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J de Juegos presents:

MEN OF WAR

**UNOFFICIAL
STRATEGY GUIDE**

high quality edition

108 items and weapons - 126 vehicles - 3 campaigns - 24 missions

by *Leonardo Antezana Patton*

J de Juegos presents:
Men of War Unofficial Strategy Guide

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INTRODUCTION



Victory belongs to the most persevering.
- Napoleon Bonaparte -

Every now and then a company we never heard of comes up with a new great game concept that should become the new standard of a given genre, but for unknown reasons it just doesn't happen. Best Way is one such company and their title Soldiers: Heroes of World War II is one such game.

What I particularly like about Best Way is that as new incarnations of their game appeared they didn't alter them in such a way that 'everyone' became their target audience. They did their best to give a wider appeal to their franchise, but in the process to do so they didn't destroy their unique gameplay style, nor did they oversimplify it nor generalize it in a bad way.

In a sense, how the company approached the design and implementation of their games in order to make them playable for a "wider audience" should be a lesson to be taught and learned. So many companies, when having to go through the same process directly cannibalize everything or almost

everything that made their product so great –for most– in the first place.

Soldiers: Heroes of World War II is a tough game, can get very tough at some points in some missions. But with patience and good planning that toughness translates

have happened automatically, like in so many other products.

The next product iteration comes by the name of Silent Heroes and offers pretty much the same gameplay style as the original game. It can even be seen as an independent expansion with a new name. The true sequel, and an evolution of the game, is Faces of War which offers a few retouches, extensions and optimizations to the original gameplay.

What makes FoW different is that it offers new dynamics and an Arcade mode which allows it to be simpler and more accessible to 'a wider audience', but thanks to the Tactical mode and tolerating a few control and design idiosyncrasies it maintains most, if not all, of what made Soldiers such a great game. It

even adds enough to deepen the tactical side of its gameplay, making it possible to think combined attacks that were nearly impossible to do with the original.

Men of War follows the design and



in one of the most rewarding gaming experiences the RTS genre has. Most times success comes thanks to what the player did, or helped his units achieve, it's not something that pretty much feels to

implementation philosophy of its immediate predecessor, it keeps the gameplay almost untouched, except where retouching was needed, and it extends it. Everything that felt or was redundant got generalized, controls got streamlined to let the user manage as he saw fit without forcing upon him a squad or a single-unit oriented style. Where most of the overhaul went are the visual cues provided for targeting in direct control mode, which help a lot to make some tactics more efficient.

While this Guide is focused on MoW the information it contains in regard to equipment, weapons, vehicles and tactics can be applied and used in any of the series since they share much more than just the context. The only thing would be that some squad based tactics would be impossible, or impractical, in either

Soldiers: Heroes of World War II or Silent Heroes because of their single-unit based game dynamics.

The Second World War is one of the most recurring contexts in videogame's history;

the reasons are plenty and most of them are very straight forward. For one thing it is one of the largest recorded events we know of. This fact is what makes it so attractive for videogame developers; they have everything they need to build-on (and build with) at the reach of their hands:



information for vehicles, weapons, clothes and uniforms, even potential settings for missions and objectives.

Using what is relatively easily available on the Internet and in printed form gives

the developer more time to focus on other issues rather than those of coming up with art and context for a completely new world or universe. It helps save time and money and assign resources to other matters like gameplay and/or technology.

The good thing, in this particular scenario, is that the mentioned context has such a huge amount of information, places and possibilities that even after so many games and so many missions there is yet unseen material available for other developers to use and still come up with stuff that qualifies as new.

Obviously, the variety of game genres, game styles, game dynamics, context and settings, and technology used to bring them to life help a lot to make even the same World War II mission and events feel

and play very different in each game.

Anti-Tank Rockets

Ammo



Box Amount	Inventory
1	1x2

Aside of AT grenades infantry has access to rocket-launchers as the only alternative mean to fight them.

The Bazookas and Panserschreck of the time were nothing more than specialized reloadable tubes to hold and guide explosive rockets. Because of this their effectiveness against medium and heavy tanks, which have thicker armor, is clearly reduced.

Although there is a visual distinction between the rockets of some of the factions they are functionally equal. That is, there is no need to switch to a panserschreck to use its ammo, a bazooka will do.

The exception to the rule above would be the British P.I.A.T. rocket-launcher that can be found in multiplayer. Mainly because it uses HEAT based rockets which ought to

be more efficient against tanks with thick armor.

The renders belong to standard bazooka rockets (URSS and Allies), Panzerschreck and the P.I.A.T., respectively.

Anti-Tank Rifle Bullets

Ammo



Box Amount	Inventory
5	1x2

In most cases these type of bullets belong to a large 14.5 caliber designed to work against light vehicle armor. As can be expected their use and practicality shrinks once we have to deal with medium and/or heavy tanks. Even so, they can be useful against some tanks with weak top or rear armor, and against most armored vehicles which don't have heavy protection.

Ammo renders and lots of details.

Mortar Shells

Ammo



Box Amount	Inventory
1	1x2

Mortar shells are presented as a universal kind of ammunition, they are one-size-fits-all. Which goes along with the fact that their mortars, for now, are also equal at a graphics level. All mortar shells are explosive so their effectiveness against armored vehicles, specially heavy ones is low.

Large Rockets

Ammo



Box Amount	Inventory
1	1x6

There aren't many rocket based weapons within the game, mainly the Land Mattress, the Katyusha, the Raketen-Werfer 56 and the Panzerwerfer, and the M4A3 Calliope; all but the two German units use a different caliber and rocket type but all work the

All of the series provide a set of basic almost essential equipment, with some specifics only appearing rarely during single-player missions but can be very practical during multiplayer sessions, in particular when there is a need to protect or defend a specific spot.

The following set of descriptions include all of the items with a certain degree of usability and presence during Best Way's game series. A few of them don't appear in Men of War, and many are only truly available in multiplayer.

First Aid Kit

Equipment



Type	Inventory
healing	1x2

Probably the most important piece of equipment a soldier can carry. They usually have none or five in their inventory. Personally I like them carrying at least ten. When in squads they can share them as they do ammo. The AI uses these automatically whenever they are hurt bellow 25 percent of their perceived health bar, or whenever the action seems to have stopped.

Large Med Kit

Equipment



Type	Inventory
healing	2x2

This one looks like a briefcase with a red cross on its side to make it understood that it is for healing. I found it once or twice during the Campaigns; its only advantage is providing more health recovering power than a first aid kit.

Item & equipment renders and descriptions.

Morphine

Equipment



Type	Inventory
healing	1x2

The description for this particular item can be found in the multiplayer section of the Faces of War site. It states that it can be used to bring a soldier back from the edges of death, but only in cooperative games. In those modes soldiers don't die instantly, so there is time to help them recover with a dose of morphine.

Helmet

Wearable equipment



Type	Inventory
armor	2x2

No soldier should go without one; they are as helpful within the game as they would be in a real world scenario. Their use increases when facing opponents carrying rifle, or sniper rifle, who have a tendency to aim for the head. They also become important when moving prone and facing fire. Soviet soldiers usually appear with just hats, leaving the scarce helmets for elite troopers, reason for which it is advisable to trade them for a good helmet whenever possible. There is no perceivable difference between a German or Allied helmet other than appearance.

Since helmets are also part of whatever outfit a soldier is wearing each side has its own versions as well as different models depending the troopers role (officer, tank driver, infantry, desert infantry, snow infantry).

The only true distinction would be between those considered of hard protective material, and those of soft material.

MEN OF WAR

Non-armored Vehicles

The Soviet Union Campaign



Dnepr M-72

			Motorbike
Crew	3	Speed	45

Armor (structure)

front	sides	back	top
-	-	-	-

Armor (turret)

-	-	-	-
---	---	---	---

Main weapon

	DS-39
--	-------

Range (m)/AP Strength (mm)

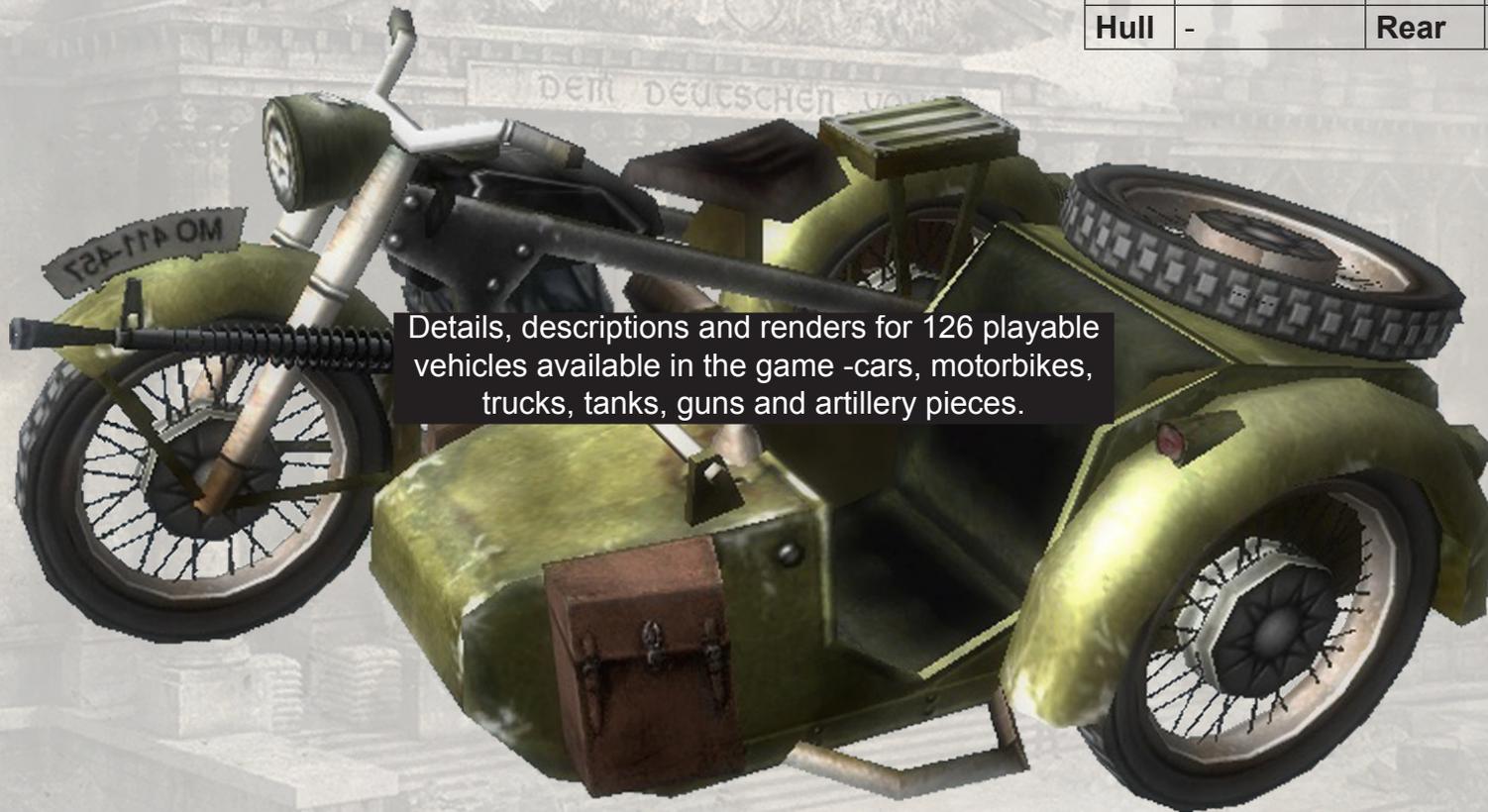
-	-	-	-
---	---	---	---

Reload time (seconds)

4.5

Secondary weapons

AA	-	Turret	-
Hull	-	Rear	-



Details, descriptions and renders for 126 playable vehicles available in the game -cars, motorbikes, trucks, tanks, guns and artillery pieces.

Although the temptation to use a M-72 motorbike as recon unit during the Campaign exists, the conditions don't. They are too fragile to enemy fire and most large scenarios aren't open, so their speed advantage is lost. At least we can hope to find one with its main gun available in inventory.

GAZ-67B

		Armor (structure)				Main weapon			
		front	sides	back	top	DS-39			
		-	-	-	-	Range (m)/AP Strength (mm)			
Crew	3	Speed		45	Armor (turret)				
		-	-	-	-	-	-	-	-
						Reload time (seconds)		4.5	

Secondary weapons

AA	-	Turret	-
Hull	-	Rear	-



In-game render screenshots.

As an all-terrain vehicle the GAZ-67B does a good job. Its speed makes it an acceptable recon car or an Officer transport. Its DS-39 is a great heavy machinegun against anything that moves except well armored targets. Within the game it is bound to see more action in multiplayer than the Campaign.

ZiS-5

Truck

Crew	2	Speed	31
-------------	---	--------------	----

Armor (structure)

front	sides	back	top
-	-	-	-

Armor (turret)

-	-	-	-
---	---	---	---

Main weapon

-

Range (m)/AP Strength (mm)

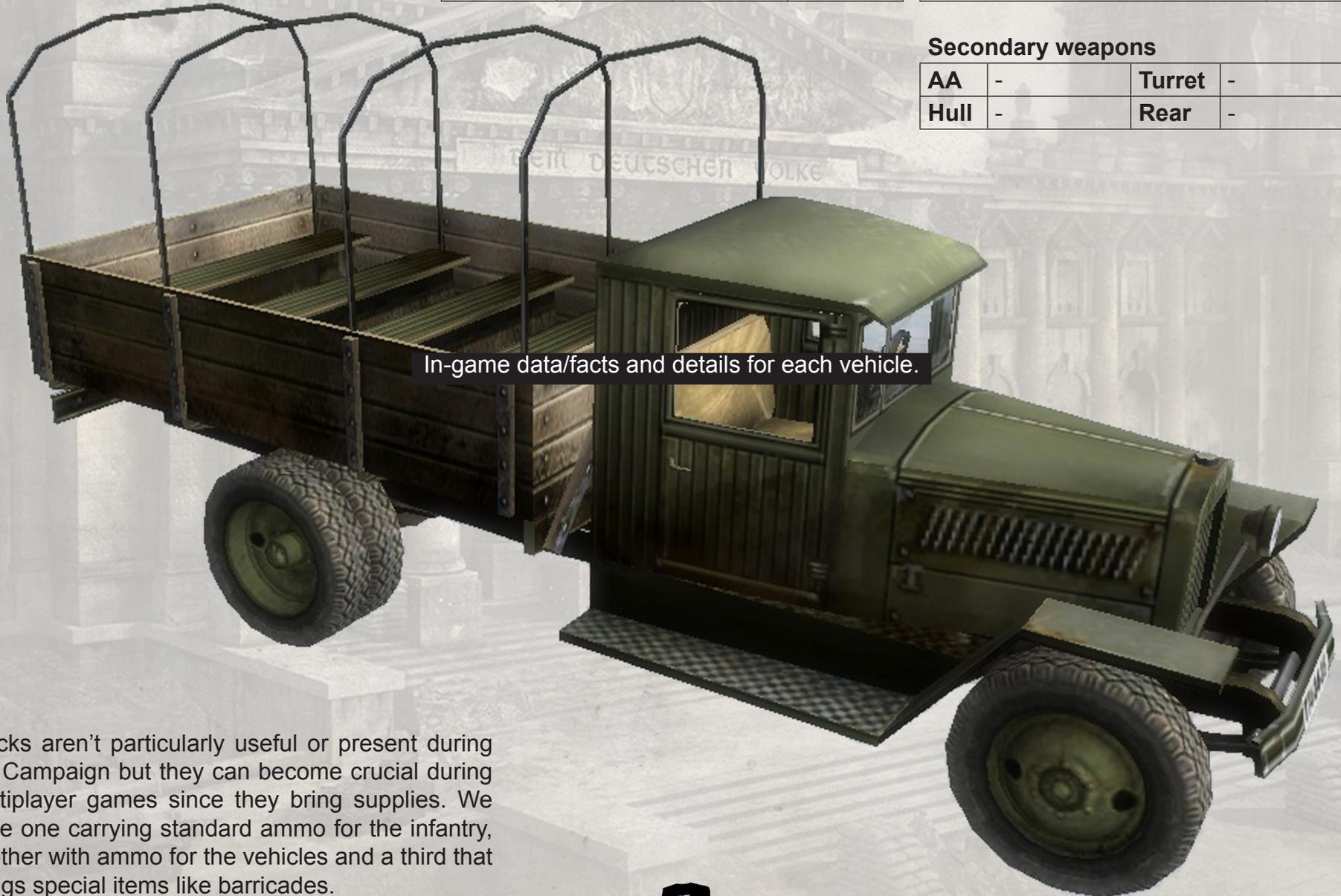
-	-	-	-
---	---	---	---

Reload time (seconds)

-

Secondary weapons

AA	-	Turret	-
Hull	-	Rear	-



In-game data/facts and details for each vehicle.

Trucks aren't particularly useful or present during the Campaign but they can become crucial during multiplayer games since they bring supplies. We have one carrying standard ammo for the infantry, another with ammo for the vehicles and a third that brings special items like barricades.

MEN OF WAR

mission 1: Baptism of Fire

The Soviet Union Campaign

ALL missions described.

Difficulty	Simple
Reinforcements	<input type="checkbox"/>
Survival	<input type="checkbox"/>
Keep alive	<input checked="" type="checkbox"/>
Allies	<input type="checkbox"/>

The main characters of the Soviet Union Campaign –Alexei Kuznetsov and Victor Smirnov– survive a German attack to their convoy. They need to gather forces and seek for survivors to form a counterattack on a nearby town taken by the Germans. Then they need to intercept a supply convoy.



Scenario map overview screenshots.



4

3

2

1

This scenario acts as a true baptism of fire since the player is pretty much thrown into the action without

any further introduction. The first portion of the mission offers some text-based recommendations that can be seen as a sort of tutorial, but they don't go too far and offer mainly details of the new stuff, like the alternative to view the Line of-Sight of a selected

opponent (1). This in turn allows for easier flanking of vehicles, and for sneak approaches on –hopefully– unsuspected targets.

After a short educational skirmish the survivors have to move toward a new meeting point (2), where we can find a good number of reinforcements to make up a second squad (up to six). Here the player can take some time to equip his teams better or just move on. Getting helmets for the new soldiers, and those who don't have them, would be a wise decision.

As we move ahead the areas behind stop being active (they can no longer be accessed and become surrounded by a sort of fog) in what the GEM Editor calls

Zones. The main idea behind this is to avoid overwhelming the player in large maps.



In-game screenshots of each mission.



The next objective is to eliminate a well covered enemy position, which serves as a way to learn a little more about flanking the opponent (3). Leaving a squad behind cover and advancing silently with the

other to an obvious attack spot behind the house is all that is required to move on. Some soldiers could trade their weapons for better MP-40s or even MG-34 machineguns. There is a heavy tank here that can be repaired, a KV-1 with a 76mm main gun (for a heavy tank it isn't particularly powerful but it does offer a good all around armor).



Recovering the nearby town (4) with the

help of the tank is very much straight forward, the only thing to consider is to go forward using the KV-1 as the main force and a squad as backup against the soldiers trying to flank our vehicle or attempting to launch AT grenades at it.

There are a lot of German soldiers in the town, as well as some armored vehicles (SdKfz 251/10 and SdKfz 232) and Pak 37T 45mm artillery which can be a problem, advancing doing some recon and using properly the extra firepower provided by the tank is essential. Moving relatively slow, taking proper positions and replenishing ammo every now and then should take us to the next goal of the scenario.

Once the town is recovered we need to retake a small hill nearby (Hill Mark 65) and prepare to ambush an enemy convoy (5).

Here is a good point to save.

Moving forward requires little else than being careful, it is very important that the tank doesn't get lost to the canons nearby, it simplifies a lot at the moment of springing the trap (its 76mm

shells can deal with almost everything that

comes with a single well placed shot). After the enemy defending the hill is finished we have to take cover, using the high ground and the sandbags to our benefit.

At this point it can be wise to split our six man squad into two of three, so they can find better cover as well as provide two potential points of attack/defense while the KV-1 protects the road at the bottom of the hill. Taking the tank onto the hill isn't practical because its turret loses some freedom to aim because of the inclination of the terrain, in a bad spot it can also make it show a weaker side to the enemy guns, best place for it is the low ground by the road.

Not too long after letting us get ready the enemy convoy appears (sometimes it just appears). Our squad (or teams) on foot should provide cover fire to the tank and be ready to move to better shelter if needed.

The fire power of the tank becomes crucial to defeat the waves of Germans coming toward us, aiming manually to the weakest vehicles is a very useful tactic (mainly those fuel tank trucks).



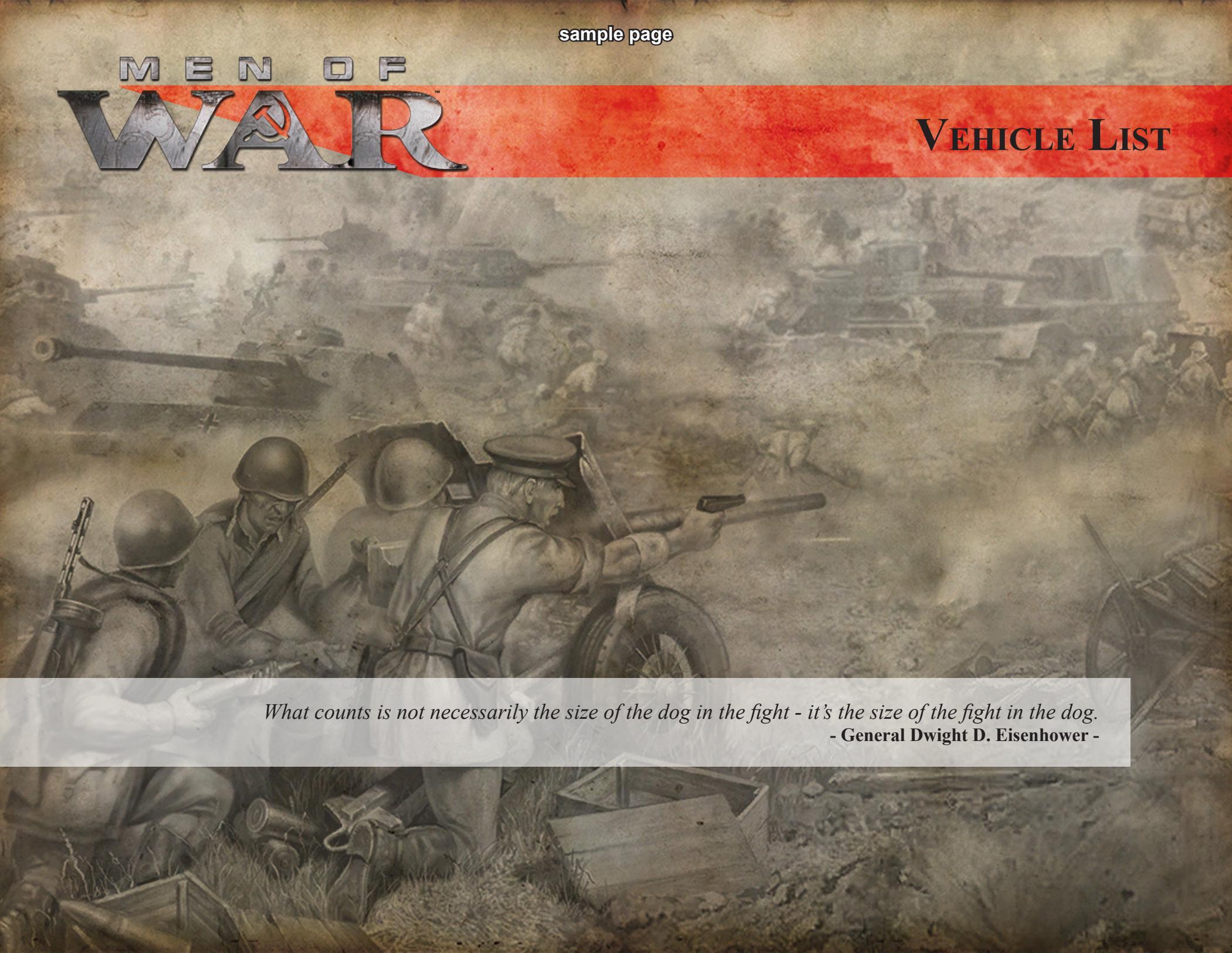
FULL scenario guide for each mission. Tactics and strategies.
How to avoid and/or overcome the toughest spots. What to expect and how to accomplish the objectives.

Target acquiring should focus on the strongest to most complicated opponents, like light and medium tanks, armored vehicles and armored troop carriers, then fuel trucks and trucks with troops. With a little luck as we shoot them they start to form a roadblock that forces the next wave of the convoy to waste time finding ways to go through it, something our tank can put to good use.

The first waves include BMW R12 motorbikes and Panzer III Ausf.3 tanks which shouldn't be much trouble. Near the end appear Panzer IV Ausf.E that can cause some trouble but nothing the KV-1 should be afraid of as long as it doesn't show one of its weak sides to their 75mm main guns. After some time surviving the enemy onslaught the mission ends.

MEN OF WAR

VEHICLE LIST



What counts is not necessarily the size of the dog in the fight - it's the size of the fight in the dog.
- General Dwight D. Eisenhower -

The idea behind this Vehicle List was to present a way to compare the different motorized weapons of each of the involved factions in a straight forward and as simple as possible form.

Due to space and style constrains, and the amount of information to be shown it didn't end up as simple as I had thought it in my mind, nevertheless, I do believe that it accomplishes its goal of offering the reader the chance to see the advantages and disadvantages of different vehicles in an almost immediate manner.

The list follows the conventions used across the book as far as vehicle grouping goes. In order to help the comparison process all vehicles from all factions have been put together under each class division. Non-armored vehicles, artillery, light-armored vehicles and so on.

The vehicles are listed following the Campaign order, that is, Soviet, German and then Allied. This way they are easy to compare and to perceive their strengths and weaknesses, a useful thing to know during multiplayer matches as well as the toughest Campaign missions.

For each of the vehicle categories I have included as much information as is available within the game presented in a table format that makes it easy to read; also following the book conventions.

Each vehicle can have up to four data groups. All include the first one which presents the vehicle's designation, number of crew, its speed, and the faction it belongs to (as seen bellow).

Dnepr M-72

[3 | 45] RU

The second data set is only used for vehicles with armor, offering a detail on the thickness of it. The format obeys the same one used for a vehicle's data sheet within each Campaign section.

9	9	9	9
9	9	9	9

The first row presents the armor thickness of the structure and the second of the turret if one exists. The columns obey the format: front, sides, back, and top.

A third data set presents the features of a vehicle's main weapon. Its designation, armor penetration and reload speed. Armor piercing capabilities are given as a data pair which indicates the range from which the ammo is shot (at 10, 30, 70 meters and maximum range) and its AP power from said distance.

DT-29				
-	-	-	-	4.5

When there are no AP details it means that

the weapon in question doesn't have armor piercing capabilities. Most howitzer type weapons only include range since their high-explosive shells don't have actual AP capabilities (at least within the game's weapons simulation).

The fourth data group provides details on the presence of secondary weapons in armored vehicles. The weapon's role/position is shown bellow.

Anti-Air	Turret
Hull	Rear

A minus (-) means 'no weapon'. A plus (+) a standard machinegun or heavy machinegun, depending the faction. An asterisk (*) denotes the use of an advanced heavy machinegun, like the DShK for the Soviet army or the M2HB .50 for the Allies.

Dnepr M-72	[3 45] RU	DS-39 Heavy Machinegun				4.5	
GAZ-67B	[3 45] RU	DS-39 Heavy Machinegun				4.5	
ZiS-5	[2 31] RU	n/a				-	
BMW R12	[2 45] DE	MG-34				4.5	
Kubel VW82	[4 41] DE	MG-34				4.5	
In-game data/facts of vehicles in list format for comparison.							
Open Blitz 3.6	[2 36] DE	n/a				-	
Willys MB	[3 45] US/UK	Browning 1919 .30				4.5	
Dodge WC-55	[3 34] UK	M6 - 37mm	10 68	30 64	70 45	110 31	3
Bedford OYD	[2 34] UK	n/a				-	
Willys AT	[3 36] US	Twin M1A1 Bazookas				-	

AND MUCH, MUCH MORE.
Some content might be different in the final
e-book release.

Take the strategic or stealth approach,
or go in with guns blazing.



Take command of a group of soldiers
or a whole battalion.

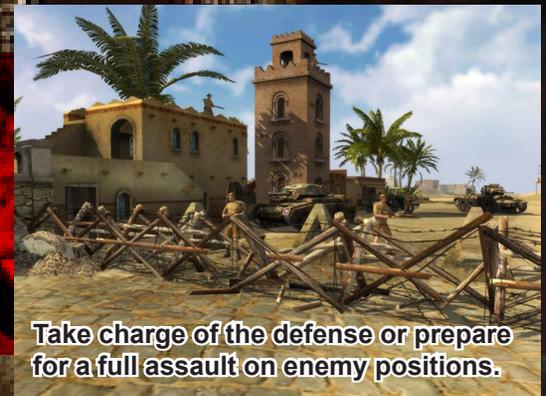


A strategy game like no other, one in which the player actions and choices matter. A little tough but proportionally rewarding.

Allows the player to take Direct Control of soldiers and vehicles for a unique gaming experience.

9 Red Army missions - 5 German missions - 5 Allied missions and 5 Bonus Scenarios, plus great replay value.

A personal favorite and the best of the series -yet.



Take charge of the defense or prepare
for a full assault on enemy positions.