

# **Resistance and Liberation: The Manual**

**A guide written for RnL alpha4**

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## 1. Introduction

The purpose of this guide is to provide new and inexperienced players the basic knowledge of Resistance and Liberation. But even players who have been playing this game for a lot longer often discover practical things they had no idea about. I believe that I can call myself, in all honesty, an experienced RnL-player, fit to share what I've learned.

I also want to thank some people here.

First of all, the RnL dev. Team, obviously for giving us this great game without charging us a penny.

Second, the clan I'm in: The 6<sup>th</sup> AB, for doubling the fun I have in RnL.

Third, the RnL community. Not only because they play this game, but also because they will hopefully help me make this manual better and more complete.

I also want to remind everyone reading this that we get this game for FREE! It costs the developers time and money to make this mod, let's not forget this and show our appreciation by donating!

<http://forum.resistanceandliberation.com/showthread.php?t=9722>

As a side note on the guide itself: I'm only human. Should I've forgotten things, or did I write a mistake then please let me know. You can send me a personal message on the forums (Tottel), or add me on steam: "vapaana".





## 2. What (not) to expect from this manual

In this guide I will provide information on the game mechanics, I will tell you all about the basic controls such as jumping, leaning, rolling; I will try to teach you how to become a perfect grenadier; I will tell you how to use each weapon, and which weapons are still not perfected (RnL is in its alpha stage, some weapons are 'bugged'). Furthermore, I will tell you about the game interface, such as the map and the inventory. Last, I'll give you an idea about how people play this game, and how you shouldn't play it.

However, what I won't put in this manual (not right now at least, perhaps later), are the advanced tactical manoeuvres used by clans. Very simple because those are not used on public servers (unless a lot of clan members are present there); Plus not all of those manoeuvres are used by every clan



### 3. PC/Game requirements

What you need to play this mod:

- HL2:DM or any other source game (HL2:DM can be bought in the steam store for about €5)
- Source SDK/Source SDK Base which are free if you have a source game (install in the 'Tools' tab)

The source engine is known to run pretty well, even on low-end systems. But that's mainly because most source games keep their levels to a minimum size (especially their view range).

I believe this quote from Robin Morris (mapper on the RnL dev. team) pretty much explains why you need a better pc to run RnL:

Even though RnL runs on the Source engine, you will need to be well over HL2's minimum/recommended requirements to run it well.  
Source is primarily a corridor shooter, and isn't really made for wide open terrain landscapes.

When walking down a hallway in half Life 2, you'll be rendering:

-Your view model, 4 walls, a couple of decals, and maybe a normal or env map.

In RnL, you'll be rendering:

-about 200 detail props (grass), high resolution surface textures with blend modulation, 1 high resolution- high poly view model, anywhere from 500 to 2000 displacement vertexes, anywhere from 10 to 150 walls at a time, all the other players, the normal maps, and env maps.

That's way, way more strain on your PC than a singleplayer mission in HL2.

From my own experiences, and based on what I've read on the forums I've come to these minimum specs to have something more or less playable:

- At least 1 GB RAM,
- At least a 256 MB graphics card,
- About 1.5 GB of available disk space (expect custom maps),
- 1.2 GHz processor for HL2, so you may want to add a little bit.  
Dual core recommended.



#### 4. How to install

Head to [www.resistanceandliberation.com](http://www.resistanceandliberation.com) and navigate to the download tab. There you can see “Resistance & Liberation 0.4 – Full Installer” and click on “Download now” at the bottom.

You are now being redirected to a strategyinformer page containing the installer. Scroll down a bit and you’ll notice there are a couple of mirrors (=different locations to download from).

Now click on “Download now”, and you will get a message saying your download is ready, so go ahead and click on “rnl\_alpha\_full.exe” to start your download.

After your file has finished downloading, you can double-click the installer to start installing RnL.

Normally, you shouldn’t have to do anything besides clicking ‘next’. Just make sure the installation path is correct, this should be:

➔ \$SteamDir\SteamApps\SourceMods

\$SteamDir should be replaced with the location of your ‘Steam’ folder. On my PC I install RnL in:

➔ C:\program files\steam\SteamApps\SourceMods

After installing the game, you will have to restart steam to have the mod show up in your games list.



## 5. Basic and advanced controls

All right, time to get started..

The very first thing you would do after launching RnL for the first time is having a look at the controls. The default keys should be pretty convenient, yet people should reconfigure them the way they like them.

Right now, I'll quickly go over the 'special' controls in the controls menu:

**Sprint (move quickly):** Like in every other game, or not? **7. Gamemovement and interaction** is the place to be.

**Jump:** Speaks for itself. But read how to jump in **7. Gamemovement and interaction**.

**Secondary attack:** This attack is the melee attack (when you have a Kar98K rifle or the M1 garand), or the deploy move (when you have .30 cal or the MG).

**Next/Previous IS position:** This is the iron sights mode, mousewheel up/down are the defaults, and they are pretty good, so you may want to leave that. Note that there are 3 different firing positions, this will be covered in **7. Gamemovement and interaction**.

**Lean left/right:** Not only used to lean left or right, but also to perform a roll when you're in prone.. More in **7. Gamemovement and interaction**.

**Use voicecommunication:** Obviously this lets you speak in-game, but there's a twist.. Read more in **7. Gamemovement and interaction**.

**Chat/Teamchat messages:** Obvious, yet important remark in **7. Gamemovement and interaction**.

**Voice menu:** This feature doesn't work.

**Change team/squad/loadout:** Used to choose your team/class/modify your class. More in **6. Interface**.

**Display map:** Shows you your location, the location of your NCO(s), and your objectives. Important! Read **6. Interface** for more info.

**Show equipment status:** Shows you how much ammo you have left. More info in **6. Interface**.

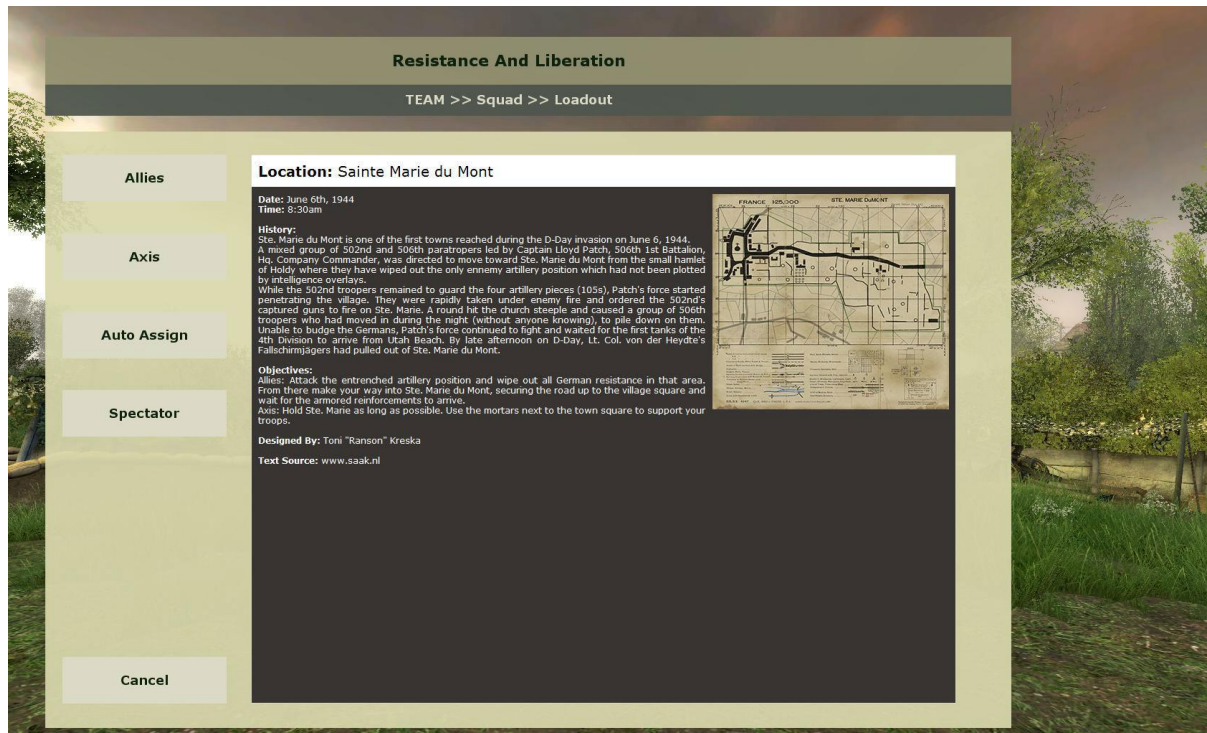




## 6. Interface

### 6.1 Choosing your team

Ok, next thing you might want to do is join a server to start playing. If you do so, this is what you will see:



Here you can pick which team you want to join, keep in mind that although you probably have your favourite team to play with, it's always best to pick **auto-assign**. 15 Allied vs. 7 Germans, it happens quite often in RnL, and it can be bloody annoying.

You can also see a map of the area where you will be fighting, the order in which you have to perform the objectives and a brief history of how it really happened.





## 6.2 Choosing your class

After clicking on the team of your choice, or auto-assign, you'll encounter a screen similar to this one:



Here you can pick your class, and in alpha4, we can choose between 3 classes for each team. Note that you can find more info on the weapons in **7.8. Firing**.

### Allied

- **Rifleman:** Armed with M1 Garand, colt and grenades. This is the standard soldier. His Garand is a strong and accurate weapon at range, and deadly in closer encounters because it's semi-automatic. The colt is used when fighting indoors, it's light, and fast to reload. Lastly, his grenades are perfect to clear out buildings by throwing them in doors or windows.
- **NCO:** Armed with either a Thompson or an M1 Garand. He also has a colt, and fragmentation/smoke grenades. The Thompson is very deadly when indoors, but is completely useless at longer range. This is even more so because the **Thompson iron sights are misaligned in RnL alpha4**. When fighting on open maps, it's advised to swap the Thompson for an M1 Garand. The NCO has the same pistol and fragmentation grenades as the rifleman class. The smoke grenades are probably one of the most important features of the NCO, the smoke grenade enables him to provide temporary visible cover. It's advised to remove 1 fragmentation grenade, and pick an extra smoke grenade.



- **Machine gunner:** Probably the hardest class to use; the machine gunner is armed with his .30 calibre machinegun and a colt. He is used to suppress enemies on a large front. He should always be accompanied by someone to protect his rear and flanks, since it takes long to (un)deploy the MG (unlike other games.. \*cough\* Day of defeat: source \*cough\*). The MG is also useful for more accurate gun firing when defending an area.

### Axis

- **Grenadier:** The backbone of the German army; this class is equipped with the Kar98K rifle, which is superior to the M1 Garand at long range. The Walther pistol, which is perfect for indoor fighting; and grenades that are more powerful than the allied ones, but slower to 'make ready to throw', and harder to throw in windows (without hitting the wooden frame) since they are bigger.
- **Officer:** Armed with the mp40, he is perfect to clear out buildings, and fight in close combat. He has the same pistol as the grenadier, and just like the allied NCO, he is armed with frag and smoke grenades. Unlike the allied NCO, however, the mp40 iron sights are perfectly aligned, and the mp40 is extremely accurate, even at long range.
- **Machine gunner:** Exactly like the Allied machine gunner, with a note: the MG has more recoil than the .30 cal, meaning it requires practice to spray with it.

Note that a lot of these classes in the picture are 'closed', this is because there aren't enough people on the server/team. More and more of these classes will open if more people join.



### 6.3 Choosing your loadout

Next, the loadout:



And I believe the screenshot and added text speak for themselves here. Perhaps some minor remarks: Changing your helmet doesn't make you tougher, but it does provide some more visual cover if you choose a netted helmet.

After clicking on 'Submit', you should spawn soon. You can see how much longer you have to wait in the top-right corner of your screen. Normally, RnL should be played with a spawntimer of about 45 seconds, although server owners can change this to their liking.





## 6.4 The inventory

Now that we're in the game, let's take a look at the rest of the interface.

To open your inventory, click and hold 'b' (default), you will see something like this:



So far it's all looking very obvious.. It speaks for itself, that those 3 pistol ammo magazines shown in the picture are the ones in your backpack, meaning you actually have 4 magazines left (1 clip in the pistol itself). Also, if you reload when you still have a (nearly)full magazine, you will lose the magazine that was in your weapon. On the other hand, a feature that is relatively unknown is the extra ammo system. Namely: You receive a **large ammo bonus** (including grenades) when you **capture an objective**.

Note: if you have used up all of your grenades, you won't get any if you capture an objective. It only works if you still have at least 1 in your inventory. Think of it as that they multiply, and we all know you can't multiply 'zero'.

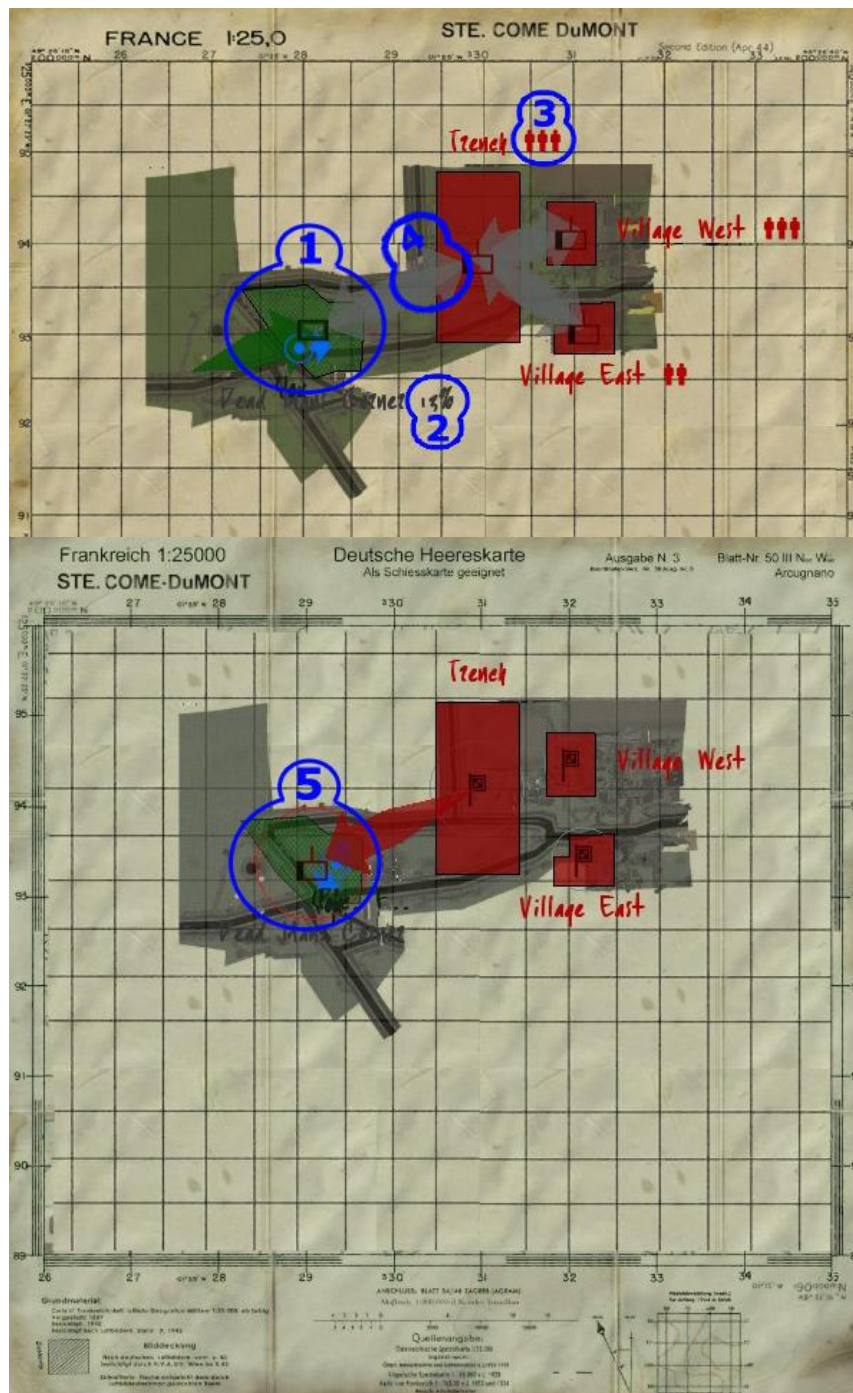


## 6.5 The map

On to the next and most important part of the interface: The map.

Bring it up your screen by pressing 'm'.

I'll now give an example of the things you might find on your map sooner or later.





1. A green/red grid means that respectively Allied/German soldiers are capturing the objective.
2. Here, you can see the capture progress, which is measured in a percentage. If it seems to be stuck on a certain percentage, this usually means one or more friendly soldiers have left the capturing area. They'll have to come back in, in order to continue capturing.

3. These represent the amount of men needed to capture a certain objective, in this case: 3 Allied soldiers.

Please note (**This needs confirmation!**): If there is 1 German soldier within the capturing area when you enter it with 2 allied soldiers (so 3 Allied soldiers all together), you will NOT capture it. The amount of men needed to capture the objective PLUS the amount of enemy soldiers in that area gives you the total amount of men needed to capture an objective.

4. These arrows show you the order in which you have to capture the objectives. Grey means you can't take the next objective before doing the previous one. If there are multiple arrows in green/red, then you can choose which objective you want to do next. The order in which you capture doesn't matter then.
5. This 'symbol' on the map means Germans have captured the objective and are in the area. And at this moment, Allied soldiers have entered the capturing area and they are capturing the objective.

The red circle around the objective means there is at least 1 German in the area. You can also see circle after the Allies have completely captured the objective (or the other way around with a German objective and a green circle). If the Allies leave the capturing area with a red circle around it, they will not lose the objective because it usually means there's just a single German in the area.

Note: Custom maps (maps not made by the developers of this mod) usually don't have a proper in-game map. They have their objectives, but no background. This is NOT bugged; it's just hard, if not impossible, to implement for custom-mapmakers.





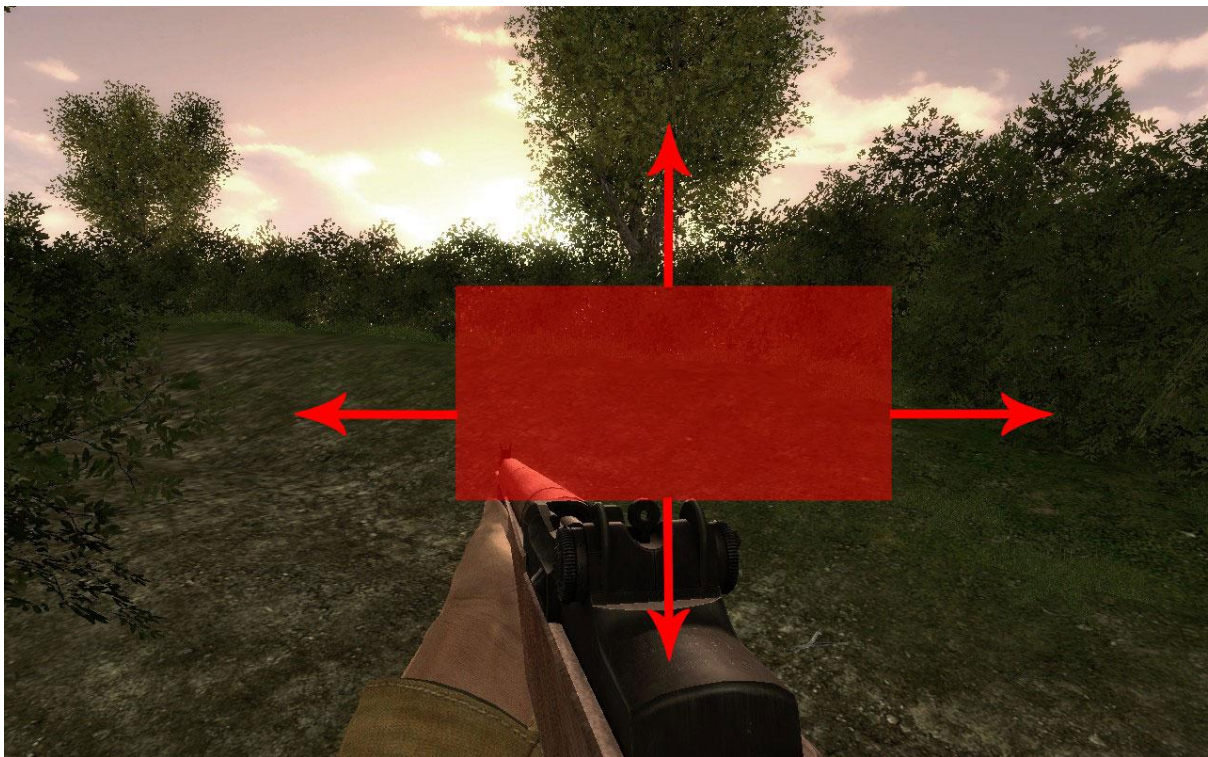
## 7. Gamemovement and interaction

Now that we've grasped the interface, and we've adjusted the controls to our liking, we can have a look at how-to-play.

You've already noticed how you don't have any HUD on your screen. You shouldn't worry about your health bar: A shot to the chest is deadly, if you're hit in the arm, you drop your weapon, when hit in the legs, you fall to the ground (prone position).

### 7.1. Mouse behaviour

By now, you've probably noticed the, at first, strange looking mouse behaviour. This picture shows what is actually going on:



Before you can move your camera, your mouse/gun has to touch the sides of the red box. If you move your mouse inside the box, your camera will not move. This feature might seem stupid and just plainly hard to use. But you'll see that you get used to it after a while, and you'll miss this feature in other games.



## 7.2. Voice Communication

A unique feature, providing challenging and great gameplay.

What it is: Only people in a close radius around you can hear you. This goes for friends and enemies.

If you enter an area, you never know if someone can hear everything you say. The same goes for clearing houses. A complete voice communication silence when you're entering a town-like area is highly recommended.

How do you communicate with people across the map then? Read it in

## 7.3. Team/global chat.

### 7.3. Team/global chat

Another unique aspect in RnL is the chat system.

Global chat is like the voice communication: It can only be read (by everyone) in a certain small radius around you.

The team chat, however, spans the entire map and is only readable by your (alive, unless they have console open) teammates. You can't type anything once you're dead and no longer looking at your body.

### 7.4. Sprinting/jump-to-prone

Press and hold the sprint key while moving forward to perform a **normal sprint**. This is the fastest sprint, but you'll make lots of noise and you'll be helpless while sprinting. Another advantage is that you can quickly go to the prone position. All you have to do is press the key to go to prone while sprinting. You will then perform a jump move, and land on your belly.

Press and hold the sprint key while crouched and moving forward to do a **crouched sprint**. This sprint is not as fast as the normal one, but you'll make less noise and you'll be harder to spot. This is extremely useful when performed next to a low wall or in a trench.

While sprinting, your stamina will slowly drop. When you're nearly out of stamina, your character will start breathing heavily; and eventually, you will start to run very slow. Try not to run out of stamina when engaging since you'll be slow and vulnerable.



## 7.5. Jumping and climbing

Aha, most of the newcomers can't figure this out. In RnL you can't jump while standing still or when moving at normal speed. To perform a jump, you must first **be sprinting, and then press the jump key**. In other words, it's only possible to do a forward leap. Note that a jump drains your stamina very quickly.

This key has got a second use as well. Click and hold this button near an object to **climb** on or over it. This can be simple objects such as crates, but you can also climb over walls, taller than yourself.

Generally, you can say: The higher the object you're climbing, the longer it takes for you to get over.

When you're climbing, you cannot perform any other actions. You can't even look around. When climbing an object higher than yourself, a good tip would be to turn your view in a good direction, so that you can see everything you have to see the moment you pull your head over the wall. If you see any danger, release the 'jump' key to land back behind the object.

## 7.6. Leaning/rolling

Leaning and rolling are closely related, since they are performed using the same keys.

You **lean**, by pressing 'Q' (left) and 'E' (right), by default. Leaning around corners greatly reduces your visibility and thus providing you with more cover. Note that, if you're standing up, you lean further than if you're crouched. You should also keep in mind that you move very slowly when crouched and leaning. It's often a bad idea to move around corners when you're leaning. It's best to move as much to the corner as you can, without leaning, and then you press lean. This will make sure that anyone behind the corner won't see you until the last moment.

You **roll**, by pressing the same keys as leaning, but you have to be in a prone position. Rolling is most often used to roll from behind a hedge/wall and open fire at the enemy, or to spot. If not, the enemy probably spotted you through the hedge already, and they shoot you before you have the chance to shoot back.





## 7.7. Iron sights

The default keys to change your 'iron sights mode' are mouse wheel up/down.

**The first mode** is completely without zooming, and consists of the weapon being held at hip-level. This mode can be useful when you're enemy surprises you and you have no time to go into an iron-sights mode. This is actually the only reason why you would ever have to use this mode. It's extremely inaccurate, especially for automatic weapons such as the Thompson and the MP40.

**The second mode** (scroll up once), brings your weapon to chest-level. This firing mode is a very good all-rounder, and is my personal favourite. When you're in this mode, your view is still affected by the box-view (**5.1. Mouse behaviour**). This enables you to quickly move your weapon across your entire screen in the blink of an eye, making it perfect for close combat. This mode is also very well suited for long range shots. You may find it hard to see anything through the iron sights when shooting at distant targets, but you should compensate this: If they are running from the left to the right, then aim for a spot a bit to the right of them, hold your weapon still and let them run into your iron-sight. Then you should have a perfect shot.

**The third mode** (scroll up twice, or scroll down once) is only suited for very long range shots. In this mode, if you move your weapon, you will no longer be bound to the box-view. The downside is that you move your weapon very slowly. This mode is perfect to snipe enemies in the open, or when they are behind cover and you need an accurate shot. Myself, I don't really like this mode, and I only use when I have plenty of time to aim for someone.

## 7.8. Firing

In this chapter I will not only give you firing tips, but I will describe the weapon behaviours since some of the weapons are bugged and require a different handling. One general tip that goes for all weapons is: Aim for the chest, not the head. In most games, the head is insta-kill. Of course this is true, and logical, but in RnL the chest is nearly just as deadly AND a much bigger target to hit. With a garand a single shot to the chest is a kill, same goes for KAR (with some buggy exceptions). Pistol should be 1 shot in the chest, sometimes 2.

**The Garand:** This weapon is implemented perfectly, you shoot where you aim. On many occasions superior to the K98K because of its 8 shots, extreme accuracy and rapid fire in close combat. Use this to your advantage! Pick your shots carefully at range, but don't worry too much. Although it's always better to take someone out in 1 shot, you have enough bullets before you have to reload. When clearing out rooms, some prefer to swap to the pistol. This is personal, and you should see which weapon you like best.



**Kar98K rifle:** This weapon is not implemented as it should be. At (very) long range, you will miss more than you should because of wrongly aligned iron sights. Other than that, the Kar is an amazing single shot weapon. However, this weapon asks for a complete different approach than the Garand. Since it's a bolting rifle (1 shot), you can't lay down much suppression fire. Instead, shoot to kill. If you see a head pop-up, aim and try to kill him with the first shot. If not, you will find yourself being shot at by the Garand and you better keep your head down then.

**Thompson:** VERY bugged weapon, don't expect to hit anyone more than 30 meters away, unless you know how to compensate the wrong iron sights. First tip: Don't take the Thompson on open maps. Second tip: At mid range, aim below and to the left of the target. At long range: Don't even try it until you know where to aim (practice it)!

The Thompson IS a very deadly close-range weapon. It fires faster than the mp40, making it a real threat. Keep in mind that the Thompson is fairly quickly out of ammo, so don't just start spraying with it.

**Mp40:** As of now, this weapon is the dream of any rusher/camper. It's very deadly in close combat AND it has an unbelievably high accuracy. Of course it's not as accurate as the rifles, but it's getting very close. If you ever see a German officer aiming at you from far, far away: Take cover, he CAN kill you fairly easily.

A tip for this weapon: Very useful to defend 'bottlenecks' (doors, hallways,...); and don't forget to reload once in a while. The MP40 can fire quite a bit without having to reload, but I sometimes find myself aiming at an allied to discover I had only 1 bullet left in my magazine.

**MG42:** Along with the 30cal (Allied MG) the most deadly weapon in the game, if in the correct hands. Unlike other popular WW2 shooters, you can't just click and hold your mouse button to get a nice constant flow of bullets. You have to shoot in small bursts, constantly pulling your mouse down because of the recoil. You'll find the MG42 much harder to handle than the Allied 30Cal because of its higher recoil.

In a nutshell, there are 2 different 'stances' to this weapon. You can be the cautious MG, not giving away your position by spraying, but picking your shots carefully. Or you can be the supportive MG who sprays away to give his friends the chance to advance. In either of these stances, make sure you always have your flanks covered by either objects or friends.



### **Very useful tips for the machine gunner class:**

- If you have time to deploy, and you see no enemies around, take your time to find a good deploy position. You should be able to have a large field of view, covering the most important parts.
- If you want to deploy in a window or on an object, then take 1 step back before you deploy! This will prevent that you clip into the wall, making you unable to shoot above it.
- You can deploy on a crouched teammate. If he moves away, you will still be deployed in the air.
- If you try to set up your mg, but it won't let you: Change to pistol and back.

**Pistols:** No problems with these; but be very careful since pistols are very strong. I find it best to shoot more or less in bursts of 3. You can kill in 1 shot if it's a direct hit in the head, but let's think of 2 shots to kill him, giving you 1 extra shot if you miss once. Why not fire your whole clip? Because this is a team-based game. People usually play in group, meaning there will be more than 1 person for you to shoot. So, shoot 3 bullets, then wait a moment. If no one comes, then you can get into more cover, and reload. The pistol is not the best weapon to use at range, although you should be able to take someone out at about 50 meters. Fire slow, and aim carefully at his stomach.

It is possible to drop every weapon and grenade you're carrying. And although you can pick up other weapons, there are a few notes on this feature:

- You can only pick up weapons of your own team.
- If you pick up a weapon, you will only have the ammunition that was present in the weapon when it was dropped. So you're unlucky if you pick up a rifle with a couple, or no bullets in it. You will get an ammo refill of your weapons once you've captured an objective, even if they were picked up.





## 7.9. Grenades

A bit unusual and different than in most other games: The grenades are actually frag(mentation) grenades, meaning they launch off bits of shrapnel in a sphere around them upon detonation. You can get killed by a grenade that explodes more than 5 meters away. But you can also survive it when you're standing very close to it. Either way, run for the nearest cover when you see a grenade. Now the more interesting part: How to get your grenades into those windows and open doors, and how the hell do the others throw them so far?

I'll answer that second question first: Select your grenade, click once to pull the safety off (at least I think it is.. I'm no expert). Don't worry, your grenade is not primed yet, and you can hold it like this as long as you like. Next, and this is very important, there are **3 different ranges to throw your grenade**.

Right now, you're in the **default range**: This is a mid-range throw.

**The second range** is the far throw. To get to this mode, all you have to do is scroll up with your mouse wheel (Next IS Position).

**The third range** is the short throw. It speaks for itself, and you can go to this mode by scrolling down with your mouse wheel (Previous IS Position).

After you've chosen your range, all you have to do is click and hold again to prime your grenade. You now have about 4-5 seconds before it detonates.

Now, how exactly do you get them to land where you want them? I will explain, but this requires practice, practice and more practice to get them right in ALL circumstances. **First of all, everything I describe next is with long-range grenades.** That's the only range I use to clear out buildings and such.

The moment you prime your grenades, you will notice your left hand as some sort of crosshair. Although you shouldn't completely rely on it, it gives you a basic idea of where to aim.

What you want to do: Aim with your left hand below, and to the left of the target (I'll take a window in this case). Of course it all depends on the range, but you'll see that it's always similar: Down/left of the target. If it's a window with a big wooden frame then you'll have to be extra careful: Aim even more on the left, so you're sure that it goes in on the left of the frame. AND make sure you can run behind some cover should you fail to throw it in (this results in a bounce-back).

Again, you should find out by practicing this. Try different window sizes, and try to get your grenade to land before the feet of an enemy. If you think you're an advanced thrower, try to get a grenade in the bunkers from Omaha beach (throwing from the shingle). You should be able to do this with 1 grenade.



## 7.10. Morale/Wound system

There's been quite some uncertainty on the morale feature. And for a long time I didn't even know exactly what it did. And in fact, it's very simple:

Morale has 2 possible influences:

- It can be an advantage to you: Stay in groups or with NCO's (they provide a bigger bonus). That way you'll be awarded a morale bonus. Morale is directly related to your stamina, meaning your stamina will be higher. And since stamina is used for sprinting and jumping, you'll be able to advance quicker in group.
- It can also be a disadvantage to you: If you're under heavy fire, or friendly soldiers are dying near you, then you'll notice how your screen gets darker around the edges. This means your morale is lowering. Eventually, if your morale keeps lowering, your hands will get very shaky, resulting in uncontrolled weapon movements, making it much harder for you to aim right.

The wound system is something you should definitely understand:

Shoot someone in the chest, and he will most likely be dead;  
shoot someone in the legs, and he will fall to the ground in an instant;  
shoot someone in the arm, and he will drop his weapon.

Be aware that if you shoot someone and he falls down, that doesn't necessarily mean he's dead. More experienced players can tell by the speed at which they fall: If they are only wounded, they drop way too fast.

Sometimes, if you're hit and you drop to the floor, you will find yourself dead in an instant while hearing the sound of breaking legs. This is caused by falling damage: You drop so fast that it actually hurts you.

Apart from this, it's very easy to break your legs, or even kill yourself by jumping of an elevated object.



## 8. In-game behaviour/playing style

As mentioned before, Resistance and Liberation is a real team based game, unlike other games that claim the same. Teamwork can get you anywhere; and by using flanking methods, combined with accurate shooting and use of grenades, you can overcome any obstacle.

I am aware that quite a lot of readers of this manual are public players, playing on public servers only. And I admit that there's more teamwork on the clan servers (with appropriate password protection, although the password is often realism so that everyone knows what to expect). But usually, there should be people playing in team, and taking command on every server. Join in with them, and you'll find that the game suddenly is even more fun to play.

As said before, RnL is about capturing and holding objectives. And since the maps are often full of paths, you have to make decisions. For example, you may want to stay behind while your team is advancing on 1 or 2 sides, leaving 1 side open for counter-attacks.

This automatically brings me to 'camping'. I've come to the conclusion that people call you a camper if you stand still for more than 5 seconds. That is probably because they are used to playing CSS and DoD:S where standing still is a crime.

In RnL however, you often have no choice but to stay put and defend the objective. Think as in real-life: Would you just dance around the battlefield, knowing that your life could be over in 1 shot? I think not, you would camp or move slowly and with caution.

There are so many things to be said here. Another aspect is friendly fire: Some servers have it on, others don't. Therefore, you may want to make it a habit of looking before shooting, and checking before throwing that grenade. On a side-note: Even without friendly fire on, you may find it a lot better to let the enemy come closer to you. If you're hidden, you can let him come until you're 100% sure that you can't miss him.

A small, yet important unspoken rule: **If in a house, close the doors!** If an enemy is trying to get in, you will hear him opening the door. And nothing is as annoying as a teammate walking in and leaving the door open, to which you get to the door to close it and you get shot!





## 9. Tips

- Always try to move/stay in cover. If you encounter an enemy, it's often better to run behind cover before you start shooting.
- When deploying an MG on a wall or in a window: Take 1 step back before you deploy. Now you won't have the annoying clipping bug in the wall.
- If you're defending a building: Close all doors! You can hear people opening them.
- If you want to be unheard: Crouching greatly reduces your noise while moving.
- If you want to be unheard: Don't run/walk on gravel roads. It's a high-pitched sound that can be heard over great distances.
- You know that someone is waiting for you in the next room? Shoot through the wall and door. If it's not concrete or metal, you can penetrate it.
- There's an annoying shadow bug that allows you to see people's shadows through the floor/ceiling.
- If you want to go prone in the corner of a building, then know that your feet are sticking through the wall. Nothing is more suited to completely ruin the element of surprise. Not to mention that they can shoot you from the other side of the wall.

