

# BATTLEFIELD

## EUROPEAN THEATRE 1944

Some may feel that World War II games are played out, but new generation gaming technology allows for a completely different type of experience.

I chose to restrict the game to World War II in Europe and North Africa. I feel that trying to combine the European and Pacific theatres into a single game, considering time constraints that developers face, would yield a game that would fail to do justice to both theatres.

There would be 3 teams:

- Western Allies
- Soviet Union
- Axis



This game is designed to be appealing to Battlefield 4 fans and World War II enthusiasts alike. This is achieved by mimicing Battlefield 4 design, while performing a few necessary changes to keep the game closer to reality - thus pleasing the enthusiasts.

The most notable of these changes follow:

- There would need to be very few urban-only maps. Plentiful opportunities for 90-250m shots would allow bolt action rifles to remain relevant. Maps could be rural or rural with villages or clusters of built-up areas.
- A BF2 or similar style sprint/jump meter would need to return. This would prohibit players from unrealistic, overly-energetic movement, and help to keep bolt action rifles relevant.



The loadouts would be Infantry, Sapper, Specialist & Saboteur.

### Infantry

- The core of the team, similar to BF4 Assault
- Weapons: Rifles, carbines, SMGs & shotguns
- Gadgets: Medical items & rifle grenades, or replace 1 gadget to carry more ammunition & grenades
- Ranked 2nd for mobility/speed

### Sapper

- Repairs friendly equipment and uses explosives, similar to BF4 Engineer
- Weapons: Carbines, SMGs & shotguns
- Gadgets: Basic & upgraded repair tools, mine sweeper, anti-tank launchers & rifles, anti-tank mines and anti-personnel mines
- Ranked 3rd for mobility/speed

### Specialist

- Performs close support & specialized roles, mixture of BF4 Support & Recon
- Weapons: Carbines, sniper rifles, LMGs & shotguns
- Gadgets: Ammo items, mortar launcher, binoculars & radio (target designator) and trip wire grenades. Players would have to choose a carbine or shotgun to equip the mortar launcher.
- Ranked 4th for mobility/speed

## Saboteur

- Stealthily assists the team and harasses the enemy, similar to BF4 Recon
- Uses resistance/special forces/collaborator player model & skin
  - More civilian-like appearance
- Weapons: Rifles, carbines, SMGs & shotguns
- Carries half as much primary ammo, but twice as much sidearm ammo
- Gadgets: Anti-tank mines, Hawkins grenade or time-fuse/trip-wire dynamite, binoculars/radio and Rebecca/Eureka transponder (spawn location)
- Ranked 1st for mobility/speed

## Weapons (with suggested listing from basic to high-level unlock)

- Rifles: Lee Enfield No.4, Mosin Nagant M91/30, Kar98K, M1 Garand, SVT-40, Gewehr 43, StG44
- Carbines: Mosin Nagant M44, G40K, Lee Enfield No.5 “Jungle Carbine”, M1 Carbine, De Lisle carbine
- SMGs: M3 Grease Gun, MP34, PPS-43, MkII Sten, MAS-38, Błyskawica SMG, Thompson M1A1, PPsH-41, United Defense M42
- Shotguns: Single-shot 12ga, Side-by-Side 12ga, Winchester Model 12 “Trench Gun”
- LMGs: Bren Gun, DP-28, M1918 BAR, FG42, M1941 Johnson LMG, MG34, M1919 Browning
- Sniper Rifles: M1903 Springfield, Lee Enfield No.4, Mosin Nagant M91/30 PU, Kar98K

## Primary Weapon Unlocks

- Rifles: Flash hidere, compensators, suppressors and close & medium range optics
- Carbines: Flash hidere, compensators, suppressors, close & medium range optics and stocks (some came with wooden or compact metal (some folding) stocks; wooden stocks would favor accuracy & stability, compact stocks would favor mobility)
- SMGs: Flash hidere, compensators, suppressors and stocks (no optics)
- Shotguns: Types of shot/slugs, chokes and “sawn-off” for single-shot and side-by-side
- LMGs: Flash hidere, compensators, improved cool-down times (will overheat on sustained fire), and close & medium range optics for some.
- Sniper Rifles: Types of ammunition (bullet weights, AP rounds) and medium & long range optics. Note: Sniper Rifles would have improved range & accuracy over their Rifle counterparts, but less ammunition.

## Weapons (continued)

- Sidearms: Enfield No.2 Revolver, Radom Vis 9mm, “GI-style” M1911, TT-30 Tokarev, P08 Luger, Walther PPK, Mauser C96, Welrod 9mm
  - Sidearms could unlock a flashlight, to be held with the off-hand; this would decrease stability and accuracy
- Knives/Melee: US, UK & Axis bayonets, scout knife, boot knife, machete, Bowie knife, brass knuckles, individual helmet, historic trench knife, FP-45 Liberator (only fires in animation sequence, melee otherwise)

## Equipment

- Grenades: Mk2 Frag, Model 24 Stielhandgrante, Molotov cocktail, No74 sticky bomb, RGD-33 “defensive” jacket, smoke grenade  
Descending throw distance: Smoke grenade, Model 24, Mk2, RGD-33, molotov cocktail, No74 sticky bomb
- Mines & related: Soviet F1 trip-wire grenade, M1936 LAT mine, Hawkins grenade, SMi-35 AP mine, TM-35 AT mine, Tellermine 43, PMD-6M AP mine (undetactable)
- Anti-tank rifles/launchers: PTRD, Panzerfaust 60, PTRS, PIAT, M1A1 Bazooka, Panzershreck, Fliegerfaust (primitive AA launcher)
- Typical Main Battle Tank Damage:
  - Tellermine 43: 1 disable, 2 destroy
  - Panzershreck: 1 disable, 2 destroy
  - TM-35 AT mine: 2 disable, 3 destroy
  - Hawkins grenade: 2 disable, 3 destroy
  - Panzerfaust 60: 2 disable, 3 destroy
  - M1A1 Bazooka: 2 disable, 3 destroy
  - PIAT: 2 disable, 3 destroy
  - M1936 LAT mine: 3 disable, 4 destroy
  - PTRS: 4 disable, 6 destroy
  - PTRD: 4 disable, 6 destroy
  - No74 sticky bomb: 4 disable, 6 destroy
- A molotov cocktail thrown on top of a heavy transport, IFV/tankette or mobile AA vehicle will yield 10 damage per second to the crew, but no vehicle damage. No damage to the crew for side impacts.
- Misc Equipment: Mine sweeper, basic repair tool (wrench), upgraded repair tool (gas torch), binocular/radio (target designator), Rebecca/Eureka transponder (spawn location)



## Player Camouflages

- A variety of camouflage patterns would be available for unlock
- Additionally, there would be nationality/allegiance “camouflages”
  - These would alter the “camouflage” (model skin), headwear & player commorose voice
  - Example: If “US Infantry” is the standard Western Allies camouflage, then a “British Paratrooper” camouflage could add a British paratrooper skin, a red beret and a British commorose voice
  - Examples of possible nationality/allegiance camouflages:
    - Western Allies: US Infantry, British Infantry, Canadian Infantry, Free French Forces, Polish II Corps, Indian Infantry, Australian Infantry, US Airborne, Royal Marine, Royal Scots Fusilier, British Paratrooper, Devils Brigade
    - Soviet Union: Conscript, Soviet Partisan, 3rd Shock Army, 3rd Guards Tank Army, Cossack, Officer/Commisar
    - Axis: Wehrmacht Infantry, Italian Infantry, Wehrmacht Panzergrenadier, Gebirgsjäger, Fallschirmjäger, possibly Waffen-SS (legality issues)
- For the Saboteur class, nationality/allegiance camouflages would just add a subtle flag or badge and change the commorose voice.

## Vehicles

- Light Transport: Willys MB, GAZ-67, Kubelwagen  
Unarmed
- Heavy Transport: M3 Halftrack, GAZ-MM (Technical), Sd.Kfz.251 "Hanomag"  
Unlock turret (LMG 30cal/DP-28/MG34 to HMG 50cal/DShK/MG42 to 37mm AT cannon), armor, maintenance and speed upgrades
- IFV/Tankette: Daimler AC, BA-64, Sd.Kfz. 221/222  
Unlock cannon, coaxial gun, armor, maintenance and speed upgrades
- Main Battle Tank: M4 Sherman, T-34, Panzer IV  
Unlock cannon, coaxial gun, optics, armor, maintenance and speed upgrades  
Unlock frontal anti-mine attachment; pre-detonates mines to lower damage by 30%
- Mobile Gun/Heavy Tank: Achilles 17pdr or Sherman Firefly, IS-1 or SU-152, Panther I or Tiger I  
Unlock cannon, coaxial gun, optics, armor and maintenance upgrades
- Mobile Rocket Launcher: Fictional "Land Mattress" truck, ZiS-6 "Katyusha", Sd.Kfz.251 Wurfrahmen 40  
Western Allies didn't widely use rocket launcher trucks, but there could be a Canadian "Land Mattress" launcher in a CMP or Bedford lorry bed
- Mobile Anti-Air: M14/M16 Halftrack, GAZ-AAA with Maxim 4M, Sd.Kfz. 251/17 or 251/21  
Unlock AA gun (single, double, quad configurations), armor and speed upgrades



- Fighter Aircraft: Supermarine Spitfire & P-51D, Yak-1 & MiG-3, Bf-109 & Fw 190  
Unlock machinegun and speed upgrades
- Attack Aircraft: Curtiss P-40, Yak-9, Ju 87 "Stuka"  
Unlock machinegun, bomb and armor upgrades



## Stationary weapons:

- Stationary HMGs, anti-tank and anti-air weapons throughout each map as needed



## Commander Tools:

- Supply Drop
- Reconnaissance Aircraft (similar to BF4 Scan UAV)
- Artillery Strike (similar to BF4 Missile Strike)
- Heavy Bomber Run (similar to BF4 Gunship); automated flight path over map, 1 player drops bombs, 4 players can man on-board guns to defend the bomber
- Paratrooper Aircraft; circles around map, holds up to 10 players, no armaments, can be destroyed by enemy aircraft or AA, only available 1-2 times per round



## Suggested western front maps:

Infantry-focused: Battle of Crete, Brecourt Manor, Omaha Beach, Operation Market Garden

Mixed: Siege of Tobruk, Battle of Troina, Battle of Monte Cassino, Battle of Dunkirk, Battle for Caen, Battle for Carentan, Operation Goodwood, Falaise Pocket, Battle of Hürtgen Forest, Siege of Bastogne, Operation Vertible, Operation Varsity, Operation Undertone

Vehicle-focused: El Alamein, Battle of Kasserine Pass, Battle of Villers-Bocage, Battle of St. Vith

## Suggested eastern front maps:

Infantry-focused: Siege of Leningrad, Minsk, Battle of Stalingrad, Battle of Berlin

Mixed: Kharkov, Kiev, Smolensk, Battle of Moscow, Battle of Dnieper, Narva, Vitebsk-Orsha Offensive, Poznań, Siege of Budapest, Battle of Seelow Heights

Vehicle-focused: Operation Barbarossa, Rzhev, Kursk, Lublin-Brest Offensive, Battle of Dukla Pass