



Firearms Half-Life Manual

Last updated: Apr 18 2020

This Guide is meant to be a reference for new players on how to play Firearms Half-life.

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About the game

Sounds of battle carnage and death screams came from the tunnel ahead. Bodies were blown backwards by exploding grenades, teammates cut down by the relentless chatter of an M60. With no other way to go, the tunnel had to be breached. Crawling out of my sniper roost, I approached the mouth of the tunnel and hunkered down into a prone position and primed my last Steilhand grenade. Slowly, I crawled into the tunnel as it wound its way to the left and right. Finally, the sounds of footsteps in the distance. I flung the grenade over a stack of crates and was satisfied when it killed two hidden enemies. Unfortunately, an opposing grenade landed at my feet. I attempted to get to my feet and bolt but the bastard blew and inflicted heavy damage. I was bleeding fast but fortunately I had a few bandages to stem the crimson flow. Footsteps approached. Readied my Steyr AUG and mowed down the fool running towards me. More followed. More bodies went down. Finally, a few teammates came to assist and we moved cautiously into the bowels of the tunnel. From out of nowhere, a sniper bullet slammed into my right leg and actually broke it. Limping along, a bloody mess near death, I had nothing to lose. Time to take one for the team. Opened up the Steyr and charged ahead as fast as I could muster, gunning down anything that moved. Finally, the end of the tunnel came into view and before me was our next objective, the bridge, which proudly hoisted the flag of our enemy. Unfortunately, the place was crawling with people all waiting for my arrival. Last thing I remember was the chatter of six different guns and the unsettling bounce of several live grenades. At least I went out in a hail of glory. Firearms gameplay as described by Chris Jensen.

Firearms is a modification of Valve Software's computer game, Half-Life. It's a realistic modification of the game, that focuses on teamplay with Half-Life gameplay altered to the extreme. New rules, new content, and 30 new weapons. It features multiplayer only, and therefore it is only playable online or on a local area network. In order to play Firearms, you need to own a copy of Half-Life. Firearms being developed by the FA team and it's a non-commercial project. We are developing Firearms because we think it's fun. In Firearms you play in teams, or rather armed forces. Every time you join or start a game, you will join one of the two forces being Red or Blue. Each time you choose what weapons and optional items you want, a kevlar vest is required gear though. Each force has an certain amount of reinforcements, which stands by and are thrown into action as a game progresses. When there are no reinforcements left, and all active soldiers have the been killed, the standing team wins the battle. There are lots of different scenarios and mission objectives in Firearms, and the above rules is the basic way it plays on all of them. Each individual soldier is awarded ranks as he gets better and when he helps the team. You can also gain skills as you advances in rank. Bandages can heal your gun shot wounds, but they won't make you gain in health points, so you should be aware of the danger lurking all places, when you and your team moves into enemy territory. Firearms has been around for a long, long time. Development started back in December 1998, while the whole team were all new and had no experience in game development. The first 12 months of its development

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we used to evolve our own skills. This manual describes all the aspects of Firearms gaming and features.

Configuring Your Player

Setting your Player Name

Similar to regular Half-life Deathmatch, every person in a game of Firearms is identified by an alias. This alias is used on the scoreboard and to show who killed who in the top-right corner of the screen. By default, you are assigned the alias "Freshmeat". You will want to change this as soon as possible so you don't look like a newbie.

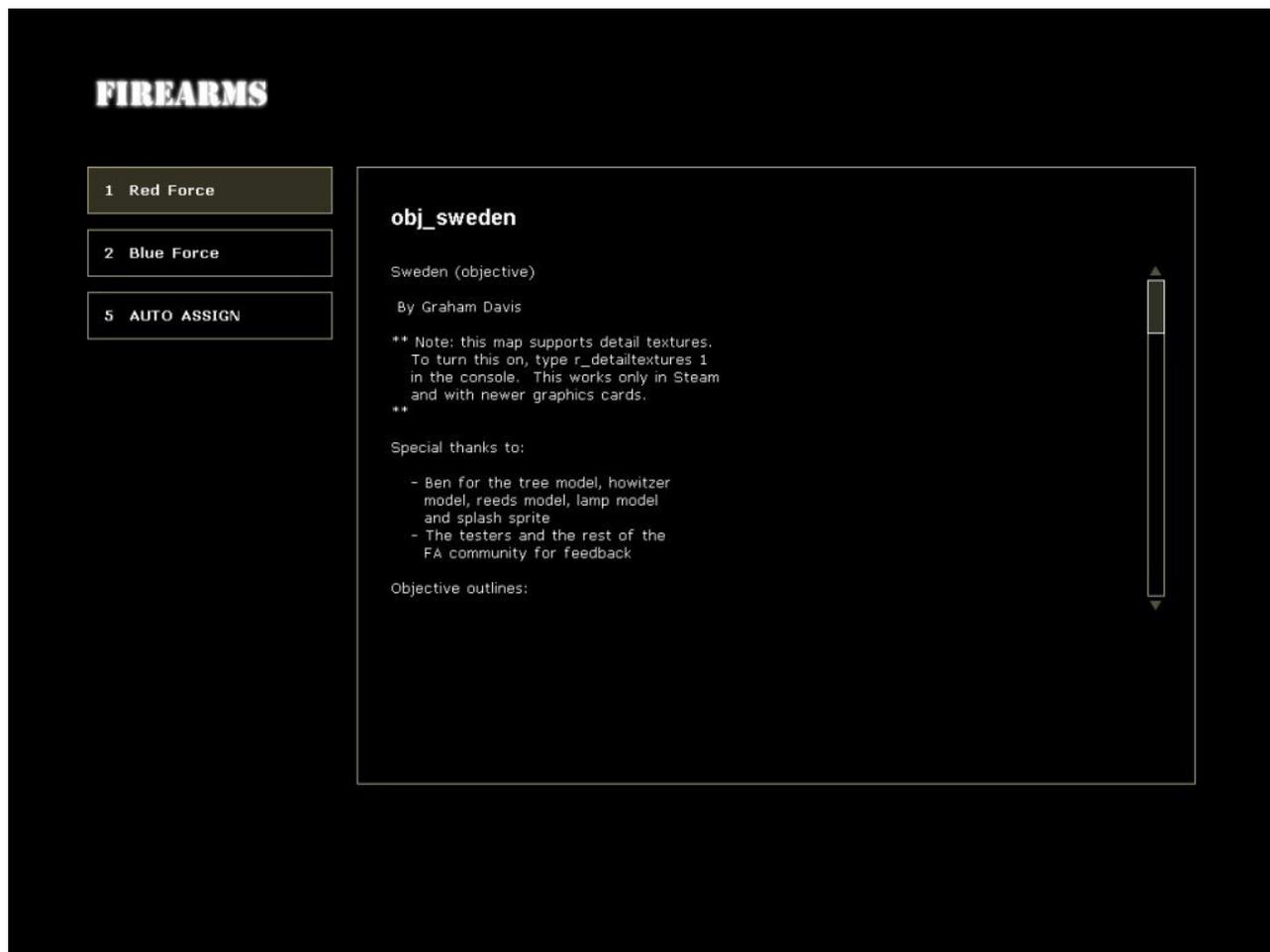
To change your name in Steam version, launch Firearms, click on the Options menu and then type your name into the box on the Multiplayer tab. If you aren't using steam, a similar menu will be found in the Firearms → Multiplayer → Customize section.

Advanced players can change their name by bringing down the console and typing:
name "playername"

Joining a Game

I'm assuming everyone reading this knows how to join a game of Half-Life, so we'll be skipping that part. The first thing you'll see when you enter a Firearms game is the server message. This is a generic screen listing all the server rules, the server admin's email, and other misc. info. Once you've read that, you will be prompted with another screen that lists the current map's mission objective, and asks you which team you want to join:

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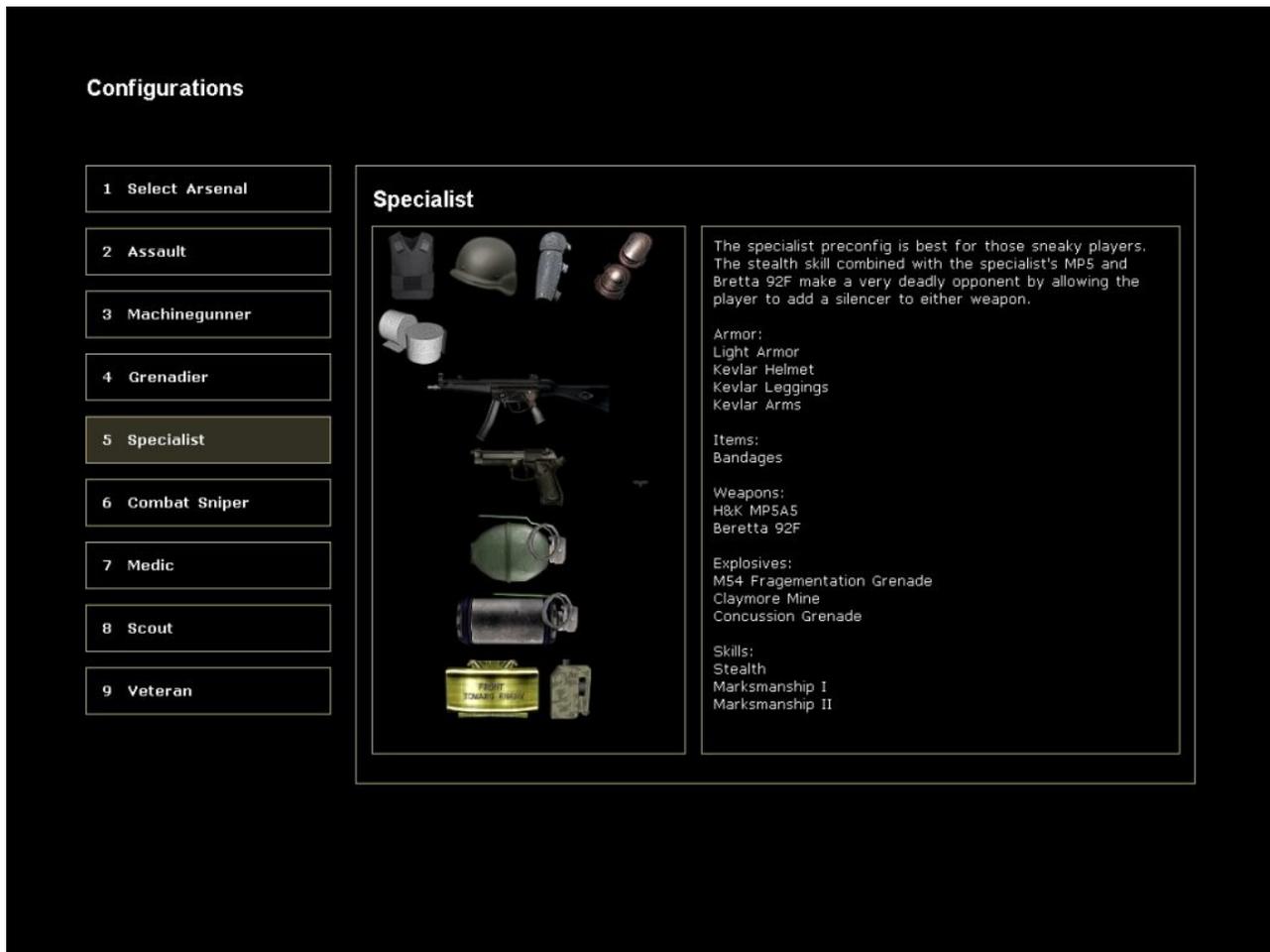


There are two opposing teams in Firearms: the Red Force and the Blue Force. The teams are named generically for two reasons: One, it does not limit FA to having just two nationalities or themes represented; and Two, Red and Blue are the two colors normally associated with military training exercises. Both teams are equal in terms of abilities, and weapon selection, as you will see below.

It's often best select your team using the "auto assign" button at the team selection screen because it assigns you to the team with the least amount of players. This helps prevent one team from gaining too many players and simply overpowering the other team.

The next screen is the Configurations screen. It looks like this:

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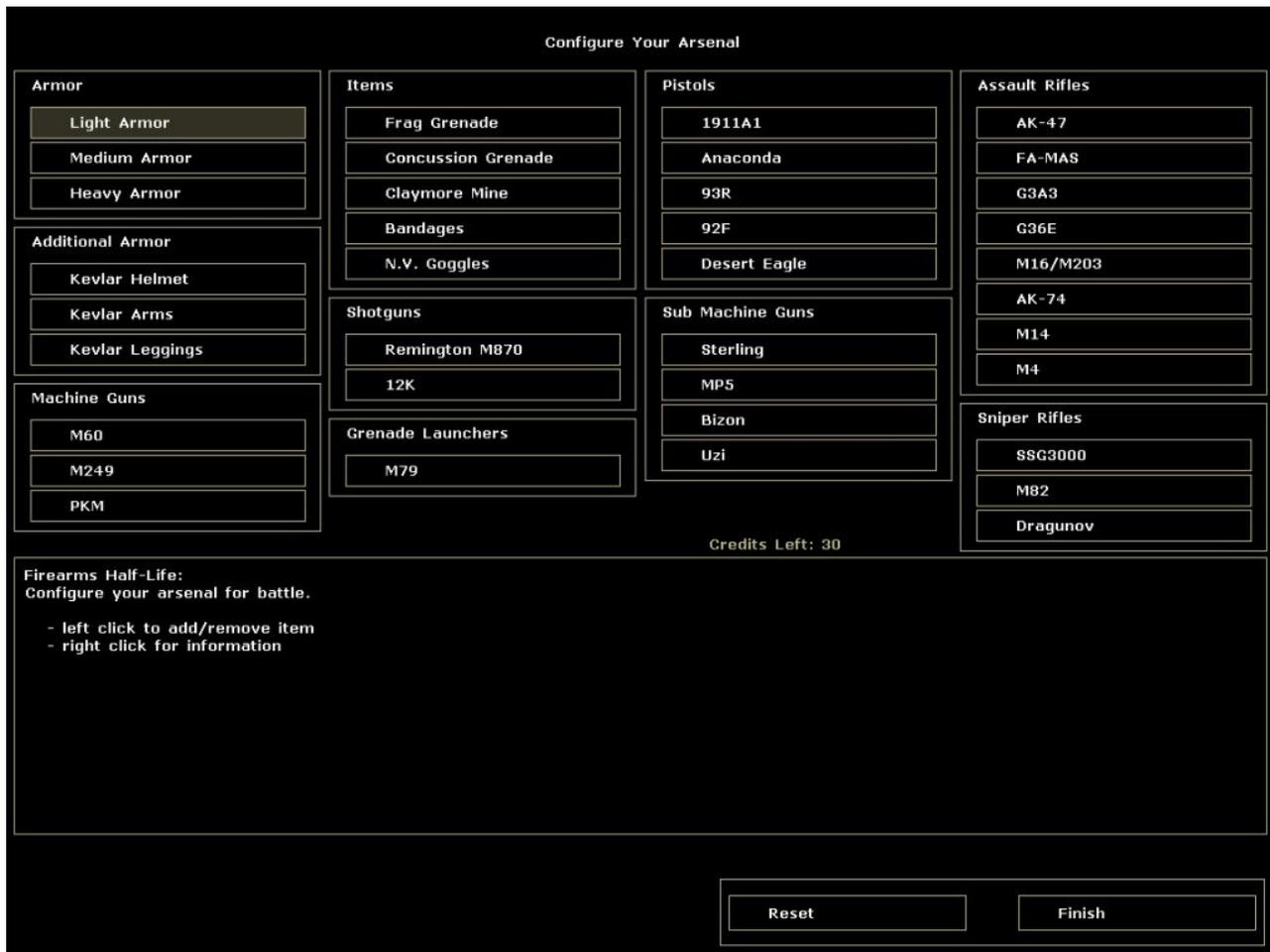


As you can see, there are 9 classes, 8 of which are pre-configured. The first class listed is the custom class, and it allows the player to choose his or her arsenal however they may want. The other classes are pre-configured, and allow players to enter the game at a quicker rate (i.e. you don't spend time selecting weapons and armor).

There is a feature that allows players to easily modify the pre-configured classes outside of the game. To read more on this, please see the end of Page 7: Advanced Game Features.

Hitting 'Select Arsenal' brings up a screen like this:

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Here, you can mix and match what weapons, armor, and items you want your player to be carrying in the game. There are a few notable features of this screen that I feel I should point out:

- **Left-clicking** on a weapon will select that weapon for you
- **Left-clicking on a weapon again** will de-select that weapon
- **Right-clicking** on a weapon will display information about that weapon, including its credit cost.

Each weapon costs a certain amount of **Credits**. You start off with 30 credits and you can NOT gain more of them. Likewise, you also can not lose credits.

You can continue selecting guns, armor and items until you are out of credits. The credits left in your inventory are displayed on the weapon selection screen. See an example here (we've circled the credit count for you in **Red** on these two particular screenshots):

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Configure Your Arsenal

Armor Light Armor Medium Armor Heavy Armor	Items Frag Grenade Concussion Grenade Claymore Mine Bandages N.V. Goggles	Pistols 1911A1 Anaconda 93R 92F Desert Eagle	Assault Rifles AK-47 FA-MAS G3A3 G36E M16/M203 AK-74 M14 M4
Additional Armor Kevlar Helmet Kevlar Arms Kevlar Leggings	Shotguns Remington M870 12K	Sub Machine Guns Sterling MP5 Bizon Uzi	Sniper Rifles SSG3000 M82 Dragunov
Machine Guns M60 M249 PKM	Grenade Launchers M79	Credits Left: 30	

Firearms Half-Life:
Configure your arsenal for battle.

- left click to add/remove item
- right click for information

Reset Finish

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Configure Your Arsenal

Armor Light Armor Medium Armor Heavy Armor	Items Frag Grenade Concussion Grenade Claymore Mine Bandages N.V. Goggles	Pistols 1911A1 Anaconda 93R 92F Desert Eagle	Assault Rifles AK-47 FA-MAS G3A3 G36E M16/M203 AK-74 M14 M4
Additional Armor Kevlar Helmet Kevlar Arms Kevlar Leggings	Shotguns Remington M870 12K	Sub Machine Guns Sterling MP5 Bizon Uzi	Sniper Rifles SSG3000 M82 Dragunov
Machine Guns M60 M249 PKM	Grenade Launchers M79	Credits Left: 21	



Name: M79
Credits: 9
Type: Grenade Launcher
Caliber: 40mm HE
Capacity: Breech-loaded, single shot
ROF: Single shot.
Description:
A skilled soldier equipped with an M79 can put a grenade virtually anywhere.

Reset Finish

Notice that the 'Light Armor' item is automatically highlighted. Light armor costs 0 credits and all players will always start with at least this level of armor protection. You cannot de-select armor, only change which level of armor you want to get. Medium and Heavy armor, however, do cost extra credits.

After you hit 'Finish', the selections you made are set in stone and you're moved on to this screen:

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Choose a Skill

1 Marksmanship I

3 Nomenclature

4 Battlefield Agility

5 Leadership

6 First Aid

8 Artillery I

0 Stealth

First Aid

This is the entry level skill for becoming a Medic. This skill is a line of sight skill meaning that if you perform an ability, it will take effect on the player standing directly in front of you. If there are no other players in front of you, the ability is used upon yourself. All abilities require a bandage (considered medical supplies) in inventory for the ability to take effect. This skill grants you 2 abilities to perform and an additional 2 bandages. The abilities are:

*Treat (useskill treat) - Restore 10 health, Apply bandage, sustain casualty life.
*Give Bandage (useskill givebandage)

Skill Points: 1

This is the Skill selection menu. There is more in-depth information on skills later in this manual, but for now I will give a short overview of the basic skills:

- The Marksmanship skills will give your player increased accuracy with any weapon and a scope on certain weapons
- The Artillery skills will give your player the ability to operate and fire mortars, and gives you a grenade launcher on the M-16 and AK-74 rifles
- The Medic skills will allow your player to heal other players and yourself, including mending broken legs
- The Nomenclature skills allows your player to reload faster
- The Leadership skill gives you extra radio commands and the ability to see map battlefield information
- The Battlefield Agility skill prevents your player from breaking his leg due to falling from heights, and also reduces the amount of fall damage you take by 50%

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- The Stealth skill drastically quiets your footstep sounds, allows you to do increased knife damage, and gives you the option of attaching silencers on the Beretta 92F, MP5, Uzi and M4.

Moving the mouse over a skill lists all the specific information about that skill.

As you continue to play Firearms, you will find some skills benefit you more than others, or perhaps you will find some appeal to your playing style more than others.

Progressing through a multiplayer game allows you to gain more skills. You start with 1 skill when you enter the game, hence the menu above, but for every 10 points (kills) you earn throughout the game, you will gain 1 more skill. Once you obtain enough points to pick a new skill, you will be prompted to select it when you next die. It should be noted that some map objectives will award you with points for completing the objective, and as a medic, you can heal other players to gain points as well. So it isn't only kills that reflect your points.

Finally, the next screen:



Hitting 'Join the Battle' confirms your selections and puts you into the action.

You should now have all the knowledge necessary to configure your character and start playing Firearms!

To keep reading about more advanced features and functionalities (such as the HUD and game objectives), please continue reading.

Playing the Game

The HUD (Heads up Display)

The HUD in Firearms is not unlike the HUD in other first-person shooters. Your health, armor and ammo counts are all displayed. However, we've added some features to the HUD that need some extra explaining.

The lower left-hand corner of the screen contains the majority of the information you need to be aware of.



That's quite a lot of stuff, isn't it? Let's start from the far left; the first thing you see is a vertical "bar" that looks mostly green. This is the **Stamina Bar**.

The stamina bar shows how much stamina you have left. Stamina is reduced when you sprint or jump, and is regained back in all other movement stances. It can be regained back at a faster rate by going prone or crouching, however. When you run low on stamina (indicated by the red zone on the HUD, and by heavy breathing), you will no longer be able to jump or sprint. Running out of stamina means you cannot even run, and you will be reduced to walking speed (but this is rare).

JUMPING: Jumping once will reduce your stamina by only a small margin. However, if you jump twice within 2 seconds, the second jump will knock a sizeable chunk off your stamina bar - enough to prevent you from jumping again for 2 seconds.

SPRINTING: Sprinting is a special function in Firearms. When you sprint, you hold down your sprint key (which is configured in the CONTROLS section of Half-Life). Whenever you sprint, you continually eat up your stamina reserves until you either stop sprinting, or run out of stamina. You can only sprint for a short amount of time before stamina is totally depleted.

The next icon you see is an outline of a human. This shows your armor status. Any part of your body that has armor is lit up in green. Any part that doesn't have armor is transparent. Damaged armor is colored from yellow to red, with red being the most damaged, and yellow being the least damaged (green armor isn't damaged at all). Armor can also get so damaged that it just stops being protective any more. When this happens, the armor piece goes transparent on the body icon. You re-gain all of your armor in full strength each time you spawn.

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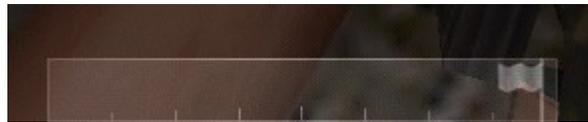
After the body icon, you see two more icons: One is a health symbol, the other is a roll of bandages. The number to the right of the health symbol is your health status. 100 is full health and you cannot go above this number. Going below 1 health results in you being incapacitated or killed, and you are forced to respawn. The number to the right of the bandage icon is how many bandages you have left (kind of obvious, huh?). You will always start with no bandages unless you take one of the medic skills, or purchase some in the weapon selection screen under Items. Using the Bandage function to stop bleeding will use up a bandage from your inventory (more on bandaging and bleeding later on this page).

Next to all of that is the reinforcement counter. You see two icons, one is red and the other is blue. The number to the right of the red icon shows how many reinforcements (team lives) are left for Red Force, and likewise for the Blue icon.

It should be noted that these reinforcements (lives) listed on the HUD are team-based. Each time you die, you use up one of these reinforcements. When a team runs out of lives, they can no longer re-spawn. This usually results in that team losing the game.

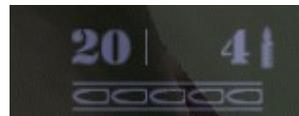
Reinforcements can also be GAINED by completing the map objectives.

The bottom center of the HUD should have an icon that looks like this:



This is the compass. The compass shows you which direction the map objectives are in relation to you. The compass does not, however, show height. All objectives on the compass are colored according to what team they belong to. By default, the compass is at the bottom of the screen. You can turn the compass off if you want, or place it at the top of the screen via the Multiplayer / Customize menu. More on the compass and how it relates to map objectives on Page 6.

At the far right of the screen, you should see this:



This shows your weapon information. The first number, "20" in this case, displays how many bullets are left in your clip or magazine. The 4 on the right side of the image shows how many magazines or clips you have left in your inventory. The long line of bullets at the bottom of the screen show what firemode you are in. The only 3 firemodes that exist are full auto (5 bullet icons), 3 round burst (3 bullet icons), or semi-automatic (1 bullet icon). This particular image shows 5 bullet icons, so it is in full automatic mode. Firemodes can be switched with the Firemode key, and that key can be configured under CONTROLS from the Half-Life multiplayer menu.

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You can also change the color scheme of your HUD if you so choose. To do this, go to console and type "cl_hudcolour x" (without quotes), and replace x with a number from 1-8. Colors range from white to red and green.

Teams and Players

As previously stated, teams are Red and Blue. Each team has a specific uniform so you can tell who is who on the battlefield (and not blow away your own guys).



Red Force



Blue Force

Certain servers have friendly-fire, or the ability to wound and kill your own teammates, disabled. However, on the servers that enable this feature, killing your own team will make

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you very unpopular with everyone. You can be voted out of the game, kicked from the server, or banned from ever joining the server again.

Taking Hits and Bleeding

When you enter combat, you will most likely be wounded before dying. Almost all hits that don't kill you, you can recover from. Some hits will just knock off large chunks of your health, but others will knock off health and cause you to bleed.

Bleeding is when you continually lose health due to a wound. Bleeding can either knock off 1 or 3 health points every 2 seconds, depending on the severity of it. It takes 1 bandage to stop a bleeding wound, which can be applied automatically using the Bandage Key. When you bandage yourself, you can not fire your weapon, and 1 bandage is automatically subtracted from your inventory. If you have no bandages, you can run around the map and look for some, or ask a medic to stop the bleeding for you.

The bandage key can be bound in the Half-Life Multiplayer CONTROLS menu.

Using Weapon Bipods

Currently, 4 weapons have this functionality (the PKM, the M249, the M60 and the M82). In your CONTROLS menu, set a button for deploying bipod (the M249 and M60, which don't have a secondary fire mode, will also toggle bipod mode with the secondary fire button). Setting up the bipod for these weapons, offers a large increase in accuracy and less recoil. You can setup your bipod anytime when prone, or if there is an object in front of you at the right height, it will also work. When in bipod mode, your view yaw is restricted to 90 degrees left and right, and you can not move. Setting up your bipod takes a few seconds, but detaching it is practically instantaneous.

When you have a bipod deployed, the bipod sprite will appear in the middle left side of your screen, like in the image below:

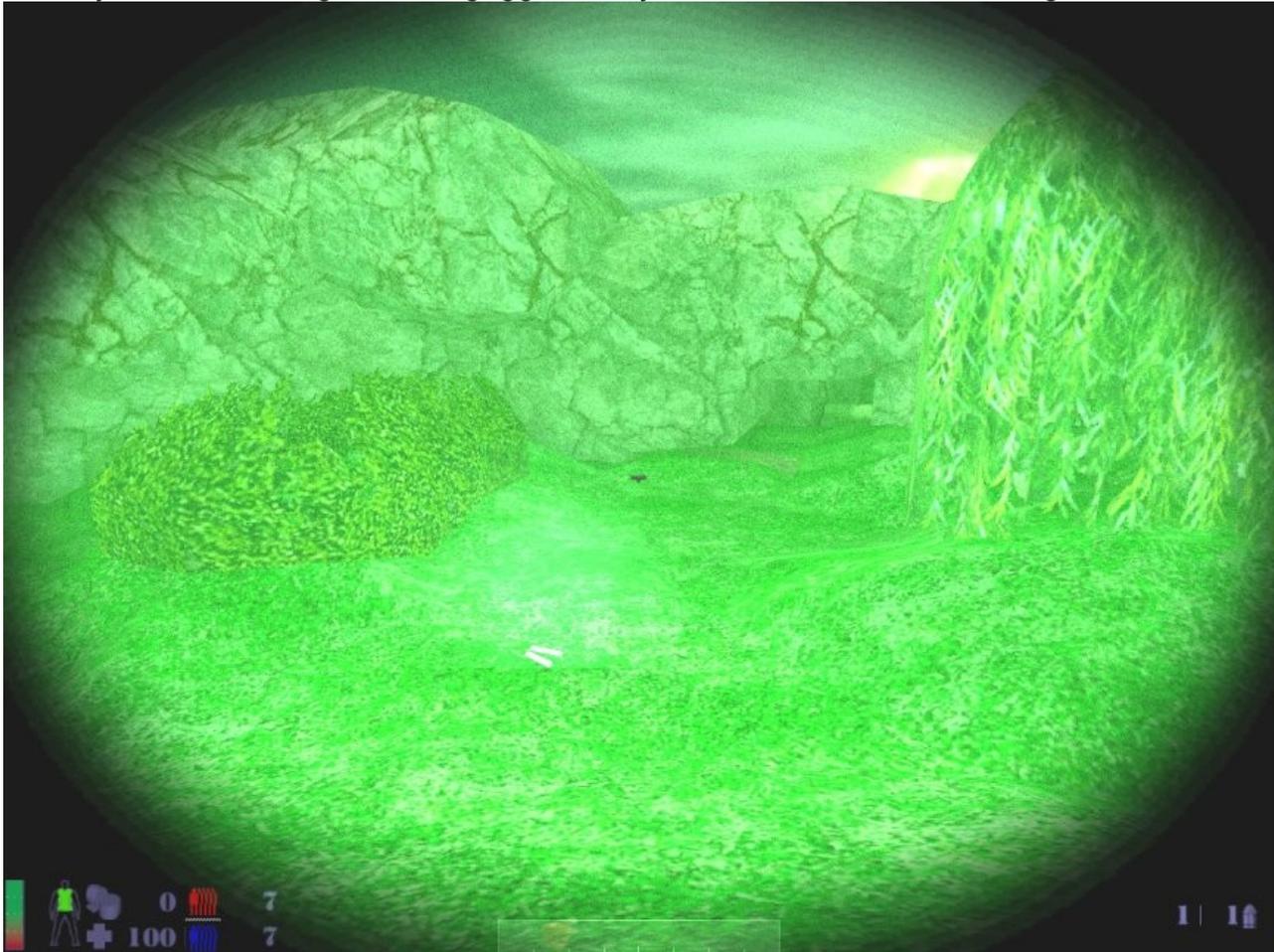
Using Night Vision Goggles

A new feature added to Firearms 2.8 is night vision goggles. In your CONTROLS menu, set a button for using the night vision goggles. Using the night vision goggles basically brightens your view for darker maps and map areas. The edges of your view are darkened out as if

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you were wearing goggles. A neat little feature of the goggles is that you can see other players wearing them if they are activated. Activating the goggles also plays a sound that can be heard by players nearby, so be careful!

When you have the night vision goggles on, your view will look something like this:

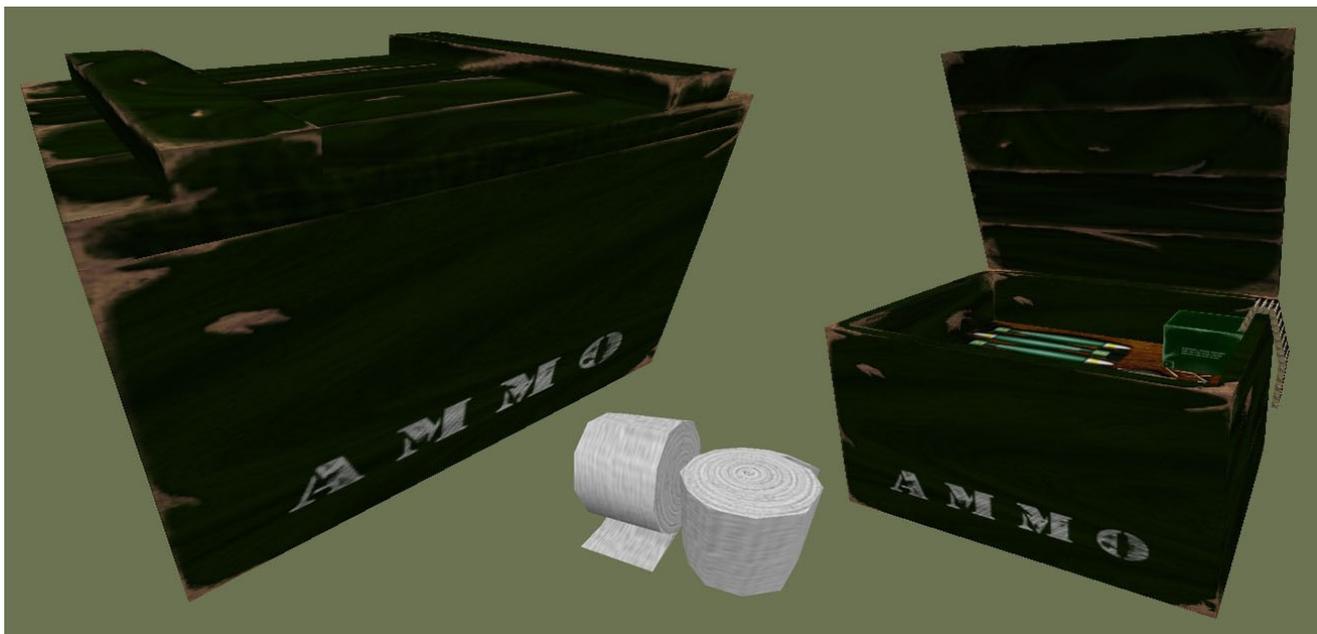


Map Items

Ammoboxes and Bandages

In addition to the ammo and bandages you start with, you can also acquire more via map-placed objects. The two objects used in all official maps are the ammobox and randomly-placed bandages.

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Picture of an ammobox and bandages

Bandages are simple in that you walk over them and they are immediately added to your inventory. Ammoboxes work differently, however. You must hit your USE key to open the ammobox, and then keep the USE key depressed until you stop loading up with more ammunition. When you stop loading up, you know you're full. Ammoboxes can also be destroyed if you fire enough bullets into them, causing massive collateral damage.

Parachutes

Some maps force you to parachute into a combat zone when you begin the game. On these levels, a parachute is usually provided for you wherever you start off. Simply run over the parachute (it will look like a backpack) and then jump into the air. Hit the USE key JUST ONCE to open the parachute. Hit the use key again when you are on the ground to drop the parachute. Hitting the use key a second time in mid-air will cause you to drop the chute too early, effectively sending you plummeting to your demise.

Key Controls

- **Firemode** - changes mode of fire for your weapon (burst, semi, full)
- **Sprinting** - allows player to run really fast, but at a stamina penalty
- **Bandage** - stops bleeding
- **Bipods** - increases weapon accuracy, reduces recoil, hinders movement while deployed

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- **Night Vision Goggles** - cheap equipment that brightens your view when activated
- **Use** - allows operation of parachute and ammobox

Weapon Selection and Armor

Ammo Types

All guns and grenade launchers in Firearms 2.9 use some kind of ammunition. The ammunition types in FA are (along with what weapons are chambered for those types):

- **9x18mm Marakov** - Bizon
- **9x19mm Parabellum** - MP5, Uzi, Sterling, Beretta 92, Beretta 93R
- **.45ACP** - Colt 1911
- **.44 Magnum** - Colt Anaconda
- **.50AE** - IMI Desert Eagle
- **12 ga. 2 3/4 inch buckshots** - Saiga 12K
- **12 ga. 3 inch buckshots** - Remington M870
- **5.45x39mm** - AK-74
- **5.56x45mm** - M-16, M4, FAMAS, G36E, M249
- **6.5x55mm** - SSG-3000
- **7.62x39mm** - AK-47
- **7.62x51mm NATO** - M-60, G3A3, M14
- **7.62x54mm-R** - Dragunov, PKM
- **12.8x99mm BMG** - M-82A1
- **40mm HE** - M-79, M-203, GP-25

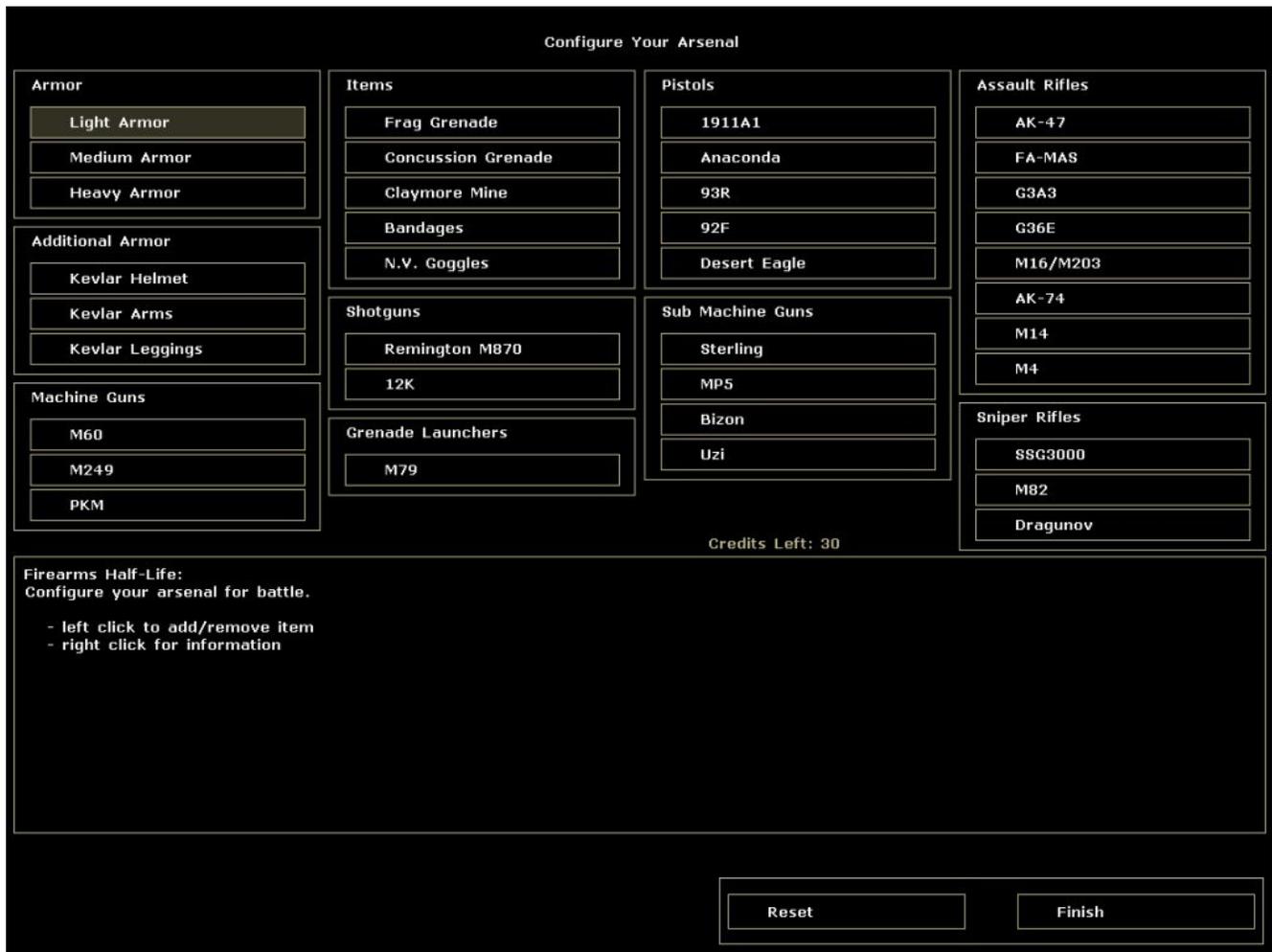
Base Damage and Hitboxes

The base damage value of all guns is modified when taking into consideration armor and where the player was hit. First, the hitboxes - these include the arm, head, chest, and legs. The arms and legs take only 0.5x base damage to begin with, the chest takes 1.0x, and the head takes 5x. Hitting an unarmored opponent in the head with a 9mm bullet will thus inflict more than 100 points of damage, more than enough to put him out of his misery. However, a shot with the same 9mm handgun to the legs will only register a few points of damage.

Armor

Players can purchase armor addons and heavier chest armor in the Weapon Selection Menu:

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Any armor that gets hit will absorb a certain amount of damage.

Chest armor has 3 levels: *Light*, *Medium*, and *Heavy*. The damage absorption percentages are as follows:

- **Heavy armor:** Absorbs 85% of damage inflicted
- **Medium armor:** Absorbs 75% of damage inflicted
- **Light armor:** Absorbs 65% of damage inflicted
- **Armor addons:** Absorbs according to your chest armor protection

Armor can also get damaged. When damaged, armor does not absorb damage as well. After a while, the armor will be so damaged it will stop being effective and will disappear from your HUD. The heavier the armor type, the more damage it can take before being worn out completely.

Picking the right Weapon

Not all guns in Firearms are good at everything. Due to the recently implemented recoil system, it is not possible to effectively use sniper rifles in a direct assault, nor is it likely you'll be an effective sharpshooter with a pistol or MP5.

You will probably want to fool around with all the guns in the game to see which one suits your playing style the best. However, we've listed some general rules about all the weapons you will find in Firearms by category to help you make that choice. Read on:

The **pistol category** of weapons is designed for being backup weapons. You CAN use them as your primary weapon, but pistols generally are too inaccurate and underpowered to compete with automatics and sniper rifles. They deploy much faster than anything else in the game, however, so they make for superb backup weapons.

The **SMG category** of weapons is designed for short range CQB (Close quarters battle). They have fast rates of fire and respectable magazine capacities. Some have optional silencers depending on whether or not you have the stealth skill. However, their accuracy is usually too poor to be used at medium-long and long ranges.

Shotguns are CQC weapons and have no medium or long range capabilities what-so-ever. However, they can be much more powerful than the SMGs when aimed properly - a single shot to the face will kill instantly.

Assault Rifles give the user medium-range hitting power with excellent damage and good accuracy, without as much recoil as the sniper rifles. Certain AR's can come equipped with scopes or grenade launchers, depending on which ones you select and what skills you choose at the beginning. They are also useful in CQB and have good enough accuracy to be used as basic sniping weapons.

Sniper Rifles are scoped weapons that are generally have extreme range, but have too much recoil and too slow of a rate of fire to be used in CQB or short range combat.

The **Machinegun category** of weapons are used for support. You can lay down massive amounts of very damaging firepower with these guns, but the disadvantage is that you must be prone to get anything resembling accurate gunfire. Good for any range.

Grenade Launchers only include the M-79, but this weapon is good for providing indirect support fire. Whereas a machinegun can only fire in a straight line, a Grenade launcher can go over walls and around corners.

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More specific information about every gun and grenade in Firearms can be found in the Weapons chapter.

Now you should have some idea about the guns in FA and how damage is calculated.

Skill Selection and Skills Guide

There are quite a few skills in Firearms and we aim to go over each one in-depth.

Marksmanship (*Marksmanship I, Marksmanship II*)

Marksmanship will increase your accuracy with any weapon in the game. The first level skill, Marks I, only gives you a +1 boost, but Marks II gives you a +2 boost for a total of +3. Long-range firing with standard assault rifles can be greatly augmented by using the marksmanship skills. Marksmanship will also allow the use of a scope on the .44 Anaconda and M14.

Nomenclature

Nomenclature is your proficiency with guns. Using this skill, you can reduce your reload time by 25%. This is a helpful skill to use if you're only wielding one weapon (with no backups).

Battlefield Agility

Battlefield Agility allows you to fall from any height and not break your leg. It also cuts your fall damage by about 50% and allows going to, and getting up from the prone position much faster than normal.

Stealth

Soldiers who have the stealth skill can equip silencers to certain weapons (Beretta 92, Uzi, MP5, M4) using the alt-fire key. Their footstep sounds are also greatly reduced, almost to the point where you can not hear them at all. Also, laying claymore mines makes no sound at all, and your damage with the knife is doubled. And lastly, if you capture a push point when you have the stealth skill, no trumpet sound will be broadcast to the players.

Artillery (*Artillery I, Artillery II*)

Artillery I allows the firing of any mortar built by your team, and allows you to plant artillery markers (which are now colored smoke markers - new to FA 2.9). Artillery II allows you to build and dismantle mortars. In addition to mortars, any Artillery I user will automatically have a grenade launcher attached to their M-16 or AK-74 (used with the alt-fire key). These attached grenade launchers are free, and thus do not cost any extra credits.

First Aid (*First Aid, Field Medicine*)

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Soldiers who go this route are medics and have special medic symbols painted on their helmets. They receive several free bandages on spawn.

Level 1 First Aid skill allows the player to heal up to 15 health to themselves and teammates (can only be done once per life on each player), give bandages to teammates, plant a medic flag to mark their location, treat concussion effects on teammates hit with a concussion grenade and heal wounded soldiers on the ground. Healing wounded soldiers on the ground gives the medic 1 frag when they are level 1 First Aid. Healing a teammate gives the medic 0.5 frags, and bandaging a teammate gives the medic 1 frag.

Level 2 First Aid (Field Medicine) allows the player to heal up to 30 health to themselves and teammates (can only be done once per life on each player) and mend broken legs on themselves and teammates. Field Medicine players can also do all the skills from level 1 First Aid, and they receive the same bonus frags for doing each (except for the exception below).

An important note here: Medics with First Aid who treat wounded soldiers lying on the ground will receive 1 frag. Medics with Field Medicine who treat wounded soldiers lying in the open will MEDEVAC their patient, receiving 1 frag and giving their team 1 reinforcement. If they do this indoors, they will only receive the frag. MEDEVACING a wounded player will actually bring a helicopter to lower a stretcher and pick up the wounded player, giving a nice visual effect.

Medics heal others by walking up to them and using the skill. If no one is in front of the medic, the medic himself is the default target of his skills. All treatment options require the use of 1 bandage. If a player needs health and a broken leg fixed, the first use of the medic skill on them will heal them, and the second use will mend their broken leg. You can bring up the medic skill options by setting a button in the CONTROL menu to bring up the skills menu. Advanced users can also bind 1 key which acts as the medic skill button.

Leadership

New to the leadership skill since FA 2.8 is the battlefield information. Bind a key to this feature in your CONTROLS menu. When you press and HOLD this key, you can see an overlay of all the map objectives, their current status and distance, as well as the current location and distance of all your teammates. This really gives a leadership user a firm grasp of what the battle is like, and allows them to plan out strategies for their team. The image below shows an example of the overlaid battlefield information.

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Leadership also gives you a special skin that ID's you as the team's commander. In addition, you have an increased set of voice/radio commands. These are displayed below:

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Voice menu for team commanders

Team commanders also have a special say_team function that says "LISTEN UP!" whenever they talk.

It should be noted that the Marksmanship, Artillery, and Medic skills have a 2nd level skill denoted by a "II" on the end. In other words, there isn't just one Marksmanship Skill, there are actually two: Marksmanship I and Marksmanship II. The second level version of Marksmanship can only be attained once you have selected the first level, and both require a skill point to select.

This means that you can select something like Artillery I when you join the game, and Artillery II only after 10 more points. The 2nd level skills generally give you enhanced functionality in that skill's specialty area - i.e. Artillery II allows the building of mortars, Medic II allows you to fix your broken legs and the legs of others, and Marksmanship II gives a hefty accuracy bonus.

Map Objective Types

Each map type in Firearms has an objective for at least one team. Most, if not all, the official maps have objectives for both. There are 5 types of objective categories that each map can fall under. These are:

- Capture the Intelligence (**CTI**)
- Push (**PS**)
- Search and Destroy (**SD**)
- Territorial Control (**TC**)
- General Objective (**OBJ**)

The letters in the parenthesis are the prefixes for each map in Firearms. For instance, a map that is a Push-type map will be labelled ps_mapname. Completing the objectives on any map type rewards that team with extra reinforcements, and sometimes frags to the players. We'll go over each objective type in detail below.

(CTI) Capture the Intelligence

This mode of gameplay focuses on one or both teams trying to capture an item from the opposing team. The item usually has to be brought back to the team's base or to a specific location. Capturing the intelligence / item will win the round for that team.

(PS) Push

Push mode focuses on usually linear gameplay. There are a set of control points all over the map, and to win, one team has to capture all of the points. The trick is that the points must be captured in order. Trying to capture a point out of order does nothing. The team that captures all of the points wins the round and is awarded points and reinforcements (the exact amount is different in each map). Push mode is so named because each team is trying to Push the other team back to gain extra ground.

New to Firearms 2.8, the Push mode has been slightly altered. Now, everytime your team captures a point, your team is awarded 2 reinforcements. Each push point also acts a little like a TC point as well. Every 1 minute, the server will see what team controls each point. For every point your team controls, the server will remove 1 reinforcement from the enemy team. The server will print out these penalties in the top left corner of your screen every minute on a push map. The purpose of this change, is to add some more balance to the Push game type. Teams now have incentive to capture individual points (and prevent the enemy from doing the same), instead of camping at their base. Controlling the majority of a map's push points will increase your team's reinforcement lead every minute. So keep pushing to gain the advantage!



A typical PS Flag

All control points on a Push Map are labelled by flags, much like the one you see above. A point that is controlled by neither team will be marked by a white flag, and the flag will change to either red or blue when one of the two teams controls it.

The compass on the bottom of your screen shows push flags in relation to which direction you are facing:



A flag on the compass owned by no one



A flag on the compass owned by Red Force

To capture a PS point, you must walk into the area that the flag is marking. The flag itself, however, is NOT the push point. It only acts as a marker.

(SD) Search and Destroy

Search and destroy maps task one or both teams with destroying some kind of vital object that belongs to the enemy. On the map SD_Durandal, the SD objects are crates located in each team's base. In a map like CTISDPS_Mexico, there are ammo stores marked the FA symbol that only Red team can destroy, and they are placed all over the map.



Red Team's crates on the compass

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The compass shows crate locations, but once the crates are destroyed, they no longer show up. Crates usually respawn after 60 to 120 seconds, at which point they will re-appear on the compass.

Some crates need to be destroyed with claymores, others can be destroyed with any weapon. Read the map briefing to find out what kind of weapons to take on crate-destruction missions.

(TC) Territorial Control

Territorial control is a lot like PUSH mode. There are control points on the map that each team is trying to gain, but they don't have to be captured in order, and capturing them all does nothing. For each TC point that a team owns, they get a certain amount of reinforcements per minute. Thus, owning more TC points means your team gets more reinforcements than the enemy team does.

(OBJ) General Objective

General objective play can really be anything other than the modes listed above. Sometimes players will have to bring ammo to field cannons (OBJ_Paradise), or will have multiple objectives that must be completed in sequence - it all depends on the author of the map.

Weapons

Combat Knife



Ammo: None
Special: Jab Attack
Role: Melee
Starting Ammo: n/a
Credits: 0 (Default Weapon)

DESCRIPTION: When all else fails, use the knife to slash and hack away at your opponent.

Colt Model 1911



Ammo Type: .45 ACP
Magazine Capacity: 7 Rounds
Special: None
Role: Sidearm
Starting Ammo: 4 / 5 clips
Credits: 4

DESCRIPTION: Developed by John Browning, this weapon went through many changes before the army finally adopted it in the year 1911. While holding only 7+1 rounds, the 1911 was often referred to as the "door buster" for its powerful .45 round.

Beretta 92FS



Ammo Type: 9x19mm Parabellum
Magazine Capacity: 15 Rounds
Special: Suppressor on/off (Stealth skill only)
Role: Sidearm
Starting Ammo: 4 / 5 clips
Credits: 4

DESCRIPTION: Used by the U.S. Army and hundreds of other armed forces around the world, this pistol has shown its worthiness. With its sleek design, high capacity magazine and optional suppressor, this is a very effective, yet very stylish piece of hardware.

Beretta 93R



Ammo Type: 9x19mm Parabellum
Magazine Capacity: 20 Rounds
Special: None
Role: Sidearm
Starting Ammo: 4 / 5 clips
Credits: 5

DESCRIPTION: This pistol is cosmetically similar to its little brother, the Beretta 92, but sports a ported barrel, extended magazine, forward grip and selectable three round burst mode.

Colt Anaconda



Ammo Type: .44 Magnum
Drum Capacity: 6 Rounds
Special: Scope(Marksmanship skill only)
Role: Sidearm
Starting Ammo: 24 / 30 bullets
Credits: 4

DESCRIPTION: The Colt Anaconda is six shot, double action .44 magnum revolver with a 4", 6", or 8" barrel. Weighing in at almost 5 pounds and over a foot long, it packs one hell of a punch. The scope can be used in conjunction with marksmanship for distanced target acquisition. Unfortunately, its slow rate of fire and low ammo capacity make it a poor choice for close quarters combat.

IMI Desert Eagle



Ammo Type: .50 ActionExpress
Magazine Capacity: 7 Rounds
Special: None
Role: Sidearm
Starting Ammo: 4 / 5 clips
Credits: 5

DESCRIPTION: The IMI (Israeli Military Industries) Desert Eagle is one big gun. Chambered in the .50 Action Express round, the Desert Eagle packs a punch. Even though 2 rounds can easily cut an adversary's life span,

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the DE isn't without its drawbacks. The Magazine only holds 7 rounds and the recoil is very high.

Remington M870



Ammo Type: 12 Gauge 3 Inch Buckshots
Magazine Capacity: 7 Shells
Special: None
Role: Close-Quarters Battle
Starting Ammo: 21 / 55 shells
Credits: 8

DESCRIPTION: The M870 is ideal for close-range house-to-house or brush fighting, but suffers at long range due to its spread and low velocity projectiles. Great for engaging moving targets, and its stopping power at close range is undeniable.

Saiga 12K 12 gauge



Ammo Type: 12 Gauge 2 3/4 Inch Buckshots
Magazine Capacity: 7 Shells
Special: None
Role: Close-Quarters Assault
Starting Ammo: 4 / 5 clips
Credits: 9

DESCRIPTION: The Saiga 12K combat shotgun features a 12 gauge, smooth bore barrel. It contains a 7 round box magazine and is capable of firing semi-automatically. Manufactured by Izhmash JSC of Russia, this is the shotgun of choice for criminals and police alike.

H&K MP5A2 / MP5SD2



Ammo Type: 9x19mm Parabellum
Magazine Capacity: 30 Rounds
Special: Suppressor on/off (stealth skill only)
Role: Close-Quarters Battle
Starting Ammo: 4 / 5 magazines
Credits: 10

DESCRIPTION: Now a famous gun, the MP5 is used extensively by police and other law enforcement, militaries, and film makers around the world. Known for its accuracy, reliability and all-round quality, the MP5A2 is one of the latest incarnations of H&K's rolling bolt range of weapons. Belching

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out the 9x19mm parabellum pistol round at around 800 shots a minute, this gun is potent for close quarters fighting, and even suppressible when combined with the stealth skill.

Sterling L2A3MK4



Ammo Type: 9x19mm Parabellum
Magazine Capacity: 34 Rounds
Special: None
Role: Close-Quarters Battle
Starting Ammo: 4 / 5 magazines
Credits: 8

DESCRIPTION: A British weapon, the latest version of the Sterlings was issued in 1956 and has been used in about 90 countries. It has a 34 round magazine protruding horizontally, on the left side, and has a cyclic rate of fire of 550 rpm. It has a folding stock, a pistol grip and a large trigger guard to allow use with gloves.

BIZON-2



Ammo Type: 9x18mm Marakov
Magazine Capacity: 66 Rounds
Special: None
Role: Close-Quarters Support
Starting Ammo: 3 / 3 magazines
Credits: 10

DESCRIPTION: Victor Kalashnikov and Alexey Dragunov, engineers of Izhmash, Russia, devolved the Bizon-2 in 1993. It uses an aluminum helical-type magazine, which is capable of holding 66 rounds of 9x18 mm Marakov ammunition, and it possesses a cyclic rate of fire of 750 rpm. This Submachine gun weighs only 2,5 kg (4.6 lbs) empty and 3.47 kg (5.45lbs) with a full magazine attached, and is only, 660 mm (26.0 in) unfolded, and 425 mm (16.7 in) folded. It has only semiautomatic, and automatic fire, and has iron sights.

IMI UZI



Ammo Type: 9x19mm Parabellum
Magazine Capacity: 25 Rounds
Special: Suppressor on/off (stealth skill only)
Role: Close-Quarters Battle
Starting Ammo: 4 / 5 magazines
Credits: 9

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DESCRIPTION: The Uzi sports a very simple internal design, along with a quick-change barrel. This weapon's 600 rounds per minute fire rate and an optional suppressor make this SMG hard to beat. The Uzi and its variants are known world wide for their reliability, simplicity, and functionality, along with their ease of use.

AK-47



Ammo Type: 7.62x39mm
Magazine Capacity: 30 Rounds
Special: Bayonet stab
Role: Assault Rifle
Starting Ammo: 4 / 5 magazines
Credits: 14

DESCRIPTION: The AK-47, or Automat Kalashnikov model of 1947, was produced shortly after World War 2 by a tank mechanic, Mikhail Timofeevich Kalashnikov. One of the first modern assault rifles, the AK-47 was, at least superficially, based on the German MP44. Firing the 7.62x39mm round, the AK47 lacks pure firepower compared to the 7.62 NATO round, however in trained hands it is a powerful weapon. Typically equipped with a 30 round magazine, it can also be fitted with a folding stock and bayonet. Though production of the AK-47 ceased in 1959, many nations have since produced copies for their own needs. It has since been replaced by the AKM and recently the AK-100 series. It still remains the most produced weapon in the world and will be around for years to come.

AK-74



Ammo Type: 5.45x39mm / 40mm Mortar
Magazine Capacity: 30 Rounds
Special: GP-25 Grenade Launcher (artillery skill only)
Role: Battle Rifle
Starting Ammo: 4 / 5 magazines (1 / 2 40mm grenades)
Credits: 14

DESCRIPTION: The AK-74 was designed to fire the smaller 5.45x39 round from the same action as the AK-47. First entering service in 1974 (hence the name), the AK-74 never saw the fame of its bigger brother. Able to be fitted with a Gp25 grenade launcher, which fires the 40mm caseless grenade, the AK-74 is a versatile weapon. While it will probably never see the widespread use that the AK-47 has, it is still used by many former eastern block nations.

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FA-MAS



Ammo Type: 5.56x45mm
Magazine Capacity: 25 Rounds
Special: None
Role: Assault Rifle
Starting Ammo: 4 / 5 magazines
Credits: 13

DESCRIPTION: Weighing a weighty but comfortable 4kg, and using a delayed blowback mechanism, the FAMAS (Fusil d'Assaut de la Manufacture d'Armes de St-Etienne) has all the single, burst and full auto trigger groups, and a 25 round magazine. It is a 5.56mm NATO rifle, known for its obscene rate of fire - 950 rounds a minute from when you pull the trigger, in comparison to the G36's 750 RPM and the AK47's 600 RPM. Its ROF is also known to increase in speed as the chamber heats up and expands. A lethal when in the proper hands, the rate of fire is an obvious advantage within close quarters but can be quite a nuisance over range when fired fully automatic.

H&K G3A3



Ammo Type: 7.62x51mm
Magazine Capacity: 20 Rounds
Special: None
Role: Battle Rifle
Starting Ammo: 4 / 5 magazines
Credits: 13

DESCRIPTION: After World War 2, three Mauser employees left the company and set up Heckler and Koch. Originally H&K; did not make firearms, but they soon returned to their original trade. Their first weapon was the G3 assault rifle. Designed for the German Army, it has been in service ever since the Deutsche Bundeswehr (German Army) was allowed to rearm. Chambered in the 7.62x51mm round (7.62 NATO), and fitted with a 20 round magazine, the G3 is very powerful and accurate. It is still used in its many forms by many nations around the globe.

H&K G36E



Ammo Type: 5.56x45mm
Magazine Capacity: 30 Rounds
Special: Scope
Role: Assault Rifle
Starting Ammo: 4 / 5 magazines
Credits: 13

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DESCRIPTION: The Gewehr sechsunddreiig Export (translates to rifle thirty-six export), or G36E for short was devolved by Heckler & Koch headed by Ernst Mauch. The G36E is made of polymer, making it both light and more corrosion-resistant than its alloy brothers, and also making it weigh only 3.60 kg. The gun measures in at a slight 998 mm long. It uses standard 5.56x45 mm NATO Ammunition, and has a cycle rate 750 rpm (rounds per minute). It is capable of single shot firing, 3 round burst, and full auto firing modes; take advantage of that. It is also equipped with 1.5x magnification optical sight--be sure and use it.

M16A2



Ammo Type: 5.56x45mm / 40mm HE-Grenade
Magazine Capacity: 30 Rounds
Special: M203 40mm Grenade Launcher (artillery skill only)
Role: Assault Rifle
Starting Ammo: 4 / 5 magazines (1 / 2 40mm grenades)
Credits: 13

DESCRIPTION: The M16 was first designed by Eugene Stoner after hearing the United States Army wanted a light-weight rifle. The weapon was first issued to the U.S. Army in 1965. Many problems with the original design led to the creation of the M16A1, and in 1986, the M16A2 was developed and adopted, limiting troops to 3 round bursts and giving the weapon round hand guards along with other minor differences. Having only a 3 round burst / semi auto option makes this weapon used primarily at medium to long range.

M4 Carbine



Ammo Type: 5.56x45mm
Magazine Capacity: 30 Rounds
Special: Suppressor on/off (stealth skill only)
Role: Assault Rifle

Starting Ammo: 4 / 5 magazines
Credits: 13

DESCRIPTION: The M4 is effectively a carbine version of Eugene Stoner's AR-15 system. Its short overall length and fully automatic capability make it a popular choice for close quarters combat with both military and law enforcement groups worldwide.

M14



Ammo Type: 7.62x51mm
Magazine Capacity: 20 Rounds

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Special: Scope (Marksmanship skill only)

Role: Battle Rifle

Starting Ammo: 4 / 5 magazines

Credits: 13

DESCRIPTION: The M14 is a direct descendant of John C. Garand's M1 rifle that saw so much service in the hands of American troops during World War II. Various improvements were made including a reduction in length and weight, a smaller and lighter cartridge type, a magazine based feeding system, and the ability to fire fully automatic (although this option was often removed to avoid wasting ammunition).

SVD Dragunov



Ammo Type: 7.62x54mm-R

Magazine Capacity: 10 Rounds

Special: Scope

Role: Sniper Rifle

Starting Ammo: 4 / 5 magazines

Credits: 15

DESCRIPTION: : The SVD Dragunov, though never intended as a sniper rifle, but rather to extend the reach of a Soviet infantry unit, can easily extend the reach of your team and allows for quick follow up shots with its semi-automatic action. It can fire standard 7.62x54mm rimmed cartridges, but it has its own specially designed steel cored cartridge which gives it better performance.

SIG SSG-3000



Ammo Type: 6.5x55mm

Magazine Capacity: 5 Rounds

Special: Scope

Role: Sniper Rifle

Starting Ammo: 5 / 8 magazines

Credits: 15

DESCRIPTION: The SSG-3000, though bolt-action, more than makes up for its slow rate of fire with its amazing accuracy. With a fully adjustable stock and cheek piece, this Swiss weapon is a favorite of police snipers who may want to trim someone's beard, or trim their lifespan using standard 6.5x55mm ammunition.

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Barret M82A1



Ammo Type: .50 BrowningMachineGun
Magazine Capacity: 10 Rounds
Special: Scope (Bipod button also deploys a Bipod)
Role: Heavy Sniper Rifle

Starting Ammo: 4 / 4 magazines
Credits: 18

DESCRIPTION: The 12.7x99mm (.50 BMG) cartridge, made in the USA, married to this semi-automatic rifle, can knock out lightly armored vehicles, or heavily armored infantrymen with ease. It is said that .50 BMG is inhumane to use against humans; however, this is merely an attempt by your enemy to get you to stop killing him. The weapon is fully compliant with all international treaties. With the sheer power and range behind the rifle, it is easy to become confident in it. But whatever you may use the M82A1 for, don't try to use it against tanks.

M-60



Ammo Type: 7.62x51mm
Box Capacity: 100 Rounds
Special: Bipod
Role: Support Machinegun
Starting Ammo: 1 / 2 box magazines
Credits: 18

DESCRIPTION: The M60 machine gun, developed to replace the BAR and John Browning's .30 caliber machine guns as a general purpose machine gun, has been plagued with problems since its inception; however today this weapon is a much more useful and reliable piece of machinery. The M60 allows you to hold off and wipe out streams of enemies without breaking a sweat. The 7.62x51 ammunition it fires is best served cold, and from a prone position.

M249



Ammo Type: 5.56x45mm
Belt Capacity: 200 Rounds
Special: Bipod
Role: Light Machinegun
Starting Ammo: 1 / 1 box magazine
Credits: 17

DESCRIPTION: Although the M249 SAW, or Minimi, fires a considerably smaller caliber round than the M60, it is

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equally capable of creating an effective base of fire thanks to its extreme cyclic rate. This has made it a popular support weapon around the world.

PKM



Ammo Type: 7.62x54mm Rimmed
Belt Capacity: 100 Rounds
Special: Bipod
Role: General Purpose Machinegun
Starting Ammo: 1 / 2 box magazine
Credits: 17

DESCRIPTION: With a high ROF and a heavy-caliber round, the PKM provides a great deal of firepower in a very short period of time, at the expense of running through

ammunition very quickly.

M-79



Ammo Type: 40mm HE-Grenade
Special: None
Role: Artillery Support
Starting Ammo: 3 / 4 40mm grenades
Credits: 9

DESCRIPTION: The M-79 grenade launcher was first fielded in Vietnam in an attempt to allow an infantry unit to provide fire support between 50-300m, the higher end of hand grenades, and the lower end of mortar fire. The grenade is spin stabilized, and will automatically arm itself based upon the rotations it has done in flight after 30m. The grenade, though less powerful than a standard fragmentation grenade, has a lethal radius of 5m.

M81 Claymore



Special: Trip-mode
Role: Anti-Personnel Mine
Starting Ammo: 1 mine (non-restockable)
Credits: 4

DESCRIPTION: The M-18A1 Claymore mine was originally a concept first tested, but never completed by the Germans as an anti-tank mine in World War 2. The idea was revitalized

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once the Korean War rolled around, this time as an anti-personnel mine. The Claymore uses 700 steel ball bearings backed by a shaped charge of C-4 explosive, and comes complete with the ability to detonate via tripwire or manually via an electric charge. When placing the claymore, be sure to follow the directions as seen on the mine, "Front Toward Enemy."

M54 Fragmentation Grenade



Special: None

Role: Handgrenade

Starting Ammo: 2 grenades (non-restockable)

Credits: 2

DESCRIPTION: The M54 grenade consists of 3 metal shells packed with high explosive. Upon detonation the shells shatter into sharp fragments, ripping everything up within a short radius.

Concussion Grenade



Special: None

Role: Stun Weapon

Starting Ammo: 2 grenades (non-restockable)

Credits: 1

DESCRIPTION: The concussion grenade has a significant advantage and disadvantage over fragmentation grenades: the lack of fragments. This lack of fragmentation device allows the grenade to be used in relatively close quarters where friendly forces would take

casualties from fragments. The size of the charge in a concussion grenade is important because the shock waves produced by the explosion can indeed kill if the target is too close, and this effect is magnified in enclosed spaces. The concussion grenade in Firearms, however, is used primarily to disorient and temporarily disable the target.

Advanced Gameplay Features

Overview

The contents of this page are advanced functions of Firearms. These include things like merging magazines, using artillery, and the skill menu.

Merging half-used magazines

When you are in combat you will frequently find yourself emptying only half or so of each magazine. Usually people tend to reload at this point, which puts a fresh mag into their weapon and puts the partially-spent magazine at the back of their inventory. However, if that person keeps firing and reloading, eventually all those spent magazines will start to be the ones you load into your rifle or submachinegun. This can get annoying, so we decided to implement a "Merge" feature that allows you to take the bullets from your partially used magazines and merge them into one. This is as simple as hitting a key, and the key can be bound in the CONTROLS menu inside of Half-Life.

The Skill Menu

This is a primer to what you'll be seeing in some other parts of this page. The skill menu brings up an in-game menu of actions that you can perform, based on what skills you selected. The key for this can be bound in the Half-Life CONTROLS menu under Multiplayer.

Artillery

Artillery is simple in-game but can be complicated to understand at first. Let's keep in mind one important thing before we get into artillery: all artillery **MUST** be fired at a target (In other words, you can't just fire a mortar and have it land randomly somewhere). These targets are marked by players who have at least Artillery I as one of their skills. To mark a target, you will bring up your skill menu and hit "Plant Marker" (or bind a key to "artillery marker" in your controls). This places a small smoke grenade target at your feet which displays a bunch of smoke in the color of your team (red smoke for red team, and blue smoke for the blue team). Any artillery being fired by your team will now automatically fire at your smoking target. Markers can only be placed outdoors and not underneath any roofs or overhangs. If you select to drop a marker again, your first marker will disappear.

Only one marker can be active for each team at any one time. So if two people on the red team place a marker, the last one placed will be the active one, and all fired mortars on the red team will target that marker. Only active markers will display smoke. Also, without having to actually place your marker again, you can recall it by selecting "request artillery" from your skills menu (or bind this key in your controls). This will re-activate your marker, making it your team's active marker, and making it smoke once again. Any marker will

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become in-active after a period of time, so you will have to re-activate it again if you choose to re-use it when this happens.



A smoking artillery marker

Dave | FA Team :(RADIO) REQUEST ARTILLERY FIRE AT THESE COORDINATES!

The message displayed when you plant a marker or call for artillery

The only way markers can get removed are if:

- The player who planted the marker reconfigures their skills without Artillery I
- The player who planted the marker leaves the game
- The player who planted the marker plants a new one to replace it
- Either one of the teams manage to complete a map objective and force everyone to respawn

Anyone who has the Artillery I skill can plant markers and request their marker to be fired upon. In addition, they can also fire mortars and reload mortars. However, they can not build or relocate mortars. Only those with the Artillery II skill can build and dismantle mortars.



The mortar

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Note: Mortar ammo can be reloaded from any ammobox on the level. When loading mortar ammo from an ammobox, you will hear a distinctively different sound than when you are loading normal ammunition types.

If you happen to nail someone with a mortar shot, the person who gets the kill point is whoever fired the mortar - not the person who placed the marker or built the mortar.

Field Medics

Field Medics are people who can give health back to wounded teammates, medivac downed soldiers, and fix broken legs. We'll go over some of the functions of field medics below:

Treating Live Players: You can treat other people on your team by simply walking up to them (you must be very close though), hitting the skill menu button and then selecting '*Treat Patient*'. This can be cumbersome, so there is a key bind in the Half-Life CONTROLS menu under Multiplayer that allows you to heal people with the press of a key, and skips the skill menu altogether. People who have First Aid (Medic I) can give 15 health to the person they are facing. People with Medic II can give 30 health back. If you are facing no one when you hit this key, you will heal yourself. If a player is bleeding, you can 'treat' them again and this will apply a bandage. Any time you treat someone, you use up 1 bandage from your inventory.

Splinting Legs: In addition to giving back health, medics can splint players legs. When you splint a leg, you will stop a player from limping - in other words, it'll be as if he never broke his leg. Splinting legs uses up 1 bandage, and you can also splint your own leg. Splinting legs works exactly the same way as treating people (see above). If a player is bleeding and low on health, though, the treat function will address those two issues first, then fix the player's leg.

Giving Bandages: Medics can also give bandages to other players. This is a separate function and you need to bring up the skill menu for this. Otherwise, it works much the same as treating and splinting.

Setting a Hospice: A hospice is a flag that marks a medic's location. These flags are generally pretty big and can be useful for telling other players on your team where to go for medical attention.



A typical Hospice flag

Anyone who has any of the medic skills will have a field medic symbol painted onto their helmet for easy identification.

Crawling / Going Prone

Crawling on the ground, or going prone, is another feature of Firearms. The prone key, as it's called, can be bound in the Half-Life CONTROLS menu under multiplayer. Hitting this once sends you hitting the dirt. Hitting it again will raise your stance to the standing position. Hitting the jump key while prone also raises you to the standing position. While prone you have greatly reduced recoil and accuracy gets a hefty bonus. You are also presenting a much smaller target to the enemy. However, your movement is greatly restricted while in this position. Acquiring the battlefield agility skill helps speed up the amount of time it takes to go prone and stand up.

The Command Menu

Updated in Firearms 2.9 is the command menu. With the press of one button (set your command menu button in your CONTROLS), you can control an expanding tree interface for accessing many of Firearm's menus (map/mission briefing, player options such as picking your skin and changing teams, radio commands, voice commands, team messages, and skills).

This is an image of the command menu:



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Changing Player Appearance

One of the sub-menus in the Command Menu is the player customization menu. This allows you to change the facial attributes of your player if you so choose.



You can select between Caucasian, Black, Asian, Hispanic, or Camouflage-painted skins. Other than appearance, the skins have no other functions in-game.

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Silencers

If you have the stealth skill, you may attach silencers onto certain weapons. Silencers make your weapon very difficult to hear, and make it hard for enemies to determine your location when firing.



Silencers can only be applied to the Beretta 92F, Uzi, MP5 and M4. To apply a silencer or remove a silencer, hit the ALT-FIRE key.

Pre-Configured Classes

As we mentioned previously, there are a set of pre-configured classes that you can select when you join a game.

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Configurations

- 1 Select Arsenal
- 2 Assault
- 3 Machinegunner
- 4 Grenadier
- 5 **Specialist**
- 6 Combat Sniper
- 7 Medic
- 8 Scout
- 9 Veteran

Specialist



The specialist preconfig is best for those sneaky players. The stealth skill combined with the specialist's MP5 and Beretta 92F make a very deadly opponent by allowing the player to add a silencer to either weapon.

Armor:
Light Armor
Kevlar Helmet
Kevlar Leggings
Kevlar Arms

Items:
Bandages

Weapons:
H&K MP5A5
Beretta 92F

Explosives:
M54 Fragmentation Grenade
Claymore Mine
Concussion Grenade

Skills:
Stealth
Marksmanship I
Marksmanship II

However, you may modify these classes from their default values. If you have six or seven favorite configs of your own, you can simply open up the file corresponding to that pre-configured class and edit it. All the files for the pre-configured classes can be found in the half-life/firearms/menus directory. They are called "custom two.txt" through "custom eight.txt".

The stuff inside the txt files are the internal game aliases of certain weapons and armor. You can add and remove whatever you want here to get your desired pre-configured class, but you still cannot exceed the 30 credit limit. To get a full list of all the aliases, you can open up the file "Quick Config Tokens.txt" in your /firearms/menus directory. Further (and more specific) instructions can be found in both locations.

Client and Server Commands List

As a final note, we uploaded a list of our client/server console commands for advanced users and server admins. You can check these out here. Some of these settings will drastically improve performance on lower-end machines. If you are one of those people who owns a slower computer, you will want to give this a read.

Firearms 2.9 Server Commands List

These are the Firearms specific server commands you can use with the console.

Command / cvar	Description
mp_ffremovein	If set to 1, this command will remove one reinforcement for a team kill. At 0, there will be no penalty for the team. default: 0
mp_loglevel	The amount of data which is stored in server logs. 0 will log basic events such as connects and disconnects, 1 will log connects, disconnects, objectives, triggers, and kills. 2 will log everything, resulting in enormous log files. default: 1
sv_useskills x	Replace x with 0, 1, 2, or 3 - 0 will disable the skill system. - 1 will use the rank advance mode. Whenever a player goes up in rank they will be awarded a skill (default). - 2 will allow players to choose 4 skills upon joining the game. You will not be able to obtain more. This can be ideal for clan matches. - 3 will give all skills to all players. This also can be ideal for clan matches.
mp_friendlyfire x	Replace x with 0 or 1 - 0 will disable friendly fire. Team mates will not be able to harm each other (default). - 1 will enable friendly fire. Team mates will be able to harm and kill each other. If constant team killing occurs, server will kick offender and close their copy of half-life.
sv_maxspeed x	Replace x with any number. Firearms 2.8 default is 250. - 222 is recommended lowest speed for realistic, tactical (teampay) games. Speeds below 222 may not register footstep sounds. - 250 is recommended for most games (default). - 270 is recommended for faster games.

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Command / cvar	Description
	- 290+ is recommended for very fast games.
sv_aimove x	Replace x with 0 or 1 - 0 disables people from changing direction in mid-air. Good anti-bunnyhopping measure. - 1 enables people to change their direction in mid-air (default).

Firearms 2.8 Client Commands List

These are the Firearms specific client commands you can use with the console.

Please note: *These commands and variables are applicable only to the original Half-Life engine (GoldSrc). In case you are running Firearms on alternative engine, you have to consult it's documentation as most of the commands listed below may not work at all, work differently or cause undesired effects.*

Command / cvar	Description
r_detailtextures	"r_detailtextures" allows you to enable a new feature in Steam to display detailed textures ovetop of the regular map textures. This feature only works in Steam and only with newer graphics cards. Also, it will only show detailed textures if the mapper has made and configured detail textures for their map. Any maps in FA that support this will mention it in the map's mission briefing text (some of those maps include obj_armory, obj_sweden, obj_willow and tc_basrah). default: 0
cl_optimizedraw	"cl_optimizedraw" allows you to enable entity based optimizations which may result in a performance increase on slower machines. However, this may also cause extreme visual abnormalities in certain situations. default: 0
cl_weather	"cl_weather" allows you to enable or disable Firearms' particle based weather systems. Slower computers will experience a slight performance increase with this set to 0. default: 1
cl_weathereffects	"cl_weathereffects" enables or disables weather based effects, such as water splashes. Slower computers will experience a slight performance increase with this set to 0.

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Command / cvar	Description
	default: 1
cl_censor	"cl_censor" allows you to filter out certain words from the game. If set to 0, no censorship occurs. At 1, racist remarks are censored. At 2, swearing is censored. At 3, both racism and swearing are censored. default: 0
cl_dlights	When "cl_dlights" is set to 0, all non-map dynamic lights are disabled (muzzleflashes, explosions, etc), giving an increase in performance on some systems. default: 1
cl_fog	When "cl_fog" is set to 1, map specific fog effects are enabled. This may decrease performance, but will hide ugly occurrences when there is geometry outside of the specified draw distance. OpenGL mode only. default: 1
cl_voiceicon	Setting this to 0 will disable the icon above players who are using voice communication (friendly players only). default: 1
text_ignore	"text_ignore", followed by a WONID, will block any text from certain players. To see a list of players and their WONIDs, use the "status" command.
text_unignore	"text_unignore, followed by a WONID, will cancel previous ignores for the matching player.
cl_hudcolour	When "cl_hudcolour" is set to 0, the player's hud will display using the default colors. Changing this value from 0-7 will change the hud to a variety of different colors. default: 0
cl_particles	When set to 1, high quality particle effects are used. Set to 2 for reduced effects, and 0 for no effects (0 recommended for software rendering mode). default: 1
cl_ifeel	When set to 1, this cvar will enable Immersion Touchsense support, as long as Touchsense enabled hardware is detected. default: 1
cl_skin	This cvar changes which skin is used on the player's model. See the multiplayer/customize/advanced menu for detailed descriptions.

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Command / cvar	Description
	default: 0
cl_shells x	Replace x with 0, 1, or 3 - 0 will disable shell ejection (will reduce poly counts, thus resulting in faster performance). - 1 will eject 1 shell for every bullet fired (default). - 2 will eject 1 shell for every 3 bullets fired.
cl_particles x	Replace x with 0, 1, or 2 - 0 will turn off the particle system. Good for slower computers. - 1 will enable the particle system on high detail. Good for high-end computers (default). - 2 will enable the particle system on low detail.
cl_ifeel x	Replace x with 0 or 1 - 0 will turn off iFeel support. - 1 will enable iFeel support.
cl_compass x	Replace x with 0, 1, or 2 - 0 will turn off the compass. - 1 will enable the compass and put it at the bottom of the HUD (default). - 2 will enable the compass and put it at the top of the HUD.
cl_skin x	Replace x with 0, 1, 2, 3, or 4 - 0 will select the default facial skin (white). - 1 will select an Oriental facial skin. - 2 will select an African-American facial skin. - 3 will select a Hispanic facial skin. - 4 will select a camo facial skin.
cl_useoldmenus x	Replace x with 0 or 1 - 0 will turn off the old menus (default). - 1 will enable the old (2.5) menu system.
cl_hudcolour x	Replace x with 0 through 8 - 0 will turn on the default white HUD color scheme (default). - higher values enable different colors.
cl_blood x	Replace x with 0 or 1 - 0 will turn off blood spatters. - 1 will enable blood (default).
mp_decals x	Replace x with any number - higher than 1000 may hurt performance after a while - low numbers good for low-end systems (0 can speed up slower systems).

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Command / cvar	Description
	- high numbers good for people who want to see massive amounts of blood and bulletholes (5000 to 10000 are good for that).
particle_stats x	Replace x with 0 or 1 - 0 will turn off particle stats from being displayed (default). - 1 will enable particle stats.

F.A.Q.

These are some of the frequently asked questions about Firearms.

Q: What is a "Release Candidate"?

A: It is another name for "BETA". The team, at the time of its release, did not want to copy the other mods by calling its different versions "beta versions". So they opted to use the name Release Candidate instead.

Q: How do I use the parachute?

A: This is simple. Hit your "use" key in midair if you have a parachute equipped. The use key is usually "e", but you can change this inside of the Half-Life menu. Go to Multiplayer and then go to Controls, and then find where the use key is listed and set it to whatever key you want.

Q: How do I reload?

A: Once again, simple. Reload is usually "r", but you can change this inside of the Half-Life menu. Go to Multiplayer and then go to Controls, and then find where reload is listed and set it to whatever key you want.

Q: How do I crawl?

A: Crawling is also known as going prone. Prone is usually "alt" or "ctrl", but you can change this inside of the Half-Life menu. Go to Multiplayer and then go to Controls, and then find where prone is listed and set it to whatever value you want. Going prone helps your accuracy greatly but restricts movement.

Q: The game is asking me to select skills. What are skills?

A: Skills are options you get to further customize your player. Some skills give you accuracy bonuses, some let you heal others, some let you fire artillery, etc. We have a Manual that talks about skills in-depth.

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Q: What are credits?

A: First, let's not get credits mixed up with money. Everyone has 30 credits to begin the game with, and you can never increase or decrease this amount. You can select as many weapons and items as you want until you are out of credits.

Q: Are there any cheats?

A: No.

Q: I found a bug, where can I report it?

A: You can report bugs here. This link takes you to a messaging forum, and you will have to sign up first before you can post. The other option is to E-Mail Ninja Monkey, but you are probably going to get a faster response from the first link.

Q: I died and now I can't respawn?

A: Your team ran out of lives. Each team starts out with around 120 lives (more or less depending on the server's maxplayer limit). Each time you die, you use up a team life. Once your team has 0 lives, you cannot respawn. Capturing all the points on a PUSH map or blowing up crates on SD maps will gain your team some extra lives. Therefore, it is best to conserve your own life, while trying to kill as many enemies as possible.

Q: How do I build mortars?

A: You must have the artillery II skill. On most servers, this means you will need at least 10 frags, and you must first get the artillery I skill. Check out our Manual for more details.

Q: I have no clue what this stuff on the screen is. Can you help me?

A: Yes. Check out the Manual. It contains a lot of useful information about the game.

Q: Where can I find a list of all the new and old weapon names?

A: In the Weapons chapter.

Q: I keep on hearing this heavy breathing sound, what is that?

A: That sound means you are running out of breath, and only happens once your stamina bar (lower left hand corner of the screen) drops below the Red Zone. While you are in this zone, you can't jump, and all nearby enemies will also be able to hear you breathing (not a good thing). You can regain your stamina back by standing still, or if you crouch, you can gain it back a lot faster.

Q: Other people are firing grenades, but mine almost never go off. What's the deal?

A: The 40mmGL (M79) and GL on the M-16 are great devices, but in order to protect the user from the explosion, they have a timing device built in that only allows the grenade to go off after it has made a certain number of revolutions. Try shooting at something much

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farther away. Our own experience leads us to believe that hitting something at a strange angle can also make the grenade go off at a short distance.

Q: I'm losing health, what's going on?

A: That means you were hit in battle and are bleeding. To stop bleeding, you will need a bandage. Hit your bandage key (usually B) and you should heal right up.

Q: What do all the forum statuses mean?

A: The forum statuses are determined by how many posts you make. 0-49 posts is 'FreshMeat' status, 50 to 99 earns you the rank of Private, and so on. The highest rank you can attain is General at 2000 posts.

Q: Can you add gun [X]?

A: No. The FA Team decides what guns to add.

Q: I really like the BFG, why don't you have one?

A: We already have an M-60.

Q: Where can I find a list of commonly used FA server commands?

A: In the corresponding section of this manual.

Credits

FA Team

- Ben Irwin - Team Lead / Graphics / Modelling
- Cale "Mazor" Dunlap - Lead Programmer
- Graham "Velvety" Davis - Lead Mapper / Programmer
- Christian Øelund - Graphics
- Stephen "Chaz" Charman - Code / I feel Effects
- Alex "AlejandroDaj" Jordan - Mapping
- Tim Rice - Modelling
- Stephen "Sulsa" Jackson - Mapping
- Stephen "Ganj" Gangi - Sound Engineer
- Rusbin "Exess" Lopez - Skinning
- Albert "SiD" Edinoff - Modelling

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- Dave "Hitman" Reeves (Original Manual, Weapons Page)
- Graham Davis (Updated Manual for FA 2.7 and up)
- Jason Mellick

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This guide is restored from the archives and compiled into a single document by [duHast](#).

Special thanks

- Eric Smith (programming)
- Scott Rennie (programming)
- Alfred Reynolds (programming)
- Dane Macbeth (2d art)
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Kudos to TorQue[MoD] for radio sounds.

Thanks to Jason Mellick, David Chekas, Niklas Johansson (aka Sgt. Pepper), Trevor Bunch, Rob Anslemi, Kyle Durnford, Lee "Big Bopper", Scott "tWisT3d" Hulett, and Ben "Warlord001" Woodthorpe for their assistance on writing the information for the RC-2.6 weapons page.

Links

- **Firearms section on ModDB**
<https://www.moddb.com/mods/firearms>
Probably the only resource about Firearms that is still up in 2020.
- **FA on Wikipedia** - [https://en.wikipedia.org/wiki/Firearms_\(video_game\)](https://en.wikipedia.org/wiki/Firearms_(video_game))
- **MarineBot homepage**
<http://marinebot.xf.cz/>
Probably the best multiplayer bots ever made for Firearms.
- **Official FA website on WebArchive** - <http://www.firearmsmod.com/>
Old official website is down since late 2006 and hardly will ever come back. Thanks to InternetArchive WayBack machine - we still can check out how it was looking.
- **Freedom Fighters**
<http://www.ff-team.cc.ua/>
Archive site of a huge FA fans which was put online in memory of old good times. I had to put the reference here because that was something that triggered [me](#) to work on this guide.