, useful in destroying structures or stationary defensive positions.

- *Construct Field Defenses (Build Times vary):*  .

Capping Speed: 1.0 (assuming using vCoH speeds for sector-occupation-capping).

Retreat Modifier: .5.

Veterancy Bonuses:

-Vet1 (? XP): Received Damage .85.

-Vet2 (? XP): Accuracy 1.15.

-Vet3 (? XP): Health 1.1, Damage 1.2, gains 'Sprint' ability.

Other: Schmidt's imagination and my statistical blandness combined to form a hideous rapemachine squad that will surely draw flak from Axis fanboys.

"Wasp" Universal Carrier



Doctrine: Royal Scottish Engineers Company.

Unlock Conditions: Unknown.

Unit Class: Light transport.

Unit Icon (In-Game): Bren icon with a flame in the upper right-hand corner.

Unit Skin: Standard Bren skin.

Unit Role: Assault and Raiding.

Build Cost:  250 Manpower,  70 Munitions,  80 Fuel.

Build Time (vCoH): 45.

Population Upkeep: 6.

Manpower Upkeep: N/A.

Pool Type: Vehicle.

Pool Occupation: 6.

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man:  240.

Target Type: vehicle_bren.

Critical Type: vehicle_halftrack.

Move Speed: 6.5.

Acceleration: 2.5.

Deceleration: 6.5.

Rotation: 50.

Crush_Human: False.

Crush_Type: Light_Crush.

Rear_Damage_Enabled?: False.

Sight Range: 35.

Detection Range: 0/0.

Weapons:

-1x Churchill_Flamethrower.

Upgraded;

-1x Churchill_Flamethrower, 1x Bren_Mark_2_Pintle.

Upgrades:



- *Pintle MG* (15 Munitions): Mounts a Bren LMG on a pintle (the same as the Bren re-mounted on the Bren MMG Carrier.)



- *Light Repair* (25 Munitions): Allows the vehicle to self repair.

Abilities:



- *Light Repair*: The vehicle's crew will perform some basic, but necessary repairs.

Capping Speed: N/A.

Retreat Modifier: N/A.

Veterancy Bonuses:

-Vet1 (? XP): Received Damage .85.

-Vet2 (? XP): Flamethrower crits improved.

-Vet3 (? XP): Flamethrower range +5, Damage 1.2.

Other: The Wasp was a real modification to the Bren, carried out by Canadian forces in particular. This unit might see some more use of Bren units, other than MMG Bren spam.

Schwere Baupionierentrupp ("Heavy Defensive Pioneer Squad")



Doctrine: Defensive.

Unlock Conditions: Unknown. Community choice of what unlock.

Unit Class: Heavy Construction Engineers.

Unit Icon (In-Game): See above pick-axe and entrenching tool icon (top left corner of build icon).

Unit Skin: Wehrmacht Pioneer skin from Xcalibur's Blitzkrieg Mod.

Unit Role: Heavy Defense Construction and Repair.

Build Cost: 255 Manpower, 15 Munitions.

Build Time (vCoH): 30.

Population Upkeep: 6.

Manpower Upkeep: N/A.

Pool Type: Support/Infantry.

Pool Occupation: 6.

Of Squad Members: 4, 5 with 'Fatherland Defense'.

Reinforce Cost Per Man: N/A.

Health Per Man:  55.

Target Type: infantry.

Critical Type: infantry.

Move Speed: 3.

Sight Range: 35.

Detection Range: 0/7.

Weapons:

-1x Kar_98k_Rifle, 3x Kar_98k_Rifle_VG.

Upgraded;

-1x Kar_98k_Rifle, 1x Kar_98k_Rifle_Leader, 2x Kar_98k_Rifle_VG.

OR

-1x Kar_98k_Rifle, 1x Kar_98k_Rifle_Leader, 3x Kar_98k_Rifle_VG (with Fatherland Defense T4).

Upgrades:

-  *Pionier Defense Package* ( 20 Munitions): The Squad is equipped with a single MP44_Leader, boosting their firepower at range.

-  *Mines x1* ( 15 Munitions): Allows the squad to plant a standard Mine.

-  *Bunker* ( 5 Munitions; 1 Popcap per): Allows the squad to construct a concrete Bunker.

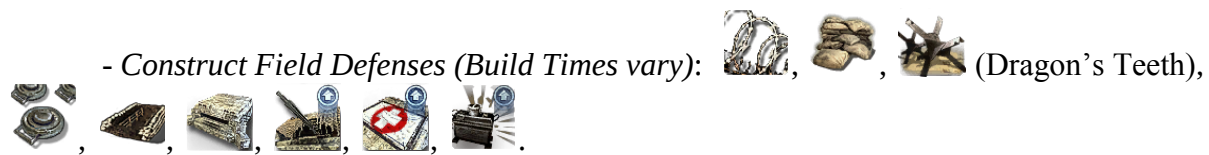
-  *MG42 Bunker* ( 55 Munitions; 2 Popcap per): Allows the Squad to construct a concrete Bunker with an MG42 mounted on its front facing.

-  *Aid Station* ( 140 Munitions; 3 Popcap per, only with T3 'Medic Bunker' unlock from the Defensive Company): Allows the Squad to construct a single Medical Bunker that heals in a radius.

-  *2x Commando Demolitions Charge* ( 120 Munitions): Allows the Squad to construct two Demolitions Charges anywhere on the map, useful for sabotaging ambient buildings or creating devastating ambush killzones.

Abilities:

-  *Structural Repairs* (120 second cooldown, unlimited uses, vCoH 'Rudimentary Repair' repair rate): These pioneers can target any single structure, PaK, or FlaK 36 88mm (that player's or any ally's), and repair it. Ability is a targeted ability, and will be in effect until the targeted structure/support weapon+crew reaches full health or is destroyed, or until the squad is killed. The pioneers cannot repair vehicles of any kind.



Capping Speed: .85 (assuming using vCoH speeds for sector-occupation-capping).

Retreat Modifier: .5.

Veterancy Bonuses:

-Vet1 (? XP): Received damage .85.

-Vet2 (? XP): Accuracy 1.15, all build times reduced by 50%.

-Vet3 (? XP): Damage 1.2, 'Structural Repairs' cooldown time halved.

Other: These Pioneers are adept at the construction and maintenance of structures, though they occupy otherwise useful Population.

Icon Correction!:



Relic goofed when they created Company of Heroes from the get-go. Grenadiers should have the 'V' icon, and Volksgrenadiers should have the 'V' icon. The 'V' is the Wehrmacht's symbol for 'Schutze' or Private, which would surely be given to the poorly trained Volksgrenadiers. The 'V' is of 'Unteroffizier'; "Under-Officer" or Corporal, which would most likely be given to the battle-hardened Grenadiers (Think American! Riflemen are weaker than Rangers, the former having the Private rank symbol as their icon, and the latter having the Lance Corporal rank symbol as their icon!)

Sturmpionieren Trupp



Doctrine: Blitzkrieg Company.

Unlock Conditions: Unkown. Community choice of what unlock.

Unit Class: Heavy Assault Engineers.

Unit Icon (In-Game): Large uppercase 'S!' with a huge flame symbol in the background.

Unit Skin: Panzer Elite Sturmpionieren skin from Xcalibur's Blitzkrieg Mod.

Unit Role: Assault and Demolitions.

Build Cost: 390 Manpower, 80 Munitions.

Build Time (vCoH): 36.

Population Upkeep: 5.

Manpower Upkeep: N/A.

Pool Type: Infantry.

Pool Occupation: 9.

Of Squad Members: 4.

Reinforce Cost Per Man: N/A.

Health Per Man:  70.

Target Type: infantry.

Critical Type: infantry.

Move Speed: 3.

Sight Range: 35.

Detection Range: 0/7.

Weapons:

-1x Flammenwerfer_42_Backpack, 3x Kar_98k_Rifle_VG.

Upgraded;

-2x Flammenwerfer_42_Backpack, 2x MP40_SMG.

Upgrades:

-  *Sturmtrupp Angriff Package* ( 155 Munitions): The Squad is equipped with a second Flammenwerfer and 2 MP40s.

-  *Bundled Grenades* ( 30 Munitions): The squad can now throw 3 bundled grenades at enemies in cover or stationary defenses.

Abilities:

-  *Throw Bundled Grenade (50 second cooldown)*: These pioneers can throw a bundled grenade at enemies in cover or stationary defenses.

-  *Sprint*: Standard Sprint ability.

- *Construct Field Defenses (Build Times vary)*: .

Capping Speed: .95 (assuming using vCoH speeds for sector-occupation-capping).

Retreat Modifier: .5.

Veterancy Bonuses:

-Vet1 (? XP): Received damage .85.

-Vet2 (? XP): Accuracy 1.15, 'Sprint' duration doubled.

-Vet3 (? XP): Health 1.1, Damage 1.2.

Other: These Pioneers are adept at assaulting and destroying dug-in Allied positions.

Oberfeldwebel (Command Field Sergeant)



"Field Sergeant here. Who do you need me to lead?"

Proposed Oberfeldwebel Unit Skin

Doctrine: Blitzkrieg Company.

Unlock Conditions: Unlocked with the T1 'Stormtroopers' unlock.

Unit Class: Infantry.

Unit Icon (In-game): Four horizontal bars stacked vertically (two WM Officer emblems stacked on one-another).

Unit Skin: [Proposed Oberfeldwebel Unit Skin](#) (SL, 1 man), 1 man WM Stormtrooper skin'd, remaining squad members skinned w. WM Mortar Team skin.

Unit Role: Officer, Support, grants considerable buffs & aura.

Build Cost:  270 Manpower,  15 Munitions,  15 Fuel.

Build Time (vCoH): 60.

Population Upkeep: 5.

Manpower Upkeep: N/A.

Pool Type: Infantry.

Pool Occupation: 9.

Of Squad Members: 4.

Reinforce Cost Per Man: N/A.

Health Per Man:  100 (Oberfeldwebel),  70 (other squad members).

Target Type: infantry_heroic.

Critical Type: infantry.

Move Speed: 3.

Sight Range: 35.

Detection Range: 0/15.

Weapons:

-1x Gewehr_43_Rifle_Feldwebel (+ .1 accuracy at all ranges), 1x MP40_SMG, 2x Kar_98k_Rifle.

Upgrades:

-  *Rauchgranate!* ( 15 Munitions): Grants the Oberfeldwebel 3 Smoke grenades (3 'Rauchgranate').

Abilities:

-  *Maintain Command Range:* The Oberfeldwebel will follow the selected squad from a safe distance.

-  *Heal Wounded* (Lasts 30 seconds, 240 second cooldown): The Oberfeldwebel's valuable medical training can be used to heal all infantry units in a 40 unit radius!

-  *Sense of Danger* (Passive): The Oberfeldwebel can detect enemy infantry through the fog of war (45 radius)!

-  *Command Aura* (Passive): All infantry units within a 35 radius have +15% accuracy and damage, are more tolerable towards suppression (+.2 to supp threshold), recover from suppression faster (+.25 to suppression recovery), and have .85 received accuracy.

-  *Throw Rauchgranate!* (35 second cooldown): Throws a smoke grenade, allowing the Oberfeldwebel and his men to quickly flank dug in positions.

Capping Speed: 1.2.

Veterancy Bonuses:

-*Vet1* (? XP): Received damage .85, Self HP Regen (0.035).

-Vet2 (? XP): Accuracy 1.15.
-Vet3 (? XP): Damage 1.2, aura heals infantry @ +6.72 HP/min and grants an additional +5% accuracy and damage.
Other: Alternate combat officer concept.

Volkssturm



Doctrine: Unsure, any.
Unlock Conditions: Unknown.
Unit Class: Light Infantry.
Unit Icon (In-Game): See above.
Unit Skin: Wehrmacht bike/HT driver/gunner skins.
Unit Role: Basic mainline infantry.
Build Cost: 190 Manpower 60 Munitions.
Build Time (vCoH): 45.
Population Upkeep: 5.
Manpower Upkeep: N/A.
Pool Type: Infantry.
Pool Occupation: 3.
Of Squad Members: 8.
Reinforce Cost Per Man: N/A.
Health Per Man: 35-40.
Target Type: infantry.
Critical Type: infantry.
Move Speed: 2.
Sight Range: 25.
Detection Range: 0/5.
Weapons:

-8x Kar_98k_Rifle_VG

Upgrades:

-  *Panzerfaust* (50 Munitions): The squad can fire 3 panzerfausts.

Abilities:

-  *Fire a Panzerfaust!* (45 second cooldown): The squad will fire a single panzerfaust at the selected target.

- *Construct Field Defenses* (Build Times vary): .

-  *Volkssturm Ambush:* When in cover, Volkssturm will cloak but will not receive any bonuses. If Volkssturm are stationary for 20 seconds, they will cloak automatically, even when not in cover.

- *Volkssturm Infiltration*: As the Volkssturm are essentially the “home guard” of Germany, they are ordinary citizens living in the local housing, in addition to being mainline infantry. As such, they can merely don uniforms and emerge from the chosen building—a key advantage in stemming the coming tide of Allied forces from the west.

Capping Speed: 1.0.

Retreat Modifier: .5.

Veterancy Bonuses:

-Vet1 (? XP): Received Damage .90.

-Vet2 (? XP): Accuracy 1.15, Gain extra Panzerfaust use.

-Vet3 (? XP): Health 1.1, Squad moves at full speed.

Other: In order with this unit’s inclusion, Volksgrenadiers would cost 185 manpower. This unit would more or less become the chosen faction’s cheap throwaway infantry unit, as it functions as a glass cannon. Even in large masses, the Volkssturm would be easily dispatched due to their low HP per man. Volkssturm have the added advantage of being able to be deployed from off-map, and come pre-equipped with a single Demolitions charge—attacking a volkssturm force would be costly if one was not prudent on spotting Demo charges.

Falshirmjäger Scharfschützen



Doctrine: Luftwaffe, you fools.

Unlock Conditions: Unlocked with Falshirmjager Tank Busters.

Unit Class: Elite Infantry.

Unit Icon (In-Game): See above unit “eagle” icon.

Unit Skin: Falshirmjager skin from Xcalibur’s Blitzkrieg mod.

Unit Role: Ambush/marksman infantry.

Build Cost: 320 Manpower, 45 Munitions.

Build Time (vCoH): N/A.

Population Upkeep: 6.

Manpower Upkeep: N/A.

Pool Type: Infantry.

Pool Occupation: 9.

Of Squad Members: 4.

Reinforce Cost Per Man: N/A.

Health Per Man: 90.

Target Type: infantry_soldier.

Critical Type: infantry.

Move Speed: 3.

Sight Range: 35.

Detection Range: 0/7.

Weapons:

-4x Panzer_Elite_Kar98k_Leader

OR;

-1x Gewehr_43_Marksman*, 3x Panzer_Elite_Kar98k_Leader

Upgrades:

-  *Scharfeschatze* (65 Munitions): The Squad is armed with a single buffed G43, excellent at eliminating enemy infantry at range (G43 does 35 damage per shot, .85 accuracy at all ranges, fire rate of the WM sniper's G43).
-  *Panzerfaust* (50 Munitions): The squad can fire 3 panzerfausts.
-  *M24 Stick Grenades* (25 Munitions): The squad gains 2 uses of 'Throw Steilhandengranate!'

Abilities:

-  *Fire a Panzerfaust!* (45 second cooldown): The squad will fire a single panzerfaust at the selected target.
-  *Falshirmjager Ambush:* When in cover, Falshirmjagers will cloak and receive the following bonuses: Accuracy 1.25, Damage 1.25.
-  *Throw Steilhandengranate!:* Throws an M24 stick grenade, excellent for flushing enemy infantry out of cover.
- This unit is subject to all buffs given to Falshirmjager squads in the Luftwaffe doctrine.

Capping Speed: 1.0 (assuming using vCoH speeds for sector-occupation-capping)..

Retreat Modifier: 5.

Veterancy Bonuses:

- Vet1 (? XP): Received Damage .85, HP regen (0.035) when cloaked in cover.
- Vet2 (? XP): Sight +10, Accuracy 1.15.
- Vet3 (? XP): Health 1.1, Damage 1.2, each squad member can fire 5 shots from cover before being revealed.

Other:

A possible replacement for the current Falshirmjager Marksman (Sharfeschatze means "Sharpshooter").

Glider-Borne Luftlandpionieren



Doctrine: Luftwaffe, you fools.

Unlock Conditions: Unlocked with Luftwaffe Ground Forces.

Unit Class: Elite Infantry.

Unit Icon (In-Game): Luftwaffe Ground Forces icon.

Unit Skin: Luftwaffe Ground Forces skin from Xcalibur's Blitzkrieg mod.

Unit Role: Ambush/stealth infantry.

Build Cost: 220 Manpower.

Build Time (vCoH): N/A.

Population Upkeep: 5.

Manpower Upkeep: N/A.

Pool Type: Infantry.

Pool Occupation: 9.

Of Squad Members: 3.

Reinforce Cost Per Man: N/A.

Health Per Man: 75.

Target Type: infantry_soldier.

Critical Type: infantry.

Move Speed: 3.

Sight Range: 35.

Detection Range: 0/7.

Weapons:

-4x Panzer_Elite_Kar98k

OR;

-4x MP40_SMG

OR;

-1x FG42_Assault_Rifle, 3x MP40_SMG (with Crete Veterans T4)

Upgrades:

-  *Maschinen Pistole* (50 Munitions): The squad is armed with 4 MP40 SMGs in the place of its rifles.

Abilities:

-  *Camouflage* : This unit can cloak, hiding it from enemy units. The squad will be revealed when in close proximity to enemy units or when it opens fire.

- This unit is subject to all buffs given to Luftwaffe Ground Forces in the Luftwaffe doctrine.

Capping Speed: 1.0 (assuming using vCoH speeds for sector-occupation-capping)..

Retreat Modifier: 5.

Veterancy Bonuses:

-Vet1 (? XP): Received Damage .85.

-Vet2 (? XP): Accuracy 1.15.

-Vet3 (? XP): Health 1.1, Damage 1.2, Drift removed from glider drop.

Other: For Audemed.

Combat Medic



Doctrine: U.S. Infantry, WM Defensive, CW Scottish Engineers, PE Luftwaffe.

Unlock Conditions: Unlocked with a chosen T1 unit unlock.

Unit Class: Medical Personnel.

Unit Icon (In-Game): Large 'medic' cross.

Unit Skin: Medic skins from vCoH (US, CW, WM), copy WM skin for PE.

Unit Role: Squad member revival.

Build Cost:  350 Manpower,  80 Munitions.

Build Time (vCoH): 30.

Population Upkeep: 1.

Manpower Upkeep: N/A.

Pool Type: Infantry.

Pool Occupation: 6.

Of Squad Members: 1.

Reinforce Cost Per Man: N/A.

Health Per Man:  100.

Target Type: infantry_heroic.

Critical Type: infantry.

Move Speed: 3.

Sight Range: 5.

Detection Range: 0/7.

Weapons:

-N/A.

Upgrades:

- N/A.

Abilities:

-  *Man Down! (Passive):* The medic will run to any 'wounded' downed squad members within a 15 unit radius (same coding as mine detectors automatically removing mines within X radius of the squad, when stopped), whether that player's or an ally's, pick him up, and bring him back to his squad at full health. Will then immediately seek out other bodies to pick up and bring back to squads. No cost, no button to be pressed, is 'always on'.

Capping Speed: N/A. (assuming using vCoH speeds for sector-occupation-capping).

Retreat Modifier: .5.

Veterancy Bonuses:

-Vet1 (? XP): Sight range +5.

-Vet2 (? XP): Body search radius +5.

-Vet3 (? XP): Body search radius +10, Health +20, gains Passive 2 HP/second regen in a 5 unit radius.

New Concept Upgrades:

-  *Fix Bayonets!* ( 10 Munitions; Available to: Riflemen, Rangers, Airborne, Volksgrenadiers, Grenadiers, Elite Grenadiers, Infantry Sections, Sappers, Panzer Grenadiers, Tank Buster Grenadiers, Falshirmjagers, Luftwaffe Ground Forces): The accuracy of the chosen unit's weapons at Short range is set to 1 (100%).

-  *Black Prince* ( 220 Munitions): The chosen Churchill Mk VI is armed with a Firefly 17 pounder cannon, and it's HP is increased by 150 hitpoints.



- **Grenade Volley** (35 Munitions): The chosen squad will be able to throw a volley of two grenades, with one landing just in front of and one just behind the intended target—escape is impossible.

Other: An idea I had to bring the underused and discredited Field Dressings ability from the Infantry Doctrine to full fruition.

ADDITIONAL OTHER CHANGES:

U.S.:

[Inf]

-The inclusion of some sort of rifle training unlock, that would allow the purchase of G43s with Garand aesthetics, or to increase the general accuracy of the Garand at medium and long range.

-American Officer gaining 'Binoculars', a targeted FoW ability that would reveal roughly a 35m area for 30 seconds, with a 2 minute cooldown.

WM:

[Defensive]

-Volksgrrenadiers receiving the doctrine's accuracy buffs in Light and Heavy cover, as well as Trench and Garrison.

-Fatherland Defense needs to grant Volks and Pioneers an extra respective squad member, armed with a Volksgrenadier K98k or Pioneer MP40, not a 'wounded man'. At the moment, Omniscience is the only valuable T4 of Defensive.

[Blitz]

-Remove dual-shredded stormtroopers, these guys are silly when they can alpha strike a tank.

-HEAT Rounds should replace the Panzer IV's cannon with the Stug_75mm with Sherman splash; the P4 needs a general increase in effectiveness.

PE:

[Scorched Earth]

-The Panzer Grenadier HMG42 Support Team needs to be removed, a 4 man MG squad in a T1 unlock, and for the Panzer Elite no less, is faction mirroring to the maximum.

-Panzer Pioneers are a serious issue when blobbed, they need to PURCHASE their Volksgrenadier MP40s, not run around with them for the dirt cheap price of 180 Manpower.

[Luftwaffe]

-Crete Veterans T4 needs to have Evasive Maneuvers removed and replaced with 'Get Down!', an activated speed reduction (medpack walk) with ~50% less received accuracy and ~10% less received damage.

-A Building needs to be able to be purchased on a unit; ***"Hidden Supplies": A Bush (same as the already-constructable one by Falshirmjagers) with a Commando antennae in it's center, that heals at 72 HP/Minute in a 15 unit radius. This bush would be invisible to enemy units until revealed. (Credit to Smokaz for the idea).***

-In accordance with the above-stated suggestion, Medical Supplies would be removed.