

The Missing Team Fortress 2 Manual

A Reddit Team Fortress 2 Community Project

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1 Introduction

This manual sets forth instructions to ensure uniformity and consistency among employees of Reliable Excavation Demolition (RED) and Builders League United (BLU) as determined by the Administrator/Announcer. Uniformity and consistency are necessary steps towards ensuring that combatants are efficient in the execution of their duties on the battlefield. This manual is applicable to all combat classes. Contained in this manual are:

- General instructions that have been determined by the Administrator to be applicable to all combatants and are a requirement for all involved.
- Descriptions of the different types of battlefields in which combat occurs.
- Instructions specified by the Administrator for specific combat classes. Each combat class has mandated strengths and weaknesses and actions by combatants must maximize strengths while minimizing weaknesses.
- Team strategies. Success on the battlefield will be determined by the combatants who display greater levels of teamwork. As such, teamwork is vital for victory.
- Decorum guidelines. While combatants are expected to be presentable at all times the Administrator recognizes that individualization is important. As combatant tenure grows, combatants may be awarded "headgear" which may be worn on the battlefield.

Combatants are expected to have this manual in their possession at all times. The Administrator has the authority to challenge any combatant's understanding of the information contained within. Inadequate understanding by the combatant will result in death.

2 General Instructions

These Instructions have been determined by the Administrator to be applicable to all combatants and are a requirement for all involved.

2.1 Keyboard Controls

Combatants have a standardized way for controlling conduct on the battlefield:

Table 1: Common Actions

Key	Action
w	Move Forward
a	Strafe Left
d	Strafe Right
s	Move Backward
Space	Jump
Ctrl	Crouch
g	Taunt

Table 2: Voice Commands

Key	Action
e	Call for Medic
z	Bring up Voice Menu 1
x	Bring up Voice Menu 2
c	Bring up Voice Menu 3

Table 3: Gameplay Actions

Key	Action
n	Open Backpack
m	Change Weapon Loadout
,	Change Class
.	Change Team

Combatants may wish to customize these controls and can do so through the options menu, the console, or use configuration files. See Appendix A - Console on [pageref](#) for more information.

2.2 Spawn Points & Spawning

Combatants enter the battlefield at set points known as spawn points. Before entering these areas, combatants must choose which class they will play. If combatants wish to change classes, they may press the “,” key on their keyboard and they will be presented a list of classes from which they can choose. Note that if combatants select a different class while anywhere else in the map they will be killed by the server (suicide) and have to wait to re-spawn as the new class (this can be changed in Options;Multiplayer;Advanced). However, if combatants select a new class while inside of the spawn points they will re-spawn as the new class immediately without suiciding. Most spawn points also contain resupply lockers which replenish health and ammo to full, instantly.

2.3 Selecting a Class

On the class selection screen, each class will have a number above it. This number represents the number of their fellow combatants who are already a member of that class. Combatants should take care that no class is over-represented. This maintains balance on the team and ensures that a team is not missing players in other classes that would serve the current initiative. A balanced team generally includes a balance of support, defensive, and offensive classes. For example, a Medic is generally considered to be a useful support class on any map.

2.4 Maintaining Health

Throughout the battle, unskilled combatants may find themselves low on health. The Administrator has provided several solutions to this problem. One way is by providing health packs which can be used to replenish combatant health. There are three types of health packs: small, medium, and large. They heal 20.5%, 50% and 100%, respectively.

Health may be replenished by returning to the spawn point (see pageref) and opening the supply cabinet installed by the Administrator for these purposes. Teammates playing Medic (see pageref) can also replenish teammates’ health using their medigun. Teammates playing Engineer (see pageref) can build dispensers which can also replenish health. Last, but not least, a teammate playing Heavy (see pageref) can throw out his delicious Sandwich which will replenish 125 health. Combatants receiving this generosity should be sure to show their gratitude.

2.5 Maintaining Ammunition

Combatants will maintain ammunition so that they will always be prepared for combat. Ammunition can be resupplied in ways similar to Health. The Administrator has distributed ammunition packs throughout the map that can be picked up by any class that will increase their available ammunition. Ammunition packs will also increase the Engineer's available metal. Engineer's dispensers also supply combatants with ammo without having to wait for ammo packs to re-spawn, at no cost to the dispenser.

2.6 Weapon Drops

The Administrator has provided each class with a base set of weapons for use in combat. As combat time increases, the Administrator may provide additional weapons to the combatant through random drops while in combat. These will be given out after death. Weapons may also be gained via achievement milestones. All found weapons and items can be viewed by opening the backpack (default key 'n').

2.7 Changing Loadout

Once a player is given a new weapon for a class (either through random drops, or earned through achievements), they can choose to equip the item by opening up the load out screen (default key 'm'). At the load out screen, one can select the primary, secondary, and melee weapons (as well as headgear and other items) to be equipped to the selected class. Switching back to the default weapons is just as easy. Combatants can switch weapons as much as they want but the changes will not take effect until either they die and respawn or they touch a resupply cabinet in the spawn room.

2.8 Critical Hits

During play, combatants inflict damage to one another through various means of attack. The damage caused by these attacks is based on the weapon being used and, generally, the distance to the enemy. Every time a combatant uses their weapon, they have a chance of producing a critical hit. Generally, these critical hits inflict 300% the normal level of damage to an opponent (i.e. not buildings). Critical hits are identifiable by a team-colored glow around projectiles and a custom sound upon firing and upon collision with enemy. Critical hits are often shortened to just "crits." Notes:

- A server's configuration can increase or lower the number of critical hits a combatant produces.

- The base chance of producing a critical hit is 2% for all non-melee, 15% for melee weapons.
- The more damage a combatant has done in the past 20 seconds, the higher the chance of a crit. This linearly scales with damage up to a maximum of an extra 10%.
- Critical hits do not produce additional self-damage (e.g. Demoman's sticky bombs)

2.9 Mini-Crits

Mini-crits are similar to critical hits in that they allow a combatant to inflict additional damage to their opponents. However, they differ in several ways, as they:

- Inflict 135% the normal level of damage to an opponent
- Are not random; rather, they are a direct result of one of the following:
 - The victim is covered in a Sniper's Jarate (See Sniper section on pageref)
 - A projectile has been reflected by a Pyro's airblast (See Pyro section on pageref)
 - The attacker is within the range of a Soldier's Buff Banner (See Soldier section on pageref)
 - The attacker or victim is under the influence of Crit-a-Cola (See Scout section on pageref)
 - Hitting a combatant who is on fire with a Flare Gun (See Pyro section on pageref)

Note: Crits and mini-crits do not stack

2.10 Übercharge

There are two types of "Übercharge" that can be created by the Medic. Übercharges involve the Medic and usually just one other player (the "patient"), although skilled Medics may Übercharge more than one person. Medics continue healing while Übercharged so Übering a teammate is a great way to save his life if he is about to die, because he gets 8 seconds of uninterrupted healing and invincibility.

2.10.1 Standard Übercharge

A standard Übercharge is a buff deployed for 8 seconds by the Medic on one patient at a time. While the Übercharge is active, both the Medic and the patient are invulnerable to all damage. An Übercharge is a very important part of game mechanics, potentially allowing a team to overcome highly concentrated defenses, which would otherwise be impossible to overcome (e.g. well-defended choke points with sentries, etc.). The Medic can deploy an Übercharge only when his Übercharge meter is full. The Übercharge meter is filled by healing combatants, and healing combatants who are wounded fills the meter faster.

2.10.2 Kritzkrieg Übercharge

The Kritzkrieg is a fully-offensive variant of the Übercharge. It is deployed using the Kritzkrieg instead of the Medigun. Unlike the Übercharge, the Kritzkrieg confers no invulnerability to either the Medic or the patient, instead providing the patient with 100% critical hit chance. It lasts 8 seconds like the Übercharge. The Kritzkrieg is especially useful when used on Soldiers, Heavies and Demomen.

2.10.3 Reacting to an Enemy Übercharge or Kritzkrieg

Combatants who face an enemy Übercharge have several options, besides running away. First, they can become invulnerable by means of either two ways. If there is a Medic with a fully charged Über of his own, he can "pop" it on a fellow teammate and prevent both of their deaths. If a Scout is carrying Bonk Atomic Soda (see Scout pageref), drinking it will make him invulnerable as well.

If a Pyro is carrying the Flamethrower, he can counter Übercharges through the use of his airblast. He should blast Übercharges away from teammates or sentry positions. Through repeated use of the airblast, an Übercharge can be completely countered in some cases.

Combatants who face an incoming Kritzkrieg have fewer options. The most obvious option is to run and hide for the duration of the Kritzkrieg attack. The lesser known option is for a Sniper to use Jarate on them to prevent them from firing crits (See Sniper pageref). It is important to note that unlike the standard Übercharge the Kritzkrieg does not provide invulnerability, so the Medic can be killed to end the Kritzkrieg.

2.10.4 Übercharging Multiple People

It is possible to Übercharge several patients by quickly switching between them during an Übercharge, however the downside is that the charge will drain much more quickly.

2.10.5 Übercharged Combatants

Combatants who find themselves Übercharged may initially panic, especially if they are not expecting it. They should not panic, but concentrate the attack on the biggest threat, such as an enemy sentry nest.

2.10.6 Deploying an Übercharge

The key to a successful Übercharge deployment is communication. Medics can keep their team updated on the status of their charge and let someone know when they are about to deploy the charge. Combatants should inform the Medic if they need to pick up more ammo or reload before the charge. A charge on someone without ammo is a wasted charge. Combatants and Medics can work together to find the best time to deploy a charge. Deploying it too early can waste the charge, and deploying it too late can get them killed before they are able to use the charge.

3 Battlefields

Throughout combatant tenure, combatants will encounter many types of battlefields. Generally, combatants should kill those on the other team, while following the team-work guidelines (see pageref). Navigating an unfamiliar map can be quite hard at first. Combatants should follow the arrows and Blu and Red signs. Combatants should note the different types of conflict they face upon entering the battlefield:

3.1 Arena (arena_*)

Arena is a heavily round-based mode where combatants fight in a last-man standing scenario. There are no supply cabinets inside of spawn points and a very limited number health packs. Combatants who die in these battles do not respawn until the beginning of the next battle. The battle is focused around a center control point that eventually unlocks if the teams take too long to kill each other. Battles in arena matches tend to be much shorter and more intense because of these changes. Examples of maps that use this gamemode include Lumberyard and Ravine.

3.2 Control Points (cp_*)

There are a number of control points throughout the battlefield. Both teams must try to capture and/or hold some or all of the points. Combatants work together to capture these points by occupying the control point and sometimes the area immediately around it, as marked by a black and yellow line. Certain points capture slower than others, but having additional combatants of the same team on the point will increase the rate of capture. The maximum number of combatants on the point that will result in a bonus is four, but note that a Scout counts as two combatants on a point. There are two different types of CP maps, attack/defend maps and five control point push maps.

3.2.1 Attack/defend

The RED team begins with control of all the points on the map, the BLU team's goal is to take them all before the time limit runs out, while the RED team is trying to hold the points for the time limit. Each time the BLU team is able to take a point, the more time is added. The number of points can vary depending on the map, between 2 and 5. Some of RED's points may begin the game locked and cannot be captured by BLU until the points before them have been captured, but this also depends on the map. Examples of maps that use this gamemode include Dustbowl and Gravelpit.

3.2.2 Five Control Point Push

These maps have 5 control points in a linear fashion and are symmetrical across the center point. Each team begins the match by spawning on opposite sides of the map. Both teams are automatically given control of the two points closest to their spawn. Both teams then have to race out to fight over the center point. The team that is able to win the center point then tries to push forward onto the opponent's side of the map and take the other two points (in order), while trying to defend the points they have. Points are locked for capture unless the team owns the point preceding it. The first team to control all 5 points on the map wins. Examples of maps that use this gamemode include Badlands and Well.

3.3 Capture the Flag (ctf_*)

Combatants must bring the intelligence briefcase (aka intel) to a specific point on the map in order to score points. Capturing the intelligence refers to obtaining the intelligence by touching it to pick it up and bringing it back to the intelligence room. If the intelligence-carrier is killed by the opposing team, the intel is dropped on the ground at the point they were killed. If untouched by team, it will return to the original intel room in a number of seconds (time varies by map). The icon above the dropped intel is a timer that displays the time until this occurs. If the intel is touched by another teammate, they will pick it up and the timer resets. A player can also willingly drop the intel (default key 'I') in order to allow a faster class to pick it up. Arrows on the HUD indicate which direction the intel is in. When a player captures the intelligence, their team receives ten seconds of critical hits. Both teams have identical bases housing their own top secret briefcase of intel. The goal is to fight into the enemy's base to take their intel while defending one's own. Examples of maps that use this gamemode include 2Fort and Turbine

3.4 King of the Hill (koth_*)

Capture the central control point and hold it! Once the control point is held by a team for the required amount of time, it is captured and the team-colored round timer will begin to run down. If either team's timer reaches 0:00 and they have complete control (meaning the other team is not currently nor has recently attempted a capture of the point), that team wins. Currently, KOTH is the only game type which allows bots without advanced action required by the user (see appendix E: Bots on pageref). Examples of maps that use this gamemode include Viaduct and Nucleus.

3.5 Payload (pl_*)

BLU must escort a large cart full of explosives into the RED base. It is the BLU teams job to push the cart by standing next to it to advance it down the tracks before time runs out. More time can be earned by reaching the 2 or 3 checkpoints on every map. Standing near the cart will also heal and replenish attacking combatant ammunition. The more combatants that stand near the cart, the faster the cart moves, however capture speed does not increase once three people are pushing the cart. The RED team must try to stop the cart at all costs by making sure that BLU cannot push the cart. Just one RED combatant standing near the cart will stop BLU making any progress. If the cart is not moved after 30 seconds of inactivity, the cart will start to slowly move backwards towards the last checkpoint. Examples of maps that use this gamemode include Goldrush and Badwater.

3.6 Payload Race (plr_*)

Payload Race is a variant of the Payload battlefield, where instead of one team defending and the other attacking, both teams have a cart that they must push while also stopping the opposing teams' cart. There is not a time limit in this mode; the match is won when one team successfully escorts their payload to the destination. Examples of maps that use this gamemode include Pipeline.

3.7 Territory Control (tc_*)

Territory Control consists of several smaller battles over single control points. The map is broken up into multiple regions. Each round consists of a battle between two of the regions, one controlled by each team. Individual battles are won by controlling capturing the opposing teams' control point. Once a team has completely taken over the territory of the other team, a point is awarded to it, and the map resets. Examples of maps that use this gamemode include Hydro.

3.8 Additional Battlefields

A select number of additional battlefield types are referenced in Appendix F on [pageref](#)