

SOLDIERS MANUAL



FORGOTTEN

HOPE

AN INTRODUCTION TO THE WORLD OF FORGOTTEN HOPE



INTRODUCTION



Welcome to Forgotten Hope 0.6 Manual.



As most in BF42 community know, Fhmod is a very complex and - for beginners - difficult to play mod. Teamplay, a basic knowledge of WW2 vehicles, map tactics and a general idea of „what you can do with this certain piece of equipment“ is needed to live long enough to help your team defeating the enemy and be victorious in the end.



Forget about Bf42 tactics, about its damage system and its arcade feeling. Rambos and Lonely Wolves will suffer a quick death as well as those that don't feel like playin as part of a team. Accept the realism and become part of it.



Forgotten Hope is so much more than just another 1st person shooter. And we'd like to help you experience it.



Lookin forward to seein you on the Fh battlefield.



AceS, Dime a Dozen, Hades, Jackal, Major Hartmann
Forgotten Hope team.





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„Vehicles of Forgotten Hope“

A detailed introduction into all vehicles Fhmod features, with tips on how to use them according to their pros and cons / special abilities.

„Weapons of Forgotten Hope“

Introduction into Fh weaponry.

„Gameplay and Basic Forgotten Hope Tactics“

A little guide to a victorious online game

„Basic Map Tactics“

Special map tactics for all FH maps.
will be done after public release.
Input is always welcome.





VEHICLES OF FH



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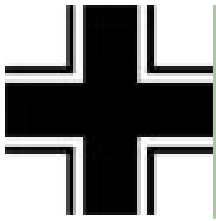
6.1: Ground Vehicles

6.2: Aircraft

!!!Vehicles with a „Top Secret“ Logo!!!
are not driveable/on maps in 0.6 first release,
they either aren't completely coded or balanced.

They will be added in later patches for 0.6.





GERMANY

Ground Vehicles



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Kuebelwagen

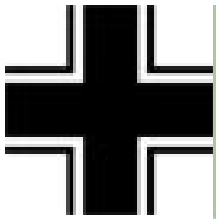
The Kuebelwagen is a good vehicle to serve as a quick and manoeuvrable troop transport. It's ideal to bring officers, snipers and other important troops to a spotpoint in a map. It does not have the Jeep's MGs or other armament so its vulnerable and can be destroyed even with small arms.



Schwimmwagen

This vehicle is a special Kuebelwagen that was designed to serve as an amphibious personal carrier. Be carefull when driving it on solid ground, it takes pretty much damage when crashing into solid objects and it's not as easy to handle as the Kuebelwagen.





GERMANY

Ground Vehicles

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Panzer 2

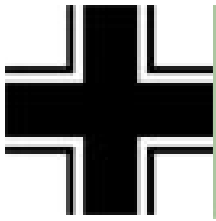
Early in war the German army needed a tank to act as support for infantry. In FH, this fast vehicle should be used in the role it was meant to be. It's main cannon is able to penetrate light armor of other tanks but when facing heavier tanks you should trust more on the P2's speed than on it's firepower. When driving a P2 you should concentrate more on hit and run actions and attacking supply routes or infantry groups. Later in war, one shot of every light tank can destroy this vehicle.



Panzer 4

The Panzer 4 is a Medium tank of the German Wehrmacht. The first versions of the Panzer 4 are more or less infantry support tanks, with good overall attributes but not very high combat value. Use this tank as an allrounder in early battles and as support tank for the heavy tanks in later maps. Your armor isn't very thick and the speed is moderate/slow - so get some infantry support when advancing. Avoid cities or forests. Nevertheless this tank can be a really dangerous enemy when used in groups.





GERMANY

Ground Vehicles



Panther 4H

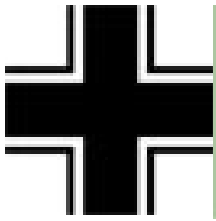
With the installation of a mighty 7,5 cm cannon and upgraded armor on all sides the Panzer 4H is far better than it's ancestors. The cannon is able to destroy any medium allied tank with one or two well placed shots. Use this advantage to make up for the low speed and fire rate values. The P4F can be dangerous even to late war allied tanks. Take care of them in combat, they are a valuable addition to any ground offensive.



Panther D

Fast, manoeuvrable, with a modern chassis and a cannon that can destroy nearly every allied tank above 2000 meters with a well placed shot, the Panther is a valuable addition to the German Wehrmacht. Try to penetrate the other tank's tracks and weels. Use his, for a heavy tank, high speed to get advantages in positioning on strategic points and outrun slower allied tanks. Mind the weaker armor than the Tiger's.





GERMANY

Ground Vehicles

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Tiger

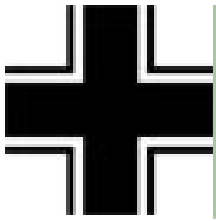
With its strong armor (esp at the back) and heavy cannon, the Tiger can be used even without infantry support to some amount. Both, turret turning speed and driving speed, are low. Avoid cities and forrests, prefer open areas - it's 8,8 is totally leathal at longer distances but it's low speed makes it very vulnerable to infantry attacks in close combat. Watch out for aircraft when driving a Tiger. Used wisely, the Tiger is a hell of an enemy, but mind his disadvantages when commanding it.



Tiger II „Koenigstiger“

The Kingtiger is the best tank in FH when it comes to armor and primary weapon. Don't try to battle this behemoth with a Sherman or a Chromwell. You will get killed with one shot, no matter if it hits you in the rear or front. As driver, mind that the Kingtiger has low overall and turning speed. You should prefer the open ranges rather than cities or woods. The KT can hold up most allied offensives alone, but avoid losing him in combat by giving no air support against allied bombers / ground attack planes.





GERMANY

Ground Vehicles



Jagdpanzer 4

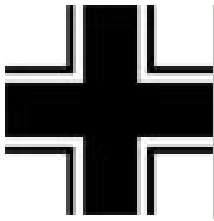
The JP4 was a very important member of the German „Panzerjaeger“ tanks. Strong cannon, good rate of fire and good armor but low speed. Due to his cannon that is only moveable 10 degrees to left/right very vulnerable in close combat and against combat tanks with turnable turrets. Try to kill other tanks from the distance and avoid close combat fight: The MGs on the Jagdpanzer are pretty useless at close combat. When aiming at a target, always move the whole chassis and then do finetuning with the cannon.



Brummbaer

Constructed on the chassis of a Panzer4 the Brummbaer is meant to give infantry artillery support. It has a very strong front armor and is able to withstand splash damage to a high amount. It's 150mm StuH does a lot of damage at long range attacks. Try to avoid direct contact with heavier tanks or tankhunters, your primary weapon is hard to use at short ranges. Best strategy for a Brummbaer is finding a good spot to hide and let an officer or recon vehicle spot enemies for you, then begin barrage.





GERMANY

Ground Vehicles

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StuG 3B

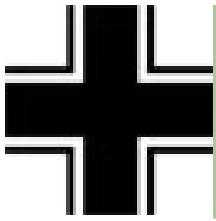
Mounted on the hull of a Panzer 3 this Sturmgeschuetz is quite fast and powerfull in early war maps. Due to the lack of defensive MGs infantry has an easy game if it comes near enough to the StuG. Also avoid direct facing of combat tanks on the open ground and shorter distances. Always try to hide your StuG somewere: Trees, building ruins, stones.. just get a shelter where tanks and aircraft wont find you that easy and then ambush when you think you have a good chance to destroy the enemy vehicle.



StuG 3G

Better armor and a bigger cannon improves the StuG3's ability to face heavier tanks. But even upgraded the StuG is vouldnerable to AT soldiers and combat tanks at medium to short range, so use its small height to your advantage in combat by finding good terrain for an attack. With strategic placement of StuGs the Germans are able to slow down even bigger allied offensives to some amount.





GERMANY

Ground Vehicles

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Wespe

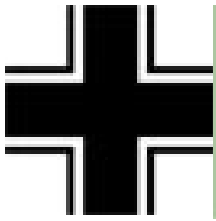
The Wespe is a light artillery that is used mainly from long distances to avoid contact with the enemy. Even MG fire can penetrate the armor of this cannon mounted on the Panzer 2 Hull. Its main weapon is powerfull and effective, but avoid contact with enemy tanks, apcs or soldiers at all costs. It isnt meant to fight face to face, better try getting a good strategic position and bombard allied groups from there. If you come into dangerous areas ask for infantry or apc support.



Ostwind

The Ostwind is a Panzer 4 hull with a mounted Flak 43 on top. It's effective against low and medium high flying planes. Try to avoid direct contact with enemy ground vehicles / infantry. Low Speed and Light armour makes it very vulnerable in close combat.





GERMANY

Ground Vehicles



SdKfz 222

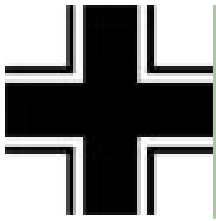
The SdKfz 222 is a light recon vehicle of the German Wehrmacht. You can get high speed and fire with the enormous rate the 20mm cannon reaches. It's very effective against infantry, jeeps and apcs but you can also use it as Flak against aircraft. Don't try to face enemy tanks one on one. The weak armor will not withstand a shell of a combat tank and even MGs can penetrate your hull. The 222 is good for fast „hit and run“ actions and, combined with infantry, to „clean“ forests or villages from enemy infantry.



SdKfz 234/2 „Puma“

The Puma is absolutely deadly when used correctly. With it's 50mm main cannon, it's high speed and high rate of fire this Heavy Recon Vehicle can become a threat even for bigger combat tanks. The Puma's armor is good for this sort of vehicle but too weak for face to face combat with tanks. So use your high speed to outmanouver other tanks and do quick attacks. When spotted try to accelerate, avoid being an easy target by standing stil.





GERMANY

Ground Vehicles



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SdKfz 251 „Hanomag“

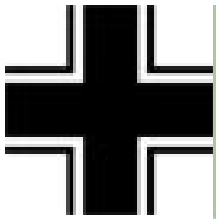
This APC is perfect to build up defenses and supply your troops. Some Hanomags are equipped with deployable MGs and other carry mines. It's also effective against infantry and as infantry support vehicle on smaller maps were it doesn't have to face tanks. It's more or less useless against tanks and aircraft, mind the thin armor.



SdKfz 251/R „Stuka zu Fuß“

A Hanomag with 6 mounted Grenade-Launchers. Use it at longer distances - let officers or spotter vehicles give you an idea of the battlefield and bombard enemies from a hidden and secure spot. If you have to move cross country, man your machine guns and don't let enemy infantry come near you. The thin armor can be penetrated with machine gun fire and grenades can be thrown inside your APC, so avoid close combat at all costs.





GERMANY

Ground Vehicles



Opel Blitz

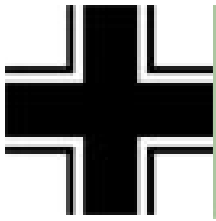
The Opel Blitz was the most used truck by Germany in WW2. In FH it's mainly used to transport troops and tow artillery/AT cannons/Flak. Don't underestimate this vehicle, it can transport many fully equipped soldiers to their destination point very quickly. When towing artillery you should always have the cannon pointing in the direction of the enemy when deployed, giving the truck some protection of MG fire and small calibres. If the Opel explodes, the Gun will be blown up too.



SdKfz 7/1 „Flakvierling“

Very effective against low and medium high flying planes but only has light armor. The Flakvierling is a typical support vehicle, it should always be covered by tanks or apcs to avoid losing this very valuable SdKfz in combat. If you are alone and not needed as group AA support try to find a shelter or a forest near enemy flight routes and hope that no enemy ground unit spots you.





GERMANY

Ground Vehicles



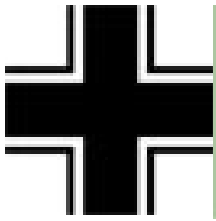
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SdKfz7 with Towable Flak 18

The deployable Flak 18 is towed by a very vulnerable SdKfz7 without any secondary weapons to defend yourself. Go out there, spot enemy tanks, deploy your cannon and attack it before it spots you. The SdKfz7 can be easily destroyed with MG fire, so take care of it in combat. If the SdKfz gets blown up, the Flak will be too. Use it wisely and your team will get a great support unit for AA defense and open range combats against allied vehicles.





GERMANY

Aircraft

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Messerschmitt Bf109

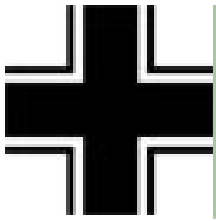
The German standard fighter of WW2. It serves various roles from fighter to attack plane. The Bf109 is the backbone of most German air operations, with good manoeuvrability, quite good armament, good turning radius, enough speed to battle allied fighters but weak armor. All in all, a good aiplane that is easy too handle but vulnerable when fighting later allied fighters, espically on the western front. Don't overestimate it and know its flaws - then the Bf109 will serve you well.



Messerschmitt Bf110

The Bf110 was first designed as heavy fighter but suffered heavy losses in the Battle of Britain. It is too slow and not very manoeuvrable compared to the Hurricans and Spitfires of the RAF. Use it especially in early war battles to give your ground troops air support and attack allied convoys and tanks with your bombs. It's not as easy to fly as the Bf109 so you should have some pilot skills if you want to live long enough up there to be a valuable help for your teammates on the ground.





GERMANY

Aircraft



Focke Wulf Fw190

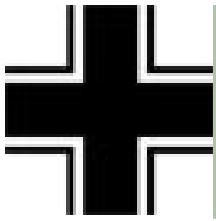
The Fw190 is a threat for every allied aircraft up there. Its speed is above average, it has a small turning radius and an armament that outclasses most of the allied fighters. Talking about armament, this is the biggest advantage of the Fw190. Two mgs and four cannons can destroy allied fighters, bombers, apcs and even light tanks pretty fast. The Fw190 is said to be the best German fighter in FH until now. You can use it as interceptor, ground attack plane and light bomber, depending on the weapon loadout.



Messerschmitt Me262

The Me262 is a flying legend. As a fighter, it is second to none when it comes to speed and heigh gaining rate. You should use it as fast attack and ambush plane that spots the enemy aircraft, gains height and dives down to release the devastating power of its 30mm cannons. Only very good allied pilots should try to battle this masterpiece of German engineering, and trust on the better manoeuvrability of their Mustangs or P38. The turning angle is the main weakness of the Me262.





GERMANY

Aircraft

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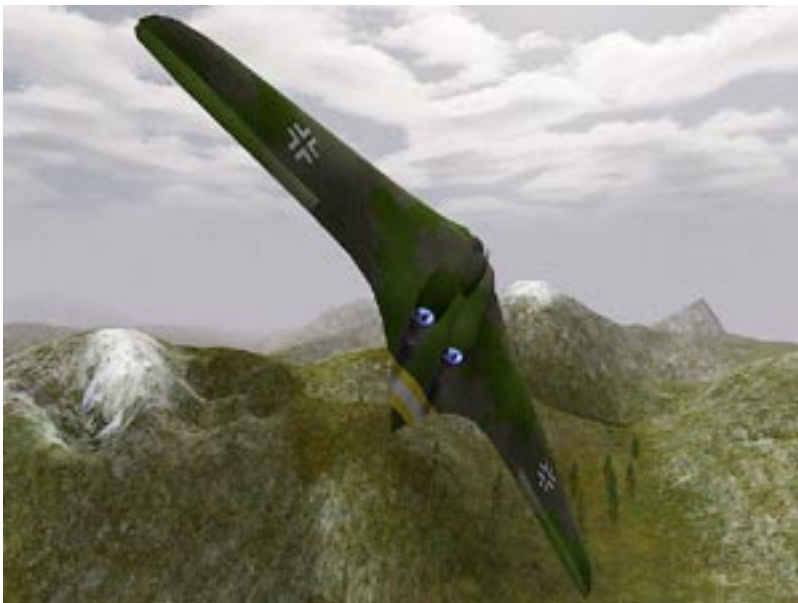
Messerschmitt Me162 „Komet“

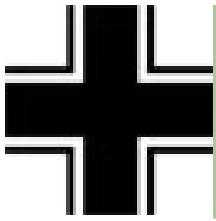
A late war German interceptor, that is very hard to fly. You should try to attack allied bombers and trust on your very high speed. When diving down, the Me162 is able to reach 900 km/h and more. Allied fighters shouldn't be much of a threat for a Me162 pilot, much more dangerous is the complicated handling which requires quite a lot of experience and skill.



Gotha Go229

Only placed on one Map, the fictional battle „Alpenfestung“, this is a concept plane of the German Luftwaffe that was ready for mass production at the end of the war. It's the ancestor of modern aircraft like the B2 Spirit and other „flying wings“. Good armament (4x30mm cannons), high speed and quite good maneuverability. The pilot should, like in a Me262 or a Komet, have fast reactions. Otherwise the flight with a Go229 will easily become a disaster for inexperienced pilots.





GERMANY

Aircraft

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Junkers Ju87 „Stuka“

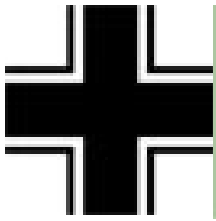
The well known Ju87 Stuka Bomber is a very valuable addition to your air forces when used correctly. Don't try to match allied fighters with the Stuka, its very clumsy and the rear gunner is not much of a help against them. Most know the Stuka dive bombing strategy: gain height, search for an enemy vehicle, dive down towards the target and release the bombs in your dive attack then quickly pull up. One version of the Ju87 carries two devastating cannons, which are able to destroy most allied tanks with 2 or 3 shots.



Junkers Ju88

The Ju88 is a medium bomber with good speed and manoeuvrability. It carries less bombs than the He111 and has a weaker defensive armament. When facing fighters, try to dive down and escape the allied pilot by doing quick turning manoeuvres. The Ju88 can be used in various roles: Strategic Bomber, Torpedo Bomber, Support Aircraft and even dive bomber. The defensive gunners have only a small chance against enemy fighters.





GERMANY

Aircraft



Heinkel He111

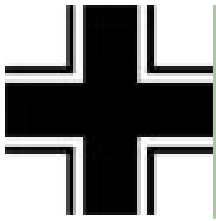
The He111 is the „working bee“ for the German Luftwaffe. It is the most common bomber and an overall good design. It has a medium bombload and can take quite a punch of enemy fire. It is slow and not easy to fly though and its defensive gunners do have a hard time against enemy fighters. Try to backup your attack on enemy convoys or strategic areas with friendly fighters like Bf109, that escort you to the target and intercept enemy attackers before they reach the He111.



Arado Ar196

As recon aircraft on German Battleships and heavy naval vessels, the Ar196 serves as a Spotter plane for the long range artillery of the Tirpitz or the Prinz Eugen. Due to its floaters it sacrifices quite a lot of manoeuvrability and speed compared to standard fighters but still has a nice handling compared to allied counterparts. Spotting enemy naval vessels and defending the mothership by taking out attacking Torpedo Bombers are the main objectives for an Arado Pilot.





GERMANY Aircraft



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**TOP
SECRET**

Heinkel He115

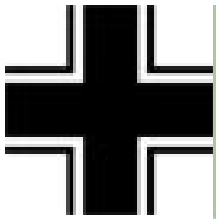
A floater plane that was designed as Torpedo Bomber and Long Range Recon Aircraft. It can take quite a punch of enemy Fire but is slow and an easy target for allied fighters if not used correctly. You should concentrate on attacking the ships while allied aircraft are involved in a combat elsewhere, giving you the opportunity to ambush the fleet. The He115 is able to serve as spotter plane, as its smaller sister, the Ar196.



Arado Ar234 „Blitz“

The first jet engine bomber ever, the Ar234, is extremely fast compared to allied bombers and a big threat for American Ground offensives. It carries two 1000 kg bombs, which have devastating effects on infantry and tanks. Two backward firing defensive cannons are installed, and with some luck you can hold enemy fighters at distance with them. Only skilled pilots should get into the Ar234's cockpit - this bomber is very hard to handle due to its high speed.





GERMANY

Aircraft

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Junkers Ju52 „Tante Ju“

The most common German Transport plane in WW2. It is used to transport troops and paratroopers. When being pilot of a Ju52, you have to open the door of the Ju52 before your Paratroopers can exit. Fly not too low so the paracutes have a chance to unfold. Always watch for allied fighters, a Ju52 is a very easy target for them. As paratrooper you will exit the plane always through the cabine door. When reaching the target area, get to this door and jump outs



Messerschmitt Me323 „Gigant“

A flying Behemoth that can transport troops, apcs, jeeps and cannons. Very slow and vulnerable when flying without fighter escort. Pilots should be skilled so they don't make the huge plane run into some high tree or building when startning and landing. The defensive guns are more or less useless against trained allied pilots.





JAPAN

Ground Vehicles



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Type 95 Scout Car „Black Medal“

Kurogane developed what turned out to be the only native vehicle design of the Imperial Army in all of WWII. Use to quickly disperse your deadly snipers and forward observers for artillery before the enemy attacks.



Type 97 Shinhoto Chi-Ha Medium Tank

The Japanese developed the Type 97 in response to their early failures against Russian armor. However, the introduction of the 47mm cannon was overshadowed and outclassed by the mass-produced M4 Sherman and its 75mm. Although it has more armor than the Ha-Go, coordinate with your teammates to get every inch out of what little you have.





JAPAN

Ground Vehicles



23



Type 95 Ha-Go Light Tank

The Japanese did not embrace the tank as it lacked the cavalry tradition other nations had to push development. Tanks were designed to fight Chinese guerillas and were no match against Allied armor. Use speed to make up for its thin armor and a weak main gun. The underpowered engine also limits its agility in close quarters and on hills.



Type 1 Armored Personnel Carrier "Ho-Ki"

Type 1 Armored Personnel Carrier "Ho-Ha"

Serve as slightly armored troop transports as well as a mobile ammo supply that may include mines and deployable machine guns. The Ho-Ha has an additional mounted machine gun for support.





JAPAN Aircraft

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Navy A6M Type 0 Carrier Fighter "Zero"

From its initial conquests in China to its suitability for carrier operations in the Pacific, the Zero was the most feared aircraft in the skies in the beginning of the war. It owes its fame to its skilled pilots and high maneuverability. However, with its lack of armor, inadequate firepower and low speed, the Zero was quickly outdated by advances in more powerful Allied aircraft.



Navy A6M2-N Float Fighter "Rufe"

The "Rufe" was the Japanese answer to support invasion forces when carriers could not remain offshore as vulnerable targets before an airfield could be built. Also used for escorts and reconnaissance patrols, the Rufe was a versatile airframe that was by no means a slouch when compared to the performance of the feared Zero.





JAPAN Aircraft

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Navy Interceptor Fighter
N1K1-J Shiden "George"

Developed to combat the Corsair and Hellcat, this late-war land-based fighter soon gained the respect of Allied pilots. Faster than the Zero and with exceptional maneuverability, experienced pilots regard the Hellcat as an "easy" kill. Having 4 20 mm cannons certainly helps form that opinion, yet Japanese planes still remain unarmored.



Navy D3A Type 99 Carrier
Bomber "Val"

Operating with great effect at Pearl Harbor and the great carrier battles at Midway and Coral Sea, the Val dive bomber strengthened the might of the Japanese Imperial Navy. However, its slow speed and lack of armor place a premium on pilot skill and altitude to deliver its deadly payload. The rear gunner is only good enough for the rare lucky shot or to give the pilot that last split second.





JAPAN Aircraft

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Navy Medium Bomber G4M "Betty"

Armed with either 4 parachute-aided bombs or later with the special attacker MXY-7 Ohka, the Betty will be a clear and present danger over allied positions. However, coupled with its poor defensive weapons, the Betty's paper-thin "armor" led to nicknames such as "The One-Shot Lighter" and "The Flying Cigar".



Special Attack MXY-7 "Ohka" or "Baka"

Japanese suicide weapon used in aerial combat during the closing months of the war. Deployed from Betty bombers, it is powered by three range-limited solid-propellant rocket motors and carries a high-explosive warhead in its nose. A small profile and its high speed will keep the eyes of naval vessels tuned to the sky to drown out thoughts of the deep sea bottom.



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JAPAN

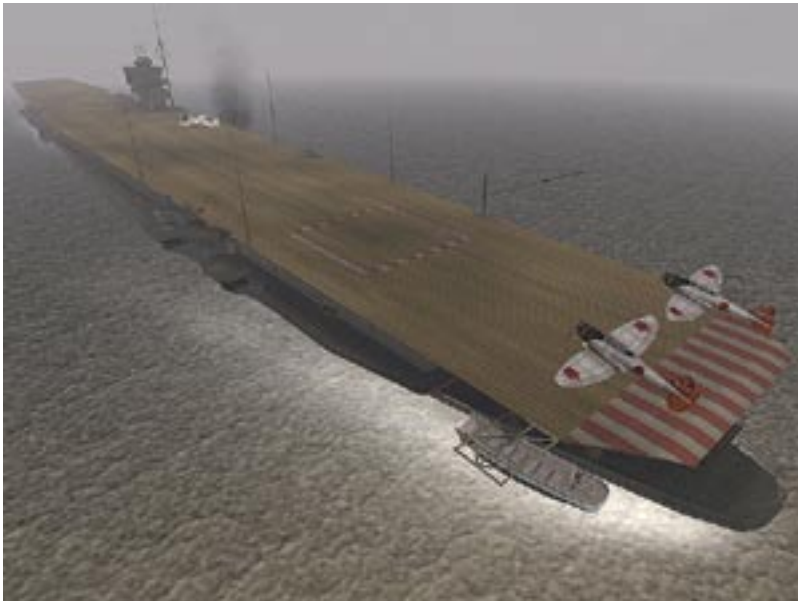
Naval Vessels

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Shokaku-class Aircraft Carrier

Big, fast, and durable, the Shokaku and Zuikaku participated in almost every major carrier battle during the war. However, their 25mm anti-aircraft batteries did not compare well at all with the American counterpart, the 40mm Bofors. The carriers are the might of the Imperial Navy, so defend them at all costs.



Fubuki-class Destroyer

These destroyers revolutionized the way navies viewed this class of fleet warship. Heavily armed with the fabled "Long Lance" torpedoes, 6 5-inch guns and defended with a light complement of 25mm AA. A captain who knows his ship should rule the seas against under-gunned opponents.





AMERICA

Ground Vehicles

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Willys Jeep

Shortly after Pearl Harbor, a contract was awarded to build the military a rugged transport vehicle. By war's end 500,000 jeeps were produced. Serving in every terrain in every weather condition, the Jeep went beyond expectations. Great for quick off-road transport for 4 soldiers and available with machine gun support and SAS equipment.



M3 Stuart Light Tank

This light tank was well liked by the British in North Africa for its greater speed and ease of maintenance. However, as the war progressed, it was quickly outclassed because of its thin armor and weak armament. Use its speed to out-flank German columns on the desert plain or to provide close-infantry support in the jungles.





AMERICA

Ground Vehicles

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M4 Sherman Medium Tank

Nearly 50,000 tanks were produced during the war and served many versatile roles. Adequate for Pacific operations, but in Europe requires strength in numbers to counter German Tigers and Panthers. Use your mobility to divert German tankers so a teammate can attack from the rear. Drive and Operate in Groups to be save against attacks of heavier German tanks.



M10 Tank Destroyer

This tank was designed to take out the stronger Germans with an improved cannon. You'll get more armor penetration with the M10, but you sacrifice armor on an already thin frame. Keep your distance and take out threats from good hiding places, as you have no machine guns to keep enemy infantry at bay.





AMERICA

Ground Vehicles

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M36 Jackson Tank
Destroyer

Designed to replace the M10 as the tank destroyer, the M36 had an improved gun as well as additional armor on some models by using the Sherman chassis. Its popularity resulted it being used in a combat role rather than just a tank killer. One of the American weapons of choice when it comes to hunt down Tigers and other German heavy tanks.



M19 Duster 40mm Gun
Motor Carriage

If not decimated by the 88mm cannon of the Tiger, Allied tank columns were often threatened from the air. Enter the M19. Use its dual 40mm cannon in a support role to take an advanced base where no air support is available. Half the armor of a Sherman.





AMERICA

Ground Vehicles

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M7 Priest Self-Propelled Howitzer

Used in all fronts from El Alamein to Okinawa, the „Priest“, as nicknamed by the British, packed a devastating punch from rear support lines. Coordinate with your forward observers to take out enemy strongpoints or to disrupt assembly areas and bottlenecks. Find good hiding places or keep mobile as you have very little armor.



M4 Sherman 105mm Howitzer

In a continuing effort to improve the Sherman against German panzers, some tanks were given the 105mm for artillery fire support and anti-tank operations while maintaining its mobility and ease of use. Much improved artillery piece over the M7 Priest, but as easy to destroy as a normal Sherman due to the thin armor.





AMERICA

Ground Vehicles

32



M3 Armored Personnel Carrier

The M3 halftrack was capable of performing many tasks, including but not limited to: troop deployment and minelaying as well as a mobile medic field and repair station. Will provide ammo and point-defense machine guns. Best used in an infantry support role as it is no match for heavy weapons fire.



T19 105mm Howitzer Motor Carriage

Based on the M3 halftrack, this artillery piece was used by the 1st Armored Division while other units received the M7 Priest before entering combat. Although cramped and lightly armored, the T19 is able to quickly position heavy artillery on the front lines.





AMERICA

Ground Vehicles



GMC 2 1/2 ton Truck

More of these trucks were built during WWII than of any other vehicle class. In FH, it has a multitude of variants and roles including troop transport, mobile vehicle repair and medic stations. A great asset to keep front-line troops supplied and rear-guard defenses armed and ready to go.

Use it to transport soldiers to the front line fast and effective.



AMERICA Aircraft

34



A-26 Invader

This latecomer was the fastest US attack bomber of WWII. It is powerful and dangerous to ground units with a total of 10 .50 cal machine guns, 4 of which are mounted in defensive turrets. A generous bomb load adds to its lethality. High Speed, good manoeuvrability, good armament and armor make the A-26 a valuable addition to the American Air Forces.



B-17 Flying Fortress

Arguably the most famous heavy bomber of WWII, the B-17 flew thousands of missions over Germany designed to destroy both morale and manufacturing. The B-17 can pound enemy positions with a dozen high explosive bombs and fend off pesky interceptors with its many defensive machine guns and strong armor.





AMERICA Aircraft

35



B-25A/J Mitchell

Most famous for its carrier-borne attack on Tokyo in the Doolittle Raid, the B-25 operates as a low-level bombing and strafing platform. With as many as 12 to 14 machine guns, 10 bombs or as many rockets, few targets could hope to withstand its devastating attack.



B-26 Marauder

Plagued with accidents and controversy early on, the Marauder eventually evolved into an important medium bomber during pre-invasion attacks in Europe. It is fast and carries a large bomb load.





AMERICA Aircraft

36



F4F Wildcat

The Wildcat was the "fighting spearhead" of US carrier actions in the battles of Midway and Coral Sea. While considered in some circles as a poor performer when compared to its adversary the Zero, the Wildcat saw action throughout the war. While less maneuverable, the Wildcat has more armor and better weapons.



F6F Hellcat

The Hellcat was developed to overcome the Wildcat's deficiencies when compared to the feared Zero. In the last two years of the war, the Hellcat was the dominant US carrier aircraft and ruled the skies in famous engagements such as the Great Marianas Turkey Shoot. Fast, agile, and deadly.





AMERICA Aircraft



Catfish

The success of Japanese floatplanes enticed the Americans to adapt floaters on the Wildcat. Although prototypes were built and floaters were ordered, the evolution of the war deemed the Catfish unnecessary. Use as a reconnaissance plane to spot for offshore artillery barrages against dug-in Japanese defenses.



P-51 Mustang

It was not until the advent of the P-51 Mustang fighter that the Allies were able to achieve air superiority over the Germans. The Mustang outperforms most of its adversaries in FH. Armed with 6 .50cal machine guns with an optional 2 250kg bombs, it's fast and dangerous. Maybe the best allied aircraft in FH concerning flight attributes - and hell of an enemy in air combat.



AMERICA Aircraft

38



**TOP
SECRET**

P-36

While having the distinction of being the first of a new generation of fighters and making the first USAAF kill of the Pacific War, the P-36 was considered obsolete and was mainly used in training outfits. Weakly armed with 4 machine guns, slow and not very agile. Use it if you have to, otherwise get into something better than this flying coffin.

P-38

Upon its arrival, the Lightning was the fastest fighter in the allied inventory and made famous by Richard Bong and his 40 aerial victories. The P-38 was loved by its pilots for its high maneuverability. The P-38 is an armed monster, 4 .50cals, 1 20mm nose cannon and 10 air-to-ground rockets. A frightening adversary and devastating when in the hands of a good pilot when it comes to dogfighting enemy aircraft.



SOLDIERS MANUAL
FORGOTTEN
HOPE



AMERICA Aircraft

39



P-40

While put to good use in most theaters of war, most notably in China with the "Flying Tigers", the P-40's performance was quickly eclipsed by the newer aircraft of the time. 6 .50cal machine guns and 1 250kg bomb. A standard fighter with medium overall attributes.



P-47 Thunderbolt

One of the most famous aircraft of WWII, the P-47 was known for its ruggedness as it had a reputation to take severe battle damage and keep flying. This heavyweight fighter is great for ground support as it has 8 .50cal machine guns and 1 500kg bomb. Taking down a P-47 is not an easy job. It's not as manouverable and fast as a Mustang, but it can stand a lot of battle damage and is well armed.





AMERICA Aircraft

40



Dauntless

The Dauntless was relatively slow and technically outmoded when it began its combat career in 1942. However, it was a rugged dependable aircraft that gained the distinction of sinking more Japanese shipping than any other Allied aircraft. Equipped with 2 500kg bombs or a torpedo. A good aircraft when it comes to battling ships but poor in air combat.



F4U Corsair

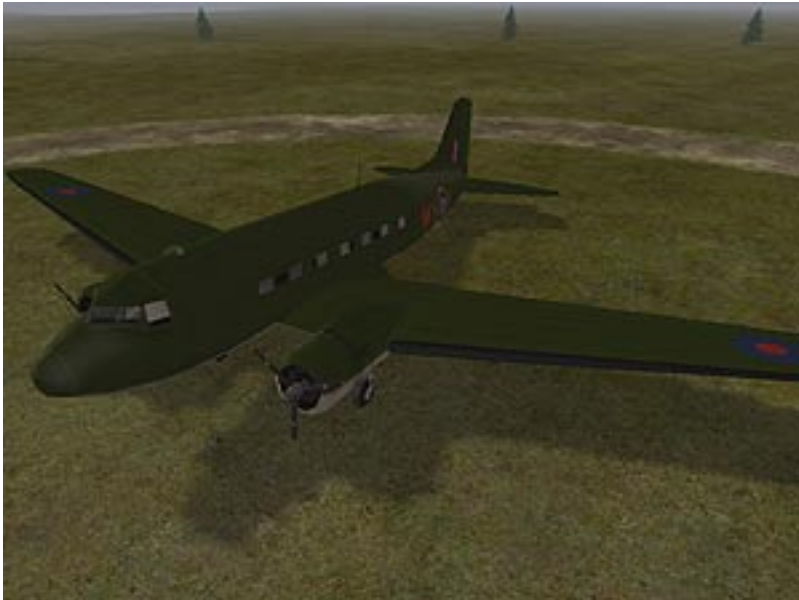
It took the Brits to teach the Americans that Corsairs could be used on carriers, but by that time, land-based Corsairs began to take heavy tolls on the Japanese position on the many islands in the Pacific. Strong, very rugged and fast, having a Corsair stuck on your six is not your lucky day.





AMERICA Aircraft

41



C-47

The C47 was a highly successful multi-purpose American transport aircraft during the war. Used in the Normandy invasion to deliver paratroops behind German lines. Rugged and dependable, but slow and sluggish. Get your troops to the landing zone as fast as possible, coordination and teamwork are essential. Try to get some fighter cover to avoid being shot down by German interceptors.





AMERICA

Naval Vessels



LVT-4 Landing Craft

An advanced personnel transport used in landing invasions, this tracked vehicle often were the first invaders. Although sporting two .50cal machine guns, without armor, this vehicle is vulnerable to most beach defenses. Serves as a supply vehicle early in the assault. These will attract heavy fire.



LVT(a)-4 Armored Landing Craft

To support the island-hopping campaigns in the Pacific, armor was added to landing crafts armed with support guns. Use the 75mm howitzer to support advancing waves of landing craft in targetting machine gun nests and pillboxes. The turret has an open-top, making you vulnerable to heavy fire as well as potshots from hidden snipers.





AMERICA

Naval Vessels

43



LCVP

The Higgins landing craft was the one-way ticket to either victory or hell onto the beaches of Normandy. It's supported by an .50cal Browning machine gun but little else. The armored front ramp is all that is between you and a hailstorm of deadly bullets. Best to assault in numbers and when supported by destroyers.



Elco 80' PT Boat

Dubbed both the Mosquito Fleet and Devil Boats, this torpedo patrol boat caused havoc to both shipping lanes and coastal strongpoints during rescue missions and night time raids. Quick and nimble, lightly armored but armed to the teeth. Every boat was armed differently, where it be with twin .50cal machine guns, 20mm to 40mm cannons, torpedoes and even anti-tank guns.





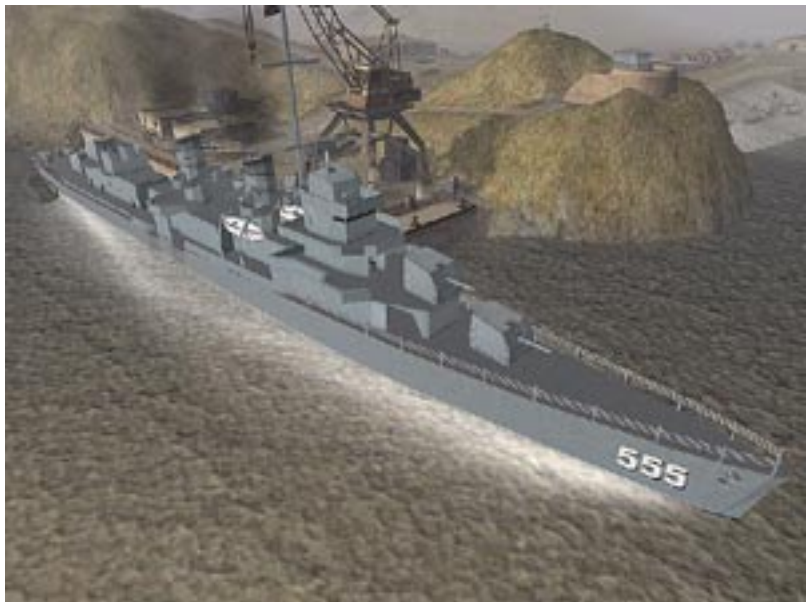
AMERICA

Naval Vessels



Yorktown-class Carrier

The Enterprise was the only carrier to have fought from Pearl Harbor to Okinawa, becoming the United States most decorated ship during the war. While slower and less durable than the Japanese fleet carriers, the Yorktown class is well armed with 4 twin-batteries of 40mm Bofors anti-aircraft guns. Make use of the new elevator to bring fighters up on deck for takeoff.



Fletcher-class Destroyer

The most famous American destroyers of WWII. Armed with a wide range of weapons that were continually updated throughout the war: .50cal and 20mm Oerlikon machine guns, 40mm Bofors cannons, 4 5-inch main guns, depth charges and torpedoes. Use forward observers to aid in supporting landing invasions or strike inland targets.





AMERICA

Naval Vessels

45



Gato-class Submarine

Submarines sank more ships in WWII than any other vessel, using its speed, strength, and independence. Although US torpedoes paled in comparison to the Japanese "Long Lances", this submarine is armed with 6 forward and 2 aft firing tubes.



Landing Craft Infantry, Rocket LCI(R)

As the war progressed, the need for close support in landing invasions led to the use of rockets as a means to deliver quick and deadly salvos against enemy defenses. With 1 reload, a total of 64 rockets will bring fear to anyone who is not well entrenched.





AMERICA

Naval Vessels



46

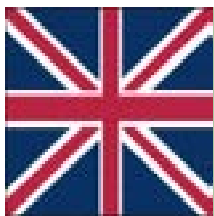


Landing Craft Tank, Mk V

Used to bring supplies, troops, tanks and/or jeeps to the beachheads of Normandy, Sicily and the Pacific. Lightly armed, slow and vulnerable to a determined beach defense. Will attract alot of concentrated fire so disembark as quickly as you can.



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HOPE



Britain Ground Vehicles

47



Matilda I

The Matilda I is almost a relic of the Great War although designed in 1934.

It's main purpose is to support Infantry in the field.

Nicely armoured but slow, under armed with only one single Vickers MG it is almost completely outdated.

Try to use your Matilda I only for infantry support, don't try to challenge any German tank or StuG... or you'll end up as minced meat.

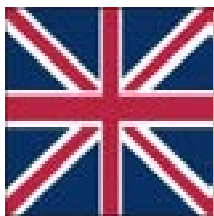


Daimler MK 1

Armed with a 2 pdr the Daimler MK 1 could strike like a Matilda II but was fast like a normal armoured car.

It can withstand normal small arms fire, but can be took out even by a Panzer II or AT-Rifle, so watch out and keep moving. Don't try to directly confront enemy tanks, use hit & run tactics.





Britain Ground Vehicles

48



Crusader

This cruiser-tank is fast, but weakly armoured. Also the early versions are simply under armed with only a 6 pdr gun.

Later versions feature a 6 pdr with much more punch.

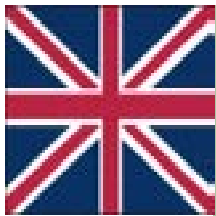
Try to outflank the enemy in order to do some damage, but don't present them the back or side of your tank, on some areas, your armour is only 10mm thick.



Cromwell

Being a cruiser-tank, many considered the Cromwell as under armoured and under-armed. But it is fast and can outflank heavier tanks easily. Try to keep moving until you find yourself in a good firing position. The Chromwell is maybe not the best tank on the battlefield, but it's an overall good design and if used correctly, it can be quite an enemy for German medium tanks.





Britain Ground Vehicles

49



Churchill

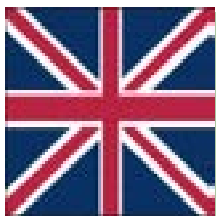
As an infantry support tank, the Churchill is very slow, but it has very strong armour and a good main cannon. Watch out for faster German tanks, they are agile and once they are behind you, their 8,8 or 75mm can easily penetrate the remaining 50mm armour of the Churchill's back.



Matilda II

Known as "Queen of the Battlefield" this tank was almost invulnerable to anti-tank fire in 1940 & 1941, it is the successor of the Matilda I but faster, armed with a 2 pdr cannon and more effectively armoured. Although it is still slow, it makes the Matilda I look like a snail. For earlier German tanks, the Matilda 2 is hell of an enemy, especially concerning its thick armour. Make use of that, but watch out for Panzers coming from behind or 8.8s.. they will tear you apart.





Britain Ground Vehicles

50



Firefly

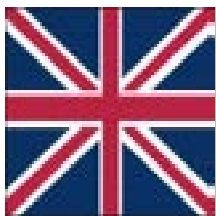
This is basically a lend/lease Sherman with a 17pdr cannon installed. With it's mighty main weapon it is able to destroy even heavy German tanks with one well placed shot, not to mention smaller Panzers. The Firefly is a dangerous tank-killer - but mind it's weak armoured Sherman hull, that can't take hits of heavier cannons.



Staghound AA

Basically a Staghound I with two .50 calibre machine guns for anti-aircraft purposes. But can be used for killing infantry or soft targets as well.





Britain Aircraft

51



Boulton Paul P.82 Defiant

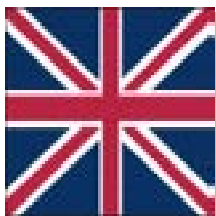
The P.82 is a two seated plane that serves in many roles, such as day and night-fighter, gunnery trainer, electronic countermeasures and air sea rescue aircraft. This plane is effective in use against bombers, but don't try to dogfight real threats, like a Bf109, because the P.82 is very vulnerable from below the tail or directly ahead, since it's turret (armed with four Browning .303 in (7.7 mm) machine guns) could not fire below horizontal or to the front.



Hawker Hurricane

The Hurricane is a single seated fighter, and the backbone of the British Royal Air force. It is slower than the German Bf109 and the Bf 110, and is aimed originally at destroying enemy bombers, but can still be a match for every German pilot.





Britain Aircraft

52



Hawker Typhoon

This massive new fighter, the heaviest and most powerful single-seat single-engined warplane envisaged at the time of its design, was to blossom into one of the most formidable weapons evolved during the Second World War.

Armed with four 20 mm cannons it can carry 2,000 lb (907 kg) of bombs and rockets. This fighter is simply one thing: tough. It can take quite much damage

before going down and is excellent for strafing ground units with it's guns and rockets.

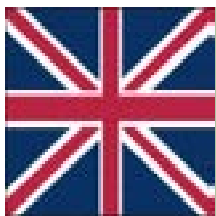


Spitfire

The Spitfire is the famous fighter of the RAF. Fast, agile and armed with eight BSA Browning 0.303 in (7.7 mm) belt-fed machine guns in wings it can match up with Germany's fine Bf109E. Later in War, the Spitfire evolves to an excellent fighter. It is fast, has an excellent armament and good speed.

Don't underestimate the pride of the RAF, in the hands of a good pilot it is dangerous even to German Jet Engine fighters.





Britain Aircraft

53



Fairey Swordfish

The Swordfish is a naval based bi-plane and used primarily used as torpedo bomber. It is armed with a ,610 lb (730 kg) torpedo that has to be dropped from a straight and level run at 60 feet (18m) in order to hit.

The Swordfish is very vulnerable and slow and should not be used in a dogfight with enemy fighters.



Grumman F4F Martlet

The Grumman F4F Martlet (or Wildcat) is a naval based escort fighter, that serves in the British Fleet Air Arm (FAA).

It is armed with four (later 6) 50 cal machine gun. Not excellent in any way but with quite good armour and good overall attributes.





Russia Ground Vehicles

54



BT-7

The BT7 light Russian tank should rather be used as Infantry support tank than as battle tank. The main advantage is his high speed, its the fastest tank in FH and very manoeuvrable. It has a 57mm main cannon and very weak armour. Get behind the enemy lines, ambush artillery, APC and infantry, protect your heavier tanks from German AT fire but don't face other tanks on the open ground alone.



T34/76

Seeing his success on the Russian front most have to agree, that the T34 medium tank is a masterpiece of Russian engineering. Its your main battle tank, its faster than German tanks and much more manoeuvrable. The angled armour gives the T34 a big Hitpoint bonus against the German tanks, and its 76mm main cannon can be deadly at medium and short ranges. Work together in groups and Germans will have a hard life. 2 or 3 T34 can be a thread even for the heavier German tanks.





Russia Ground Vehicles

55



T34-85

An updated version of the standard T34/57, with a 85 mm cannon and thickened armour. Good against medium German tanks, but still vulnerable against heavy German tanks when facing them without support. Always attack in groups, using your high overall and turret turning speed. Don't underestimate this tank, with his angled armour he has even more HP bonus than the T34/57, making it quite resistant against German cannons, not against the 88 if a Tiger though.



NKL

The NKL light Russian Scout and Support Vehicle was designed to aid infantry in close combat and as fast mobile task force vehicle. It has quite high speed and a dorsal mounted Dp Machine Gun. It can travel across snowed planes or frozen lakes where wheel or track-based vehicles can't. Use this ability to hunt and track down enemy infantry, don't try to confront armoured troops, the NKL is very vulnerable to machine gun and mortar-fire.





RUSSIA

Ground Vehicles



56



IS-2

This is the first Russian Heavy Tank in FH. It is at least equal to a Tiger, if not better in some points. It has a powerful reliable cannon and thick armour. When driving this Behemoth, always mind your bad manoeuvrability - so don't let enemy AT soldiers come near you. Also, the IS2 is the primary objective for every German Stuka or Bomber up there, so get some air support when in combat. The Iosif Stalin 2 is a very valuable addition to the Russian forces, but use it wisely - you will only find 1 or 2 on each map.



Ba-64

A Russian medium scout car that is often used for recon operations and Infantry support. Don't try to face any heavier units, even German APCs have better combat values than the Ba-64.

It's fast though and can take quite a bunch of small arms fire. Try aiding your soldiers in cities or villages against German infantry.





RUSSIA

Ground Vehicles



57



Katyusha

The Katyusha is an artillery truck that is second to none when it comes to taking huge areas under fire. The vehicle is vulnerable to MG fire, so don't expose yourself on the battlefield. Try to find shelters like woods or stay away from the front line at all. Ask some officers to give you artillery recon support. Used correctly, the Katyusha can stop even bigger German coulombs with one salve of rockets. Try to concentrate your fire on tanks and strategic spots. When spotted by a Panzer, better get out of the Katyusha and run.





RUSSIA Aircraft

58



IL2 Sturmovik

The nightmare of the German armoured units. With its two 23mm cannons and almost 600kg of bombs or 8x 82mm RS82 rockets, the Sturmovik is the nemesis of everything on the ground. This plane, nicknamed "black death" by the Germans, is heavily armed and armoured. The rear-gunner provides cover from enemy planes attacking from behind.



MiG 3

This wooden-metal fighter is fast, agile, but poorly armed.

It carries only one 12mm and two 7.62mm machine guns, underwing rockets or bombs. In a dogfight, try to use the high speed for your advancement... or you won't last long. Hopefully the good manoeuvrability will help you to dominate your enemy, who is, talking about Fw190 or Bf109, better equipped than a Pilot in the service of mother Russia in early war.





RUSSIA Aircraft

59



La7

After seeing the success of German aircraft on the Eastern front, Lawkowitzsch developed a new fighter design to serve the Russian Air Force - The La-7. It is armed with 2-3 20mm cannons and has good flying attributes. As pilot of this fighter, you are armed worse than German fighters but gain a lot points concerning agility. Better in combat than the Mig3.



Yak 9

As one of the later Russian fighter designs, the Yak9 is agile and dangerous. It is the only Russian fighter in FH so far, that is really able to stand a chance against the amazing German Fw190. It has higher speed but weaker armament, victory or defeat against a Fw190 depends on your experience as a pilot of the Yak9.





POLAND Ground Vehicles

60



wZ 34

Try to avoid enemy contact, use this armoured car for scouting purposes or supporting an infantry attack.

It's perfect as infantry support vehicle and to take out artillery but don't mess with tanks. When in doubt, run!



7TP

A small and light tank, quite slow for its light hull, although armed with a 37mm gun, poorly armoured.

In Fall Weiss you will only have to face small German tanks like the Panzer2. With one well placed shot, you can take it out quite easily, so nail them before they nail you.

Don't mess with German 88's, they will tear your frame apart in no time. Try to call for air support or let infantry eliminate the 88 crew.





POLAND Aircraft

61



P.Z.L. P.11c

A very agile and easy to fly fighter. Although hopelessly outclassed by German Bf109 or Bf110 fighters, it still stands a chance against the German Luftwaffe if flown by a skilled pilot. Use your agility and narrow turning radius to your advantage, when flying bombing raids or other missions, German fighters tend to face you in medium height where their Bf109's have a huge advantage due to their higher speed and better armament, so fly low and dogfight the Germans only if you see a clear chance of being victorious.







WEAPONS OF FH



Part 1: German Weapons



Part 2: Japanese Weapons



Part 3: American Weapons



Part 4: British Weapons



Part 5: Russian Weapons



Part 6: Polish Weapons





German Weapons



WALTHER P38

Name: Walther P38
Calibre: 9mm Parabellum
Range: 30m
RoF: Semi-automatic
Ammo: 8
Class: Pistol



KAR 98K

Name: Karbiner 98k
Calibre: 7.92mm
Range: 400m
RoF: Bolt action
Ammo: 5
Class: Rifle



KAR 98K SNIPER

Name: Karbiner 98k (scoped)
Calibre: 7.92mm
Range: 600m
RoF: Bolt action
Ammo: 5
Class: Sniper rifle



G 43

Name: Gewehr 43 (G43)
Calibre: 7.9mm
Range: 100-200m
RoF: Semi-Automatic
Ammo: 10
Class: Rifle





German Weapons



Name: Mp 40
Calibre: 9mm Parabellum
Range: 100-200m
RoF: 500 rpm
Ammo: 32
Class: SMG



Name: Sturmgewehr 44
Calibre: 7.92mm
Range: 800m
RoF: 500 rpm cyclic
Ammo: 30
Class: Assault Rifle



Name: Mg34
Calibre: 7.92mm
Range: 500m
RoF: 8-900 rpm
Ammo: 250 round belts or 50 round belt drum or 75 round saddle drum.
Class: MG



Name: Mg34 - tripod
Calibre: 7.92mm
Range: 500m
RoF: 1300-1500 rpm
Ammo: 250 round belts or 50 round belt drum or 75 round saddle drum.
Class: MG





German Weapons



Name: Panzerfaust 100
Calibre: 190g Explosive
Propellant
Range: 100m
RoF: Single Shot, then discard
Ammo: 1
Class: Anti-tank



Name: Panzerschreck
Calibre: 660g Explosive
Propellant
Range: 150m
RoF: Single shot, then reload
Ammo: 1
Class: Anti-Tank



Name: Stielhandgranate
Explosives: 165g
Throwing Distance: Medium-Far
Class: Grenade





Japanese Weapons



TYPE 14 NAMBU REVOLVER

Name: Type 14 Nambu Revolver
Calibre: 8mm
Range: 30m
RoF: Semi-automatic
Ammo: 8
Class: Pistol



TYPE 38 RIFLE

Name: Type 38th Rifle (Arisaka)
Calibre: 6.5mm
Range: 400m
RoF: Bolt Action
Ammo: 5
Class: Rifle



TYPE 38 RIFLE SNIPER

Name: Type 38th Rifle w/ Scope (Arisaka)
Calibre: 6.5mm
Range: 600m
RoF: Bolt Action
Ammo: 5
Class: Sniper Rifle



TYPE 100 SMG

Name: Type 100 SMG
Calibre: n/a
Range: n/a
RoF: n/a
Ammo: n/a
Class: SMG

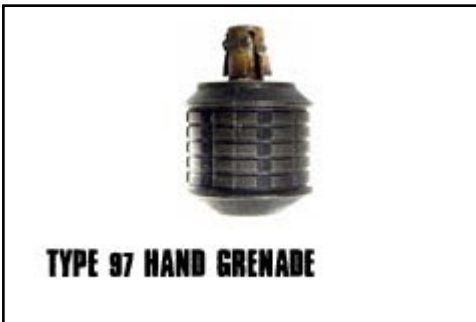




Japanese Weapons



Name: Type 96 Light MachineGun
Calibre: 6,5 mm
Range: 500
RoF: 550 rounds per minute
Ammo: 30
Class: MG

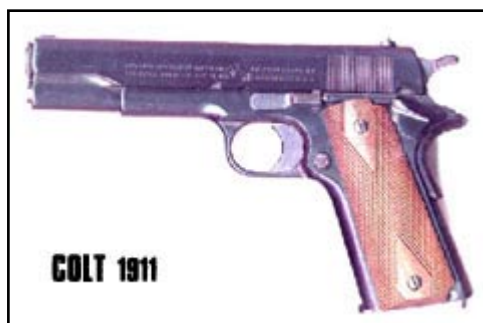


Name: Type 97 Hand Grenade
Explosives: n/a
Throwing Distance: Medium
Class: Grenade





American Weapons



Name: Colt 1911
Calibre: .45
Range: 25 meters
RoF: Semi-automatic
Ammo: 7
Class: Pistol



Name: M1 Garand
Calibre: .30
Range: 440 yards
RoF: Semi-Automatic
Ammo: 8
Class: Rifle



Name: M1 Carbine
Calibre: .30
Range: 300 yards
RoF: Semi-Automatic
Ammo: 15
Class: Rifle

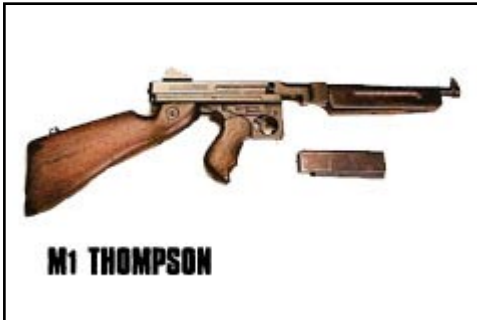


Name: Springfield 1903 (+Sniper)
Calibre: .30
Range: 550m
RoF: Bolt action
Ammo: 5
Class: Sniper rifle / Rifle





American Weapons



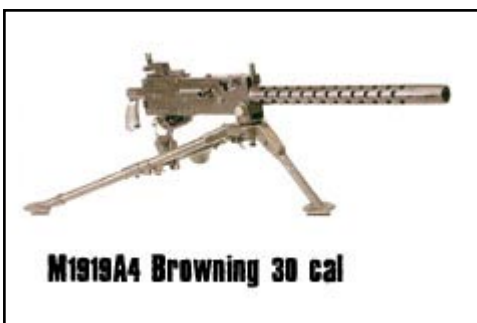
Name: M1 Thompson
Calibre: .45
Range: 50m
RoF: 700 rpm
Ammo: 30
Class: SMG



Name: M3 Grease Gun
Calibre: .45
Range: 50m
RoF: 400 rpm
Ammo: 30
Class: SMG



Name: BAR 1918
Calibre: .30
Range: 300 yards
RoF: Automatic
Ammo: 15
Class: LMG



Name: M1919A4 Browning 30 cal
Calibre: .30
Range: 1000m
RoF: 400-550 rpm
Ammo: 250 round belt
Class: MG





American Weapons



Name: M9A1 Bazooka
Calibre: 1.5 kg Explosive
Propellant
Range: 110 m
RoF: Single shot, then reload
Ammo: 1
Class: Anti-Tank



Name: M1A1 Grenade
Explosives: N/A
Throwing Distance: Medium
Class: Grenade





British Weapons



NO2 REVOLVER

Name: No2 Revolver
Calibre: .38
Range: 15 yards
RoF: Semi-automatic
Ammo: 6
Class: Pistol



ENFIELD NO4

Name: Enfield No4
Calibre: 7.92mm
Range: 400m
RoF: Bolt action
Ammo: 10
Class: Rifle



ENFIELD NO4 SNIPER

Name: Enfield No4 Sniper
Calibre: 7.92mm
Range: 600m
RoF: Bolt action
Ammo: 10
Class: Sniper rifle



STEN MK5

Name: Sten Mk5
Calibre: 9mm Parabellum
Range: 90 yards.
RoF: 550 rpm
Ammo: 32
Class: SMG





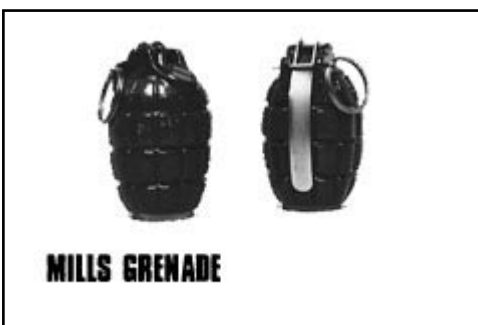
British Weapons



Name: Bren Light Machine gun
Calibre: .303"
Range: 550m
RoF: 500 - 520 rpm
Ammo: 30
Class: MG



Name: Piat
Calibre: 1130g Explosive
Propellant
Range: 100 yards
RoF: Single shot, then reload
Ammo: 1
Class: Anti-Tank



Name: Mills Grenade
Explosives: N/A
Throwing Distance: Medium
Class: Grenade





Russian Weapons

**TT33**

Name: TT33 Pistol
Calibre: 7.62mm X 25mm Soviet
Auto
Range: 30m
RoF: Semi-automatic
Ammo: 8
Class: Pistol

**MOSIN NAGANT**

Name: Mosin Nagant
Calibre: 7.62mm
Range: 800m
RoF: Bolt action
Ammo: 5
Class: Rifle

**MOSIN NAGANT SNIPER**

Name: Mosin Nagant Sniper
Calibre: 7.62mm
Range: 1000m
RoF: Bolt action
Ammo: 5
Class: Sniper rifle

**SVT 40**

Name: SVT 40
Calibre: n/a
Range: n/a
RoF: Semi-Automatic
Ammo: n/a
Class: Rifle





Russian Weapons



PPSH 41

Name: PPSH 41
Calibre: 7.62mm
Range: 150m
RoF: 900 rpm
Ammo: 71
Class: SMG



DP1928 MG

Name: Dp1928 Light Machine gun
Calibre: 7.62mm
Range: 1000m
RoF: 500-600 rpm
Ammo: 47 round detachable pan
Class: MG



F1 GRENADE

Name: F1 Grenade
Explosives: N/A
Throwing Distance: Medium
Class: Grenade





Polish Weapons



WALTHER P38

Name: Walther P38
Calibre: 9mm Parabellum
Range: 30m
RoF: Semi-automatic
Ammo: 8
Class: Pistol



KAR 98K

Name: Karbiner 98k
Calibre: 7.92mm
Range: 400m
RoF: Bolt action
Ammo: 5
Class: Rifle



KAR 98K SNIPER

Name: Karbiner 98k (scoped)
Calibre: 7.92mm
Range: 600m
RoF: Bolt action
Ammo: 5
Class: Sniper rifle



wz.1939.Mos

Name: wz.1939.Mos
Calibre: 9 mm Parabellum
Range: 80m
RoF: 500-550 rpm
Ammo: 30
Class: SMG





Polish Weapons



Name: kb ppanc wz. 1935

Calibre: 7.92mm

Range: 300m

RoF: Bolt Action

Ammo: 4

Class: Anti Tank Rifle



Gameplay & Special Features



Part 1: Special Features

Catapult use: Increase engine to full power. After 1 or 2 seconds press right mouse button. After takeoff, RMB is used to call artillery.

To be found in: SwordfishPatrol, Ar196, A6m2-n



Ammochanger: Use „land/sea turn left/right“ to change between AP (default) and AA ammo

To be found in: Flak18/36, SdKfz7Flak18

Plane door: Pilot can use „Fire“ to open the backdoor, also lights the jumplight in the back

To be found in: Ju52, C47

Ammobox dispenser: Pilot can drop ammoboxes from the rear of his plane using „AltFire“

To be found in: Ju52, C47



Ships AA guns: Some AA positions have more guns on „AltFire“

To be found in: Tirpitz, Prinz Eugen, Ark Royal

7th Passenger: Some planes feature a 7th passenger position, which can not be accessed by using the number keys, you have to enter it directly by standing next to it and using „enter“. It is always the last Passengerseat in the row.

To be found in: Ju52, C47





Artillery pieces: These can be turned around completely (but very slow) using the „land/sea turn left/right“ keys. To be found in: Howitzer105mm, Nebelwerfer, TripodMGs



Towing trucks: Use „hatch up/down“ to deploy towed guns while being driver. To be found in: SdKfz7Flak18

Ohka/Betty combo: Enter the Ohka directly (when still on the ground), or switch to position 2 of the Betty and eject. Now you are right on top of the Ohka and can enter it. Launch by pushing the throttle. DANGER: when using a Joystick, be very careful when to enter the Ohka, since you could launch it by accident and score a lot of teamkills.



Komet: Hold down „AltFire“ for acceleration

Swordfish-T: First „AltFire“ shot drops torp and 1 rocket. Next shots only shoot the remaining rockets

Yamato: Position 7 can be accessed near the planelaunchers. It controls the direction and elevation of the launching ramps

Gnevny destroyers: Position 7 can be accessed near the 2nd torpedolauncher.



Submarines: „AltFire“ controls the back torpedo tubes.

Airplane elevators: Enter next to horn on the flight deck (or any other shipposition), and switch to position 6. Control the elevator plate with hatch up/down. When you are trapped in the planebunker, enter the operators position near the little cabin
To be found on: All Enterprise type ships



Deployable MG: Kits can be found on various maps. Drop with primary fire. Enter the Tripodmg like you'd enter a vehicle. Upon ejecting the Mg, you can place it again. Most APCs are able to deploy a single TripodMG with prim. fire. This will NOT be collected again.



Parachutes: Normal soldier kits don't have a parachute. Collect a pilots kit including a parachute on the airfields near the planes.
NOTE: Some maps based on paramissions have special kits including parachutes in the spawnmenu

Special Aimdevice: Some vehicles don't feature a normal crosshair but a historic aimdevice. Swith to nosecam to use. (Default F9 key)
To be found in: Kingtiger



Salvo fire: Some vehicles fire more than one shot when pressing fire once.
To be found in: SdKfz251R, SdKfz251/1R, SdKfz251/2R

Ammo/Health supply: APCs have a very limited supply of ammo for soldiers. Trucks have a slow health supply. Ammotrucks have a great ammosupply for both Soldiers and vehicles.

Mortar: Secondary fire shoots the mortar similar to Handgrenades. The longer you hold the button down, the farther you shoot.



Part2: Gameplay

Gameplay for **INFANTRY SOLDIERS**

Don't underestimate the power of infantry in FH. Often a trained group of ground soldiers makes the big difference between a good and a bad team.

To be victorious, you will need infantry most of the time. Operating in a group will give you best results on the battlefield.

Always build your groups up with the possible enemy in mind. In cities, you will mainly need close combat soldiers and MG support for example. Except for snipers, infantry should operate in a team. AT soldiers don't stand a chance against enemy close combat fighters and they themselves can't defeat a tank.

Whole tank coulombs can be stopped by engineers who lay mines and x-packs, but they need cover when they operate in field.

Gameplay for **TANK CREWS**

As member of a tank crew, you belong to the primary attack group of your team. Smaller

tanks in FH should be used to support infantry and advance together with them. They are fast and can outrun heavier tanks pretty easy.

A heavy tank alone has a devastating power when used correctly but is also slow and not very manoeuvrable. When operating in cities, best get infantry support. At least, man you defensive MGs. Always watch out for enemy aircrafts, tanks are the primary objective of hostile ground attack planes and bombers - so get mobile air support if available. When your team only has lighter tank then the enemy, always operate in groups to concentrate your firepower.

Gameplay for **PILOTS**

Pilots in FH are the elite of any team. Aircrafts are not as easy to fly in 0.6 as in 0.5, not talking about Vanilla. Especially the fast German rocket fighters require a skilled pilot with good reactions. In the hand of a



Part2: Gameplay

beginner, an aircraft in FH is pretty much useless, in the hands of an experienced pilot, that can handle its power and knows how to use it according to its strenghts, it can be devastating for the enemy team.

If you want to look up the advantages and dissadvantages of FH aircraft, check out the vehicles pages for more information.

Gameplay for **CAPTAINS / NAVAL Soldiers**

More and heavier cannons, a bigger variety of ship-classes for both teams and AA defense that can take down dozens of attacking planes in no time. Thats the new equipment for navy soldiers in FH.

Uboats have backfiring Torpedos, Torpedos do more damage.

PT boats are quick vehicles that should mainly be used for hit-and-run ambushes on bigger enemy ships. Different sorts of **cruisers** can spot Uboats with their radar and eliminate them with water bombs.

Battlecruisers are smaller Battleships that have less

firepower but are equipped with devastating torpedo launchers.

Battleships are, like in vanilla, the most important vessels in navy operations. They can take quite a punch and have heavy armament. Most of them are equipped with Recon planes, that can spot enemy ships for your attack with main cannons.

Aircraft carriers increase the combat value of your team to a high amount by making Torpedo bombers and other aircrtaft available for combat pretty fast. Most have strong AA defenses.

Gameplay for **OFFICERS / RECON VEHICLES**

Very important members of every team. Most things should be clear here, only thing that has changed over vanilla: You have recon vehicles that actually play like an officer.

Especially important for marine operations, to attack enemy ships from a distance you cant see them.



Part2: Gameplay

Gameplay for **TRUCK DRIVERS / TRANSPORT CREW / AT TRUCKS**

Transporting infantry over the battlefield can be a hard and dangerous job. Depending on the type of your vehicle you can also provide your combat troops with ammo (trucks with ammo boxes installed) or deploy heavy artillery support in the combat zone. (trucks which tow Flak or artillery)

Don't underestimate a good transport system. This way huge amount of troops can get into combat pretty fast and can be healed from injuries. A team with a good transport system will most of the time be victorious over a team who just gets to the front somehow without organisation.



Yes Guys, you've reached the last page of the manual. Ho most people won't read through this book, so I guess only a small amount of you will finally get here. :)

I would like to thank Dime and Hades for the American, Japanese, Russian and British vehicle descriptions. Thanks to Hartmann for the feature list and to Jackal for most of the vehicle pics in this manual. Thank you Towbee for the Cover and CI.

Remember that this Manual is still WIP, it will get better and contain more information with every patch after 0.6. Especially Gameplay and Map Tactics will be changed and added as we work on FH. If you have tactics on certain maps or general tactics for FH, feel free to mail me ace3344@hotmail.com.

We hope that we could give you a little insight into the world of Forgotten Hope. Surely you will have to reveal some features of FH for yourselves, and this manual is only a start into a really challenging and interesting experience.

If you have questions, suggestions or criticism, feel free to visit our Public Forums or contact me on [msn](https://www.msn.com)/[icq](https://www.icq.com). Long live FH!

Thanks Fhdevs.. Friends.. for all your dedication and hard work.

Without strong and talented teammembers like you are, this mod would have never been possible.

Cheers and Thank You!

AceS

