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New Stuff

- [New Map] Medjez el Bab
- [New Map] La Hardt
- [New Feature] Free French & Vichy French Army
- [New Feature] Leaning
- [New Feature] Bolt Cycling whilst ADS
- [New Feature] New Shader Effect for Scopes
- [New Feature] Adjustable Range for Sniper Scopes
- [New Feature] Binocular Update
- [New Feature] Historical Tank & AT Gun Reticles
- [New Feature] US M4 Medium Ball Mounted Browning Sights
- [New Feature] Soviet Ball Mounted DT Tank Sights
- [New Feature] 3D HUD Icons for Hand Grenades
- [New Feature] AP Mines in Engineer Kits
- [New Feature] Updated British North Africa Kits (Swap Keffiyeh for Helmet in Standard Kits)
- [New Feature] Animated Hanging Flags
- [New Feature] Add Deviation & Firing Delay Indicator to Hand Weapons
- [New Feature] Remove Deviation Penalty After Going Prone
- [New Feature] Weapon Randomization
 - Finnish Support - Randomized Pistols (Lahti Pistol / Browning Hi-Po / Finnish Luger)
 - Finnish Engineer - Randomized Melee Weapons (Finnish Shovel / Captured Soviet Shovel)
- [New Asset] French Colonial Player Models & Kits 1940-1942
- [New Asset] Free French North African Player Models
- [New Asset] French Player Models & Kits 1944
- [New Asset] Fallschirmjäger Tropical Player Models & Kits
- [New Asset] M4A2 (French)
- [New Asset] Panzer I Ausf. B
- [New Asset] Panzerjäger I
- [New Asset] Pak 97/38
- [New Asset] M1921 Thompson
- [New Asset] Beretta 38/42
- [New Asset] MP-28 (20 Round Magazine)
- [New Asset] MG-34/41
- [New Asset] GGP40 Grenade Launcher
- [New Asset] RG42 Grenade
- [New Asset] Petrol Bomb Rework
- [New Asset] M/43 Penbox Mine
- [New Asset] Coupe Coupe
- [New Asset] Billhook/Vesuri
- [New Static] T1Bis Bunker for 8mm MG
- [New Static] T2 Bunker for 25mm SA34
- [New Static] Type Bouclier for 25mm SA34
- [New Static] Jagdpanther Wreck
- [New Static] M4A2 Sherman Wreck
- [New Static] New Trench Parts
- [New Static] Canal Bridge
- [New Static] Stone Bridge
- [New Static] Medjez el Bab Church

[New Static] Medjez el Bab Mosque

[New Static] Medjez el Bab Bridge

[New Static] New Gravestones

[New Static] Lebisey Water Tower

[New Static] Appletree Winter

[New Animation] Various 3p Animation Updates

- Panzerfausts
- Rocket Launchers
- M1A1 Flamethrower
- Deployable HMG's (Shoulder Carry)

[New Animation] 1p Deployable HMGs

[New Animation] ZB-26 1P Animation Update

[New Animation] Winchester Model 12 1P Animation Update

[Texture Update] Upscaled Flag Textures

[Texture Update] 7,5cm FK 231 (f) (German Camo)

[Texture Update] 122mm H/38 (Finnish Camo)

[Texture Update] 45 PstK/37 (Finnish Camo)

[Texture Update] 81 Krh/36 (Finnish Camo)

[Texture Update] G41W with Black Bakelite + Bayonet

[Texture Update] US Vehicles French Army 1944

[Texture Update] Polish Player Models & Kits West 1944

[Texture Update] No. 69 Grenade + Variant & No. 77 Grenade

[New Sound] Death Sounds

[Binary Fixes] Various Fixes

- Fixed melee crash
- Fixed bots unable to go back from prone in singleplayer
- Fixed reload animations randomly not playing in 3P when zoomed-in
- Fixed camera stutter on soldiers when turning while standing still
- Fixed lag/stutter when aiming down the sights and turning at the same time
- Fixed suppression & near-death post-processing shaders not working with MSAA
- Fixed soldier collision with ground breaking at distance making soldiers bounce up & down [credits Project Reality]
- Fixed velocity of tracers not matching the velocity of projectiles [credits Project Reality]
- Fixed in-game FOV for ultrawide aspect ratio
- Fixed sound settings ignored when launching the game with auto-join

Map Updates

Alam Halfa

32 Layer

- Add a new 32 layer.
- Based on a decade old previous 32 layer.
- Fight over the last sector of 64 layer.
- Cut down version of 64 GPO.
- No planes, Germans have 1 leFH 18.
- Valentine tanks.

Anctoville

- Remove grenade launcher from Axis & Allied Teams.

64 Layer

- Moved German spawn points at stables flag outside the compound.
- Replaced Sherman V with Firefly.
- Added 1x Cromwell.
- Panzer IV Ausf H replaced with Jagdpanzer IV.

Arad

32 Layer

- Halve Soviet armor, 2x T-34s instead 4x
- Replace Soviet tanker kit with RE_Engineer_satchel (to mirror balance with German kit).
- Remove Sdkfz 251 in the Northern field (Hanomags/ UC spawn only on the opposite sides of the map now: crash site & eastern village).
- All tanks moved to less exposed positions.
- Add a sniper kit to the crash site.

16 Layer

- Remove rifle grenades from German rifleman kit (to mirror balance Russian kit).
- Replace Soviet PPS-43 engineer kit with M38 engineer kit (to mirror balance with German kit).
- Add Rifle Assault pickup kits (SVT-40/ G41 spawning at the crash site / east village).
- Add SMG Assault pickup kits (PPS-43/ MP40 spawning on all flags).
- Reduce the amount of grenades in the spawn menu kits.

Bardia

64 Layer

- Increase bleed speed.

32 Layer

- Change the existing 16 layer into 32 layer.

16 Layer

- Add a new 16 layer.
- 3 flag conquest, no mainbases.

Bastogne

64 Layer

- Fast bleed when Germans cap all flags. Slow bleed (as before) when Allies hold a minority. Gray flags won't trigger, must be all cap.
- Added adaptive push and made it necessary to capture Bastogne.

Brest

64 Layer

- Bump up Plaza flag radius a bit to make life easier.

32 Layer

- Add a new 32 layer.
- Northern side push with a Marder vs Hellcat.

Keren

- Remove the problematic tree in front of arty.
- Add hanging + folded flags to all layers.
- Fix deathtrap near tracks where ppl get stuck.

64 Layer

- Axis artillery spawns after the 1st sector is taken.

32 Layer

- Make the flare gun at Sanchil spawn also for the British after they capture the flag.
- Team spawn points for Sanchil & Camaron, only Italians can spawn on Sammana (back flag).
- Relocated Italian spawn points on Camaron to the North side of the flag.
- British spawn points located around the railroad tracks for Sanchil & Camaron.
- Reduce time to lose control for Sanchil & Camaron from 20 to 15s, time to gain control from 20 to 25s.
- Reworked OOB (moved the OOB for Italians on the railroad tracks, added a bit of OOB for the British on Sammana (to prevent spawn camping/ spawn mining).
- Mortar spawns after 5 minutes if the British do not hold Sanchil and/ or Camaron.
- Enhanced the position of the flag zones slightly.
- Updated SP/COOP matching MP layer.

16 Layer

- Remove SMLE grenade launcher from British rifleman kit.
- All vehicles take double time to respawn.

Dukla Pass

- Replace German Beretta Model 38a pickup kits with a new Beretta Model 38/42.

32 Layer

- Spawn the German tank once the bridge falls, not from the start.

El Alamein

64 Layer

- Replace 1 Bishop with a 25pdr (since the Bishop's range is now way lower).
- Add a bofors to empty allied main gun position.
- Add ammo near 25pdr.
- Add Double bleed.

32 Layer

- Add an L6/40.
- Add a Schneider howitzer.

16 Layer

- Add Double bleed.

Eppeldorf

64 Layer

- Move the American mainbase howitzer further back into safety. It's a mainbase gun and therefore off limits, like the opposing Nebelwerfer.

32 Layer

- Move the American mainbase howitzer further back into safety. It's a mainbase gun and therefore off limits, like the opposing Nebelwerfer.

Falaise Pocket

- Remove grenade launcher from Axis & Allied Teams.

32 Layer

- Add a new 32 layer.
- 3 flag conquest with some APCs

16 Layer

- Pickup Vickers .303 and No.4 MK I (T) kits added to Allied base.

Fall of Tobruk

32 Layer

- Add a new 32 layer.
- 3 flag conquest, no British main.
- No tanks, just 2x German halftrack.

Flavion

64 Layer

- Add Panzer I Ausf B swapped for 1x Panzer II.
- Added static AT guns around the French main and the French tanks spawn all at the same time now.
- Also moved back German spawns at the battery.

Gazala

- All layers: Replace Panzer II Ausf C with Fiat L6/40.

64 Layer

- Add Double bleed.
- Double the tickets and bleed speed so you can't simply outkill bleed.
- Give germans a Flak 38 truck, and better mainbase AA for both teams.
- Add Panzerjäger I to the mainbase.
- Less restrictive grenade limit for the infantry (1 hand grenade for the assault, 2 hand grenades for riflemen, 2 smoke grenades for the recon and NCOs).

32 Layer

- Add a new 32 Layer.
- 2 flag conquest (150th Box, Knightsbridge).
- Double bleed.
- No planes, no arty.
- Same tanks as 64.
- Add Panzerjäger I.

16 Layer

- Added Free French playermodels.
- Added Free French kits.
- Added Free French weapon layout.
- Grenades in the assault kit limited to 1 per kit.
- Grenades removed from the default rifleman kit.
- Gebalte ladung & sticky bomb limited to 1 per kit.
- Engineer kits with AT mines replaced by limited grenadier kits (1 hand & 1 rifle grenade per kit).

Siege of Giarabub

16 Layer

- Add Double bleed.

Gold Beach

- Remove grenade launcher from Allied Team.

Hurtgen Forest

64 Layer

- Switch to the default US LMG kit with Colt M1917 as a sidearm.

32 Layer

- Switch to the default US LMG kit with Colt M1917 as a sidearm.
- Fix floating MG26(t) pickup kit.

16 Layer

- Switch to bipodless BAR LMG kit for better CQC.
- M3 Grease Gun pickup kit added for the US.
- MG26(t) & K98k Grenadier pickup kits added for the Germans.

Ihantala

64 Layer

- Replace 3x Pak 40 AT guns with new Pak 97/38.

La Horgne

64 Layer

- Added two Sdkfz 251s for the Germans.
- Slightly increased the Panzers' spawn delay in return.
- Increased H-39s spawn delay.
- Moved away one of the Church's French spawn points on the way between Perotin and Church (there were two out of three spawn points there), inside the building in front of La Tour farm.
- Moved German spawn points at Perotin closer to the flag, and dispersed them a bit more (they were all on the way between Perotin and La Tour).

32 Layer

- New 32 Layer.
- Simple three flags conquest gameplay, where each time receive more tanks when they are bleeding.
- This layer depicts this action if the Hotchkiss tanks were engaged.

Lebisey

- New historical watertower static.
- Area around the watertower reworked (no change in the way players can progress in the town).
- Hedgerows reworked the German forward main.
- Fixed one see-through trench.
- Added some details on the OOB areas (mostly fixing some low res hedgerows).
- Sherman V mid swapped to a new variant without hedgecutter (non historical at that time).
- Removed one low res house using a unique texture sheet.

- Ammo box check.
- Remove grenade launcher from Allied Team.

64 Layer

- New forward spawn points for the German main to avoid mortar camping.
- Allied OOB reworked near the airfield to help German counterattacks.

32 Layer

- Spawn Stug once the garage falls, not from start.

16 Layer

- Stricter OOB around the German mainbase.
- Move German mortar to protected position.
- Moved one spawn point in the water tower area.

Lenino

64 Layer

- Change most of the mobile AT guns into static ones to make them stop colliding with sandbag covers built around them.
- Replace Pak 40 at Polzuhy and Trygubowa with Pak 97/38.
- Replace 2x Pak 40 on the Hill 215 with 2x Pak 38.
- Teamlock all artillery, AT and AA guns.
- Halve the artillery for each team.

Mareth Line

64 Layer

- Focus the bleed on the Gabes flags alone. Capturing the bunker opens the Gap flag, not the 2nd Line.
- Add explaining minmap text.
- Add some PCOs (paks) that were purged from their prepared gun positions (with 50mm ammo canisters etc) some while ago.
- Add some static and mobile AA for Germans.
- Add more spawn point groups to all the flags.
- Tweak bleed conditions (still centered around Gabes).
- Fixed pushmode bugs (Toujane, Gabes): now uses NeighPush.
- Fix Panzer III Ausf N and Tiger respawning after flag is taken (was obsolete dummy flag)

32 Layer

- Fix bleed values, add double bleed. If the British hold 2 town flags and Germans hold Matmata it is a stalemate (double bleed). 1 gray Toujane flag means that the British bleed.

Mersa Matruh

32 Layer

- Add Double bleed.

Mount Olympus

- German SMG & NCO classes changed for early variants.
- German pickup kits (Commando and AT (pzb)) changed for early variants.
- Gebirgsjäger playermodels replaced by the early Heer models.

32 Layer

- Alternative weapons loadout including limited grenadier for the British, & limited engineer with explosives replacing AT mines kit for the Germans, no S-mines in recon kits & Wz.35 instead of PzB39.
- Lewis Gun spawning at the square removed.

16 Layer

- Alternative weapons loadout (copy of the 32 layer version).

Omaha Beach

64 Layer

- Replace Pak 38 with Pak 97/38 at WN 73.

32 Layer

- Added a new 32 Layer.

Ogledow

- Remove G43 ZF and MP44 kits.

32 Layer

- Re-worked 32 Layer to replace Tank KotH.

Operation Goodwood

- Remove grenade launcher from Allied Team.

Operation Hyacinth

- Remove flare guns from spawn class menu kits on all layers

64 Layer

- Flare gun added to the NZ commando Tommy gun pickup kit in the Allied main base.
- 1x Italian flare pickup kit added on the airfield (replacing Breda M30 pickup kit).
- 1x Italian flare pickup kit added in the bunker on the forward MG position.

Operation Lutich

64 Layer

- Move forward spawn points to safer positions, slightly to the rear.

32 Layer

- Add a new 32 layer.

Operation Totalize

- Add Polish to Scout & LMG.
- Remove grenade launcher from Allied Team.

64 Layer

- Double the tickets + bleed speed so you can't simply outkill bleed.
- Improve nebel battery spawns (2nd spawnground in the hedge).

32 Layer

- Add Double Bleed.

Pegasus

- Remove grenade launcher from Allied Team.

Pointe Du Hoc

- Demolition kit with thermite grenades now available only on 64p layer (other layers use regular Engineer kit).
- Bazooka kit in the spawn menu replaced with Springfield M1903A1 kit with M9A1 grenades.
- Bazooka pickup kits added on each flag on 32 & 64.

Port-en-Bessin

- Remove grenade launcher from Axis & Allied Teams

32 Layer

- Add a new 32 layer.
- East side of the harbor.

16 Layer

- Lower the timeAllowedOutside from 10 to 5 seconds to prevent people from using an exploit and running through the OOB area.

Purple Heart Lane

32 Layer

- Add a new 32 layer.
- Second half of the 64 layer.

St. Lo

64 Layer

- Update spawn conditions of M7 to spawn between 1-1.5 min.

32 Layer

- Update spawn conditions of M7 to spawn between 1-1.5 min.
- Lock mainbases.
- Add a new flag in the center at "Market" with no spawns.

Sammatius

- Fixed floaters & clipping issues.

32 Layer

- Add a new 32 Layer.

Operation Supercharge

- Apply a less harsh grenade limit on the map.

64 Layer

- Add extra AA to british main, to combat Stuka camping mainbase exit.
- Swapped one Panzer III w/ Panzerjäger I at Sidi Abd el Rahman.

32 Layer

- Add ammokit to axis mainbase arty.
- Swapped one Panzer III w/ Panzerjäger I at Mainbase.

16 Layer

- Teamlock Daimler Dingo.

St. Vith

- Replace German Beretta Model 38a pickup kits with a new Beretta Model 38/42.

64 Layer

- Buchler Turm Sherman now spawns under correct circumstances, and stops spawning.
- M36 moved back from the watermill to american spawn points.
- Quicker spawn for Brummbär.
- Kingtiger spawns as reinforcement.
- G43 pickup kits.
- Moved a misplaced G43 kit that spawned for the allies for some reason.

Sidi Rezegh

- All layers: Replace L6/40 fiat with Panzer II Ausf C.

64 Layer

- German SMG & NCO classes changed for early variants.
- German pickup kits (Mortar, Medic, Commando, Tanker, Sapper and AT (pzb)) changed for early variants.
- Removed artillery at blockhouse.

- Swapped one Panzer III w/ Panzerjäger I.
- Remove blockhouse 88.
- Replace blockhouse tank with dual-team kettenkrad.

32 Layer

- Add a new 32 layer in place of the old Tank KotH.
- Simple 3-flag conquest with bleed tanks.
- German tanker class changed for early variants.
- Swapped one M13/40 w/ Panzerjäger I.

Vossenack

64 Layer

- Open up the OOB so that the static arty guns can now be knifed. Teamlock static arty.

32 Layer

- Add a new 32 layer.
- Southern map half, open conquest.
- Bleed is flag majority + double bleed.
- Rear German flag (Unterdorf) unlocks once the Church or Kall Trail falls.
- Germans get OOB-protected tank spawns behind Unterdorf.

Siege of Tobruk

- Replace L6/40 with Panzer II Ausf C.
- German SMG & NCO classes changed for early variants.
- German pickup kits (Mortar, Medic, and AT (pzb)) changed for early variants.

32 Layer

- Adjust flag values, bleed work now like on 64p.

16 Layer

- Adjust bleed speed, flag values.

Villers-Bocage

- Remove grenade launcher from Allied Team

32 Layer

- Add Double bleed.
- Cromwell and Jagdpanzer are now tied to the correct flags.

Studienka

64 Layer

- Spawn delay on some German tanks.

32 Layer

- Add dynamic OOB for the first sector (NE/SW, separated by the big river and long bridge).

Tunis

64 Layer

- Fixed weird OOB area near the final flag for the Germans.

Sfakia

- German SMG & Scout classes changed for early variants
- German pickup kits (Medic) changed for early variants

16 Layer

- Fix floating / sunk medic kits at harbor & monastery.
- Removed commander radios on both sides.
- Removed s-mines from recon kits.
- Removed rifle grenades from regular riflemen kits.
- Engineer class was replaced with an unlimited G33/40 rifleman kit for the Germans, and limited grenadier kit for the Brits as an alternative to AT mines on this layer.
- 1x sniper rifle kit added for the team holding the Town Square flag.