



Parasits Allied-Sapper-Guide

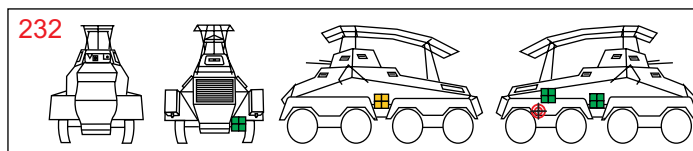
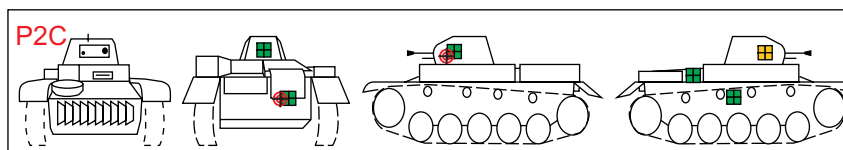
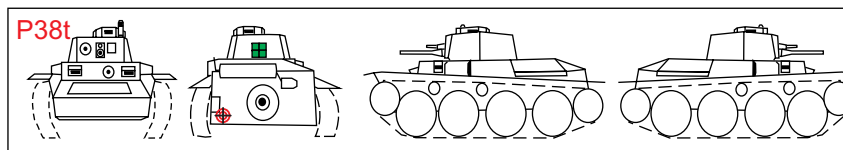
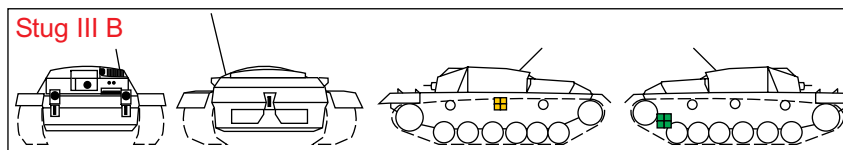
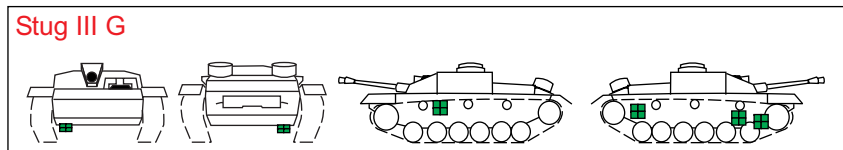
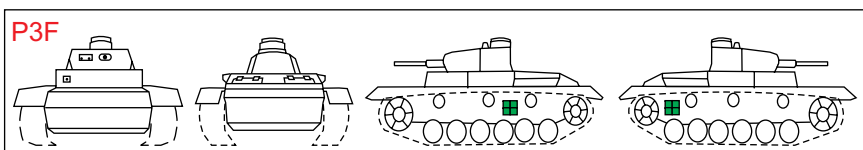
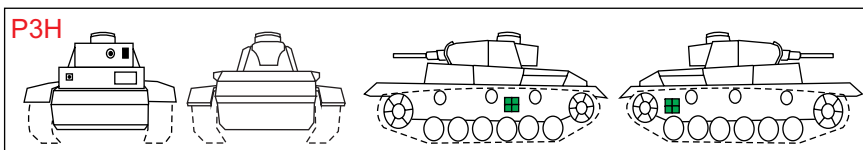
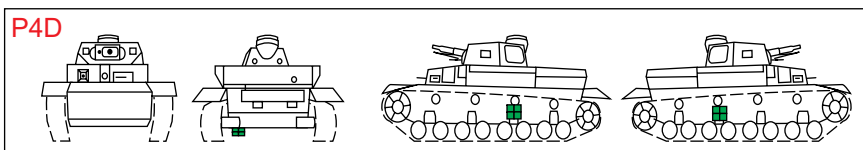
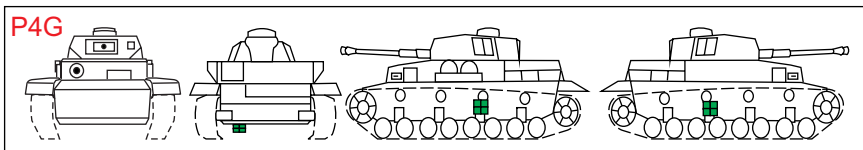
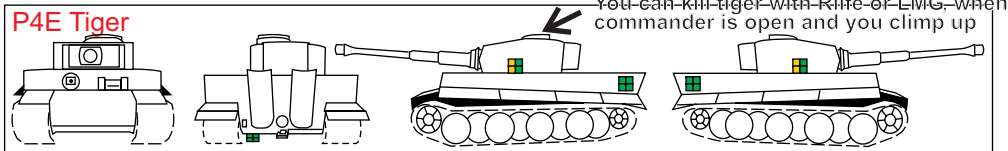
Play Axis join the Wolfsrudel (4.PD KG 2)

Version January 2006
(c) by Parasit
1.21.2 appoved

<http://wwiionline.net> then click on sapper-guide

tested with: knutsen1, hmted, stormy01

deutsche Panzer - german Tanks



DotCommands

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

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

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

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

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

- .hc**
Lists HC officers online.

- .home**
Reports your Brigade's current home.

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

- .ignore**
.ignore <player> to ignore a player
.ignore to see who is on your ignore list
.ignore <player> again to un-ignore

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

- .noechat**
Allows to turn off the enemy chat

- .nowho**
Allows you to hide from .who

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

- .overrun**
Alert hc that an AB is overrunned

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

- .report** (.report <problem>)

- .sysmott**
Displays the current System M.O.T.D

- .whisper** (.whisper or .w)

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

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

Sappersongs from oldZeke

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

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

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

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

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