Mod Central

The Quick 'N Dirty Guide to Team Fortress Classic

Without a doubt, one of the most popular modifications for classic Quake was **Team Fortress**. It's unique blend of teamplay, original weapons and various character classes created hordes of fans around the world, and now the original creators have brought the fun to Half-Life with the release of **Team Fortress Classic**!

For those of you new to Team Fortress Classic (or "TFC" for short), we've created this guide to help you through every aspect of the game. Here, you'll learn everything from basic gameplay all the way through all the different characters, weapons, and maps found in TFC.

Remember, this guide is only meant as an overview to help familiarize you with Team Fortress as quickly as possible! For complete information on Team Fortress Classic, be sure to check out Valve's official TFC Player's Guide (included when you install the mod).

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I.   SETUP

If you're already familiar with Team Fortress, you'll probably want to get up and running and in the game as quickly as possible. This section is for you! Below you'll find all the info you need to get installed, set up, and in the game in under 5 minutes (depends on how fast you can read, of course).

Installation

Team Fortress Classic is included with the latest patch for Half-Life, starting with v1.0.0.9 and greater. You can upgrade your install either by using Half-Life's automatic updating feature, or by patching the game yourself.

To use the auto-update:
1. Start Half-Life.
2. At the main Half-Life menu, click "**Configuration**".
3. At the Configuration menu, click "**Update**". Half-Life will automatically detect which version of the game you're running and download the appropriate patch.

To manually patch Half-Life yourself:
- If you have version 1.0.0.5 of Half-Life installed, download and install the complete **1005-1009** patch.
- If you have version 1.0.0.6. first download and install the **1006-1008** patch, and then do the same for the **1008-1009** patch.
- If you have version 1.0.0.8, download and install the **1008-1009** patch.

You can find all of these patches at www.planethalflife.com and www.planethalflife.com/modcentral. If you are at all unsure about how to do any of this, or don't know what version of Half-Life you have, you should stick with the auto-update option.

Setup

To play Team Fortress Classic, you'll first need to "activate" the mod, or in other words, let Half-Life know which game you'll be playing. You can accomplish this simply by using the "Team Fortress Classic" icon installed with the game, or by doing the following (which will come in handy as other Half-Life mods are released):

"Activating" Team Fortress Classic:
1. Start Half-Life.
2. The first time you run the game after installing the v1.0.0.9 patch and TFC, you'll notice a few new options. Click "**Custom Game**". This will pull up the new mod interface.
3. On the mods list. highlight "**Team Fortress Classic**".
4. Click "**Activate**". You'll see the new TFC menu and background appear.
5. Click "**Done**" to return to the main menu, now with the TFC background (see pic).

Configuring your controls:
1. From the main menu, click "**Configuration**", then "**Controls**".
2. Customize your controls. The first time you run TFC, you will probably start with the Half-Life defaults and need to do all your controls from scratch. Make sure you bind a "special skill" key somewhere within easy reach - you will use this key a LOT.

Joining a game

Find and connect to a game:
1. At the main menu, click "**Multiplayer**".
2. Click "**Internet**" or "**LAN Game**", depending on what type of game you'd like to join.
3. Click "**Update**" to see a list of available Team Fortress Classic servers.
4. Highlight a server.
5. Click "**Join Game**" to join the server.

Of course, you can always use a server browser like **GameSpy** (www.gamespy.com) to make locating and connecting to a game easier.

Once you've connected:
1. **Read the map description.** Once you connect to the server, you'll see a short description of the map, along with each team's objectives. Press Enter to continue.
2. **Pick a team.** Select 1 to join the Blue Team, 2 for the Red Team, or 5 for the "Auto Team" option, which will automatically place you on the team with fewer players.
3. **Pick a character class.** Use the 1-9 keys to choose your class. You will then respawn in your team's base and you're ready to play!

NOTE: One thing that ruins internet games quicker than anything else is when players continue to join the wrong team. You should ALWAYS try to join the team that needs you the most. This means if one team is way ahead, you should join the losing team, and if one team is way short of players, you should try and help them out. This is the best way to ensure that games stay close and competitive, instead of becoming runaway blowouts. It's very disheartening to be outnumbered 10-5 and watch players continue to join the other team.

II.   BASICS

If you've never played Team Fortress before, there are a few concepts you'll want to familiarize yourself with, and in a hurry. A lot has been changed from basic Half-Life deathmatch and teamplay, and below are the most fundamental points you'll need to get a hold of.

Getting Started

For those of you unfamiliar with it, Team Fortress Classic is a new teamplay modification for Half-Life. It's basically an update of the original Team Fortress mod for Quake, which was (by far) one of the most popular modifications ever made for any game.

The mod pits two teams against each other, each with specific objectives to accomplish on each map. Some maps offer straightforward "Capture the Flag" gameplay, while others require teams to take control of a specifc area, or even assisinate/protect a specific player. The one constant to all modes of TFC gameplay, though, is the emphasis on teamwork. Unlike many CTF mods, where a single player loaded with powerups can sometimes dominate a match, it's incredibly hard for anyone to do the same in Team Fortress Classic.

Further emphasizing the teamplay aspect are the various "classes" in the game. Instead of all players sharing the same attributes, like speed, armor, and weapons, TFC allows you to play as one of nine characters, such as "Soldier", "Medic", or "Spy". Each of these classes has their own strengths and weaknesses, like varying speeds and armor, along with its own special set of weapons.

Classes

Altogether, there are nine classes in Team Fortress Classic: "**Scout**", "**Sniper**", "**Soldier**", "**Demoman**", "**Medic**", "**Heavy Weapons Guy**", "**Spy**", "**Pyro**" and "**Engineer**". Some, like the Scout, are extremely quick but easy to kill, while others, like the Heavy Weapons Guy, are walking tanks loaded with heavy artillery but move incredibly slow. Each has their own special attributes and, in some cases, can use weapons or perform tasks that no one else can.

As you get more familar with Team Fortress Classic, you'll learn more about all the classes, their different weapons, and the roles each play on your team. To be effective, teams will need a healthy balance of different classes.

For complete information on all the classes in the game, check out the classes section of this guide and Valve's official Team Fortress Classic manual included with the game.

Map objectives

There are six maps included with Team Fortress Classic, many of them updates from the original Team Fortress. Each has their own specific objectives, which will appear on the screen at the beginning of each map.

Two Fortresses | *Capture The Flag*

Based on the classic 2Fort map, your team must steal the enemy flag, bring it back to your base, and place it on your "capture point" to score. Your team gets 10 points for each capture.

Flag carriers drop the flag when they die, and dropped flags return to their base *only after going untouched by the enemy for 60 seconds* . If you manage to kill a flag carrier, your defense will have to relocate to the flag to keep the enemy from reacquiring it.

Canalzone 2 | *Territorial Control*

Loosely based on another classic Team Fortress map, CanalZone 2 requires teams to take control of five "Command Points" scattered around the map, by placing flags from your base on each.

A map inside your team's control center will tell you which team controls each point, and each team scores 1 point for every 30 seconds they hold a Command Point. An additional bonus is awarded for holding all 5 points at once, but it won't be easy - flag carriers move at half-speed, meaning they'll need to be well-escorted to their destination.

The Well | *Capture The Flag*

Another CTF map, you'll once again need to steal the flag from a tower in the enemy base, and bring it back to your base to capture. The capture point for each team is located at the base of the tower that holds the flag. All other rules as in "Two Fortresses" apply.

The Rock | *Capture The Flag Variant*

Set in two opposing prisons, this level requires you to steal a keycard from the enemy's "Warden's office" and bring it to the enemy's "gas chamber", on the other side of the enemy base. Once there, you can release poisonous gas that will kill everyone on the enemy team in 10 seconds, and earn your team 15 points. (It's possible to survive the gas if you can find a protective suit, or get underwater.)

Hunted | *Assassination / Escort*

Set on one of the Half-Life single player maps, one player - "The Hunted" - needs to make his way from one end of the map to the other without getting killed by a team of up to 5 "Assassins". A third team of "Bodyguards" is assigned to protect the Hunted.

If the Hunted dies, the Assassins get 25 points. If The Hunted reaches the truck, he and the Bodyguards get 50 points. If either happens, all players are moved back to starting positions and a new round begins. Also known as "Cap the Prez".

Push | *Football*

If you've ever played the Kick mod for Quake II, you'll have no problem jumping into this one. There's a ball in the center of the field, and the object is to pick it up and bring it to the other team's goal - a raised square deep at the end of their base. Each time you score, your team gets ten points. You can play as any class except the Engineer or Spy - imagine how different sports would be if you could wear the other team's uniform (or set up a big sentry gun in front of your goal!).

Weapons and Ammo

One thing you'll quickly notice about Team Fortress Classic is that there are *no* weapons to pick up. Each class has its own particular set of firearms, which you're given as soon as you respawn.

There are also a variety of new weapons in TFC, including a wide assortment of grenades. Almost all the weapons are new, and even the ones that appear to be holdovers from Half-Life act very differently. There's no secondary fire option in Team Fortress Classic, but a few classes have a "special skill" designed to work with a particular weapon. (You can bind your "special skill" and grenades keys from the TFC configuration menu).

Ammunition is treated differently in Team Fortress Classic than it is in Half-Life. Instead of ammo being scattered around the levels haphazardly, you'll find ammo packs available throughout each base, usually in supply depots that cannot be opened by your enemies. Enemies may drop ammo packs when killed, and engineers have the capability to create ammo dispensers, which can come in handy when you need to defend areas far from your base.

For complete details on all the weapons and ammo in Team Fortress Classic, and the classes that can use them, check out the weapons section later in this guide.

Health and Armor

A major difference between Team Fortress Classic and Half-Life is that there are no health or HEV stations to charge up at (although it's possible they could turn up in future TFC maps). Health and armor are currently handled in a manner similar to Quake, where you pick up health and armor packs, usually located in each base.

Health in particular is very hard to come by in TFC. There are usually just a few health boxes in each base, which makes the Medic a very useful player to have around. If you're running low on health, you can call for a medic (you'll need to choose a key for this when you set up your controls), and hopefully the doctor will answer your call. If you're at full health, it's also possible for the medic to give you an adrenaline boost.

As far as armor is concerned, you can pick it in the ammo/armor packs in each base. Red armor found in the supply rooms will immediately boost your armor to full, while green packs found outside the supply rooms will usually boost your armor by 50. All are helpful, so you'll want to stock up when you get the chance. Just be sure to leave some for your teammates, especially engineers and flag carriers.

Teamplay and Communications

While each map has it's own particular goals and objectives, they all require that you work as a team to succeed. Teams that stick together, go out in squads, communicate with each other, and don't just run around looking for people to shoot, will always get the upper hand.

By default, the "U" key is bound to the "messagemode2" command, which will allow you to chat with your teammates only. Use this to send status messages, plan attacks, or call for backup. The "say_team" command is also present, so if you're familiar with making config files, you can create a few macros allowing you to send messages to your team with the touch of a key. For more info on communicating with your teammates in TFC, check out the communications section later in this guide.

III. CLASSES

One of the first things you'll have to do when joining a Team FortressClassic game is pick a character class to play as. There are nine classes to choose from, each with their own strengths and weaknesses, and you can see descriptions of all the classes below.

If you're new to Team Fortress, you may find all these classes a little overwhelming. If so, pick a class that sounds good and play around with it until you're comfortable trying other classes. You'll want to get familiar with all the various classes at some point, though; you'll need to know their strengths and weaknesses if you want to attack them properly.

Scout

The **Scout's** main attribute is his speed - he is, hands-down, the fastest player in the game. Of course, when you're this fast, you know you're not very well-equipped...weak weapons and low health/armor will ensure you're on the losing end of almost every firefight you get into. The upside is you'll rack up points carrying the flag, which as the Scout, is your entire raison d'etre.

To help him escape enemies, the Scout can throw down caltrops, which will injure and slow down anyone who runs over them. He also has concussion grenades at his disposal, which will disorient the field of vision of anyone unlucky enough to get caught it it's blast.

Weapons: Nailgun, Single-Barrel Shotgun, Crowbar
Grenades: Caltrops, Consussion Grenades
Speed: Very Fast
Health / Armor: 75 / 25 (max armor 50)
Special Skill: Shows status of each flag
Position: Offense (Flag Carrier)

Sniper

The **Sniper** may be the most controversial class ever created for multiplayer gaming. Some people swear by them, others hate them. Be that as it may, the fact remains that when a current situation calls for long distance death to be dealt, the class called upon is the Sniper.

The Sniper's pride's and joy - his rifle - is capable of killing most classes with a single shot to the head, and can also cripple with a leg shot. As the Sniper, use your "special skill" key to go into zoom mode, and then hold down the fire button to "charge" up a shot. The longer you charge the shot, the more damage you can do when you fire.

When playing as the sniper, stick to the rooftops and sniper decks, as your armor level and health don't exactly make a good case for hand to hand combat.

Weapons: Sniper Rifle, Auto Rifle, Nailgun, Crowbar
Grenades: Hand Grenades
Speed: Medium
Health / Armor: 80 / 0 (max armor 50)
Special Skill: Toggles sniper rifle zoom
Position: Midfield, base entrance, rooftops and decks

Soldier

The **Soldier** is pretty much an all-purpose player. With decent speed, weapons and armor, you can use this class in about any situation, from offensive attacks to flag escort to defensive support.

The Soldier's main weapon - the Rocket Launcher - is excellent for clearing routes for flag carriers, and also good for sniper removal - sniper decks and rooftops are provide no sanctuary from well-placed rocket shots. Just remember, there's no guided rocket option in TFC, so make your shots accurate.

For in-close combat, the Soldier carries both the single and double-barrelled shotguns. He also carries the Nail Grenade, which will spin and shoot out nails at anyone near it for a few seconds until it eventually explodes, making the Soldier's one of the most well-rounded arsenals in the game.

Weapons: Single, Double-Barreled Shotguns, Rocket Launcher, Crowbar
Grenades: Hand Grenades, Nail Grenades
Speed: Slow
Health / Armor: 100 / 100 (max armor 200)
Special Skill: Reloads current weapon
Position: All-purpose offensive and defensive support, flag carrier on occasion.

Demoman

The **Demoman** is the explosive expert of the game. Armed with grenades and pipebombs, he is good at both defending, setting traps, and leading an offensive charge.

The most valuable skill of the Demoman, however, is the ability to open up alternative routes to opponents bases with the **Detpack**. This highly explosive device can be used to open alternate routes on maps such as The Well and Two Fortresses, making the Demoman very valuable indeed.

To use the Detpack, first assign it to a key using the TFC configuration menu. Hold down the key for five seconds to lay the pack, and then get as far away as possible - a "FIRE IN THE HOLE" message will appear on the screen letting your teammates know the Demoman is at work.

Weapons: Single Barreled Shotgun, Grenade / Pipebomb Launcher, Crowbar
Grenades: Hand Grenades, MIRV Grenades
Speed: Medium
Health / Armor: 90 / 50 (max armor 120)
Special Skill: Detonates Pipebombs
Position: Primarily defensive, but can be used for offensive charges as well

Medic

The **Medic** may well be the least glorious position there is, but is also one of the most critical. The field medic has the ability to heal his own or his teammate's wounds, bringing their health back to maximum. While playing as the Medic, you have to keep an eye and ear out for teammates calling for medics. After you hear the "MEDIC!!" call, look for a red cross to appear above your teammate in need.

Another great thing about being a part of the medical profession in a violent game is that you have the ability to infect an opponent with a deadly virus. This will continue to eat away health until a medic from the infected player's team aids him. Better yet, the infection can be transmitted from enemy to enemy, so if you can sneak into the enemy base, you can start an outbreak that can cause mass confusion for the opposition.

Weapons: Medkit, Single and Double-Barreled Shotguns, Super Nailgun
Grenades: Hand Grenades, Concussion Grenades
Speed: Fast
Health / Armor: 90 / 50 (max armor 100)
Special Skill: Selects Medkit
Position: Defense

Heavy Weapons Guy

If you're into serious firepower, then this is the brute for you. The **Heavy Weapons Guy** is walking death when wielding his beloved Assault Cannon. This weapon can tear through players in a HURRY, but the tradeoff for all that firepower is that he moves along at a crawl, and then half of that while firing the cannon.

Because of the slow movement speed, and the fact that the Assault Cannon goes through ammo like a wino goes through 20/20, you'll never want to stray too far away from home and easy ammo replenishment.

Weapons: Assault Cannon, Single and Double-Barreled Shotguns, Crowbar
Grenades: Hand Grenades, MIRV Grenades
Speed: Very Slow
Health / Armor: 100 / 150 (max armor 300)
Special Skill: Selects Assault Cannon (w00p!)
Position: Defense

Pyro

The **Pyro** is sort of an all-purpose position. As a member of the offensive team, he is a good leading assault option, leading the charge and creating confusion by setting enemy defensive units on fire. As a member of the defensive team, he can break an enemy assault off the same way. He can also clear off sniper decks, and do many other tasks.

Almost all of the Pyro's weapons are fire-based, useful for setting either players or areas ablaze. The Flamethrower is great for creating up-close havoc up-close, while the Incendiary Cannon's rockets can do great damage from long range. The class is flame-resistant, so if an enemy Pyro is causing you trouble, you may want to fight fire with fire.

Weapons: Flamethrower, Incendiary Cannon, Single Barrel Shotgun, Crowbar
Grenades: Hand Grenades, Napalm Grenades
Speed: Medium
Health / Armor: 100 / 50 (max armor 150)
Special Skill: Selects Flamethrower
Position: Offensive and defensive support

Spy

This sneaky bastard is the class everyone loves to hate. The **Spy** has the ability to change uniforms and classes at will, thoroughly masking his identity. He can also fake being dead, and carries a knife that is excellent for sticking in the back of a sniper's head :)

If you are using the Spy as a means to get to the flag uncontested, be aware that you will revert to your natural spy form as soon as you grab the flag. You will also lose your disguise if you attack anyone, and can be "uncovered" if an enemy spy or scout touches you.

Weapons: Knife, Tranquilizer Gun, Double-Barreled Shotgun, Nailgun
Grenades: Hand Grenades, Hallucination Grenades
Speed: Medium
Health / Armor: 90 / 25 (max armor 100)
Special Skill: Pulls up "Disguise" menu
Position: Usually works the opponent base on his own.

Engineer

The Tim Taylor of the Team Fortress universe, the **Engineer** has the ability to build powerful weapons, as well as supply stations to help their teams (called dispensers) The engineer's remote sentry guns are the ultimate in home defense, and can really break apart an enemy charge.

To build a sentry gun, make sure you've collected plenty of metal (armor) and pull up the "build" menu (accessed through your "special skill" key). Once you've built your sentry gun, you can hit it with the wrench to add ammo or upgrade it with stronger armor and weapons. You'll need to collect ammo packs to do this, so be sure to stock up.

This is a real specialty position, and should not be one of the first classes that a beginner should play. Games are won and lost on the engineer's placements of sentry guns. As the engineer, you should also assist in the distribution of ammunition to other defensive positions, such as the Heavy Weapons Guy.

Weapons: Railgun, Double-Barreled Shotgun, Wrench, ability to create Sentry Guns
Grenades: Hand Grenades, EMP Grenades
Speed: Medium
Health / Armor: 90 / 25 (max armor 50)
Special Skill: Pulls up "Build" menu
Positions: Defense all the way. On the rare occasion when you take control of the enemy base, and have more than one engineer, you may be able to build a cannon and dispensary smack dab in the middle of hostile territory.

IV. WEAPONS

Play Team Fortress Classic for just a few minutes, and you'll quickly realize that there are a boatload of new weapons in the game. Some weapons can be carried by multiple classes, like the shotgun or nailgun, while others, like the sniper rifle or assault cannon, are specific to a single class. There are also a large number of grenades, which are essential to defensemen and offensive players alike. Listed below are all the weapons and grenades you'll find in Team Fortress Classic.

WEAPONS

For the most part, weapons are chosen the same way they are in Half-Life. Each weapon gets assigned a slot between 1-5, and once you choose a slot you can select a weapon by pressing the "fire" button. When you run out of ammo, you'll need to reload just as in Half-Life. However, that's where the similarities end.

None of the classes have more than one weapon per slot, so you don't have to worry about scrolling through multiple weapons in a particular category. In addition, there's no secondary fire for any of the weapons (although there is a "special skill" key that performs this task for a few classes). Here are all the weapons in Team Fortress Classic, along with the various classes that can carry them.

Slot 1 weapons

Crowbar
Used by: all classes except medic, spy, and engineer
The old standby, the **crowbar** can come in handy when you're in close with the enemy. It's been toned down a lot from Half-Life (it swings slower and does less damage) but is still useful in a pinch.

Medkit
Used by: Medic
Carried only by the medic, the **medkit** can be used to either heal your teammates or infect enemies. Simply aim it at the person you'd like to use it on and fire away. If you have enough spare health, you can give teammates with full health an "adrenaline" boost, pushing them 5 points above normal health, up to 50 points over that class' maximum. The extra health will simply drain away slowly until it reaches the normal max health for that player.

Knife
Used by: Spy
The **knife**, used only by the spy, can be quite lethal and kill many players with one stab to the back of the head. Sneak up behind someone and let 'em have it!

Wrench
Used by: Engineer
Used exclusively by the engineer, the **wrench** serves a few useful purposes. When selected, you can see how much metal you're carrying (to build or upgrade your sentry gun or dispenser), and if you hit your sentry gun with the wrench, you'll bring up the "maintain/upgrade sentry gun" menu. Also, if you have enough metal, you can also hit teammates with the wrench to upgrade their armor - watch for players yelling "Medic", as they'll probably need armor as well as health.

Slot 2 weapons

Single-Barreled Shotgun
Used by: Demoman, Medic, HW Guy, Pyro, Scout, Soldier
The **Single-Barreled Shotgun** is a medium-strength weapon carried by many classes. You'll need to get in close to use it to full effect, but shove this in someone's stomach and pull the trigger, and you'll put a bit of hurtin' on them.

Sniper Rifle
Used by: Sniper
The sniper's pride and joy, the **Sniper Rifle** lets you pick off enemies from far off, wounding them with a leg shot or taking them out with a head shot. Use the "special skill" key to enter zoom mode, then depress the fire button to begin "charging" up a shot. When you let go of the fire button, a round will be fired off - the longer the charge, the more damage you do, so try to anticipate your enemies' movements for maximum effect.

Railgun
Used by: Engineer
Carried only by the engineer, the **Railgun** (which is nothing like its Quake II counterpart) shoots out little green bursts of energy that do a medium amount of damage. The gun has a rather slow firing rate, and is really good only as a last resort.

Tranquilizer Gun
Used by: Spy
Used exclusively by the spy, the **Tranquilizer Gun** shoots out darts that will cut the speed of any enemy they hit in half. The darts are very lightweight and travel slowly towards their target, so these are best used up close.

Slot 3 weapons

Double-Barreled Shotgun
Used by: Engineer, HW Guy, Medic, Soldier, Spy
Carried by quite a few classes, the **Double-Barreled Shotgun** is a solid addition to any arsenal - and bad news for anyone you hit with it up close. You can fire off 16 shells before having to reload.

Auto Rifle
Used by: Sniper
A backup mode for the sniper rifle, the **Auto Rifle** is OK in a tight spot, but if you find yourself using it a lot, you may need to re-examine your sniping strategies. Use this only when you need to and at close range.

Slot 4 weapons

Nailgun
Used by: Scout, Sniper, Spy
An old favorite, the **Nailgun** makes its return from the original Quake in Team Fortress Classic, with a facelift to boot. This is not a heavy-duty weapon by any means, but can be effective against slower targets.

Super Nailgun
Used by: Medic
Carried only by the Medic, the **Super Nailgun** is just that: a Nailgun that shoots at an increased rate. As the medic, you shouldn't be looking for combat too often, but when it finds you, you'll be glad to have the Super Nailgun at your side.

Grenade Launcher

Used by: Demoman

Used exclusively by the Demoman, the **Grenade Launcher** works just like you'd think it would: lob out a grenade, wait a few seconds, and watch it explode. 'Nuff said?

Flamethrower

Used by: Pyro

A short-range weapon used by the Pyro, the **Flamethrower** can be used to set enemies on fire, slowly draining their health away, and is a great way to send Scout flag carriers running for cover. The huge flames also do a good job of disorienting the enemy, especially if you can get right in their face, so this is a good weapon to have around if you're escorting your flag carrier.

Slot 5 weapons

Rocket Launcher

Used by: Soldier

The Soldier's **Rocket Launcher** may look like the one from Half-Life, but acts very little like it. You can carry up to 50 rockets at a time, and shoot off up to 4 in a row before reloading. There's no guidance option, but the ability to rocket jump is back - you can actually get quite a bit of air by firing a rocket at your feet and jumping simultaneously. Whee!

Assault Cannon

Used by: HW Guy

The **Assault Cannon** may very well be one of the most feared weapons in TFC. Used exclusively by the Heavy Weapons Guy, this mega chaingun-on-steroids will let you dish out punishment at an alarming rate. The drawbacks: the gun has a long startup/spindown time and will reduce your walking speed to a crawl while firing, so take your enemies out quickly or you're a sitting duck.

Pipebomb Launcher

Used by: Demoman

The main weapon of the Demoman, the **Pipebomb Launcher** is sort of a secondary fire of the Grenade Laucher. Simply lob out a pipebomb or two, and press your "special skill" button to detonate them. You can fire off 6 pipebombs before having to reload, so you can boobytrap a fairly decent area if you know enemies will be coming through.

Incendiary Cannon

Used by: Pyro

Used by the Pyro, the **Incendiary Cannon** is a long-range weapon that looks like the Rocket Launcher, but leaves a red trail as the rocket flies through the air. The rockets have the added bonus of setting the area of impact on fire, making this a perfect anti-sniper weapon.

GRENADES

There are a lot of grenades in Team Fortress Classic, and are key to playing any class to its full potential. Most classes can carry 4 hand grenades along with a second class of grenade, and you can bind each to separate keys using the TFC configuration menu.

To prime a grenade, simply hold down the key you've assigned to it. Five seconds later, the grenade will blow up. However, you won't actually throw the grenade until you release the key, so you have between 0-5 seconds to get rid of the grenade. In order to give enemies as little a chance to run away, you may want to prime grenades as long as possible - just don't get yourself caught in the blast!

Knowing how to recognize different grenades and steer clear of them will make you a much better player and more valuable to your team. Here are all the various grenades you'll find in the game:

Hand Grenades
Used by: all classes but Scout

The good ol' standby. These are probably the weakest of the grenades, but still darn good for clearing out crowded areas.

Concussion Grenades
Used by: Scout, Medic

Anyone caught in the fire of a **Concussion Grenade** will immediately begin to feel a bit dizzy. Your screen will begin to shake and wobble, and you'll find it hard to walk in a straight line. A great way to disorient flag carriers, you do NOT want to be using highly explosive weapons when feeling the effects of this grenade.

Caltrops
Used by: Scout

Used exclusively by the Scout, the **Caltrops** are great to help slow down enemies who may be chasing you. Toss these out and any enemy running one over will take damage - if they run over *two*, the enemy running speed will be noticeably slowed down.

EMP Grenades
Used by: Engineer

The engineer's **EMP Grenade** has a little surprise for anyone caught in it's shock wave: it will detonate any explosive ammo in it's blast radius, including that being carried by unfortunate players. That means all your rockets and grenades go BOOM...and most likely, so do you.

Hallucination Gas Grenades
Used by: Spy

Probably one of the most enjoyable weapons in the game. Anyone caught in the cloud from the **Hallucination Gas Grenade** will completely *freak out* - you'll suddenly start seeing explosions, hearing sounds, and feel like you're getting whacked with the crowbar, all at random times. Even with the in-screen indicator stating you've been hit with the grenade, you'll still feel completely paranoid trying to figure out what's real and what's fake.

MIRV Grenades
Used by: Demoman, HW Guy

Used by the big artillery boys, the Demoman and Heavy Weapons Guy, **MIRV Grenades** explode and release 5 additional grenades, which in turn explode themselves a few seconds later. Got someone trapped in the 2Forts flag room? Lob one of these bad boys in and watch your enemies go running for cover.

Nail Grenade
Used by: Soldier

A nasty grenade carried by the Soldier, the **Nail Grenade** will spin in the air and shoot a whole mess o' nails in every direction until it explodes a few seconds later. This is a great way to slow down enemy flag carriers if you know they're headed your way, and can also soften up enemy strongpoints for attack.

Napalm Grenades
Used by: Pyro

Used exclusively by the Pyro, the **Napalm Grenade** will explode, sending flames in every direction. It will also set the immediate area on fire for a few seconds, hopefully igniting any enemies who happen to wander by.

V.   MAPS

There are six maps included with Team Fortress Classic, each with its own goals and objectives. Some offer straightforward Capture the Flag gameplay, while others require you to control specific areas or protect or assassinate a certain player. Here's a quick look at the five maps included with Team Fortress Classic.

Two Fortresses

map name: 2fort.bsp
type of map: Capture the Flag

A remake of the classic "2Forts" map, **Two Fortresses** offers up standard Capture the Flag gameplay. Each team has their own base and a flag, and your objective is to steal the opponent's flag and place it on your team's "capture point". Each time you can do this, your team scores 10 points.

The layout of the map is pretty straightforward. There are two identical bases, separated by a body of water spanned by a bridge. There are two main entrances in the front of each base, and a water entrance as well. There are two routes to the flag room in the basement, but one is via an elevator that will not work for the enemy team, making escape with the flag difficult.

The capture point for each team is located outside on the balcony of each base, facing the bridge. Unlike many forms of CTF, you do not need to have your own team's flag to capture - simply touch the flag to the capture point to score. Also, if you kill an enemy flag carrier, you cannot return the flag to your base by simply touching it - it will only return to base after it has been untouched for 60 seconds. What this means is that your defense may have to relocate on occasion to recover the flag.

CanalZone 2

map name: cz2.bsp
type of map: territorial control

CanalZone 2 is another map updated from the original Team Fortress. The new version tinkers with some of the architecture and layout, but manages to hold on to the same addicting, fierce gameplay as the original.

The map layout consists of a control center for each team, as well as 5 command points, all separated by a system of canals. Two command points lie in each team's areas, while the fifth is placed in a central area. Your team goal is to take control of these 5 command points by placing a flag within them. The more command points you control, and the longer you control them, the more points you rack up. It is also possible to infiltrate the enemy base and destroy the control center, which removes all of the enemy flags from any command points they hold.

This is easily one of the best maps for in-your-face style fighting, and it requires much teamwork. The flag carrier is slowed by half while carrying a flag, making escorts an absolute must. Command points under your team's control will require guarding, while assaults need to be launched against enemy-held command points.

The Well

map name: well.bsp
type of map: Capture the Flag

The Well is the second "pure" CTF map included with Team Fortress Classic, one which snipers are bound to love.

The map layout consists of 2 bases facing each other over a broad expanse of real estate. In the middle of the map is a smaller building that players must pass through to get to the opposing base, which also provides water routes into the bases.

The bases themselves each contain a flag room that is located atop a tower towards the back of the base. This tower is accessable from either the first floor via lifts, or directly via a bridge. The flag room itself, however, is can only be reached through a single door. The capture point for each team is located at the base of the tower.

Each base also can be reached via water routes, but are blocked at the beginning of the map and must be opened by the Demoman's detpack. Snipers will be key on this map, as the top of each base houses a sniper deck, giving a clear shot to almost the entire outside area of the map as well as some of the interior of the opposing base.

The Rock

map name: rock2.bsp
type of map: Capture the Flag variant

The Rock presents an interesting twist on Capture the Flag gameplay. Set in opposing prisons, the flags have been replaced with key cards that must be stolen from the Warden's Office in each prison. Once accomplished, teams need to take the card to the opposing team's Gas Chamber, where you can release deadly nerve gas, resulting in the mass extermination of the opposing team.

The bases themselves are a fairly simple design, with plenty of signs and landmarks to tell you where you are. Major landmarks include The Yard, the Cellblock, and of course the Wardens Office and the Gas Chamber. There is also a sweet sniper's balcony, and other ledges and such to ambush from. One nice touch are the floodlights that automatcially flip on whenever enemies enter your courtyard.

Unlike many other 2fort-style maps, The Rock contains no bridge connecting the bases. Access to the prisons is gained either by swimming across a small pond, or entering the basement of the base via an underwater tunnel. The underwater tunnel, however, is blocked at the beginning of gameplay, and must be cleared out by a demo man.

Luckily, there are a couple of ways to avoid getting gassed to death after the other team activates the gas chamber. One way is to beat feet to the pond in the middle of the map and get underwater! The other is to locate one of the many suits spread around the base. Put one on, and you're home free.

Hunted

map name: hunted.bsp
type of map: assassination ∕ escort

Hunted houses a type of gameplay that will be new to many players, called "assassination ∕ escort" - or "Kill the President∕Cap the Prez", as many are referring to it. The map is based on the later stages of the "Surface Tension" episode from Half-Life's single-player game, and is perfect for this wild style of gameplay, quickly becoming a favorite of those who have had a chance to play it.

Gameplay is pretty simple: there are three teams, the "Hunted", "Assassins" and "Bodyguards". The Hunted needs to make his way from one end of the map to the other without getting killed, while a team of Assassins (a team of up to 5 Snipers) are out to stop him. The Bodyguards' job is to keep the Hunted from getting killed and help him to the SUV at the end of the level.

If the Hunted is successful, both he and all the Bodyguards get 50 points. If he is killed, each Assassin gets 25 points. The Hunted is basically unarmed and easy to kill, so the Bodyguards will have to work closely to keep him protected. The map offers multiple routes to the end of the map, but there are also plenty of hiding spots for the Assassins, meaning the Hunted is almost never safe.

Push

map name: push.bsp
type of map: football

Push is the latest map to be added to Team Fortress Classic. The object is simple: take the ball (which you can carry like a flag) from midfield and bring it to the opponent's base to score. There is a raised square in each team's base with their logo on it that acts as the goal.

There are indicators around the level indicating whether the ball is currently being carried, and by which team. You can play as any class except the engineer or spy, probably a good thing - imagine how different real sports would be if you could wear the other team's uniform...or set up a big sentry gun in front of your goal. :-)

VI.   COMMUNICATIONS

One of the most important parts of any team game is communication, and Team Fortress Classic is no different. Teammates should always be communicating with each other, providing status reports, coordinating attacks, and alerting their defense of incoming enemies. You'll need to set a few things up to do this, though, and we're here to help you through it.

Basic Team Communications

The easiest way to communicate with your teammates is with the team chat command. Bound to "U" by default, the "messagemode2" command will allow you to type a message that only your teammates can see. Use this to alert your teammates of anything that they need to know during the game. (I keep this bound to "M", but only because that's where I was used to it in CTF.)

If you want to switch keys for the team chat command, simply change it from TFC's configuration menu.

Advanced Team Communications

After using the "team chat" command a few times, you'll quickly find that it's very versatile, but also very time-consuming. You certainly can't stop to type a message while you're in the middle of a fight, so what you'll need are a few macros that send messages to your teammates with the press of a single key.

The command for the team chat macro is "say_team". Unfortunately, there's no way to create messages with this command from the TFC configuration menu, so you'll have to do it manually.

Let's say you wanted to create a message telling your team that there are enemies incoming to your base. Pull down the console (using the "~" key), and type:

```
bind i "say_team Alert to Base! Incoming Enemy!"
```

and press Enter. Now, when you press the 'i' key, this message will be sent to your teammates, letting them know that enemies are on the way. You can bind as many keys as you want this way, just be sure not to spam your teammates with too many unnecessary messages. Saying something once should be enough; if you abuse the communications feature by rapid-firing too many messages in a short period of time, you'll automatically be banned from communicating for a few seconds.

Creating a Communications Config Script

Now that you've bound a few messages using the "say_team" command, you'll want to create a configuration script for Team Fortress Classic. Among other things, this will make it easy for you to edit and keep track of your communications and other TFC settings. Below I've included my TFC config, which you can use an example to create your own config. Here's what to do:

1. Get this tfc.cfg file (at www.planethalflife.com/modcentral/tfc/tfc.cfg) and put it in your half-life/tfc directory.
2. In your /tfc directory, open your autoexec.cfg file and open it. (Notepad will do fine.)
3. At the bottom of the file, add the line exec tfc.cfg. Make sure there's a carriage return (an extra line or two will do) after this command.

When you start TFC, it should automatically execute your autoexec.cfg and the tfc.cfg along with it. If for some reason it doesn't seem to be working, simply pull down the console and type **exec autoexec.cfg**

Here are the contents of the tfc.cfg file - you can edit this any way you want, just be sure not to overwrite any keys you normally use to move, shoot, etc. :)

```
// *** TEAM FORTRESS CLASSIC.CFG FILE ***
// Sal "Sluggo" Accardo
// 03-31-1999 (gotta be Y2K, ya know)

// **** TEAM COMMUNICATIONS ****
bind m "messagemode2"          // team chat prompt
// Team responses
bind y "say_team affirmative" // "yes"
bind n "say_team negative"    // "no"

// Team Radio
bind i "say_team Alert to Base! Incoming Enemy!"
bind b "say_team Is Base Clear?"

bind f5 "say_team Attacking in 10 seconds"
bind f6 "say_team Attacking NOW"
bind f7 "say_team On Defense"
bind f8 "say_team Need help at base!"
bind f9 "say_team Guarding dropped flag - need backup"
bind f10 "say_team Coming to Base"

// Basic comments
bind f2 "say_team nice job team!"
bind f3 "say whoo-hoo!"
bind f4 "say dammit"

// *** OTHER TFC COMMANDS ***
bind "MOUSE3" "+attack2"    // use special skill
bind "SPACE" "+attack2"     // use special skill (for 2-button mousers)
bind t "+gren1"             // use Grenade type 1
bind g "+gren2"             // use Grenade type 2
bind h "say_team MEDIC!!!"  // Help!
bind x "flaginfo"           // give flag status
bind backspace "dropflag"   // drop flag
bind f12 "snapshot"         // rebind screenshot to f12

// Detpacks (demoman only)
bind ins "+det5"            // 5 second detpack delay
bind home "+det10"          // 10 second detpack delay
bind pgup "+det20"          // 20 second detpack delay

// Sluggo
```

Using Special Map and Class Configurations

Once you get used to creating your own TFC configurations, you can create specialized ones for each map or class. If you look in your /tfc directory, you'll see .cfg files for each map and class. These are automatically executed every time you join a new map or choose a class, and are basically blank slates that you can add commands to and edit any way you choose.

These config files open up all sorts of options to advanced players, such as having certain keys dedicated to level-specific messages that change from map to map. As an example, you could have a certain key dedicated to say "guarding a specific point" and have the message change from level to level. You could do the same with the class.cfg's such as having a key or two set up to print different messages depending on what class you're playing.

The one thing to keep in mind is if a key is bound in both the map.cfg and class.cfg, the command in the class.cfg will take precedence (as it will be the last one executed). It's probably a good idea to have certain keys dedicated to "map" messages, and others dedicated to "class" messages, to keep everything as organized as possible.

VII.   TFC WEAPONS / CLASS REFERENCE INFO

The following charts offer up a quick look at all the classes available in Valve Software's **Team Fortress Classic** add-on for Half-Life. These charts are for the initial release of TFC (1.0.0.9). As one well-known webmaster would put it, MAD PROPS go out to **Kerbuffel**, who tirelessly combed through the game for days putting all these charts together and verifying they were accurate. Go visit him at www.captured.com/kerbuffel and say hello. ☺

Class Attributes

Class	Speed	Health	Armor	Max Armor	Special Skill
Scout	Very Fast	75	25	50	Shows flag status
Sniper	Medium	90	0	50	Toggles Sniper rifle zoom
Soldier	Slow	100	100	200	Reloads current weapon
Demoman	Medium	90	50	120	Detonates Pipebombs
Medic	Fast	90	50	100	Selects Medkit
HW Guy	Very Slow	100	150	300	Selects Assault Cannon
Pyro	Medium	100	50	150	Selects Flamethrower
Spy	Medium	90	25	100	Brings up "Disguise" menu
Engineer	Medium	80	25	50	Brings up "Build" menu

Weapons and Ammo

Class	Slot 1	Slot 2	Slot 3	Slot 4	Slot 5	Grenade #1	Grenade #2
Scout	Crowbar	SB Shotgun: 8::50	x	Nailgun: 200	x	Caltrops: 4	Concussion: 4
Sniper	Crowbar	Sniper Rifle: 75	Auto Rifle: 75	Nailgun: 150	x	Hand Grenade: 4	x
Soldier	Crowbar	SB Shotgun: 8::100	DB Shotgun: 16::100	x	Rocket Launcher: 4::50	Hand Grenade: 4	Nail: 2
Demoman	Crowbar	SB Shotgun: 8::75	x	Grenade Launcher: 6::50	Pipebomb Launcher: 6::50	Hand Grenade: 4	MIRV: 4
Medic	Medkit	SB Shotgun: 8::75	DB Shotgun: 16::75	Super Nailgun: 150	x	Hand Grenade: 4	Concussion: 2
HW Guy	Crowbar	SB Shotgun: 8::200	DB Shotgun: 16::200	x	Assault Cannon: 200	Hand Grenade: 4	MIRV: 4
Pyro	Crowbar	SB Shotgun: 8::40	x	Flamethrower: 200	Incendiary Cannon: 20	Hand Grenade: 4	Napalm: 4
Spy	Knife	Tranquilizer Gun: 40	DB Shotgun: 16::40	Nailgun: 100	x	Hand Grenade: 4	Hallucination: 4
Engineer	Wrench	Railgun: 50	DB Shotgun: 16::50	x	x	Hand Grenade: 4	EMP: 4

Weapons	Ammo type	per clip
Slot 1		
Crowbar	x	x
Knife	x	x
Medkit	x	x
Wrench	x	x
Slot 2		
Single Barrel Shotgun	Shells	8
Sniper Rifle	Shells	N/A
Railgun	Bullets	N/A
Tranqulizer Gun	Shells	N/A
Slot 3		
Double Barrel Shotgun	Shells	16
Auto Rifle	Shells	N/A
Slot 4		
Nailgun	Bullets	N/A
Super Nailgun	Bullets	N/A
Grenade Launcher	Rockets	6
Flamethrower	Cells	N/A
Slot 5		
Rocket Launcher	Rockets	4
Assault Cannon	Shells	N/A
Pipebomb Launcher	Rockets	6
Incendiary Cannon	Rockets	N/A