

REALITY CONTACT #3

In this issue:

**AN INTERVIEW WITH A
PRT ADMIN!**

"We never get the love
we deserve"

FRANCE FRANCE FRANCE!

"A look at whats to come"

LIFE OF A PR WIFE!

"Its five o'clock!"

AND MORE!

Edition #3, and Reality Contact is going as strongly as ever. We're again having new people writing Articles, Aagemman may become a monthly writer for the Reality Contact, writing about his experiences within PRT, ofcourse, we've had problems with Organisation and communication but hey, nothing's perfect and we got there in the end.

We've now moved from using Google Docs to using a forum provided by CyberZomby, for which we are very grateful! We're also rising up in the world, with almost double the amount of Articles we had last time, so as you can see we are constantly improving ourselves.

Well what else is new in the life of Herbiie? Well, I'm honoured to have been offered the place of Company Commander in World At War, the Forgotten Hope 2 Tournament I'm in. I shall be leading the 52. Aufklärungs-Bataillon "Rudolph" which is a part of the German 65. Gebirgsjäger Division, or Mountain Division. The way the tournament is set out is we play weekly, starting at 1700GMT and ending at 0400GMT (In US Times that's all day) yes - 11 hour battles. We play as many rounds as possible, with a Victory Points system, based on the percentage of rounds won, deciding the campaign. Don't worry though, it is rare to be playing for 11 Hours straight, most play for 5 or 6 hours in total, with rotations after every three or four rounds to make sure everyone gets to play! The tournament uses Custom made maps, and the Divisional Staff use another Points system to buy equipment for their team, every battle. The Div Staff have complete control of what Equipment they have, from Tiger Tanks to the number of Bolt Action rifles. This will be my second time as an officer, in Campaign 20 I was the 2 Lieutenant for the 3rd Kradshutzen Battalion.

My company (The "Rudolph" Company) will be a Scout company, utilising sniper rifles and scout kits to rain fire down upon our enemies. When we're not doing that, which is most of the time, we'll be acting as a normal Infantry unit. Sign ups are now open, PM me for links etc.

Well, shameless plugging of my company done, what else is happening? Except for the continued hunt for a Job, not much. One thing has been bugging me - Grenade Traps. Seriously, when people put them on every entrance/exit, or even in a place where friendlies are going to be going, then crying that people aren't looking at their map, well, here's some news for you, Infantry don't get mini maps - they haven't for a very long time. Infantry do not walk around with their map out, especially when close to the enemy. Then you're even cleverer, and because you care about kills more than you care about the team, you try to conceal the traps. Granted - the enemy won't see them, but neither will your mates.

As an additional note, we'd like to apologise about the lateness of this Edition, a certain member of our team, vital to the running of RC, had a death in the family, and I hope you can understand that family comes first. Can't think of anything interesting to say now, so take care, and I'll see you on the beach!#



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THE TRANS LADS

Flying metal birds

Project Reality is many things, but it is not a flight sim. You don't often see formation flying and aerobatics, but I'm sure you have spent a couple of minutes with your hands in the life of a pilot. These pilots train themselves, practice themselves and fly themselves, for they are the lifeblood of a logistical operation. They are the Air Transport Squad.

It's not a coveted position, you won't see eager 12 year olds waiting for the start game timer to reach 1:30 to make this squad, and you won't often see people moaning about how they can't get a place on this squad. It is a role of hard effort and little reward, and we love it. We love the fact we can get to those places deemed 'unsafe', and that our little heli can scare the crap out of a whole squad without scratching a single one of them. We live for moments when we make that tight turn to avoid AA and see it sail past our window, because for us nothing compares to it.

Being a transport pilot isn't all fun and games though. You remember that AA that streaked past the window? Well sometimes it doesn't miss. You do die, and people do get mad. After all they were expecting their supply crate, and as a result of your apparent noobishness you have to wait for your trusty heli to respawn whilst that poor squad in the middle of nowhere complain because they cant build their useless fob in grid A1. It may feel really good when you get it right, but it feels really bad when you get it wrong, and doing it wrong doesn't take much effort.

Take a problem a pilot had a while ago. He was idling on the carrier deck of Muttrah with no requests coming in, so he assumed he was ok to have a cuppa. Trouble is the Huey had other ideas, and slowly rolled itself off the carrier, killing him and the Huey, and putting the whole team at a disadvantage. As a result of this, he was kicked for asset wasting.



Boredom is a big problem for trans pilots. If a team isn't in need of supplies or trans then it is very difficult to resist pissing about. I myself am permanently banned from Pelitotka for having my squad land on tanks as they drove out of Kashaan main, simply because we were bored. We'd done all

"HEARING YOUR PASSENGERS SCREAMING FOR MERCY OVER MUMBLE"

the formation flying, convoy supply runs to the most useless fob on the planet and dropping the snipers on the hills with no cover, and we wanted more.

However, after all this hardship and pointless abuse nothing beats getting that crate to that squad on the Muttrah hotel, or seeing that tiny missile streak harmlessly by, or hearing your passengers screaming for mercy over mumble as they get flown through the streets of Beirut. We do not often get thanks, we do not often get praise or glory. We don't even get to do our job that often. We do have pride though, because if we weren't there, you'd be walking.#



TALKING PRT

Checking out some tournament business

Hello and welcome the interview of Scot, he is a Tournament Admin in the PRT, and also a DM council member.

Please Scot tell us abit about yourself and how you got into the PRT, and how you became an admin?

Well, I started in the PRT in C6, joined NATO 2 because I was young, naive and they had a squad which was local to where I lived, and so to 4th Rifles I went. I stayed there, loved every minute under Moo-Moob, I think I became an NCO sometime in C6, maybe in C7. C7 was very fun as well, when I felt NATO 2 was at its best with a strong command staff, and capable of winning most matches, unlike C6 when we struggled to win any! C8 was a campaign of darker days, I briefly became SC before realising that I didn't have the time that was needed, combined with the fact the team I was Supreme Commander of was really not the team I wanted it to be, or had imagine it to be.



I resigned after like 3 battles, possibly the worst Supreme Commander of all time! I still loved the PRT, and so inquired about becoming an admin as a graphics man before C9, which I happily did. Then slowly, I got more involved with team politics and now I'm a Team Administrator for NATO.

Has the PRT affected your life in anyway? (Time constraints, stress etc?)

Well when I was in it as a soldier, Saturday nights were definitely not on the cards! It was part of the reason for me resigning, I enjoyed going out too much! Social life did indeed take over, and PRT came second for me, but as an admin, I combine the two very easily, and I love it really. With stress, well I can tell you my stress levels would be far lower if I didn't have the PRT. The Command Staff's manage to keep them up most weeks, but I love them for it really! One thing it has done is shown me a different prospective, especially as an Admin, on how actions affect others. When we make

a decision, undoubtedly it will piss some people off, but we sometimes have to make the tough decisions despite this. Shame really!

How does the PRT work in a short version?

It works simply. At the moment we have two alliances who fight over 10 battles for dominance. They fight over 2 weekly battlecycles, on a battle every Saturday. We currently have 1 battle left of C9, and there will be large changes incoming for CX (Campaign 10 in roman numerals for you uneducated among us), so keep one eye out for that!

What is the ultimate goal of the PRT?

This is really quite a hard question, you'll probably get a different answer from every member of the PRT! I think really its too play PR in its best form, organised 32 v 32 man battles (who knows, hopefully 64 v 64 if that ever makes it out!!). The fact that many times a campaign, there will be 1 - 0 victories by each team is testament to how competitive the PRT is, and PRT offers really something different from public play.

"WE WILL NEVER GET THE LOVE WE DESERVE FROM THE PLAYERS!"

Is admin work hard, and how do you feel the Tournament is going right now?

Admin work isn't really that hard, it's a lot of forum work, with a few TS meetings every now and again, I know the team command staffs and players probably invest far more time into the PRT than I do each week. Nevertheless, I do try and engage with the community, and try to play PR when I can.

I don't know how everyone else feels, but I feel this campaign has been a success. We've had 1 server crash through the entire campaign, thanks to Tirak and Wilkinson's really hard work in setting the servers up, and really I have to thank Tirak a lot, without his role as T-BDA, C9 could have been awful! Overall, there's been a few glitches, but I think C9 has been a far better campaign than what I saw of C8, definitely.

Admins are usually the debate of much critique and bashing, how do you deal with the drama?

I know that we will never get the love we deserve from the players! I accept it, we make unpopular decisions, but unfortunately, decisions that need to be made! >>

TALKING PRT

Checking out some tournament business

I know that we will always annoy some member of the PRT community, but what people often forget when we make our decisions is they have a micro view on the point. The admins can see every forum here, and have the best view to make a good, informed decision. One thing that really makes me laugh every time I hear it, is that in some way, the Admins are bias to one team or another. Having spoken to NATO and CATA members, and from the PRT survey we published, it seems both NATO and CATA think that we are bias to the opposition, so that makes me laugh even more. One day, maybe people will realise that despite what teams we come from, when you become an Admin, you hold no bias.

What are your plans for the future, I've heard that you are going to scrap the CATA/NATO Setup, is this true?

There will be many changes Campaign 10 (CX as we like to call it), its always been a discussion, who knows what will happen, but CX will be a very different campaign to C9!

What makes a good Tournament?

Carlsberg don't make Administrators, but if they did, they'd probably be the PRT ones! But seriously, I think it stems down to an awesome player base, which luckily the PRT has. Some of the people you meet in the PRT are really quite awesome. The Command Staffs are obviously important, and they can make or break a tourney I think.

As you know there are many admins, with big and small roles out there in the Community, do you have any tips or suggestions to them that you wish to convey?

Always talk to your fellow admins before making any decisions. Even the lowly graphics guy may have an opinion which is of great worth. The PRT admins really do work well as a team of people, which is one of their strongest points.

Any final words Scot? Before we bring this to an end?

If you have the time to dedicate to the PRT, and want something different, definitely sign up for the PRT! It really is a great experience, you meet great people and I have no regrets from getting involved in it.

Thank you scot, and good luck with your job as the admin, being an admin is a big job that requires something from you, so its good that you wish to do it.

Thank you guys for interviewing me, and you stay classy PR community!#



LIFE OF A PR WIFE

Squeeze my boobs together and smile

Although Wicca has been playing PR for a long time, I still don't get used to his time management; and when I say his time management, it means 5 minutes equal 15 minutes, Wicca-time. When he says; "I'll make dinner in 30 minutes", it usually means the dinner will be done within 2 hours. (If I don't drag him off the computer).

When he is focused on something, it's almost impossible to know if he even heard me asking for something. I can say any thing, like - "I just jumped into light speed and visited some random people in Australia!" or "I am pregnant with triplets!" and he'll just answer; "Ok" or even "It's five o'clock". I need to poke him in the face just to make sure he know what he answers to.

It does not make it easier to get through to Wicca, when everyone wants his attention and act like crazy when he decides to leave. "Nooooo, Wicca don't go, we need you!" But guys, he is mine. If I have to get naked to get his attention, I will. I don't play nice.

Another thing I don't get used to, is his yelling when he is in game. I can hear it through the door, all his nice encouraging, leadership words; "Build a FOB or I will rape you in your ass so hard, you won't be sitting down for a month!", "Stop talking about your gay cousin and get your ass in gear!", "I'll kick you in your face!", "If you don't get your ass in gear, I'm going to get in your ass!" and so on. Classic Wicca.

I just turn up the volume on the TV, it does not always help, he can be really loud! And no, I don't feel sorry for the players, they probably had it coming anyway. He also screams a lot, sometimes like a girl. He showed me a video on youtube called; Project Reality 0.95 - Wicca lol Squad, he was so proud of his babbling and his girly screams. "See! That's me! How awesome am I? I'm on youtube!" I didn't know what to answer, so I just said: "Mhm, cool." He have seen that video so many times now, and I think it's equally disturbing as when he listen to Rihanna - only girl in the world, and singing to it.

Yes, there is something really disturbing about him. I mean sure, I married the guy, I can't live without him, but he is quite insane, and I'm starting to think that this is the way you all are, which so far has been more or less confirmed from my silent followings of Wicca in his TS channels. You're all insane. Anyway, it's interesting to finally learn what PR is all about, and that it's not always nerd-complicated-war-and-computer-skill-talking going on. And therefore, against my better judgment, I was persuaded by Wicca to join Xfire and register on the PR forums, since I am a writer for Reality Contact. I hope I won't be completely scared off, but I'm guessing since I can handle Wicca, I can handle a bunch of you baboons as easily. But I won't butt in everywhere though, I will be sticking to forums like; threads about Reality Contact and off-topic threads. I am pretty good at trolling ya'll!

On an ending note; I keep getting the question about how big a penis he has. (Why do you want to know anyway? Are you all gay or something?) Well, it's probably bigger than all of yours! Yes, be offended now.



UNRAVELING REX

Checking out his PR experience

Hello Rex, and hello everyone. Today I will talk to Rex about his community experience within PR, and how it has reflected his real life, as well as the other way around. Currently Rex is the Clan leader of SRF, and is the XO of team Europe.

How did you learn about PR?

Downloaded it from some random torrent website. Since I'm into teamwork, I read the description and I liked it. I tried it, and then it somehow swallowed me.

What do you do in real life at the moment?

Besides every day trainings to apply for the Royal Marines? College, I study Uniformed Public Services here in UK, I've applied for university for Chinese and cultural studies. If all goes well by the time I get my degree I'll be eligible and fit enough to pass POC (potential officers course) in the Marines.

Your also the leader of a clan in PR, SRF. When did you start SRF?

Yes, I'm leading it but I'm supported by all my officers within the team. Without them I'd have a hard time.

Me, GilzaSVD and Piwkin started it on 4th of October 2009. It was unity of two small clans with shared ideas, the 7th Legion (founded by me) and Heavy Assault Team (founded by GilzaSVD). We, me and him, shared opinions on how the team should be run.

We've started it because even then we wanted to create a stable platform for players like us to join in and have enjoyable experience every time they visit team speak and play the game.

I know you have been in the PRT, what made you join it, and what do you usually do in the PRT?

Well at that point I didn't have my clan, there was just me and my friend, that I met in game, playing it. Since I tend to get into things that I like, I visited DEVs forums and bumped on PRT, I've found out enough to know when it's going to start, so I waited. If you ask why? Well as I said previously, I love TEAMWORK, and I like first person action games + realism... Damn, at that point this is what I was looking for. So I joined as a grunt, I wanted to join NATO and be 1337 snipzor, but my mate had, and I believe still has, hatred to NATO weaponry, nothing racist, just he doesn't likes it. So if not NATO, then CATA.

I had my boot camp, I've met Onil for the first time in my life, well I heard him... And... I enjoyed it, by the end of 7th campaign I was an NCO, and I've led in last 2 battles and

was quite successful. (Tiger platoon)

C8 I'm joining as an Officer creating a Russian speaking squad, containing of my mates that enjoyed my stories about PRT and some other people who discovered it, but preferred Russian over English. This is how I met GilzaSVD btw. C8 was steamrolled by our team's pure awesomeness, by the end of campaign my Russian squad was led by Piwkin, and I was leading Tiger 2, that was deserted by Orthas... well he had to become a commander, so I stepped up as squad leader since I spoke English and had successful leadership plus the experience. Boy did I had fun there? YES!

C9 I'm General Staff Officer, I try to help Orthas and Bonsai as much as possible in different scenarios... On Sunday I could be leading team on training, next time I can be helping within other platoons giving them coaching points on where to improve, or giving advices to Platoon/Squad leaders on their leadership.

What is the most common issue you face as a Clan leader or PRT leader? Either with your own members, other clans or teams?

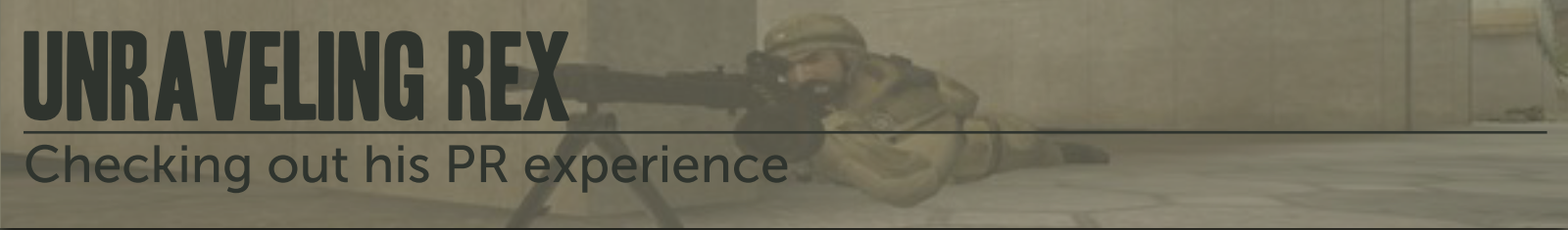
Lack of motivation I suppose, I need constantly to discipline the troops and remind them why they are here. That it's not just their time, it's mine also.

Although I keep in mind that it's just a game... But I love to win, and who doesn't? Though at any point I can drop it and leave and had to do what I desire - military.

Seeing as you are a leader, you have leaders under you, how do you come across to them, and do you train them in any certain way? What is your so called "leadership psychology"?

Firstly I must be sure that whatever I decide, all of them will stand by my side, if I found out that somebody was against it and hid it from everybody including me, I will question his position as an officer.

We stick to our team protocol and every single member of the clan, officers included, knows it very well. As for training, yes I do, this is what my clan does non-stop. It trains and evolves, sometimes so fast that we need to stop and organise everything to the right shells, if you know what I mean. Everything that I learn in real life about leading I pass it to my officers, we change it, if needed, so it can be used in game. They know that I rule my clan by the iron fist, and since they are all there, they all agree with me. At the end of the day, I never lost a person because somebody in my clan, including me, was in some way disrespectful or immature, simply because it's against our protocol. >>



UNRAVELING REX

Checking out his PR experience

I have always thought your leadership style to be somewhat strict but also very energetic, due to the fact that you never back down on stuff you believe in. Do you do this intentionally or is it something you have trained, or become experienced with?

I think it came with experience, mixed with who I was, and initially I became who I am now but this doesn't stop here. The main thing I try to learn now is to evaluate on my performance as a leader and point out the mistakes so that I can fix them. Strict, energetic, and I never back down on stuff I believe in, yes! There is nothing worse than an inexperienced, unsure and immature leader. You must show right character to the men you lead, otherwise they will stump all over you.

Where do you think the line between leadership and skill go?

Lack of experience I'd say, I've seen great leaders with poor in-game skills, such as survivability, mobility, and effectiveness overall. People can't do thinking, doing, and speaking simultaneously. It will come later...

This happens due to the fact that people come in into this community and since they are born leaders, they just start leading squads. What they should have done is to practice first on their skills and game knowledge and then head to leading.

As you know in PR, there is a unprecedented requirement for leaders to get a good game, such as Squadleaders, CAS leaders, Armor leaders COs etc. What makes PR so different from other games in the way it shapes people?

People come here, seeking what most of us does - teamwork. They find suitable roles and fulfil them. Then they just become masters of what they do, and when you meet such people that know their job, on the same team, it's just brilliant. This is what I get on PRT.

Other games? Well most of them have main problem, it's all about individual skill, even such games as Counter-Strike and its tournaments, considered to be best for teamwork, well I've been there, and it's about your skill only. The amount of players in game in PR, pushes you to stick with your squad mates, being unable to speak to them again pushes you to either learn to type fast or get self a headset. To be honest, I don't remember any other first person shooters where headsets are used globally as a MUST. And surely it plays a big role in the way of shaping people when they interfere with each other.

How can people train their leadership skills in PR? And what styles should they aim for?

The very best place to do it is on the pubs and if we are talking about them, best of them all is PRTA. You've got all resources there to become a good leader. Mumble, admins, players that are willing to play as a team, rules suitable for teamwork environment. I'm not saying that the rest of the servers are shite, no but this one suits best for this task.

They should start with getting the basics, like the boot camp in the army, what I mean is - learn the game. Leadership requires knowledge of what are you doing in the first place, then it goes to basic stuff, such as confidence, decisiveness, motivation, clear language, breaking own language barrier therefore giving more confidence to yourself (I'm talking about leaders who wish to lead everyone not just their country mates) and so on, I can write an essay about it because this what I study at college.

What is the most important leadership quality?

I'd say confidence... Lack of confidence in the leader will bring to lack of confidence in his team, therefore it will perform poorly and might fail the task. I've failed tasks given to me as a leader, and I failed when I was giving orders, but because of my confidence, team had no hesitation on following them.

What sort of tips can you give to aspiring clan leaders, squadleaders, or veteran community heads regarding organization and leadership?

Well as a leader no matter how good you are, you must build a base around you. A team is like a building, or like a tower - The Eiffel Tower for instance. And if you think that as a leader you are at the top, you are wrong, you are at the bottom and if you are alone and everything is based on you, one little snap in you, can bring the tower and everything in it down. I've seen in happening to some great teams, great communities and superb ideas.

"A TEAM IS LIKE A BUILDING!"

My tip for organisation is - gather people around you that you can trust, close circle sort of say, those who won't fail you. Don't be skeptic about this one; it's the hardest thing to do when leading a team or community. My tip for leadership - don't promise anything to anybody unless you are very sure that you can do it. Always stay confident, even if you know that you are failing big time now, you can think why later. If you hesitate, your team will hesitate and you must lose their trust in you. I've seen it#

DO YOU THINK:

You want your writings to be published in reality contact?

You want your screenshots to be featured in this magazine?

You have written some nice after action reports that you want to see in here?

You have written some how to's or even full blown tactical guides?

You can do better than this or just want to help out?

LET US KNOW!

We can always use cool or fresh content for next months issue.

Leave a reply in the thread or contact Wicca

CHEESE EATING FIGHTING MONKEYS!

Talking French

That's right! Once again the French are raising their Armies to fight once more, the memory of Napoleon burning in their hearts - the will to rid themselves of a disillusioned reputation to become, once again, one of the most feared Armed Forces in the world, strengthening their souls. Yes - The French are Invading PR. No - not Libya, PR! Honest!

The onslaught of Famas rifles, AMX 56 Leclercs, and MI-RAGE Fighter Jets is lead by [R-DEV]Hauteclocque and [R-CON]Sgt_Doctor. Once again I embarked on a long (Well, quite short) and noble quest to hunt down these mythical warriors, and extract information from them by any means possible - even with cookies.

Starting from the top, and with an application of an E-Cookie, I attempted to find out what Theatres the French Forces will be involved with in PR, whether any new places were expected and whether or not the French would be making appearances in any of the fictional wars in the PR World, fighting China or the MEC, perhaps even getting locked into NATO's war against Russia? "For the moment, we have no maps in 'Astan' (Afghanistan) for a good reason - we have no mappers!" answered Hauteclocque, "but there are new theatres coming with the Frenchies," such as Africa. Maps like "Drought" by [R-Dev] Rudd, which will be like "the French Kashan", and another set in a Congo Insurgency by ChiefRyza will be the starting point for this new theatre - Somalia was also mentioned as a possibility!

A further pair of maps based in current PR Theatres, including one with the French fighting the Chinese (Made by [R-Dev] Rudd and Amokandy). Evidently this new theatre requires a new OpFor faction - but don't worry! Sgt Doctor and Hauteclocque have this covered with the African Resistance Fighters, but will they use a Place Holder for this faction, or release the ARF/AU (African Union) and French Faction together? "We will wait to finish the African Union to release the French forces" explained Sgt Doctor "but don't be worry, they are close to being finished!". "The ARF will be an insurgent faction, similar to the Iraqi/Taliban factions." and will be featured in the aforementioned Congo Insurgency map, "but the AU forces will be a more conventional faction, not as modern as a bluefor faction, though I think better than the Militia. When I say better - I mean some kits will have scopes!".

So, a brand new theatre with two new OpFor Factions to face our brave BluFor! Things don't get much better than that.

Or could they? As reported in the last edition of Reality Contact, PR has recently been able to boost numbers up to 128 players. Though the French Forces team says that they will not change much of their original planning because of this new development, "If this is implemented (I guess it will), there will be gameplay tweaks in our maps of course, like other PR maps, which will need to be tweaked." apart from this however - the French Forces team sees no reason to change what they are doing because of the new Server Limits. So, if there isn't much change to the original plans, what're the biggest problems facing the French team?

"ONLY A FEW THINGS NEED TO BE DONE ON INFANTRY"



"Only a few things need to be done on infantry - the biggest thing being animations for the weapons, I'm almost done with the FAMAS and sniper rifle 1p animations," said Hauteclocque, "but there is a mammoth task left to do, the Rifle Grenades! Chuc did all the animations for PR but as you know he is going to retire; so I had to learn" and "I'm still learning today!". As for the Vehicle side of things, "Our main APC needs to be polished, we already have several choppers, the Tiger we have from EuroForces that Sgt_Doctor reskinned" Sgt_Doctor also re-skinned "the Gazelle from USI, and the Panther chopper that will be our transport chopper on Operation Marlin - the Cougar is still in development". >>

CHEESE EATING FIGHTING MONKEYS!

Talking French

Also the “truck will be finished in the following weeks, but like the Panther I have to export it, and R-DEV Leusch will code it (like he does for all our stuff). Ofcourse, the maps need to be finished.” Andy & Rudd have almost finished Jungle Fire, “and the 1*1 version of Operation Marlin is nearly finished, Billoute is working on the 2*2km.” which will include the LeClerc MBT. The team still have no idea how much work is left in the French Faction, saying that “We won’t be released this year” - so don’t hold your breath!

Apart from Doctor & Hauteclocque, who else is in the Team? Well, Sgt Doctor, as well as leading the team also does reskinning and texturing, Hauteclocque does the exporting and animating - there’s Bao, the Lead Artist, and the others previously mentioned making maps. Shifty.fr is doing research as well as the Faction’s sounds, Olicarnage and Inaith also help out, as well as various PR Devs. “We recently had help from Sasha who textured the Leclerc - Danke fixed some of our models too”. A full list of those involved can be found in the French Forces thread.

So in summary there is alot to look forward too when the French Faction is finally complete, along with their African enemies. New vehicles such as the AMX 56 Leclerc Main Battle Tank, AS 565 MB Panther Light Transport Helicopter, and AMX-10 RC Tank Destroyer will fight alongside Infantry armed with Famas rifles, Minimi Light Machine Guns, and Eryx Any Tank Weapon Systems, with RAFALE and MI-RAGE 2000 Jets giving Fast Air Support, and CAS missions run by Tiger and Gazelle Attack Helicopters to give the new Africans, armed with their lowly FN FALs and Machetes, a damn good thrashing!

Take Care! #



FALLUJAH WESTSIDE

A report from the frontlines of PRT

For BC8 I was supposed to be fighting against IDF on Gaza. I was supposed to lead my platoon and drive around in techies. This didn't happen. Instead Allah possessed our dear Supreme Commander's sister and forced her to destroy his headset, rendering him unable to command. I was thus called in to lead the glorious Iraqi Insurgents.

I was pretty nervous beforehand as this was my first time commanding a PRT battle. Fortunately for me I had a good army backing me up and a good plan that we followed. The caches that we spawned with were both good and bad, one was to the north in a compound with pretty much open areas surrounding it, allowing NATO's armour to blast us. The second was inside the city. We deployed a heavier defence around the northern cache and a smaller around the city one.

At the same time we had units going to create a fake cache along the main road. They would try to make as much noise as possible and observe NATO movements at the same time.

Lastly we had a few guys running around building hideouts and fetching every car inside the city.

After a few minutes it was clear that NATO were sticking in, or close by, their main base. They presumably looked for movements and waited for more APCs to spawn in. After a while NATO moved out in force. They had seen movements at our northern cache and moved in with APCs and Humvees as fast as possible.

I called in mortars and reinforcements but they were too late. We had already lost the majority of our defences and now we only really hoped to inflict as much damage on NATO as possible. The mortars hit home and wounded a few infantry, perhaps killed a few. By the time reinforcements arrived NATO was pulling out again.

They had however gotten their AAV stuck in a ditch. This AAV was blown in an amazing shot from our SPG. It was shot blindly from beyond the view distance and went through the LAV and straight into the AAV.

Our new cache wasn't that much better than the first one. In fact it was worse. This one was straight NE of the USMC main. In a house. In the desert. We couldn't possibly reinforce it without NATO seeing it from their main. They had several spotters standing on the walls looking out.

Along with a SL I moved to the UN medical facility to build a hideout as a backup. While the SL was putting it up I checked the US main with my binoculars. What I saw kind of freaked me out. US troops were going around in the houses near the cache, searching them!

Without delay mortars were called in as well as reinforcements to the medical facility. As reinforcements arrived we got pinned down inside the facility. The enemies were cleared out, but we lost the cache in the meantime.

We hadn't been that long into the game and already lost two caches. >>



FALLUJAH WESTSIDE

A report from the frontlines of PRT

It was sort of demoralising; especially for my first time commanding.

Our new cache was in the most south-eastern compound, M12. I ordered more defence around that and set up one of our squads in the T-building east of the Hospital. NATO, probably feeling more confident, went on attack now. Their attention was caught by this building and they attacked. The fights around that building and the surrounding area were prolonged. Several attempts at it were made and we held it for a long time. It wasn't until the cache in M12 was revealed that NATO shifted focus from that building. We had successfully faked a cache.

Even after the cache was revealed it took quite some time for NATO to move in and kill it. Eventually they did though. The forth cache was this time in M6, deep inside the city. Feeling more confident after NATO's losses attacking the previous cache we started patrolling the city.

At this time it was all quiet again. NATO most probably felt their losses and went patrolling, looking for a new cache.

After this point it was more or less squads trying to sneak in and kill us off. I personally encountered a squad in the Mosque. I shot and naded most of them but got shot by the last guy. Fortunately one of my squads were present and got the job done.

Every once in a while NATO launched a larger attack against us. I remember once when they moved in with an LAV and several infantry against our city-cache. They came from the main road and pushed in, killing off infantry and pushing to a double T-building. They got mortared and moved inside for cover. I moved on the roof meanwhile and threw one RKG-3 at the LAV. After that I moved inside the building and was suddenly surrounded by NATO. Needless to say I was shot pretty damn quickly.

It continued in this fashion with assaults every now and then. As well as this, we were moving in and fighting NATO on the NW side of the map. Eventually there was silence from NATO - it wasn't to last. I moved as a civvie towards the Hospital to check what was going on. As I approached it I saw a convoy of an AAV, a LAV and at least a Humvee.

Quickly enough I was screaming to everyone that NATO is doing a heavy push towards our cache. I screamed for our offensive units to get the fuck back. I screamed on everyone.

That is until I heard a big explosion. Followed by another big explosion. I looked at the scoreboard and I could see that half of NATO had been killed. In a matter of seconds I had chatter on our team-chat. Apparently they had fallen prey to a single man and his ambush. Shortly after that NATO succumbed and we were victorious. #



WICCA'S WORDS OF WISDOM

I love infantry

Hello again to you all. I am quite happy to be writing for you, and I could never have imagined the community evolving to what it is today when I first started playing PR. It's quite mind blowing that it has come this far, but something that I still want to see a lot of change in is players attitude to the game. I am by no means referring to skill in this article, I am referring to why you play PR, and what you do from that overbearing goal.

When I started playing PR I took with me my attitude from BF2, now quite surprisingly my attitude in BF2 was actually - "GET AS MANY FRAGS AS POSSIBLE!" and when I landed as a completely green squadleader on the dam of Jabal, and started barking orders for the first time in PR people really went out of the way to do what I told them to do. This experience lifted me more than you can imagine, and with that confidence I felt I could reach the skies.

That experience made me really appreciate the small and big things people in the field do for the team. If it's transport, defending, driving trucks or just keeping the road clear of mines. The first experience I had with PR just gave me a new experience of gaming and I came to the conclusion that you're not playing this game to feel great, you have to play it to make others feel great. That will accumulate to in the end making you feel even better.

I remember one time I was an infantry squadleader - which I usually am because I love the infantry. I saw there was absolutely no armor support, nothing that could help us knuckle out the tough resistance we were up against. So being the man for the team I was, I took it upon myself and turned my squad into a 2 apcs and 1 tank squad. We gave transport, fire support, and delivered the occasional ammo box to passing infantry who had been in some tough fighting.

The games where you see everything is falling apart around you usually haunts me at night, even in the day I get shivers down my spine - the thought of losing a round so hard just makes you sad. A great way to avoid it is to take the heavy duties upon yourself and make yourself useful for the team, instead of making everything revolve around you and thinking that the team is failing and not you. Funnily enough, this game is created around the idea of teams, and being in the same team as another ultimately puts you in the same boat as the next man at the end of the match.

So this is my request to all of you players out there, instead of thinking that you play PR for your own fun, know that you play it for others' pleasure. To promote their experience, and their enjoyment.

It comes down to the very basic such as:- The need for ammo, the need for a medic, the need for a leader, the need for armor support, and the need for transport. And you need to fill those roles, preferably one that is either extremely needed, or that you can do quite well.

Now these might just be words, but I beg you all just try one game where your entire reason for gaming is to make everyone in the team, and in the squad feel better.

// Wicca out

Comic made by Wheelman



SCREENSHOT COMPETITION

And the winners are...



The Winner!

.:dreamsequencer^

The shot here was taken in context - Dreamsequencer probably had to wait a long time to take it! The moment I saw it, I could hear the sound of the people around you yelling, and the feeling of success after you had been able to eliminate it. A sense of accomplishment. This is why this screenshot won the competition. These moments in PR is what makes us stay up another 2 or 3 hours. Just because we love the fact that people actually are able to put so much energy into getting one kill.

SCREENSHOT COMPETITION

And the winners are...



Second place:

Captain Chaos

Seeing this photograph, makes me at least, feel I'm in the shit. You know, when 3 guys around you are dead and you know you're next. This screen gives you the same feeling, just in a chopper. You know you're 1 meter away from being blasted into oblivion. Yet somehow, miraculously you make it. That's why this screen deserves second place.



Third place:

Cheiftain_UK

Having had an SPG up my own arse a few times, being able to help the team by knocking the thing out is a great feeling. I've always wanted to have a clean shot on techies like this, but usually it involves a butt load of rounds in a close environment as it speeds past me. Yet here someone actually managed to sneak up on their rear and give back what the gunner had taken from us

SCREENSHOT COMPETITION

The rest of the contestants! (in random order)



Thanks to everyone for competing!

We hope to do more stuff like this, so get more cool stuff and send it to us!

/Wicca out!