



Parasit's Sapper & ATR Guide

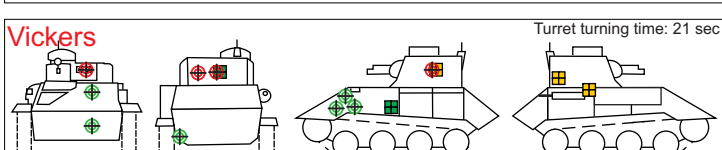
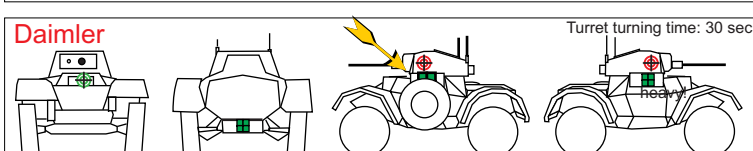
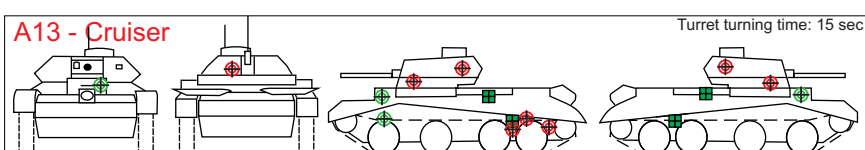
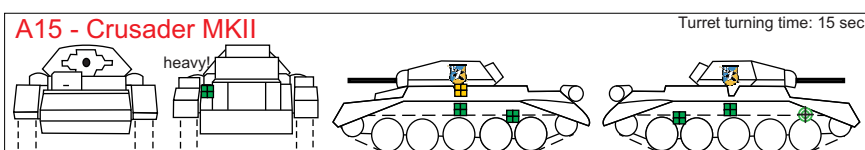
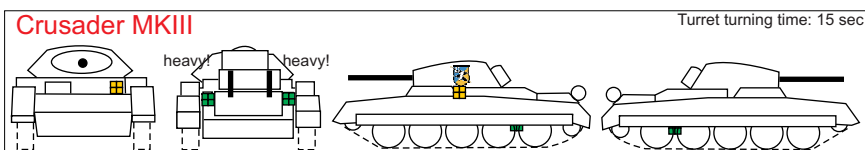
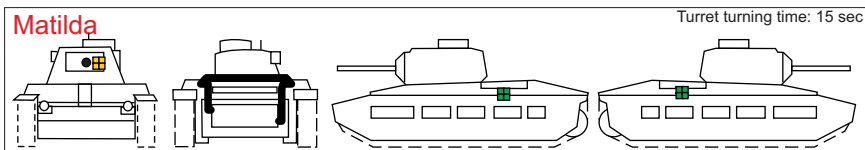
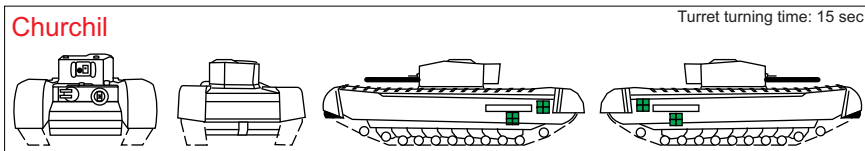
Version September 2007 - (c) by Parasit - 1.27 approved

Victime: [hans06](#), [kikiller](#), [pebbi](#)

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

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

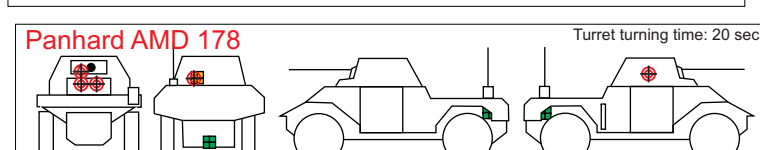
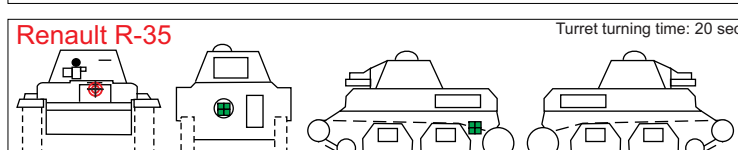
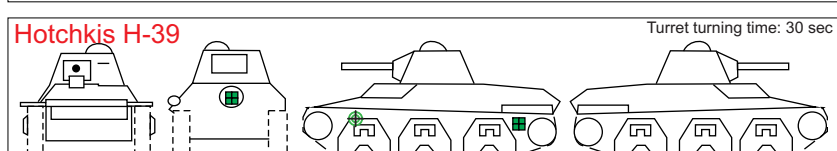
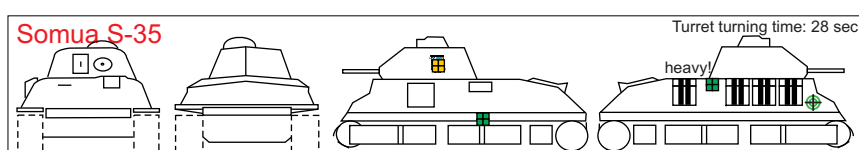
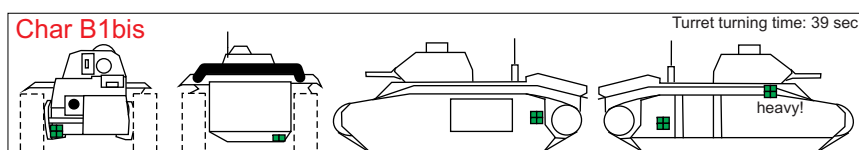
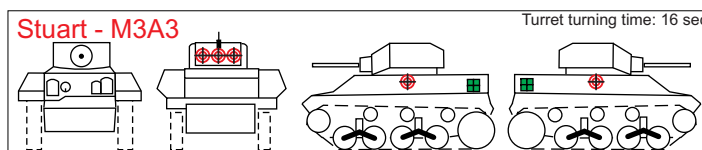
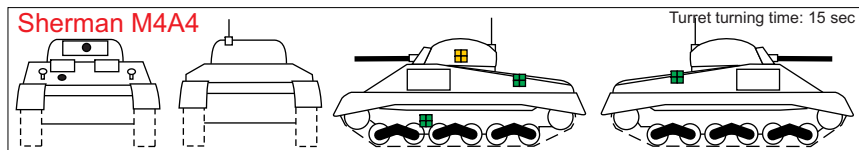
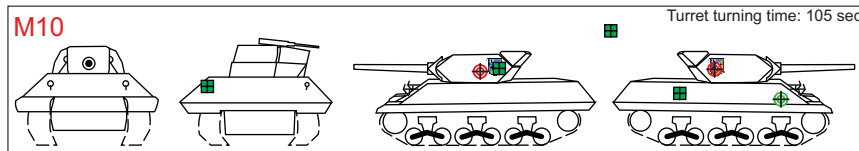
britische Panzer - british Tanks



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

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

französische Panzer - french 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 gyros
.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
.ignore to see 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

- Gunner dead
- Gunner & Driver dead
- all dead & visible damage on Tank
- ATR points