



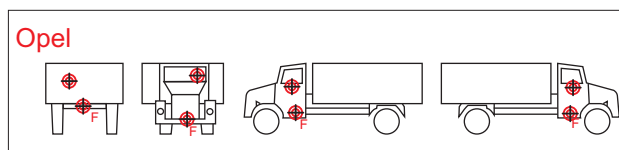
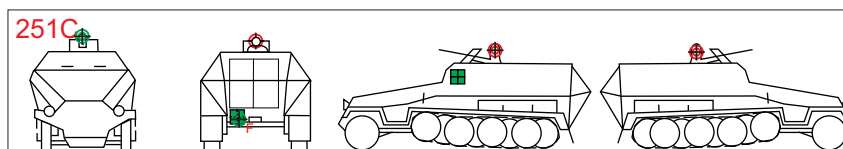
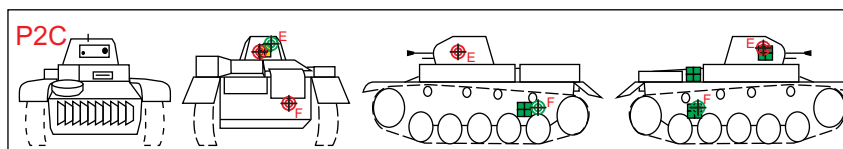
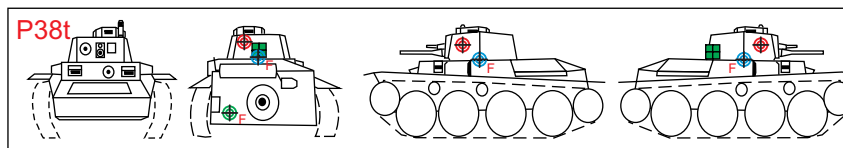
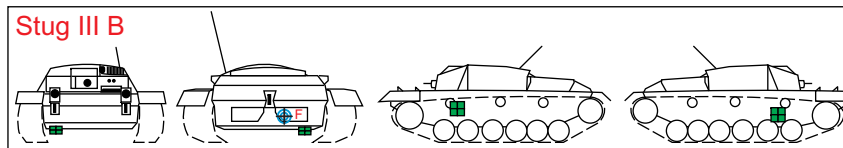
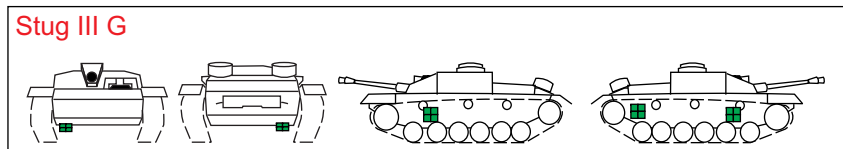
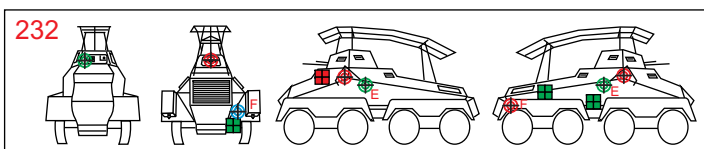
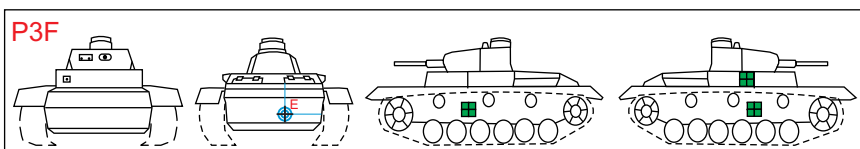
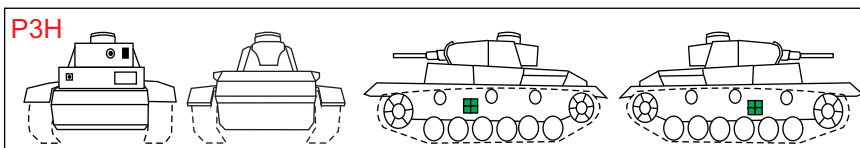
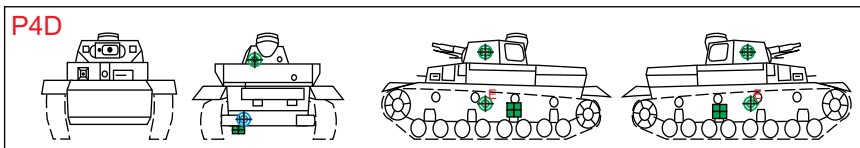
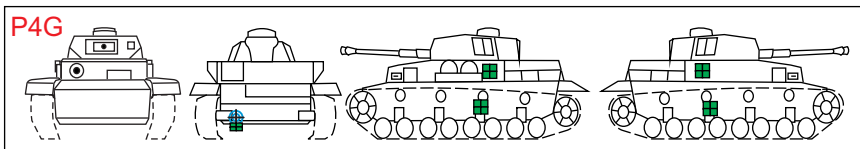
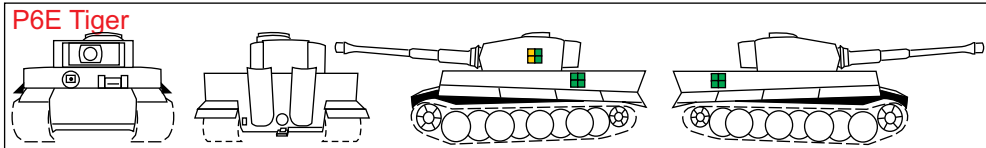
Parasit Sapper & Tbombor ATR Guide

Version September 2007 - (c) by Parasit - 1.27 approved
Victime: knusten1

Guides you'll find in the Download section: <http://battleground-europe.net>

Wolfsrudel a german speaking squad: <http://wwiionline.net>

deutsche Panzer - german Tanks



DotCommands

.afk (.afk [<message>])
DETAIL: Toggles your AFK

.conv (.convergence [<range m>])
DETAIL: Sets weapon convergence, takes effect upon respawn.

.Emote (.em [<emote>])
DETAIL: Starts up a full body emote.
.em laugh / .em cheer / .em salute
.em attention / .em gyirus
.em double+Ctrl+1 / .em getdown+Ctrl+2
.em haltor+Ctrl+3 / .em moveoutor+Ctrl+4
.em ammoor+Ctrl+5 / Ctrl+6 (only for paras)

.fb (.fb [<town>])
With town: Shows Fire Base states for the specified town.
Without town: Shows Fire Base states for the nearest town.

.friends
.friends +<player> or .friends -<player> or .fr...
Adds, removes or lists players to/from your list

.hc
Lists HC officers online.

.home
Reports your Brigade's current home.

.hqoff / .hqon
receipt on/off of HQ messages

.ignore
.ignore <player> to ignore a player
With town: Shows who is on your ignore list
.ignore <player> again to un-ignore

.m (.m <player> <message>)
Sends a private message

.noechat
Allows to turn off the enemy chat

.nowho
Allows you to hide from .who

.objectives (.ob n / .ob l / .ob i)
List current objectives for your side

.overrun
Alert hc that an AB is overrunned

.own (.own <city name>)
With town: Shows specific city
Without town: Shows nearest city

.report (.report <problem>)

.sysmtd
Displays the current System M.O.T.D

.whisper (.whisper or .w)

.who (.who [<player1> ... <player4>])
DETAIL: Without arguments:
- lists squad members online
With arguments: shows whether specified players are on or off
- for squad members it also shows where they are in-game.

.yell (.yell or .y)
DETAIL: Longer-range area chat message

If you like to be informed about new or updates of my guides, register on <http://battleground-europe.net>

Sappersongs from oldZeke

Sappers ain't easy to get and they're harder to hold.
They'd rather give you a satchel than diamonds or gold.
A bomb in a bundle a trusty old rifle,
A bridge buildin kit on his back.
If you don't intercept him, and he don't die young,
He'll probly just ride away.

Mamas, don't let your babies grow up to be sappers.
Don't let 'em have satchels or ride army trucks.
Let 'em be pilots and tankers and such.
Mamas don't let your babies grow up to be sappers.
'Cos they'll never come home and they're never alone.
There's always ea above.

Sappers like lots of ground cover and nicely spaced berms,
Sappin fbs and ets and then rbs.
Them that don't know him won't like him and them that do,
Sometimes won't know how to take him.
He ain't wrong, he's just different but his pride won't let him,
Do things to make you think he's right.

http://wwiionline.net/images/sapper/mamaz_dont.mp3
<http://wwiionline.net/images/sapper/sapzplain.wav.mp3>

- ⊕ ATR easy
- ⊕ ATR medium
- ⊕ ATR hard
- F Flame
- E Explosion

- ⊕ Gunner dead
- ⊕ Gunner & Driver dead
- ⊕ all dead & visible damage on Tank