

REALITY CONTACT

16th Of January 2010

Reality Contact

1st Edition

Firefight Tips:

- Under contact, try to find cover to avoid being shot.
- If you see someone is shooting at the enemy, try to flank them to take them out.
- Grenades are useful to suppress and hurt the enemy, use them as much as possible.
- Try to wait with reviving your mates until all enemies are dead.

More stories!

Marines—
Joint Combat
Episode One

1
-
2

Interview Stian
Squadmember

2
-
3

Interview Oreely
Squadleader

3
-
4

Interview I4gi
Commander

4

Contact is out!

Well, here it goes. The first edition of The Reality Contact, a news paper for the Battlefield 2 Modification "Project Reality", along with "Project Reality: Vietnam", and "Project Reality: ArmAll". In this news paper you will find exciting articles about Project Reality, finding news that you perhaps didn't know, or answering the big questions that are everyone's lips; how do you go about Squad Leading? What's the future of PR? Will it include Fast-ropes? This all started when I was sat, at lunchtime, at my PC, nibbling on a peanut butter sandwich, and wondering why on earth someone has a South American Nationalist flag on the back of their car in the middle of the English Midlands. When suddenly, out of the blue, an Xfire chat window pops up! It's Wicca, and together we come up with an idea for a Project Reality Newspaper. Wicca gathered some writers together, and hey presto, The Reality Contact was born. This is just the first of what will be many interesting editions, filled to the brim with interviews with PR Devs, stories

from the front line, and articles about anything and everything related to Project Reality. As well as our writers writing articles, feel free to send stories or the like into us, and we may publish it. If you want to write a one off article, then feel free to send it to us! You never know, if it's good enough you may even be asked to join our writing team. At the start of each edition I will write this short Editorial, in which I'll talk about what's inside the papers and the general flotsam and jetsam that's drifting through the small fishing town that is my brain. Don't worry though, I'll limit myself to boring you for not even one side of A4! Well what has happened this month to me? I've been playing a little bit of PR, as well as the other games that are in my arsenal against boredom, though my expensive headset broke so I haven't been able to play as much as I'd like. I also discovered that I have a love of tanks, and big guns that go boom. That's right, I'm a tankie in PR as well as in real life! Though, I must say, at least in PR I actually get a

tank. Coming up to my self-imposed limit now, so just enough space left to say, enjoy yourself, and I'll see you on the beach! Take care...

Herbiie

Marines Joint Combat — 1

Episode 1: Ocean

Corporal Joe Davids, of the United States Marines Corps, ducked behind the wreckage of a Middle Eastern Coalition's BMP. His fire team followed him. Risking a quick glance from behind his cover, Joe's highly trained brain took in the MEC defences. There was a low barricade of sandbags, which had been hit in several places by bullets, and sand trickled out. To the right there was a gap where an anti tank missile, possibly a TOW or AT4, had struck. On the left there was a bunker from which an MG3 was throwing burning tracers at the rest of Joe's squad. That squad was leading the Entire 13th Marine Expeditionary Unit across a bridge, the last obstacle

Wicca's Word's of Wisdom

And here we are, PR Contact. It's been an interesting trip, especially when I got the idea. You see, usually I get my ideas from where the basis of modern civilization comes from. The toilet. This one time I was sitting there, doing what I usually do; looking at the strange shapes on the floor. In my mind I see APCs, tanks, and infantry, moving up in columns and tactical formations. With

my mouth, I recreate radio messages, fire fights and the occasional explosion. Air support is important too. Sometimes I get intruded by a small bug, which obviously the soldiers fight, with heavy casualties. And in the end I squeeze the insect with my foot. All this occurs with the random interruption of the sound "plump". Or a long burst from the fire-fighters

who try to extinguish the flames under me. During these moments I occasionally get ideas that my humble opinion changes PR. This time I thought about a newspaper that would include interviews, tactical tips and funny columns about PR. When people read this I hope it gives you an urge to join the PR community, or if already a member, contribute. Wicca out

Marines Joint Combat



across a bridge, the last obstacle between the joint US/UK Assault force, and victory in the Jabal Al Burj region. Joe's fire team was leading his squad, four men that an army followed. He turned back to his fire team after a second of thinking, "John," he shouted to the fire team's Light Machine Gun (LMG) Gunner, "Eighty Metres, quarter left, enemy MG in the bunker, nail 'im!". The fire control orders were barked sharply and clearly to John Hunter, who nodded and rested his M249 SAW Machine Gun on the hull of the BMP, and after a few seconds of making sure his aim was correct, returned the fire of the MG3. "The rest of you, open up on those barricades!" Joe ordered, and he was obeyed. The two other men in his fire team, Private First Class Tommy Jakeson, and Private Winston Halford, open fire with their M16s, the standard assault rifle of the USMC. Corporal Joe was armed with an M4, the privileges of rank. He aimed at one of the MEC soldiers and fired three quick shots into his chest. The man fell away from the barricade and out of Joe's sight. He looked over at the bunker on the left flank and saw that John's LMG was having the desired effect, the MG3 had stopped firing. "Smoke! Smoke! I want smoke on the bridge! Now!" The fire team stopped firing to fish what smoke grenades they had left out of their pouches, pulled the pins, and tossed them over their cover, before firing again. There was no other cover between the BMP

and the enemy defences, so Joe had used his brain and decided to give some protection to his men by deploying smoke. Once the smoke had obscured the enemy's aim, Joe's fire team could move up. They kept firing, trying to suppress the enemy, and once the smoke had deployed enough, Joe gave the order to advance. The marines sprinted along the bridge, still firing as they went, and eventually made it to the barricades. Joe ran to the bunker, firing his M4 into the troops behind the barricade. He let his rifle drop on it's sling. Even as it fell he was pulling a grenade out of his pouch. He pulled the pin, and threw the grenade inside the bunker. There were panicked shouts and screams, then an explosion, and the smell of fresh blood seeped out of the firing slit. The men holding the barricades were pulling back, towards a second barricade about sixty metres behind the first. The US Marines took cover and began to fire back, but were getting the worst of the exchange, and mostly kept their heads down. Another fire team moved up to support them, but just then an enemy BMP drove into the battle and opened fire, one of the marines on the bridge was hit. The high explosive round slammed into his chest, destroying his torso and sending his limbs flying, making the bridge slippery with blood. Corporal Williams, the commander of the second fire team, came up to Joe, covered in the blood of the marine who had been killed. The BMP's turret turned to aim at them, but just then a rocket flew from the APC's right flank, hitting the BMP in it's tracks; penetrating into the hull before exploding in a shower of red hot metal, flames, and the corpses of the crew. Eight men charged towards the MEC flank, bayonets fixed. They were dressed in the British desert camouflage, armed with the bull pup SABO rifle. Wearing body armour, each had the silhouette of a dagger on their

right shoulder. Above it they were named. Royal Marine Commandos. Before the 13th MEU had advanced, the Royal Marines of Zulu Company, 40 Commando, had swum across the river to hit the MEC in the flank, just one platoon of men, three sections of eight, to support the US Marines. The leading section had already cleared half of the second barricade before Joe & Williams worked out what was happening. When they did, they shouted their men out of cover and into a headlong charge. The MEC lost the stomach to fight. They were outnumbered by better trained and better equipped men. Their courage has lasted longer than any commander had dared hope. Yet they could take no more, and fled. The Corporal of the Royal Marine section turned to Joe. "Guess that makes us even, right mate?" Joe Davids leaned over the railing on the United States Ship Essex, an Amphibious assault base in the US Navy. It carried elements of the 13th MEU, across the ocean, from the West coast of the USA, to Jabal Al Burj. The seas were fairly calm now, though a few months ago the small task force had been rocked around in a storm. Now though, the water was calm, a deep blue that rolled on for ever. The perfect sea was broken up by the passing of the task force, and Joe looked up at the ship next to the USS Essex. Her Majesty's Ship Ocean. It was slightly wider than the USS Essex, and about two hundred feet shorter. Even so the HMS Ocean was the largest ship in the Royal Navy. It was slightly shorter than the Essex too, but then again the Essex was gigantic. Deep within HMS Ocean's belly were 830 Royal Marines, the 700 men of 40 Commando, along with logistical staff. One of those Marines was Corporal Oliver Lee. Oliver Lee left school at 16, with a pitiful amount of qualifications. He got a job in a department store, and started to lead a dull, uninteresting life. One day, walking from the bus stop across the dreary,

watched it. It was an action packed film, full of marine firing weapons and jumping out of boats into water. Oliver wasn't quite sure why, but it seemed like something he wanted to get involved with. Realising he was late for work with a curse, Oliver ran through the miserable rain to the shop. The next day, he went to the Armed Forces Career's office, and applied to join the Royal Marines. Six years later he was a Corporal, and on a boat, sailing to attack a country he'd barely heard of.

Interview Stiankir

Squad Member

Hello, and welcome to the Reality Contact Interviews. This first interview is for a Rescue Ranger clan member, who is a liason in the PRTA, and also part of the Scandinavian World Cup Team.

-Wicca

-Stian

What is your favourite kit? I appreciate almost every weapon or kit there is. But if I had to choose, I guess my most favorable kit would be the medic. Why? Simply because it's such a valuable asset to the team. What do you expect from a squad leader? A SL should be consistent in his actions, knowing what to do at a given time. He should also know when to enforce strict discipline, and when to give the squad members some space to unfold. But mainly, the SL should be able to enjoy and play the game. I mean - it is really just a game after all. What is your favourite aspect of PR? The need for cooperation and teamwork. Not just between each player within a squad, but between each player on a team. It is frankly impossible to go on a rampage as if you were playing

COD - or BF:2 for that matter. Every mission - every move - requires a cooperative effort from each squad and each player. That is, for instance, why every PR-server should enforce the use of Mumble. **How do you react to being shot at?** I guess my first reaction is dependent on the situation. If I'm in the middle of a field, open space, etc, running for cover would be my first concern, and spotting the enemy my last. If I were to find myself in a more favourable position, lets say behind a concrete block, my first reaction would be to identify the origin of the shot, then the type of fire, and if possible take the enemy out. **What do you do to stay alive?** I stick to the squad! Without your squad mates, you're nothing. With the squad you have cover, and a medic, maybe an AR, and if you're lucky, a GLTD (Ground Laser Target Designator), and a direct line to that attractive, and hopefully active gunship hovering above your head. **Do you like working with vehicles or Infantry?** I would say a combination, if possible. I guess I'd love to be sitting in the gunner position of an Apache or a Cobra when I know there's a well-organized team beneath me. However there's something special to it, playing as infantry when you win the round because of your squads amazing and complex strategies. You know what? I'm really not sure, when I think of it. **What is your favourite game type? Insurgency AAS? Why AAS, No doubt. It gives you the opportunity to use advance strategies to reach your goal. I mean, insurgency is really interesting, but the insurgents are so dependant on the caches and on the people defending it. Ghosting and team switching are also a major problems on ins-mode.**

In what way do you think PR could become more newbie friendly? First of all, they should get that guide on the website up and running (never got it to work). Secondly, established players should be more patient with the newcomers. I still remember my first few games of PR v0.4, stumbling around, dying and not knowing what to do. I also think that they should make Mumble a built-in feature. **You stated earlier that medic was your favourite kit, do you not enjoy using any other because of its explosive power? Or deadly accuracy?** Yes, you're right. I really enjoy using the shotgun for instance. It is without doubt the best way to clear buildings in CQB. The sniper is also of great value if you know how to use the kit - as it is supposed to be used: Reconnaissance. **What is the best match of PR you've ever played?** Without making it sound like bragging, I guess I'd put a clanmatch, a Muttrah skirmish, where my clan "Rescue Rangers" beat the opposing team 99-0, due to a well-planned and well-coordinated firefight. Besides that, playing mumble-matches in the public on servers such as the old Reality Teamwork and today's PRTA, makes my adrenaline rush, giving me moments to enjoy. **Any tip to New Squad members in PR?** Try listen to experienced players. Copy what they do. I would also suggest to get a working microphone, as most squad leaders kick players without one. Beyond that, its just a matter of playtime and dedication before you'll see yourself on top of that score-sheet (hopefully with the most teamwork-points). And yeah: remember that it's not about the kills you make, but about the deaths you avoid. **Thanks stian, see you on the field.// Wicca out**

Interview Oreeley Squadleader

Oreeley is currently a 2nd Lieutenant in the Project Reality Tournament, Alpha Company, Squad leader of Spezialkräfte 1. He is also the Clan Leader of the UAA, and a member and moderator of PRTA and its servers. In my opinion one of the best Squadleaders in PR.

- Wicca

- Oreeley

How do you prepare for a battle? Well, I analyse the battle plan first, then convert it to my squad... And check alternatives, its never the same with actual combat so I don't exaggerate it. **How do you enforce discipline to the members in your squad?** Respect. I respect them, they respect me, we always contain fun in our mixture of doctrines but respect is the powerful cement here. I trust their individual abilities, and I encourage them taking initiatives which is not the same as letting them go Rambo of course. **How do you attack objectives?** I just think rational and try to pick the most efficient route with losing NO TIME. Thinking fast is the key in my decisions. I do irrevocable decisions. If I decide to attack in a way, I usually do not take a step back. Eventually I generally get what I want. **How do you set your squad up?** I generally distribute roles depending on player characters. I know my mates and try to use them in best combination. If you do something good, you do it. So everyone can explain and improve if we fail on something. I cant blame a HAT guy who doesn't use it at all. **What is Your Favourite Job?** My favourite job is to "get the

responsibility in important roles generally. I don't like to sit back, or attack mindlessly. Just try to do whats best for the CO. **Tell me your best moment in PR, in detail.** It was a PRT match. Campaign 8 Battle 2 Fools Road, my first time as a SL in the 1st Marine Infantry Squad. It was in the later stage of the 4 hour battle. Like half an hour before the end. We decided to spread out and lie down, let a CATA squad to come in, then encircle them. I didn't spot them but I knew they would come from the route that I picked since if I were them I would do that. Not long after, about 2 minutes, they just appeared. I begged for my squad members not to move or fuck up. When they came, in 15 seconds, all the Russians were dead. It was a great moment. **What is your strongest attribute?** My strongest attribute is to be aggressive and determined. If I bite something, I don't let go until my jaw is broken. **What is your favourite map?** Fools Road, but the Russian - Chechen Version of course. **If you were taking fire from a sniper, how would you react?** Well considering that I'm an ex marksman, regardless of his ability, I would disengage and cover myself first. I know that I'm not his best target with an officer kit, so I let him use his bullet wisely on another target next time. **When I asked the question "How do you prepare for a battle?" You said that you check for alternatives, that its never the same with actual combat. What did you mean by this?** I meant that, plans would be epic to organize, but reality and the temper of the battle (especially in PRT) may quickly disorient the team. So I always try to create some situational decisions for the case that PLAN may not be applied during the battle start. I remember myself taking initiative against you and your plan in a PRT Mini match in Qwai. Which eventually worked well. **During your favourite moment in PR, on Fools Road, what made you think of an idea that made**

you kill the enemy so effectively? *It was because I was desperate. Our team was lacking against CATA's infantry skills and it was the end of the battle so I decided to grab what I can from them, and also there was a little time to do something, so did a move which first granted us to survive, then kill. I could fall back easily but I tried to do "something, out of nothing".*

Tell me how you first got into PR. And what made you want to be a Squad Leader? *I once saw a sniper footage from Muttrah with 2 good players who communicated well which fascinated me. I directly downloaded the game. The learning period was quick and painless for me since I was eager to play this mod. After some time I realized that I can think of more different actions and plans than what my squad leaders did, so I said why not. I always wanted to be up front, I liked to see people enjoying the game with my decisions. If you could tell all squad leaders out there one tip, what would that tip be? Do not hesitate to do whats in your mind. If you have a plan, that means you are making progress. You just need to APPLY that plan, or idea to be one step ahead. You may fail, but this will only be a result of YOUR COURAGE to make decisions, so it will help you improve something. Sitting and getting killed is easy, and everyone can do that. Thank you for that Oreely hope to see you in the battlefield.*

// Wicca out

Interview

Commander L4gi

L4gi is a very good PR player, he has won numerous clan matches and PRT matches, and is currently clan leader of ODS.

- Wicca

-L4gi

How do you prepare for a battle? Depends what kind of a battle it is. If its an event or some kind of a clan match, I usually have a meeting with my squad leaders (SLs) to decide on a plan. For pubbing, I usually just make sure all SLs have a way of communicating and that they understand that I need them to respond when I try communicating with them.

How do you start a battle? I usually try to disrupt the enemy deployment, while still making sure that my own team can do what is necessary to allow us to gain a foothold. Usually involves getting a few FOBs up at key positions, and cutting off important roads/paths.

What is your experience with problems encountered with Squad leaders? Some squad leaders don't listen to orders, which causes a great deal of disruption for the entire team. Most of these people will usually just not respond and keep doing their own thing.

How do you use assets, Like Tanks, air, APCs? Depends on the map and who I'm playing with. If I know who I'm playing with, I will most likely use little to no assets. During pubbing I don't usually mind if all or most of the assets are in use, as long as the team has at least 2 infantry squads.

Biggest issue with using assets is an inexperienced crew losing the asset over and over again, which in turn makes us lose tickets and leaves more people idling at main. What is your favourite map? Most infantry layer maps.

What is your strongest attribute as a Commander? Huge ego and experience

And in what way does that contribute your commanding skills? Huge ego allows me to come up with bold plans, and the experience balances it out with me listening to the SLs and in the end coming up with the most balanced battle plans. A CO needs to be able to make the people under him

listen, and I feel I can do that rather well.

What is your biggest fear in a Battle? Don't have one.

What about losing? Does that scare you? No. If the enemy team manages to win, so be it. If you lose, just make sure you learn something from it. Making the same mistakes over and over and over again is the worst thing a commander can do.

How do you enforce discipline in your squad leaders? Usually I don't have to. If I do, I usually just remove the guy not listening.

I asked you how you prepare for a battle, and you talked about plans you made with your SLs. Is there any specific plan that you feel extra proud about? All the ones that made my team win.

I asked you about how you start a battle. And is that "doctrine" something you usually do? Or do you come up with special deployment plans? Most of the planning depends on the map and who I'm playing with. The better I know the guys I'm playing with, the more devious and cunning the plan. I have quite a few guys I usually play with who have great tactical minds (Luda, Pel, Killer, Rex, Darek)

When you get a Squad leader who doesn't respond on a public server, how do you react? And what tips can you give new commanders in dealing with squad leaders that are not following orders? Try contacting him a few times using VoIP (and Mumble) and chat. If he doesn't respond, try reaching one of this squad members in chat. After a minute or two if you cant reach them, ask an admin to resign him. This will usually get his attention.

You seem to enjoy Infantry, quite a lot. What is it that makes you choose infantry over assets? Cant the enemy just roll you over? Infantry is more balanced in regards to equipment. Especially on some bigger maps, assets with thermals kinda ruin the fun.

It seems to be at the core of your doctrine, the use of infantry. When did you start to use that ploy, and how did you come to the conclusion it was the best for you? If I remember correctly I started using it when I started playing 32vs32 clan matches with my clan and its allies. Came to the conclusion it works well for us, so we started using it more and more. Even if we play a standard layer map, we might use only a few assets with exceptional crews(air assets for example) to provide support while the main fighting force is infantry. There is nothing in the game that infantry cant handle, and this is one thing I would like to see more commanders understand.

What is your favourite battle? That you commanded. One of my most favorite battles has to be the Operation Archer-battle of C8 in the PRT. My team played as Taliban, and we managed to hold off the extremely better geared Blufor for 4 hours. We used BVR rpg fire and fake cache techniques to make NATO use their artillery attacks on buildings that did not actually have a cache in them.

Thank you L4gi, and see you on the battlefield. // Wicca out

Ending Words

And so we come to the end of the newspaper, to all those new of you, who has never played PR before. Visit our forum, download the mod. And then there is a thread for training new players, in the general discussion forum. For everyone who is playing this great mod! Any contribution is more than welcome, reader letters, or if you want to start your own column, is more than welcome! Us in Reality contact also promote mumble and wishes you all to use it. For those who play, see you in the battle, and for those unlucky few who isnt, get it or die.

// Wicca out