



TRIPWIRE
• I N T E R A C T I V E •

RED ORCHESTRA

OSTFRONT 41-45

Quickstart Guide



Red Orchestra: Ostfront 41-45 Quickstart Guide

Introduction

The Quickstart Guide provides a brief overview of the information you will need to jump right into a game of **Red Orchestra: Ostfront '41-45**.

We recommend that you also look through some of the other **Ostfront** manuals, after playing the first few practice maps using the Quickstart. These are:

- The Game Manual provides detail on the Menus and Configuration, the Roles, the Weapons, the basics of playing the game, the HUD, the Situational Awareness Map, the Scoreboard and Spectating.
- The History and Tactics Guide provides in-depth analysis of all the weapons and vehicles, as well as additional information on areas such as tank gunnery.
- Information on how to configure a server to play **Ostfront** can be found in the Server Setup Guide.
- The Level Design Guide includes information on how to build your own Ostfront levels.

Before You Start Playing

Before you start playing it is recommended that you review the game controls in the configuration screen. This Quickstart manual refers to the default game settings: yours may be different.

1. Getting into a game

a. Offline (Practice Mode):

- i. Click "Practice" on the Main Menu
- ii. Select a map from the list, using the descriptions to guide you
- iii. Select the AI soldier experience level (start low!)
- iv. Click on "Continue"
- v. When the map has loaded, chose a side – "Axis", "Allies" or allow the computer to "Auto-select"
- vi. On the Role selection screen click on the available roles to see what weapons are available
- vii. When you are happy with your role, click "Continue" to enter the game

b. Online (Multiplayer Mode):

- i. Click "Multiplayer" on the Main Menu
- ii. Click on the "Internet" tab to see a list of available servers
- iii. Click on a server with open slots and click "Continue"
- iv. When the map has loaded – as for offline!

2. Movement speeds

- a. Run (this is your default speed)
- b. Walk (useful when you want to creep around more quietly, hold **ctrl**)
- c. Sprint (hold down the **shift** key)
- d. If you come under fire while running/sprinting, hit **prone** to dive for cover
- e. You can lean your head around corners using "**Q**" and "**E**"

3. Posture

- a. Standing upright (default)
- b. Crouching (hit "**C**" to toggle)
- c. Prone (hit "**alt**" to toggle)
- d. Jump (**space bar**) – remember that jumping uses stamina



Red Orchestra: Ostfront 41-45 Quickstart Guide

4. Stamina

- a. You can only sprint or jump for so long before running out of breath
- b. When you are out of breath you will suffer a few penalties:
 - i. You will not be able to sprint or jump
 - ii. You will not be able to keep your aim as steady
- c. Resting for a few moments will allow you to regain some stamina. When you are no longer fatigued your aim will return to normal and you will be able to sprint and jump normally again

5. Rifles, sub-machine guns, automatic rifles and pistols

- a. All weapons may be fired "from the hip", or unaimed, but with poor accuracy
- b. Aiming properly by using the "iron sights" (hit **"I"**) greatly increases accuracy
- c. *There aren't any cross hairs! You have to aim with the gunsights!*
- d. If you are using a bolt action rifle, you will have to "work the bolt" (press **"fire"** again) to eject the spent cartridge and chamber a new one
- e. Hit **"R"** to reload when you are out of ammunition
- f. Hit **"Z"** to attach your bayonet. Not all weapons can mount a bayonet
- g. Rest your weapon on horizontal or vertical surfaces when the deployment icon appears – stay still and your weapon will steady when the icon is white

6. Light Machine-guns

- a. They can be fired "from the hip" – use **"I"** when moving – but assault fire isn't accurate and you can only move very slowly!
- b. Much more useful – look for the deployment icon in grey: always available when prone and also when close to a suitable horizontal surface
- c. Hit **"I"** to deploy the weapon when the icon shows and fire away
- d. Can only reload when deployed
- e. The MG34 and MG42 may need the barrel changed (**"B"**) if the barrel overheats
 - i. A burned out barrel is much less accurate than one in good condition
- f. You can resupply a machine gunner by pressing **"G"**. Not only does this give the gunner some much-needed ammunition, it scores you points!

7. Grenades

- a. Press and hold "fire" to pull arm the grenade and pull your arm back, release "fire" to throw

8. Objectives

- a. You score points for taking an Objective
- b. Press **"O"** to see the Situational Awareness map with the Objectives listed; press **"O"** again to return to play
- c. Go to an Objective and watch the capture bar climb. When the capture bar reaches maximum, your team takes control of the objective and you receive points

9. Other options

- a. Press **"escape"** to bring up the main menu when in game
- b. You can select a different Role or Side – Role only changes when you die
- c. Use **F12** to toggle the sniper scope view on a sniper rifle



10. Vehicles

- a. Press **"Use"** to get in or out a vehicle – remember to select a tank crew role first!
- b. Positions in tanks are Driver (key **"1"**), Commander/Gunner (**"2"**) and Hull gunner (**"3"**)
- c. Use **"middle mouse up/down"** to close or open hatches to look around in each position
- d. All vehicle weapons are reloaded automatically after firing
- e. **In the Driver position:**
 - i. Press forward (**"W"**) to increase the throttle setting. Press back (**"S"**) to decrease the throttle.
 - ii. Steer the tank with the left and right keys (**"A"** and **"D"**)
 - iii. Bring the tank to a stop with the brake (**"space"**).
- f. **In the Commander/Gunner position:**
 - i. Look around independently of the turret with the mouse as normal
 - ii. Rotate the turret with the left and right keys (**"A"** and **"D"**).
 - iii. Increase or decrease the elevation of the gun with the up and down keys (**"W"** and **"S"**).
 - iv. Press **"X"** to switch ammo types, **"Fire"** to fire the main gun and **"alt-fire"** to fire the co-axial MG
 - v. Use the "lean" keys (**"Q"** and **"E"**) to adjust the range setting on the main gun sight
 - vi. On older Soviet tanks (T-34 76, KV-1s and T-60) you will then need to adjust your aim as the aiming line in the gunsight will have moved
- g. **In the hull gunner position:**
 - i. Aim the machine gun and fire with the mouse

11. Artillery

- a. Only leaders with binoculars can spot for artillery
- b. Leader uses the binoculars and presses **"fire"** to mark the desired strike on the Objective map
- c. Get to a Radio/Phone and press **"U"** to try and call in the strike. Radios may be used by any soldier

12. Voice menus

- a. Press the **"V"** key to view the voice command menus
- b. Select the number of the command group you want to use
- c. Select the number of the command you want to issue
- d. Hit the "escape" key to cancel sending a voice command

13. Commanding AI Soldiers

- a. Press the **"V"** key to open the voice command menus
- b. Select the Commands group (**"5"**)
- c. Press the Attack command and select the objective to attack (or use the defend command).
- d. Select the squad to use in the attack.

