

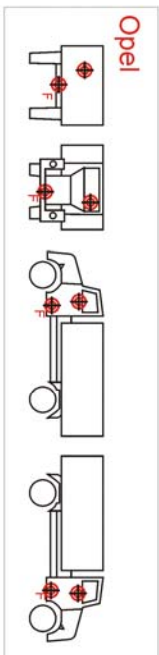
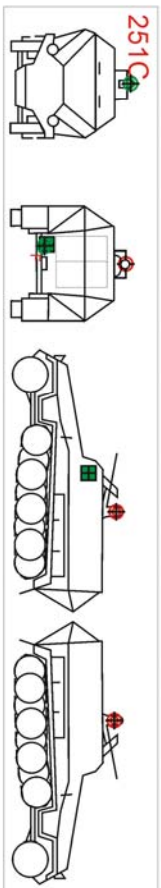
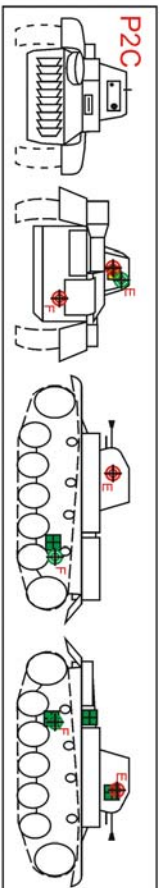
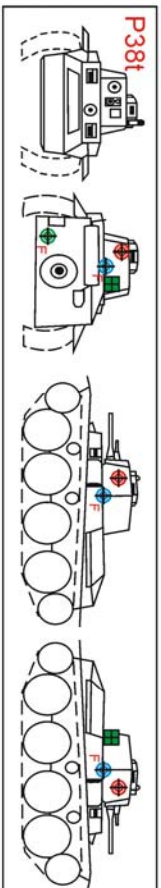
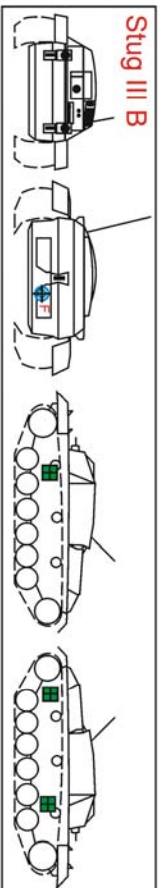
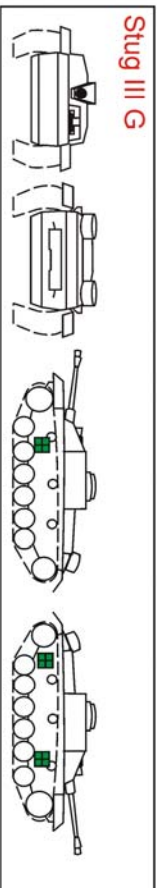
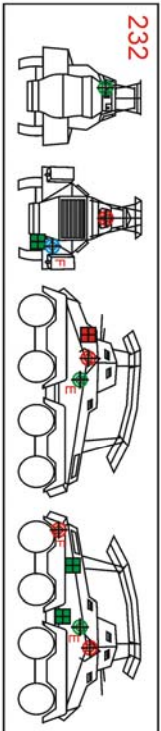
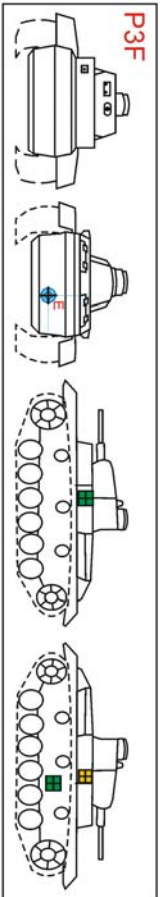
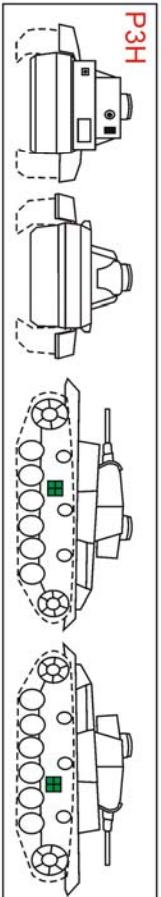
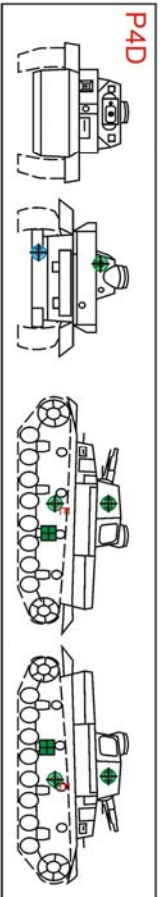
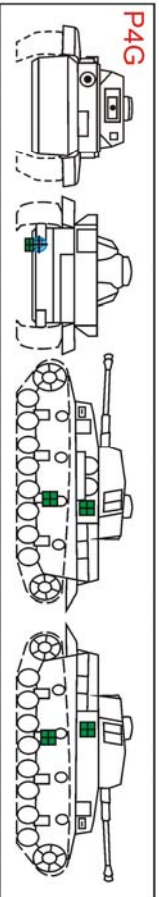
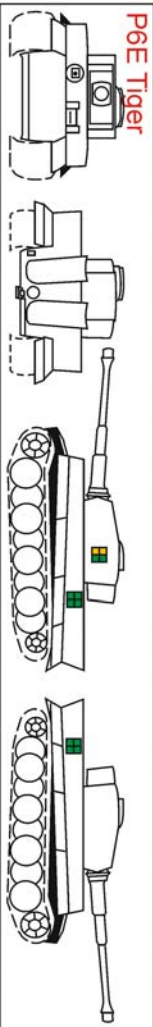


Parasit Sapper & Tbomber ATR Guide

Wolf's rudel a german speaking squad: <http://www.iionline.net>

deutsche Panzer - german Tanks

Version February 2008 - (c) by Parasit - 1.28 approved
Victime: [crunch07](http://www.iionline.net)
Guides you'll find in the Download section: <http://battleground-europe.net>



Sappersongs from oldZeke
Sappers aint easy to get and they're harder to hold. They'd rather give you a satchel than diamonds or gold. A bomb in a hand is a trusty old rifle. Mamma, don't let your babies grow up to be sappers. Don't let 'em be pilots and tankers and such. Sappers of the world, your babies grow up to be sappers. If you don't intercol him, and he don't die young, He'll probly just ride away.
http://www.iionline.net/images/sapper/mamaz_dont.mp3
<http://www.iionline.net/images/sapper/sapzplain.wav.mp3>

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

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

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 gy/rus
- `.em double+Ctrl+1 / .em getdown+Ctrl+2`
- `.em hallow+Ctrl+3 / .em moveout+Ctrl+4`
- `.em armour+Ctrl+5 / Ctrl+6 (only for paras)`
- `.fb (<fb [stow>])` With town: Shows Fire Base status for the specified town. Without town: Shows Fire Base status for the nearest town.
- `.friends` friends +<player> or friends -<player> or friends 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
- `.im (<im [player] <message>)` Sends a private message
- `.neechat` 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>)` -systemd Displays the current System M.O.T.D
- `.whisper (<whisper or w)`
- `.who (<who [player] > ... <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