

Soldier's Field Manual

OF - 1199 - 1HL

WAR DEPARTMENT

**HALF-LIFE:
OPPOSING FORCE**

SOLDIER'S HANDBOOK

NOVEMBER 1

DISTRIBUTION RESTRICTION: Approved for public release;
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FOREWORD

You are now a member of the Armed Forces of the United States. That Army is made up of free citizens chosen from among a free people. The American people of their own will, and through the people they have elected to represent them in Congress, have determined that the free institutions of this country will continue to exist. They have declared that, if necessary, we will defend our right to live in our own American way and continue to enjoy the benefits and privileges which are granted to the citizens of no other nation. It is upon you, and the many thousands of your comrades now in the military service, that our country has placed its confident faith that this defense will succeed should it ever be challenged.

The things that a trained soldier must know, and the way in which they are done, will be taught you as rapidly as you can absorb them. The basic military information is described and explained in this handbook so that it may be available constantly to you. By mastering the contents your future progress will be much more rapid.

You will have little time to learn the duties of a noncommissioned officer after you become one. You will be expected to know those duties and show that you know them. At a moment's notice you may have to take charge of your squad as a corporal - and in a critical hour.

*March 3rd
Another typically kelligish day at base camp. . .
I'll be glad when this is over and I can get
assigned a mission. There has been this really
weird civie spotted at the base. Rumor is he's
from some government branch looking to recruit;
others say he's with some secret research group.
I would jump at the chance to join. It would be
cool just for the change and the adventure.*

GETTING STARTED

TO ENGAGE MISSION

(Install Opposing Force)

Insert the game CD into your CD-ROM drive. If your CD-ROM drive has AutoPlay enabled, click the “Install Op For” button and follow the instructions. If AutoPlay is not enabled, double-click on the “My Computer” icon on your desktop. Double-click on the CD-ROM drive icon. Follow the installation instructions. If Opposing Force does not begin installing immediately, double-click on auto-run.exe.

Once the game has installed, you’ll be given the option to play OpFor immediately, or you may choose to play the game at anytime by selecting Half-Life: Opposing Force from your start menu.

WHAT EVERY SOLDIER MUST BE EQUIPPED WITH

(Minimum System Requirements)

Windows® 95, Windows 98 or Windows NT
Pentium® 133
24 MB RAM
2X CD-ROM drive
Mouse and Keyboard
640x480 SVGA high color (16-bit) display
Windows-compatible sound device
400 MB free hard disk space

WHAT YOUR COUNTRY RECOMMENDS

(Recommended System Requirements)

Pentium® 166+
32 MB RAM
3D accelerator card (OpenGL or Direct 3D)

The barbarian who kills for killing’s sake and who scorns the laws of war at any point is repugnant to the instincts of our people, under whatever flag he fights.

THE MAIN MENU

The Half-Life: Opposing Force Main Menu can be accessed at any time during a game by hitting the Escape key. Use your mouse or the up and down arrow keys to navigate inside of the Main Menu. As with the original Half-Life, hitting the Escape key at any time will go to the previous screen. Below, options within the menu system that are new to Opposing Force are described.

Before starting a game, your Main Menu choices include:

New Game

Boot Camp

Configuration

Load Game

Multiplayer

View Readme.txt

Previews

Quit

NEW GAME

As in Half-Life, when you choose “New Game” to undertake your mission, you’ll be asked to choose a level of difficulty.

Easy: Enemies are weak and are easy to kill.

Medium: Enemies do more damage but are easy to kill.

Difficult: Enemies do more damage and are difficult to kill.

BOOT CAMP

Access the Boot Camp at any time to learn the skills necessary to a soldier. These skills include operating your new Powered Vest and Night Vision goggles, learning to fire new weapons and learning how to work with your squad as a team. The Boot Camp also includes obstacle courses, rope climbing towers and radio training. **Even if you have completed Half-Life, it is recommended that you visit the Boot Camp prior to beginning your primary Opposing Force mission.**

The man who is always thinking of his “rights” rather than his duty, makes a poor soldier.

CONFIGURATION

Under this menu you may set game options, optimize video and audio settings for your system, and customize keyboard controls to your liking. After setting your configuration, hit the Done button to apply your settings and return to the Main Menu. Hit the Use Defaults button to restore the original default settings.

CONTROLS

The method to configure controls in *Opposing Force* has not changed from the original *Half-Life*.

Note - If you have customized your original *Half-Life* configuration, you will want to look at the configured keys in *Opposing Force* to make sure you are happy with the new settings and options.

AUDIO

Vest volume Adjusts the volume of the instructions provided by your Powered Vest (note that the soldier's powered vest does not provide as much audio feedback as the Black Mesa Research Facility HEV suit Gordon Freeman wore in *Half-Life*).

To hear the *Opposing Force* music, you must have the *Half-Life: Opposing Force* CD in your CD drive. To adjust the volume of the music, go to the Start Menu/Programs/Accessories/Multimedia, and select the Volume Control applet.

VIDEO

Most video cards have updated video drivers available since the release of *Half-Life*. Due to the popularity of *Half-Life*, many of these updates include optimizations that will make *Opposing Force* operate even better on your computer. It is recommended that you check with your video hardware vendor to verify that you have the latest version of video drivers.

UPDATES

During the installation of *Half-Life: Opposing Force*, your version of *Half-Life* will be upgraded to the latest version. However, it is recommended that you use the "Update" option periodically to search for future revisions and new game content.

By being courteous and respectful to constituted authority you are exhibiting qualities of a good soldier.

MILITARY SANITATION

1. If at any time you do not feel perfectly well, or believe that you have any disease, go at once to your first sergeant, who will send you to a medical officer for examination.
2. Stay away from any person having a disease unless it is your duty to take care of him.
3. Take a bath at frequent, regular intervals and at least twice a week. Pay particular attention to your armpits, the parts between your legs and the feet.
4. Be on the lookout for body lice and crab lice. If you have a continued itching on your body or head, report to a medical officer at once.
5. Get in the habit of having your bowels move regularly once each day at as nearly the same time as possible. Using the ground for this purpose is a source of great danger to everyone.
6. Keep your hair cut short and your fingernails clean. This is especially important if you are detailed as a cook, baker, or in other positions in which you handle food.
7. Flies and cockroaches frequently carry disease germs and leave them on food. Scraps of food, fruit skins, and manure should never be left on the ground about the post or camp.
8. Avoid venereal diseases. If you should feel that you have caught a venereal disease, report to the medical officer at once and do exactly as he tells you.

March 7th
I finally saw the government guy today. I'm not sure he is a g-man, but he was wearing a really uptight suit and carrying a briefcase. He looked more like a lawyer or insurance agent to me. I did notice him checking me out. Several times throughout the day I spotted him just watching me during . . .
ing. I wonder what he's up to . . .

BE AN EFFECTIVE SOLDIER

You may want to charge into a room and start shooting everything in sight. Sometimes we do, too. But in *Opposing Force*, there are many other ways to interact with your surroundings. *Opposing Force*'s environments are as realistic as possible, and this level of realism will affect the way you move around. For instance, there's gravity and if you stand on ceiling tiles, don't be surprised if they collapse under your weight. There are also multiple surface effects and yes, wet floors really are slippery. And, if hit hard enough, glass will break. You can also shoot bullet holes onto walls to mark your turf, or leave yourself location reminders.

USE KEY

Firing weapons is just one of the things you can do in *OpFor*. Press your Use (E) key for all sorts of other activities.

People Not everyone you meet is your enemy. While some scientists and security guards may be afraid of a soldier like you, others may be willing to help. Also, don't hesitate to team up with other friendly soldiers you come across in *OpFor*. Remember, the medic will heal you if you hold down your use key in front of him. And, a torch engineer can cut through some doors if you lead him to them. A squad that works effectively together is more powerful than the sum of its parts.

Objects Many objects, including doors, switches, and buttons, can be activated by hitting the Use key. In some cases, you'll need to hold down the Use key to perform the desired action.

Power ups Activate HEV suit chargers and wall-mounted first aid kits by stepping up to them and holding down the Use key. Your Powered Vest was designed by the military to accept many different kinds of energy, including the power from Black Mesa's HEV chargers.

Pulling Pull boxes and carts into new positions by holding down the Use key and walking slowly backwards. (To push a moveable object, just walk up to it, then continue walking slowly.)

Climbing From your military training, you've learned that ropes can be climbed. To begin climbing a rope, you'll need to face it and hit the Use key. Once on a rope use the jump and crouch keys to climb up and down. Hit the Use key again to release the rope.

CUSTOMIZE YOUR SETTINGS

If you have trouble using the default keys, remember to customize your keyboard and mouse settings by choosing Advanced Controls from the Configuration section of the Main Menu. Joystick and gamepad users should refer to the *Readme.txt* file for information on how to configure these devices.

March 9th
For weeks our drills have been the same crap day after day.
Today we assemble for the morning run and our drill instructor tells us we have one week to become experts at indoor strategic combat. We will be spending every day this week at the combat simulation facility. As far as I know this is a specialized training not taught in boot camp. What I want to know is if this is to test our ability to adapt or if we are being readied for a specific mission?
Time will tell . . .

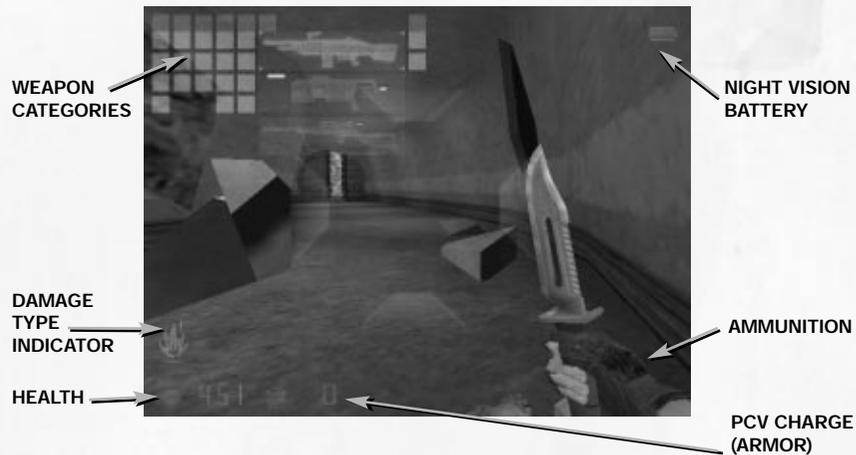
ON-SCREEN INFORMATION

YOUR POWERED COMBAT VEST (PCV)

Early in the game, you must find and wear the Powered Combat Vest (PCV) your military has provided you with. The vest can be recharged periodically and the greater the charge, the more protective power your vest has. To recharge your vest, seek out a wall-mounted HEV or PCV charger, or pick up batteries along the way.

THE HUD

Once you are in your Powered Vest, the energy from it will power your heads up display (HUD). The HUD is an on-going barometer of health, available vest energy, and remaining ammo. The HUD allows you to survey and select from your weapons arsenal and inventory items. It also alerts you when you are sustaining environmental damage.



NIGHT VISION GOGGLES

The soldier's mask and goggles are used in conjunction with the Powered Vest to provide you with night vision. The goggles use a special rechargeable battery within the vest, so cells used for armor protection are not drained when night vision is in use. The goggles can be toggled on and off and will provide you with visibility in the dark. They are not as useful in bright areas, however, so it is only recommended that you use your goggles only in low light conditions.

WEAPONS

A soldier's arsenal is crucial in time of war. But more important is the soldier's ability to effectively carry and use their weapons. Throughout active duty it is the responsibility of a soldier to maintain usage skills for each and every weapon for their job description. Weekly and, if possible, daily drills should take place in order to keep each weapon's usage fresh in the soldier's mind. Using any weapon should become second nature and require no more effort than taking a breath.

Outlined in this section are handling techniques and descriptions of weapons that every soldier should know.

DESERT EAGLE .357

Class Pistol (Group 2)

Ammunition .357 Caliber

Damage Medium

Capacity 7 Shots per Clip



The Desert Eagle is provided as a standard side-arm for field soldiers. It is therefore best used in close range combat. For assault teams, this weapon is fitted with a laser sight, making it the perfect tool for clearing trip mines and other small targets that require patient pin-point accuracy. The soldier has to be careful when using the laser sighting because it can reveal their position to the enemy. While the Desert Eagle does utilize a clip that allows a higher capacity than revolver type handguns, soldiers shouldn't burden themselves with much reserve ammunition. Never carry more than 36 rounds of .357 ammo.

March 12th
The rumors have been flying since our indoor combat training began. Most of my peers are convinced that we are being primed for a mission. No one can agree on what the mission is. I have heard the name Black Mesa Facility thrown around a lot, but I have no information about it. The rumors are that some top-secret research is being done there. It's all very interesting to me...

M-40A1 SNIPER RIFLE

Class Rifle (Group 6)

Ammunition 7.62mm NATO

Damage Very High

Capacity 1 Shot



The Sniper Rifle is used for exactly what the name implies, long range accuracy. The reload time is long and it fires only one shot at a time. But, the rifle is equipped with a high powered scope to enable a soldier to take out a target at distances up to half a mile. For obvious reasons this is not a close combat weapon. But, when used effectively, a sniper rifle can deliver many casualties as well as demoralize surviving enemies.

M-249 SAW LIGHT MACHINE GUN

Class Machine Gun (Group 6)

Ammunition 5.56mm

Damage High

Capacity 100 Shots



The Squad Assault Weapon (SAW) is the ultimate team combat gun. It can be used from a fall back position as a support weapon for suppressing fire or it can be used by a point soldier to quickly repel a defending force. Extra ammunition should always be kept available as the rate of fire of the M-249 causes most soldiers to burn through their stock seconds into the battle. While firing from a crouched stationary position the SAW is most accurate, but the accuracy rate decreases when fired while in motion.

To Insert a Magazine -- Without lowering the right hand, turn the barrel to the right. Grasp a magazine with the first two fingers and thumb of the left hand; withdraw it from the belt and insert it in the pistol. Press it fully home.

WARNING: If your rifle malfunctions with a live round in the chamber of a hot barrel, quickly remove the round. Keep your face away from the ejection port while clearing the hot chamber to avoid possible injury from a cookoff.

FIELD ITEMS

RADIO

Communication could be considered to be the most important tool of any soldier. Radios are used to allow soldiers in the field to maintain constant communication with each other. They allow the soldier to contact and locate fellow military personnel. The radio is also useful to receive danger warnings and other important information from home base. The radio is usually a stationary object, therefore it cannot be carried around. But, the usefulness of a radio in the field should never be ignored. Face the radio and hit your Use key to operate it.



ROPES

A well trained soldier is not always confined to the ground. Ropes can be used to elevate troops to higher ground or safely rappel to lower surfaces. Learning how to use gravity and inertia to swing on ropes allows them to be used in creative ways. A resourceful soldier is an effective soldier. To grab a rope, stand near it and press your Use key. You can climb up and down with the jump and crouch keys and use your movement keys to swing around. Press your Use key again to let go of the rope. You can swing yourself before letting go of the rope to hurtle yourself through the air.



MOUNTED WEAPONS

Heavy machine guns, missile turrets and even heavy artillery can all be utilized by soldiers in the field. Some weapons, such as artillery, require more care in aiming before firing. For rapid fire weapons, the simple approach is often the most effective - shoot until nothing is left moving. Most mounted weapons are equipped with enough internal ammunition to make continually sustained fire possible. The larger weapons will require careful tuning and aiming before the ordinance is launched. When you encounter a mounted gun, try firing it at every solid structure in sight. Often, large mounted weapons can destroy things that conventional carried weapons cannot.



MURPHY'S COMBAT LAWS

1. You are not a superman.
2. If it's stupid but works, it isn't stupid.
3. Don't look conspicuous-it draws fire.
4. When in doubt, empty your magazine.
5. Never share a foxhole with anyone braver than you are.
6. Never forget that your weapon was made by the lowest bidder.
7. If your attack is going really well, it's an ambush.
8. No plan survives the first contact intact.
9. All 5 second grenade fuses burn down in 3 seconds.
10. Try to look unimportant because the bad guys may be low on ammo.
11. If you are forward of your position, the artillery will fall short.
12. The enemy diversion you are ignoring is the main attack.
13. The important things are always simple.
14. The simple things are always hard.
15. The easy way is always mined.
16. If you are short of everything except enemy, you are in combat.
17. When you have secured an area, don't forget to tell the enemy.
18. Incoming fire has right of way.
19. Friendly fire isn't.
20. If the enemy is in range-SO ARE YOU!
21. No combat ready unit has ever passed inspection.
22. Things that must be together to work, usually can't be shipped together.
23. Radio's will fail as soon as you need fire support desperately.
24. Anything you do can get you shot-including doing nothing.
25. Tracers work both ways.
26. The only thing more accurate than incoming enemy fire is incoming friendly fire.
27. Make it tough for the enemy to get in and you can't get out.
28. If you take more than your fair share of objectives, you will have more than your fair share of objectives to take.
29. When both sides are convinced that they are about to lose, they are both right.
30. Professional soldiers are predictable, but the world is full of amateurs.
31. Murphy was a grunt.

COMMANDING YOUR SQUAD

WORKING AS A TEAM

Teamwork means that each person in the squad, platoon, company, troop, or battery gives everything in their power to make for the success of the whole unit. Success in battle depends on teamwork, and unless you play your own special part, the team may not win.

This military is set up so that each group, regardless of its size, can function like a fine tuned machine in order to complete its objectives. For this to happen each person has an assigned duty that may, and probably will, be different from the other soldiers in the group. It is important for each soldier to fully understand their duties, as their own lives and the lives of their comrades may be at stake.

GIVING ORDERS

The soldier of higher rank gives the orders. As Corporal, you'll command the Privates that make up your squad. In the field, you may find it necessary to order a squad (of any size) to follow you into battle. Or, you may decide that its safer to order your squad to patrol a fall back area as you scout ahead. Occasionally, you'll find that soldiers of lower rank that you meet in the field will be under other orders and cannot follow you. In any case, as the ranking officer, you'll make the call. The decisions you make in the field are crucial to your mission, to your life and to the lives of those under your command.

March 15th
The rumor has been confirmed. We are being trained for a mission at the Black Mesa Facility. All I know is that the place is being used by scientists who are doing some kind of new research. I can't imagine what we would be needed for. We were told today to be ready in case it happens tomorrow. I don't know what "it" is, but the whole thing is a little strange. I kind of hope it doesn't happen; the mission doesn't seem to have much potential. I'd rather hold out for a better chance of combat.

KNOW YOUR SQUAD

SOLDIER

The squad assault soldier is equipped with a shotgun, MP-5 sub machinegun or an M-249 light machinegun. Sometimes, soldiers may carry grenades. These soldiers will loyally follow you should you give the order. Simply face the grunt and hit your Use key. You can also command the soldier to guard the area around where he stands. "Use" him again and he'll stay put.



Lack of discipline in a soldier may not only cost him his life and the life of his comrades, but cause a military undertaking to fail.

MEDIC

The medic is trained in first aid and emergency surgery and has the ability to heal wounded soldiers in the field. To get the help of a medic, face him and press and hold your Use key. The medic will continue working on you as long as the Use key is held or until you are fully healed. Medics do carry limited supplies and if used repeatedly will no longer be able to heal you or your squad. During combat other soldiers may call for a medic and if he can hear them, he'll try to run to their aid. Medics are equipped with a .357 Desert Eagle sidearm for combat, but are best kept safely behind the front lines.



ENGINEER

The engineer is equipped with the tools necessary to adapt to changing situations in the field. He can even be utilized to cut through sealed doors. To have a torch engineer work for you, lead him to a door that needs cutting and he'll do his job. The engineer is capable of fighting with his sidearm, but care should be taken to keep your engineers alive at all costs. If you lose the only engineers available to cut a passage, you may fail your mission. Also, be careful not to allow the torch soldier's fuel tank to sustain damage. If the canister is pierced, it is likely to explode.



MULTIPLAYER

Half-Life: Opposing Force adds a number of exciting new multiplayer maps created by game industry All-Stars. Additionally, new player models have been added based on the new characters found in OpFor. Finally, all of the weapons from the original Half-Life as well as the new weapons introduced in this game are available in Opposing Force games on-line.

NEW MULTIPLAYER WEAPONS

Simply join or start an internet or LAN game of Half-Life: Opposing Force and you'll find new and original weapons located throughout the maps. You'll also notice that your hands will look like the soldier's gloves worn by Cpl. Adrian Shephard instead of the orange HEV suit worn by Gordon Freeman.

NEW MULTIPLAYER MODELS

The new models can be accessed in the Customize screen under the Multiplayer sub-menu. Simply scroll the model window by clicking on the arrows to have your player look like an engineer, Otis, a medic, a drill sergeant, a SAW soldier or any number of other new multiplayer models we've included with OpFor.

NEW MAPS

Gearbox Software and Sierra Studios is proud to have gathered this exclusive collection of talent that has collectively contributed to all of the best games of the action genre. As you join an "All Star" level in a multiplayer game, a short description of the designer will be displayed on the screen.

TEAM FORTRESS CLASSIC

Sierra Studios, Valve Software and Gearbox Software with the help of WON.NET hosted a TFC level design contest on the internet. The winning maps are available with OpFor. To play this missions, activate the Team Fortress Classic mod. from the Custom Game menu within Half-Life, then start or join a multiplayer game using the new maps.

README.TXT

Up to date information about all of the new "All Star" and TFC maps can be found in the readme.txt file included with Half-Life: Opposing Force. You can look at this file by selecting the option from the main menu.

Under the conditions of modern battle, the coherence of any military body comes not only of soldiers being articulate all down the line but of building up the dynamic power in each individual.

GENERAL ORDERS OF ALL SENTINELS

- To take charge of this post and all Government property in view.
- To walk my post in a military manner, keeping always on the alert and observing everything that takes place within sight or hearing.
- To report all violations of orders I am instructed to enforce.
- To repeat all calls from posts more distant from the guardhouse than my own.
- To quit my post only when properly relieved.
- To receive, obey, and pass on to the sentinel who relieves me all orders from the commanding officer, officer of the day, and officers and noncommissioned officers of the guard only.
- To talk to no one except in line of duty.
- To give the alarm in case of fire or disorder.
- To call the corporal of the guard in any case not covered by instructions.
- To salute all officers and all colors and standards not cased.
- To be especially watchful at night and, during the time for challenging, to challenge all persons on or near my post, and to allow no one to pass without proper authority.

Soldiers who constantly fail to fulfill their obligations are likely, sooner or later, to get into trouble, to lose the respect and regard of their comrades, to suffer punishments, and perhaps, finally to return to civil life dishonored.

CREDITS

For Gearbox

Production / Direction
Randy Pitchford

Art Direction
Brian Martel

Lead Programming
John Faulkenbury

Lead Level Design
Rob Heironimus

Models and Animation
Stephen Bahl
Brian Martel
Landon Montgomery

Textures, Skins and Art
Stephen Bahl
Brian Martel
Landon Montgomery

Level Design
Rob Heironimus
David Mertz
Randy Pitchford
Mike Wardwell

Programming
Patrick Deupree
John Faulkenbury
Steve Jones
Sean Reardon

Sound Effects
Rob Heironimus

Network Administration
John Faulkenbury
Stephen Palmer

Writing
Stephen Bahl
Rob Heironimus
Kristy Junio
Randy Pitchford

Manual
Kristy Junio
Randy Pitchford

Administration
Stephen Bahl
Landon Montgomery

For Sierra Studios

Senior Vice President, Core Games
J. Mark Hood

Producer, External Development
Jeff Pobst

Vice President -Marketing, Core Games
Jim Veevaert

Marketing Product Manager
Doug Lombardi

Marketing
Marc Tardif

Public Relations Manager
Genevieve Ostergard

***Sound Designer,
Voice Recording Specialist***
Ben Houge

WON.net Networking Engineers
Stuart Seelye
Mike Nicolino
Lee Olds
Erik De Bonte
Brian Rothstein
Colen Garoutte-Carson
Eric Harmon

Character Voices
Harry S. Robins
Mike Shapiro
Jon St. John

Original Music
Chris Jensen

Creative Services Sr. Account Manager
Justin Kirby

Box & Promotional Artwork
Bluespark Studios

Manual Layout
Cheryl Sweeney

Quality Assurance Team

Marc Nagel
James Evans
Niko Simonson
Byron Hummel
Darren Beil
Lester Stocker
Quang Pham
Erik Downing
Matt "Duke" Edington
Erinn Hamilton
Chris Mason
Phil Kuhlmeier
Ken Eaton
Gary Stevens

Localization Team

Flavie Gufflet-Dowling
Paul Cooke
Donncha Ryan
Kevin Boyle
David Hickey
Conor Harlow

VALVE is

Ted Backman
T.K. Backman
Kelly Bailey
Yahn Bernier
Ken Birdwell
Steve Bond
Dario Casali

John Cook
Greg Coomer
Wes Cumberland
John Guthrie
Mona Lisa Guthrie
Mike Harrington
Monica Harrington
Brett Johnson
Chuck Jones
Marc Laidlaw
Karen Laur
Randy Lundeen
Yatzse Mark
Lisa Mennet
Gabe Newell
Dave Riller
Aaron Stackpole
Jay Stelly
Harry Teasley
Stephen Theodore
Bill Van Buren
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