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About This Game

THE FIRST AND ONLY WWII MMO WARGAME SINCE 2001

Key Features:

- Combined Air/Ground/Sea battles
- 99.99% PvP (with some AI defensive support)
- Single permanent server (worldwide community with 24/7 interactions)
- Huge (continuous) map to conquer
- WWII data & facts authenticity (orbit, models, timeline, table of equipment, load-out..)
- Detailed infantry & vehicle simulation (controls, damages, performances...)
- Server capacity for 2500 vs 2500 concurrent players

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- Freedom of a player-driven game play (no coded scenarios)
 - Required teamwork by fear of death
 - [Large set of WWII weapons](#) from different axis/allied nations

CURRENT CAMPAIGN IS NUMBER 163, STARTED ON 30 APRIL 2019



Choose your side: [Join the Allied DISCORD](#) or [Join the Axis DISCORD!](#)

Your side commanders:

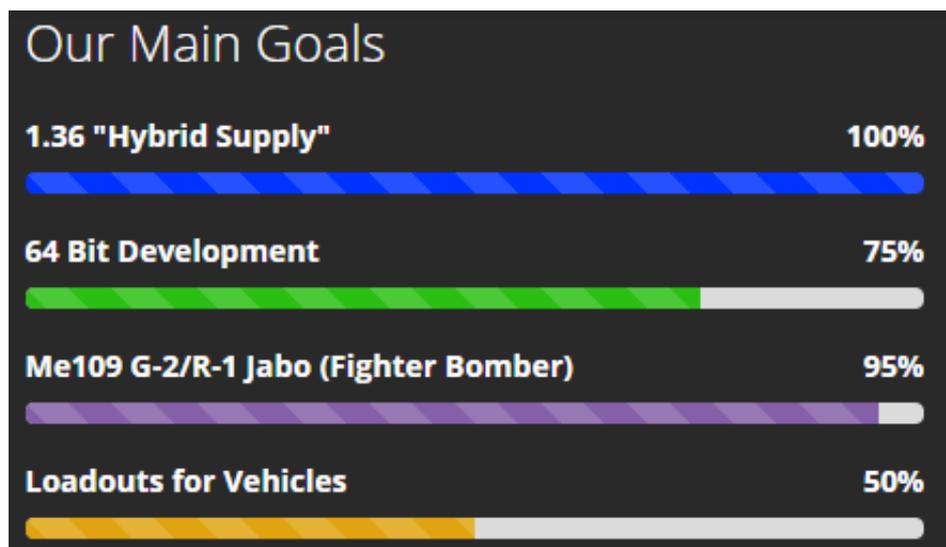
- [Commander in Chief of the Allied Forces](#): BONDPAUL
- [Oberbefehlshaber der Achsenmächte](#): LAFLEUR

Check the state of the frontline and the latest stats on our [WORLD@WAR GAZETTE](#).

CONTINUOUS DEVELOPMENT

Thousands of manhours have already been invested in this game since 2001. Become part of History, the World War II Online project is alive and growing!

[Read our 2019-2020 development roadmap.](#)





THE VIRTUAL BATTLEFIELD DOES EXIST!

World War II Online is a Massively Multiplayer FPS, simulation game set in the Western Front of WWII and hosted on a **huge single map**. There is virtually **no limit to the amount of players that can join the battlefield** and fight as infantry, tank, pilot or captain!

The game offers a strategic and persistent winnable Campaign that is completely player-driven, both in the strategic planning and players fighting to control territory, with more than 240 weapons and vehicles. Fly the Spitfire, drive the Tiger or the Sherman Firefly, shoot with the Flak36 88mm, sail a destroyer... WWII Online's game play is unmatched in terms of scale, realism and replay ability.

ALL OUT WAR. ON A MASSIVE SCALE

Its scale is a massive 300,000 SQ KM that is an interconnected and zone-less game world offering total freedom for players. This scale allows for truly immersive combined arms pvp combat. Communication between the Army, Air Force, and Naval units that are engaged will help determine the outcome! There are no limitations to how many players can interact in a battle space.

SERIOUS HISTORICAL ACCURACY

All weapons, vehicles, munitions and ordinance perform according to realistic values. We have achieved this through direct access to historical archives, a network of military experts and our advanced proprietary game engine that goes in depth like never before. Armor on tanks and aircraft, as well as their internal components, are modeled down to the millimeter.

HIGHLY DETAILED DAMAGE MODELS

Our damage models go into extreme detail with each component being destroyable in vehicles including crew, weapon storage, gas tanks and more! *You don't just shoot a hitbox? NO!* With every shot fired, multiple calculations take place that determine the round impact consequences. Some of these include; angle of obliquity, speed of round at impact, thickness of the armor, internal spall, armor penetration, parts of tank damaged, etc.

FAIR GAME PLAY FOR ALL

Just like in real life, the outcome of each engagement will be determined by strategy, tactics, teamwork, and your weapon handling skills! In WWII Online there are no special power ups or item buys giving someone a special advantage against other players.

SQUAD-DRIVEN GAME

WWII Online is a serious game that requires time investment, a willingness to work as a team player. If you do not join a squad and voice comms, you will likely be lost and frustrated.

Each time you log in, a pop up window will show you the currently available squad recruiters. You can check the list of existing squads and their stats [on the Squad Tools page](#).

For the best game play experience possible, you should first get on the Allied or Axis [WWII Online Discord Server](#). Integrated voicoms are currently into development.

IN-GAME UNITS CONTROLS

Controls in World War II Online are not the same as those setup in arcade FPS games. Vehicles require multiple controls to be played with a more realistic (but constraining) approach. Please take the time to study which controls are setup by default. You can customize these through our "KEYMAPPER": <https://www.youtube.com/watch?v=uVVbbkZeD38>

DEFAULT INFANTRIES CONTROLS:

FUNCTION NAME	PRIMARY KEYMAP
MOVEMENT	
Forward	w
Backward	s
Strafe left	a
Strafe right	d
Crouch	left control
Prone	z
Sprint	left shift, w
Autorun	g
Walk	t
Ride/unride vehicle	f
Vertical Aim Axis	mouse y axis
Horizontal Aim Axis	mouse x axis
VIEWS	
Trooper Look Left	q
Trooper Look Right	e
Toggle Free Look	left alt
Mouse Look X	mouse x axis
Mouse Look Y	mouse y axis
Mouse Look Z	
WEAPON CONTROLS	
Fire Weapon	mouse button 1
Aim / Alt Deploy Weapon	mouse button 2
Select Next Weapon]
Select Previous Weapon	[
Select Weapon 1	1
Select Weapon 2	2
Select Weapon 3	3
Select Weapon 4	4
Select Weapon 5	5
Select Weapon 6	6
Select Weapon 7	7
Select Weapon 8	8
Select Weapon 9	9
Use Binoculars	b
Reload	r
Deploy Weapon	c
Lower Weapon	
Gunsight Range Decrease	page down
Gunsight Range Increase	page up
EMOTES	
Request Ammo emote	left control, 5

More information about the game can be found on the [official wiki](#).

Use the « help » chat channel whenever needed, in game (activate by pressing F6 once) or on DISCORD. Always ask for other players or for a squad to stick to.

SUBSCRIPTION BASED GAME

WWII Online has always been and remain a subscription based game. This helps for operating costs like our game servers, bandwidth, power, staff, etc. and thus keep our single map up 24/24. ([subscription comparison / breakdown here](#)).

The [STARTER subscription](#) unlocks all our Steam's DLCs content for 30 days. It is the best deal to start playing the game and gain your first ranks.

When campaigns reach higher tiers, however, you will need more teamwork and better tactics to face heavier weapons.

The [PREMIUM subscription](#) unlocks the complete game experience, within restrictions of your current in game rank and the ongoing campaign Tier. We recommend the premium subscription to players with rank 4 and above.

There are NO micro-transactions nor advertisements in game. Your rank only will unlock heavier equipment.

DOWNLOADABLE CONTENT (DLC)

You can't afford to keep a subscription running? Good news! Since september 2018, content from the STARTER suscriptions can be purchased as **downloadable content without requiring a subscription!** You will pay for one or multiple DLC one time and you will own that content indefinitely.

At anytime, you can subscribe to gain premium access but should you choose to unsubscribe, these DLC items will remain with your account, always. More information is available on the dedicated store pages.

We highly recommend to first try the game through a monthly STARTER subscription that unlocks all DLC's content for 30 days, then chose the ones that fit your preferred game style.

Questions? ideas? Please contact zebbee@corneredrats.com

Title: WWII Online
Genre: Action, Free to Play, Indie, Massively Multiplayer, RPG, Simulation, Strategy, Early Access
Developer:
Cornered Rat Software
Publisher:
Cornered Rat Software
Release Date: 5 Sep, 2017

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Minimum:

OS: Windows 7 / Windows 8

Processor: Pentium 4 3.2 GHz or Athlon 64 3500+ (2.2 GHz) or better with SSE 2.0 support

Memory: 4 GB RAM

Graphics: NVIDIA GeForce 8600 series or ATI Radeon HD 2600 Pro

Network: Broadband Internet connection

Storage: 2 GB available space

Sound Card: on-board or better

English,French,Italian,German,Simplified Chinese



FIGHT AS RIFLEMAN FOR FREE

[SUBSCRIBE](#) TO UNLOCK ALL ACCESS





This is a game I wish many others would do. When you say open world, it's open world, No loading screens, traveling around is realist. Combat has it's ups and downs, but watching the explosion of some planes/tanks is amazing view.

Developers seek to make this game better +1.

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